Jan. 14, 1964 J. B. WHITE 3,117,790

RACING GAME WITH SPINNER AND DIAL FOR INDICATING THE DIRECTION OF MOVEMENT OF EACH PLAYING PIECE

Filed Feb. 1, 1962 5 Sheets-Sheet 1

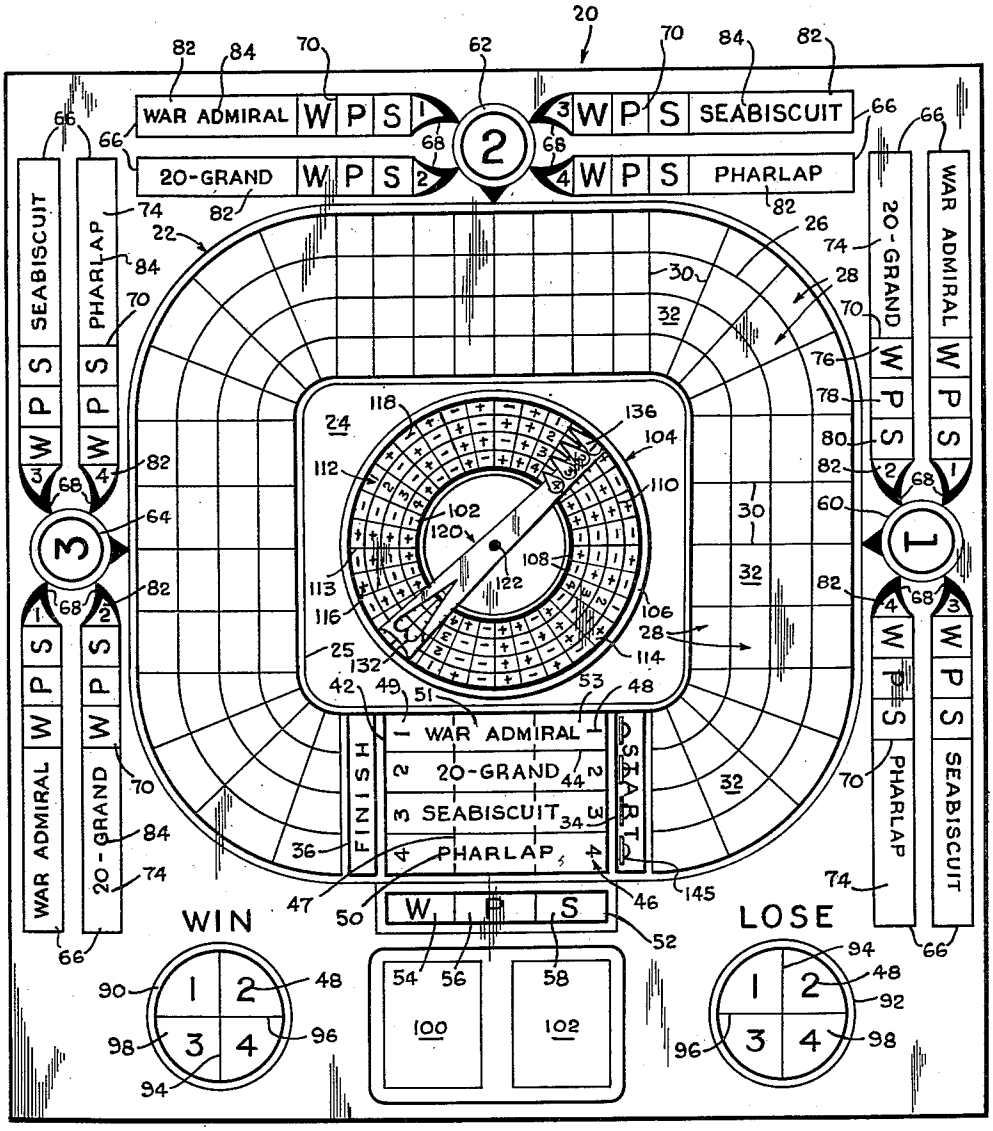


FIG. 1

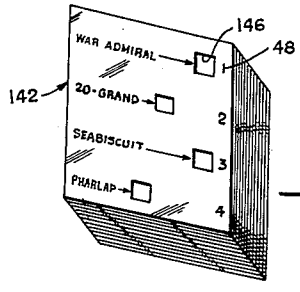


FIG. 5

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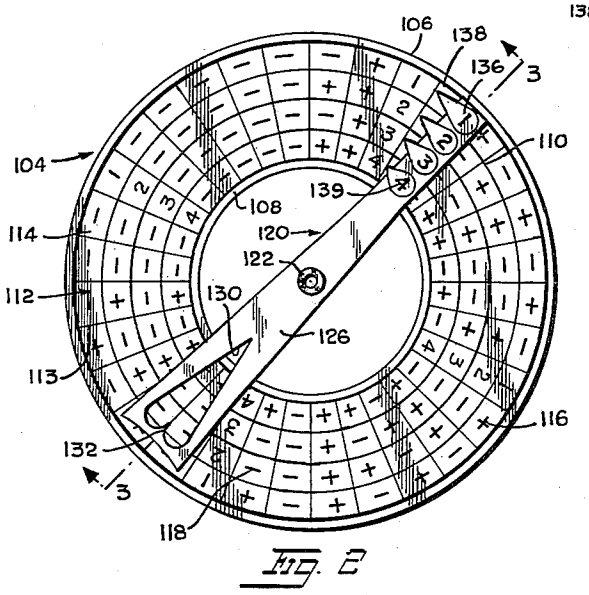


