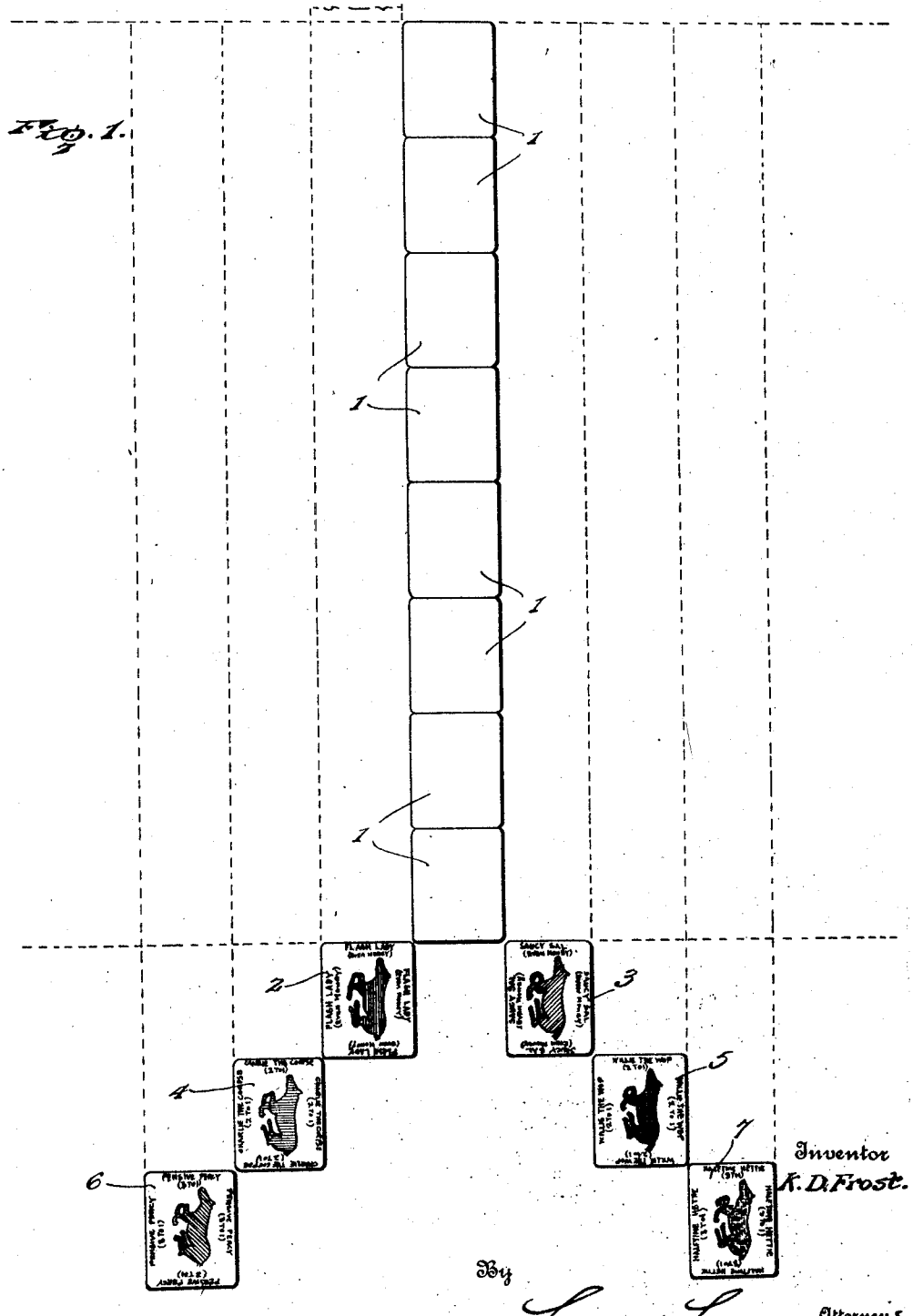
March 29, 1927. 1,622,638

K. D. FROST

CARD GAME

Filed Sept. 29, 1926 4 Sheets-Sheet 1

Fig. 1.



