J. L. WEBB & S. F. STURDEVANT.

GAME APPARATUS.

APPLICATION FILED AUG. 22, 1914.

1,157,828.

Patented Oct. 26, 1915.

2 SHEETS—SHEET 1.

Fig. 1

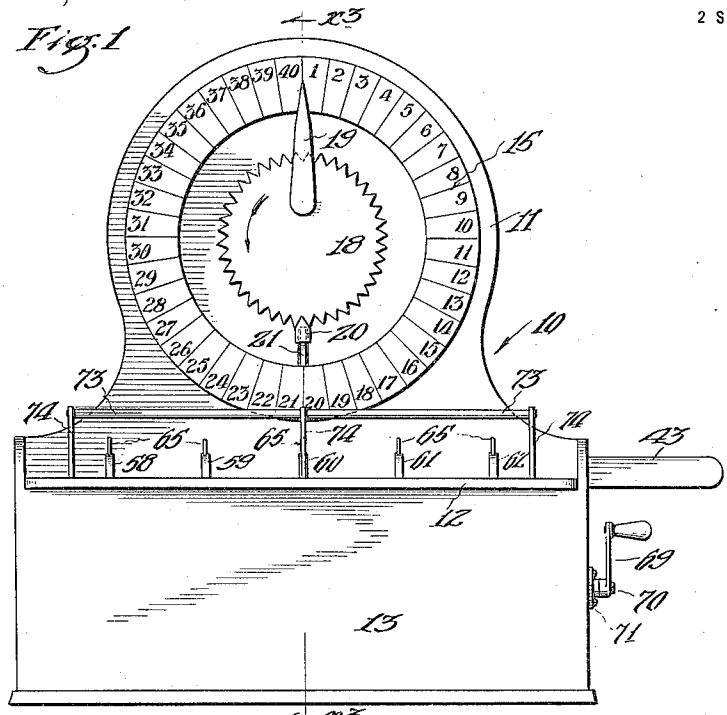
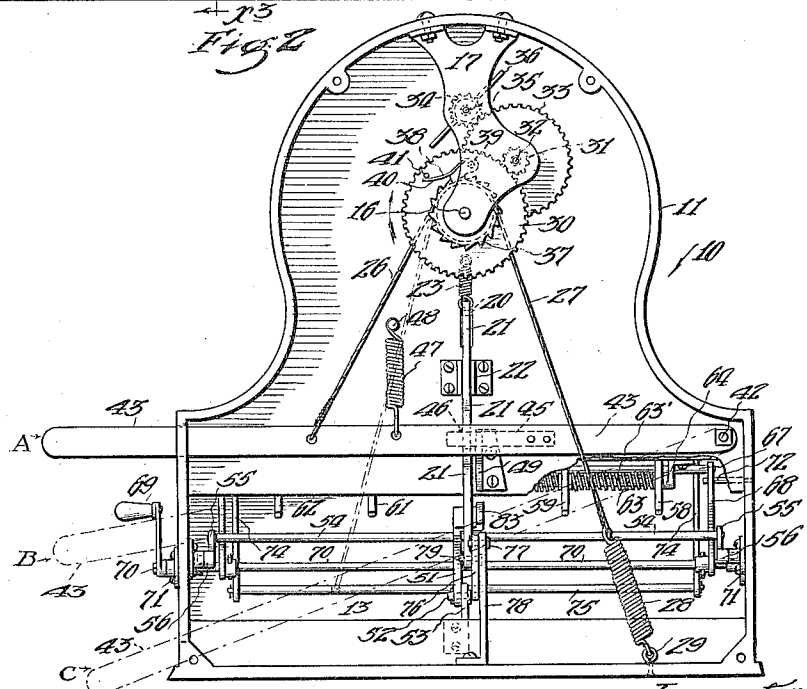