Fig. 2

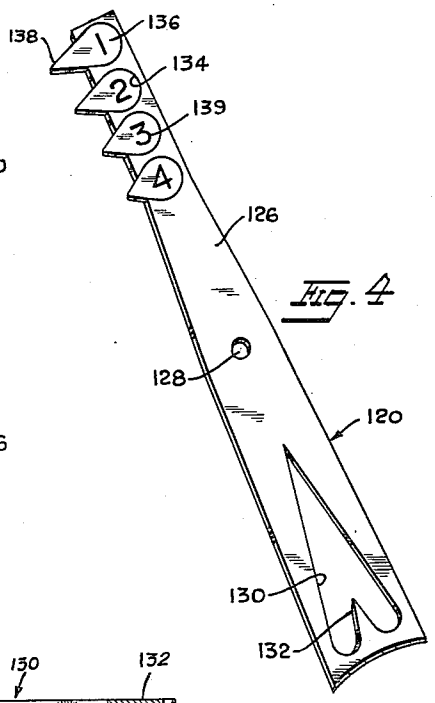


Fig. 4

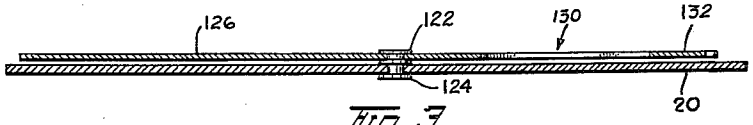


Fig. 3

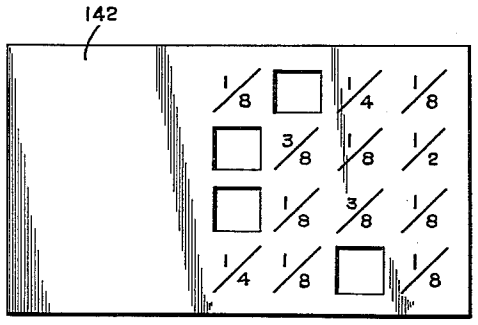


Fig. 8

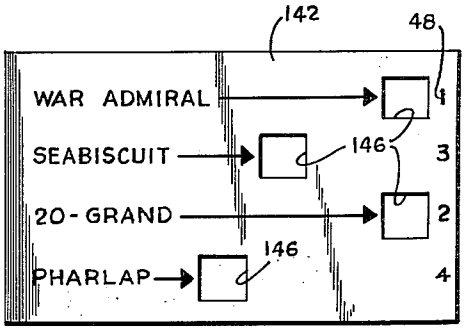


Fig. 6

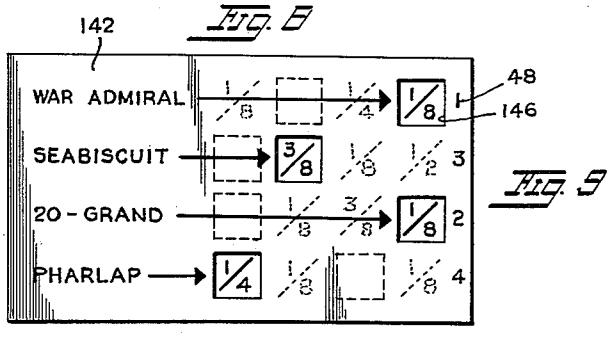


Fig. 9

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RACING GAME WITH SPINNER AND DIAL FOR INDICATING THE DIRECTION OF MOVEMENT OF EACH PLAYING PIECE

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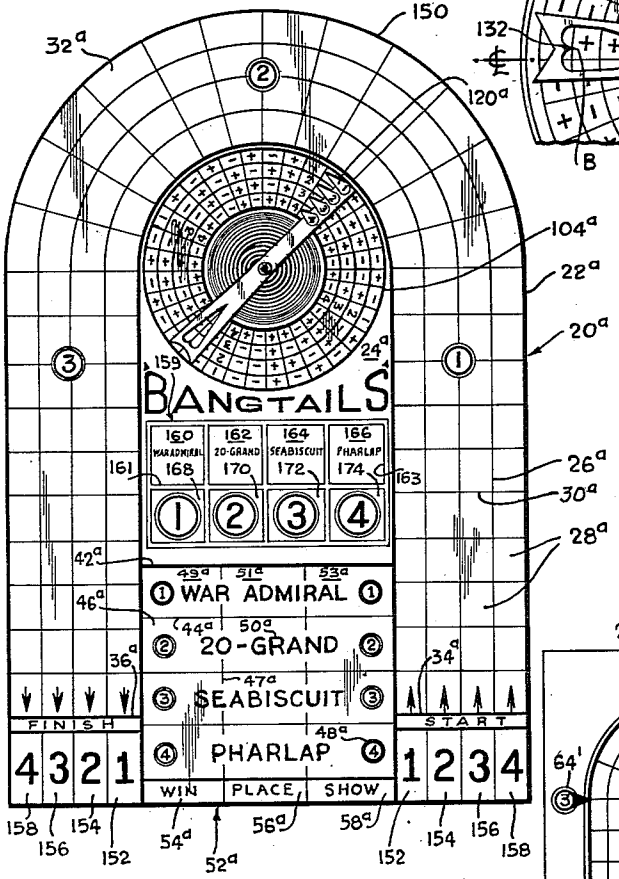


Fig. 14

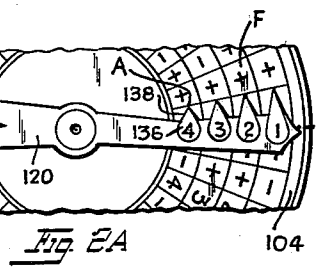


Fig. 2A



Fig. 10



Fig. 11

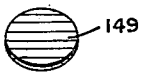


Fig. 12

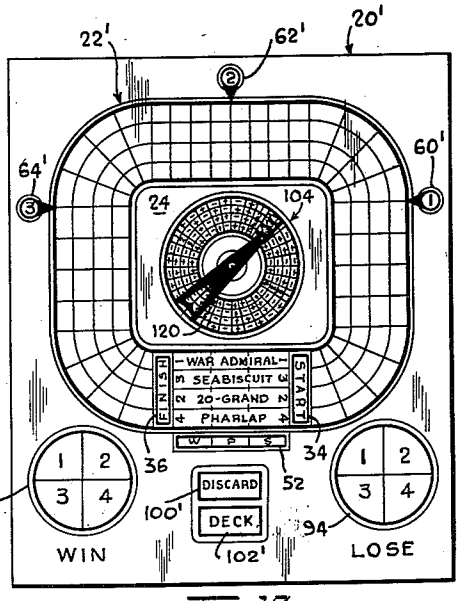


Fig. 13

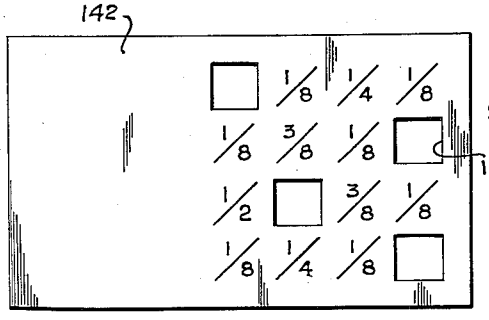


Fig. 7

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RACING GAME WITH SPINNER AND DIAL FOR INDICATING THE DIRECTION OF MOVEMENT OF EACH PLAYING PIECE

