No. 810,224. PATENTED JAN. 16, 1906.

F. L. SACKETT.

GAME APPARATUS.

APPLICATION FILED APR. 8, 1901.

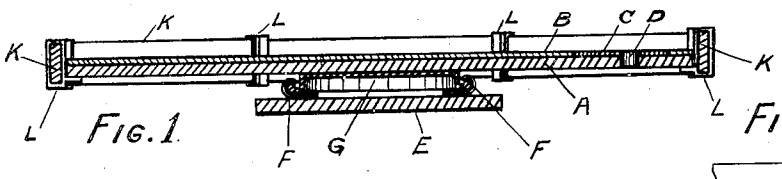


FIG. 1.

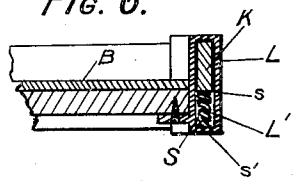


FIG. 6.

FIG. 7.

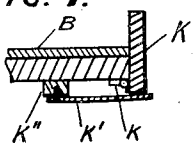


FIG. 2.

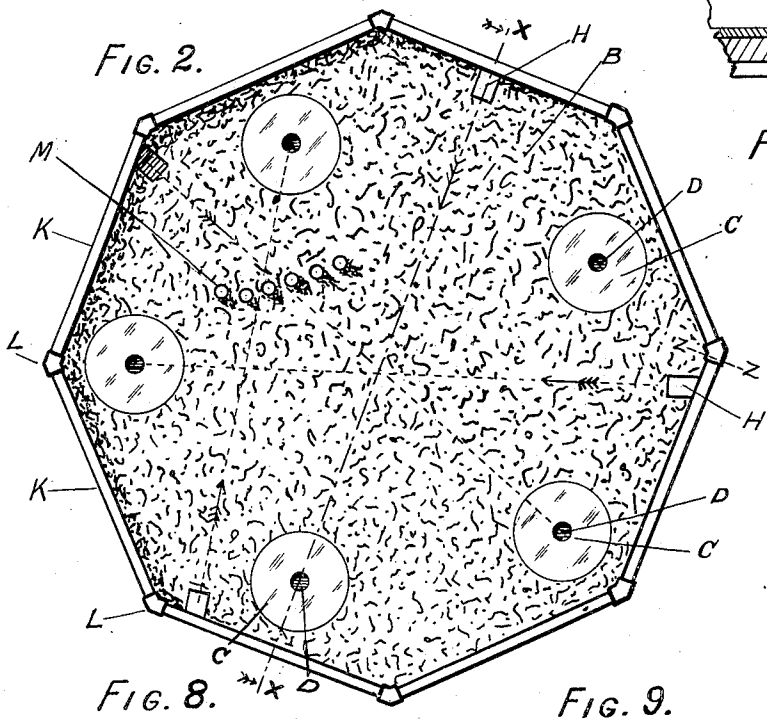


FIG. 3.

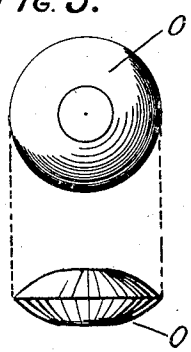


FIG. 8.

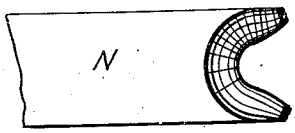


FIG. 9.



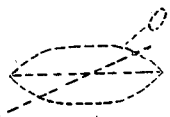


FIG. 4.

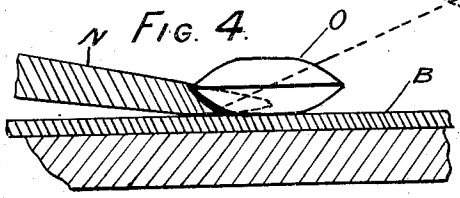
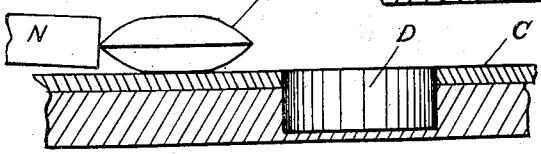


FIG. 5.



WITNESSES.

Grace P. Brereton.

Albert Popkins

INVENTOR.

Frank L. Sackett

by Stinterwait & Bradley

attys.