Fig. 2



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Fig. 4

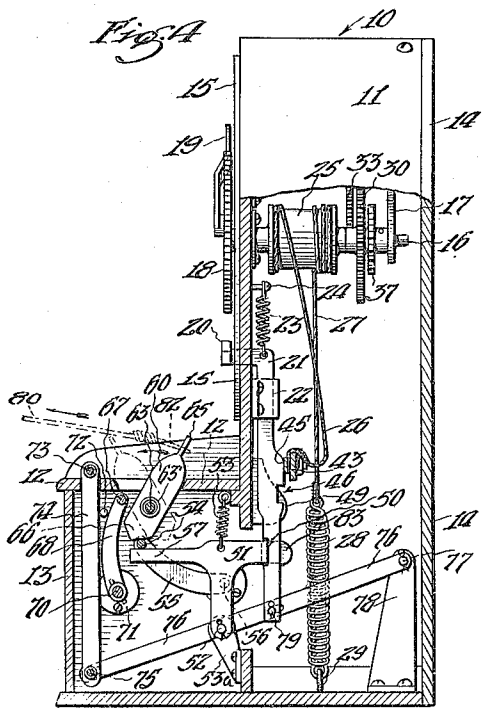


Fig. 3

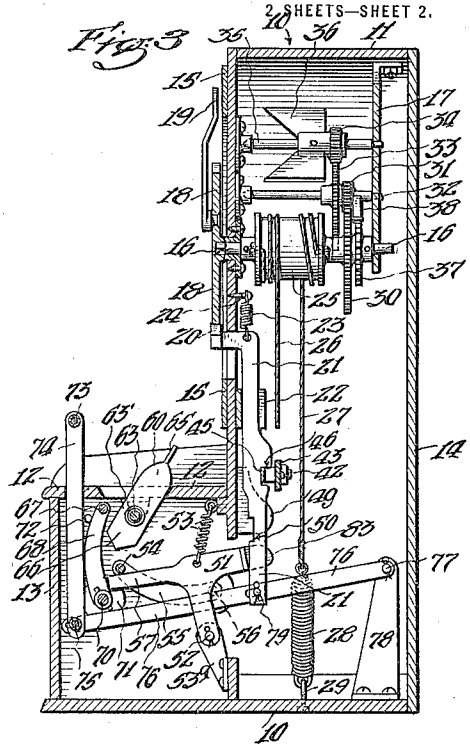


Fig. 5

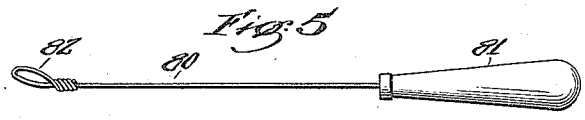
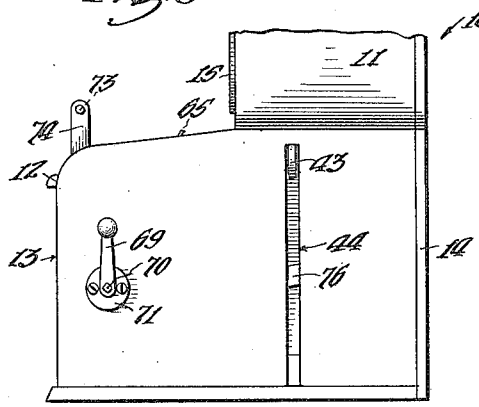


Fig. 6



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UNITED STATES PATENT OFFICE.

JOHN L. WEBB, OF SAWTELLE, AND SAMUEL F. STURDEVANT, OF OCEAN PARK, CALIFORNIA.

GAME APPARATUS.

1,157,828. Specification of Letters Patent. Patented Oct. 26, 1915.

Application filed August 22, 1914. Serial No. 858,090.

To all whom it may concern:

Be it known that we, JOHN L. WEBB and SAMUEL F. STURDEVANT, citizens of the United States, the former residing at Sawtelle, in the county of Los Angeles, State of California, and the latter residing at Ocean Park, in the county of Los Angeles, State of California, have invented a new and useful Game Apparatus, of which the following is a specification.