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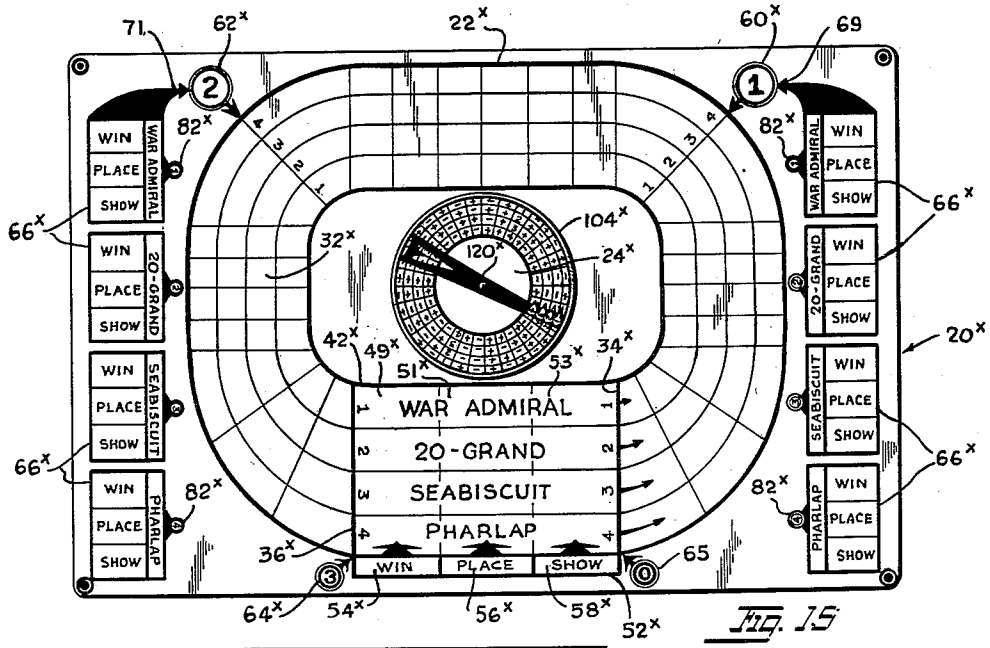


Fig. 15

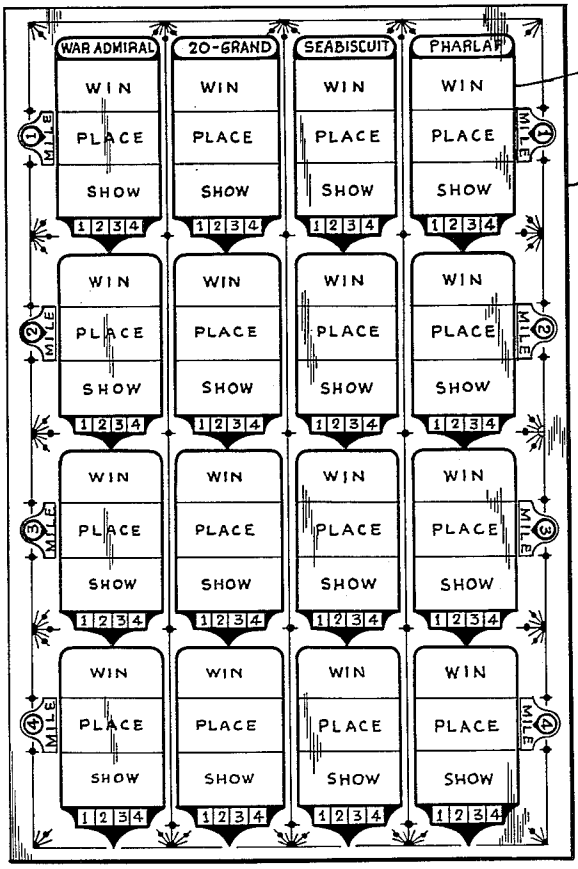


Fig. 16

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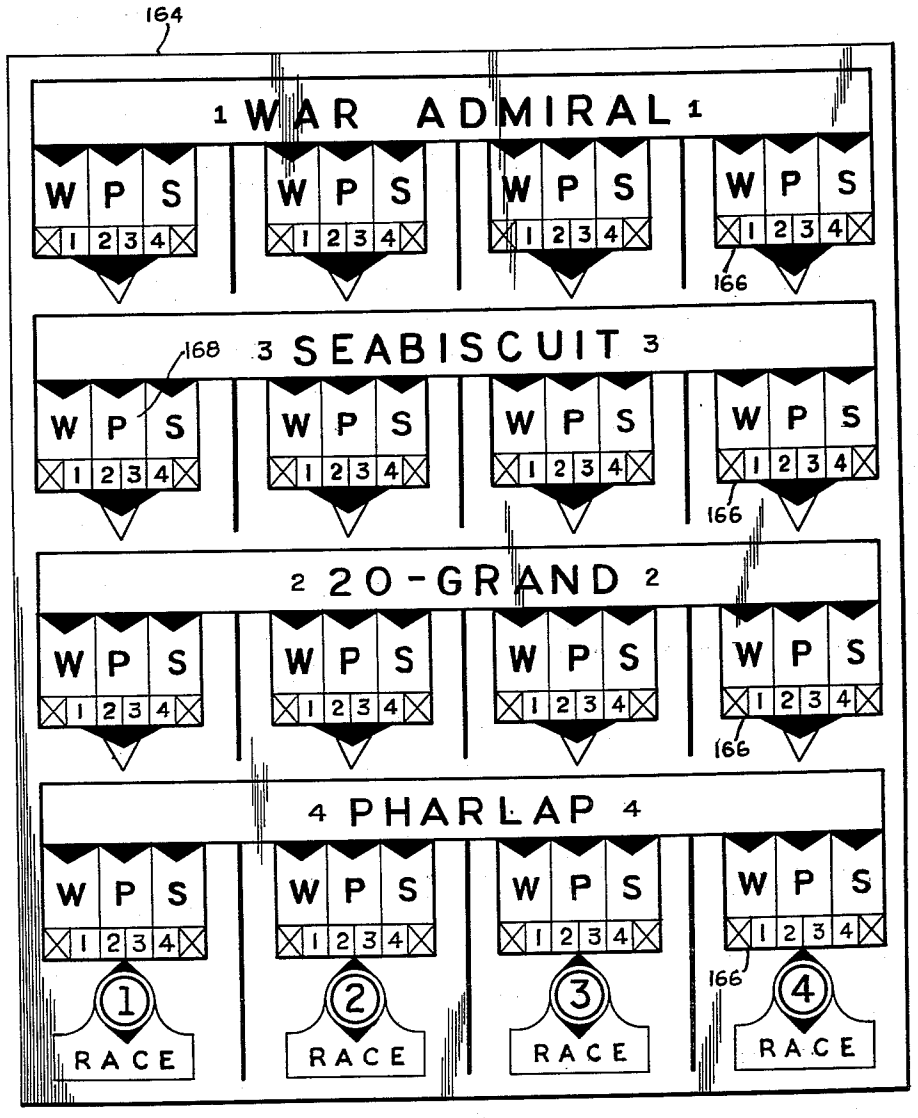