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March 29, 1927. 1,622,638

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CARD GAME

Filed Sept. 29, 1926 4 Sheets-Sheet 2

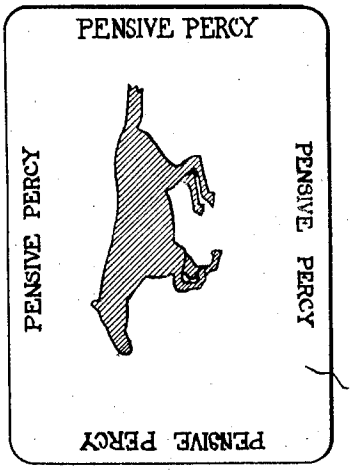


Fig. 4.

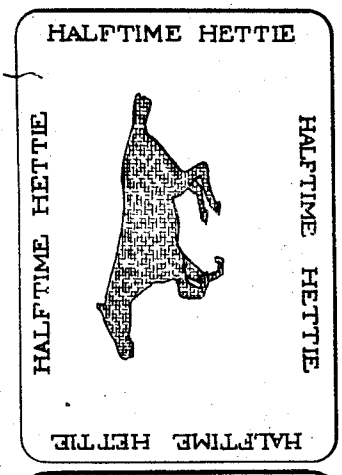


Fig. 1.

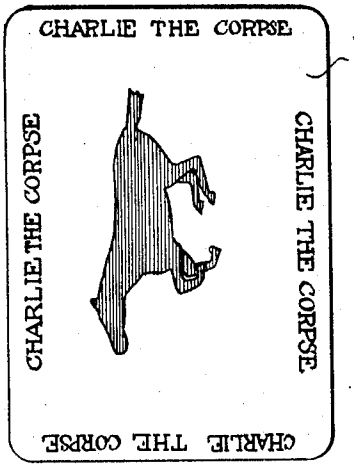


Fig. 3.

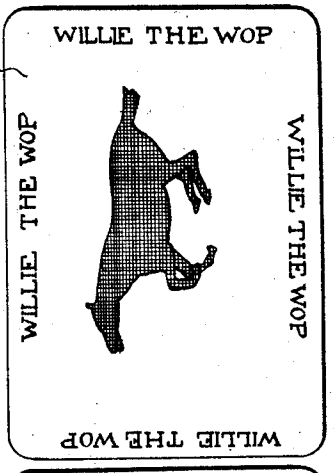


Fig. 6.

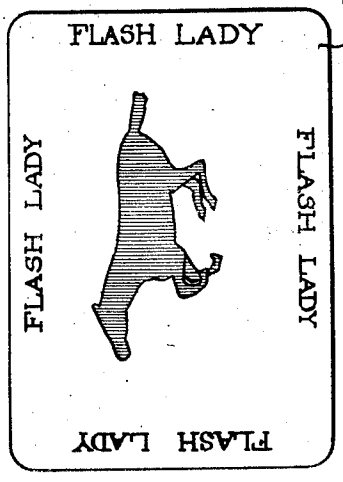


Fig. 2.

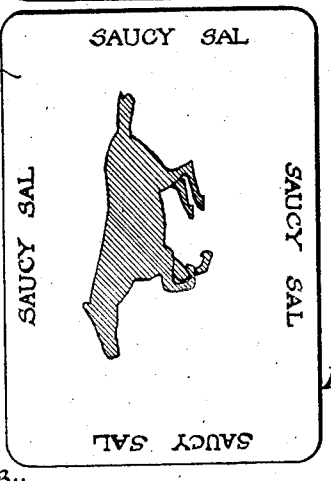


Fig. 5.

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March 29, 1927. K. D. FROST 1,622,638

CARD GAME

Filed Sept. 29, 1926 4 Sheets-Sheet 3

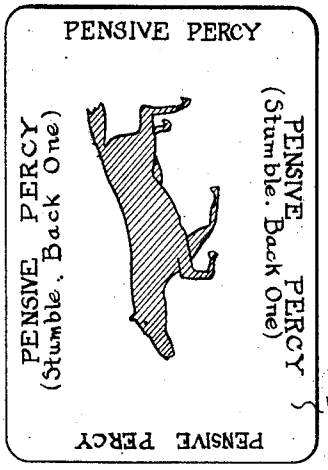


Fig. 10.

