



Dec. 19, 1939.

T. T. HILL

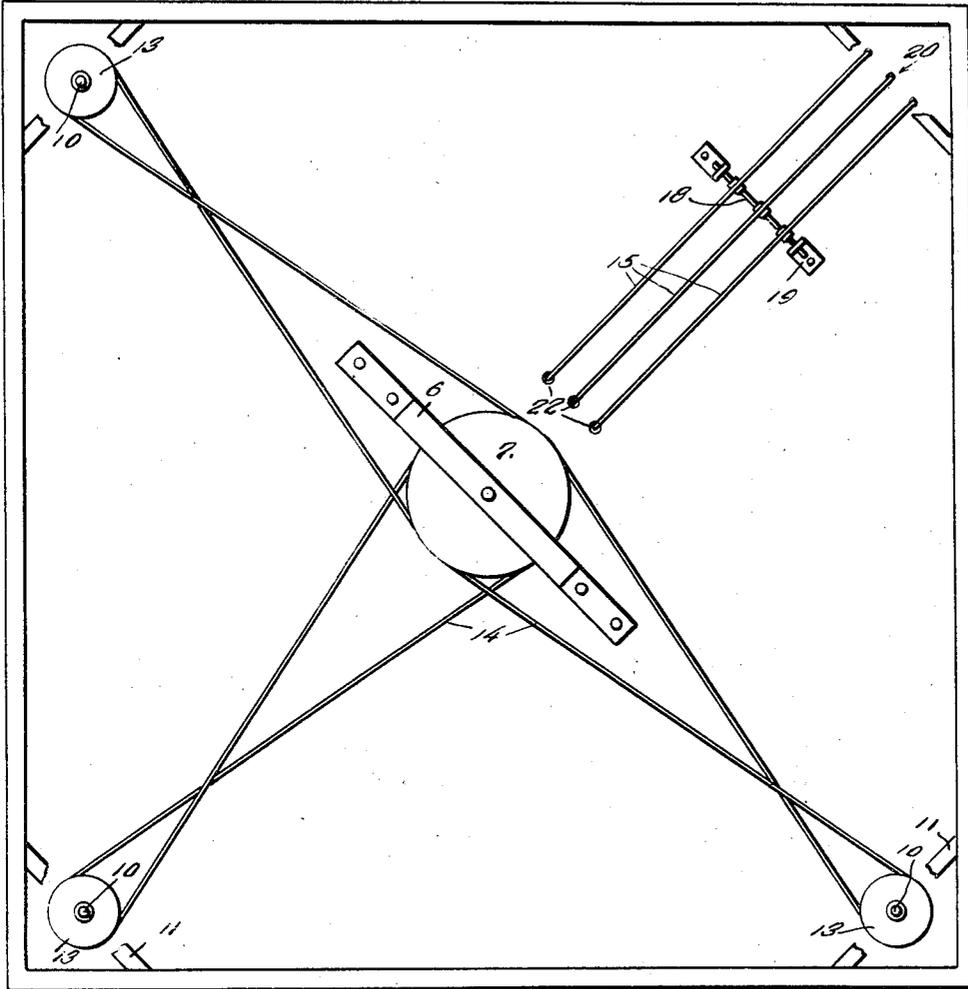
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RACING GAME

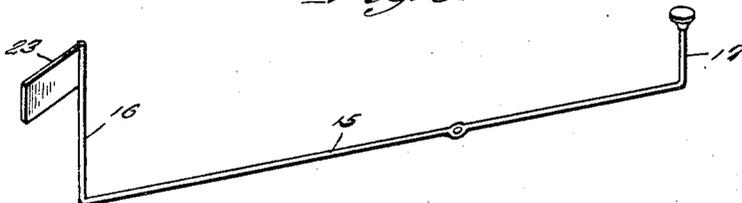
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3 Sheets-Sheet 2

