Feb. 4, 1947. A. H. BUFFMIRE 2,415,073

GAME

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Fig. 1

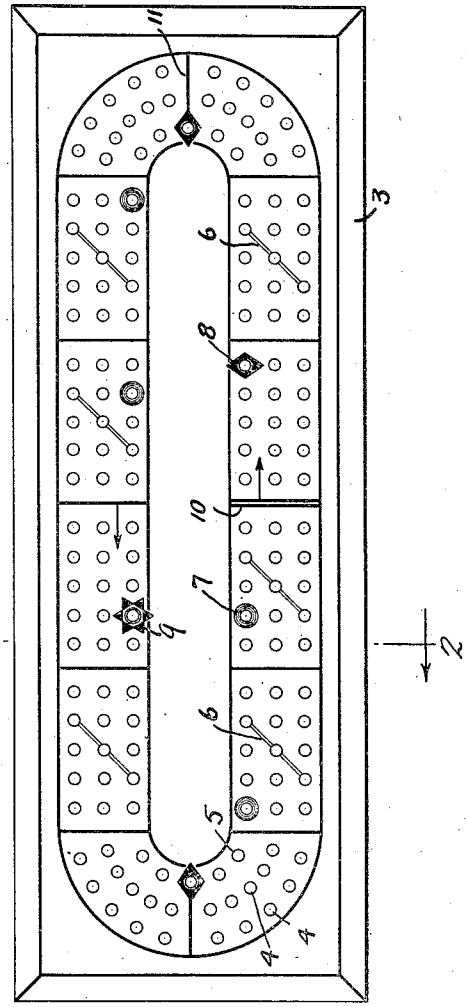
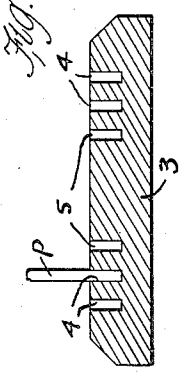


Fig. 2



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GAME

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3 Claims. (Cl. 273—134)

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The invention relates to games.

The object of the invention is to provide a game played with an apertured board, pegs, and a pack of cards in a manner generally similar to cribbage, the board being of a novel form to produce a game more exciting and interesting than cribbage and including hazards and situations not found in cribbage. The board of the present invention differs from the usual cribbage board in that there is a common lane into which the players may peg at certain points, and this lane contains a less number of peg holes than the outer lanes and also preferably at predetermined points has premium peg holes which if pegged into add additional points to the players' score.

The invention further consists in the several features hereinafter set forth and more particularly defined by claims at the conclusion hereof.

In the drawing:

Fig. 1 is an elevation view of a game board embodying the invention;

Fig. 2 is a detailed sectional view taken on the line 2—2 of Fig. 1.

Referring to the drawing, the numeral 3 designated the board as a whole which may be made of any suitable material or materials capable of being apertured to form peg holes for pegs P. It may be of a laminated or a one piece construction with its top face capable of being printed or carved upon to indicate the cut-ins or crossovers and premium holes hereinafter described.

The board 3 in its preferred form has three sets of pegging holes, two outer lane sets 4, and an inner lane set 5. The number of pegging holes in the outer lanes is sixty and in the inner lane is fifty. At predetermined points around the board there are cut-in lines 6 which connect the outer lanes 4 with the inner lane 5. These cut-in lines may be of any desired number and are here shown as six. Also preferably in the inner lane at predetermined points certain pegged holes have indicia thereon indicating a premium point, as for example, the four circled holes 7, the diamond enclosed holes 8, and the star enclosed hole 9. These premium holes may be given certain predetermined point values. For example, the four circled holes 7 if pegged into may each count ten extra points, any one of the diamond shaped indicated holes pegged into may count fifteen points, and if the star indicated hole is pegged into, there is an additional count of twenty-five points. An example of one of the ways in which a game employing this board may be played is, as follows:

The score for game may be fifty points which

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is obtained by the player first to peg twice around the board. The standard deck of fifty-two playing cards is used in a manner similar to cribbage to determine how many holes each player may peg during his turn.

The game is twice around the board starting from behind the double line 10 and finishing across it. Neither player may start in the inner lane 5. In starting the first player to score from his card hand selects either of the outer lanes 4. Opponent uses the remaining outer lane. Obviously, since the inner lane 5 is shorter and because only there does a player have the opportunity to peg into the premium holes, both players should strive to peg into the inner lane as soon as possible. To do so the player must score in hand or crib exact number of points to peg into one of the cut-in lines 6. For example, a player in the outermost lane scores in hand, play, or crib, or in all three together a count of seven, and he may then peg into the first cut-in line. The player in the inner of the outer lanes pegs into the cut-in line with a score of eight points. If a player pegs past a cut-in line, he must try to hit the next one. When pegging in a cut-in line 6, the player pegs all holes in that line, that is, the player in the outermost lane who lands into a cut-in line must peg two holes to get into the inner lane, whereas the player in the inner of the outer lanes on landing at a cut-in line only has to peg one hole to land in the inner lane. Therefore, each of the players in the outer lanes must peg in the same number of holes to land into the inner lane.

