R. W. HAIGH.

TOY OR APPLIANCE FOR PLAYING A GAME.

APPLICATION FILED AUG. 12, 1916.

1,229,260. Patented June 12, 1917.

FIG. 1

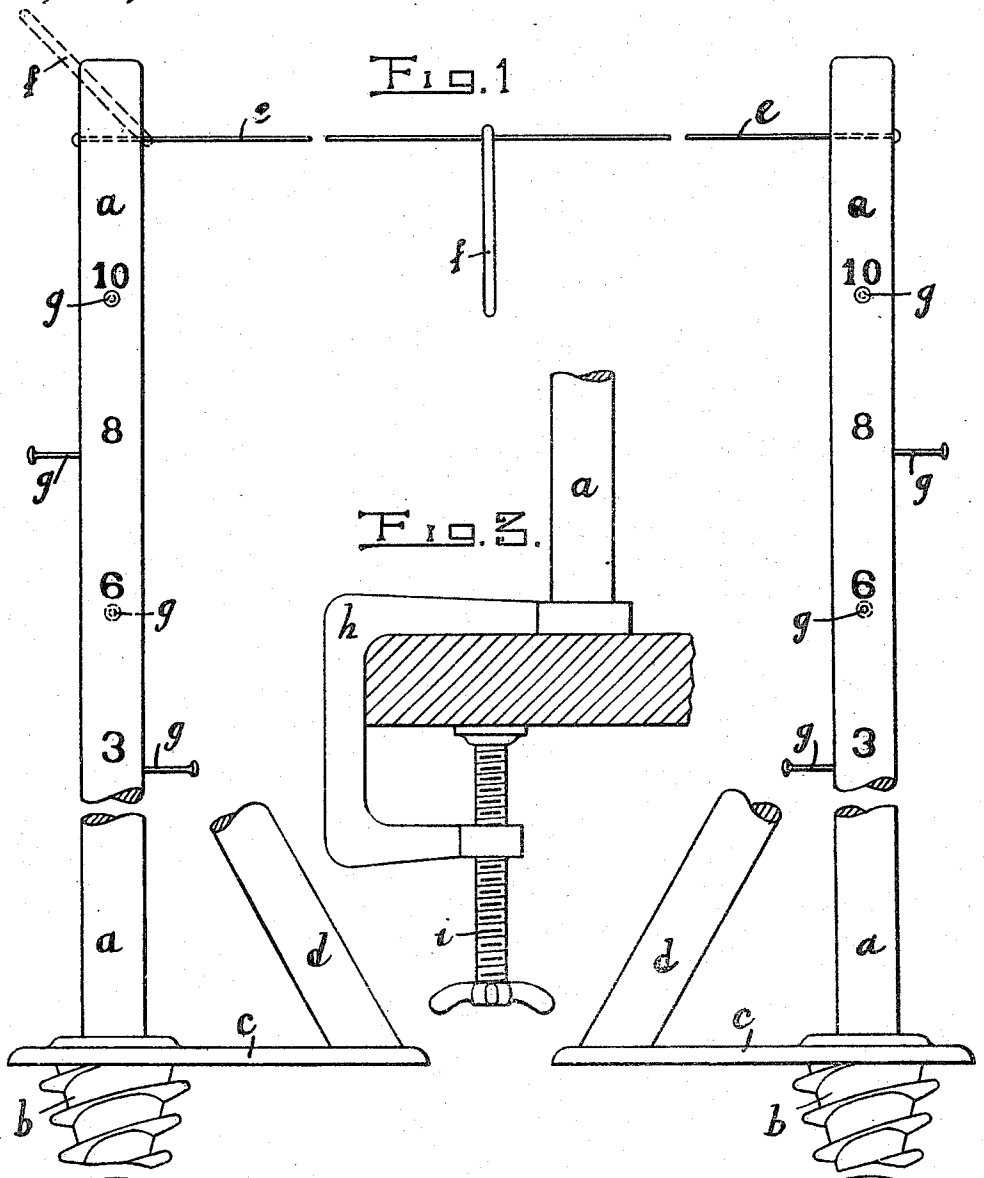
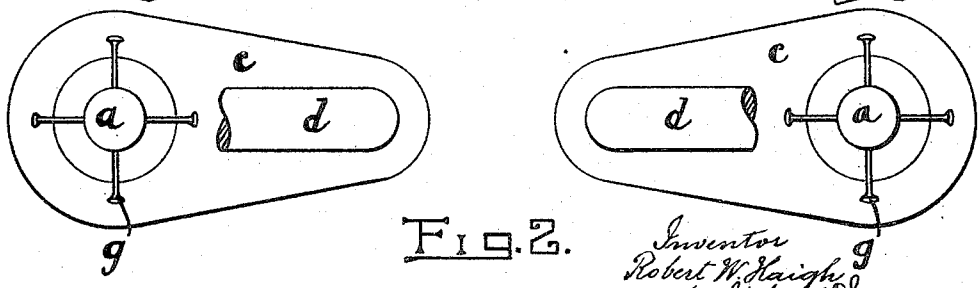


FIG. 2.