*Fig. 5.*



*Fig. 6.*



Inventor

*Thomas T. Hill*

*L. B. James*

Attorney

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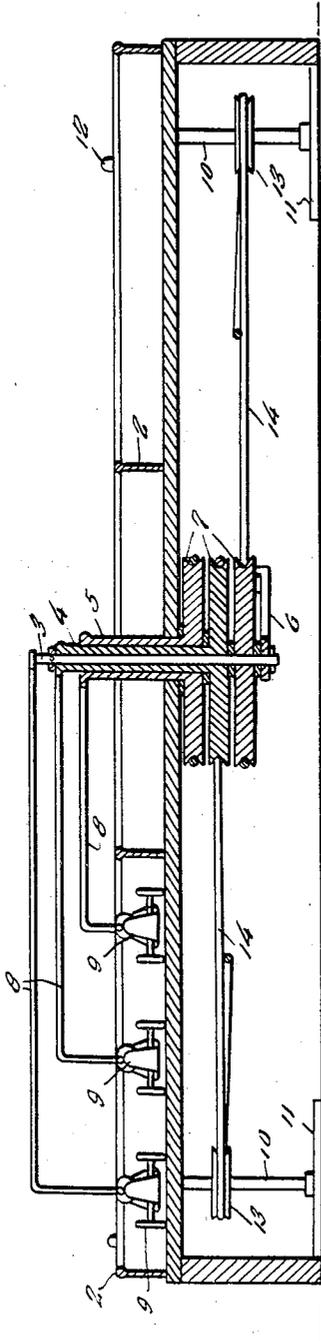
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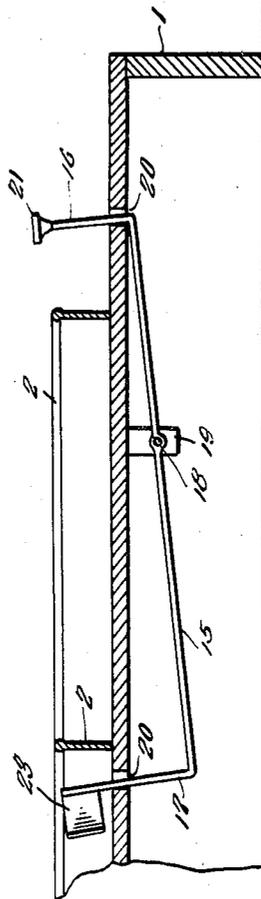
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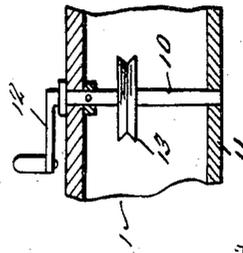
*Fig. 3.*



*Fig. 4.*



*Fig. 5.*



Inventor

*Thomas T. Hill*

*L. B. James*

# UNITED STATES PATENT OFFICE

2,183,771

## RACING GAME

Thomas T. Hill, Beloit, Wis.

Application August 13, 1938, Serial No. 224,800

1 Claim. (Cl. 273-86)

This invention relates to a game, the general object of the invention being to provide a circular track for miniature automobiles, with actuating means for propelling each automobile around the track, whereby the players can operate the actuating means to cause the automobiles to race around the track, the player who operates the actuating means the fastest, winning the race.

Another object of the invention is to provide flag means, operated by another player, for indicating the start of the race, the finish of the race and a "stop" signal for stopping the contestants if a false start is made or for any other reason where the race should be stopped and started over again.

The invention also consists in certain other features of construction, combination and arrangement of the several parts, to be hereinafter fully described, illustrated in the accompanying drawings and specifically pointed out in the appended claim.

In describing the invention in detail reference will be had to the accompanying drawings wherein like characters denote like or corresponding parts throughout the several views, and in which:

Fig. 1 is a top plan view of the invention.

Fig. 2 is a bottom plan view thereof.

Fig. 3 is a section on line 3-3 of Fig. 1.

Fig. 4 is a section on line 4-4 of Fig. 1.

Fig. 5 is a section on line 5-5 of Fig. 1.

Fig. 6 is a view of one of the flag members.

Fig. 7 is a view, partly in section, showing one of the automobiles on a part of the track.

