Oct. 9, 1962 B. P. BARNES 3,057,623

JOCKEY GAME

Filed March 14, 1960 3 Sheets-Sheet 1

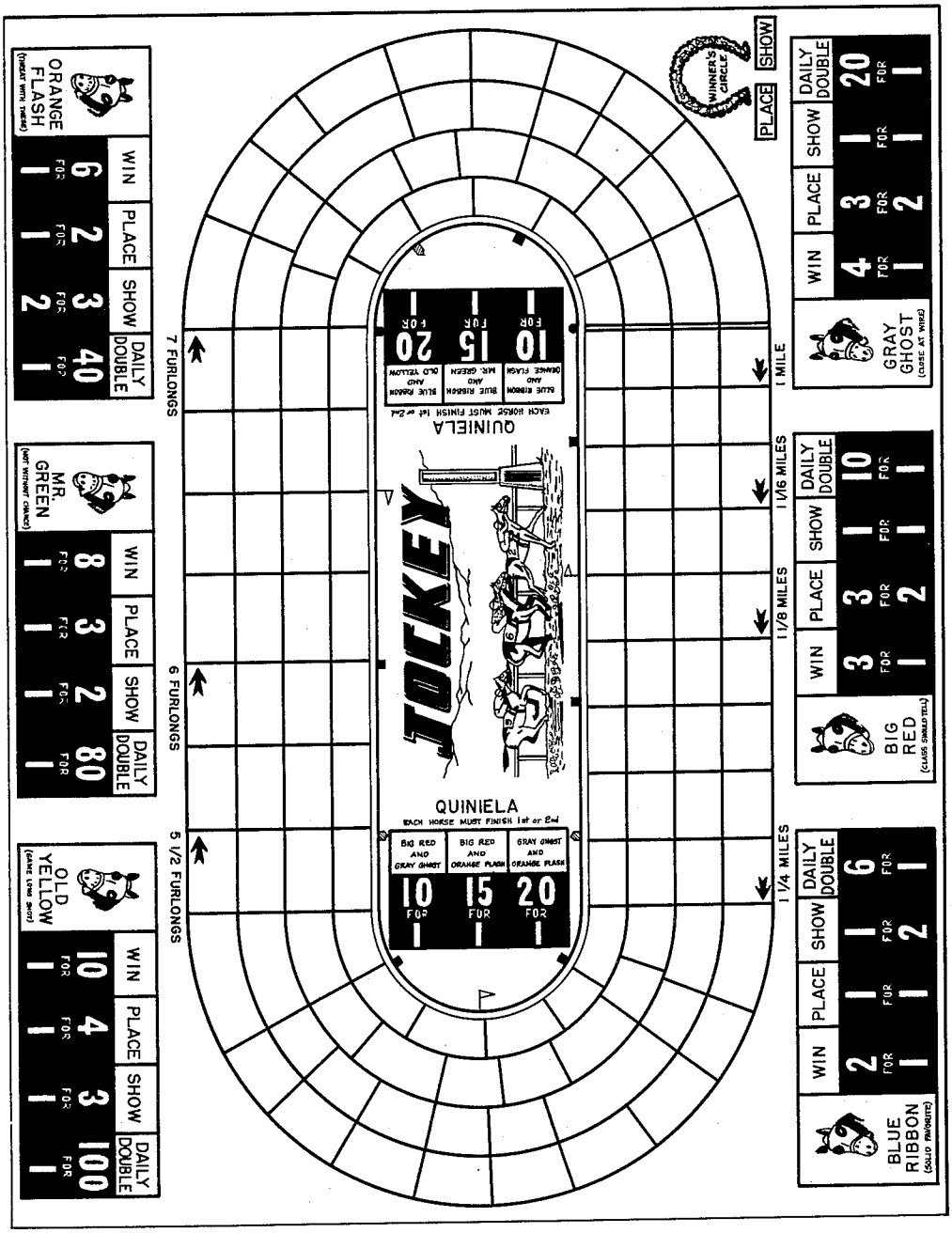


FIG. 1.