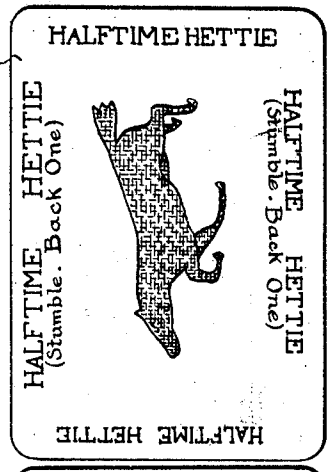


Fig. 13.

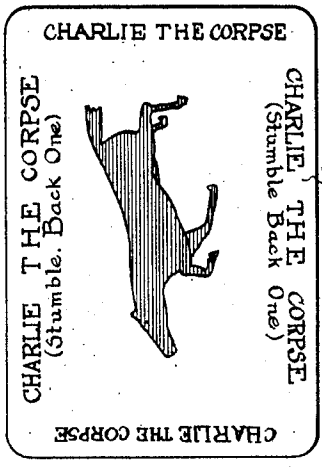


Fig. 9.

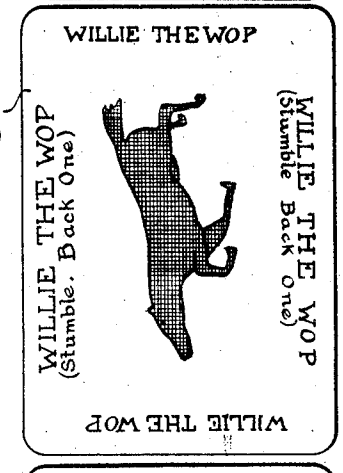


Fig. 12.

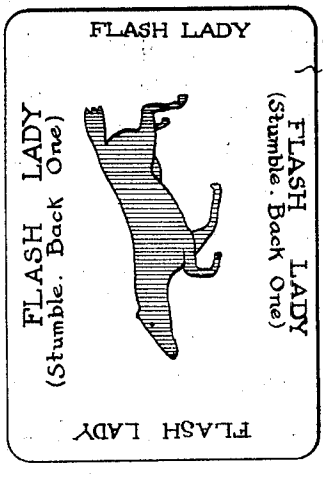


Fig. 8.

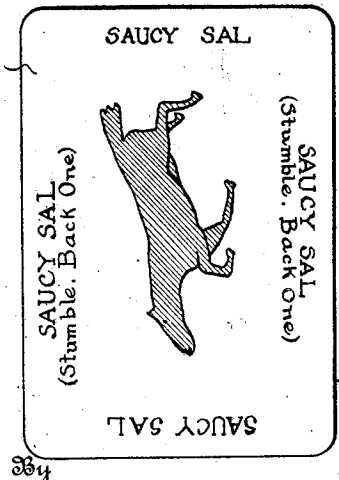


Fig. 11.

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March 29, 1927. 1,622,638

K. D. FROST

CARD GAME

Filed Sept. 29, 1926 4 Sheets-Sheet 4

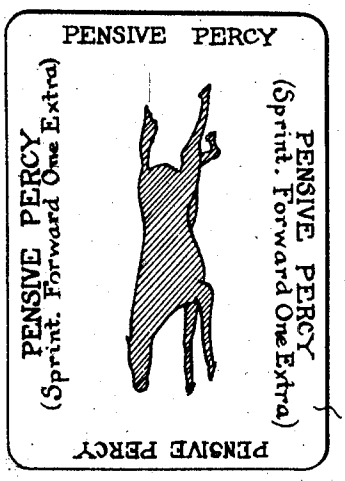


Fig. 16.



Fig. 19.

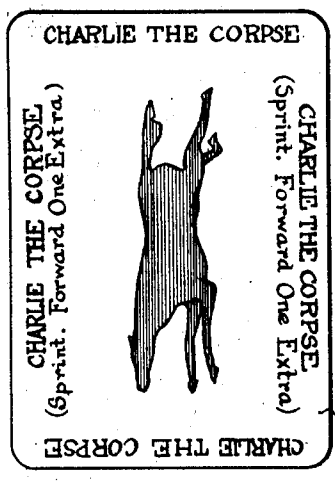


Fig. 17.