The invention relates to games of skill, and the principal object of the invention is to produce a piece of apparatus which will measure the quickness and skill of a player.

In the drawings which are for illustrative purposes only: Figure 1 is a front elevation of the invention. Fig. 2 is a rear elevation of the invention, the back being removed and certain of the parts being broken away to better illustrate the internal construction. Fig. 3 is a section on the line x^3—x^3 of Fig. 1. Fig. 4 is an end elevation, a portion of the case being cut away and shown in section to better illustrate the internal parts. Fig. 5 is a perspective view of the puller. Fig. 6 is a portion of an end view of the machine showing the operating and resetting levers.

In these drawings a case 10 is provided consisting of an outer shell 11, a shelf 12, a front 13, and a back 14 suitably secured together by screws or other means. A dial 15 consisting of a consecutive series of numbered spaces is marked on the front of the case 10 and a main shaft 16 passes through the front of the case on the center of this dial, being supported on its rear end by a bearing plate 17. A detent wheel 18 having a series of serrations on its edge is rigidly secured to the shaft 16 and has a pointer 19 rigidly fastened thereon and extending out over the dial 15. A detent 20 is carried on a detent bar 21 which slides in a guide 22 secured to the case 10 and which extends downwardly as shown in Figs. 3 and 4. This detent is normally held in the upper position illustrated in Figs. 1 and 3 by means of a tension spring 23 secured to a pin 24 on the front of the case 10.

Mounted rigidly on the shaft 16 is a drum 25 to which are rigidly secured a resetting cord 26 and an operating cord 27. The operating cord 27 is secured on its other end to an operating spring 28 which is secured to a screw eye 29 secured in the bottom of the case 10. The cords 26 and 27 are wound on the drum 25 in a reverse direction and serve to turn the shaft 16 in opposite directions. A gear 30 is loosely mounted on the shaft 16 and meshes with a pinion 31 carried on a shaft 32 and rigidly secured to a gear 33. The gear 33 meshes with a pinion 34 carried on a shaft 35 and to which is secured a fan 36. A ratchet 37 is rigidly secured to the shaft 16 and a pawl 38 is pivoted at 39 to the gear 30, being held in engagement with the ratchet 37 by means of a flat spring 40 acting against a pin 41.

Pivoted on a pin 42 on one side of the case 10 is an operating lever 43 which extends outside the case through a slot 44 formed in one end thereof. Secured to the operating lever 43 on one side thereof is a flat spring 45 which is adapted to fit into a notch 46, cut in one side of the detent bar 21. The spring 45 engages the detent bar 21 when the lever 43 is in its extreme upper position, the lever 43 being held in this position by means of a tension spring 47 secured on a pin 48 attached to the front of the case 10. A kick out cam 49 is also secured to the front of the case 10 adjacent to the detent bar 21 projecting sufficiently to kick the spring 45 out of the notch 46 when the operating lever 43 reaches the position B shown in dotted lines in Fig. 2.

The proportions of the drum 25 and the length of the resetting cord 26 are made such that the cord 26 is not tightened until after the lever 43 passes the position B. A latch notch 50 is also cut in the detent bar 21 and a latch 51 is pivoted at 52 to a support 53^a which is so located that the latch 51 engages the notch 50 just before the spring 45 is thrown out of engagement by the kick out 49, a tension spring 53 being so placed as to throw the latch 51 into engagement with the notch 50.

