Jan. 10, 1961 D. F. KUMPMAN 2,967,713

PENDULUM BALL GAME

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Fig. 1.

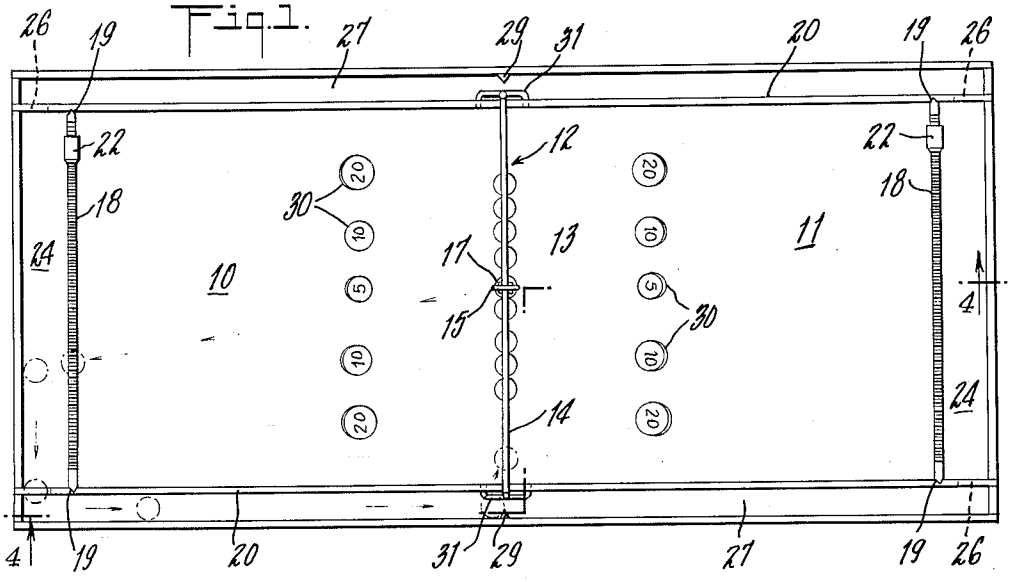


Fig. 2.

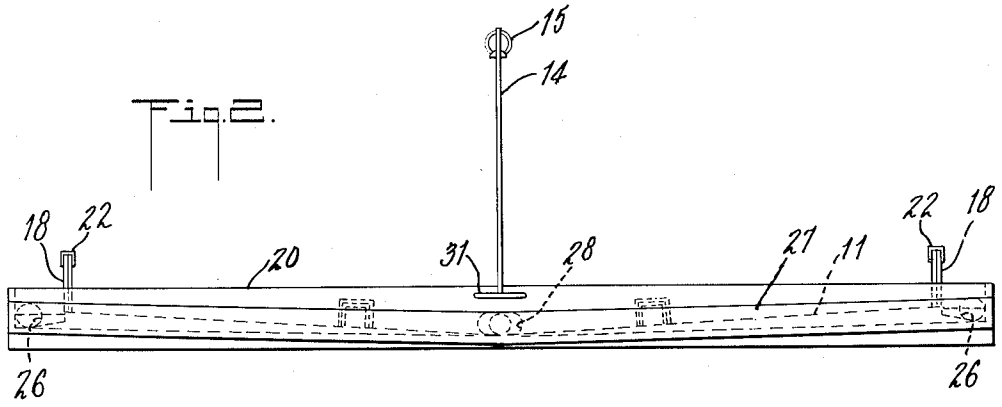
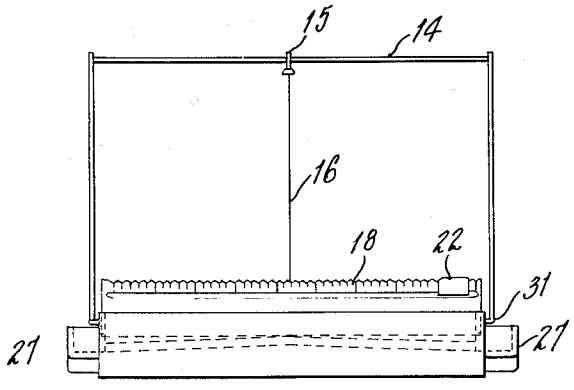


Fig. 3.