Fig. 17

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United States Patent Office

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RACING GAME WITH SPINNER AND DIAL FOR INDICATING THE DIRECTION OF MOVEMENT OF EACH PLAYING PIECE

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Filed Feb. 1, 1962, Ser. No. 170,381
9 Claims. (Cl. 273—134)

This invention relates to an indoor or table type race horse game.

The principal object of the invention is to provide a game apparatus that is simple in construction and mode of play, that can be cheaply constructed and sold reasonably and comprises a game board with an outline of a race track thereon, including a starting line and a finishing line.

Another object of the invention is to provide a game simulating a race horse game that is fast and fascinating, appealing to the young and old.

A further object of the invention is to provide a race horse game wherein the point tabulating system of the game is based on the principles of the pari-mutuel system of the horse racing parlance or manipulations that are used by officials at conventional race tracks.

For further comprehension of the invention and of the objects and advantages thereof, reference will be had to the following description and accompanying drawings, and to the appended claims in which the various novel features of the invention are more particularly set forth.

In the accompanying drawings forming a material part of this disclosure:

FIG. 1 is a top plan view of a table-type race horse game constructed in accordance with the principles of one form of the present invention and disclosing the essential components and characteristics thereof.

FIG. 2 is an enlarged top plan view of the paddock and positioning dial.

FIG. 2A is a top plan view showing arrangement of the paddock and dial of FIG. 2.

FIG. 3 is a cross-sectional view taken on the line 3—3 of FIG. 2.

FIG. 4 is a top perspective view of the positioning dial on a larger scale.

FIG. 5 is a top perspective view of a deck of cards used in the game.

FIG. 6 is a top plan view of one of the cards of the deck shown in FIG. 5.

FIG. 7 is a bottom plan view thereof.

FIG. 8 is a bottom plan view of another card of the deck shown in FIG. 5.

FIG. 9 is a top plan view of the card of FIG. 6 superimposed on the next succeeding card shown in FIG. 8 in the deck.

FIG. 10 is a top perspective view of a playing piece used in the game.

FIG. 11 is a side elevational view of a playing piece used in the game.

FIG. 12 is a top perspective view of a playing piece used in the game.

FIG. 13 is a view similar to FIG. 1 of a race horse game embodying a modified form of the invention.

FIG. 14 is a view similar to FIG. 1 of a race horse game embodying another modified form of the invention.

FIG. 15 is a view similar to FIG. 1 of a race horse game embodying still another modified form of the invention.

FIGS. 16 and 17 are plan views of different forms of betting boards used in the game.

Referring in detail to the drawings, in FIG. 1 a rectangular game board made in accordance with the principles of one form of the invention is illustrated and designated generally by the reference numeral 20. This is

here shown as a one-piece construction, but in actual practice, the board will probably be made up of hinged sections which can be folded into small compact form. The board may be constructed of cardboard, compoboard, wood or any other suitable material.

At the central area of the top of the board, there is printed or otherwise displayed a diagrammatic race track or course designated generally at 22 on which the horses run. The track 22 is substantially C-shaped although it may be otherwise shaped, providing a square central area 24, with a rail 25 therearound. A plurality of spaced lines 26 is shown around the track dividing the track into a number of running courses 28. The lines 26 are intersected by cross or radial lines 30 which divide the courses 28 into a number of sections 32. Each section 32 represents a furlong and there are eight furlongs to a mile. The present outline of track is designed to represent a four-mile track. One end of the track 22 has a starting line 34 while the other end terminates in a finish line 36. The word "Start" is printed or otherwise applied to the board adjacent the starting line, while the word "Finish" is printed or otherwise applied to the board adjacent the finish line 36.

Between the starting line 34 and the finish line 36, there is a space 42 for the horses running in the race to line up for the start of the race, which space is known as the post or starting gate. The post section 42 is divided by lines 44 into stalls 46 indicating post positions for the horses, the sections being numbered "1," "2," "3," and "4" consecutively from the rail 25 outwardly as indicated at 48. The numbers indicated at 48 also serve to identify the horses.

The names of the horses participating in the race are printed in the stalls 46 as indicated at 50. For example, the name "War Admiral" is printed in the stall 46 nearest the rail 25 which is marked "1." The name "20-Grand" is printed in the post position marked "2," the name "Seabiscuit" in the post position marked "3," and the name "Pharlap" in the post position marked "4." Below the post stalls as viewed in FIG. 1, there is a rectangle 52 divided into three sections 54, 56 and 58. The letter "W" appears in section 54, representing the word "win," the letter "P" in section 56, representing the word "place," and the letter "S" in section 58 representing the word "show." The stalls 46 are each further divided by vertical lines 47 into sections 49, 51 and 53 in line with the sections 54, 56 and 58, respectively, therebelow. Thus, each horse in the race has a "win" space 49, a "place" space 51 and a "show" space 53. The rectangle 52 represents a betting area for the public where bets on the horses are placed.

