

1,368,401.

FIG. 3. A top view of a circular device. It features a central crosshair with a vertical line (11) and a horizontal line (12) intersecting at a central point (14). The device has concentric rings, with the outermost ring labeled 15 and the innermost ring labeled 17. A dashed line (13) is also visible, passing through the center. A vertical line with an arrowhead at the top and a small circle at the bottom is labeled 4.

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UNITED STATES PATENT OFFICE.

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GAME APPARATUS.

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To all whom it may concern:

Be it known that I, HERBERT EDSON KETTLE, of the city of Hamilton, in the county of Wentworth, Province of Ontario, Dominion of Canada, have invented certain new and useful Improvements in Game Apparatus, of which the following is the specification.

My invention relates to improvements in game apparatus and the object of the invention is to devise a gaming table and playing pieces therefor by means of which a great variety of games may be played and in which a very considerable degree of skill may be attained by the players; a further object is to devise a gaming table which will prove attractive for use in clubs and public entertainment rooms in much the same manner as billiard and pool tables are now used.

My invention consists essentially of a table top provided with a perfectly smooth, highly polished, slippery surface, having a plurality of circular recessed pockets therein, and being sub-divided as desired by lines thereon, a peripheral wall of hard, non-elastic material surrounding the surface and having the inner face thereof perfectly smooth, a plurality of circular disks constructed of hard non-elastic material having their edges perfectly smooth and an annular peripheral cushion of elastic material, such as rubber, carried thereby, numbers inlaid in the top faces of the disks and at the base of the pockets and a cue, all as more particularly described and illustrated in the accompanying drawing, in which:—

Figure 1 is a plan view of my table top.

Fig. 2 is a sectional elevation of a table constructed according to my invention.

Fig. 3 is a plan view of one of the disks.

Fig. 4 is a section on the line 4, 4, of Fig. 3.

Like characters of reference indicate corresponding parts in the different views.

1 is the table top supported in the usual manner. 2 is the top surface thereof having the circular recessed pockets 3 therein, the bottoms of which are covered with pool table cloth 4. 5 is a peripheral wall surrounding the table top having the inner face 6 and the upper face 7. 8 are diamond markings inlaid in the upper face 7 of the wall 5. 10 are inlaid portions subdividing the table into equal segments. 11 are the playing disks, each of which bears a distinguishing mark on its upper face. 13 are

the edges of the disks. 14 is a peripheral groove in the disk. 15 is an annular cushion made of rubber and having the inwardly extending flange 16 and the outer peripheral face 17.

My table is constructed as follows:

The top surface 2 is preferably made of hard wood and must be perfectly smooth and very highly polished. The wall 5 extending around the periphery of the table is also constructed of wood and its inner face 6 is perfectly smooth and highly polished. In the upper face 7 are inlaid diamond markings 8 equally spaced and similar to those used in billiard and pool tables. The pockets 3 are formed in two concentric circles with one central pocket, there being seventeen pockets in all arranged with eight in each circle. The floor of each pocket is covered with pool table cloth and bears a large distinguishing number, the pockets being numbered as shown in Fig. 1. The table is sub-divided into equal segments by means of the inlaid marking lines 10.

The disks 11 are made of bakelite or similar material and are so designed that they make line contact only with the table top along a circle at their edges. The surface of the disk along this contact circle is perfectly smooth and polished. The disk is constructed with a peripheral groove 14 therein which engages the flange 16 of the annular rubber ring 15 for retaining it in place on the disk. The disks must be very accurately balanced. There are eighteen playing disks in all which are divided into two sets. The disks of each set are numbered one to eight with a blank disk to be used as a shooter. The numbers are of colored wax pressed into the face of the disk, and all disks of one set bear the same color of marking.

The diameter of the pockets is greater than that of the playing disks so that the disks may lodge therein. The pockets are located in the central portion of the table, leaving an outer annular portion of the table as a smooth unobstructed playing surface. The wall 5 surrounding the table, it will be noticed, forms a continuous wall which is hard, perfectly smooth, polished and non-elastic.

From the foregoing it will be seen that the disks 11 will have great freedom of movement over the slippery surface of the

table, the friction therebetween being reduced to a minimum since both contact surfaces are smooth, highly polished and made of material whose co-efficient of friction is very small. Further, due to the form in which the disks are made the contact area between disk and table is reduced to a line. Upon a disk striking the wall the rebound will be very sharp and although the wall itself is non-elastic, owing to the construction of the disks the relative elasticity between the wall and disk will be very great.

It is further pointed out that a very high degree of skill may be obtained in playing the disks with a cue. The rebound from the wall will follow definite laws, side, as it is termed in billiards may be put into the action of the disk by striking it with the cue to one or other side of the center, thus causing it to spin either way. Also the rebound of one disk from another will follow definite laws so that this further increases the opportunity of skilful play. The diamond markings, equally spaced about the table, will assist the players in making shots in the same way as the corresponding markings on a billiard table. There are seventeen pockets and as shown the table is divided into four segments by the lines 10.

It will be at once realized that an almost unlimited variety of different games may be played on the table by using the disks in different combinations and ways. Further the pockets may or may not be included in any particular game. In fact the table and disks will lend themselves to many games which will be intensely fascinating and as stated above the scope for increasing in skill is unlimited.

While I have described my game apparatus in one form only in which a circular table with pockets in the central portion thereof is used it is to be understood that a great many modifications could be made therein without departing from the spirit

of the invention or the scope of the claims and the forms shown are to be taken as illustrative and not in a limiting sense. For instance, I might make my table of any desired shape and I might arrange the pockets in various ways or I might not include the pockets at all. Also the table might be divided in any desired manner or it might not be divided at all.

From the foregoing it will be seen that I have devised an improved gaming apparatus which will prove very fascinating and popular.

What I claim as my invention is;

1. A game apparatus comprising a table top having a slippery, flat, circular surface with a plurality of pockets in the central portion thereof, arranged in concentric circles, radial lines dividing the surface into equal sections, a peripheral wall of non-elastic material surrounding the top, markings on the wall dividing it into equal arcs, playing pieces having a non-elastic portion designed, when played, to contact with the aforesaid surface, and a peripheral elastic edge designed to contact with the wall, the playing pieces adapted to enter the pockets.

2. A game apparatus comprising a table top having a slippery, flat, circular surface with a plurality of pockets in the central portion thereof, lines dividing the surface into a plurality of equal sections, a peripheral wall of hard non-elastic material surrounding the table top, and having a slippery inner face, and playing pieces having a non-elastic portion designed, when played, to contact with the aforesaid surface, and a peripheral elastic edge designed to contact with the wall, the playing pieces adapted to enter the pockets.

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Witnesses:

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