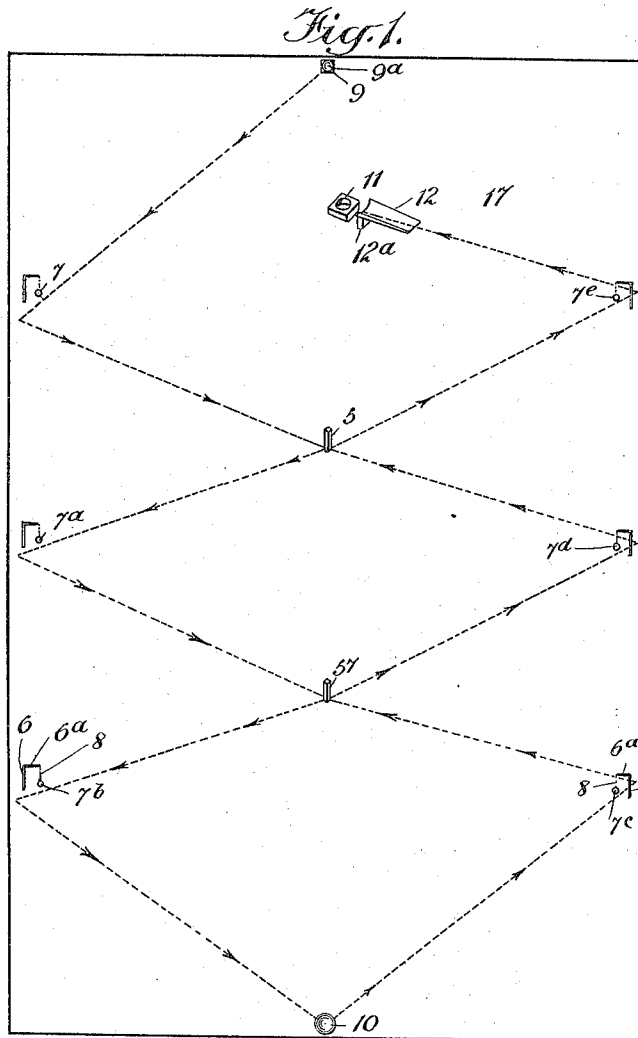
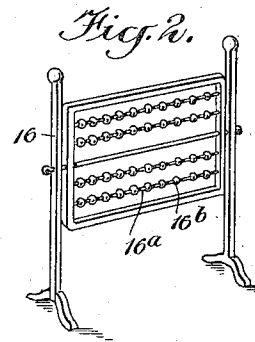
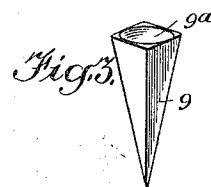
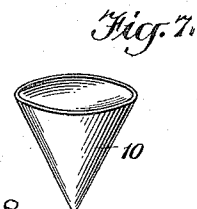
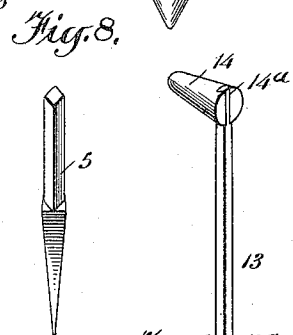
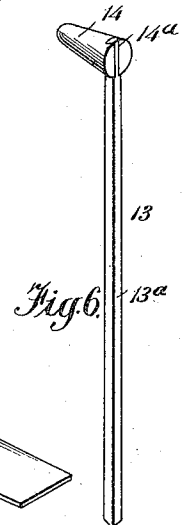
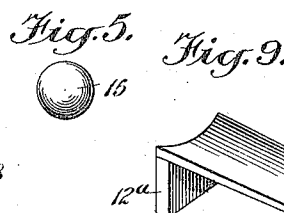
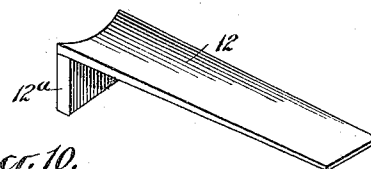
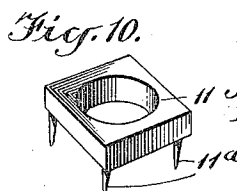
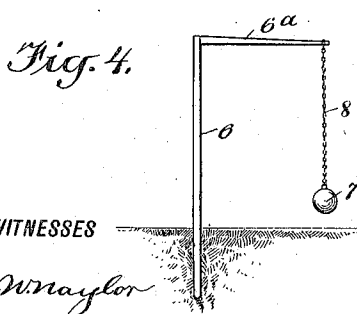


