

Aug. 23, 1932.

R. F. NEKUDA

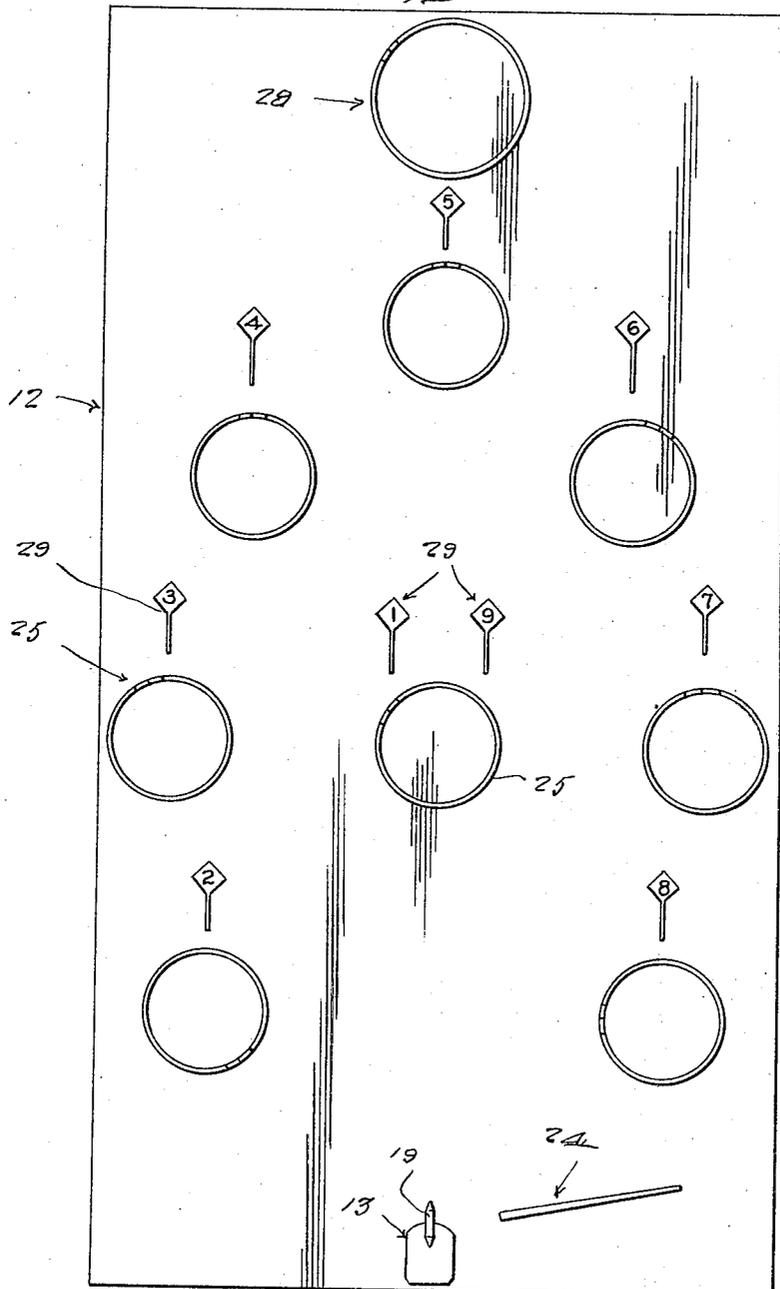
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GAME

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*Fig. 1.*



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Fig. 2.

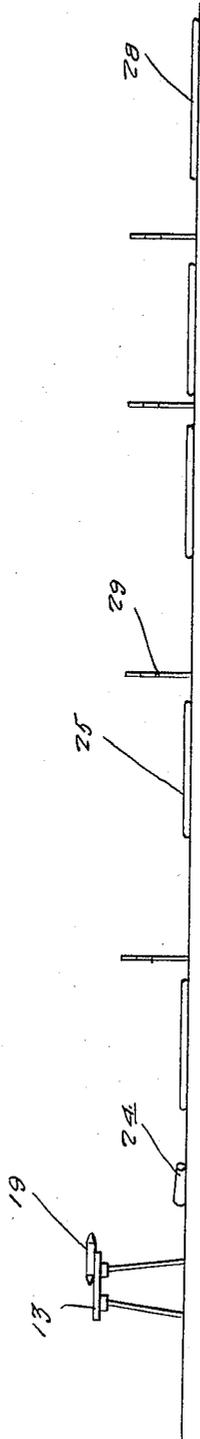


Fig. 8.

