Feb. 12, 1924. 1,483,488.

H. SKREBERG

GAME

Filed Sept. 27, 1920

Fig. 1.

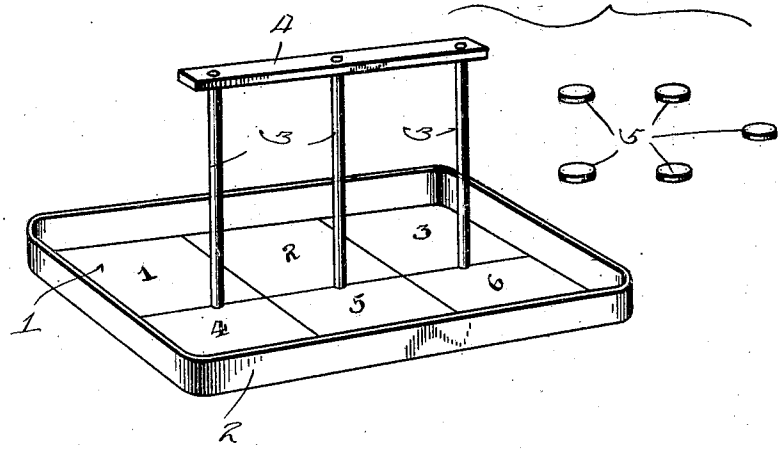


Fig. 2.

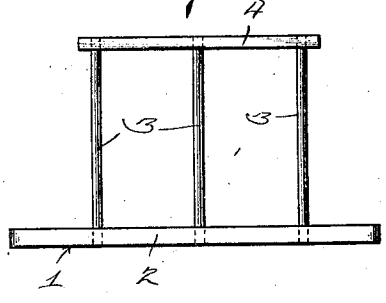
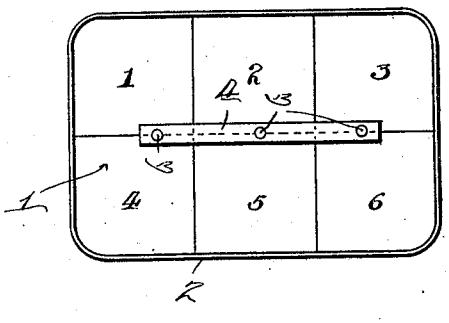


Fig. 3.



Inventor:
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UNITED STATES PATENT OFFICE.

HANS SKREBERG, OF BIG BEND TOWNSHIP, CHIPPEWA COUNTY, MINNESOTA.

GAME.

Application filed September 27, 1920. Serial No. 413,230.

To all whom it may concern:

Be it known that I, HANS SKREBERG, a citizen of the United States, and a resident of Big Bend Township, in the county of Chippewa and State of Minnesota, whose post-office address is Milan, Minnesota, have invented certain new and useful Improvements in Games, of which the following is a specification, reference being had to the accompanying drawings, forming a part of this specification.

This invention relates to games, and more particularly to a novel game adapted for lawns, playgrounds, amusement parks and the like.

One of the objects of the invention is to provide a game which will afford interesting amusement to both young and old persons and in which the players excel with practice and skill, thereby materially enhancing the value of the game from the standpoint of an amusement and pastime. In that connection the invention contemplates a game wherein disks are used, the same being tossed or pitched at the target, the players arranging themselves beyond a predetermined pitch line at the desired or designated space away from the table or target.

A further object of the invention is to provide a simple and practical game that can be economically manufactured and which may be readily transported, stored and conveniently handled.

With the above and other objects in view which will more readily appear as the nature of the invention is better understood, the same consists in the novel construction, combination and arrangement of parts hereinafter more fully described, illustrated and claimed.

A preferred example of the invention is shown in the accompanying drawings, in which:—

Figure 1 is a perspective view of the invention including the disks used in connection therewith.

Figure 2 is a side elevation of the table or target portion of the device shown in Figure 1.

Figure 3 is a top plan view of the table or target.

Similar reference characters designate corresponding parts throughout the several figures of the drawings.

As will be observed from Figure 1 the table or target is designated generally as 1 and the same is provided around its outer edge portion with an upstanding rim or fence 2 while the floor of the target is divided into squares which may be numbered or otherwise lettered or ornamented to count as points in the game.

The central part of the table or target 1 is provided with a barrier which preferably consists of the upright rods 3 joined or connected by a cross-bar 4 which constitutes a disk rest or roost for the playing disks.

Any desired number of disks or their equivalents may be used in the playing of the game although five have been shown in Figure 1 of the drawings and designated by the reference character 5.

The game may be played in different ways, but in every instance its object is to pitch or toss the disks 5 at the target or table in such a way that they will land on the numbered or otherwise designated squares of the target and in that connection it will be observed that the barrier comprising the uprights 3 and horizontal bar 4 act as deflectors for the disks when struck thereby. In other words it is a requirement of the game that the disks must be tossed by the players so as to land inside of the fence 2 or on the bar 4.

In a game in which thirty points is the goal, each disk landing on the target may be counted as 1 point towards the game, unless all five disks are landed consecutively when each disk will count as 2 points, and a disk striking and remaining on the topping bar 4 will count as 25 points. If desired disks of the character shown in my former Patent No. 1,316,748 dated September 23, 1919, may be used so that the players may agree upon other combinations as the goal for the game.

From the foregoing it is thought that the features and advantages of the invention will be readily understood without further description, and what I desire to claim by Letters Patent is:

1. A toss game consisting of a target of substantially rectangular shape, a plurality of playing disks, an upstanding retaining fence surrounding the target and adapted to prevent the playing disks from leaving the target, a barrier consisting of a plurality of vertical members rising from the longitudinal center line of the target, and a cross bar connecting the tops of said members and providing an elevated disk rest.

2. A toss game consisting of a plurality of playing disks, a target having a plurality of designations on the face thereof and adapted to be masked by said playing disks, an upstanding rim surrounding the edge of the target and preventing the playing disks rebounding therefrom, a plurality of vertical elongated post members arranged in spaced alignment on the target, and a bar connecting the upper ends of said members and providing an elevated disk rest.

In testimony whereof I have affixed my signature to this specification in presence of two subscribing witnesses.

HANS SKREBERG.

Witnesses:

C. A. BYSTROM,

JULIA ANDREWS.