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 GAME APPARATUS.
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GAME APPARATUS.

1,152,313.

Specification of Letters Patent.

Patented Aug. 31, 1915.

Application filed December 1, 1913. Serial No. 803,966.

To all whom it may concern:

Be it known that we, JOHN WESLEY HAMMOND and PERLIE MAE HAMMOND, citizens of the United States, and residents of Minneapolis, in the county of Hennepin and State of Minnesota, have invented a new and Improved Game Apparatus, of which the following is a full, clear, and exact description.

Our invention has for its object to provide a game apparatus with which may be played an interesting game.

The game apparatus has been devised and constructed along scientific lines with a view of testing the sight, calculating faculties, and skill of the player, and removing possible advantages arising rather from good luck than from clever playing.

The apparatus has two posts called locales, and six suspended balls called palles, one of the plays being to tier (drive) a ball called a knodde so that it will touch a palle and be in position to be tiered against a locale with a rebound in the direction of the next palle in course.

Other objects in the invention will appear in the following specification in which the preferred form of the invention is disclosed.

In the drawings similar reference characters refer to similar parts in all the views in which—

Figure 1 is a plan view of the parts as they are assembled for playing the game; Fig. 2 is a view of an abacus; Fig. 3 is a perspective view of a stall; Fig. 4 is a perspective view of a kimbo, and showing a palle with its chain supported thereby; Fig. 5 is a view of a knodde; Fig. 6 is a view of a whap; Fig. 7 is a view of a kitty; Fig. 8 is a perspective view of a locale; Fig. 9 is a perspective view of a chute; and Fig. 10 is a perspective view of a noggin.

By referring to the drawings, it will be seen that a stall 9 is disposed at one end (upper end) of the matt 17 which is the ground laid out for playing the game. This stall which is the starting place in playing the game, is a post 6" long and $2\frac{1}{2}$ " square

at the top end, the sides of this post tapering downward to a point at its lower end. At the square or top end of this post it is disked at 9°, the disked portion being $2\frac{1}{2}$ " in diameter and $\frac{1}{4}$ " deep at its center. At the other end of the matt 17, a kitty 10 is disposed. The kitty is constructed of a round block 7" in diameter and saucer shaped at the top, the block being substantially 7" long and tapering at the bottom. The kitty and stall are set flush with the matt 17, which should be sixty feet long by forty feet wide (smaller matts in proportion). Spaced apart and disposed between the stall and kitty there are two locales 5, the upper one being set exactly twenty-four feet from the stall or upper edge of the matt 17, and twenty feet from the right and twenty feet from the left sides of the matt 17 to the center, the other locales being set exactly twenty-two feet from the lower edge of the matt, and twenty feet from the right and twenty feet from the left sides of the matt to the center, each of these locales being constructed of a post 2 ft. long, the upper half diamond shaped with 4" squares, the lower half tapering downward to a point. These posts are spaced exactly 14 ft. apart and are set in the ground between the stall and kitty with the diamond shaped half of the locale disposed 1 ft. above the ground. At the upper portion of the matt 17, between one of the locales and the stall there is disposed a noggin 11, this noggin being constructed of a block of wood 7" square and $2\frac{1}{2}$ " thick with a round aperture 5" in diameter slightly beveled at the top. This noggin is disposed exactly 8 ft. from the upper edge of the matt 17, and twenty feet from the right and twenty feet from the left sides of the matt 17 to the center, flat on the matt and is held in place by four projecting pegs or legs 11^a which penetrate the ground. Disposed at each side of the matt 17 there are several kimbos 6. In the drawings we show six of these kimbos, three kimbos being disposed at each side of the matt, those on the left being set respectively 14—30 and

