Dec. 13, 1938. N. KLINGER 2,140,082

GAME APPARATUS

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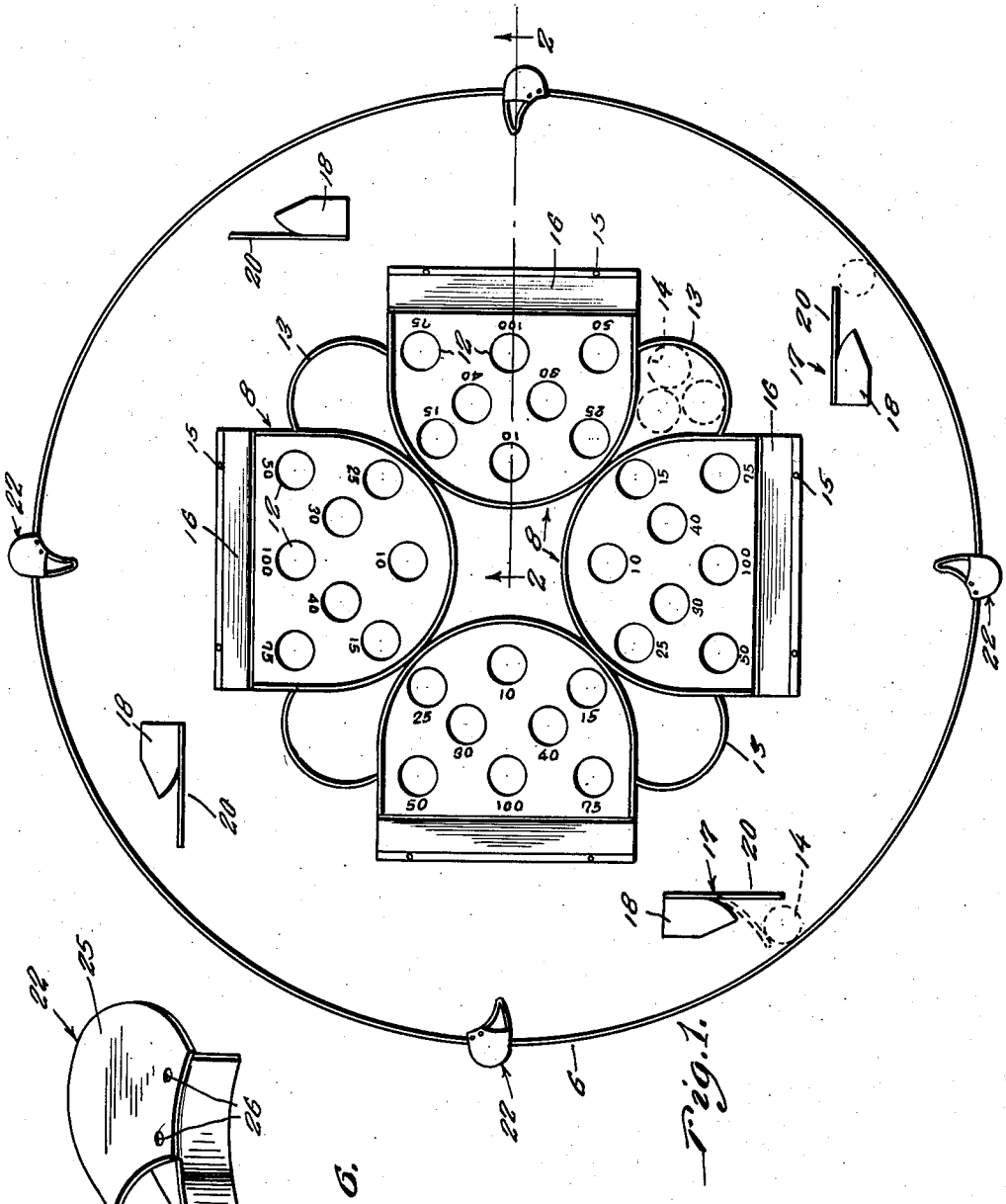


Fig. 1.

Fig. 6.

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Fig. 2.

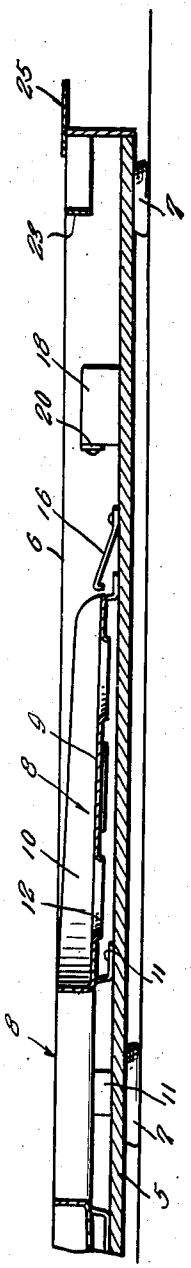


Fig. 3.

