G. HUBER.

PLAYING DISK.

APPLICATION FILED AUG. 21, 1918.

1,299,833.

Patented Apr. 8, 1919.

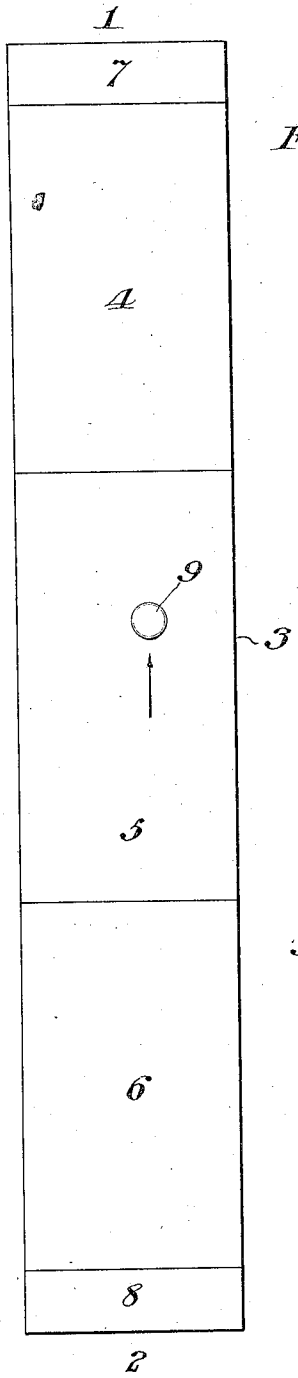


Fig. 3.

Fig. 1.

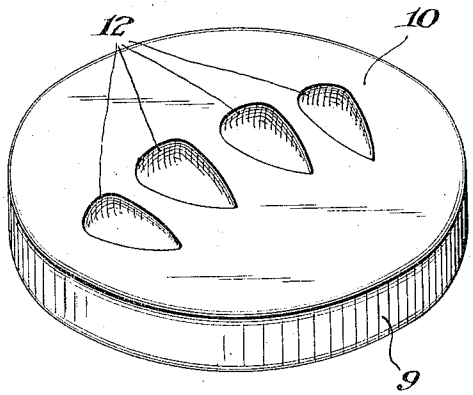
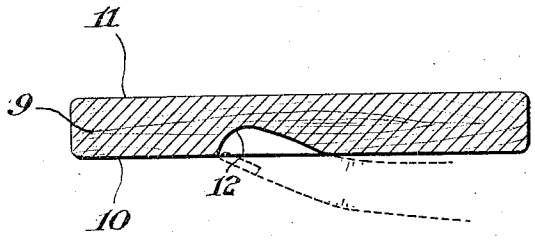


Fig. 2.



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UNITED STATES PATENT OFFICE.

GEORGE HUBER, OF PHILADELPHIA, PENNSYLVANIA.

PLAYING-DISK.

1,299,833. Specification of Letters Patent. Patented Apr. 8, 1919.

Application filed August 21, 1918. Serial No. 250,763.

To all whom it may concern:

Be it known that I, GEORGE HUBER, a citizen of the United States, residing in the city of Philadelphia, county of Philadelphia, and State of Pennsylvania, have invented certain Improvements in Playing-Disks, of which the following is a specification.

The object of my invention is to provide a wooden disk for use in playing certain disk throwing games, that is so designed, that it will lie comfortably in the hand, protect the finger nails, as when the disk is thrown at a very close distance to the floor; that can be firmly gripped and easily controlled.

Another improvement in my disk is that the finger holes or grooves are cut in lines, or as nearly as possible in lines, of the same direction as the grain of the wood, which is of advantage in use when the disk is thrown, in that the disk will slide with the grain of the wood and when an object is struck, there will be less possibility of splitting the disk, as would be the case should the disk strike against the grain.

In the drawing, Figure 1, I have shown an underneath view of one of my disks; Fig. 2 is a sectional view of the same, and in Fig. 3 I have shown, for the purpose of further illustrating and elucidating the object of my invention, a diagram of a playing alley.

Referring to the drawing, Fig. 1 shows a disk 9, with the under side 10. Grooved in the under side 10 are tapered finger holes 12, preferably made to conform, as closely as possible, to the fingers of the person throwing the disk. The disk is held by four fingers in the grooves 12, with the thumb used as a grip upon the top. It will be easily seen that with the fingers in the grooves the disk can be held in a certain direction and thrown with greater force. When the disk is thrown from a very close position to the floor there is danger of the finger nails striking the flooring, causing bruises to the said finger nails, and I have provided the grooves 12 of sufficient depth to cover or nearly cover the finger nails, as shown in Fig. 2, in dotted lines, in which the grooves 12 are made in the under side 10, the upper side 11 being smooth. The grooves being sunk into the disk, offer no obstacle to the sliding of the disk.

In Fig. 3 is shown, for the purpose, as previously mentioned, a diagram of a playing alley, adaptable to my invention. Such a playing alley may be laid out on any permanent flat floor surface, and the persons playing a game using my invention would be placed at either of the points 1 and 2, or at both, and the disk 9 would be thrown, in this case, from point 2, in the direction of the arrow, so that it will pass over the divisions 6, 5, 4, the object being to cause the disk 9 to reach the point 7. The disk which is of a size to be easily handled is thrown straight away and will slide flat after striking the alley.

While I have explained the principle of my invention and the best mode in which I contemplate applying the same, it is to be understood that changes may be made departing from the special construction illustrated and described, particularly with reference to the grooved finger holes, as in the case of a small size disk for children where the space for cutting the four grooves would be necessarily limited, a single groove large enough to accommodate the four fingers could be usefully employed without departing from my invention; and that other minor changes may be made from time to time within the scope of the following claims, particularly pointing out my improvements.

Having described my invention, I claim:

1. In a disk for playing a game, the combination of a round flat disk with a plane top surface and tapered finger grooves cut in the under side to fit the fingers and to act as a protection to the same, substantially as shown and for the purpose specified.

2. In a disk for playing a game, the combination of a round flat disk with a plane top surface and tapered finger grooves cut in the under side, and lying in approximately the same direction as the grain of the wood, substantially as shown and for the purpose described.

3. In a disk for playing a game, the combination of a round flat disk with a plane top surface and tapered finger grooves cut in the under side for the purpose of giving a direction of propulsion to the said disk, substantially as described.

4. In a disk for playing a game, the combination of a round flat disk with a plane top surface and tapered finger grooves cut in the under side to fit the fingers, so that when the palm of the hand is open and the fingers extended in a natural and easy manner, the

finger ends will fit into the respective finger grooves, thus allowing the disk to lie flat in the hand, and then, with the thumb on top acting as a grip, the disk can be thrown and controlled so that the under side of it will strike flat on the floor or alley and so that the disk will remain flat as it slides along.

In witness whereof I have hereunto set my name this 19th day of August, 1918, in the presence of the subscribing witnesses.

GEORGE HUBER.

Witnesses:
WM. J. SALENT,
JAS. G. FRANCIS.

Copies of this patent may be obtained for five cents each, by addressing the "Commissioner of Patents, Washington, D. C."