There are three other mile-post betting areas around the track, one at the right of the track as viewed in FIG. 1 and identified by a number in a circle such as the number "1" indicated at 60. A second area is located at the top of the track and identified by the number "2" in a circle as indicated at 62; and a third area at the left of the track and identified by the number "3" in a circle as indicated at 64. Each betting area also includes four rectangles 66, two rectangles on each side of the number in a circle. Each rectangle 66 is formed with a pointed end 68 pointing to the circled number, and each is divided by cross lines 70 into sections 74, 76, 78, 80 and 82. In section 74 there appears the name of the horse as indicated at 84, and the post position number appears in section 82. In sections 76, 78 and 80, there appear the letters "W," "P" and "S" standing for the words "win," "place" and "show," respectively. These positions only control all bets on the positions of the horses at the points 60, 62 and 64 opposite the mile-post circles. That is, if a player places a bet on a horse in any position in any of the betting spaces 76, 78, 80, as soon as a horse passes

the pointer of that particular mile post, all bets are over. For instance, if the race has started and a player wishes to place a bet on War Admiral to "show" at mile post 60 indicated by "1" in a circle, the player may do so. If War Admiral passes the mile post indicated by "1" in a circle, it means that War Admiral bearing post position "1" wins the bet, at this point. If any other horse reaches the mile post 60 indicated by "1" in a circle first, that other horse wins the bet and War Admiral loses the bet.

If a player places a bet on War Admiral to "win" and to "show" and War Admiral is in second position at the mile post 60 marked "1" in a circle, War Admiral wins and collects on the "show" bet. However, such bets must be covered by bettors who are not players, or outsiders, so that if these bets are not covered by outsiders, the player wins nothing.

The betting for positions at mile post 62 marked "2" in a circle and at mile post 64 marked "3" in a circle is similar to that for mile post marked "1" in a circle.

The game comprehends that if a player's horse is running far behind in the actual race, the player may recoup his winnings by betting on the mile-post positions of the horses, if he so desires. Likewise, if a player feels that the actual running of the race is too slow for his winnings, the player may resort to such mile-post position betting in order to get faster action.

A circle 90 is shown to the left of the rectangle 52 with the word "win" closely adjacent thereto, and to the right is a similar circle 92 with the word "lose" adjacent thereto. The circles are divided by crossed lines 94 and 96 into sections 98, four of such sections being shown, each representing a horse that is running in the race and identified by his post position number as indicated at 48.

If a coin or a chip, such as the coin 147 shown in FIG. 10, is placed on the small square 54 containing the letter "W" in the War Admiral square, it means that the player wishes to make a "win" bet on the horse named War Admiral. If he places it on the next space 56 marked "P," it indicates that he bets on a "place" position for the horse War Admiral. Similarly, placing the coin on the space 58 marked "S" indicates that the player bets on a "show" position for the horse War Admiral. Bets placed on the spaces 54, 56 and 58 must be made during the actual running of the race and must be placed before the race starts and must be left there until the race is over. No bets can be placed on these spaces 54, 56 and 58 after the race has started. If a player wishes to place a bet after the race has started, the mile-post betting positions or the single position bets in circles 90 and 92 must be used.

Bets may also be made by placing a coin 147 on the numbered sections 98 on playing circles 90 and 92 shown in FIG. 1. Such a bet may be placed by players or nonplayers or outsiders. The numbers "1," "2," "3" and "4" appearing in these circles identify the horses and denote the numbers of the post position of the horses for betting purposes. For example, "1" represents War Admiral, "2" represents 20-Grand, "3" represents Seabiscuit, and "4" represents Pharlap. Bets placed in the circles, however, must be made with some other player and none of the points or winnings shall come out of the points or money winnings of the game. For example, assume that a player has War Admiral on post No. 1 and the player has moved his horse four times in a forward direction. Let's assume further that the player holding this horse feels lucky and makes a bet that his horse will win on the next play, or let's assume the player feels unlucky and bets that the horse will lose on the next play. Such a bet may be made by a player or a nonplayer.

Below the rectangle 52, there are two closely spaced rectangles 100 and 102, representing spaces for positioning decks of cards used in the game.

In the center of the square space 24, inside the race track 22, there is printed an annular stationary dial 104 which has an outer rail 106 and an inner rail 108. The dial is divided by said rails and by circular lines 110 into a plurality of courses or rings 112, four of such courses being shown, which courses are divided by radial lines 113 into a plurality of sections 114. In the sections 114, there are plus (+) or minus (—) signs indicated at 116 and 118, respectively. The plus and minus signs are placed in the courses 112 in various positions so that each horse movement is different from the other with one or two exceptions.

A movable plastic horse selector dial 120 is spinningly mounted on the game board by means of an eyelet 122 midway the ends of the dial, which eyelet is rotatably mounted in an eyelet 124 in the center of the game board 20. The spinning dial comprises an elongated rectangular-shaped thin metal plate 126 formed with a central hole 128 to receive the eyelet 122. The body of the movable dial tapers slightly from end to end and at its broad end is formed with an inverted V-shaped opening 130, the material of the body of the dial extending inwardly of the V-shaped opening forming a pointer 132. The other narrow end of the dial body is formed with a plurality of spaced substantially round slots 134 along one long edge of the dial body, and filling said slots and projecting outwardly thereof and laterally of the dial there are plates 136 formed with pointers 138 pointing laterally of the dial body.

The plates 136 are provided with numbers "1," "2," "3" and "4," indicated at 139, corresponding to the numbers "1," "2," "3" and "4" appearing on the stationary dial 104 and in the same spaced arrangement. The numbers "1," "2," "3" and "4" are used in reference to the position of each course 112 together with their relation to the winning numbers as shown in reference to each other. Four such plates are shown spaced from each other similarly to the spacing of the lines 110 of the stationary dial 104 forming the paddock. The pointers 138 point to the centers of the courses 112 shown on the paddock, pointing toward the plus and minus signs 116 and 118, respectively, on such courses. The movable dial 120 is used to select the running position of each horse in the race by spinning the dial.

A deck of cards 142, preferably fifty-six in number, as shown in FIG. 5, is used in the game. Each card 142 is perforated and no two cards are perforated alike. The cards are perforated in such a manner that the perforations will match the fractional enumerations on the next succeeding card as the first card on top of the deck is turned over and placed on top of the underlying card when it is reversed and placed directly on top of that card. On the face of each card 142 at one end there are the names of the horses participating in the race; for example, "War Admiral," "Seabiscuit," "20-Grand" and "Pharlap" as shown in FIG. 6, and at the opposite end are the post-position numbers indicated at 48 of the horses. On the sample card shown in FIG. 6, War Admiral is in post position number "1"; 20-Grand in post position "2"; Seabiscuit in post position "3"; and Pharlap in post position "4."

