TABLE GAMES EMBODIMENTS RELATED TO THE TABLE GAME OF SHUFFLEBOARD

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Appl. No.: 11/540,280
Filed: Sep. 29, 2006

Related U.S. Application Data
Provisional application No. 60/723,148, filed on Oct. 4, 2005.

Publication Classification
Int. Cl. A63F 7/00 (2006.01)
U.S. Cl. 273/126 R

ABSTRACT
Table games related to shuffleboard are disclosed, as well as a game table for the playing of such games. Games based on shuffleboard, bowling and billiards are disclosed, all of which can be played on a "shuffleboard" type game table. Also disclosed is a game table which allows for the playing of these games, and also allows the displaying of messages to the players, either through the display of translucent, holographic or lenticular materials, or by the use of a television monitor.
Fig. 2

LIGHT FIXTURE
TABLE GAMES EMBODIMENTS RELATED TO THE TABLE GAME OF SHUFFLEBOARD

RELATED APPLICATIONS

[0001] This application is claiming the benefit, under 35 U.S.C. § 119(e), of the provisional application filed Oct. 4, 2005 under 35 U.S.C. § 111(b), which was granted Ser. No. 60/723,148. This provisional application is hereby incorporated by reference. Application Ser. No. 60/723,148 is co-pending as of the filing date of the present application.

BACKGROUND OF THE INVENTION

[0002] The purpose of this invention is to provide for new and novel improvements over existing table games, and new and novel variations of existing table games.

[0003] There are two types of table game embodiments contained herein that are related to the game of Shuffleboard:

[0004] 1. Table game embodiments containing a feature to allow advertising and/or art to be displayed.

[0005] 2. Different table game embodiments without the advertising feature.

[0006] The advantages of the invention will become readily apparent to those skilled in the art from the following detailed description of a preferred embodiment when considered in the light of the accompanying drawings.

BRIEF DESCRIPTION OF THE DRAWINGS

[0007] FIG. 1 shows a perspective view of a table game embodying the construction of the present invention.

[0008] FIG. 2 shows additional features of the construction shown in FIG. 1.

[0009] FIG. 3 is a top plan view of the construction shown in FIGS. 1 & 2.

[0010] FIG. 4 is a perspective view of a further modification of the present invention.

[0011] FIG. 5 shows a perspective view of a pinsetter construction that may be used with the construction shown in FIG. 4.

[0012] FIG. 6 is a perspective view of a further modification of the present invention.

[0013] FIG. 7 is a perspective view of a still further modification of the present invention.

DESCRIPTION OF THE PREFERRED EMBODIMENT

[0014] Referring to FIG. 1, there are shown two dual digit LED’s for the purpose of displaying each player’s or team of players’ score, indicated by the numeral 1-a.

[0015] Numeral 1-b indicates a circular cut-away opening in the back board, this opening is covered by a transparent material, (glass or plastic) that allows art and advertising to be displayed from behind the transparent material. A light fixture is located behind the back board to illuminate the displayed graphics. If a translucent material is used as the medium in which the graphics are imprinted, the light of the fixture creates the special effect of a lighted graphic that has a bigger visual impact, that can be seen better, and that can be seen even in a very dark room. Translucent, holographic or lenticular materials can also be displayed in this circular opening.

[0016] The opening 1-b can also accommodate a television monitor, preferably of flat screen technology, that can be used for displaying lighted graphics or motion displays such as sport games, advertising etc. The television monitor can be connected by cable and be operated to control the images to be seen in the monitor.

[0017] The opening 1-b can be of any geometrical shape or in any shape desired as for example; the shape of a motorcycle for the holographic, regular printing or motion display from an advertiser of that type product.

[0018] Numerals 1-c and 1-d indicate the control panels for each player or team of players to register or erase their scores. The control panels may contain plus (+) and minus (–) buttons so the scores can be increased or decreased at will.

[0019] Numeral 1-e indicates the outside wall of the table game, which may consist of a narrow rail for the purposes of: (a) saving manufacturing material, (b) saving on weight for shipping and handling and (c) provide for a unique table shape (non-rectangular) that could be more visually pleasant, easier to fit in a smaller place and that allows the table to have more stability when slumped standing-up in a regular pallet along with other units, which is the ideal method of shipping this type of table game. Another reason for the rail 1-e to be of a narrow design is to prevent the placing of beverage containers on that portion of the table which could fall over the playing surface.

