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E. S. NEUZIL

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RACE HORSE GAME

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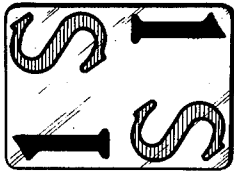


Fig. 2

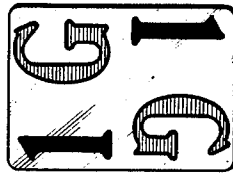


Fig. 3

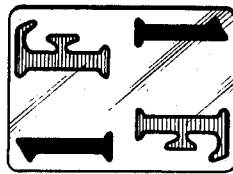
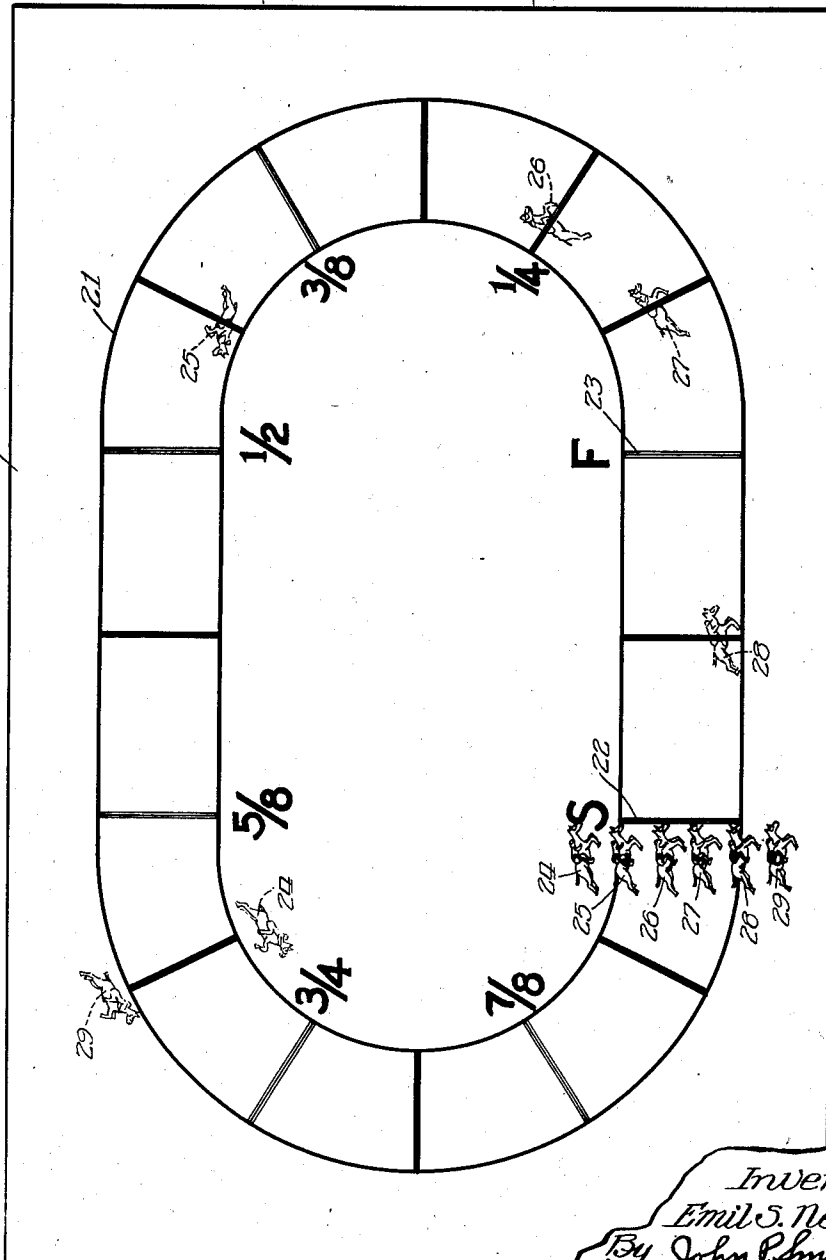


Fig. 4



Fig. 5

Fig. 1



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RACE HORSE GAME

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5 Claims. (Cl. 273—86)

The present invention relates generally to games, but more particularly to a race horse game or contest in which any number of players may take part.

5 A further object of the invention is to provide a novel and improved race horse game in which one of the entries in the race is a "favorite" or fast horse and in which the last entry is the "long shot" or slow horse with the other entries ranging in speed between the first horse or "favorite" and the last horse, or slow horse.

