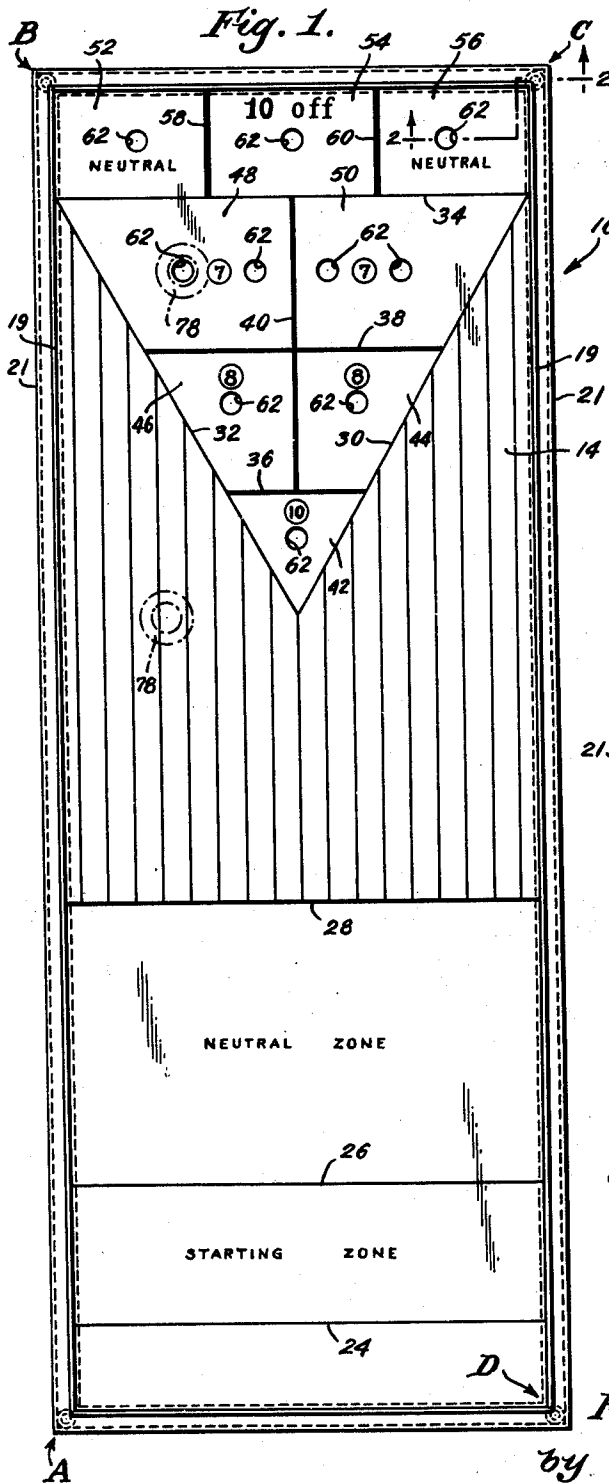
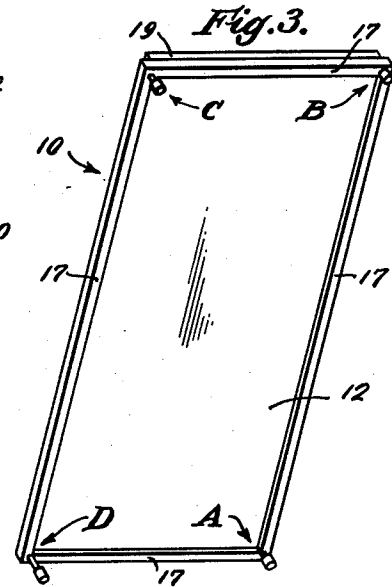
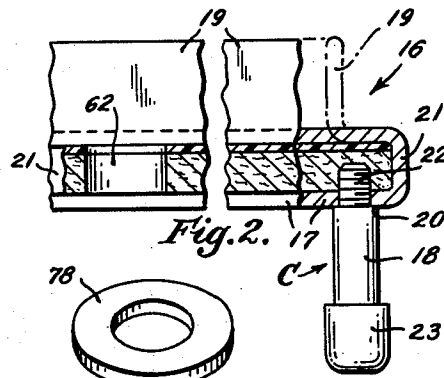
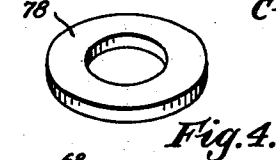
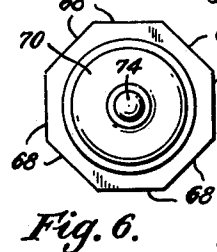
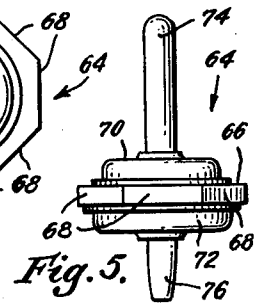