UNITED STATES PATENT OFFICE.

FRANK L. SACKETT, OF FREDONIA, NEW YORK.

GAME APPARATUS.

No. 810,224. Specification of Letters Patent. Patented Jan. 16, 1906.

Application filed April 8, 1901. Serial No. 54,896.

To all whom it may concern:

Be it known that I, FRANK L. SACKETT, residing at Fredonia, in the county of Chautauqua and State of New York, have invented certain new and useful Improvements in Game Apparatus, of which the following is a specification.

The object of my invention is to provide a game apparatus comprising a game-piece in the movements of which games may be played, and especially one based upon the principles and rules governing the game of golf.

The invention consists in the novel construction hereinafter fully described and claimed.

Reference is to be had to the accompanying drawings, forming part of this specification, wherein—

Figure 1 is a sectional view of the game-board on the line *x x* of Fig. 2. Fig. 2 is a top plan thereof, the dotted lines and arrows showing one order of movement of the game-piece. Fig. 3 shows in top and side elevation my game-piece. Fig. 4 shows an enlarged section of the friction-surface of the game-board, the playing-piece thereon, and in dotted lines the manner in which the same is projected into the air by the cue, which is shown in section. Fig. 5 shows an enlarged section of the smooth or polished surface of the game-board and the manner of gliding the game-piece over the same into the goal or hole. Fig. 6 is an enlarged sectional detail of one of the brackets, taken on the line *z z* of Fig. 2. Fig. 7 is a detail view showing a modification in the means for securing the side pieces. Fig. 8 is a broken plan view of my preferred form of cue, and Fig. 9 shows a modified form of game-piece.

A indicates the game-board, which, as illustrated, is octagonal in contour; but it is understood that the same may be circular or of any other configuration. The board A is mounted to revolve on a base-piece E in any suitable manner. The means illustrated in Fig. 1 consists of a dish-shaped member G, having a flanged edge, said member being inverted and secured centrally of the board A. The base-piece E is provided with a series of metallic clips F, which are bent upward over the flange on the member G and retain the board upon the base-piece E, but allow it to turn freely thereon.

In the preferred construction of my game-board the playing-surface extends over the entire upper face of the board and is surrounded by vertical side portions K, projecting slightly above said playing-surface. In order that the playing-surface may be utilized to better advantage, I have constructed the side portions in sections which are so secured to the board as to be independently depressible. By this construction the section nearest the player may be depressed, thereby giving free access to the playing-surface and still leaving projecting edges upon the remaining sides of the board to prevent the game-piece from rolling off the playing-surface.

In Figs. 1 and 2 I have shown my board as provided with brackets L, secured rigidly at the corners and having a box or housing L′ extending above the playing-surface the desired height of the side portions. Each bracket receives the ends of the adjacent side portions, which are held normally elevated by springs S, arranged one at each end of the side portions and between the lower edge *s* of said portions and the lower end *s′* of the housing in the bracket.

In Fig. 7 I have shown a modified means for securing the side portions. Said portions are hinged to the board by hinges *k* and are held in either a raised or depressed position by a spring *k′*, secured at one end to a block *k″*, fastened to the under side of the board and having its free end engaging either the side or the edge of the side portion.

The playing-surface of my improved game-board comprises in the main a surface B of such a character as to offer resistance to or impede the free gliding of the game-piece over the same and may be constructed of felt, cork, unfinished wood, or the like and may be rough or uneven, and throughout the description and claims will be termed a "friction-surface." Arranged at suitable positions on said playing-surface are relatively small smooth or polished surfaces C. There may be one or more of these surfaces. Said surfaces are of such a character as to allow the game-piece to glide freely over the same, and preferably centrally of said smooth surface is the goal or hole D, which may be a recess to receive the game-piece or may be indicated merely by a circle or lines. This smooth surface may be flush with and lie in substantially the same plane as the friction-surface or raised above and substantially parallel with the same. Said smooth surface should be horizontal and substantially

parallel to the plane of the playing-surface, so that the game-piece may rest thereon until moved by the player. I also provide another preferably smooth surface H, which is about the width of and a little longer than the game-piece. There may be one or more of these surfaces. I also provide at suitable positions on the friction-surface rubber pins M or other obstructions. The function of these several elements will be more fully explained later.

