July 21, 1936. H. B. LUSE 2,048,275

TABLE SHUFFLEBOARD

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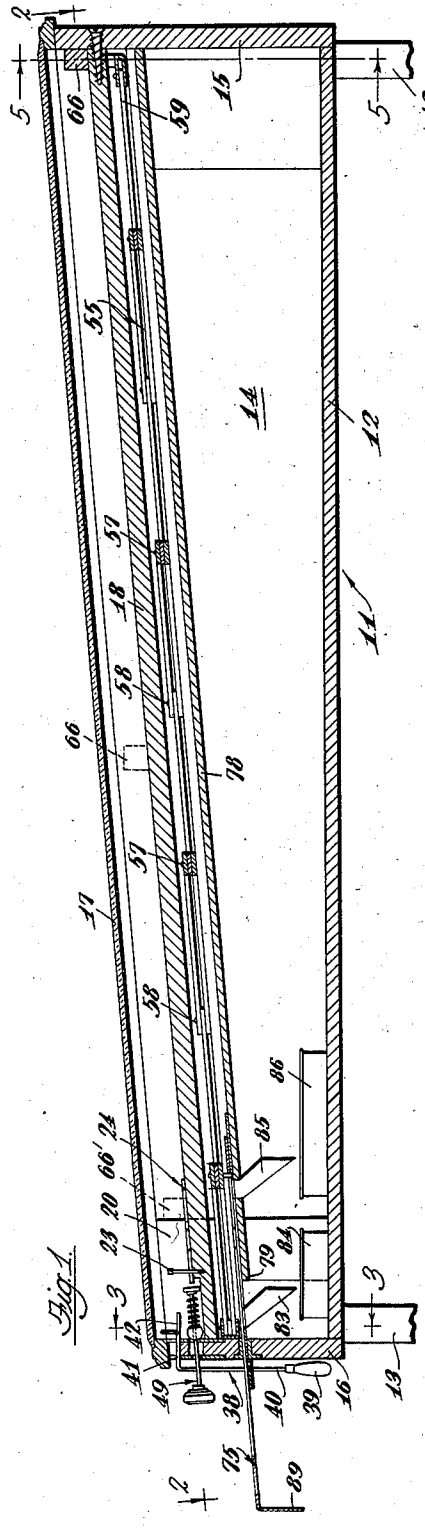


Fig. 1.