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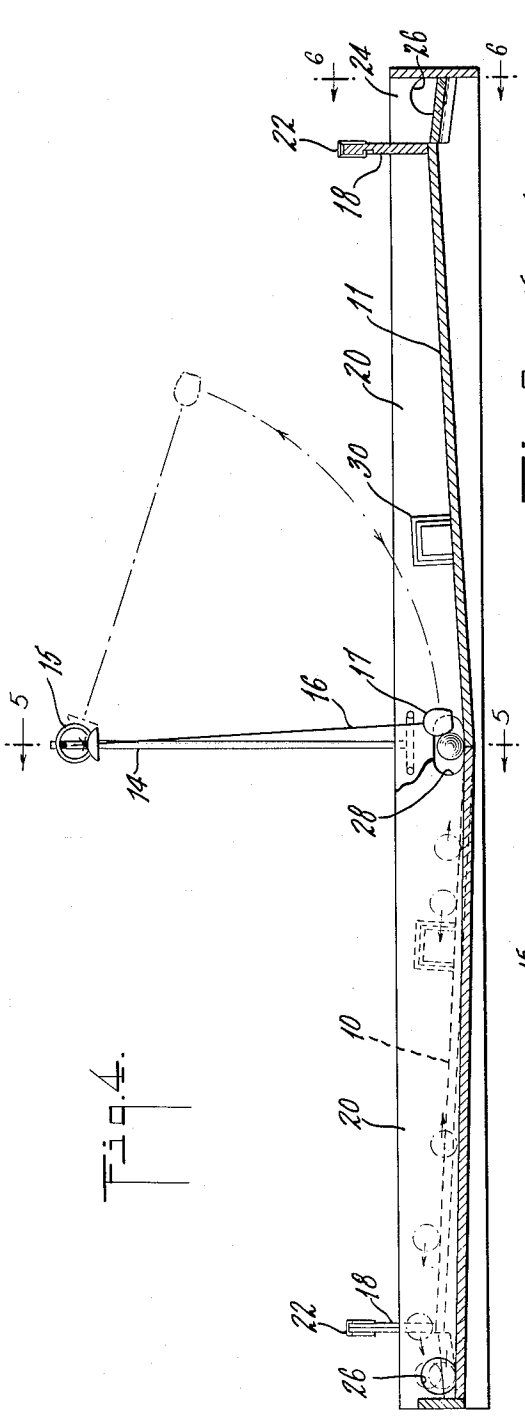


Fig. 4.

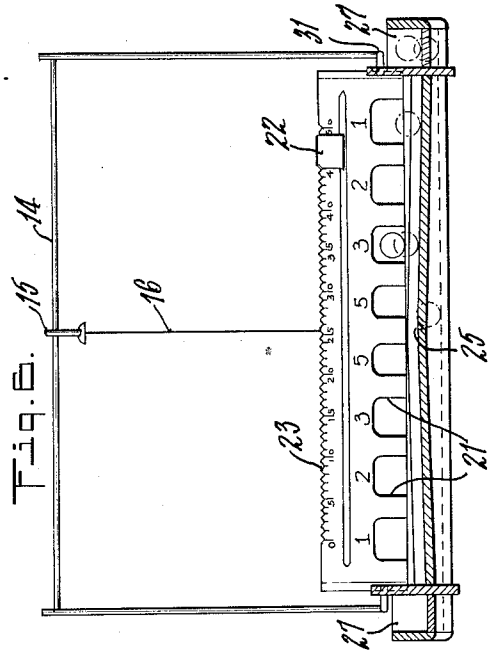


Fig. 6.