The game-piece O of my apparatus is preferably symmetrical with respect to a central plane, and in contour the portions on each side of said plane are minor polar segments of an oblate spheroid slightly flattened at the pole, and such configuration I have termed a "flattened oblate spheroid." I may, however, use a game-piece shaped like the portion on either side of the central plane, as shown in Fig. 9; but the disadvantages of such a game-piece will hereinafter appear. Instead of making the surface of the game-piece curved in vertical cross-section, said surface may be defined by straight lines. Other forms may be used; but it is essential that the game-piece should have a maximum diameter at a distance from the surface on which the same is adapted to rest in order that it may be projected from the playing-surface by the impact of the beveled end of the cue, hereinafter described.

The game-piece above referred to is claimed in my divisional application, Serial No. 83,733, filed November 26, 1901.

The cue N used in manipulating the game-piece has one end tapered to an edge and is curvedly notched to conform substantially to the surface of the game-piece. By the use of the tapered end of the cue and the game-piece, both shaped substantially as described, it is possible to project the game-piece bodily without revolution in the manner shown in dotted lines in Fig. 4, and therefore when said game-piece alights on the playing-surface it will not roll. As shown in Fig. 5, the game-piece is glided over the smooth or polished surface and into the goal or hole by means of a cue having a square end, which may be the other end of the cue having a tapered end or may be a separate cue. If the game-piece be shaped with a maximum diameter at one side and gradually tapering to a minimum diameter at the other side, as shown in Fig. 9, the same may be projected in the manner above described; but the game-piece must rest on the small side.

I do not herein claim specifically the game-piece and cue above described, as they form the subject-matter of a divisional application, Serial No. 83,733, filed November 26, 1901.

The game of parlor golf, for which the above apparatus is especially adapted, is played by following very closely the rules of golf. The smooth surface H represents the "teeing-ground," the goal or hole D the "hole," the smooth or polished surface C surrounding the hole the "putting-green," and the obstructions the "hazards." The game is played by sides, each playing its own game-piece. The game-piece is placed on the teeing-ground or surface H and by means of the tapered end of the cue is projected over the friction-surface until it alights on the putting-green or surface C, when the cue having a square end is used, and the game-piece glided into the goal or hole.

While my apparatus is especially adapted for the game above referred to, it is obvious that different and varied rules may be made to govern the playing of the game, and therefore I do not confine or limit myself to any particular manner or method of playing.

It is obvious that changes in the details of the above construction may be made without departing from the spirit of the invention.

Having thus fully described my invention, what I claim, and desire to secure by Letters Patent, is—

1. A game-board having a playing-field, comprising a friction-surface and a relatively smaller smooth horizontal playing-surface substantially flush with the friction-surface and constituting an integral portion of said game-board and having a goal therein.

2. A game-board having a playing-field, comprising a friction-surface and a relatively smaller smooth surface upon which the game-piece is adapted to rest and be glided, said smooth surface being substantially flush with said friction-surface and having a goal therein.

3. A game-board having a playing-field comprising a friction-surface and a relatively smaller smooth surface, said latter surface having a single goal substantially in the center thereof and presenting a flat substantially horizontal unobstructed surface from said goal to the friction-surface, said flat surface being of considerably greater area than the goal whereby the game-piece may rest and be glided thereon.

4. A game-board having a playing-field comprising a friction-surface B, a smooth surface H, and a smooth horizontal playing-surface C substantially flush with said friction-surface and having a single goal located substantially centrally thereof.

5. A game-board having a playing-field comprising a friction-surface B, a smooth surface H and a smooth horizontal playing-surface C substantially flush with said friction-surface and having a single goal located substantially centrally thereof and projections located on said friction-surface.

6. A game-board having a playing-field, comprising a friction-surface and a relatively smaller smooth horizontal surface substantially flush with the friction-surface and constituting an integral portion of said game-

board and having a goal therein, and side portions projecting above said playing-field, said side portions comprising a series of independent depressible sections.

7. A game-board having a playing-field, comprising a friction-surface and a relatively smaller smooth horizontal surface substantially flush with the friction-surface and constituting an integral portion of said game-board and having a goal therein, and side portions comprising a series of independent depressible sections and means for holding said sections normally in an elevated position.

In testimony whereof I affix my signature in presence of two witnesses.

FRANK L. SACKETT.

Witnesses:

E. M. COREY,

A. W. HOPKINS.