Sept. 8, 1964

F. R. GLASSMAN
TOY SHUFFLEBOARD GAME

3,147,977

Filed May 7, 1962



Inventor,
Frederick R. Glassman,
by Jatter & Michelson
Att'ys.

1

3,147,977

TOY SHUFFLEBOARD GAME

Frederick R. Glassman, 703 Benefit St., Pawtucket, R.I.

Filed May 7, 1962, Ser. No. 192,781

5 Claims. (Cl. 273-126)

The present invention relates to a toy shuffleboard game. More particularly, the present invention relates to a game that includes a game board on which the spaces of a shuffleboard game are simulated, a plurality of holes being formed in the spaces and a spinning top being provided for moving in succession a plurality of rings toward said spaces, the point of the top being advanced into any of said holes for depositing the ring in a space.

The toy game embodied herein is adapted to simulate the conditions of a shuffleboard game, and for this purpose a game board is provided on one end of which a plurality of spaces are formed which simulate the spaces of the shuffleboard game. The spaces are arranged in a generally triangular configuration and are graduated in area such as in an actual shuffleboard game. However, in the present invention, at least one hole is formed in each of the spaces, each of the holes being proportioned for receiving the point of a spinning top. The spinning top employed in the present invention is especially constructed so that when it is spun for movement across the playing surface of the game board it will advance in a forwardly direction. This forward movement or advancement of the top is promoted by arranging the game board such that it is inclined with respect to the horizontal. The construction of the spinning top and the inclination of the game board cause the top to advance across the game board toward the spaces in a generally undulating but forward motion. As the top approaches the spaces, the point thereof is movable into any of the holes, thereby coming to rest therein. By providing a plurality of rings that simulate shuffleboard discs and successively placing each of the rings under the point of the top, each ring will in turn be moved by the spinning top toward the spaces. When the point of the top moves into a hole in one of the spaces, the ring trapped thereunder will be deposited in that space, and since each space is designated with a numerical value, a running score of the players may be maintained. It is also understood that as each player takes his turn in traversing a ring across the game board with the top, an opponent's ring may be deflected out of a space, thereby simulating the actual playing conditions of a shuffleboard game.

It is therefore any object of the present invention to provide a simulated shuffleboard game for use with a spinning top wherein a plurality of rings are adapted to be advanced over a game board toward spaces that are provided with numerical values.

Another object of the invention is to provide a game board for use in a toy shuffleboard game wherein a plurality of markings are arranged on the surface of the game board for simulating the spaces of a shuffleboard game, each of the spaces having at least one hole formed therein for receiving the point of a spinning top.

Still another object is to provide a game board for use in a toy shuffleboard game that is disposed in an inclined position, the inclination of the game board being maintained at a predetermined pitch by means of adjustable corner supports, wherein a spinning top is induced to travel in a generally forwardly direction toward a playing area marked on the game board.

