

C. M. MUMFORD.
GAME APPARATUS.
APPLICATION FILED JAN. 9, 1903.

NO MODEL.

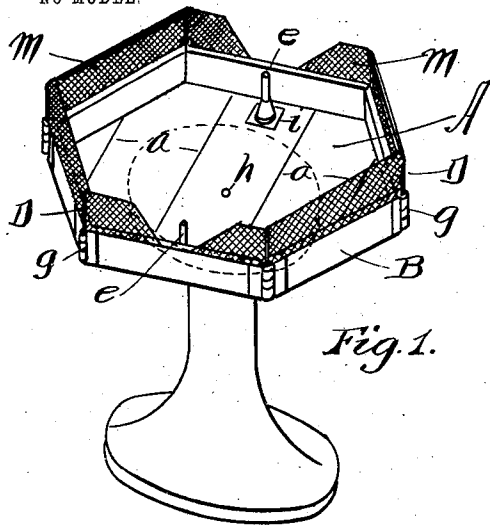


Fig. 1.

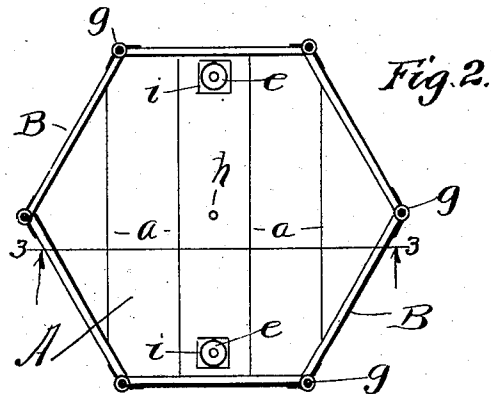


Fig. 2.

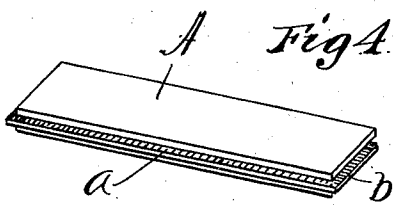


Fig. 4.

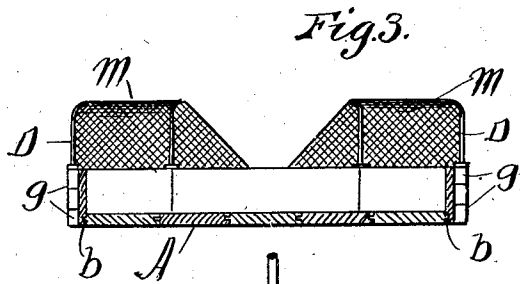


Fig. 3.

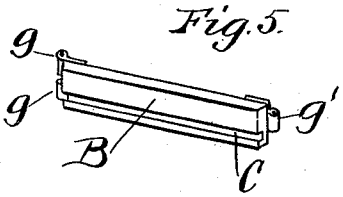


Fig. 5.

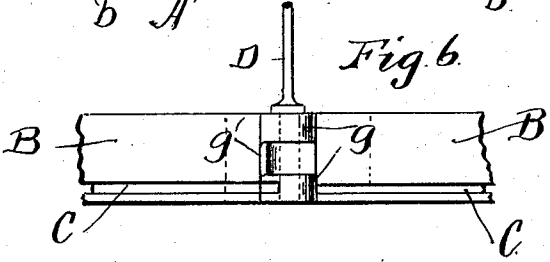


Fig. 6.

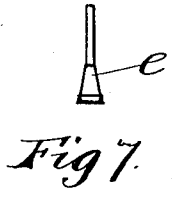


Fig. 7.

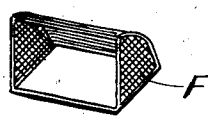


Fig. 8.



Fig. 9.



Fig. 10.

Witnesses

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CHARLES M. MUMFORD, OF PROVIDENCE, RHODE ISLAND.

GAME APPARATUS.

SPECIFICATION forming part of Letters Patent No. 735,995, dated August 11, 1903.

Application filed January 9, 1903. Serial No. 138,351. (No model.)

To all whom it may concern:

Be it known that I, CHARLES M. MUMFORD, a resident of Providence, in the county of Providence and State of Rhode Island, have
5 invented certain new and useful Improvements in Game Apparatus; and I do hereby declare that the following is a full, clear, and exact description thereof, reference being had to the accompanying drawings, and to the let-
10 ters of reference marked thereon, which form a part of this specification.

This invention relates to apparatus for playing games, and has for its object to make a simple and practical device collapsible
15 and portable in construction which may be used for playing intensely interesting and entertaining games, which are hereinafter fully explained in this specification and illustrated in the accompanying drawings.

20 Figure 1 is a perspective view illustrating the playing-board placed on a table with the playing-pins in position on the board; Fig. 2, a plan view of the board. Fig. 3 is a sectional elevation on line 3 3 of Fig. 2. Fig. 4
25 is a perspective view of one of the base-boards, showing the retaining-tongue on the end thereof. Fig. 5 is a perspective view of one of the side boards, showing the groove across its inner face. Fig. 6 is an enlarged view of
30 a portion of two side boards, illustrating my method of locking the ends together, also showing one of the extension-pins for holding the net. Fig. 7 represents one of the cone-shaped pins used in playing one of the
35 games on the board. Fig. 8 represents one of the cages used in another game played on the board. Fig. 9 is one of the sticks or clubs used in the games. Fig. 10 is the playing-ball used in the games.