10 A still further object of the invention is to provide a novel and improved race horse game in which the different entries are entitled to a different score or number of points upon reaching the finish line first and where a predetermined number of points constitutes the winning of the game or contest by the individual picking the winning entry or a combination of winning entries.

20 A still further object of the invention is to provide a novel and improved race horse game in which a deck of cards carries the number of the different entries together with a designation representing the number of spaces to which the particular entry advances at the time the particular card is turned up.

30 A still further object of the invention is to provide a novel and improved race horse game which includes a deck of cards having reference characters thereon representing the individual entries and on which certain of the entries represented by these cards have a designation thereon which causes the different entries to travel over a varying number of spaces on the track if the deck of cards were completely dealt out.

These and other objects are accomplished by providing a construction and arrangement of the various parts in the manner hereinafter described and pointed out in the drawing:

Referring to the drawing:

Fig. 1 illustrates diagrammatically a race horse track which may be placed on a sheet of paper, card board or any suitable material in which the spaces thereof between the dark heavy lines and the adjacent light lines represent the sixteenth of a mile of a race track;

Fig. 2 illustrates one of the cards of the deck with the numeral one representing the entry marked number one and the other designation representing the speed;

Fig. 3 is another card representing the same entry with the designation representing a different speed;

Fig. 4 is another card of the deck representing entry number of one and having a designation thereon representing still a different speed; and

Fig. 5 is an illustration of entry number four.

In illustrating one form of my invention, I have shown the same as comprising a sheet of paper or cloth of rectangular form and generally indicated by the reference character 20, on which is printed or mounted thereon, an outline of the race track of rather oblong shape generally indicated by the reference character 21. This race track has a large letter "S" on one side thereof indicating the starting line, generally indicated by the reference character 22. Another line, as indicated at 23, marked by the large letter "F" indicating the finish line. The distance when travelled once around by the horses from "S" to "F" is a mile and one-eighth. The track generally, has indicated thereon, one-eighth mile, one-half mile, three-eighths mile, five-eighths mile, three-fourths mile and seven-eighths mile, about the course as illustrated in Fig. 1 of the drawing. The heavy black lines between the markings represents a sixteenth of a mile or one space. Horse #1 is so marked and is generally indicated by the reference character 24. Horse #2 is so marked and is generally indicated by the reference character 25. Horse #3 is so marked and generally indicated by the reference character 26. Horse #4 is so marked and is generally indicated by the reference character 27. Horse #5 is so marked and generally indicated by the reference character 28. Horse #6 is so marked and generally indicated by the reference character 29.

As an important part of my race horse game, I have provided a deck of sixty cards in which there are ten cards for each entry. For example, horse #1 and, as a matter of fact, the six entries numbered from 1 to 6 inclusive, have all similar cards except that they are in different proportions as will be more fully hereinafter described. The card illustrated in Fig. 2 is marked "1S"—"1" standing for the entry #1 and the "S" being the symbol indicating "slow" or that the entry advances one space or a sixteenth of a mile. The card illustrated in Fig. 3 is marked "1G"—the "1" designating the entry #1 and the "G" being the symbol for "good" which means the entry is advanced two spaces or an eighth of a mile. The card illustrated in Fig. 4 marked "1F"—"1" designating entry #1 and "F" being the symbol indicating "fast" for advancing the entry four spaces or a quarter of a mile.

As previously pointed out, the entry marked #1 is a favorite or fastest horse, while the entry #6 is the slowest or the "long shot". The reason for this, and a clear understanding will be more fully understood from the table listed below.

Table "A"

	Entry #1 spaces	Entry #2 spaces	Entry #3 spaces
10 Cards.....	2S= 2	2S= 2	3S= 3
Do.....	3G= 6	4G= 8	3G= 6
Do.....	5F=20	4F=16	4F=16
15 Total.....	28	26	25
	Entry #4 spaces	Entry #5 spaces	Entry #6 spaces
20 Cards.....	2S= 2	3S= 3	4S= 4
Do.....	5G=10	4G= 8	3G= 6
Do.....	3F=12	3F=12	3F=12
Total.....	24	23	22