45 ft. from the upper edge of the matt 17, and 1 ft. in from the left edge of the matt; those on the right directly opposite to those on the left 14—30 and 45 ft. from the upper edge of the matt, and 1 ft. from the right edge of the matt. Each of the kimbo 5 is constructed of an upright 2 ft. long, substantially $1\frac{1}{2}$ " by 1" and with an arm 6" substantially 1 ft. long, and are to be set in 10 their respective positions with 18" above the surface of the matt. Secured to these arms 6" of the kimbo 5 there are chains 8 which are 12" in length and which support the palles 7.

15 As will be seen by referring to the drawings, palles 7 that are opposite to each other are disposed substantially and exactly at the same distance from one of the locales 5. Disposed between palles 7^e and the noggin 20 11, there is a chute 12; the chute 12 being provided with an upright 8" high 12" for holding the end of the chute 12 adjacent the noggin 11, above the matt and $5\frac{1}{2}$ " higher than the upper surface of the noggin 11, 25 and 6" from the noggin 11 on a direct line with the upper palles 7^e on the right side, the said chute 12 to be 2 ft. long by 8" wide concaved at the top 1" deep at the center.

In Fig. 5 we show a knodde 15 which is a 30 wooden ball and is substantially 4" in diameter, and in Fig. 6 we show a whap 13 which has a head 14, and which is $4\frac{1}{2}$ " in length, is round and $2\frac{1}{2}$ " in diameter at the point where it is joined with the stale 13^a. 35 The head 14 has a groove 14^a at the stale end so as to receive the stale 13^a; the head 14 tapers from $2\frac{1}{2}$ " in diameter $3\frac{1}{2}$ " of its length to 1" in diameter; the balance of the length 1" is rounded out like a semi-sphere. 40 The stale 13^a is 3 ft. in length. The whap 13 is provided for driving the knodde 15 in a manner set forth in the rules of the game.

In Fig. 2 of the drawings we show an abacus 16 for tallying the score, there being 45 four wires 16^a or wooden rods with twenty beads 16^b on each, each bead 16^b counting five.

Rules for playing "locale" as a course game.—A course game of "locale" can be 50 played by any number of persons, either severally, or as partners with opponents. To determine the order of players, each participant in the game places his knodde 15 two whap lengths to the left of the stall and tiers 55 toward it; the player's knodde 15 coming nearest to the stall plays first, and the others in the order of their proximity thereto. Having determined the order of players, the first player places his knodde 15 in the stall 60 9 and tiers out of it for the first palle 7 and endeavors to hit it; (which can be accomplished only by passing directly under the palle, if the kimbo 6 has been set correctly.) Having made the first palle 7 the player 65 tiers for the first locale 5^a, and from this

point to the second palle 7^a, then on to the second locale 5; then to the third palle 7^b, and then into the bowl of the kitty 10; from the kitty the player goes to the fourth palle 7^c and back to the second locale 5; then to 70 the fifth palle 7^d and on to the first locale 5^a, then to the sixth palle 7^e; from this point the course lies up the chute 12 and into the noggin 11. The player (or partners) who first succeeds in making the course in its order 75 and landing in the noggin, wins the game.

The score game of "locale."—A score game of "locale" can be played by any number of persons, either severally, or as partners with opponents. The course of a score 80 game is essentially the same as that of a regular course game with this important exception: When a player has made the sixth palle 7^e, instead of tiering up the chute 12 into the noggin 11, he has the privilege of 85 the entire field as long as he may care to add to his score. He may make any palle or locale or the kitty in order to add to his score but must not play upon any one of them twice in succession. For instance; he 90 may play the second palle which counts five, but he cannot play upon the same palle again before having made another palle, one of the locales, or the kitty; and the same rule holds good in playing on an opponent's 95 or friend's knodde.