On the rear surface of each card 142, there are fractional connotations representing the values in furlongs, i.e. ⅛ equals one furlong; ¼ equals two furlongs; ⅜ equals three furlongs; and ½ equals four furlongs. The perforations and fractional impressions are placed on the card in such a manner that when one card is placed on top of another card in a selected set, all fractions on the fractional portion of the card are hidden with the exception of those that are below and in line with the windows 146 as shown in FIG. 8. In FIG. 8, the following values may be seen: War Admiral ⅛ or one furlong; Seabiscuit ⅜ or three furlongs; 20-Grand ⅛ or one furlong; and Pharlap ¼ or two furlongs. These values are to be used to determine how far or the distance the horse may move or travel, but it does not determine in what direction the horse shall travel. The direction of travel

is determined by the spinning selector or horse spinning direction selector dial 120 in the paddock area of the track.

A movable playing piece 145 representing a horse is used for manipulating the horse around the track during the race and for showing the position of the horse during the running of the race. A playing piece is used for each horse.

A coin or chip 147 is used for placing on the sections 54, 56 and 58 of the rectangle 52 to indicate that the bettor wishes to play for a "win," a "place" or a "show."

White and colored chips such as the chip 149 shown in FIG. 12 may be used for money, the colors of the chips indicating their values, such as white 1 cent, blue 5 cents, light red 25 cents, deep red 1 dollar. The value of the chips may be determined at the start of the game.

In playing the game, the game board 20 is conveniently placed on top of a table or counter with the deck of perforated cards 142 placed on the space indicated by the rectangle 102. This position is supposed to represent the post position of the race and the dealer of the cards is supposed to be at the starters' cages at the official grandstand (not shown). The playing pieces 145 representing the horses in the race are placed on the rectangle 34 at the post on which the word "start" appears.

The deck of cards is then set up so that all cards will be in their respective positions with the names of the horses face up and at the right-hand side of the deck in a reading position. The deck may be passed around for inspection to the players or may not. It is up to the players to make the request and the dealer must allow the deck to be examined or inspected. The cards are shuffled by a player but not the dealer. When sufficiently shuffled, the deck is placed in position on rectangle 102, with the faces of the cards bearing the names of the horse up.

The players are permitted to select the horse they wish to play, at the same time accepting the post position of that horse as indicated by the post number in the race, i.e. Win, Place or Show. The amount that the player wishes to play is placed on the position selected to play, i.e. War Admiral to win, or to win and show, or across the board (Win, Place and Show). The player may bet on two horses. The race is now ready to start. At the start of the race, the deck is turned upside-down so that the fractions on the cards are showing.

The dealer turns the top card of the deck, and the card is returned to the top of the deck with the names of the horses and the post positions of the horses in a position to be read. The dealer then calls out the value of the fractions appearing in the windows 146. For instance, as will be seen in FIG. 9, the fraction ⅛ appears in the War Admiral window, the fraction ⅜ in the Seabiscuit window, the fraction ⅛ in the 20-Grand window, and the fraction ¼ in the Pharlap window.

Bets may now be placed on the horses and as soon as all bets are placed, the post positions of the horses being known, the dealer spins the position selector dial 120 in the paddock. The dial is spun sufficiently to make three complete turns before it stops. If there is any suspicion of foul play, any player may gate the spin, that is, stop the dial from spinning and prevent it from counting. When the dial stops of its own accord, the dealer and players note the positions of the pointers 138 and the plus and minus signs to which the pointers are directed. This indicates the direction the horses are to travel on the track and the distances of such movements in furlongs. For instance, an inspection of FIGS. 1 and 2 shows that the dial 120 has stopped with the pointer 138 on plate 136 representing the horse having post position 1, which is War Admiral, pointing toward a plus sign; the pointer of plate 136 representing post position 2, 20-Grand is also pointing toward a plus sign, and pointer of plate 136 representing post position 3, Seabiscuit, is pointing toward a minus sign, and the pointer of plate 136 representing post position 4, Pharlap, is pointing toward a minus sign.

Now placing these values with their relations to the horses and the post playing positions of the horses, the moving and directional values of each horse will be noted as follows:

War Admiral	⅛ plus or 1 furlong.
20-Grand	⅛ plus or 1 furlong.
Seabiscuit	⅜ minus or 3 furlongs.
Pharlap	¼ minus or 2 furlongs.

This means that War Admiral will move forward one space; 20-Grand will move forward one space; Seabiscuit will move backward three spaces; and Pharlap will move backward two spaces.

When the horses reach the mile post, all bets are paid off and winnings collected on the positions of the horses at such mile post.

The dealer then plays the next card on the top of the deck after discarding the card presently played, which discarded card may be placed on the bottom of the deck to be played over again. However, if any objection is made to placing the discarded card at the bottom of the deck, the discarded card may be piled on the rectangle 100 in plain sight of the players. The spinning dial 120 is again turned to determine the next forward and backward movements of the horses, and the above steps and movements being repeated until the horses have reached the finish line 36 when the race is over.

In FIG. 13, a modified form of game board 20' is illustrated. The game board 20' differs from the game board 20 merely in eliminating the rectangles at each side of the mile posts indicated at 60', 62' and 64'. Furthermore, the rectangles 100' and 102' for the deck of playing cards and the discarded cards are disposed one on top of the other instead of being side by side.

Referring now to the modified form of race horse game shown in FIG. 14, in this form, a substantially rectangular game board 20a has a rounded end 150. The track 22a is of horseshoe shape, occupying the outside of the board. A plurality of spaced elongated lines 26a divides the track into a plurality of running courses 28a. The lines 26a are intersected by cross lines 30a which divide the courses 28a into a number of sections 32a representing furlongs. There are eight sections or furlongs 32a to a mile. The present outline of track is designed to represent a four-mile track. One end of the track, the right-hand end as viewed in the drawing has a starting line 34a with the word "start" adjacent thereto, and the other end has a finish line 36a with the word "finish" adjacent thereto. Below the start and finish lines 34a and 36a, respectively, there are four rectangles 152, 154, 156 and 158 disposed side by side. In the inner rectangle 152, the numeral "1" appears; in rectangle 154, the numeral "2"; in rectangle 156, the numeral "3"; and in the rectangle 158 the numeral "4." The numerals "1," "2," "3" and "4" represent the post position of the horses as well as means for identifying the horses.