Still another object is to provide a toy shuffleboard game which includes a plurality of rings that are adapted to be successively traversed toward a playing area by a spinning top, the spinning top moving the rings toward spaces designated in the playing area and depositing them

2

therein upon movement of the point of the spinning top into holes formed in the spaces.

Other objects, features and advantages of the invention will become apparent as the description thereof proceeds when considered in connection with the accompanying illustrative drawings.

In the drawings which illustrate the best mode presently contemplated by me for carrying out my invention:

FIG. 1 is a top plan view of the game board of the toy shuffleboard game embodied herein, showing the arrangement of the playing area that simulates an actual shuffleboard game;

FIG. 2 is a sectional view taken along line 2-2 in FIG. 1;

FIG. 3 is a rear perspective view of the game board showing the location of the corner supports mounted thereunder;

FIG. 4 is a perspective view of one of the rings utilized for playing the toy shuffleboard and that simulates a shuffleboard disc;

FIG. 5 is an elevational view of the spinning top that is utilized in the toy shuffleboard game; and

FIG. 6 is a top plan view of the top shown in FIG. 5.

Referring now to the drawings and particularly to FIGS. 1, 2 and 3, the toy shuffleboard game embodied in the present invention is illustrated and is generally indicated at 10. The toy shuffleboard game 10 includes a base 12 formed of any suitable rigid material, such as wood, chipboard, cardboard or Masonite, and has a generally elongated rectangular configuration. Overlying the base 12 and conforming to the configuration thereof is a game board 14, the surface of which is highly polished. In order to provide the polished surface for the game board 14, any suitable material, such as glass or plastic, may be utilized, and in the present invention, a plastic coating is employed. The plastic coating that defines the game board 14 is applied to the base 12 in any convenient manner, such as by spraying.

Secured to the base 12 and extending around the periphery thereof is a marginal frame generally indicated at 16, which, as shown, includes a marginal bottom wall 17 that underlies the base 12, indented upwardly extending side wall 19 which defines an enclosure wall for the game board 14, and a channel portion 21 which cooperates with the bottom wall 17 to receive the edges of the game board 14 and base 12 therein. The marginal frame 16 may also be constructed of any suitable material, but in the present invention is fabricated of metal so as to lend a finished appearance to the assembly. The bottom and side walls 17 and 19 may also be fabricated in sections and interconnected at their mating points, but it is understood that in all forms contemplated by the present invention, the vertical wall 19 will surround the game board to define an enclosure therefor, the wall 19 being of a sufficient height to enable the body of a spinning top to rebound therefrom.

As will be described hereinafter, the game board 14 is disposed in a generally inclined position for promoting forward motion of a spinning top, and for this purpose the corners of the base 12 are supported in such a manner as to impart the required pitch or inclination to the game board. Referring particularly to FIG. 3, the supports for the base 12 are generally indicated at A, B, C and D and are located at the corners of the base 12 in engagement with the bottom wall 17 of the marginal frame 16. In order to produce the required pitch or inclination of the game board 14, the supports A, B, C and D are all formed of an unequal height. As shown in FIG. 3, the support D is the largest of the corner supports while support B is the shortest. Support C is smaller than support D but is larger than supports A and B. Support A is formed somewhat larger than support

3

B, and it is seen that all of the supports as dimensioned cooperate to provide an inclination or pitch of the game board 14 in the general direction of supports A and B. However, since the support D is the largest of the supports, the game board 14 is further sloped or inclined in a direction toward supports B and C. As will be described, the resulting pitch of the game board 14 has a predetermined relation with respect to the movement of a spinning top, and when the top is placed on the game board and a spinning motion is imparted thereto, the top will traverse or advance across the game board, the pitch or inclination of the game board promoting the forwardly directed motion of the top.