In these drawings, the numeral 1 indicates a rectangular box-like casing having its top closed and flat, and inner and outer upstanding flanges 2 are connected with the top and form between them a circular race track, the flanges forming the inner and outer rails or fences. Three nested posts pass through the center of the top of the casing and these posts are indicated by the numerals 3, 4 and 5 respectively. The center post 3 is a rod and has its lower end rotatably supported in a hanger 6 depending from the top. The other posts are of tubular form, with the intermediate post 4 having the post 3 passing through it and the outer post 5 encircle the intermediate post 4. The inner post extends above and below the intermediate post and the intermediate post extends above and below the outer post, as shown in Fig. 3. A large pulley 7 is fastened to the lower end of each post, and, of course, these pulleys are located below the top of the casing. A rod 8 is connected to the upper end of each post and these rods are of different

length, the top rod being the longest and the rod connected to the outer post 5 being the shortest. The outer ends of these rods are bent downwardly and are fastened to the toy or miniature automobiles 9. As the rods are of different lengths the automobile connected to the inner post 3 operates over that part of the track which is next the outside rail, the one connected with the intermediate post 4 operates over the middle part of the track and the one connected with the outer post 5 is next the inner rail. A vertically arranged rotary shaft 10 is journaled in each of the three corners of the casing, each shaft being journaled in the top of the casing and in a corner piece 11 at the bottom of the casing. The shafts project above the top of the casing where they each have a crank 12 attached to the upper end and a pulley 13 is carried by each shaft below the top of the casing. A belt 14 passes around each pulley 13 and around a pulley 7. Thus when a shaft is turned by its crank one of the posts will be rotated so as to cause the automobile which is attached to said post to run around the track. The parts are so proportioned that if all three shafts are rotated at the same speed the three automobiles will travel around the track in alignment so that a player actuating the inner automobile will not have an advantage over the other players. Of course, the player that rotates his shaft the fastest will cause his automobile to travel faster than the other automobiles and thus this player will win the race.

A flag arrangement is operated from the fourth corner of the casing, and by another player. This arrangement includes three rods 15, each having its ends upturned as at 16 and 17 and these rods are pivoted intermediate their ends on a cross rod 18 carried by the hangers 19 attached to the under side of the casing top. The outer ends 17 of the rods extend through three holes 20 formed in said fourth corner of the top and the said ends 17, each has a button 21 attached thereto, so that by pressing on said button the rod will be rocked to project the inner end 16 through a hole 22 in that part of the top enclosed by the inner rail 2. Each end 16 has a flag 23 attached thereto, as shown more particularly in Fig. 6. One flag indicates "go", another "stop" and the third "finish" and the three holes 20 are marked with these words on the top of the casing, as shown in Fig. 1. Thus when the race is to begin the flag operator depresses that button indicated by the word "go" so as to raise the "go" flag and as soon as this flag is raised the players at the other three corners start to rotate the

shafts 10 to cause the automobiles to run around the track. If the start is improperly made, or if the flag operator wishes to stop the race for any other reason, he will raise the "stop" flag and then the other players must stop rotating the shafts and the automobiles must be returned to the starting line A. When the predetermined number of laps have been made by the leading automobile, the flag operator raises the "finish" flag to indicate the race is finished and of course the leading automobile, or the one to pass over the line A first wins the race.

Thus it will be seen, I have provided an interesting and exciting game and the winning of which depends upon the speed at which a player can rotate a shaft 10 and the quickness with which a player can start to rotate the shaft after the "go" flag is raised.

It is thought from the foregoing description that the advantages and novel features of the invention will be readily apparent.

It is to be understood that changes may be made in the construction, combination and arrangement of the several parts, provided such changes fall within the scope of the appended claim.

What I claim and desire to protect by Letters Patent is:

In a game apparatus of the character described, a body having a top constituting a running sur-

face, a center post and concentric tubular posts fitting about said center post, said posts being rotatable relative to each other and being disposed vertically through an opening formed in said top centrally of the running surface, each post having its upper and lower end portions projecting beyond ends of the posts surrounding it, arms extending from upper ends of said posts radially thereof one above another and of progressively greater lengths, objects carried by outer ends of said arms adjacent the upper surface of the top and spaced from each other radially of the running surface, pulleys fixed to the lower end portions of said posts and disposed one above another, a bracket for rotatably supporting said posts straddling said pulleys diametrically thereof with its end portions secured to the under face of said top and its intermediate portion rotatably receiving the center post, drive shafts journaled vertically in said body with their upper ends protruding through the top and provided with turning means, pulleys carried by said shafts within the body, and belts trained about the pulleys of the shafts and companion posts in frictional engagement therewith for individually transmitting rotary motion to the posts, slippage between the pulleys and the belts permitting movement of the objects at speeds relative to each other.

THOMAS T. HILL. 30