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TABLE GAME APPARATUS

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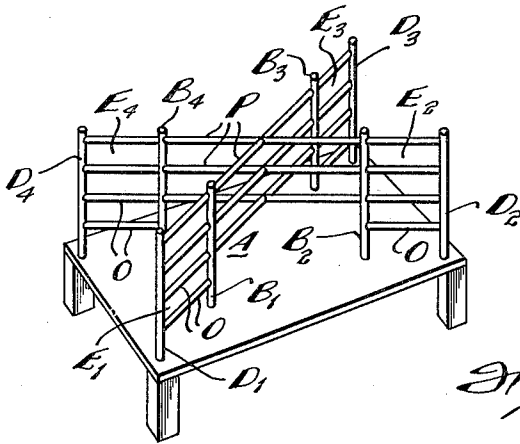


Fig. 1.

Fig. 2.

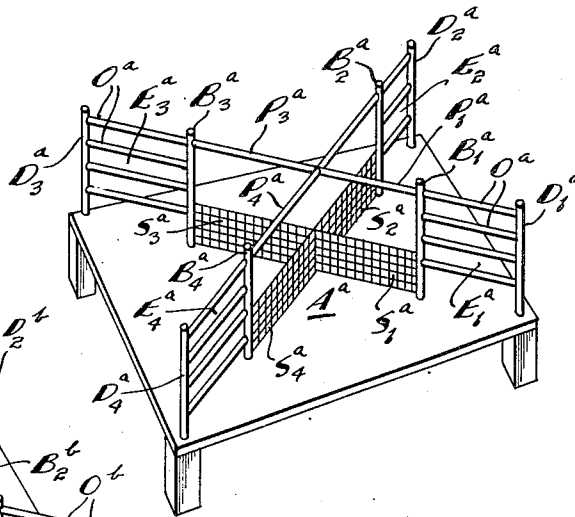
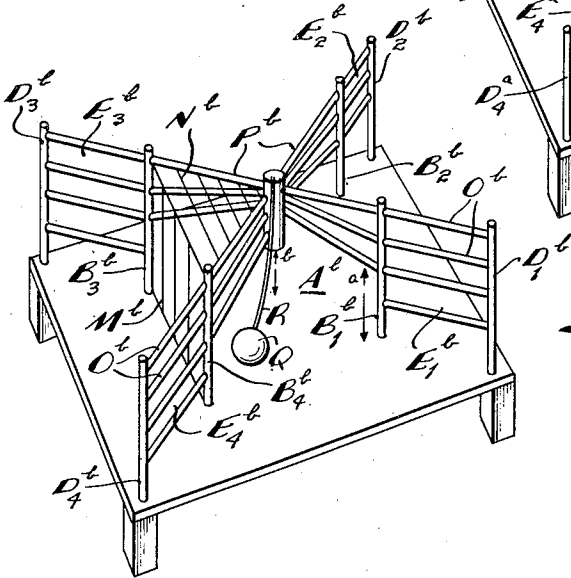


Fig. 3.



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TABLE GAME APPARATUS

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6 Claims. (Cl. 273-95)

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This invention relates to improvements in a game apparatus arranged on a table or platform.

In accordance with the invention a ball may be thrown by players to a plurality of sides, corresponding to fields provided on the table, in such a manner, for instance, that the said ball passes from the field of one side into a field of another adverse side, whereby predetermined rules are observed and each player has thus to protect his own field from the ball thrown from the adverse side and to attack, by means of the same ball, one or more adverse fields.

According to this invention, the ball is limited in its course above the table by means of a system of approximately vertical partitions, disposed on said table, converging and extending to a common center and by means of which there are defined a plurality of fields, each of which may be assigned to one player. In each of the said partitions there is provided, in the vicinity of, or adjacent to the common center, an opening through which the ball can pass from one field into another field.

The partitions forming part of the game device may be made in any suitable manner. Particularly they may be made, as shown in the drawings, of open work or lattice panels, formed by posts and bars which are assembled together. However they may also be made of nets held between posts, or of a suitable combination of both structures. In order to prevent the ball from being thrown too far from the game apparatus the said ball may, according to a facultative modification, be tied by means of a cord, either to any point of the partitions, for instance at their crossing point (as shown in the drawing), or to the table.

The outer limits of the field are represented by the edges of the table and the goals are also formed by the said edges of the table and it may be agreed that a player will have lost one goal when he has missed a ball which, if attached, has flown till the cord was stretched, or if unattached, has fallen on the ground after having crossed the said player's goal.

The players may count the goals won by them each for himself, but they may also, in the case where they are four in number, for instance be associated in groups of two players affected to two fields, either one aside to the other, or one opposite to the other. Moreover, if desired, only

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one player may play against the other three, associated in the adverse side.

Several embodiments of this invention are illustrated in the accompanying drawings, in which:

Fig. 1 shows a four partition device with openings in the lower part, of said partitions and adjacent to the common center of the device, the partitions being shown as open-work or lattice panels;

Fig. 2 shows another four partition device in which the partitions are made partly of lattice panels and partly of nets, an opening being provided in each panel, located in the upper part of said panel, next to the common center;

Fig. 3 shows a third embodiment in which the said openings, extending from the surface of the table up to a suitable height, next to the common center, have the general shape of arches.

In Fig. 3 the ball has been shown as attached by means of a cord to the center of the system, but as stated above, this feature is only facultative.

The game apparatus shown in Fig. 1 comprises four partitions E_1 - E_4 extending from the center and dividing the area of the table into four fields. Each of the four partitions is provided, in the lower part of it and adjacent to the central crossing point, with an opening through which a ball (not shown) can pass. Each partition E_1 - E_4 is made of an outer post D_1 , D_2 , D_3 and D_4 and an inner post B_1 , B_2 , B_3 and B_4 on both of which are fixed the outer bracing members O , the inner bracing members P being fixed at one of their ends on post B and being assembled crosswise at their other end. It is possible to modify the height of the panels above the openings by eliminating one or more bracing members.

