Dec. 4, 1923. 1,476,369

J. A. ROSS

CURLING GAME

Filed July 16, 1920

Fig. 1.

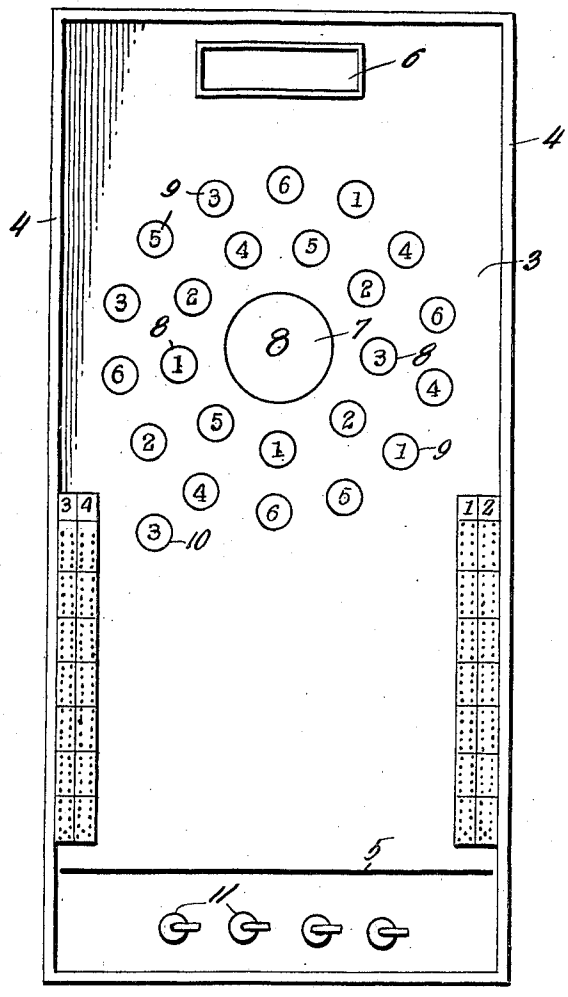


Fig. 2.



WITNESSES

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Patented Dec. 4, 1923. 1,476,369

UNITED STATES PATENT OFFICE.

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CURLING GAME.

Application filed July 16, 1920. Serial No. 396,638.

To all whom it may concern:

Be it known that I, JAMES A. ROSS, a subject of the King of Great Britain, residing at Halifax, in the Province of Nova Scotia and Dominion of Canada, have invented certain new and useful Improvements in Curling Games, of which the following is a specification.

This invention relates to new and useful improvements in games, the primary object of the invention being to provide an amusing game or sport for adults as well as children which may be played either indoors on a game board or outdoors upon pavements, ice or other smooth surfaces.

Another object of the invention is to provide a playing field having a central target surrounded by a plurality of concentrically arranged target marks, it being the aim of the player to land his game piece upon the marks counting for the highest scores.

Other objects and advantages of the invention will become apparent during the course of the following description.

In the accompanying drawings forming a part of the application and wherein like numerals are employed to designate like parts throughout the several views—

Figure 1 is a top plan of the playing board or field, and

Figure 2 is a view of one of the game pieces.

Referring to the drawing wherein for the purpose of illustration is shown the preferred embodiment of the invention, the numeral 3 designates a playing field, in the present instance being provided for by a rectangular shaped game board, the marginal edges of which are provided with upstanding flanges 4 to prevent displacement of the game pieces from the field. Adjacent one end of the field, a transverse starting line 5 is provided and behind which the players are adapted to glide their game pieces toward the targets. The extreme opposite end of the game board is provided with a receptacle 6 for containing the game pieces when the same are not being used.

Adjacent the end of the playing field, remote from the starting line 5, I provide a circular mark 7, the center of which is arranged upon a center line passing longitudinally down the game field. This mark 7 is in the form of a circle as is clearly illustrated and the circle is of relatively large size and counts upon the score for a relatively large value. Surrounding the large central target mark, is a concentric circle of smaller target marks 8, each of which assumes the form of a relatively small circle which counts in scoring for smaller values than the central circle 7. Surrounding the concentric circle or marks 8 is another concentric circle of marks or circles 9 which are of substantially the same size as the marks 8 of the first named circle of marks. These circles 9 also count in the score for smaller values than that of the central circle 7. Eccentrically located upon the playing field 3 outside of the concentrically arranged circles heretofore described, is a circle 10 of substantially the same size of the circles 8 and 9. This circle 10 is arranged between the starting line and the target marks, and is provided to make the game more interesting as will be more fully hereinafter set forth.