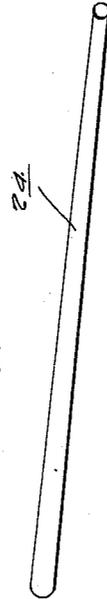


Fig. 6.

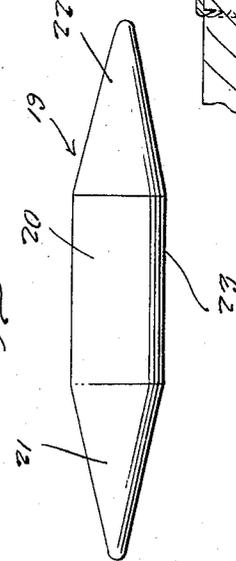


Fig. 7.

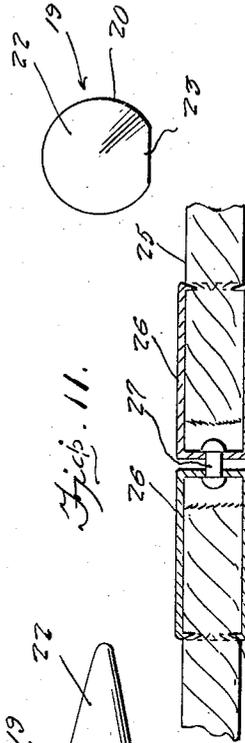
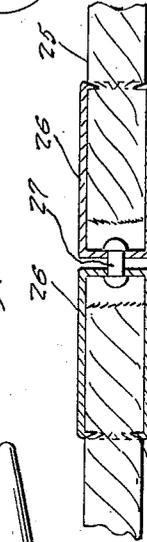


Fig. 11.



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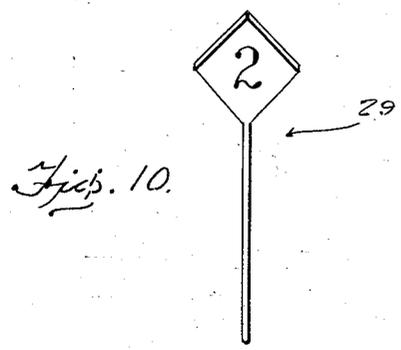
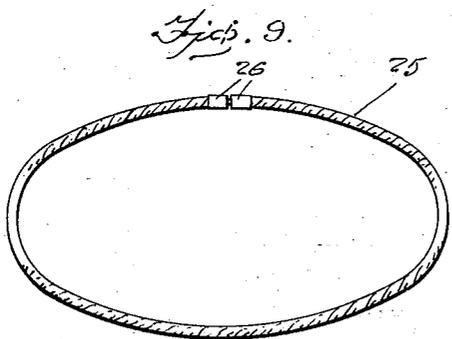
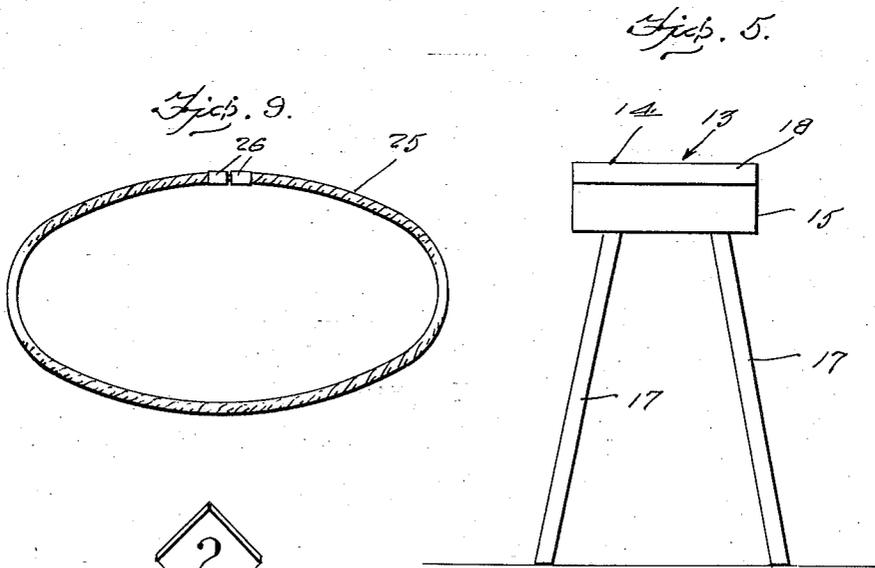
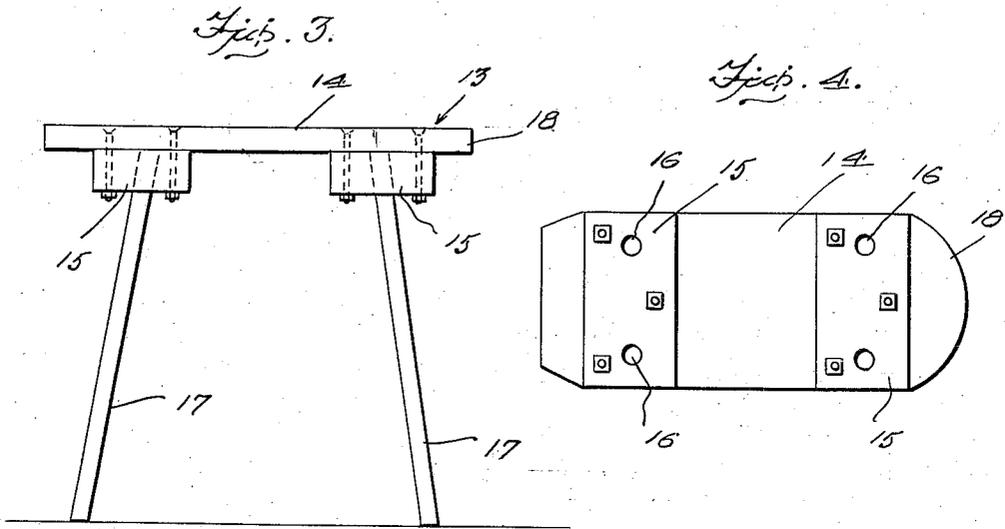
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GAME