There are two ways of playing a score game; first, as a straight, regular course game of one hundred points, the winner being the player who first makes one hundred 100 points. Second, a field score, when the players agree to use the privileges of the field, running the score to any length and closing the game by any one having the largest score, who can succeed in tiering the one 105 with the lowest score into the noggin 11. Should a player have scored high and his partner lags, it should be his duty to assist his partner into the noggin to prevent his further handicapping the game. Individual 110 players, or partners having a high score should endeavor to tier their opponents into the noggin, thereby ending the game before luck goes to the opposite side. A skillful player will be able to make a high score and 115 then put all others out of the game, save any one player whom he may wish to compete with to a finish. It should be the constant effort of poor players to avoid the knoddes 15 of gamesters; in other words, they should 120 strive to keep in the game as long as possible, as every tier lessens the possibility for the success of an opponent. After a player has made the regular course excepting the noggin, and enters the field for scoring, if he 125 makes a palle, locale, kitty or other knoddes, he has every right as though playing in the regular course of the game.

Special stress is given to the fact that unlike any other outdoor game, a player may 130

intensely interest himself as the sole occupant of the matt in a field score game.

General rules for course game.—No player's knodde can be checked upon that has not made the first palle.

No paller, locale, kitty or the noggin can be made except in the regular course of the game.

If a player tiers his knodde off the matt he has the right to bring it back and set it in a whap's length from the point where it left the matt, or take it back to stall. Should he decide to take it back to stall he must tier for whatever point he was tiering for at the time it left the matt.

If a player's knodde is tiered off the matt by an opponent, it must be taken back to stall.

No player has a right to check on a knodde that has not made the first palle, or that has just left the stall.

No player can under any circumstances, check twice in succession on a knodde.

A player who has made a duple, is entitled to two counterchecks, or two trundles, or a countercheck and a trundle, or to two tiers for positional point; and if positional point is made with one tier, he carries the privilege of the extra tier with him until forfeited.

If a player has made a coup, he is entitled to three counterchecks, or three trundles, or one countercheck and two trundles, or one trundle and two counterchecks, or three tiers to make a positional point, and carries with him any of the unforfeited privileges.

If a player makes a trecoup, he is entitled to a countercheck, a trundle and three tiers; or the right to take a point to his credit and place his knodde in any position on the matt that he sees fit.

Scores.—Palles count five each. Locales count ten each. Kitty counts twenty. Noggin counts thirty. A check is hitting another knodde with your own knodde. A duple is hitting two other knoddes with your knodde. A coup is hitting three other knoddes with your knodde. A trecoup is hitting a locale and two other knoddes with your knodde. A countercheck is tiering an opponent's knodde out of position or off of the matt. A trundle is tiering your partner's knodde into position. To tier, means to drive. Tiering means "driving."

Remarks.—The design of "locale" is along scientific lines and based upon physics; in other words, luck or good fortune cannot hold its own against one versed in the scientific art of the game. The whap is specially designed so that in the hands of a master on a properly laid out matt, it can be used to draw a knodde to the right, to the left, to follow on and then return, the same as a player would a ball in billiards. The palles are scientifically arranged, making