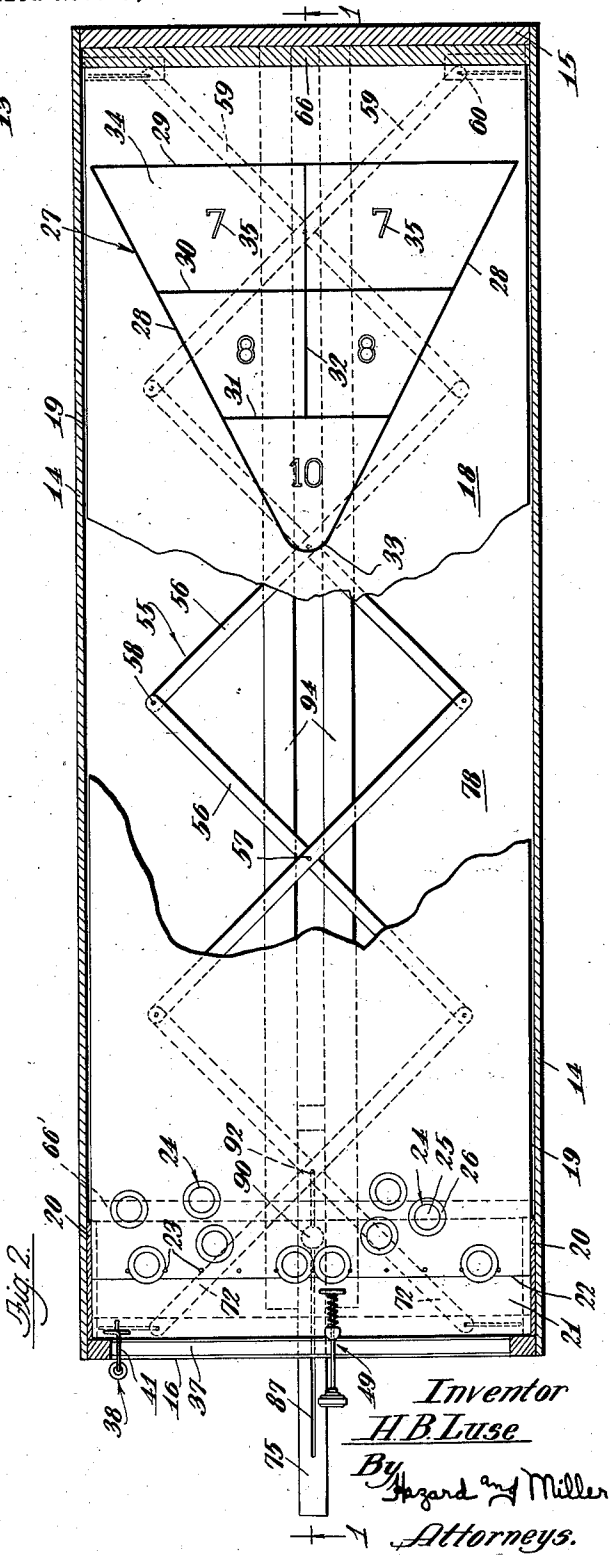


Fig. 2.

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Fig. 3.

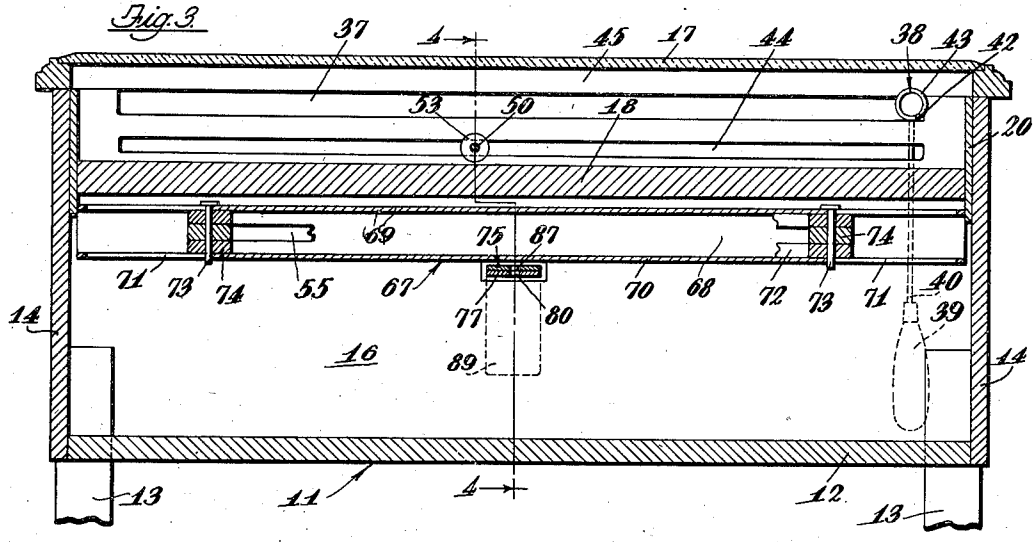


Fig. 4.