A mile post number "1" in a circle is shown on the track in the center thereof at the end of the eighth section or furlong 32, another mile post "2" in a circle at the end of the sixteenth furlong, and a mile post "3" in a circle at the end of the twenty-fourth furlong.

In the space between the legs of the track as indicated at 24a, there appears the name "Bangtails," which is the title of the game.

In the same space 24a, below the title, there is a rectangle space 159 divided by horizontal line 161 and vertical lines 163 into upper boxes 160, 162, 164, 166 and lower boxes 168, 170, 172, 174. In the upper boxes appear the names of the horses participating in the race, such as "War Admiral" in box 160, "20-Grand" in box 162, "Seabiscuit" in box 164, and "Pharlap" in box 166. In the lower boxes appear the numbers "1," "2," "3" and

"4" in boxes 168, 170, 172 and 174, respectively, representing the post positions of the horses thereabove.

Below rectangle 159 in space 24a, there is a space 42a for the horses running in the race to line up for the start of the race, which space is known as the post or starting gate. The post section 42a is divided by lines 44a into stalls 46a indicating post positions for the horses, the sections being numbered "1" in a circle, "2" in a circle, "3" in a circle and "4" in a circle downwardly at both sides of the rectangle, as indicated at 48a. The numbers serve to identify the horses. The names of the horses participating in the race are printed in the stalls 46a as indicated at 50a. For example, the name "War Admiral" is printed in the stall 46a numbered "1" indicating that War Admiral has post position number "1" in the start of the race; "20-Grand" in stall 46a numbered "2" indicating that 20-Grand occupies post position "2"; "Seabiscuit" is in the stall numbered "3" indicating post position "3"; and "Pharlap" in stall numbered "4" indicating post position "4."

Below the post stalls there is a rectangle 52a divided into three sections, 54a, 56a and 58a. The letter "W" appears in section 54a representing the word "win"; the letter "P" in section 56a representing the word "place"; and the letter "S" in section 58a representing the word "show." The stalls 46a are each further divided by vertical lines 47a into sections 49a, 51a and 53a in line with the sections 54a, 56a, 58a, respectively, therebelow. Thus, each horse in the race has a "win" space 49a, a "place" space 51a and a "show" space 53a. The rectangle 52a represents a betting area for the public where bets on the horses are placed.

In the space 24a above the title "Bangtails" of the game, there is an annular stationary dial 104a similar in construction and marking to the stationary dial 104 of FIG. 1. A spinning dial 120a similar to dial 120 of FIG. 1 is used in conjunction with the stationary dial to indicate the direction of movement of the horses on the track.

The same deck of cards 142 is used in this form of the game to indicate the distance of movement of the horses along the track.

In FIG. 15 another race horse game is illustrated having a modified game board 20x. In this form of game, the track 22x is similar in shape and construction to track 22 except that the track has only twenty-four furlongs 32x, making it a three-mile track. A post position or starting space 42x similar to post position space 42 of the game of FIG. 1 is provided but the rectangle with the word "start" is missing as well as the rectangle with the word "finish" therein. In place, a single line 34x with arrows indicates the starting point, and a single line 36x indicates the finish line. The post position space 42x is similarly divided into sections 46x and into "win," "place" and "show" sections 49x, 51x and 53x, respectively, as in the game board 20 of FIG. 1.

Below the space 42x is a rectangle 52x divided into spaces 54x, 56x and 58x similar to rectangle 52. The word "win" appears in box 54x, the word "place" in box 56x, and the word "show" in box 58x.

Mile posts "1" in a circle, "2" in a circle and "3" in a circle are provided outside the track as indicated at 60x, 62x and 64x, respectively. An "0" in a circle is shown at the starting line 34x as indicated at 65. Opposite the mile posts "1" and "2," the track is subdivided by the numbers "1," "2," "3" and "4."

At each side of the track 22x, there are four rectangles 66x extending in a row from the top to the bottom of the game board. The rectangles are divided by horizontal lines into three spaces marked "win," "place" and "show" reading from the top space downwardly. Each rectangle also is divided by a vertical line into a space extending from top to bottom of the rectangle in which appears a name of a horse participating in the race. Each rectangle also has a laterally extending circle 82x in which appears a number corresponding to the post position number of the horse. As will be seen in the drawing, the name "War Admiral" appears in the vertical space in the topmost rectangle and the number "1" appears in the circle 82x thereof indicating the horse War Admiral is in post position "1." The name "20-Grand" appears in the rectangle below the top rectangle and the number "2" appears in the circle 82x thereof indicating that the horse named 20-Grand is in second position. The name "Seabiscuit" appears in the next to the bottom rectangle and the number "3" appears in the circle 82x thereof indicating the horse Seabiscuit is in third position. The name "Pharlap" appears in the bottom rectangle and the number "4" appears in the circle 82x thereof indicating that the horse Pharlap is in fourth position. The rectangles at the right-hand side of the game board indicate the positions of the horses at the end of the first mile as such rectangles are associated with the arrow 69 pointing to the mile post "1" in a circle.

The rectangles at the left-hand side of the game board indicate the positions of the horses at the end of the second mile as such rectangles are associated with the arrow 71 pointing to the mile post "2" in a circle. The position of the horses at the finish line 36x is indicated by the numbers "1," "2," "3" and "4" adjacent said line.

In the space 24x inside the track 22x there is an annular stationary dial 104x similar in construction and marking to the stationary dial 104 of FIG. 1 as well as a spinning dial 120x similar in construction and operation as the spinning dial 120 of FIG. 1.

The game is played with playing cards such as the cards 142 and with playing pieces similar to the playing pieces 145 and 147 of FIG. 1. The betting, running and the rules of the game are the same as applied to the form of game shown in FIG. 1.

In all forms of the game, there are provided annular stationary dials or paddocks 104, 104a, 104x and dials 120, 120a, 120x movable over the stationary dials. The movable dials at one end carry oval-shaped plates 136 with pointers 138, the plates being numbered "1," "2," "3," "4". At the other end, the movable dials each carries a pointer 132. This provides a double-pointer system, to wit, pointers 138 and pointer 132, that makes the game practically fool-proof in the selection of the directional movements the horse entries take. When there is a dispute or question as to whether the pointers 138 are pointing to a certain line or section, the rules of the game can provide that this doubt or question will be settled by the pointer 132, which pointer controls in such a situation. For example, in FIG. 2A, the innermost pointer 138 is touching the side divisional line marked "A." If a dispute arises as to where the pointer 138 has stopped, this dispute is settled by manually and slowly turning the dial 120 until the pointer 132 thereof moves to the center of the dividing space or to the mark indicated at B, for example, in FIG. 2A. When the pointer 132 is thus moved from its position shown in FIG. 2A, the plates 136 and pointers 138 will have moved forward or to the left as viewed in FIG. 2A to the space marked "F" and the plus and minus signs in said space "F" are accepted as governing the direction of movement in this particular play or movement.