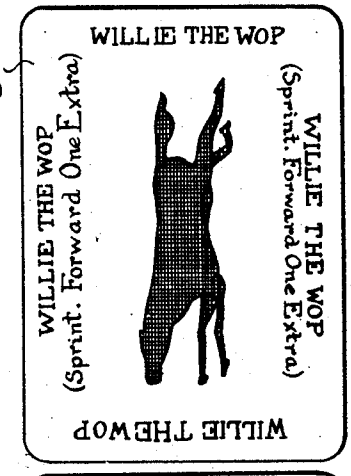


Fig. 18.

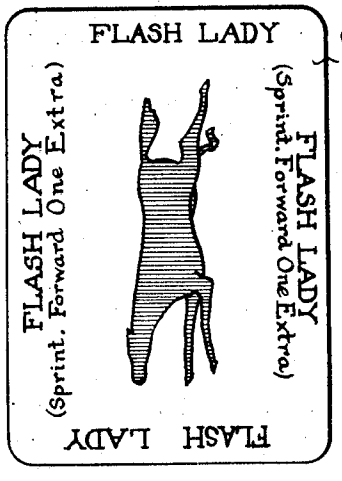


Fig. 15.

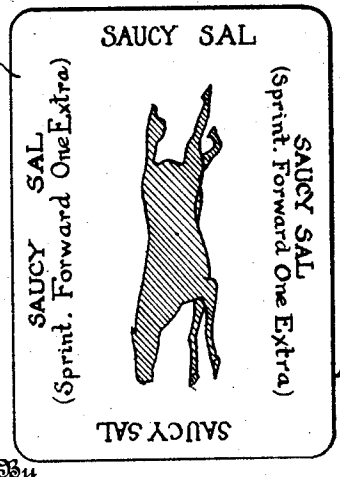


Fig. 14.

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Patented Mar. 29, 1927. 1,622,638

UNITED STATES PATENT OFFICE.

KELMAN D. FROST, OF SWINDON, ENGLAND.

CARD GAME.

Application filed September 29, 1926. Serial No. 138,545.

This invention relates to games and more particularly to a game played with cards.

One object of the invention is to provide a game in which the only paraphernalia necessary is a suitable number of appropriately marked cards, thereby eliminating the necessity of a playing board and counters which cannot be conveniently stacked and placed in a small receptacle or held together by an elastic or other suitable binder.

Another object of the invention is to so mark the cards that a representation of a horse race may be produced.

Another object of the invention is to permit cards representing certain of the horses to be handicapped and more advantageous results gained by a person playing a handicapped horse if it wins the race.

Another object of the invention is to provide a card game which may be played by any number of persons with one taking the part of a bookmaker or "bookie" and the others taking the parts of persons playing the various horses.

The invention is illustrated in the accompanying drawings, wherein—

Figure 1 is a top plan view showing certain of the cards arranged to represent a race track and horses at the starting end thereof in handicapped relation to each other;

Figs. 2 through 7 are views of cards forming a portion of a group of cards indicating normal forward movements of the entry cards and colored in accordance with companion entry cards;

Figs. 8 through 13 illustrate cards forming a group of move-indicating cards colored to represent companion entry cards and marked to indicate a backward movement in the race;

Figs. 14 through 19 represent a group of move-indicating cards colored to represent companion entry cards and marked to indicate an abnormal forward movement of the entry cards.

The cards used in playing the game constituting the subject-matter of this invention may be of any suitable size and material. They have been shown oblong, but it will be understood that they may be square or any other desired shape. All of the cards are preferably provided with ornamental backs which are duplicates so that, when the cards which will later be referred to as move-indicating cards are stacked and placed face down upon a table, they may not be distinguished one from another.