In order to have a better understanding of what is meant by the various speeds as applied to the different entries illustrated by the above table, it is pointed out under the column marked "Entry #1" there are two cards in the deck of sixty which are marked "S" and equal to two spaces that entry #1 may advance. There are three cards marked "G" under which the entry #1 may advance two spaces for each card or six spaces. Under this same column there are five cards marked "F" which advance the entry #1 four spaces for each card or twenty spaces, making a total of twenty-eight spaces which entry #1 may advance in the event that the complete deck was dealt out, one at a time, or at least until all the cards of entry #1 were dealt out. Under entry #6 or the last column in the above table, it will be noted that there are four cards marked "S" which advance entry #6 four spaces. There are three cards marked "G" which advance the entry #6 six spaces and there are three cards marked "F" which advance entry #6 twelve spaces, making a total of twenty-two spaces entry #6 advances if all the cards marked #6 were dealt out. In other words, entry #1 has the same (10) number of cards as entry #6, but its chances of advancing over the course are greater or speedier for the reason that the ten cards of entry #1 represent a greater number of spaces than does that of entry #6. For example, total number of spaces represented by the ten cards of entry #1 is twenty-eight, while the total number of spaces represented by the ten cards of entry #6 is twenty-two spaces and by an examination of the other entries, it will be noted that the total number of spaces advanced by entry #2 are twenty-six, of entry #3 are twenty-five, of entry #4 are twenty-four, and of entry #5 are twenty-three. From the above it will be obvious that the speed of each of the six entries are in proportion to the spaces designated by these cards.

In order that a contest may be played between two or more persons and compensate for the different speeds between the entries, various graduated awards may be given for each entry that is successful in finishing first in each race or contest, involving the six entries. The following is given, merely as an example as various other awards are within contemplation of my invention.

Table "B"

	Points
Entry #1.....	2
Entry #2.....	4
Entry #3.....	5
Entry #4.....	6
Entry #5.....	8
Entry #6.....	10

With the awarding of the points to the successful winner, the object of the game would be to gain twelve points, that is a contestant who would be successful in selecting an entry or combination of two or more entries that are first to reach the finishing line in a series of two or more races or contests so as to gain twelve points would be the winner of the contest.

Summarizing the important features of my improved race horse game, includes the novel arrangement of the different designations on the card in which the one entry travels at a relatively faster speed than the other entries. This is produced as previously pointed out by awarding entry #1 the largest number of spaces and awarding the other entries a relatively less number of spaces on the graduated scale. In this connection, of course, it will be understood that designations other than those given for advancing the entries over the race track, as well as a greater number of spaces, to advance an entry on each designation may be employed without departing from the spirit and scope of my invention.

While in the above specification I have described one embodiment which my invention may assume in practice, it will of course be understood that the same is capable of modification and that modification may be made without departing from the spirit and scope of the invention as expressed in the following claims.

What I claim is my invention and desire to secure by Letters Patent is:

1. A race horse game comprising a simulated race track having fractions of a mile spaced thereon, a plurality of entries mounted on said track, a deck of cards having designations thereon corresponding to designations on each entry, certain of said cards having indicia of varying value thereon which indicate the number of spaces the particular entry advances over said track, the cards corresponding to certain of said entries having a larger number of the indicia of higher value for advancing the certain entries more rapidly over the spaces of said track than certain other entries.

2. A race horse game comprising a simulated race track having spaces marked thereon, a number of entries on said track, and a deck of cards having designations thereon, said designations corresponding to each entry, certain of said cards having indicia of varying value which indicate the spaces the entries advance on said track, the cards corresponding to certain of said entries having a larger number of indicia of higher value for advancing certain entries more rapidly over said track than certain other entries.

3. A race horse game comprising a simulated race track having various distances marked thereon, a number of entries on said track, and a deck of cards having designations thereon corresponding to each entry, all of said cards having an indicia of a certain value for advancing said entries on said track, cards corresponding to certain entries having a larger number of the indicia of higher value for advancing certain

entries more rapidly than certain other entries.

4. A race horse game comprising a simulated race track having a plurality of spaced marks thereon, a plurality of entries on said track, and a deck of cards in which an equal number have designations thereon corresponding to each of said entries, certain of said cards having indicia of certain value thereon which indicates the number of spaces the particular entry advances over said track, the cards corresponding to certain of said entries having a larger number of indicia of higher value for advancing certain entries more rapidly than certain other entries.
5. A race horse game comprising a simulated race track, a plurality of entries mounted on said track including a "favorite", and a "long shot", a deck of cards in which certain ones thereof have designations corresponding to the "favorite", certain other of said cards corresponding to the "long shot", the cards corresponding to the "favorite" have indicia whose total value exceeds the value of the total value of indicia of the cards corresponding to the "long shot", the indicia of each card indicating the advance of each entry upon the track.

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