May 22, 1945. L. H. BUCKNER 2,376,755

GAME

Filed Aug. 25, 1943

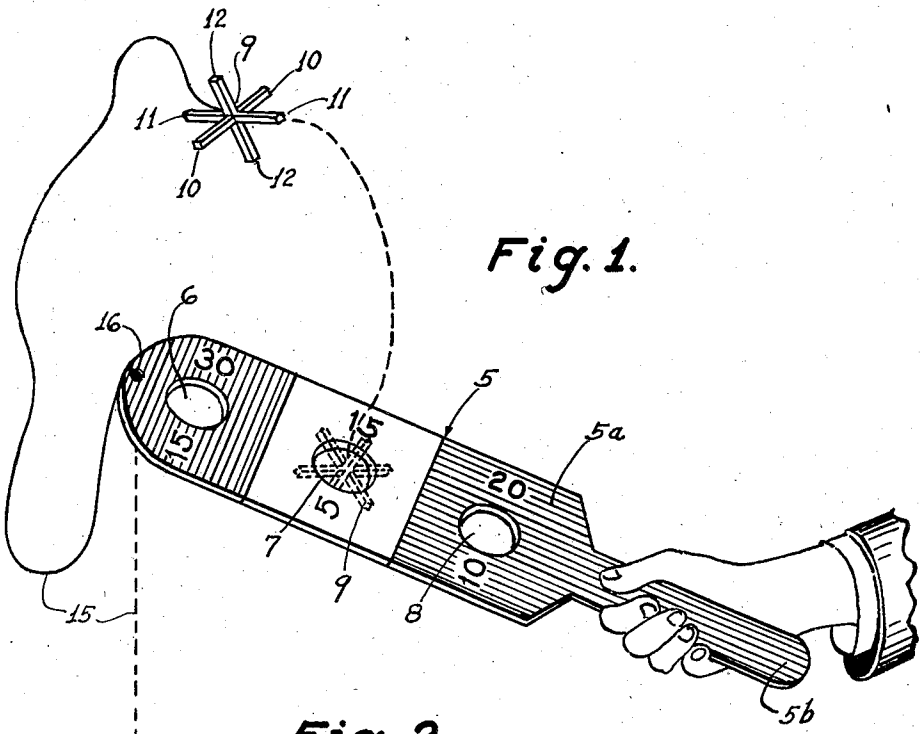


Fig. 1.

Fig. 2.

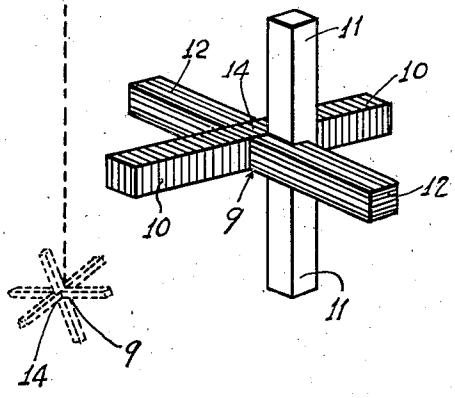
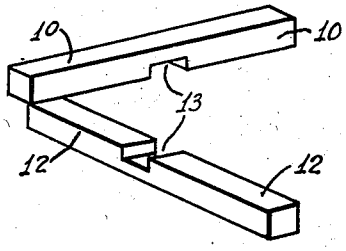


Fig. 3.



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Patented May 22, 1945

2,376,755

UNITED STATES PATENT OFFICE

2,376,755

GAME

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Application August 25, 1943, Serial No. 499,952

3 Claims. (Cl. 273—97)

This invention relates to games, and the chief object of the invention is to provide in a relatively simple and attractive form a game the playing of which involves both the exercise of skill and the element of chance.