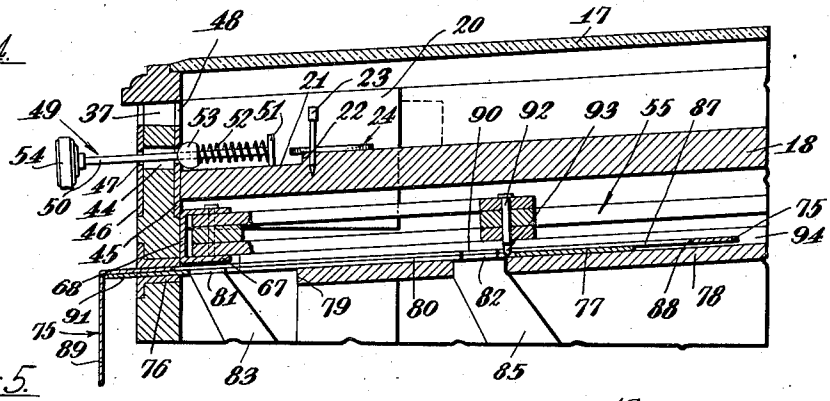
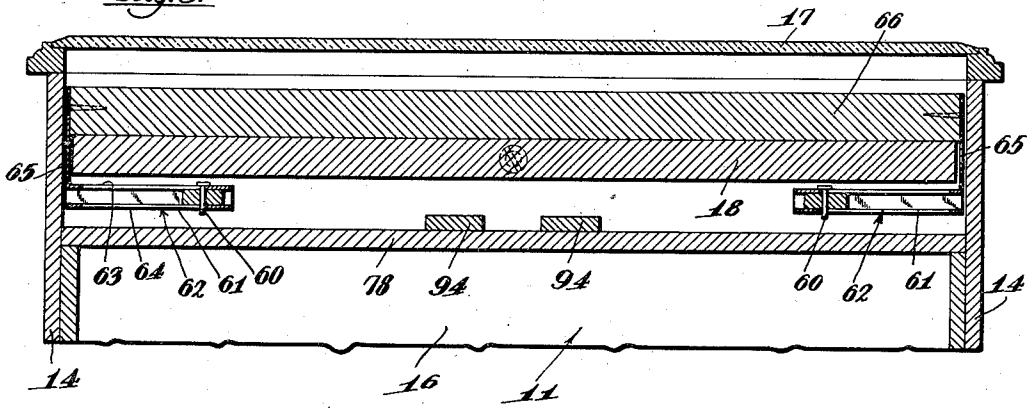


Fig. 5.



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UNITED STATES PATENT OFFICE

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TABLE SHUFFLEBOARD

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Application November 9, 1933, Serial No. 697,256

9 Claims. (Cl. 273—126)

My invention relates to a coin control game simulating the game of shuffle-board and is designed as a game of skill in which the game can only be initiated on the deposit of a coin.

An object and feature of my invention is the construction of a table structure on which the game of shuffle-board may be played, together with a device for returning the weights or playing pieces to the starting line or position from which the weights are shot or impelled. A further feature of my invention is making the returning device for the weights dependent for its operation on the use of a coin, thus requiring a player to use and manipulate the coin before the player can play the game after positioning the playing pieces at the starting end of the board.

A further object and feature of my invention as regards the device for returning the weights to the starting line is the use of a lazy tong type of extension arm which may be used to move the weights from the end of the board which has the score marking to the initial or starting point. A further detail feature is in requiring the use of a coin before the weight-returning device may be extended to the rear end of the board to allow playing the game after shifting the weights towards the starting line for the game.

A further object and feature of my invention is the use of a slidable impeller or cue which may be used to impel the weights from the starting point or line towards the scoring end of the board, these weights sliding on the board. The cue may be adjusted laterally and also pivoted on a vertical axis so that the weights may be shot from any position transversely of the starting line and impelled either directly longitudinally of the board or at an angle to the sides.

A further feature of my invention employs a setting device by which the weights, after being returned to a position adjacent to the starting line may be manipulated or adjusted to the places desired by the player on this starting line.

My invention is illustrated in the accompanying drawings, in which:

Fig. 1 is a longitudinal section on the line 1—1 of Fig. 2 taken in the direction of the arrows.

Fig. 2 is a substantially horizontal section on line 2—2 of Fig. 1 taken in the direction of the arrows.

Fig. 3 is a transverse vertical section on the line 3—3 in Fig. 1 in the direction of the arrows.

Fig. 4 is a vertical section on the line 4—4 of Fig. 3 in the direction of the arrows.

Fig. 5 is a transverse vertical section on the line 5—5 of Fig. 1 in the direction of the arrows.