Each of the supports A, B, C and D includes a leg indicated in FIG. 2 at 18, each leg being substantially identical in construction, the only difference being in the height thereof. As shown in FIG. 2, each leg 18 has an integral shoulder 20 and an upper reduced end 22 that is threaded for threadably engaging a threaded opening formed in the bottom wall 17 of the marginal frame 16. The lowermost end of each leg 18 has a rubber cushion 23 fixed thereon for engagement with the surface on which the shuffleboard game is placed.

Referring now particularly to FIG. 1, the playing surface of the game board 14 is illustrated and has marked thereon at one end thereof a starting zone that is defined by the lateral lines 24 and 26 that extend the width of the game board. A neutral zone is indicated adjacent the starting zone and is defined by the lateral line 26 and a lateral line 28 spaced from the line 26.

Located at the end of the game board 14 opposite the starting zone is a playing area that includes a plurality of markings that are arranged to simulate markings of an actual shuffleboard game. As shown in FIG. 1, diagonal lines 30 and 32 cooperate with a lateral line 34 to produce a triangular configuration. Formed within the triangular configuration of the playing area are lateral lines 36 and 38 of different dimensions that intersect a longitudinally extending line 40. The lines 36, 38 and 40 define a plurality of spacings of varying areas that simulate the spacings of an actual shuffleboard game. Thus, a space 42 is formed at the point of the triangle and has the smallest area of the playing spaces and in accordance with the actual shuffleboard construction is designated the numerical value of 10. Identical spaces 44 and 46 are disposed adjacent the front space 42 and have the numerical designated value of 8. Formed adjacent the spaces 44 and 46 and bounded by the lines 30, 32, 34, 38; and 40 are identically formed spaces 48 and 50 that are of a somewhat increased area with respect to the spaces 44 and 46 and are thereby designated by the numerical value 7.

In accordance with the conventional shuffleboard playing area, three rear spaces are provided and are designated at 52, 54 and 56, these spaces being separated by the longitudinally extending lines 58 and 60. The end spaces 52 and 56 are neutral zones whereas the central space 54 defines a penalty zone and is designated by the numerical value "10 off."

As will be described, a spinning top is utilized in the play of the game and includes a point on which the top spins as is conventional in spinning tops. In the play of the game, the spinning top is adapted to move a ring into any one of the spaces defining the playing area, and in order to deposit the ring therein, the point of the spinning top must be trapped within a space. For this purpose, each of the spaces is provided with a hole 62 that is formed in the game board. In order to increase the interest in the play of the game, the spaces 48 and 50, which are greatest in area, are provided with two of the holes 62 therein as indicated in FIG. 1. The spaces 48 and 50 are arbitrarily designated as having a numerical value of 7 which makes the deposit of a ring, to be described, within the forward spaces 42, 44 and 46 more desirable.

4

Referring now to FIGS. 5 and 6, the spinning top that is adapted to be utilized in the play of the game is illustrated and is generally indicated at 64. The top 64 is preferably molded in a unitary construction of a plastic material, although it is understood that other materials, such as wood or metal, may be utilized without departing from the spirit of the invention. The spinning top 64 includes a main body that comprises a central multi-sided portion 66 that is formed with a plurality of sides 68 that cooperate with the other component parts of the top for dynamically balancing the top. Adjacent to the central section 66 in concentric relation with respect thereto is an upper flange 70 and a lower flange 72. A coaxially located stem 74 extends from the upper flange 70 and is of sufficient length to enable a player to grasp it for imparting the necessary spinning motion to the top. An elongated point 76 extends from the lower flange 72 in coaxial relation with respect thereto and has a blunt edge upon which the top spins in the operation thereof. The diameter of the point 76 is somewhat less than the diameter of the holes 62, this proportioning providing for entry of the point 76 into any of the holes as the top 64 is moved into the playing area of the game board 14.