FIG. 16 is a diagrammatic top plan view of a betting board 160 which may be used in the game. This board comprises four rectangles 162 across the board and four rectangles down the board similar to the rectangles 66x of FIG. 15. Each rectangle 162 is divided by horizontal lines into three spaces marked "win," "place," and "show" reading from the top space downwardly. At the top of the top series of rectangles 162 appear the names of the horses entered in the race. At the bottom of each rectangle 162 appears the numbers "1," "2," "3," "4," the positions of the horses and the identification numbers of the horses. This board is used to place bets on any horse during the race at various furlongs or mile positions as to their "Win," "Place" or "Show" positions.

FIG. 17 is a diagrammatic top plan view of another form of betting board 164 which may be used with the game. This board is used for plain bets at the beginning of the race. Board 164 has four boxes 166 for each horse entry in the race, such as "War Admiral," "Seabiscuit," "20-Grand," "Pharlap." Each box is divided by vertical lines 168 into spaces with the letters "W" for win, "P" for place, "S" for show, with the post position numbers "1," "2," "3," "4," therebelow. Below the bottommost series of boxes 166, there are indications of the particular races, for instance, "1" in a circle and the word "race" indicating the first race; "2" in a circle and the word "race" indicating the second race; "3" in a circle and the word "race" indicating the third race; "4" in a circle and the word "race" indicating the fourth race. The game may deal in stocks or other commodities.

While I have illustrated and described the preferred embodiments of my invention, it is to be understood that I do not limit myself to the precise constructions herein disclosed and that various changes and modifications may be made within the scope of the invention as defined in the appended claims.

Having thus described my invention, what I claim as new, and desire to secure by United States Letters Patent is:

1. A table-type race horse game comprising, a game board, a race track delineated for use on the surface of said game board, said track having fractions of a mile spaced thereon and therealong, a plurality of manually maneuverable playing pieces representing horse entries, said horse entries adapted to be moved forwardly and backwardly on the track, stalls delineated for use on the surface of said game board with designations thereon representing the names of the horse entries in the race, said stalls having numbers representing the post positions of the horse entries, a deck of cards having indicia on one surface thereof indicating the distance to be traveled by the horse entries upon each movement thereof, a stationary dial provided on the surface of the board, said dial having plus and minus signs thereon indicating the directions of movements of the horse entries, and a manually actuated elongated spinning dial rotatably mounted on the game board with one end traversing the stationary dial, said end carrying pointers pointing to the plus and minus signs on the stationary dial, said pointers carrying numbers corresponding to the post position numbers of the horse entries for identifying said horse entries whereby the directions of movements of the horse entries are indicated.

2. The structure defined in claim 1, wherein the game board has delineated on its surface boxes associated with the stalls to indicate a "win" space, a "place" space and a "show" space for each horse entry.

3. The structure defined in claim 1, wherein the stalls are divided into three divisions and wherein the game board has delineated on its surface boxes in line with the divisions in the stalls to indicate a "win" space, a "place" space, and a "show" space.

4. The structure defined in claim 1 wherein the game board has delineated on its surface numbers in circles indicating the 1-mile post, the 2-mile post and the 3-mile post around the track, said game board having boxes delineated on its surface adjacent said numbers in circles, said boxes having indicia therein indicating the names of the horse entries and the numbers of the post positions thereof.

5. The structure defined in claim 1, wherein the game board has delineated on its surface boxes associated with the stalls to indicate a "win" space, a "place" space and a "show" space for each horse entry, and wherein the game board has delineated on its surface numbers in circles indicating the 1-mile post, the 2-mile post and the 3-mile post around the track, said game board having boxes delineated on its surface adjacent said numbers in circles, said boxes having indicia therein indicating the names of the horse entries and the numbers of the post positions thereof.

6. The structure defined in claim 1, wherein the game board has delineated on its surface a betting ring marked "win," said ring being divided into four spaces marked "1," "2," "3" and "4" corresponding to the number of horse entries in the race and wherein the game board has delineated on its surface a second betting ring marked "lose," said latter ring being divided into four spaces marked "1," "2," "3" and "4" corresponding to the number of horse entries in the race.

7. A table-type race horse game comprising, a game board, a horseshoe-shaped race track delineated for use on the surface of the game board, said track having fractions of a mile spaced thereon and therealong, a plurality of manually maneuverable playing pieces representing horse entries, said horse entries adapted to be moved forwardly and backwardly on the track, stalls delineated for use on the surface of said game board with designations thereon representing the names of the horse entries in the race, said stalls having numbers thereon representing the post positions of the horse entries, said stalls being divided into three sections, said game board having delineated on its surface a rectangle divided into three sections, one section bearing the word "win," a second section bearing the word "place" and a third section bearing the word "show," said rectangle section being in line with the sections in the stalls whereby each horse entry has a "win" place, a "place" place and a "show" place, said game board having delineated on its surface a 1-mile post marked "1" in a circle, a 2-mile post marked "2" in a circle, a 3-mile post marked "3" in a circle, a deck of cards having indicia on one surface thereof indicating the distance to be traveled by the horse entries upon each movement thereof, a stationary dial provided on the surface of the board, said dial having plus and minus signs thereon indicating the directions of movements of the horse entries, and a manually actuated elongated spinning dial rotatably mounted on the game board with one end traversing the stationary dial, said end carrying pointers pointing to the plus and minus signs on the stationary dial, said pointers carrying numbers corresponding to the post position numbers of the horse entries for identifying said horse entries whereby the directions of movements of the horse entries are indicated.

8. The structure defined in claim 1, wherein the game board is delineated on its surface showing a rectangle marked "Deck" for positioning the deck of cards, and showing a rectangle marked "Discard" for positioning the discarded cards.

9. The structure defined in claim 1, wherein the other end of the spinning dial carries a pointer for determining the true position of the pointers on said one end of the spinning dial.

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