The track-forming cards which are shown in Fig. 1 and indicated by the numeral 1 have plain faces and are preferably colored green, although they may be white or any other color desired. Eight of these track-forming cards are shown in Fig. 1, although any number desired may be provided and when in use they are placed upon a table or other suitable support in end to end relation to each other. The cards 2, 3, 4, 5, 6 and 7 which represent the horses and will be referred to as entry cards are preferably six in number and each has the figure of a galloping horse printed or otherwise marked thereon together with the name of the horse. In actual practice, a name will be printed along each side and across each end of the entry cards so that the players may readily read the names of the horses and adjacent each name is printed the odds at which the horse represented by an entry card is to be played. The odds also control the positions of the entry cards when initially placed at the starting end of the track. Referring to Fig. 1, it will be seen that the cards 2 and 3 are marked "Even money" and are placed close to the starting line. The cards indicated by the numerals 4 and 5 are marked "2 to 1" and are initially placed even with the rear ends of the cards 2 and 3 and the cards 6 and 7 are marked "3 to 1" and placed with their forward ends even with the rear ends of the cards 4 and 5. It will thus be seen that, when the game is played, the horses represented by the cards 4 and 5 have a greater distance to travel in order to reach the finish end of the track than the horses represented by the cards 2 and 3 and that the horses represented by the cards 6 and 7 must travel an even greater distance than the ones represented by the cards, indicated by the numerals 4 and 5. It will be obvious that additional entry cards could be provided if so desired and placed rearwardly and at one side of the cards 6 and 7.

The move-indicating cards which are shown in Figs. 2 through 7 constitute the main group of move indicators and are indicated by the numerals 2^a, 3^a, 4^a, 5^a, 6^a and 7^a. These cards are very similar to the entry cards and each has a galloping horse printed thereon colored the same as the horse upon its companion entry card and bearing the name of the horse. These cards

are not, however, marked to indicate the odds. In the preferred embodiment of the invention, twelve of each card shown in Figs. 2 through 7 are provided, but it will be obvious that the number may be varied. An equal number of move-indicating cards, such as shown in Figs. 2 through 7, must, however, be provided for each entry card so that, when the game is played, each horse will have an equal chance to have one of its move cards turned up from a stack, as will be hereinafter brought out. Since there has been provided twelve of each card shown in Figs. 2 through 7, there will be provided seventy-two of these cards to indicate normal forward movements of the horses along the track.

It is also desired to retard movement of the horses along the track and I have, therefore, provided six cards which are indicated by the numerals 2^b, 3^b, 4^b, 5^b, 6^b and 7^b. These cards are also printed to represent a horse but the horse instead of galloping is shown pitched forwardly. The horses are colored the same as their companion entry cards and each bears the name of the horse it represents and adjacent the name the inscription "Stumble back one", the inscription being preferably set off by brackets. These cards indicate that the horses represented stumbled and thereby lost time in traveling from one end of the race track to the other.

There has also been provided a group of cards indicating abnormal forward movements of the horses. These cards are indicated by the numerals 2^c, 3^c, 4^c, 5^c, 6^c and 7^c and are illustrated in Figs. 14 through 19. Referring to these figures, it will be seen that each card has printed thereon the figure of a rapidly running horse. The horses are colored in accordance with their companion entry cards and each of them bears the name of the horse and adjacent the name an inscription reading "Sprint forward one extra" which is also preferably set off by brackets. It will thus be seen that the cards shown in Figs. 2 through 7 and constituting the main group of move-indicating cards serve to indicate a normal forward movement upon the track and that the auxiliary groups of cards shown in Figs. 8 through 13 and 14 through 19 will serve to indicate abnormal movements upon the track, the first-mentioned auxiliary group indicating a movement rearwardly upon the track and the second-mentioned auxiliary group indicating an abnormal forward movement.

When the game is played, the eight track-forming cards are placed upon a table in end to end relation to each other and the entry cards are then put in place in handicapped relation to each other, as shown in Fig. 1. The dealer who represents the bookmaker shuffles the move-indicating cards very thoroughly and places them in a stack face down upon the table and preferably sits opposite the finish end of the track. The players select the horses which they desire to play and preferably place chips or other counters in accordance with the amount they care to risk upon the entry cards, although they may place their counters in a pile in front of them and indicate the horse or horses they desire to play. The dealer turns the move-indicating cards face up one at a time and as each card is turned the entry card to which it corresponds is moved according to the move card which is displayed. If one of the move cards indicating a normal move is turned, the corresponding entry card is advanced one space upon the track. It will be obvious that the handicapped cards 4, 5, 6 and 7 must be moved a greater distance than the cards 2 and 3 before they can reach the end of the track. If one of the move cards indicating an abnormal forward movement is turned, the corresponding entry card is advanced two spaces along the track instead of one but if a move-indicating card labeled "Stumble" and indicating an abnormal movement rearwardly upon the track is turned, the corresponding entry card will be moved back one space. The move-indicating cards are turned one at a time until one of the entry cards reaches the end of the track and moves beyond the same. This indicates that the race is ended and the player who had chosen that particular entry card removes his chips from the card and collects from the bookmaker according to the odds marked upon the entry card. If a card 2 or 3 wins the race, the player would only collect an amount equal to the chips placed upon the card. If the card 4 should win, he would collect twice the amount risked and if the card 6 should win, he would then collect three times the amount. The bookmaker removes the chips from the remaining entry cards. The same player may take the part of bookmaker for each race or each player may take his turn in acting as bookmaker. While it is stated that the cards are marked to represent a race track and horses, it will be obvious that they could represent men running a foot race or teams striving for first place in a league. If the cards represented teams in a league, the move indicators could be marked to represent games won, lost or tied in which case the entry or team-representing cards would advance, move rearwardly or remain stationary according to the move card turned.