The game apparatus, as disclosed in Fig. 2 comprises again four partitions E_1^a , E_2^a , E_3^a and E_4^a extending from the common center and dividing the area of the table into four fields. Each of the partitions E_1^a to E_4^a is also made of an outer post D_1^a , D_2^a , D_3^a and D_4^a , respectively, and an inner post B_1^a , B_2^a , B_3^a and B_4^a , respectively. The corresponding posts are connected by means of outer bracing members O^a while only one bracing member P^a has left above each opening, provided adjacent the center, so that, in this embodiment, the panel is substituted by only one bar or bracing member. A ball (not

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shown) may be attached, by means of a cord, to the panel crossing point, which has the advantage that the ball cannot be thrown far from the game apparatus. Of course, the ball might be attached to any other point of the apparatus, for instance, to the table itself and it is also possible to use such an attached ball with the other embodiments of the game apparatus, such feature being, however, always facultative.

The embodiment disclosed in Fig. 3 is substantially identical with that shown in Figs. 1 and 2 and comprises four partitions E_1^b , E_2^b , E_3^b and E_4^b extending from the common center and dividing the area of the table into four fields. Each of the partitions E_1^b to E_4^b is again made of an outer post D_1^b , D_2^b , D_3^b and D_4^b , respectively, and an inner post B_1^b , B_2^b , B_3^b and B_4^b , respectively. Each pair of corresponding inner and outer posts are connected by means of outer bracing members O^b . The inner bracing members P^b are disposed at a suitable angle to the common center, so as to form arches above the communication openings.

With the game apparatus mounted on a table according to this invention the ball may be thrown by any suitable means and, particularly, there may be used rackets of the kind used with other ball games on tables such as table-tennis games. In this case, the dimensions of the above-mentioned arches will be advantageously calculated in such a manner that the height a of the arch, near the separating partition, is less than the width of the racket and that on the other hand, the height of the arch of the center b is greater than said width. By means of this arrangement the possibility of a player injuring with his racket the hand of another player is avoided.

In order to convert a game apparatus with crossed panels for four players such as shown in the drawings, into a game for three or two players, an additional partition M^b can be arranged, as shown in Fig. 3, in front of the openings, and a panel N^b , forming a ceiling, in the triangles formed between the openings and the corresponding bars of the crossing.

In my copending application Ser. No. 37,341, there is described a device for sporting games on the ground having with the device for sporting games on a table according to this invention certain analogies. However, in the case of this invention, the players disposed around the table have to defend the goals formed by the edges of the table.

Similar games to those played with the present apparatus, having more than two compartments may be played with an apparatus having only two compartments, viz: the two players assigned each to one compartment will endeavor to send the ball into the opponent's goal, either directly, or by way of the "cushion" effect, that is to say by projecting the ball against the side panels, with the intention of making the rebounding ball enter the opponent's goal.

While I have disclosed several embodiments of the present invention, it is to be understood that these embodiments are given by example only and not in a limiting sense, the scope of the invention being determined by the objects and the claims.

I claim:

1. A game apparatus comprising a base, a plurality of fields disposed on said base around and extending from a common center, a plurality of substantially vertical partitions converging and extending to said common center and separating

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each pair of adjacent fields, each of said partitions having an opening adjacent said common center, means for limiting the vertical dimensions of said opening, and a tethered ball secured to said common center and adapted to be thrown by the players into the respective fields.

2. A game apparatus comprising a base, a plurality of fields disposed on said base around and extending from a common center, a plurality of substantially vertical partitions formed at least partly of nets converging and extending to said common center and separating each pair of adjacent fields, each of said partitions having an opening adjacent said common center, means for limiting the vertical dimensions of said opening, and a tethered ball secured to said common center and adapted to be thrown by the players into the respective fields.

3. A game apparatus comprising a base, a plurality of fields disposed on said base around and extending from said common center, a plurality of substantially vertical partitions converging and extending to said common center and separating each pair of adjacent fields, each of said partitions having an opening adjacent said common center, means for limiting the vertical dimensions of said opening, said limiting means consisting of portions of said partitions extending from said base up to a predetermined height, and a tethered ball secured to said common center and adapted to be thrown by the players into the respective fields.

4. A game apparatus comprising a base, a plurality of fields disposed on said base around and extending from said common center, a plurality of substantially vertical partitions converging and extending to said common center and separating each pair of adjacent fields, each of said partitions having an opening adjacent said common center, means for limiting the vertical dimensions of said opening, said limiting means consisting at least partly of portions of said partitions disposed above said opening, and a tethered ball secured to said common center and adapted to be thrown by the players into the respective fields.

5. A game apparatus comprising a base, a plurality of fields disposed on said base around and extending from said common center, a plurality of substantially vertical partitions converging and extending to said common center and separating each pair of adjacent fields, each of said partitions having an opening adjacent said common center, means for limiting the vertical dimensions of said opening, said limiting means consisting of a single bar, and a tethered ball secured to said common center and adapted to be thrown by the players into the respective fields.

6. A game apparatus comprising a base, a plurality of fields disposed on said base around and extending from said common center, a plurality of substantially vertical partitions converging and extending to said common center and separating each pair of adjacent fields, each of said partitions having an opening adjacent said common center, means for limiting the vertical dimensions of said opening, said limiting means being disposed at predetermined angles to one another in order to provide openings of substantially arch shape, and a tethered ball secured to said common center and adapted to be thrown by the players into the respective fields.

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