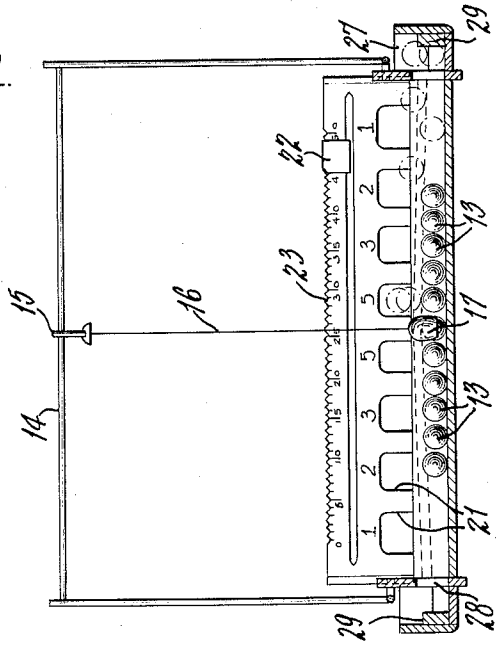


Fig. 5.

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PENDULUM BALL GAME

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5 Claims. (Cl. 273—119)

The invention herein disclosed is a game having a striker suspended as a pendulum which is swung to drive game pieces in the nature of balls over a gameboard through or into different gateways or scoring pockets.

Objects of the invention have been to provide an interesting, entertaining game requiring a certain amount of skill and embodying elements of chance as well and which would be attractive in appearance to hold the interest of players and observers.

Special objects of the invention have been to effect automatic return of the playing pieces to a pre-determined starting position thus to promote rapid and continuous action.

Other special objects of the invention have been to combine the parts so that they may be quickly set up and so that they may be easily taken down and stored as parts of the playing board.

Other desirable objects accomplished by the invention and the novel features of construction combination and relation of parts through which the purposes of the invention are attained are set forth and will appear in the course of the following specification.

The drawings accompanying and forming part of the specification are illustrative of a presently approved embodiment of the invention. Structure however may be modified and changed as regards the immediate illustration all within the true intent and scope of the invention as hereinafter defined and claimed.

Fig. 1 in the drawings is a top plan view of one of the games with the marbles forming the game pieces lined up in a row across the center of the board and with broken lines at the left indicating how one of the marbles may be shot by the swinging striker between spaced hazards through a gateway in a scoring panel and then be returned automatically back to the starting line.

Fig. 2 is a side elevation and

Fig. 3 an end elevation of the game.

Fig. 4 is an enlarged longitudinal sectional view as taken on line 4—4, Fig. 1, with broken lines indicating action of the swinging striker and movements of the balls.

Figs. 5 and 6 are cross sectional views on substantially the planes of lines 5—5 and 6—6 of Fig. 4.

The gameboard portion of the apparatus comprises a playing field made up of two inclined planes **10** and **11**, sloping from higher level at the ends of the board and meeting at a lower level at the center of the board on a cross line **12** providing a transverse trough to hold the balls **13** lined up in a starting position at the center of the board.

Over the starting line an arch **14** is mounted on which rides a ring **15**, supporting by a wire or cord **16** a weight **17** at a level to strike the balls lined up in the cross groove **12**.

Fig. 4 shows how the arc of the swinging weight may approximate the dihedral angle of the two inclined planes **10** and **11** so that this weight may strike balls in the groove or on the slopes at opposite sides of the groove. The cord or string supporting the swinging

weight may be made adjustable to fix the most favorable height for striking the balls.

At the upper outer ends of the playing slopes barriers are provided, shown in the form of cross panels **18** detachably set in grooves **19**, Fig. 1, in the confining side walls **20** of the board, these barrier panels being shown in Figs. 5 and 6 as having gateways or openings **21** therein, differently located and possibly different in size and numbered according to difficulty that might be experienced in driving the balls through the same.

These scoring panels are shown as equipped with slides **22** on top of the same which can be shifted into register with numbers on scales **23** to enable opposing players to keep score.

The balls after passing through the score openings **21** drop into a transverse return pocket **24**, Fig. 4, in the nature of a trough having a floor sloping from the high point at the center toward opposite sides of the board as indicated at **25** in Fig. 6.