A floating bar 54 is secured to arms 55 which are pivoted at 56 to either side of the case 10, the bar 54 extending across the greater portion of the case 10, and extending over a projection 57 formed on the latch 51. A series of pallets 58, 59, 60, 61, and 62 are pivoted on a pallet shaft 63 which is secured in brackets 64 from the shelf 12, compression springs 63′ being placed between the pallets about the shaft 63. Each

of the pallets has a projecting pin 65 formed on the top thereof and a cam surface 66 formed on the bottom thereof, the floating bar 54 resting against the cam surface 66 when the latch 51 is in the notch 50, the latch 51 being held in this position by the spring 53. A reset bar 67 extends across the case in front of the pallets, being carried on arms 68 and operated by a crank 69 through the shaft 70 carried in a bearing 71 on the side of the case 10. A pin 72 is provided to limit the movement of the reset bar 67. A guard bar 73 is carried on links 74 which extend upwardly through slots in the shelf 12, the central link 74 being pivoted at 75 to a guard bar lever 76, which is pivoted at 77 in a standard 78 and which is connected by means of a pin 79 to the lower end of the detent bar 21.

The puller used with the game is illustrated in Fig. 5 and consists of a wire member 80 fastened in a handle 81 having a loop 82 formed at its outer end, this loop being of sufficient size to pass over the pin 65.

The method of operation of the invention is as follows: The parts being in the position shown in Fig. 3, the spring 28 is entirely closed and the detent 20 is in engagement with the detent wheel 18. The operating lever 43 is then pushed downwardly from the position A to the position C. During its travel from the position A to the position B it carried the detent bar 21 with it, the spring 45 being in engagement with the notch 46. At the position B the kick out 49 releases the spring 45 from the notch 46 and the lever 43 passes downwardly without further movement of the detent bar 21 which is held in its lower position by the latch 51 engaging the notch 60. The movement of the operating lever 43 from the piston B to the position C pulls downwardly upon the resetting cord 26 and rotates the drum 25 in a direction opposite to the arrow shown in Fig. 2, the ratchet wheel 37 sliding under the pawl 38 without actuating the gear 30 or its connected mechanism. Just before the lever 43 reaches the position C it strikes upon the projection 83 formed on the latch 51 and throws this latch out of engagement with the detent 21 which is pulled upwardly by means of the spring 23 so that the detent 20 engages the serrations in the detent wheel 18, securely locking the detent wheel in position with the pointer 19 in the position shown in Fig. 1. If the lever 43 is then released the spring 47 pulls it into the position shown in Fig. 2, and the apparatus is in position to operate, the guard bar 73 being in the position shown in Fig. 3 extending across in front of the pins 65 on the pallets. The operator then pushes the lever 43 downwardly to the position B, forcing the detent 20 out of engagement with the detent wheel 18. The spring 28 having been extended by the previous movement of the drum 25 pulls on the cord 27 and rotates the drum 25, the shaft 16, the detent wheel 18, and the pointer 19 in the direction of the arrow shown in Fig. 1. This movement is regulated by the gear 30 being driven by the pawl 38 and the ratchet wheel 37, the gear 30 driving the fan 36 through the gears 31, 33, and 34, the fan 36 moving at a high rate of speed as compared with the movements of the gear 30 and the resistance of the air to its rotation serving as the regulating means to produce a uniform motion of the detent wheel 18. As the lever 43 moves from the position A to the position B it carries the detent bar 21 downwardly, as previously explained, until the detent bar 21 is caught and held by the latch 51. As the detent bar 21 is connected by means of the pin 79 with the guard bar lever 76 and the guard bar 73 is connected by means of the central link 74 with the lever 76, this downward movement of the lever 43 from A to B not only released the detent but also pulls the guard bar 73 down into the position shown in Fig. 4, the other parts also being in the position shown in Fig. 4. The player has already grasped the handle 81 and is standing ready to slip the loop 82 over one of the pins 65. At the instant that the operator pushes the lever 43 down releasing the detent 20 and allowing the mechanism to start the player attempts to engage one of the pins 65 and to pull the pallet forward from the position shown in full lines in Fig. 4 to the position shown in dotted lines in that figure. The shape of the cam surfaces 66 is such that this movement of the pallet forces the floating bar 54 and the projection 57 downwardly and forces the latch 51 out of the notch 50 in the detent bar 21, the spring 23 pulling the detent bar upwardly and causing the detent 20 to engage the detent wheel 18, thus stopping the mechanism and throwing the guard bar into its upper position, thus preventing a second engagement of the pins 65.

