

Jan. 29, 1935.

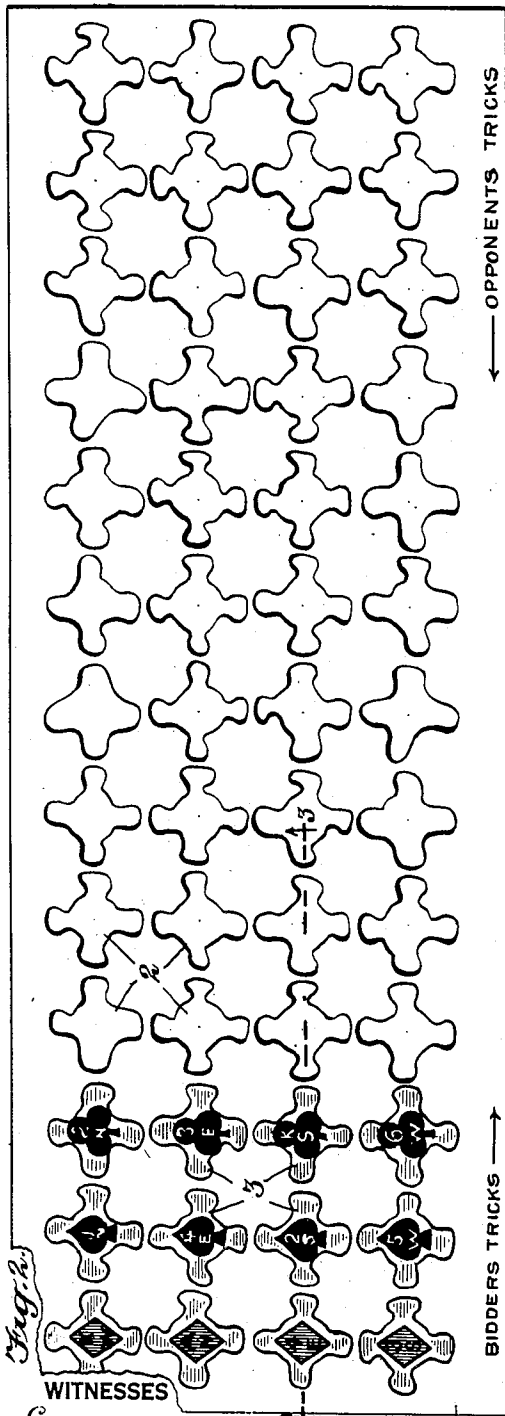
J. LIPSCHITZ ET AL

1,989,599

GAME APPARATUS

Filed Sept. 2, 1933

2 Sheets-Sheet 2



Geo. W. Taylor
W. O. Foster



Fig. 5.



Fig. 3.

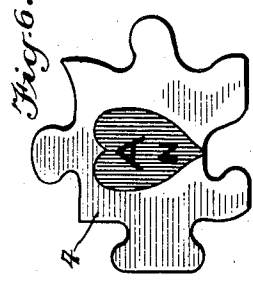


Fig. 6.

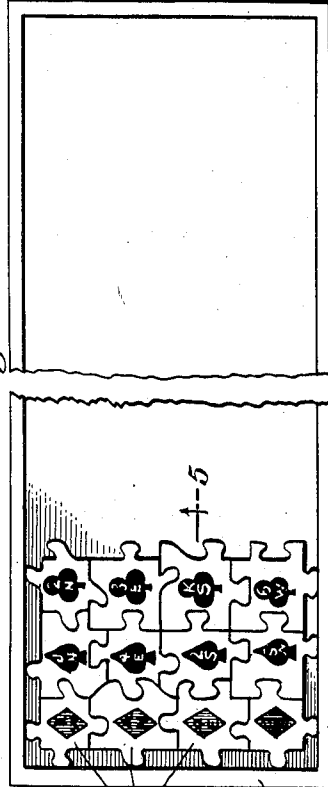


Fig. 4.

INVENTORS
Joseph Lipshitz
Budde Shiffenhaus
BY
Mum, Anderson, Stanley, Foster & Co.
ATTORNEYS

Jan. 29, 1935.