40 In the construction of my playing-board, A is the base-board, with a plurality of faces around its edge, preferably six. This base-board may be constructed of a number of pieces of light material grooved and tongued
45 together at *a a*, so it can be easily taken apart and put into a small space for stowing away or transportation. An enlarged view of one of the base-boards illustrated in Fig. 4 shows the retaining-tongue *b*, which runs around
50 the outside edge of the base-board, projecting outwardly from each face and is for the purpose of entering a corresponding groove

in each of the side boards B for the purpose of supporting and holding them in position on the base-board. Each of these side
55 boards B has interlocking ears *g* and *g'* on its ends through which the locking-pins D are inserted to hold said boards in place. To facilitate the assembling of the playing-board all of the parts will be numbered or suitably
60 marked. The base-board will be put together on the floor or table, the tongues in one piece entering the groove in the next corresponding piece. Each of the side boards B is
65 placed on the tongues *b*, projecting from the sides around the base-board A, and then the locking-pin D is inserted into the holes through the ears *g g* in each joint, thereby securely fastening the base-boards together and
70 all of the side boards firmly in place around the edge of the base-board, forming a shallow box or tray. The locking-pins D may be extended above the sides (see Figs. 1 and 3)
75 and curved at their upper ends to allow a net to be stretched around the board to prevent the ball from bounding off of the table. At *i i* are spots on the base-board denoting the position in which to place the playing-pins *e e* or the cages F.

G is a short club or stick preferably flattened and projecting outwardly at its lower end.

H is a small ball, preferably made of solid rubber, so it will rebound from the rigid sides of the board against which it comes forcibly in
85 contact.

The game is designed for two people to play, although four may play by having two on each side.

To play the game in which the pins *e e* are
90 used, the board should be placed on a low rigid table, (see Fig. 1,) high enough to allow the knees of the players to go under. Two players are seated at the table in chairs directly opposite the spots *i i* on each side of
95 the board. Neither player must leave this seat during the game. A pin is placed on the spot in front of each, the main object of the game being to knock your opponent's pin down and keep your own standing. Each time
100 you accomplish this it counts you one. If he accidentally knocks his own down, either with the ball, his stick, or hand, it also counts you one. To start the game, the ball H is

placed on the spot *h* in the center of the board. The players strike the board simultaneously with the ends of their sticks on each side of the ball, and strike their sticks together over the ball, repeating this three times. As soon as they have struck their sticks together the third time over the ball the ball is considered in play, the object being to strike it as soon thereafter as possible.

10 If either of the players hit the ball before they have brought their sticks together for the third time it is a foul and counts against him. Three fouls take away one point. It is also a foul if one player knocks his opponent's pin down with his stick or by joggling the table or board. As soon as the ball is in play the point is to knock your opponent's pin down, either by direct shots or by any combination of carom-shots which can be made on the sides of the board. It can readily be seen that these combinations are numerous on account of the shape of the board. All the time that you are trying to knock your opponent's pin down you must also be carefully guarding your own. Whenever a point has been scored or a pin knocked down the ball must be put in play again the same as at the beginning of the game. If during the game the ball is sent over the sides of the board onto the floor, the one who knocked it over must let his opponent have it to set in play again. The one who scores ten points first is the winner. If at any time the pin of either player gets moved off of its spot without being knocked down it must be left where it stops until one of the players shall have scored a point, and then it must be placed back on the spot as at first. As soon as a pin is knocked down the ball is out of play, counting only for the one down first, even if the second pin should subsequently fall by the same stroke.

The second game, using the cages, is played with exactly the same rules which govern

that with the pins, with the exception that the cages are used instead of pins and that the ball must be put into and made to stay in these cages.

These games are for a parlor and as described above are exceedingly interesting and entertaining. The apparatus is very simple and may be put in a very compact form when the board is taken apart.

Having thus described my invention, what I claim as new, and desire to secure by Letters Patent, is—

1. An improved game-board, comprising a sectional bottom and sides, removable pins adapted to lock the sections of said sides around said bottom, said pins having upper extensions, and a net stretched around the extensions of said pins, as set forth.

2. An improved game-board comprising a sectional bottom, side pieces having grooves adapted to receive the outer edges of said bottom, removable pins adapted to unite the adjoining ends of said side pieces, said pins having upper extensions, and a net stretched around the extensions of said pins, as set forth.

3. An improved game-board comprising a sectional bottom formed of tongue-and-grooved strips, the outer edge of said bottom being provided with a continuous tongue, side pieces having grooves arranged to receive said continuous tongue, said side pieces having their ends provided with perforated coinciding ears, pins passed through said ears whereby said side pieces are locked in position around said bottom and the sections of the latter held in their relative positions, said pins having upper extensions, and a net stretched around said extensions, as set forth.

In testimony whereof I have hereunto set my hand this 5th day of January, A. D. 1903.

CHARLES M. MUMFORD.

In presence of—

HOWARD E. BARLOW,
CHAS. P. DAY.