The object of the game is to stop the mechanism at the earliest possible moment after it is started. After the mechanism has been stopped the operator allows the lever 43 to come back into the position A. It is now possible to push the operating lever 43 down into the position C, resetting the mechanism and bringing the pointer 19 back to its initial position, or it is possible to depress the lever 43 in the positon B again starting the mechanism, thus allowing the player to engage a second pin 65 and again stop the mechanism, the two movements of the pointer 19 being subtracted from the total score 40 shown by the dial 15. By pushing the lever 43 down successively to the position B and by successively moving each of the pallets 58, 59, 60, and 61, it is possible to start and stop the mechanism

five times, the total time consumed by the player in stopping the mechanism being indicated by the movement of the pointer 40 with relation to the dial 15. Whenever it is desired to reset the mechanism the reset handle 69 is turned, the reset bar 67 forcing all the pallets over into the position shown in full lines in Figs. 3 and 4.

We claim as our invention:

1. A game apparatus comprising a stationary dial, a detent wheel revolving about the axis of the dial, a pointer on said detent wheel extending over said dial, means for driving said detent wheel, a detent for locking said detent wheel, means by which the detent may be released, and means for throwing the detent into engagement with the detent wheel.

2. A game apparatus comprising a stationary dial, a detent wheel revolving about the axis of the dial, a pointer on said detent wheel extending over said dial, means for driving said detent wheel, a detent for locking said detent wheel, means by which the detent may be released, a plurality of pallets, and means by which each of these pallets causes the detent to be thrown into engagement with the detent wheel.

3. A game apparatus comprising a stationary dial, a main shaft, a detent wheel secured to said shaft, a pointer fixed to said shaft and extending out over said dial, means for driving said shaft, means for regulating the speed of said shaft, a detent normally engaging the detent wheel, means for throwing the detent out of engagement, latch means for holding the detent out of engagement, and stopping means whereby the player may release such latch means.

4. A game apparatus comprising a main shaft, a dial surrounding said shaft, a detent wheel secured to said shaft, a pointer fixed to said shaft and extending out over said dial, means for driving said shaft, means for regulating the speed of said shaft, a detent normally engaging the detent wheel, an operating lever, means by which said operating lever throws the detent out of engagement, latch means for holding the detent out of engagement, and stopping means whereby the player may release such latch means.

5. A game apparatus comprising a main shaft, a dial surrounding said shaft, a detent wheel secured to said shaft, a pointer fixed to said shaft and extending out over said dial, means for driving said shaft, means for regulating the speed of said shaft, means for rewinding said driving means without actuating said regulating means, a detent normally engaging the detent wheel, an operating lever for actuating the rewinding means, means by which said operating lever throws the detent out of engagement, latch means for holding the detent out of engagement, and pallets whereby the player may release such latch means.

6. A game apparatus comprising a main shaft, a dial surrounding said shaft, a detent wheel secured to said shaft, a pointer fixed to said shaft and extending out over said dial, means for driving said shaft, means for regulating the speed of said shaft, a detent normally engaging the detent wheel, an operating lever, and means for causing said operating lever to rewind said driving means without actuating said regulating means.

7. A game apparatus comprising a main shaft, a dial surrounding said shaft, a detent wheel secured to said shaft, a pointer fixed to said shaft and extending out over said dial, means for driving said shaft, means for regulating the speed of said shaft, a detent normally engaging the detent wheel, means for throwing the detent out of engagement, latch means for holding the detent out of engagement, pallets whereby the player may release such latch means, and guard means for preventing the player from engaging said pallets except while the detent wheel is in motion.

