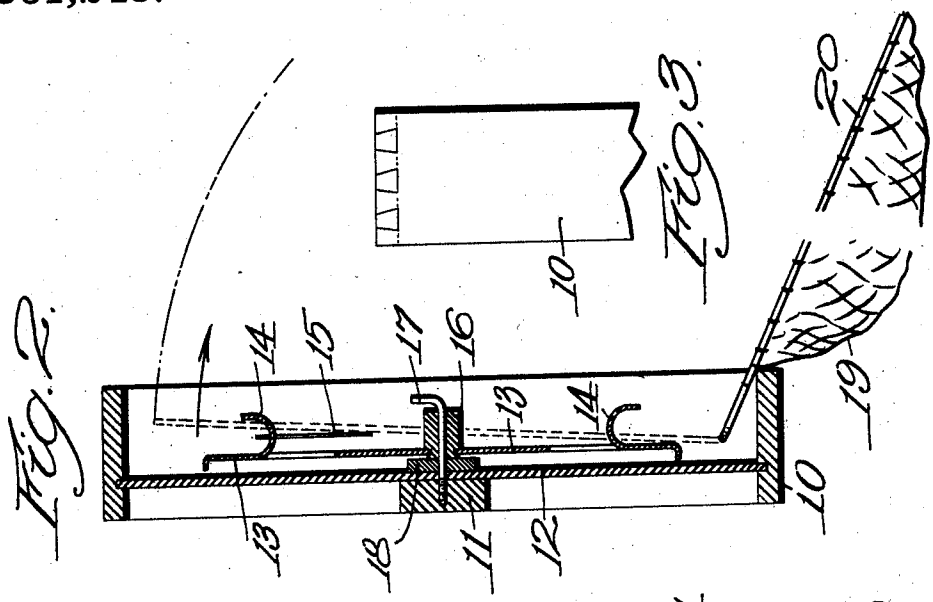
R. T. GEE.

GAME.

APPLICATION FILED OCT. 20, 1919.

1,361,248. Patented Dec. 7, 1920.



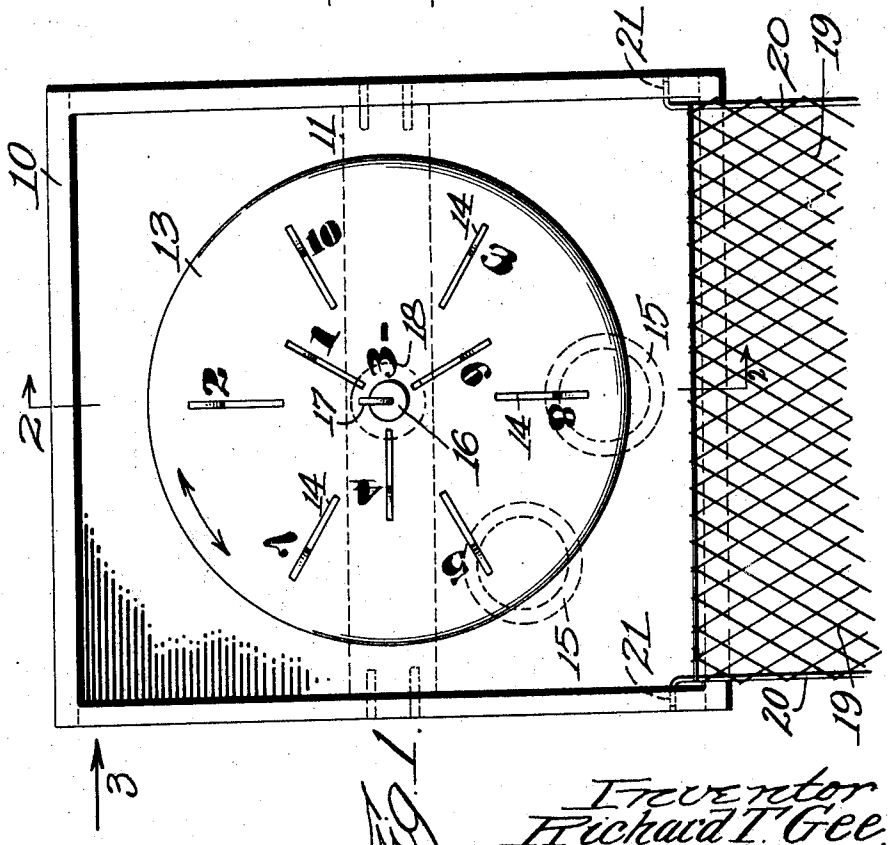


Fig. 1.

Fig. 2.

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RICHARD T. GEE, OF WEST BOYLSTON, MASSACHUSETTS.

GAME.

1,361,248. Specification of Letters Patent. Patented Dec. 7, 1920.

Application filed October 20, 1919. Serial No. 331,833.

To all whom it may concern:

Be it known that I, RICHARD T. GEE, a subject of the King of Great Britain, residing at West Boylston, in the county of Worcester and State of Massachusetts, have invented a new and useful Game, of which the following is a specification.