[0020] The construction shown in FIG. 1 was engineered to allow the legs, back board and supplies to be stored underneath for shipping, thus providing for the smallest possible volume and weight for handling and shipping.

[0021] The table game of FIG. 2 shows the table game of FIG. 1 without the back board, but with the added following features: Numeral 2-a indicates a center ramp that has an imprint of the scoring numbers related to the table game of Shuffleboard. Ramp 2-e has the following purposes: (a) to provide for an incline toward the player implant that allows an easier view of the scoring numbers even when the sand or wax that is used in the game is over this surface; (b) to provide a ramp that moves the weights forwards; (c) to allow the numbers to be placed on this ramp instead of the playing surface and, thus, provide for a less cluttered and cleaner playing surface and (d) to allow an easy to read display that allows only one set of numbers to be printed instead of the traditional two sets of numbers.

[0022] Lateral ramps (2-a,2-b) are located at the back of the table at the two sides of the playing surface. These lateral ramps are inset in the gutters or side channels. These side ramps allow the game pucks (weights) to slide all the way to the front of the table so the players don’t have to walk to the back of the table to retrieve them.

[0023] Tubular leg braces 2-c provide the stability needed for this type of game. Without the leg braces 2-c the legs 2-e of the table will need to be massive that they could not be stored inside the table for the most economical shipping possible. The leg braces 2-c allow for them and the legs 2-e
to have a small diameter and, therefore, both braces 2-c and legs 2-e fit easily inside the skirt. Manufacturers of table games often resort to shipping the legs separately. The braces 2-c prevent this.

[0024] A lighted graphics display 2-d may consist of a glass that can be leveled from underneath by means of four glass levels. These levels allow for the glass to be positioned perfectly flush with the playing surface. A light fixture is mounted underneath for the purpose of lighting the graphics under the display glass. The same features, including a television monitor as shown in FIG. 1b can be used for this “Playing Surface Display.”

[0025] FIG. 3 shows a top plan view of the table game of FIG. 1 and FIG. 2. A lighted graphic display 3-a is illustrated in a round geometrical shape. Return ramps 3-b like ramps 2-b, are inclined in the forward position. Numerals 3-c indicates the one set of scoring numbers that provide a means to read the score for both left and right sides of the playing surface.

[0026] FIG. 4 illustrates additional features that can be used with the table games of FIGS. 1 and 2. FIG. 4 also shows accessory pins for playing the game of “Shuffle Bowling.” Numerals 4-a indicates two dual digit inclined score displays or LED’S. Numerals 4-b indicates one of the two control panels, similar to those indicated by the numerals 1-c and 1-d.

[0027] A coin mechanism is shown at 4-c. Pin gates 4-d may be activated by the coin mechanism 4-c to elevate at a preset period of time to prevent free play. A puck or “weight” 4-e may be used instead of a ball to knock over the bowling type pins located on the right side of the playing surface.

[0028] FIG. 5 shows a template with 8 cavities that may be used to properly space the bowling style pins when playing with the accessories for “Shuffle Bowling” with the game tables of FIGS. 1, 2, 3 and 4. FIG. 5a shows the template of FIG. 5 with the 3 removable legs attached to provide for the proper spacing to the widest portion of the pins.

[0029] FIG. 6 shows a variation of the game tables of FIG. 1, 2, 3 and 4. This variation has a playing surface that has been covered with felt so it will function properly with billiard type balls 6-a. A dual abacus type scorer 6-b may be used, if desired. The pin gates 6-c are similar to pin gates 4-c as shown in FIG. 4. Coin mechanism 6-d may be used in connection with the game, if desires.

[0030] FIG. 7 shows a shuffleboard game table that has a felted playing surface 7-a, and which uses billiard type balls instead of the regular pucks 4-e or weights. The method of propulsion of the balls for this table and the table game of FIG. 6 is a billiard cue or stick instead of the hand.

What is claimed is:

1. A table game consisting of a playing field and a backboard and having a cut-away opening in the backboard covered by a transparent material, a light fixture being located behind the backboard to illuminate the transparent material covering the cut-away opening.

2. The table game of claim 1 wherein a television monitor takes the place of the light fixture.

3. The table game of claim 1, further comprising at least one control panel on which a player’s score can be registered.

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