April 6, 1937. B. T. STRING 2,076,010

GAME

Filed July 19, 1934

FIG. 2

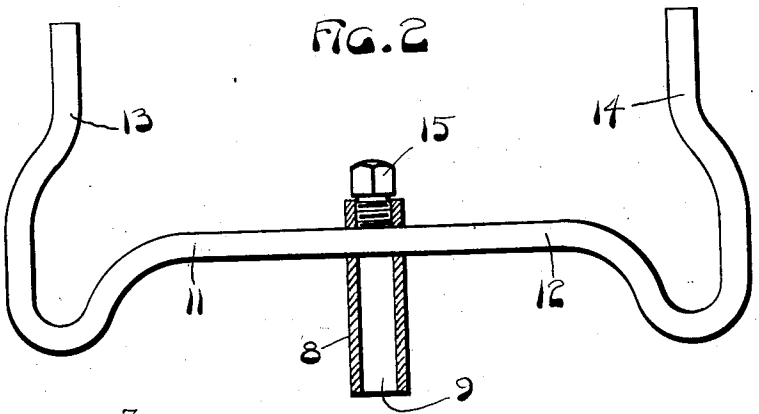


FIG. 3

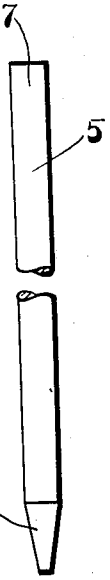
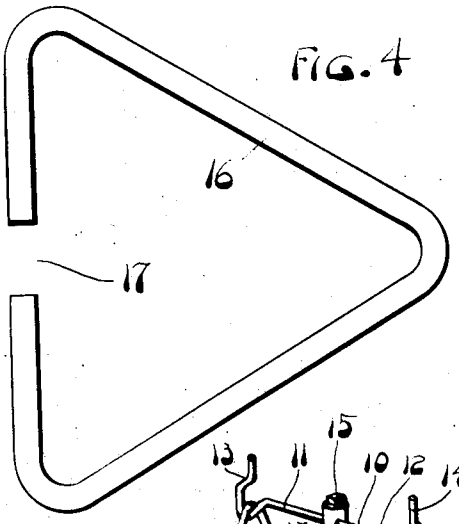
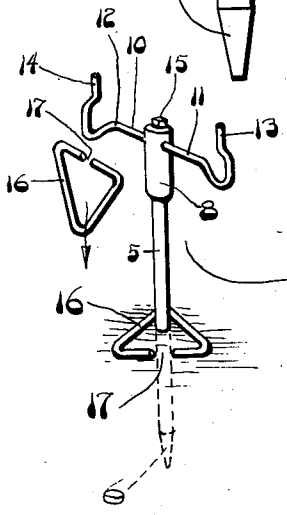


FIG. 4





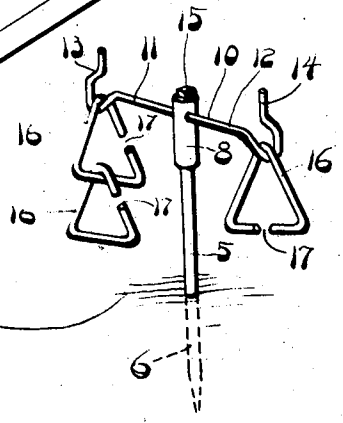


FIG. 1

INVENTOR

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ATTORNEYS

Patented Apr. 6, 1937

2,076,010

UNITED STATES PATENT OFFICE

2,076,010

GAME

Benjamin T. String, Norwood, Ohio

Application July 19, 1934, Serial No. 736,004

3 Claims. (Cl. 273—100)

This is an invention relating to a game of the type resembling the well known and time honored game of quoits or horse shoes.

An object of my invention is to produce such a game as will be conducive of increased interest in this type of game, and which will function to necessitate the employment of greater skill, as well as to occasion a greater number of unique situations and changed positions of apparatus than is possible with other games of the type to which I have referred.