INVENTOR.
BARRY P. BARNES
BY
ATTORNEY

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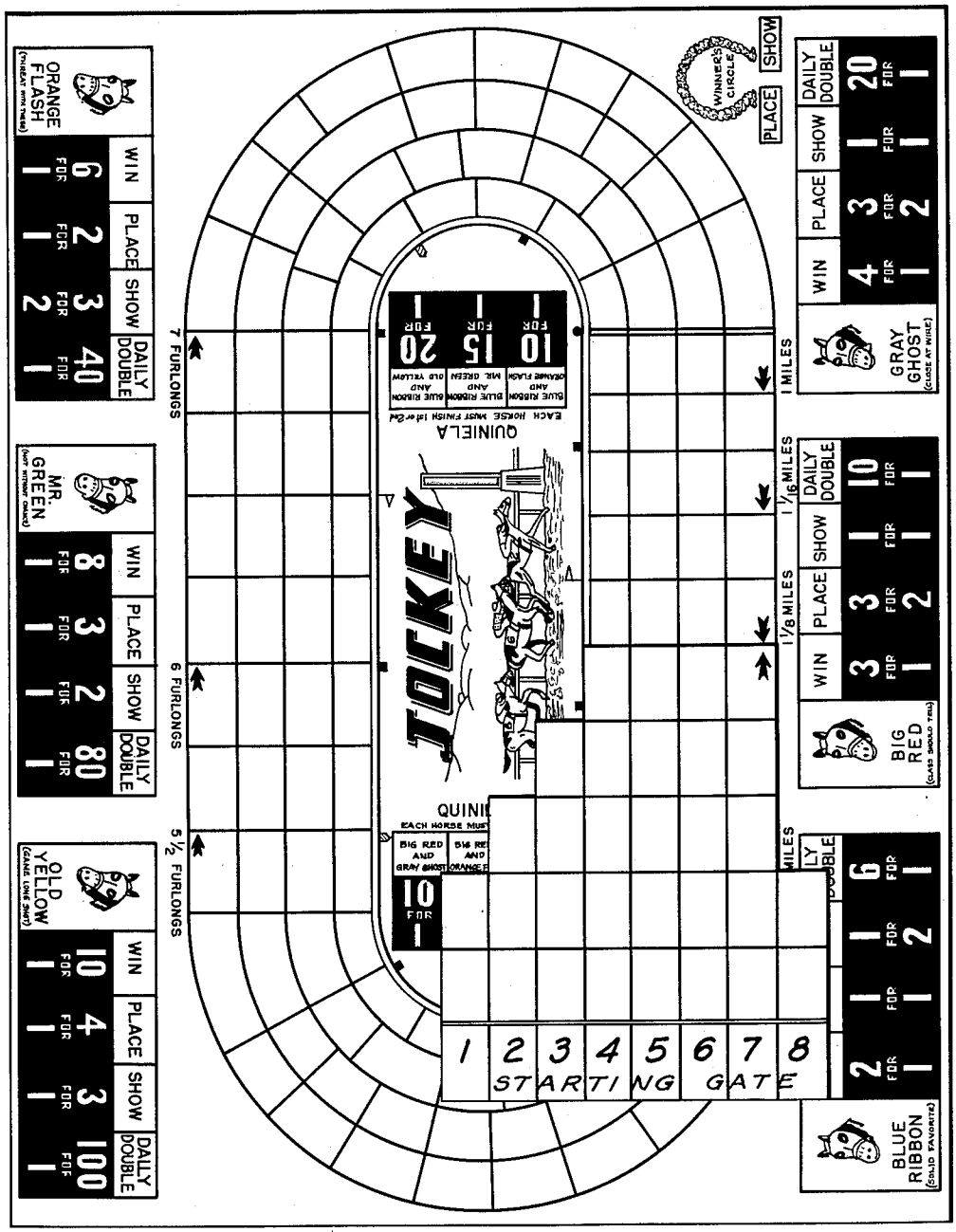


FIG. 2.

INVENTOR.
BARRY P. BARNES
BY
Herbert C. Schulz
ATTORNEY

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FIG. 5.

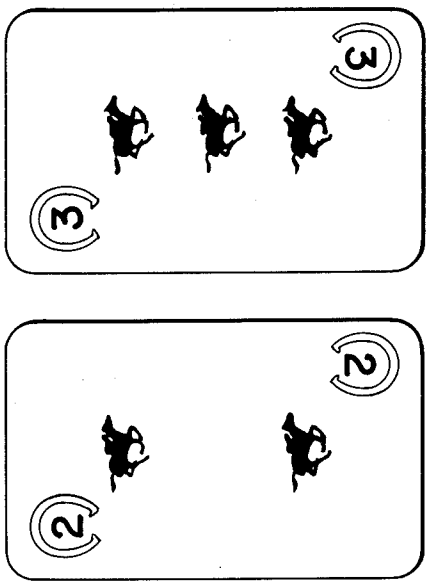


FIG. 4.

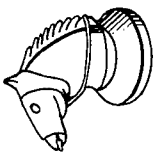


FIG. 7.