A further object of the invention is to provide in a game of the kind referred to, a small and elongated paddle including a flat blade and integrally formed handle, the blade being formed with a plurality of axially aligned apertures and being colored or painted at the margins of the apertures and transversely of the blade in various colors, and the apertures being also numbered variously to indicate different values placed against the several apertures in the operation or playing of the game, and a plural-pronged missile or throw piece formed with prongs angularly extended in divers directions from its center or hub portion, with the prongs colored or painted to correspond with the coloring of the margins of the apertures of the blade, the said missile being flexibly connected with the outer end of the blade by means of a string or cord of suitable length, whereby the missile may be jerked or thrown into the air by suitable manipulation of the blade, and on its descent may be caught by passing a prong of the missile into an aperture of the blade, the scoring in the play of the game being determined by the relatively high or low numbers adjacent the apertures of the blade and by the circumstance of whether or not a prong of the missile of a certain color enters an aperture of the blade the margins of which are correspondingly colored.

With the foregoing objects in view, together with such other or additional objects as may appear from the specification, attention is directed to the accompanying drawing wherein is embodied certain preferred structural features of the invention, and wherein:

Figure 1 is a perspective view of an embodiment of the invention as in actual use in the playing of a game, and showing the paddle as held by the hand of the player, the blade of the paddle being formed with three axially aligned holes or apertures having their margins colored as red, white and blue, and the missile being formed with six diversely extended prongs or legs arranged in pairs in diametrical alignment, each pair of diametrically aligned prongs or legs being colored to correspond with the coloring of the margins of the apertures, that is to say each pair being colored red, white or blue, the said missile being flexibly connected to the end of the paddle by means of a cord, and the movement of the missile in the course of play being shown in solid and dotted lines.

Figure 2 is a detail view in perspective and on an enlarged scale of the six pronged missile shown in Figure 1.

Figure 3 is a detail view on the scale of Figure 2 of a pair of the integrally formed prongs, showing how same is mortised medially as means for assembling the three pairs of prongs or legs for completing the missile.

In carrying out this invention I provide an elongated paddle 5 of suitable dimensions and material, such as ply-wood, the paddle including a flat blade 5a and handle 5b. The blade 5 is here shown as formed with three axially aligned holes or apertures 6, 7, 8, and the margins of these apertures are painted or colored transversely of the blade as red, white and blue, as indicated in the drawing and whereby the apertures are differentiated one from the other. Additionally these apertures are numbered upon their opposite margins with a predetermined range of numbers, the numbers upon one margin being of lower value than the numbers upon the opposite margin. For example, as here shown (see Fig. 1) the red-margined aperture 6 is numbered "15" on one margin and "30" on the opposite margin; the white-margined aperture 7 is numbered "5" on one margin and "15" on the opposite margin, and the blue-margined aperture 8 is numbered "10" on one margin and "20" on the opposite margin. However any desirable system of numbering may be employed, for the purpose of scoring in the playing of the game and as will be later described.

A plural-pronged missile or throw piece 9 is provided, the same being formed as here shown with three pairs of prongs or legs, a red pair 10, a white pair 11, and a blue pair 12, to correspond with the coloring of the margins of the apertures of the blade. These pairs of prongs may be assembled in any desirable manner, but as here shown this is accomplished by medially mortising the three pairs as indicated at 13 and fitting them together so that their ends extend oppositely and diversely from one another, in substantial equispaced relation and so that they meet centrally in a perpendicular manner to provide a sort of hub 14. As here shown two of the pairs of prongs are mortised together by turning the mortises inwardly together and pressing the prongs together in a perpendicular relation, and then pressing the mortise of the third pair over an outstanding leg of the first two pairs. This assembly is then firmly tied together by looping a connecting cord

15 by one end around the hub 14, first in one direction and then another, until the several elements are encircled and then tying the cord firmly to place. The advantage of this method of structure of the missile 9 lies in the ease with which it may be taken apart and packed into small space with the paddle, for shipment or storage. The opposite free end of the cord 15 is passed through a small hole 16 in the forward extremity of the blade 5a, where it is tied securely. The cord 15 is to be of any suitable length, depending somewhat upon the age of the players, but if found to be too long for younger players, it may readily be shortened temporarily or for temporary use by merely running additional loops of the cord over the hub 14, in slip-knot fashion.