Both players may be in the inner lane 5 without interference. However, if a player's front peg rests in the inner lane and opponent coming up from behind in the inner lane or from an outer lane and across a cut-in line, scores the exact number of points in hand, play, or crib, or in all three together to peg into the hole occupied by player's front peg, bumps player's peg into the corresponding hole in the adjacent outer lane. That player must peg into a cut-in line to return to inner lane. A player can be bumped only from the inner lane.

A player bumped from the inner lane on the turns must place his peg in the hole in an outer lane which is the same distance from the straightaway as the hole he has just left, except if he is bumped from the diamond indicated hole, his peg is placed in the first hole past the quarter lap line 11 which runs into and is connected with the diamond hole. A player who pegs into one of the premium holes 7, 8, or 9 is credited imme-

diately. A player who bumps opponent from a premium hole is credited double.

If a player in an outer lane is blocked in a cut-in line by opponent in the center lane, he must continue in the outer lane. He may jump over his opponent's front peg in the inner lane counting the hole that the peg is in if his score so indicates. He is blocked only if his count is one or exactly the count to place him in the hole occupied by his opponent. Player is bumped if his peg rests at end of any cut-in line in inner lane and opponent pegs into it. Thus while one player may bump another if opponent's peg is in the hole in the inner lane, he cannot play into the inner lane if opponent's peg is blocking him in the pegging hole in the cut-in line of the inner of the outer lanes. When an overtaking player in the inner lane scores enough points to peg ahead of opponent's front peg in such lane, he passes opponent and includes in his counting the hole occupied by opponent. Back pegs do not block or influence play in any way.

If in the act of play a player plays a card or cards making a sequence, pairs, makes a fifteen or thirty-one plus a "Go" or a last card, the score is pegged as one count. For example, if a card is played which pairs opponent and is a "Go" or last card, it is pegged as three immediately. Player does not peg two for the pair and then one for the last card. These rules are important when trying for a cut-in line or premium hole. If a player wins the game before his opponent has crossed the finish line on his first trip, the winning player's score is doubled.

When a player neglects to count and peg the full of his hand, crib, or play, opponent may after erroneous score has been pegged, point out the overlooked score and take the points himself or demand the player take them.

A player who neglects to cross into inner lane after pegging into a cut-in line can correct this mistake only before next card is played. In case of penalties such as are provided in the standard rules of cribbage, the non-offending player may take the points for himself or demand the opponent take them. In no case may a penalized player collect by being penalized into a premium or score-counting hole except in those instances pointed out above where provision has been made for situations which differ from the regular cribbage rules. Count and play will be governed by the laws as outlined in the standard rules of cribbage such as may be found in Hoyle's Official Rules of Card Games. As the regular scoring for the advancement of the pegs from the values obtained by the cards in the players' hands are in accordance with these rules, further detailed description of these rules is not given here.

While the board shown has been particularly

designed for two or four hand playing, it is obvious that another outer lane of holes may be used on boards for three hand playing.

I desire it to be understood that this invention is not to be limited to any particular form or arrangement of the board as heretofore described except in so far as such limitations are contained in the claims.

What I claim as my invention is:

1. A new game board for games of the cribbage type played with a set of playing cards and pegs comprising a plurality of sets of pegging holes and characterized by the fact that the inner set contains a less number of holes than the outer sets of equally numbered holes and that at predetermined points in the outer sets of holes cross over lines are provided which when reached by the player permits him to peg along these lines into the inner set of holes.

2. A new game board for games of the cribbage type played with a set of playing cards and pegs comprising a plurality of sets of pegging holes and characterized by the fact that the inner set contains a less number of holes than the outer sets of equally numbered holes and that at predetermined points in the outer sets of holes cross over lines are provided which when reached by the player permits him to peg along these lines into the inner set of holes, the inner set of holes also having one or more specially designated holes with a predetermined extra point value.

3. A game board for a game similar to cribbage played with a set of playing cards and pegs having outer lanes of pegging holes, the number of holes in each of these being the same, and an inner lane of pegging holes of less number than the number of equally numbered holes in said outer lanes, and cut-in lines or lanes between the outer and the inner lane at predetermined points along said lanes by the pegging into of which a player in the outer lane may advance into the inner lane, the number of holes to be pegged by a player in any of the outer lanes to reach the inner lane from a cut-in line being the same.

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