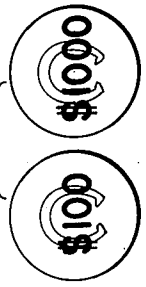


FIG. 3.

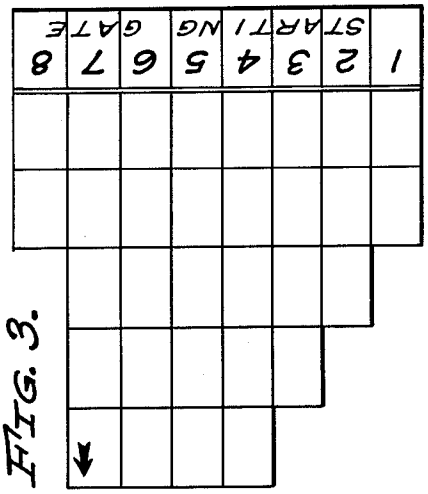
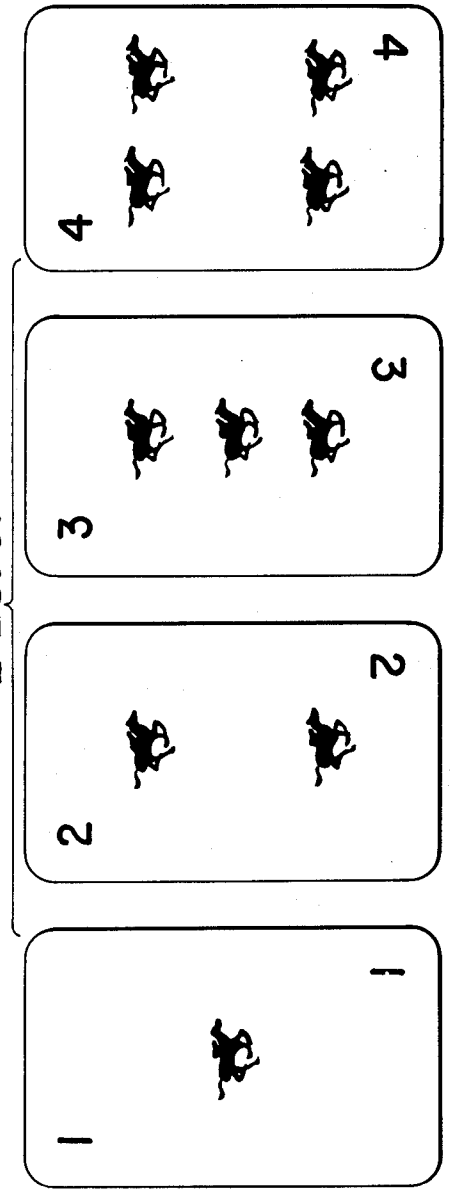


FIG. 6.



INVENTOR.
BARRY P. BARNES
BY
ATTORNEY

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JOCKEY GAME

Barry P. Barnes, 10392 Date Ave., Arlington, Calif.

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1 Claim. (Cl. 273—134)

This invention relates generally to games and particularly to an improved horse racing game.

There are many games and particularly several horse racing games on the market, most of which are based upon a method of selecting a number of spaces for a horse to move along a track laid out upon the game board or some other similar method of determining strictly by chance the movement of each horse.

Such games as are presently known have the common fault that each horse being played has a similar set of odds and each horse stands respectively a similar chance to win. In addition, in most such games, the position of the horses on the board makes no difference and there is no opportunity for a player using a combination of skill and luck to vary the position of his horse or to strategically plan a race.

I have devised a new horse racing game in which each horse has its own set of possible moves, the different horses each having different odds as far as the actual number of moves that such horse will advance is concerned. In addition, the track upon the game board has different spaces for each lane, thus the different lanes require a different number of moves to complete the race. Further than this, I have devised a "starting gate" arrangement, wherein the length of each race upon a single board can be varied and starting positions of the horses can be selected and varied. In addition, I have devised a method of playing which allows for chance and at the same time allows for movement of the horses, so that each horse has an opportunity to change its lane and take advantage of its position on the track in running its race, and through use of skill, cut off, or slow up another horse.

Thus, I make it possible to set different "odds" for each horse before each race, and in addition make it possible for skill in the play, as well as the element of chance, to make it possible for the horse with the poorest odds to win as well as the horse with the greatest odds.

It is an important object of this invention to provide a horse racing game in which each horse has a different chance to win. It is a further object of this invention to provide a horse racing game in which each of the players has the chance to select different moves at different positions other than by straight chance.

It is a still further object of this invention to provide a racing game in which there is a movable starting position.