The score is counted at opposite side edges of the game board, the same as in cribbage, there being an independest score board for each game piece. As I have illustrated four game pieces in the present instance, four score boards are provided, each being supplied with a number corresponding to the number placed upon the game piece.

The game pieces 11, as most clearly seen in Figure 2 are preferably in the form of curling stones, although they may be of any other construction whereby they are capable of sliding upon the playing field and each is provided with a number, as shown, to correspond with one of the numbers upon the score boards.

This game may be played by two or more players, each being provided with a game-piece, if four are playing; or if only two players are participating, each player receives two stones. The players in turn slide their stones from behind the starting line 5 toward the central circle 7 and attempt to land their game piece in the center circle which counts for eight points and is provided with the number 8. The smaller circles surrounding the central circle are each provided with a number smaller than eight and ranging from one up to six. After all of the players have glided their stones toward the targets the player who has succeeded in gliding his game piece nearest the central circle 8 has the choice of play and can either play first or send his opponent into play. If no player has succeeded in

arranging his stone upon the large circle, the player who has succeeded in sliding his game piece upon the circle containing the next highest number has the choice of play.

After the players have thus determined who plays first, this player glides his stone toward the central circle endeavoring to land his stone upon one of the circles. Then the player having the stone with the next highest number thereon plays and is followed by the player having the stone having the next highest number until all of the players have disposed of their stones. The players following the first endeavor to land their stones in circles having larger values than the preceding players or if the preceding player or players have succeeded in landing their stones upon the highest numbered circles, the subsequent players may endeavor to displace game pieces of the succeeding players from the large numbered circles onto the smaller numbered circles. The value of the circle upon which each player's stone rests after all have played is to be credited to his score. It will then be understood that the circle with the number eight also counts in the score. A player does not score if he does not succeed in landing his game piece on a circle or if his game piece is knocked off of a circle or out of play by a following player or players. But he does score if the succeeding player or players knocks his stone onto the circle. If a game piece touches the circle, it counts. If a player in trying to knock his opponent out of play or off a circle, causes his own stone to slide out of play, his opponent shall count ten toward the score as a forfeit and also count the numbered circle upon which his stone rests at the end of the round. If his stone should be knocked out of play by subsequent players, he is still permitted to retain the count of ten as a forfeit from his opponent. If a game piece touches two or more circles, the largest numbered circle it touches counts for the player. Sometimes, it will be desirable for a player to endeavor to land his game piece upon the eccentric circle 10 to avoid being knocked out of play by a subsequent player when endeavoring to land his stone upon a larger numbered circle, and it will also be found desirable to land upon the circle 10 when one's score is 68 and is desirous of winning the game with a score of 71. One of the rules of the game is that the winner must score 71 points, no more and no less. However, should a player have a score, for instance, of 62 or more, he can win if he is entitled to a forfeit of 10 points as provided in a former rule.

After the players have all glided their game pieces and the scores have been counted, the player making the largest score leads off for the next play, followed by the player having the next largest numbered stone. For instance, should a player having stone numbered 2 be the first player, he is followed by the player having stone number 3 then by number 4 and so on. In the event that two players land their stones upon circles having equal values and are the highest scored of the round, these two players may roll stones to see who has the choice of play.

The foregoing description and the accompanying drawings have reference to the preferred or approved embodiment of my invention. It is to be understood however that such changes may be made in construction and arrangement of parts, materials, dimensions, etc., as may prove expedient and fall within the scope of the appended claim.

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

A game board including in combination a game field which near one end is provided with a starting line, and near the opposite end with a centrally disposed target circle of the highest value, a plurality of smaller circles concentrically arranged about said central circle of smaller values, a second set of circles of a size equal to said first mentioned circles concentrically disposed about said central circle but on a larger radius and representing values lower than said central circle, a single circle located near the starting end of said field, a set of cribbage score openings located adjacent opposite edges, there being one set for each player, said board being surrounded by an upstanding flange, and a set of game pieces each in the form of a circular member of a size equal to said smaller circles, all as and for the purpose set forth.

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

JAMES A. ROSS.

Witnesses:
A. J. COPPIN,
C. J. TOBIN.