Filed July 15, 1931

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# UNITED STATES PATENT OFFICE

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## GAME

Application filed July 15, 1931. Serial No. 550,989.

This invention relates to an improved game, which is especially, but not necessarily, adapted for outdoor usage.

The preferred embodiment of the invention is characterized by a novel projectile, a teeing table, a miniature light bat for striking and flipping the projectile from the table, and a marked scoring court embodying systematically and numerically arranged projectile catching means.

In carrying out the inventive conception into practice, I have evolved and produced simple and economical arrangement of parts, forming what I believe to be an innovation in the game art, in that it may be employed with captivating results on a campus, lawn, or similar domestic enclosure.

The specific selection of details employed in accomplishing the desired result, forms a game designed to challenge the skill of the players, and to promote amusing pastime through the use of especially designed projectiles intended to be revolved from a predetermined starting point, by an impact action into selective rings or marked areas of the playing court for systematically totaling scores of the opponents.

In the drawings:—

Figure 1 is a top plan view of the court as laid off in accordance with my idea.

Fig. 2 is a side view thereof.

Fig. 3 is an elevational view of a tee table.

Fig. 4 is a bottom plan view of the table top.

Fig. 5 is an end view of a tee table.

Fig. 6 is an elevational plan view of one of the double-pointed projectiles.

Fig. 7 is an end view of Fig. 6.

Fig. 8 is a perspective view of the club.

Fig. 9 is a perspective view of one of the court rings.

Fig. 10 is a perspective view of a marker.

Fig. 11 is a sectional detail view of a portion of the ring construction.

In actual practice, the size and proportions of parts will vary according to the area of ground available for playing purposes. I have found it expedient and practicable to utilize a court which should be approximately thirty-two feet by seventeen feet, but

the game can be played on a court on a proportionately greater or smaller scale. In Fig. 1, the court is designated by the numeral 12. This may be marked off by chalk. The same idea can be utilized for indoor play in a concrete basement, or a fence could be utilized, or on a board of appropriate dimensions. It is evident therefore that the term "court" is used in its broadest sense as it may concern a marked playing field or area.

At the playing or starting end of the court, I provide what I call a tee table, 13. Specifically, this comprises a hardwood board top 14 having cleats 15 on its bottom, said cleats being provided with sockets 16, to accommodate the upper end of the supporting legs 17. The legs are made detachable for portability and to facilitate storing and carrying.

The front end of the table is of curvate configuration as indicated at 18, and this is the end which is designed to support the so-called projectile 19. The projectile as seen in Figs. 6 and 7 comprises a cylindrical body portion 20, and pointed ends 21 and 22, the portion 20 being flat on its bottom as indicated at 23 in Fig. 7, to allow it to be placed firmly on the playing end 18 of the table. This projectile or playing piece is adapted to be placed on the table so that one end projects beyond the table to allow it to be flipped in the air in a well known manner, through the medium of a club 24. The club comprises a hard wood stick of tapered form, so that it resembles a miniature bat.