These and other objects are attained in the game apparatus now to be described and which has been illustrated in the accompanying drawing, in which:

Fig. 1 is a composite perspective view illustrating relative positions of the parts of the game apparatus at the time the game is being played, showing exemplary situations which may occur during the playing of a game with my improved apparatus.

Fig. 2 is an elevational view, partially in section and upon enlarged scale, showing the principal element of my improved game apparatus.

Fig. 3 is an elevational fragmental view, upon enlarged scale, showing another element of my improved game apparatus.

Fig. 4 is a plan view, upon enlarged scale, of one of the movable or playing elements of my improved game.

The game apparatus I have invented preferably consists of duplicate sets of elements which are shown in Fig. 1. Each of these sets consists of a ground stake 5 which has a sharpened lower end 6 and a blunt upper end 7, thereby enabling the stake to be pushed or driven into the ground as indicated in Fig. 1. The head element of the apparatus is shown in detail in Fig. 2, and is adapted to be carried on the upper or blunt end of the stake as shown in Fig. 1. This head consists of a ferrule or sleeve 8 which is provided with transverse openings intercepting the central passage 9 within which the blunt end of the stake is received, and which carries a transversely extending rod or bar 10 having arms 11 and 12 terminating in hooked ends 13 and 14, a cap screw 15 being mounted in the upper end of the sleeve and clamped upon the bar 10 to prevent its displacement from the position shown in Figs. 1 and 2. Inasmuch as sleeve 8 is provided for rotative mounting on the stake 5, and it rotates at times quite vigorously on this stake, when impelled to do so responsive to action of the playing elements 16, as will be explained, the ends 13 and 14 are hooked so that displacement of the playing elements will be prevented and at the same time extend upwardly above the plane of the transverse portion of bar 10 so that the playing elements readily may engage therewith during the playing of the game. The playing elements or pieces 16 consist preferably of triangularly shaped rods having an opening 17 therein for engagement with the stake, or any portion of the transverse or end portions of the bar 10, as suggested in Fig. 1.

In playing the game, the stakes 5, which may be of predetermined length, are pushed or driven into the ground at regulation distance apart. For example, assuming that the distance prescribed by the rules of the game may be 20 feet, a convenient length for the stakes would be 2½ feet, in which event the stake itself would be employed as a measuring agency by laying off the distance at eight times the stake length. After having been measured and the stakes driven, the heads are placed on the upper blunt ends of the stakes, freely to rotate thereon. The game is now ready for playing. The triangles are now grasped in much the same manner as is done in playing horse shoes or quoits and, with the players in position at one stake, the pieces are tossed toward the opposite stake, effort being made to "ring" the stake, to drop the pieces over the hooked ends 13 or 14, or to hang one piece on the other while in hooked position on the revolvable head, each of which conditions and positions being credited with a certain number of scored points. If, in the playing of the game, one player succeeds in knocking the opponent's playing piece from the position into which it has fallen, the feat may be credited to his score or subtracted from the points gained by the opposite player, or both. It is obvious that the rules may follow closely those prescribed in the games of quoits or horseshoes, or that they may be formulated as desired and in accordance with the preferences of the players engaged in playing the game.

Inasmuch as the specific details of the game I have described, may vary materially as to the manner of playing it, as well as the apparatus used in its playing, without departing from the spirit and scope of my conception, I have set forth the novelty of the invention in the claims which now follow:

1. A quoit-like game playing piece having substantial triangular shape and formed of a bar having its ends in one side of the triangle and in spaced relation to each other.

2. A quoit-like game playing piece having substantial triangular shape and formed of a bar having its ends lying in one side of the triangle in spaced relation to each other and between the angles terminating said side.

3. A quoit-like game playing piece having substantial triangle shape and formed of a bar having its ends lying in one side of the triangle in spaced relation, in alignment with each other, and substantially midway between the angles terminating said side.

BENJAMIN T. STRING.