8. A game apparatus comprising a main shaft, a dial surrounding said shaft, a detent wheel secured to said shaft, a pointer fixed to said shaft and extending out over said dial, means for driving said shaft, means for regulating the speed of said shaft, a detent normally engaging the detent wheel, means for throwing the detent out of engagement, latch means for holding the detent out of engagement, pallets whereby the player may release such latch means, and guard means normally preventing the player from engaging said pallets and connected to said detent so as to expose said pallets when the detent is released.

9. A game apparatus comprising an integrating recording means, driving means for said means, detent means for restraining said driving means, means whereby one player releases said detent means, and means whereby another player causes said detent means to engage and stop the recording means.

10. A game apparatus comprising an integrating recording means, driving means for said recording means, detent means for locking said recording means, spring means for causing said detent means to lock said recording means, means whereby one player may release said detent means, and means whereby another player may release said spring means to allow said detent means to lock said recording means.

11. A game apparatus comprising a spring or weight actuated integrating recording means, detent means for said recording means, means whereby one player releases said detent means, and means whereby an-

other player causes said detent means to engage and stop said recording means.

12. A game apparatus comprising an integrating recording means, driving means for said means, means for regulating the speed of said driving means, detent means for restraining said driving means, means whereby one player releases said detent means, and means whereby another player causes said detent means to engage and stop the recording means.

13. A game apparatus comprising an integrating recording means, driving means for said recording means, means for regulating the speed of said driving means, detent means for locking said recording means, spring means for causing said detent means to lock said recording means, means whereby one player may release said detent means, and means whereby another player may release said spring means to allow said detent means to lock said recording means.

14. A game apparatus comprising a spring or weight actuated integrating recording means, means for regulating the speed of said recording means, detent means for said recording means, means whereby one player releases said detent means, and means whereby another player causes said detent means to engage and stop said recording means.

15. A game apparatus comprising a spring or weight actuated integrating recording means, detent means for said recording means, spring means for holding said detent means in engagement with said recording means, means by which one player may throw said detent means out of engagement with said recording means, latch means for holding said detent means out of engagement with said recording means, and means whereby another player releases said latch means.

16. A game apparatus comprising a spring or weight actuated integrating recording means, detent means for said recording means, spring means for holding said detent means in engagement with said recording means, means by which one player may throw said detent means out of engagement with said recording means, latch means for holding said detent means out of eagagement with said recording means, a pallet for releasing said latch means, and detachable means whereby another player may engage said pallet.

17. A game apparatus comprising a spring or weight actuated integrating recording means, detent means for said recording means, spring means for holding said detent means in engagement with said recording means, means by which one player may throw said detent means out of engagement with said recording means, latch means for holding said detent means out of engagement with said recording means, a pallet for releasing said latch means, and a wire loop mounted in a long handle by which another player may release said pallet.

18. A game apparatus comprising a spring driven recording means, means whereby one player sets said recording means in motion, a series of pallets for stopping said recording means having pins projecting from the upper end thereof, and means whereby another player actuates said pallets to stop said recording device.

19. A game apparatus comprising a spring driven recording means, means whereby one player sets said recording means in motion, a series of pallets for stopping said recording means having pins projecting from the upper end thereof, and a wire loop set in a handle whereby another player engages said pins to stop said recording means.

20. A game apparatus comprising a spring driven recording means, means whereby one player sets said recording means in motion, a series of pallets for stopping said recording means having pins projecting from the upper end thereof, guard means for normally preventing a second player from engaging said pins, means for causing said guard means to expose said pins after the recording means is started, and a wire loop set in a handle whereby another player engages said pins to stop said recording means.

21. A game apparatus comprising a spring driven recording means, a lever whereby one player sets said recording means in motion, pallets whereby a second player may arrest the motion of said recording means, guard means whereby said second player is prevented from actuating said pallets when said recording means is at rest, and means whereby said guard means is withdrawn exposing said pallets when the first player sets the recording means in motion.