The bat is utilized in a manner to strike down on the projecting end of the projectile to flip it airward and to permit it to land within the area of the court and preferably within the limits of one of the marked stops within the court. The term "stop" is used to comprehend portable rings 25 such as are preferably used or comprehend circles or squares which may be drawn by chalk on a floor if the floor is used as the playing courts.

The floor must be padded to keep the projectiles from bouncing, and rugs, imitation grass, and the like may be used as a padding for the floor.

In practice, I have found that the stiff

rope rings may well be utilized, and in constructing the rings, the end portions are formed with metal caps 26 riveted or otherwise fastened together as at 27 in Fig. 11.

5 There are two sets of rings that is, the small rings designated by the numeral 25 and the large ring distinguished by the numeral 28. This ring 28 may be designated as qualifying ring, and the other rings as the field or playing

10 and projectile catching rings.

Associated with the last-named rings 25 are markers, designated by the numeral 29. Each marker comprises a stake having a head numerically inscribed.

15 In getting the field ready for play, the court 12 is marked off or fenced off as the case may be. The tee table 13 is placed at one end known as the starting end, and the qualifying ring 28 is placed at the opposite end in longitudinal alinement with the table.

20 Seven of the small rings 25 are placed around the marginal portions of the courts into approximate horse shoe configuration. These are numerically arranged in proper sequence

25 or order.

The eighth ring is located at the approximate center of the horseshoe arrangement, and serves as hole No. 1 as well as hole No. 9. Incidentally, I have employed the term

30 "hole" because of the general similarity of the game to a miniature nine-hole golf course.

The principle of play however, is quite different.

35 The game can be played by any one, singly or partners. It can be played on lawns, for outdoor summer use and on a padded floor for indoor or gymnasium use. In accordance with the accepted rules and regulations now adopted by me, each player is allotted three

40 projectiles or playing pieces. These may be grouped in colors so as to distinguish the pieces of the competing players or opponents. In starting the game, each player is called upon to place the first projectile on the table

45 13 as indicated in Fig. 1. As before stated, the projectile is so placed as to permit one end to project so that by striking the projecting end with the club 24, the projectile can be flipped into the air in an indeter-

50 minable manner, in the direction toward the playing field or court.

The object of the game is to drive the projectiles consecutively into the rings in the order from one to nine, the player first completing this routine being declared the winner.

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In actual practice, there may be four players, more or less, and each player is equipped with three projectiles, the projectiles of each player being colored so that the projectiles of one player may be readily distinguished from the projectiles of a second player.

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In playing the game, the first player attempts to flip one of his three projectiles into

65 the large qualifying ring 28, and if he is

successful, he thus qualifies to further participate in play. Having qualified, the player attempts to flip one of the three projectiles into the scoring ring numbered 1 and if he is successful in obtaining this object, he then proceeds to flip at least one of his projectiles into each of the rings 2, 3 etc.

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In the event a player fails to qualify in the manner above described, the next player attempts to qualify, and so on until one player has qualified, and subsequent to qualifying attempts to negotiate the course in a manner also above suggested.

75

In the event a player trying for example, ring 3, fails to flip one of his three projectiles in said ring, in his next turn, instead of continuing play, he must again attempt to qualify by placing one of his three projectiles in the qualifying ring 28. If he is successful in again qualifying he then plays again for rings 3, 4, etc., until he either fails to place one of three projectiles in the particular ring aimed at, or completes successfully the play of the rings from one to nine inclusive.

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85

When playing partners, each partner has the privilege of flipping for his partners ring, before scoring his No. 9 ring, in his usual turn, thus helping him also score, so that they may be the winners.

90

In the event a player wholly misses his projectile when attempting to strike the same while the projectile is properly positioned on the tee, he has the privilege of again attempting to flip the projectile from the tee. Furthermore, in order to aid scoring, each player may leave the projectile in the last ring scored, until his next turn to play.

100

It is thought from the foregoing description that the advantages and novel features of the invention will be readily understood. It is to be understood that changes may be made in the construction and combination and arrangement of several parts, provided that such changes fall within the scope of the appended claim.

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Having thus described my invention, what I claim as new is:—

In a game of the class described, a ring formed of rope, a tubular member fitting over each end of the rope and having its outer end closed, a rivet passing through the closed ends for connecting the tubular members together.

115

In testimony whereof, I affix my signature.  
RAYMOND F. NEKUDA. 120