As illustrated in FIG. 5, the upper flange 70 of the top 64 has a diameter that is slightly less than the diameter of the lower flange 72, wherein the mass of the lower flange 72 is increased with respect to that of the upper flange 70. By providing this relationship between the flanges 70 and 72 and forming the central portion 66 with the sides or edges 68, the top 66 is dynamically balanced so that when a clockwise spinning motion is imparted thereto on the inclined game board 14, the top will move in an eccentric fashion but in a generally straight direction toward the playing area of the shuffleboard game when released in the starting zone between the lateral lines 24 and 26.

The object in the play of the game in the present invention, as in the play of the game in actual shuffleboard game, is to move an object into the spaces in the playing area. For this purpose, a plurality of rings are provided, one of which is indicated at 78 in FIG. 4. The ring 78 has an outside diameter that is sufficiently small enough to permit the ring to be deposited within any of the spaces in the playing area. Although the ring 78 in FIG. 4 is shown enlarged, it is understood that in the actual construction of the ring it will fit within the smallest space 42 in the playing area. The inner diameter of the ring 78 is sufficiently large enough to permit the point 76 of the top to be inserted therein and is also sufficiently large enough to expose any of the openings 62 when moved thereacross. In the play of the game, each player may be provided with four rings, which would be that number normally provided in an actual shuffleboard game. It is understood that more or less of the rings may be utilized by each player in the play of the game, depending upon the requirements of the players. The color of each player's rings is preferably different from his opponent's in order to distinguish the rings as they are moved into the playing area.

In the play of the game, each player will advance a ring 78 in turn, just as in play of an actual shuffleboard game. In order to advance a ring 78 into the playing area, the player will place the point 76 of the top 64 within the opening of the ring 78 and then impart a spinning motion to the top 64 by rotating it clockwise in the starting zone. Due to the dynamic balancing of the top 64 and the pitch of the game board 14, the spinning top 64 with the ring 78 trapped thereunder will advance toward the playing area, and, depending upon the direction imparted to the top by the player, will enter the playing area carrying the ring therewith. If the point of the top 64 moves into one of the holes 62, the forward movement will be stopped since the top will be brought to rest in the hole. Since each of the holes is located such that it is substantially centrally of the

5

spaces in which it is formed, when the point of the top 76 is moved therein, the ring carried by the top will be deposited in that space. The next player then takes his turn and advances the top 64 with a ring trapped under the point thereof toward the playing area. The object of the game, just as in an actual shuffleboard game, is to score the most points and to prevent the opponent from accumulating points. Thus, when directing the spinning top toward the playing area, the object of the each player is not only to place the ring within a space, but to deflect the opponent's ring from a space in which it has been deposited. After all of the rings have been advanced to the playing area in alternate turns by the players, the score of each player is tabulated by counting the numerical value of each space in which a ring is located.

While there is shown and described herein certain specific structure embodying the invention, it will be manifest to those skilled in the art that various modifications and rearrangements of the parts may be made without departing from the spirit and scope of the underlying inventive concept and that the same is not limited to the particular forms herein shown and described except insofar as indicated by the scope of the appended claims.

What is claimed is:

1. In a simulated shuffleboard game for use with a spinning top, a game board having at least two supports in the corners thereof that are of a different height, wherein said game board is inclined with respect to the horizontal, a plurality of markings located on said game board adjacent one end thereof and defining a plurality of spaces that simulate the spaces of a shuffleboard game, each of said spaces having at least one hole formed therein, and a plurality of rings, each of which is adapted to be advanced in turn across said game board by the spinning top, the advancing movement of said rings being accomplished by placing the point of said top within a ring at the end of said game board opposite said spaces and imparting a spinning motion to said top, the inclination of said game board causing said top to advance thereacross toward said spaces with the ring trapped thereunder, the external diameter of said rings being greater than the diameter of said hole, the diameter of the point of said top being smaller than the diameter of said hole, the body of said top being larger than the internal diameter of said rings, and the internal diameter of said rings being greater than the diameter of the point of said top, whereby the point of said top is movable into any of the holes in said spaces to deposit said ring in the same space.