it necessary for a correct exercise of the eye in tiering, that they may be hit. The locales are designed and set so as to present an angle against the eye, with two deceiving surfaces, requiring skill and art for a player to make. The kitty is designed for exercising the art of tiering, as being saucer shaped and rather shallow, it is a difficult matter to tier a knodde into it, for the mere fact that a knodde passing into it and out, forfeits the point; it must be tiered so as to enter the kitty and remain there. The chute is not so difficult once you are in line; however, it requires skill on the part of the player when making his sixth palle, that he stops in a position in line with the chute. The chute combined with the noggin is not only a novel but a masterly device, as the chute being two feet long and elevated at the upper end, eight inches and set six inches from the noggin, the top of which is five one-half inches lower than the top of the upper end of the chute, it requires rare skill and calculation as to distance and force to tier a knodde so that it will not drop in between the noggin and the chute, or go beyond the noggin. This is the most fascinating part of the game, as a player enjoys the same sensation when he has acquired the art of making a noggin, that a beginner in playing billiards does, when he has mastered the science of a difficult shot. The auxiliary of the abacus board adds a wonderful attraction to the game, as locale is the only outdoor game that a player can tally up his score, and he enjoys the same feeling that a billiard player does, who has made a run of twenty or fifty points. Locale played as a course game, affords more amusement to children and ladies, than any outdoor game yet devised, as the art of playing it has a wonderful fascination; it not only amuses, but adds greatly to their powers of calculation and in no small degree, to grace itself, to say nothing of the excellent training that is given to the eye.

Having thus described our invention, we claim as new, and desire to secure by Letters Patent:—

1. In a game apparatus, a locale, a plurality of suspended palles spaced apart at one side of the locale, and a plurality of suspended palles spaced apart at the other side of the locale.

2. In a game apparatus, a locale, two suspended palles spaced from each other at one side of the locale and disposed at substantially the same distance from the locale, and two additional suspended palles disposed at the other side of the locale and opposite the first palles, the two additional palles being at distances from the locale substantially the same as the distance between the first palles and the locale.

3. In a game apparatus, a stall, a kitty spaced from the stall, two locales spaced

from each other and from the stall and the kitty, a noggin disposed between one of the locales and the stall and spaced therefrom, a plurality of palles disposed at one side of the plane running from the stall to the kitty, a plurality of palles disposed at the other side of the plane, and a chute disposed between one of the palles and the noggin.

4. In a game apparatus, a noggin having an opening extending through its top and a detached chute normally disposed adjacent the noggin.

5. In a game apparatus, two locales, two suspended palles spaced opposite each other, one at the right of the locales, and one at the left of the locales and disposed at substantially the same distance from one of the locales, two suspended palles spaced opposite each other, one at the right of the locales, and one at the left of the locales, disposed at substantially the same distance from the other locale, and two additional intermediately suspended palles spaced opposite each other, one between the two palles on the right of the locales, and one between the two palles on the left of the locales, and disposed at substantially the same distance from both locales.

6. In a game apparatus, a whap head with one end semi-spherical, a stale disposed at an angle to the whap head and dove tailed means securing the other end of the whap head to the stale adjacent an end thereof.

7. In a game apparatus, two suspended palles normally disposed opposite each other and the same distance from the end of the matt, two suspended palles normally disposed opposite each other and the same dis-

tance from the other end of the matt, and two additional suspended palles normally disposed opposite each other and each half-way between one of the first mentioned palles and one of the second mentioned palles.

8. In a game apparatus, two suspended palles, one disposed at one side of a matt and the other palle disposed opposite and at the other side of the matt, both palles being disposed the same distance from the end of the matt, two suspended palles, one disposed at one side of the matt and the other disposed opposite and at the other side of the matt, the two second mentioned palles being disposed the same distance from the other end of the matt that the first mentioned palles are disposed from the first mentioned end of the matt, two additional suspended palles, normally disposed at opposite sides of the matt and each half way between one of the first mentioned and one of the second mentioned palles at one side of the matt, and two locales, one disposed at substantially equal distances from the first mentioned and the third mentioned palles and the other locale being disposed at substantially equal distances from the second and third mentioned palles.

In testimony whereof, we have signed our names to this specification in the presence of two subscribing witnesses.

JOHN WESLEY HAMMOND.
PERLIE MAE HAMMOND.

Witnesses:

C. E. BLACKMAN,
EMELINE F. HODGINS.

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