In constructing my invention I employ a cabinet structure 11 which is illustrated as having a floor or bottom 12 and is supported on legs 13. The cabinet has opposite side walls 14, a back wall 15, front wall 16 and has a glass or transparent cover 17. Extending longitudinally of the cabinet there is the game board 18 on which the game of shuffle-board is played. This extends end to end between the front and back walls but is spaced from the side walls by the space or slots 19, one adjacent each side wall except adjacent the front wall there are closure strips 20 at the end of the slots. The game board has a transverse recessed section 21, adjacent the front wall and the shoulder 22 (note Fig. 4) forms the starting line for the game and adjacent the starting line there are a series of pins 23 against which the weights or playing pieces 24 may be adjusted. These playing pieces are illustrated as being constructed of flat discs with a recessed center portion 25 leaving a peripheral rim 26. The game board is laid out with score markings 27 which is illustrated as bounded by the triangular rulings 28 in which there is a back line 29, transverse lines 30 and 31 and a longitudinal line 32. The apex 33 of the triangular ruled space is towards the front or the starting or playing line of the board. The spaces 34 thus ruled off on the board for numerals 35 indicating the scores for each space.

When the weights or playing pieces are positioned adjacent the starting line or pins 23 in a manner hereinafter described they may be adjusted into positions for playing in the following manner:

The front wall 16 is provided with an upper transverse slot 37 through which extends an adjusting or positioning handle 38 (note Figs. 1, 2, and 3). This adjusting handle has a hand grip end 39, a shank 40 extending therefrom, a hooked end 41 which latter is provided with a prong 42. A circular section 43 adjacent the prong prevents this manipulating handle from being entirely withdrawn or retracted from the slot 37. In the normal or inoperative position of this setting implement it may be suspended in the front and at one side of the game board in the position shown in Figs. 1, 2, and 3. However, when it is desired to position the weights in contact with the pins the hook end may be thrust inwardly by raising the hand grip end and the recess 25 in the desired weight engaged by the prong, the prong catching on the rim 26, thus moving the weight into contact with a pair of the pins.

The device for projecting the weights or playing pieces is constructed and operated as follows:

The front wall 16 is provided with a lower transverse slot 44. It is preferable to have the cover plates 45 and 46 on opposite sides of the inner and outer faces of the front wall and each of these provided with a transverse slot 47. These plates also have transverse slots 48 registering with the slot 37 in the front plate. The cue or projecting instrument 49 comprises a rod 50 (note Figs. 1, 2, 3, and 4). This rod has a square projection head 51 on its inner end, one side of which square may slide in recess 21 of the game board. A coil spring 52 surrounds part of the rod and contacts a partly spherical washer 53 which washer is designed to engage the inside cover plate 45 at the slot 47. A finger manipulating end 54 is on the other end of the cue opposite the head 51. On account of the transverse slot in the front wall 16 the cue may be moved from one side to the other of the game board and due to the partly spherical washer 53 may be inclined at an angle to the board. By the finger grip 54 the rod 50 may be pulled outwardly so that the spring 52 is compressed. Then when the finger grip end 54 is released the spring projects the head 51 inwardly into contact with the desired weight positioned at the starting line and in contact with a pair of pins. The impulse then causes the weight or playing piece to slide on the game board into the desired position on the scoring chart or to rebound from the sides or from the rear end of the cabinet.

The device for returning the playing pieces from the scoring end of the board to the starting position is constructed as follows:

This employs a lazy tongs type of arm 55 which employs links 56. These links at their intersection are pivotally connected as indicated at 57 and at their ends as indicated at 58. A simple way to construct the links is to have single rods overlapping and pivoted to double rods. At the inner end of the lazy tongs arm each of the last links 59 is provided with a pin 60 (note Fig. 5) which pin may slide in a transverse slot 61 in a bracket 62, this having upper and lower horizontal portions 63 and 64 and a vertical web 65. The vertical webs of the brackets extend upwardly through the slots 19 from below the game board and between these fins is a shifting strip 66 which slides on top of the game board transversely and is used to return the playing pieces from the scoring end to the initial or starting end of the game board.

Adjacent the front wall 16 and on the inside there is located a channel or similar structure 67, this extending transversely across the game board and preferably being secured at its ends to the closure or filler strips 20 (note Figs. 3 and 4). This channel is illustrated as having a web 68 and upper and lower flanges 69 and 70 and through these flanges at the end there are vertical slots 71. The outer end links 72 of the lazy tong are provided with pins 73 operating in these slots. As these end links are one single and the other a double link it is necessary to use filler pieces 74 to have a proper fit in the channel between the flanges.