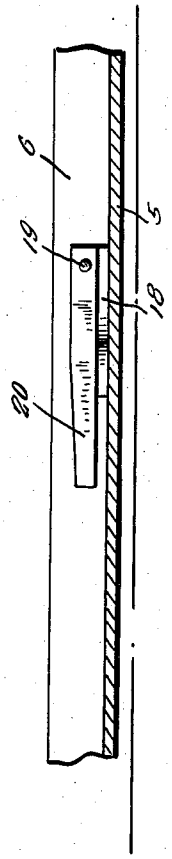
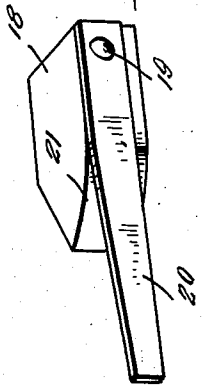


Fig. 5.



Fig. 4.



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GAME APPARATUS

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3 Claims. (Cl. 273—123)

This invention relates to game apparatus and more particularly to ball games.

An object of the present invention is to provide a ball game which can be played by two to four persons and which will be attractive to adults as well as to children, requiring skill in the play thereof.

The invention together with its objects and advantages will be best understood from a study of the following description taken in connection with the accompanying drawings wherein:—

Figure 1 is a top plan view of the apparatus.

Figure 2 is a sectional view taken substantially on the line 2—2 of Figure 1.

Figure 3 is a fragmentary detail sectional view showing in side elevation a projector spring.

Figure 4 is a perspective of a projector spring.

Figure 5 is an elevational view of a ball and

Figure 6 is a perspective view of a "throw-out" lever.

Referring to the drawings by reference numerals it will be seen that in the preferred embodiment thereof the game apparatus comprises a circular playing board or field 5 having rising from the margin thereof a continuous rim 6.

Suitably secured to the underside of the board 5 are suction cups 7 through the medium of which the board 5 may be held in position on a table top or similar surface against free movement.

Further the apparatus comprises in the present instance four scoring trays 8. Each tray 8 consists of a bottom 9 and a substantially U-shaped rim 10 that extends along two sides of the tray and across the back of the tray. Also each tray has formed integral with or otherwise secured to the bottom thereof feet 11 in the form of angular straps of metal or the like which serve to support the bottom of the tray spaced from the playing board 5.

Also the bottom 9 of each tray is provided with a plurality of scoring apertures 12 each scoring aperture 12 having a definite scoring value, the scoring value of each aperture being suitably indicated on the tray in proximity to the scoring aperture which will be clear from a study of Figure 1.

The scoring trays are grouped on the board 5 at the center thereof with the open sides of the trays facing towards the rim 6. At adjacent sides thereof the trays are connected together by arcuate strips 13 which serve to confine, when not in use, balls 14 forming part of the apparatus, there being preferably three balls 14 for each tray 8.

In this connection it will be understood that each tray is colored differently from each of the remaining trays and the three balls for each tray are colored to correspond with the color of their tray.

Also, secured to the bottom 5 by rivets or the like 15 slightly forwardly of the open end of each tray is an incline 16 of metal or the like of a length corresponding substantially to the width of a tray and serving to direct the balls up on to the tray. In this connection it will be noted that each incline 16 has its upper edge so arranged relative to its tray so that in addition to functioning as a means for directing the balls on to the tray, said incline will serve to prevent return of the balls from the tray on to the playing field.

Further forming a part of the equipment are ball impelling devices 17. There are in the present instance, four such devices 17, one for each player, and each device 17 consists of a block 18 riveted or otherwise secured to the playing board 5. Riveted or otherwise secured to one side of each block 18 as at 19 is one end of a spring member 20 the free end of which projects beyond one end of the block 18 which latter at said one end and at the side thereof to which the spring 20 is secured has a rounded end portion 21 which will permit the free end of the spring to be flexed to the dotted line position shown in Figure 1 for imparting a propelling force to a ball 14 positioned against the free end of the spring.

The devices 17 are located one substantially opposite to each ball confining pen 13.

Also in accordance with the present invention each player is equipped with a throw-out lever such as shown in Figure 6 and indicated generally by the reference numeral 22.

Each throw-out lever 22 comprises a shank member 23 formed from a single length of strap metal or other resilient material folded into a substantial V with one leg 24 of the V longitudinally curved. At the open end of the V the legs of the shank member 23 at their upper edges are secured to a body plate 25 one edge portion of which plate is preferably formed integral with the leg 24a of the shank and the other edge portion of said plate is arcuate to conform to the curvature of the leg 24 and is riveted or otherwise secured to the upper edge of the leg 24 as at 26.