The foregoing and other objects and advantages of this invention will be understood by those skilled in the art by reading the following specification in conjunction with the attached drawings in which,

FIGURE 1 is a plan view of the track layout of a preferred embodiment of my invention;

FIGURE 2 is identical with FIGURE 1 except that the starting gate has been placed in position;

FIGURE 3 illustrates the starting gate alone;

FIGURE 4 illustrates a playing piece;

FIGURE 5 illustrates playing cards with special marking insignia;

FIGURE 6 illustrates playing cards without the special marking insignia, and

FIGURE 7 illustrates betting chips.

The layout consists of a series of concentric ovals as shown printed upon suitable cardboard or other backing material. Each of the complete ovals is divided into a number of spaces by lines as shown. The spaces between adjacent lines define and form the playing spaces for the game.

A number of horses or other suitable markers of wood or other acceptable material, each painted a distinctive color or distinctively marked, are used to indicate the positions of the various players upon the tract. In the particular embodiment illustrated, I use six markers, although eight positions are shown for the starting gate. The extra positions have been allotted in the event additional players wish to take odd positions or two players wish to play together, each using the same basic betting schedule assigned to one of the markers but each utilizing a separate marker.

A supply of cards, each of an identifying color corresponding to one of the playing pieces, is provided to each of the players. Each of the cards has a number upon the face as illustrated in FIGURE 6. The numbers run from 1 through 4.

In addition, each of the players is provided certain cards in which the horseshoe marking surrounds the number as indicated in FIGURE 5. The special use of these cards will be explained in more detail below. Depending upon the odds assigned to individual horse or marker, one player's stack of cards will have more high numbers than another. Also, one player's stack of cards may have more horseshoe cards than another.

In general, a player will have approximately 20 cards, although any number may be used and the odds may be changed by increasing or decreasing the number of high scoring cards assigned to any one player's allotment of cards.

The playing field has a space provided at its sides for each of the horses. Each such space contains a notation of the betting odds and also provides space upon which bets may be placed before the race commences. The betting odds of each horse have been calculated to correspond to weighting given to the respective positions by the increased or decreased number of high cards in the respective stacks of cards.

The starting gate is formed of cardboard or the like and has a series of lines, each defining a space as indicated. Before a race is commenced, its length may be determined by the starting position. For example, in FIGURE 2 the starting gate is shown on the position defining a race of one and one-eighth miles. It will be noted that other lengths have also been provided such as one and one-sixteenth, one mile, seven furlongs, six furlongs, five and one-half furlongs. Other arrangements could be made as desired.

When the length of the race has been determined, the starting gate is placed upon the board with its front edge as shown in FIGURE 2 at whatever has been predetermined for the appropriate length of the race. Individual players select their horses by blind drawing of the pieces from a hat or other receptacle or the horses may be selected by individual preference if desired.

Post positions are assigned to each of the players according to the particular horse drawn and as compared to the starting gate board which has been numbered. Each horse has a number assigned to it in advance or a selection may be made by other means.

In general, however, the horse with the lowest odds will occupy number 1 position and the horses will then take the positions thereafter according to their corresponding odds.

After the pieces are in position to commence the play and each of the players has his piece, each player may make bets with betting chips upon the various horses. In addition, other persons may also make bets if they desire to and are not actively playing.

A player may bet on his own horse and upon other horses also. However, it is necessary that he bet upon his own horse as well as others if he makes a bet upon other horses in order to insure fair running of the race. When

the bets have all been made, each of the players is assigned a stack of cards which must correspond to the playing piece (horse) he or she has drawn. Each individual pack of cards is thoroughly shuffled; each player then draws from his or her pack five cards, and places the remainder of the pack face down in front of him. Each player then places his playing piece (horse) in its particular post position and the race is on.

In order to start the race the player having the horse in the highest numbered post position (the outside horse) plays first. The play must always travel to the person seated on the left of the starting player regardless of the position at post of his horse. Each succeeding person then taking play in accordance with the above rule.

In order to start his horse the first player must play any card numbered 1 or any card having a horseshoe thereon, regardless of the number, and can only move forward the number of spaces in accordance with the number appearing on the card played. If the first player does not have any card in his hand numbered 1 or any card having a horseshoe thereon, he plays any other card but is allowed to move only one space forward regardless of its value. The players rotate in turn from right to left. The next player should play a card numbered 1 or a card with a horseshoe thereon, but if such a card is not held in his hand, he may play any numbered card he holds, but in no case may be advance more than 1 space forward. This method of play continues until one horse is off the starting gate; at this point, the horses are regarded as off and running. Each succeeding player may now play any card and move forward or diagonally the number of spaces corresponding with the numbered value appearing on the card played. Since each player should always have five cards in his hand, each time he makes a play he draws another card from his deck. Should a player have less than five cards in his hand he must draw the proper number of cards preceding his next play and receives no penalty. However, any player having more than five cards at any one time in his hand is immediately disqualified even though his horse may be winning or has won the race. Once the play is started it continues for each player without interruption unless such player is blocked.