In the use of the device in play, the paddle 5 is extended horizontally, with one margin (preferably the inner margin) turned downward, and with the missile hanging pendant at the lower end of the cord 15. A sharp upward jerk is then imparted to the paddle, which jerks the missile upward and above the paddle. By exercise then of the proper skill, the player may succeed in catching the missile upon the blade of the paddle, and with one of the prongs of the missile projected down through one of the apertures of the blade.

The scoring of the game is reckoned both by the numbers at the margins of the aperture which is entered by a leg or prong of the missile, and also by the circumstance of whether or not the prong or leg thus entering the aperture is of the same color as the margins of that aperture, the score being increased if the colors are the same, otherwise not.

It is obvious that many sets of rules might be formulated for the playing of games with the described device as a scoring element. The primary basis of play would be however that if a leg or prong of the missile entered an aperture of the blade, and the color of the prong corresponded with the color of the margins of the aperture, then the player would score the higher number carried upon the margin of that aperture, but if the colors of the leg and margins were different, then he would score the lower number. It is obvious too that a greater or less number of the apertures than those shown here, might be provided in the blade, and that the coloring of the margins also might be correspondingly varied, without departing from the essence of the invention.

As an illustration of a sample method of play, each player would be provided with one of the scoring devices as here shown and described. Each player in turn might be given five chances or "throws" in turn, for engaging prongs of the missile in one of the apertures of the blade. If three of the throws are missed before the five throws are completed, the player "strikes out," and has no further chance or throw. Otherwise he scores as aforesaid, according to the numbers at the margins of the aperture engaged by a prong of the missile, and according to the correspondence or diversity of the coloring of the prong and the margins of the aperture engaged. When the red, white and blue-margined apertures are caught or engaged in rotation, the score would be called a "flag," and would entitle the player to twenty-five additional points. When in such a play the colors of the prongs would correspond with the color of the margins of the apertures, then the score would be called a "grand flag," and would entitle the player to seventy-five additional points. Otherwise the scoring would be made by simple addition of the numbers scored, as indicated marginally of the apertures engaged. As stated, these rules for scoring are merely illustrative, and may be varied at will.

While I have here shown and described a particular and preferred embodiment of the physical elements of the game, the structural features thereof, and the mode of play, these features may be changed or modified as desired, within the scope however of the claims.

I claim:

1. A game device comprising an elongated, substantially flat paddle having a plurality of unobstructed holes therethrough and provided at one end with a handle, a missile having six radially-disposed prongs of substantially equal length and weight defining three intersecting planes lying approximately at right-angles to each other, the length of a pair of prongs lying in each plane exceeding the size of the holes in the paddle, and a flexible cord connecting the missile with the paddle adjacent that end of the paddle remote from the handle.

2. A game device comprising an elongated, substantially flat paddle having a plurality of unobstructed holes therethrough and provided at one end with a handle, a missile having six radially-disposed prongs of substantially equal length and weight defining three intersecting planes lying approximately at right-angles to each other, the length of a pair of prongs lying in each plane exceeding the size of the holes in the paddle, and a flexible cord connecting the missile with the paddle adjacent that end of the paddle remote from the handle, the prongs of the missile being differently colored and the areas of the paddle adjacent the holes being also differently colored, the colors of the prongs corresponding to the colors of the areas adjacent the holes.

3. A game device comprising an elongated, substantially flat paddle having a plurality of unobstructed holes therethrough and provided at one end with a handle, scoring indicia associated with the holes, a missile having six radially-disposed prongs of substantially equal length and weight defining three intersecting planes lying approximately at right-angles to each other, any two of the planes including all of said prongs, the length of a pair of prongs lying in each plane exceeding the size of the holes in the paddle, and a flexible cord connecting the missile with the paddle adjacent that end of the paddle remote from the handle.

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