Openings **26**, Fig. 4, in the side walls **20** at the outer ends of the cross pockets **24** pass the balls from these pockets into inclined channels **27** on the outer sides of the board, sloping from the opposite ends of the board downward to the low point at the center of the board where openings **28** in the side walls **20**, Fig. 5, admit the balls to the V-shaped starting line position at the center of the board.

Deflectors **29**, Figs. 1 and 5, in the return troughs **27** direct balls coming from opposite directions through the passages **28** into the starting line position.

Barriers or hazards in the form of cylindrical or other shaped blocks **30** are shown in Figs. 1 and 4, lined up or located in different positions on the playing field. These are shown as loose blocks and may be used or not according to desire of players or rules which may have been set up for play.

The scoring panels **18** are removably mounted on the board so that they may be taken out and laid flat on the playing surface when the game is put away.

Similarly the supporting arch for the swinging ball, weight or projectile **17**, may be removably mounted so that it may be taken down and stored on the playing field. For such a purpose it is shown as made up of spring wire or rod having bifurcated lower ends **31** to enter correspondingly placed openings in the side walls **20** and which can be sprung outward to detach the arch from such walls.

The game, as illustrated, is of novel, attractive appearance, designed to arouse interest and hold attention. The automatic return of the balls to the starting line provides uninterrupted action and a great variety of movement, for the swinging weight may strike any number of the balls and on the back swing as well as on the forward swing and the balls may carom off each other or off the sides of the playing field with surprising and unexpected results. These possibilities introduce a considerable degree of chance adding interest to the skill necessarily required to gain results in scoring.

What is claimed is:

1. A game of the character disclosed comprising a playing board having inclined planes sloping from the ends of the board and meeting at an intermediate portion of the board to form a V-shaped trough for retaining a row of balls on a transverse starting line, a swinging weight suspended over said transverse starting line in position to strike the balls on that line, scoring means for the balls at the opposite ends of the board and guide channels extending from said scoring means for automatically returning the scoring balls back to said starting line.

2. A game of the character disclosed comprising a playing board having inclined planes sloping from the

ends of the board and meeting at an intermediate portion of the board to form a V-shaped trough for retaining a row of balls on a transverse starting line, a swinging weight suspended over said transverse starting line in position to strike the balls on that line, scoring means for the balls at the opposite ends of the board and guide channels extending from said scoring means for automatically returning the scoring balls back to said starting line, including downwardly sloping troughs at the opposite ends of the board and downwardly inclined channels extending along the sides of the board to said starting line.

3. A game of the character disclosed comprising a playing board having inclined planes sloping from the ends of the board and meeting at an intermediate portion of the board to form a V-shaped trough for retaining a row of balls on a transverse starting line, a swinging weight suspended over said transverse starting line in position to strike the balls on that line, scoring means for the balls at the opposite ends of the board and guide channels extending from said scoring means for automatically returning the scoring balls back to said starting line, said scoring means including panels detachably mounted on the board at opposite ends of the same and having ball gateways therein opening to said return channels.

4. A game of the character disclosed comprising a playing board having inclined planes sloping from the ends of the board and meeting at an intermediate portion of the board to form a V-shaped trough for retaining a row of balls on a transverse starting line, a swinging weight suspended over said transverse starting line in position to strike the balls on that line, scoring means for the balls at the opposite ends of the board and guide channels extending from said scoring means for automatically returning the scoring balls back to said starting line, a spring arch detachably mounted on said board, a ring engaged on said arch and said swinging weight being suspended by a flexible connection from said ring.

5. A game of the character disclosed comprising a playing board having inclined planes sloping from the ends of the board and meeting at an intermediate portion of the board to form a V-shaped trough for retaining a row of balls on a transverse starting line, a swinging weight suspended over said transverse starting line in position to strike the balls on that line, scoring means for the balls at the opposite ends of the board and guide channels extending from said scoring means for automatically returning the scoring balls back to said starting line, said scoring means including panels detachably mounted on the board at opposite ends of the same and having ball gateways therein opening to said return channels and scoring slides shiftable along said panels in relation to the gateways therein.

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