The device for retracting the lazy tong arms to move the shifting strip 66 from the scoring end to the starting end of the game board employs an operating rod 75 which may slide through a bushing 76 in the front wall 16 (note Figs. 1 to 4). A bearing plate 77 rests on a false bottom or floor 78, this latter extending from the rear wall 15 of the cabinet to a position indicated at 79 substantially below the shoulder 22 of the game board. This bearing plate 77 is provided with a longitudinal slot 80, a circular opening 81 in the slot for discharge of pennies or slugs, a second circular opening 82 for the discharge of genuine coins such as nickels. The slugs and pennies fall through a slug chute 83 into a slug or penny receiving box 84. The coins such as nickels drop through a coin chute 85 into a coin box 86. These boxes rest on the floor or bottom 12 of the cabinet.

The operating rod 75 is provided with a longitudinal slot 87, this having a stop end 88. The outer end of the rod is provided with a handle end 89 which extends downwardly outside of the front wall of the cabinet. A circular coin pocket 90 is provided in the operating rod 75 intersecting the slot 87. A projecting end 91 of the bearing plate 77 extends beyond the front wall 16 of the cabinet to engage the under side of coins deposited in the coin pocket 90 outside of the front wall of the cabinet.

A main actuating pin 92 forms the center pivot of the intersecting end links 72 of the lazy tong adjacent the front end of the cabinet. The lower end 93 of this pin extends downwardly into the longitudinal slot 87 of the operating rod 75 and may also extend into the slot 80 of the bearing plate 77. The parallel wear strips 94 are placed on the upper side of the false bottom 78 to engage the links of the lazy tong should these sag or to form a support for the intersecting portions of the links.

Presuming the shifting strip 66 is in the position illustrated in Figs. 1 and 2, that is, at the rear end 15 of the cabinet beyond the score markings and also presuming a game has been played and the weights are adjacent to this end then a person desiring to play a game of shuffle-board may pull outwardly on the handle end 89 of the shifting rod 75. This causes the rod to slide until the end 93 of the pin 92 engages the stop end 88 at the end of the longitudinal slot 87 in this rod. Further pulling out of the rod 75 folds the links of the lazy tong and thus slides the shifting bar 66 from the position illustrated in full lines in Fig. 1 to the dotted line position 66', the limit of movement being by the web 65 contacting with the filler piece 20 at each end of the slots 19. In this folding action of the lazy tong links the ends of the end links slide in the slots 61 at the rear end and 71 at the front end thus allowing for the transverse spreading of the links. This movement of the shifting strip moves the playing pieces or weights to position substantially shown in full lines in Fig. 2.

Before a player can return the shifting strip 66 from the position adjacent the front end of the cabinet to that adjacent the rear end it is necessary to place a coin in the coin pocket 90 of the operating rod 75. This coin then engages the pin 92 and shoves this pin and hence extends the links of the lazy tong until the shifting strip 66 again occupies its remote position when the coin drops through the circular coin slot opening 82 into the coin chute 85 and hence into the coin box 86.

A proper sized coin passes the smaller opening 81 but if a penny or an under-sized slug is used such penny or slug will drop through the penny or slug slot 81 into the slug chute 83 and hence into the slug box 84 and there will be no reacting element to cause a longitudinal movement of the pin 92 and hence the extending of the lazy tong.

Various changes may be made in the details of construction without departing from the spirit or scope of the invention as defined by the appended claims.

I claim:

1. A shuffle-board game comprising in combination a game board, side walls extending longitudinally at the sides of said board, means indicating a starting position for weights or playing pieces, markings on the board indicating scoring positions, a front wall having a guide slot extending transversely across the board adjacent the starting position, a cue mounted in said guide slot, said cue having means for swiveling on a vertical axis at said slot to project the weights at variable angles to the side walls of the board and a spring operating with the cue to give a projecting impulse to the weights, a retraction means comprising a shifting strip mounted above the surface of the board and a lazy tong connected between the strip and to the board adjacent the starting position to move said shifting strip from a position beyond the scoring markings on the board to a position adjacent the starting position to return the projected weights from their projected position to a place adjacent the starting position.