Having thus described the invention, I claim:

1. A game comprising a race course, entries individually movable along said

course and marked to designate handicapped relation of each other when in initial positions, and means to indicate movements of the entries.

2. A game comprising a race track, entries individually movable longitudinally of said track, said entries being readily distinguishable from each other and marked to designate handicapped relation to each other when in initial positions upon the track, and cards bearing indicia indicating movements to be made along the track by said entries.

3. A game comprising a race track, entries individually movable longitudinally of said track, and cards bearing indicia indicating movements of the entries, said cards being divided into groups marked to represent the various entries and the cards of each group being divided into sub-groups marked to represent normal and abnormal movements of the entries along the track.

4. A game comprising a race track, entries individually movable longitudinally of said track, and cards bearing indicia indicating movements of the entries, said cards being divided into groups marked to represent the various entries and the cards of each group being divided into main and auxiliary sub-groups, the cards constituting the main group representing normal forward movements along the track, the cards of one auxiliary group representing abnormal forward movements, and the cards of the other auxiliary group representing rearward movements.

5. A game comprising a race track, entries individually movable longitudinally of said track, and cards bearing indicia indicating movements of the entries, said cards being divided into groups marked to represent the various entries and the cards of each group being divided into main and auxiliary sub-groups, the cards constituting the main group representing normal forward movements along the track, the cards of one auxiliary group representing abnormal forward movements, and the cards of the other auxiliary group representing rearward movements, the cards of the main sub-group being of greater number than the combined cards of the auxiliary sub-groups.

6. A game comprising cards to be placed in end to end relation to each other and represent a race track upon and divisions thereof, cards marked to represent entries and adapted to be disposed at the starting end of the track upon opposite sides thereof and individually moved longitudinally of the track in step by step movements, and move-indicating cards to be shuffled and turned face up one at a time, said move-indicating cards being divided into groups of equal numbers, each group representing a companion one of said entry cards and having its cards marked to indicate normal and abnormal movements.

7. A game comprising cards to be placed in end to end relation to each other and represent a race track and divisions thereof, cards marked to represent entries and adapted to be disposed at the starting end of the track upon opposite sides thereof and individually moved longitudinally of the track in step by step movements, said cards being also marked to indicate handicapped positions to be taken at the starting end of the track, and move-indicating cards to be successively displayed, said move-indicating cards being divided into groups marked to indicate companion entry cards to be controlled thereby, said move-indicating cards having indicia thereon indicating normal and abnormal movements of the entry cards longitudinally of the track.

8. A game comprising cards to be placed in end to end relation to each other and represent a race track and divisions thereof, cards marked to represent entries and adapted to be disposed at the starting end of the track upon opposite sides thereof and individually moved longitudinally of the track in step by step movements, said cards being also marked to indicate handicapped positions to be taken at the starting end of the track, and move-indicating cards to be successively displayed, said move-indicating cards being divided into groups marked to indicate companion entry cards to be controlled thereby and each group being divided into main and auxiliary sub-groups, the cards of the main sub-groups being marked to indicate a normal forward movement along the track and the cards of the auxiliary sub-groups being marked to indicate abnormal movements of the entry cards.

In testimony whereof I affix my signature.

KELMAN D. FROST. [L. S.]