On any play, subsequent to the lead off player's play, each player may use any numbered card he desires regardless of its value. After making his play, he must place the card played face downward alongside his stack of remaining cards.

Each play must be made either directly forward or diagonally forward combined with direct forward play.

A horse may not move backwards nor directly sideways but so long as it continues in a forward position it may play to the space diagonally ahead of it, or in some instances overlapping it so long as it terminates ahead of the space in which it started. Thus, on each play a horse moves either to the next direct space in front of it or to the next direct diagonal in front of it or to the next direct overlapping space diagonally in front of it. It may, of course, also move both forward for a space or two and then diagonally so long as it continues in this pattern for each space.

The first player to cross the finish line is the winner. The second horse is the "place horse" and the third is the "show horse." At any time prior to the commencement of the race, the individual players may bet upon their own horses only any amount they desire and other players who might not have an individual horse may make any bets they desire upon any of the horses or any combination. The bets are made by placing chips in any desired quantity upon the respective win, place and show positions of the betting board for each horse and if the horse comes in in the win, place or show position, it will pay according to the amounts shown by repaying to the player the number of chips figured in this according to these odds. The player winning the greatest number of chips after any single or combined number of races is the winner of the game.

In the play, blocking and jamming may be utilized as follows: Blocking and jamming a horse is caused by previous players moving their horses from their lanes, diagonally forward into any other lane or lanes (no movement either backwards or sideways is permitted), and occupying any space ahead of or alongside of the player making a play. For example, should player "A" move diagonally into the path of player "B," etc., and should player "C" and "D" occupy spaces surrounding player "B," player "B" would be required to issue a high numbered value card to be capable of overcoming said block or jam. If the player fails to hold a high value card, he must none-the-less play a card but cannot make a move forward or diagonally forward, until he is unblocked or unjammed by the forward movement of the other players.

I have also in substitution for the cards as indicated for each individual horse devised other means of providing for the moves. I have done this particularly because children like an easier and simpler method of play, although the cards themselves provide a more interesting method of play for adults since they can select from a number of cards in their hands the proper valued card to make strategy plays.

In arriving at weighted combinations for choosing moves but without using cards in these other systems, I have found a number of different ways perhaps the most effective of which are spinners and dice.

For example, by taking an ordinary dice cube and eliminating the sixth side and placing instead of the usual six the number one, this one die now has a value different from any other die because it is impossible to roll a six and thus it is of lower value.

By similarly altering the dice it is possible to change the odds by providing a separate die for each of the players. For example, by merely leaving one side of the die absolutely blank, it is possible to eliminate the one from one die, the two from another, the three from another, the four from another, the five from another, and the six from another. This means that each player may throw a blank and get no points but that the player who has a blank for the one is penalized the least and so forth.

It is also possible to provide spinners, a different spinner for each of the players in which case the spinners will be of the usual variety having an arrow or other marker which spins around a circular layout in which one spinner may have higher numbers or more high numbers than another and so forth.

It is also to be observed that while I have specifically made reference to horses in this particular description that automobiles, airplanes or any other symbol might be indicated. What I have described is a general racing game although most adaptable to horse racing since this is so popularly known and enjoyed.

While the embodiment of my invention shown and described is fully capable of achieving the objects and advantages of my invention, it will be clear to those skilled in the art that many variations can be made in this invention without departing from the inventive concept herein disclosed and it is not the intention of the inventor to be limited by these specific embodiments shown and described.

I claim:

A racing game, comprising:

(*a*) A game board having a conventional race track layout marked with a series of concentric ovals, each of the complete ovals being divided into a number of spaces, said track having starting positions for various lengths of races marked thereon;

(*b*) A separate and movable starting gate board having a narrow leading edge fitting into the various said starting positions upon said race track layout, said gate having an expanded outer edge providing for more horse starting positions than the number

of concentric ovals, and a series of staggered track entrance bases between said outer edge and the leading edge; whereby jockeying for track racing positions may be simulated;

(*c*) Playing pieces indicating each player's horse; and and

(*d*) A separate set of handicapping cards for each separate playing piece with corresponding markings to identify said cards to the various playing pieces, playable in a manner to indicate the length of forward or forward diagonal movement of each of said playing pieces around the said track layout.

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