April 7, 1936. C. A. HASTINGS 2,036,630

GAME

Filed Feb. 26, 1935

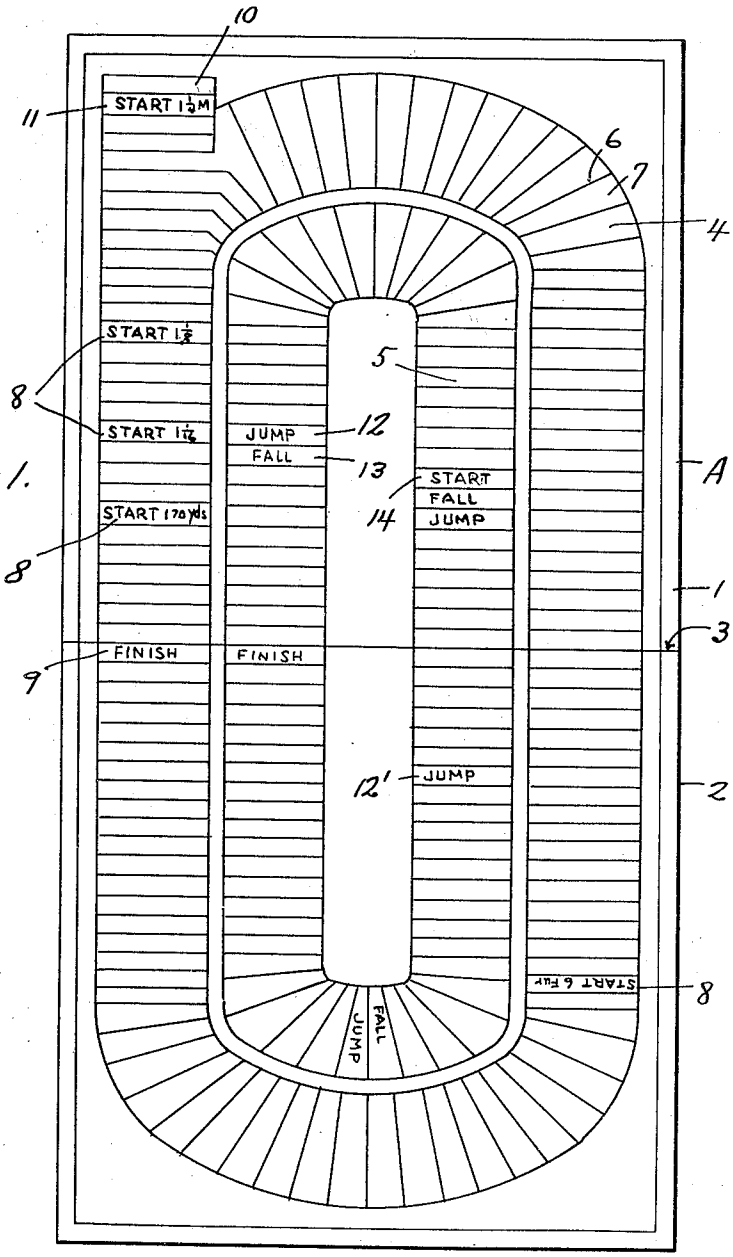


Fig. 1.

Fig. 2.





Fig. 3.

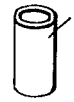


Fig. 4.

Inventor

CALVIN A. HASTINGS

By Clarence A. O'Brien

Attorney

Patented Apr. 7, 1936

2,036,630

UNITED STATES PATENT OFFICE

2,036,630

GAME

Calvin A. Hastings, Owings Mills, Md.

Application February 26, 1935, Serial No. 8,341

1 Claim. (Cl. 273—86)

This invention relates to a game, the general object of the invention being to provide a game board having two endless race tracks thereon with means whereby the game can be played with dice and playing pieces to simulate a horse race, either a straight race or a steeple race.

This invention also consists in certain other features of construction and in the combination and arrangement of several parts to be hereinafter fully described, illustrated in the accompanying drawing and specifically pointed out in the appended claim.

In describing the invention in detail, reference will be had to the accompanying drawing wherein like characters denote like or corresponding parts throughout the several views, and in which:

Fig. 1 is a face view of the board.

Fig. 2 is a view of one of the playing pieces.

Fig. 3 is a view of one of the dice.

Fig. 4 is a view of the cup for throwing the dice.

In this drawing, the letter A indicates the board which is preferably formed of two sections 1 and 2 hingedly connected together on the line 3 so that the board can be folded. This board is marked to form the outer track 4 and the inner track 5, each track having straight side edges and rounded ends and each track is divided by lines 6 into blocks 7. The outer track has certain of its blocks marked as shown at 8 to indicate starting points for races of different distances and two adjacent blocks of the two tracks are marked "Finish" as shown at 9 which indicates the finishing points of the races. One side of the outer track is formed with a short extension 10 divided into blocks and a starting block 11 is contained in said extension.

Certain of the blocks of the inner track contain the word "Jump" as shown at 12 and the block immediately in front of each block 12 contains the word "Fall", as shown at 13. One block of the inner track also contains the word "Start" as shown at 14.

If desired, the "Jump" block can be located in the inner track without the "Fall" block next to it as shown at 12'.

The game is played with the playing pieces, one of which is shown at 15 in Fig. 2, each playing piece being provided with a base and the representation of a horse and rider attached to the same, and dice, one of which is shown at 16, are adapted to be thrown from the cups, one of which is shown at 17.

As will be understood when a straight race is to be run, the outer track is used but when a steeple race is to be played, then the inner track is used. Each player has a single playing piece, one dice and one cup.

The game may be played under the following rules:—

The players first choose the length of the race or point from which the race is to start. Then the players roll the dice or choose among themselves who is to be first and so on. The pieces are then placed at the starting point. The one to roll a 1—3 or 5 moves his piece that many spaces forward. The one to roll a 2—4 is left at the post, and he has to wait his turn to roll again, and so on until he can move. Once the piece has left the starting point, it must be moved forward as many spaces as the dice calls for at all times.

For a six furlong race, start at the given point on board. The first piece to reach or cross the finish line wins the race, the next is second and so on, play ending when the last man rolls. When the last play is made, if only one or more horses have reached or crossed the line, they rate the position as they cross, the others rate the positions they hold on the board.

If any two or more pieces should be on any line back of the finish line, they tie for that position.

When starting from any other point, the piece must cross the finish line, circle the field and return to the finish line, pieces winning as mentioned above.

When using the inner track, or steeple chase, start at given point cross the finish line and circle the field to the finish line again. For a two mile race, circle the field twice. In taking the jump, if a piece should stop on the space marked "Fall", then said piece must leave the game.

It is thought from the foregoing description that the advantages and novel features of the invention will be readily apparent.

It is to be understood that changes may be made in the construction and in the combination and arrangement of the several parts, provided that such changes fall within the scope of the appended claim.

I claim:

A game of the class described, comprising a board having a continuous track thereon divided into blocks, said track having straight side portions and rounded ends and the track having an extension at one end of one side portion which projects beyond the rounded end, said extension also being divided into blocks, one block of the track having the word "Finish" thereon, and certain spaced blocks of the track having the word "Start" thereon, one of the "Start" blocks being in the extension and said "Start" blocks having numerals thereon indicating the length of the races beginning in such blocks.

CALVIN A. HASTINGS.