This invention relates to a game of the type in which rings or other playing elements are tossed against a suitable target having hooks or projections thereon to receive the rings.

Such games as heretofore known have been constructed with the projections in fixed position relatively to each other and to the supporting structure. It is customary to give different values to different projections and when constructed as above described, a projection of a certain value always occupied a definite and unchanging position on the support.

It is the object of my invention to provide a game of this type in which the hooks or projections are movably mounted on their support and assume different positions during the progress of the same.

In a preferred form, the hooks are formed on a disk which is so mounted on a support or frame that it may rotate freely in a vertical plane. As one or more rings are caught thereon, the center of gravity of the disk is shifted and the disk moves to a new angular position. In this way, the position of a hook or projection of a certain value is constantly changing, and the interest in the game is greatly increased as new arrangements of the target appear.

My invention further relates to certain arrangements and combinations of parts hereinafter described and more particularly pointed out in the appended claims.

A preferred form of the invention is shown in the drawings, in which—

Figure 1 is a front elevation of my improved game;

Fig. 2 is a sectional side elevation taken along the line 2—2 in Fig. 1, and

Fig. 3 is a detail side elevation looking in the direction of the arrow 3 in Fig. 1.

Referring to the drawings, I have shown my improved game inclosed in a box-like casing 10, the four sides of which are preferably joined together with dovetailed joints as indicated in Fig. 3.

A cross piece 11 is secured between the side members of the casing 10 and the back 12, preferably formed of thin material such as card-board or veneer, is mounted in the casing 10 in front of the cross piece 11. The members forming the casing 10 may be grooved on their inner sides to receive the back 12 which may also be secured to the cross bar 11.

A disk 13 is mounted to rotate in front of the back 12 and is provided with a plurality of hooks or projections 14 each adapted to receive a ring 15 when caught thereon. The rings 15 may be of any suitable material, soft rubber being commonly used.

As shown in the drawing, the disk 13 is desirably formed from a single piece of sheet metal, flanged at its outer edge to increase its stiffness, and the hooks 14 may be formed integrally with the disk by slitting the disk and bending outward the partially severed tongues formed thereby. A bushing 16 is preferably fixed at the center of the disk and a hook 17 extends through the bushing into the back 12 and cross piece 11 and provides a supporting bearing for the disk. A spacing collar or washer 18 separates the disk 13 sufficiently from the back 12 to prevent engagement therewith. Numerical values as indicated, may be assigned to the different hooks.

I provide a receptacle to receive any rings which are not caught on the projections 14 or 17, and I have shown this receptacle as formed of netting 19 or of other suitable material, and as supported upon a wire framework 20 having outturned ends 21 by which the receptacle is pivoted within the casing 10. When not in use, the receptacle may be folded to the dotted line position shown in Fig. 2.

The hook 17 is commonly given a numerical value in addition to the hooks 14 and the value of the hook 17 may preferably be negative, so that a ring caught on this hook will reduce rather than increase the player's score.

Having thus described my invention, the operation thereof will be apparent. The player is provided with a plurality of rings or other playing elements which he throws from a specified distance toward the disk 13 as a target. If a ring is caught upon one of the hooks 14, the weight of the ring will usually cause the disk to make a partial rotation, thus practically presenting a new target with a different arrangement of values after each ring is caught. As

previously stated, the interest in the game is sustained by the constantly changing arrangement of the target.

Having thus described my invention, it will be evident that changes and modifications can be made therein by those skilled in the art within the spirit and scope of my invention as set forth in the claims, and I do not wish to be otherwise limited to the details herein disclosed, but what I claim is:—

1. A game comprising a support, a member mounted on a horizontal axis on said support and having a plurality of circumferentially spaced projections, and a plurality of free rings adapted to be caught on said projections, said member being freely movable on said axis to a different angular position by the horizontally unbalanced weight of the rings caught on said projections.

2. A game comprising a plurality of rings, a support, a disk mounted thereon to rotate freely in a vertical plane, said disk having a plurality of projections thereon each adapted to receive a ring, and an open frame hinged to said support, said frame supporting a receptacle effective to receive fallen rings and being foldable within said support when not in use.

3. A game comprising a plurality of rings, a support, and a disk mounted thereon to rotate freely in a vertical plane, said disk having a plurality of portions partially severed therefrom and turned outward to form radially disposed hooks adapted to receive said rings.

4. A game comprising a support, a member mounted thereon to rotate freely in a vertical plane, a plurality of free rings, and a plurality of hooks spaced apart on said member and each adapted to receive one or more of said rings, said member being angularly displaceable by the horizontally unbalanced weight of the rings caught on said hooks, each hook having a designation indicating the scoring value of a ring caught thereon and said member having a bearing forming an additional ring support and having a negative scoring value.

In testimony whereof I have hereunto affixed my signature.

RICHARD T. GEE.