J. LIPSCHITZ ET AL

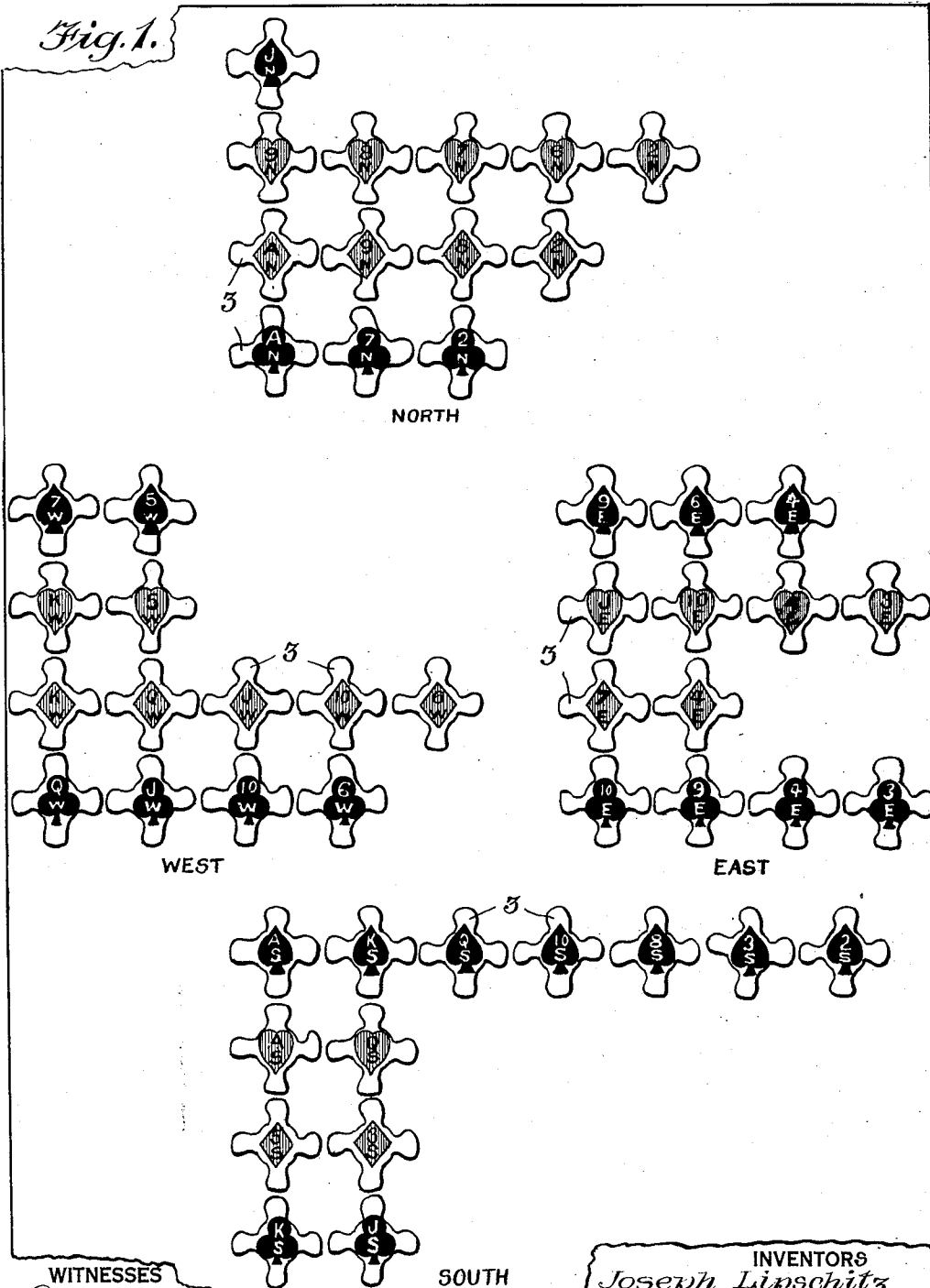
1,989,599

GAME APPARATUS

Filed Sept. 2, 1933

2 Sheets-Sheet 1

Fig. 1.



WITNESSES

George Taylor
J. W. Foster

SOUTH

INVENTORS

Joseph Lipschitz
Budde Schifffenhaus

BY

Mumm, Anderson, Stanley, Foster, & Co.
ATTORNEYS

UNITED STATES PATENT OFFICE

1,989,599

GAME APPARATUS

Joseph Lipschitz and Budde Schiftenhaus,
Newark, N. J.

Application September 2, 1933, Serial No. 687,994

1 Claim. (Cl. 273-151)

This invention relates to game apparatus and more particularly to apparatus which enables and insures the proper play in the game of bridge so that a problem in bridge can be worked out exactly as it should be worked out for the most perfect play.

Bridge problems are published and the play of experts with particular hands are explained, but it is difficult, particularly for the novice, to understand the play of the hands without some visual means. Furthermore, a novice can never be sure that he has played the hands exactly as the experts have played them. With our improved apparatus, it is impossible for even a novice to incorrectly play the hands, because the game pieces representing cards can be arranged only in the proper order of tricks.

An object, therefore, of the invention is to provide an apparatus which includes game pieces representing cards, and a proper field or support therefor in which the cards can only be arranged in tricks of four cards each in the proper manner in which these cards should be played for best results.

The apparatus, therefore, is not only entertaining to all bridge players, but it is instructive to beginners and readily lends itself to entertainment of all classes in working out bridge problems with the assurance that when the effort is ended the problem is properly solved.

