

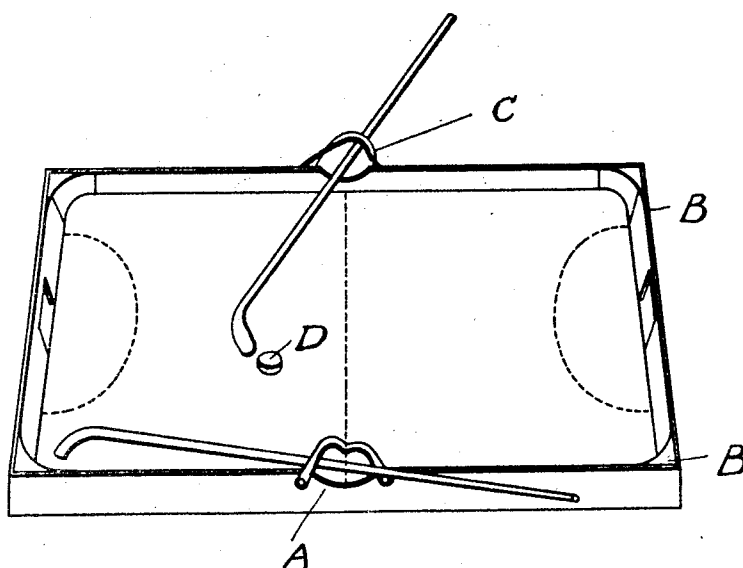
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APPARATUS FOR PLAYING A TABLE GAME OF HOCKEY

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UNITED STATES PATENT OFFICE.

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APPARATUS FOR PLAYING A TABLE GAME OF HOCKEY.

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This invention relates to apparatus for playing a table game of hockey.

The invention comprises a flat board surrounded by sides box fashion, with goals at
5 each end, in the form of square holes cut in the upright ends, the sides being formed with a depression at the middle fitted with loops of strap through which the playing sticks are inserted.
10 The game is played in a known manner with a disk to represent the ball, also as has already been proposed in board games played with sticks through side apertures, the corners may be fitted with filling pieces at
15 the angles if found necessary.

The accompanying drawings illustrate the nature of the invention. To prevent the disk becoming jammed in the corners by the sticks, the corners of the board may be filled
20 in with solid wood blocks B. The strap prevents the too rough or free use of the stick, while at the same time allowing the player to get his stick into all the corners of the board. The strap must be of just sufficient
25 length to allow the movement of the stick in such a way as to reach the two near side corners, which would otherwise be out of the play for the one player, as the stick

being rigid could not bend round to reach those places.

I claim:—

1. Apparatus for playing a table game comprising a board having raised sides and ends and representations of goals at the ends
30 said board being marked to represent a hockey field, a disk adapted to slide freely upon said board, recesses in the side walls of the board, sticks adapted to project over the board and lie within said recesses for moving
35 said disk over the board and flexible closures to said recesses to limit the usage of said sticks.

2. Apparatus for playing the table game of hockey comprising a board having raised sides and ends and rounded corners the sur-
45 face of said board being marked to represent a hockey field, goal devices upon said board, a disk adapted to slide freely upon said board, sticks for propelling said disk over the surface of the board, depressions in the
50 sides of the board, straps spanning said depressions the playing sticks being passed under said straps in order to prevent too rough usage by the players.

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