Inventor
Robert W. Haigh
by Herbert W. Turner, attorney.

THE NORRIS PETERS CO., PHOTO-LITHO., WASHINGTON, D. C.

UNITED STATES PATENT OFFICE.

ROBERT WALLACE HAIGH, OF MANCHESTER, ENGLAND.

TOY OR APPLIANCE FOR PLAYING A GAME.

1,229,260. Specification of Letters Patent. Patented June 12, 1917.

Application filed August 12, 1916. Serial No. 114,547.

To all whom it may concern:

Be it known that I, ROBERT WALLACE HAIGH, subject of the King of Great Britain and Ireland, and resident of Manchester, in the county of Lancaster, England, have invented a new Toy or Appliance for Playing a Game, of which the following is a specification.

This invention relates to improvements in appliances for playing an outdoor or an indoor game for recreation and amusement purposes and for the exercise of skill.

In its simplest form my invention consists essentially of two pillars or posts suitably supported, a cord, wire, rod or the like stretched tightly between the two posts and located a suitable distance below the top ends of the latter, means for scoring and means for supporting or clamping the posts or pillars in position when used as a table game.

My invention will be fully described with reference to the accompanying drawing in which—

Figure 1 is a side elevation of one form of the apparatus.

Fig. 2 plan of same and

Fig. 3 a modification showing the clamping device applied to one of the pillars when the appliance is used as an indoor game.

In carrying out my invention in its simplest form and for use as an outdoor game I employ two pillars or posts *a* which are arranged at any suitable distance apart from each other. These pillars may be held in a vertical position by any suitable means. I have indicated in Figs. 1 and 2 the provision of screws *b* which may be screwed into the ground when the apparatus is used on a lawn or other outdoor position. A base plate *c* is also provided on each pillar to rest against the ground and a stay *d* between the base plate and the pillar. On the other hand the pillars may be held in vertical position by any other suitable or convenient means. An important feature of the invention consists in stretching between the pillars a cord or cable *e*, wire, rod or the like, such cord being located at a suitable distance below the upper ends of the pillars. On this cord I previously thread a ring *f* of metal or other suitable material. The arrangement just referred to comprises the simplest arrangement of the game device and in playing the game a player located behind each pillar is required to throw, propel or otherwise move quickly the ring *f* on the cord *e* so as to cause it to pass over the opposite pillar in the manner indicated by the broken lines at the upper end of the pillar *a* as in Fig. 1. Should the ring strike the pillar with the whole of its body portion it will simply bounce back and not pass over the pillar. The player at the opposite pillar carries out the game in the same way. It will readily be seen that when the bottom portion of the ring strikes the pillar just below the cord *e* the energy existing in its upper portion carries the ring over the pillar. The cord or the like is fixed at such a distance below the upper ends of the pillars as only to allow the ring *f* to be passed over the pillars with difficulty or by the exercise of considerable skill on the part of the players.

In some cases I provide means for enabling a differential score to be obtained by each player and with this object in view I form projections on each pillar at different vertical heights and arranged radially around the pillar. The projections I have shown in the drawings consist of nails or screws *g* secured into the pillar. A numeral such as indicated may be placed against each projection. The ring in passing over the pillar rests upon one or other of these projections as it descends and scores accordingly. Instead of projections of the character referred to the pillar may be enlarged in diameter at different points so as to form step-like projections at different vertical heights in it. The largest diameter would be at the bottom of the pillar.

When the apparatus is used as a table game each pillar may be secured to the table by means of a suitable clamp *h* having a clamping screw *i* passed through its lower arm as indicated in Fig. 3. The lower end of the pillar is secured to the upper arm of the clamp.

What I claim as my invention and desire to secure by Letters Patent is:—

1. A device for playing an indoor or outdoor game comprising in a pair of vertical pillars or posts fixed at a distance apart from each other, a cord or cable, wire or rod secured to and stretched between the pillars at a suitable distance from the upper ends of the latter and a ring located on the cord adapted to be propelled from one pillar to the other with the object of causing the ring to pass over and down the opposite pillar substantially as described.

2. In a game apparatus, a pair of stationary uprights, a track secured between the upper parts of the uprights and arranged at a predetermined distance from their tops, and a ring located on the track and adapted to pass over the tops of the uprights when thrown skilfully against them.

In testimony whereof I have hereunto set my hand in the presence of two witnesses.

ROBERT WALLACE HAIGH.

Witnesses:
WILLIAM H. TAYLOR,
AMY EVELINE EVINS.

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