With these and other objects in view, the invention consists in certain novel features of construction and combinations and arrangements of parts, all of which will be more fully hereinafter described and pointed out in the claim.

In the accompanying drawings—

Figure 1 is a plan view illustrating the layout of game pieces or cards in the respective hands at the beginning of the problem;

Fig. 2 is a plan view of the game board or field with certain of the game pieces or cards in position therein;

Fig. 3 is a fragmentary view in section on the line 3-3 of Fig. 2;

Fig. 4 is a broken plan view illustrating a modification;

Fig. 5 is a view in section on the line 5-5 of Fig. 4;

Fig. 6 is an enlarged view of one of the game pieces or cards shown in Fig. 4.

Our improved apparatus comprises a board or field 1 having openings 2 therein for the accommodation of game pieces or cards 3. It is to be understood that while the openings 3 have somewhat the same contour, no two openings are of

exactly the same shape. The game pieces or cards 3 also have the same general contour or shape, but no two game pieces are of exactly the same shape. There is provided a game piece or card for each opening and the player will know by reason of the fact that the game piece or card will exactly fit in the proper opening, that his position or play of the game is correct.

Fig. 1 illustrates the layout of the cards or game pieces in accordance with the hands of the game of bridge under the usual captions, "north", "south", "east" and "west", and from this layout twelve game pieces or cards have been removed and placed in the proper openings in the board or field 1, to illustrate or carry out the first three tricks in the playing of the game or the working of the puzzle or problem. Specifically, in the particular instance illustrated, "south" would obviously be the bidder and could well bid a grand slam in spades. This simple problem is for illustration, as in most cases the cards would be more evenly distributed and a more difficult problem would be presented, but the simpler problem facilitates the description.

After the cards or game pieces are properly disposed as illustrated, "south" being the bidder, "west" must necessarily lead. As shown in Fig. 2, the proper lead for "west" is the king of diamonds, and the player may be sure that this is the proper lead if he places the king of diamonds in the first opening in the top row and it exactly fits therein. He then plays a card from the "north" hand, which is the ace of diamonds, and then the four of diamonds from the east hand, and the three of diamonds from the south hand. As "north" takes the trick, it is "north's" lead, and he leads the jack of spades, and finding a proper fit within the opening, he is assured that this is the proper lead. This operation is carried out until all of the game pieces or cards are played and when they have been played and properly placed in their respective openings, the player is assured of having played the hand in exactly the manner in which the play was made by the expert presenting the problem.

It is, of course, to be understood that these game pieces or cards may be of any desired shape for carrying out the idea that no two shapes are exactly alike, and they may, of course, contain any suitable indicia. We have illustrated these game pieces or cards as having pictures thereon representing spades, hearts, diamonds and clubs, respectively, with numerals and letters indicating the cards in a deck of cards, and also containing the letters "N", "E", "S" and "W", which as-

sists the player in laying out the cards in the hands of "north", "east", "south" and "west", respectively. These particular captions and illustrations, of course, can be varied without departing from the invention, as it is only necessary that these cards or game pieces may indicate and represent cards of an ordinary deck of playing cards.

In the modification illustrated in Figs. 4, 5 and 6 of the drawings, the game pieces 4 fit together as distinguished from fitting in openings in a field or board; that is to say, these game pieces 4 while they have somewhat similar shape are all differently shaped but interlock, and they may be supported in a suitable tray 5 and may carry any arrangement of illustration and caption to indicate and define cards of an ordinary deck of playing cards. With this modification, the play is carried out in exactly the same manner as that described in connection with the preferred form.

To make the game easier, one end of the board or field 1 may contain the caption "bidder's tricks" and the other end of the field may contain the caption "opponent's tricks", and to make it still easier, the different tricks might be numbered.

It is to be understood that in arranging the groupings, they must be arranged so as to repre-

sent tricks, and while a preferable arrangement is that illustrated whereby thirteen rows of four spaces each are provided, other groupings might readily be made, which would indicate thirteen tricks of four cards each.

While we have illustrated what we believe to be the preferred embodiments of the invention, it is obvious that various changes might be made in the general form and arrangement of parts without departing from the invention, and hence we do not limit ourselves to the precise details set forth but consider ourselves at liberty to make such changes and alterations as fairly fall within the spirit and scope of the claim.

What we claim is:

An apparatus for solving problems in the game of bridge, including a field having thirteen columns of four openings each, all of the openings being of the same general character and size but no two openings of the same identical shape, fifty-two game pieces representing the cards in a deck of cards conforming exactly in shape to the shape of the respective openings, and adapted to fit in said openings and be positioned in the columns in regular sequence in the precise manner that tricks are played in the game of bridge.

JOSEPH LIPSCHITZ,
BUDDE SCHIFFENHAUS.