22. A game apparatus comprising a spring driven recording means, a lever whereby one player sets said recording means in motion, means for regulating the speed of said recording means, pallets whereby a second player may arrest the motion of said recording means, guard means whereby said second player is prevented from actuating said pallets when said recording means is at rest, and means whereby said guard means is withdrawn exposing said pallets when the first player sets the recording means in motion.

23. A game apparatus comprising a spring driven recording means, means whereby one player sets said recording means in motion, means for regulating the speed of said recording means, a series of pallets for stopping said recording means having pins projecting from the upper end thereof, and means whereby another player actuates said pallets to stop said recording device.

24. A game apparatus comprising a spring

driven recording means, means whereby one player sets said recording means in motion, means for regulating the speed of said recording means, a series of pallets for stopping said recording means having pins projecting from the upper end thereof, and a wire loop set in a handle whereby another player engages said pins to stop said recording means.

25. A game apparatus comprising a spring driven recording means, means whereby one player sets said recording means in motion, means for regulating the speed of said recording means, a series of pallets for stopping said recording means having pins projecting from the upper end thereof, guard means for normally preventing a second player from engaging said pins, means for causing said guard means to expose said pins after the recording means is started, and a wire loop set in a handle whereby another player engages said pins to stop said recording means.

26. A game apparatus comprising a recording apparatus, means for driving the apparatus in one direction, detent means for preventing the motion of said recording apparatus, means whereby one player releases said detent, a pallet by which a second player can cause said detent to arrest the motion of said recording apparatus, and means whereby the first player can return the recording apparatus to its original position.

27. A game apparatus comprising a recording apparatus, means for driving the apparatus in one direction, means for regulating the speed of said apparatus, detent means for preventing the motion of said recording apparatus, means whereby one player releases said detent, a pallet by which a second player can cause said detent to arrest the motion of said recording apparatus, and means whereby the first player can return the recording apparatus to its original position.

28. A game apparatus comprising a recording apparatus, means for driving the apparatus in one direction, detent means for preventing the motion of said recording apparatus, means whereby one player releases said detent, a pallet by which a second player can cause said detent to arrest the motion of said recording apparatus, a guard preventing said second player from engaging said pallet when said recording apparatus is at rest, and means whereby the first player can return the recording apparatus to its original position.

29. A game apparatus comprising a recording apparatus, means for driving the apparatus in one direction, means for regulating the speed of said apparatus, detent means for preventing the motion of said recording apparatus, means whereby one player releases said detent, a pallet by which a second player can cause said detent to arrest the motion of said recording apparatus, a guard preventing said second player from engaging said pallet when said recording apparatus is at rest, and means whereby the first player can return the recording apparatus to its original position.

30. A game apparatus comprising a recording apparatus, means for driving the apparatus in one direction, detent means for preventing the motion of said recording apparatus, means whereby one player releases said detent, a pallet by which a second player can cause said detent to arrest the motion of said recording apparatus, a guard for preventing a second player from engaging said pallet, means for withdrawing said guard and exposing said pallet when the recording apparatus is set in motion, and means whereby the first player can return the recording apparatus to its original position.

31. A game apparatus comprising a recording apparatus, means for driving the apparatus in one direction, means for regulating the speed of said apparatus, detent means for preventing the motion of said recording apparatus, means whereby one player releases said detent, a pallet by which a second player can cause said detent to arrest the motion of said recording apparatus, a guard for preventing a second player from engaging said pallet, means for withdrawing said guard and exposing said pallet when the recording apparatus is set in motion, and means whereby the first player can return the recording apparatus to its original position.

In testimony whereof, we have hereunto set our hands at Los Angeles, California, this 15th day of August, 1914.

JOHN L. WEBB.
SAMUEL F. STURDEVANT.

In presence of—
FRED A. MANSFIELD,
FORD W. HARRIS.

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