2. A shuffle-board game comprising in combination a game board having a starting position with pins to align the playing pieces at one end and score markings adjacent the opposite end, a guide slot extending transversely of the board adjacent the starting position, a cue comprising a rod slidably mounted in said guide slot, said rod having a projection head to engage a weight adjacent the starting position, a compressible spring on the rod compressible between the head and the said guide means and a finger grip device to compress the said spring, a retraction means consisting of a shifting strip extending transversely across the game board and slidable thereon, means to initially position the said shifting strip at the end of the board remote from the starting position, the said positioning means being operative to slide the shifting strip on the surface of the board towards the starting position to retract the projected weights.

3. A shuffle-board game comprising in combination a flat game board having markings indicating a starting position, flat weights resting on said board and a projection means operative substantially parallel to the surface of the board to forcibly strike the weights at the starting position and slide said weights longitudinally of the board, a guide structure at the end of the game board adjacent the starting position and a positioning handle operating in said guide means and having a hook to engage the weights and locate said weights adjacent the starting position on the board.

4. A shuffle-board game comprising in combination a game board having a means forming a starting position, a plurality of discs forming weights and resting on said board to slide thereon, a projection instrument to engage a weight at the starting position and to project the said weight by sliding the same longitudinally of the board, a retraction strip extending transversely across the board, a lazy tong type of arm operatively connected to said strip, means to retract said lazy tong arm to slide said strip for returning projected weights to a location adjacent the starting position, the means for retracting the lazy tong arm having a coin holding structure and means mounted on the lazy tong cooperative with the coin therein for extending the lazy tong and moving the shifting strip from adjacent the starting position to the opposite end of the board, said means on the lazy tong being operative for retracting the lazy tong.

5. A shuffle-board game comprising, in combination, a game board having a flat surface for supporting playing weights, means to project said weights longitudinally of the board, a shifting strip extending transversely across the top of the board, a retraction and extending means connected to said shifting strip, a shifting rod slidably mounted, means to interengage the shifting rod and the retraction and extension means to collapse the extension means and shift the shifting strip from the rear to the front end of the board, said shifting rod having a coin receiving pocket, the coin in said pocket being adapted to form an interengagement with the retracting and extension means to extend the extension means and move the shifting strip from the front to the rear end of the board.

6. A shuffle-board game comprising, in combination, a game board having a flat surface for sliding playing weights thereon from a front to a rear end of the board, a shiftable strip mounted on the top of the board, a lazy tong arm operatively connected to said shiftable strip, a shifting rod, means for an interengagement between the shifting rod and the lazy tong arm to collapse said arm and move the shifting strip from the rear towards the front end of the board.

7. A shuffle-board game comprising, in combination, a game board having a flat surface for sliding of playing weights from the front to the rear end of the board, a shifting strip extending transversely of the board on the upper surface thereof, a lazy tong arm positioned below the board and having a connection at the sides of the board with the shifting strip, a pin on the lazy tong arm, a shifting rod having a slot with a pin engaging therein, said pin when engaged by one end of the slot and by an outward movement of the shifting rod collapses the lazy tong arm and moving the shifting strip from the rear towards the front end of the board, said shifting rod having a coin pocket and the coin in said pocket being adapted to engage the said pin whereby on inward movement of the shifting rod the lazy tong arm is extended and the shifting strip moved from the front towards the rear end of the board.

8. A shuffle-board game as claimed in claim 7, a front wall positioned at the front end of the board and having a transverse slot, a cue having a rod extending through said slot with a projection head on the inner end, a washer with a spherical bearing engaging the inside of the end wall, a compression spring between the head and the washer and a finger grip end on the end of the rod remote from the head.

9. A shuffle-board game as claimed in claim 7, the front wall having a transverse slot, a positioning handle having a hand grip end on the outside of the end wall, said handle extending through the said latter slot and having a prong on its inner end adapted to engage a playing weight for the positioning of said weight adjacent the front end of the board.

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