In using a throw-out lever 22 the player rests the lever on the rim 6 opposite to his tray 8 with the plate 25 resting directly on the upper edge of the rim and the free ends of the legs

24, 24*a* abutting the inner side of the rim with the leg 24 facing toward the direction in which the ball rolling about on the playing board or surface 5 is moving so that the leg 24 serves to direct the moving ball inwardly from the rim and towards the tray 8 of the player.

From the above, it will be seen that each player is assigned a tray 8, a set of three balls 14, and impelling device 17 and a throw-out lever 22.

The object, intent and purpose of the game is for each player to whirl the balls allotted to him in succession in a circular path over the board 5, using the device 17 to project each ball over the playing surface 5, and making use of the throw-out lever 22 for directing each of the balls as the balls travel over the playing surface 5 toward the incline 16 to roll up the incline and on to the tray to settle in one of the scoring apertures 12. The player whose three balls total the highest score is given one point, and, for example, the player scoring 25 points first may be declared the winner. In this connection it will be understood that the players may be divided into partners, the first set of partners obtaining 25 points may be declared the winner.

The manner of playing the game and suggested rules for governing play are set out as follows:

Rules

I. Number of players.

Two to four can play. If playing partners, your partner sits directly across from you.

II. Equipment.

Each player is given three balls to match his tray. He also receives a throw-out lever.

III. To start the game.

Player number one places his ball in front of spring at his right with his right hand, pulling the spring back to the stop and releases the ball. At the same time he holds his throw-out lever in his left hand off the board. When player number one's ball passes player number two's spring, player number two immediately goes through the same procedure as number one. As soon as number two releases his ball then number three does same, etc., until all four players have released their first ball. As number one's ball comes around to his tray he quickly places his throw-out lever on rim of board to throw his ball up on his tray, removing lever immediately after his ball leaves it, so as to avoid picking up the ball following. As soon as player number four's ball passes number one's spring, player number one then releases his second ball, etc., till all three of the balls have been released. After the first round player number two starts off, etc.

IV. Penalties.

If any player stops another player's ball, such as pulling the spring back too soon, or stopping ball with throw-out lever in any way, so that the ball does not go up on tray, the player who has his ball stopped gets a free shot on the tray of the person who stops ball. In taking free shots, the person who has caused the foul, places the throw-out lever on center line of tray. If ball accidently bounces back off tray before owner of ball can pick it up and causes a foul, that person has to place throw-out lever on center line of tray and the ball or balls he stopped takes their free shots.

If player releases ball wrong and it falls on floor, it counts as a shot.

If your ball happens to jump off your tray into another, it counts wherever it lands, double score or double off, according to where it lands.

If more than one person's ball is stopped before a foul is called, those players also get a free shot. The player who has caused the foul can call foul so as the other players do not play their ball, that way preventing a pile-up.

If a player sees that another ball is too close to his ball and does not pick his ball up, that ball is automatically out.

V. Keeping score.

If persons are playing separately, the person making the highest score receives one point, etc., until they reach the score of twenty-five. The first person receiving twenty-five points is winner. If playing partners, determine score as follows. For example: Orange tray and red tray are partners. The orange tray and green tray (his opponent) total their scores. The one with the largest total receives one point. This works the same with red and blue trays. If the partners each score a point, their score is doubled, receiving four points instead of two.

Having thus described the invention, what is claimed as new is:—

1. A game apparatus comprising a circular surface forming member, a rim rising from the periphery thereof, a plurality of ball receiving receptacles radially arranged on the central portion of said member and having their outer ends open and spaced from the rim, ball impelling leaf springs on the surface forming member, said springs when in normal position permitting a ball to pass between each spring and the rim but when flexed toward the rim said spring will prevent a ball passing between itself and the rim, and a plurality of throw out levers removably seated on the rim and constructed and arranged that when on the rim and opposite a receptacle will direct a ball into the receptacle, the lever being removed when it is not desired to direct a ball into the receptacle.

2. In a game apparatus of the class described including a surface forming member of circular shape and a rim rising from the periphery of the member, a combined ball impelling device and ball stop comprising a block attached to the surface forming member and a leaf spring having one end connected with said block, the other end of the spring when in normal position being spaced a distance from the rim to permit a ball to pass between the rim and said end but when flexed toward the rim the end of the spring will prevent a ball from passing between itself and the rim.

3. In a game apparatus of the class described including a surface forming member of circular shape and a rim rising from the periphery thereof, a ball deflecting member comprising a substantially V-shaped part having one limb of arcuate shape to deflect a ball striking said limb and a plate connected to the upper edges of said limb, and projecting beyond the wide end of the V-shaped member and removably resting on the rim.

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