2. In a simulated shuffleboard game for use with a spinning top, a game board having at least two unequal supports in the corners thereof, wherein said game board is located in a predetermined inclined position with respect to the horizontal, the upper surface of said game board being provided with the representation of a shuffleboard playing area, wherein one end of said playing area is designated as a starting zone and the opposite end is provided with a plurality of spaces that are graduated in size and that are given a numerical value, at least one hole being formed in the game board where each space is designated, and a plurality of rings, each of which is adapted to be successively traversed from said starting zone by said top toward said spaces, the traversing movement being accomplished by inserting the point of said top in a ring and imparting a spinning motion to said top, the inclination of said game board causing said top to advance toward said spaces with the ring trapped thereunder, the external diameter of said rings being greater than the diameter of said hole, the diameter of the point of said top being smaller than the diameter of said hole, the body of said top being larger than the internal diameter of each ring, and the internal diameter of each ring being greater than the diameter of the point of said top, whereby the

6

point of said top is movable into a hole in one of said spaces to deposit a ring therein.

3. In a simulated shuffleboard game for use with a spinning top, a game board having a playing surface that is inclined with respect to the horizontal, said playing surface being provided with the representation of a shuffleboard playing area, which includes a plurality of designated spaces, at least one hole being formed in the game board where each space is designated, and a plurality of rings, each of which is adapted to be successively traversed by said top from one end of said game board to the area where the spaces are designated by inserting the point of said top therein and imparting a spinning motion to said top, wherein said top and trapped ring are caused to advance toward said spaces, the external diameter of each ring being greater than the diameter of said hole, the diameter of the point of said top being smaller than the diameter of said hole, the body of said top being larger than the internal diameter of said ring, and the internal diameter of said ring being greater than the diameter of the point of said top, whereby the point of said top is movable into a hole in any one of said spaces to deposit a ring in the same space.

4. In a simulated shuffleboard game for use with a spinning top, a game board having a playing surface that is formed with a playing area at one end thereof, a plurality of holes formed in said game board at the playing area, and at least one ring that is adapted to be traversed over said game board by said top to said playing area, the exterior diameter of said ring being greater than the diameter of said holes, the diameter of the point of said top being smaller than the diameter of said holes, the body of the top being larger than the internal diameter of said ring, and the internal diameter of said ring being greater than the diameter of the point of said top, wherein the opening in said ring receives the point of said top therein for trapping said ring under said top, and a spinning motion imparted to said top causes said top and ring trapped thereunder to advance toward the playing area, the point of said top being movable into any of said holes to deposit the ring thereat.

5. In a game for use with a spinning top, a game board having an inclined playing surface, a plurality of holes formed in said game board in a playing area thereof, and at least one ring that is substantially flat and that is adapted to be traversed over said game board by said top to said playing area, the inclined surface of said game board promoting a forward motion to said spinning top, the external diameter of said ring being greater than the diameter of said holes, the diameter of the point of said top being smaller than the diameter of said holes, the body of said top being larger than the internal diameter of said ring, and the internal diameter of said ring being greater than the diameter of the point of said top, wherein the opening in said ring is proportioned for freely receiving the point of said top therein for trapping said ring under said top, so that a spinning motion imparted to said top will cause said top to advance toward the playing area together with the ring trapped thereunder, only the point of said top being movable into any of said holes to bring said top to rest and to deposit the ring in the area surrounding the hole into which the point of said top moved.

References Cited in the file of this patent

UNITED STATES PATENTS

972,597	Byl	Oct. 11, 1910
1,349,587	Smith et al.	Aug. 17, 1920
2,048,275	Luse	July 21, 1936
2,486,826	Decepoli	Nov. 1, 1949
2,905,472	Kinney	Sept. 22, 1959

FOREIGN PATENTS

177,961	Switzerland	Nov. 16, 1935
---------	-------------	---------------