

July 7, 1925.

1,544,591

J. P. MURRAY

RACING GAME

Filed Oct. 27, 1924

2 Sheets-Sheet 1

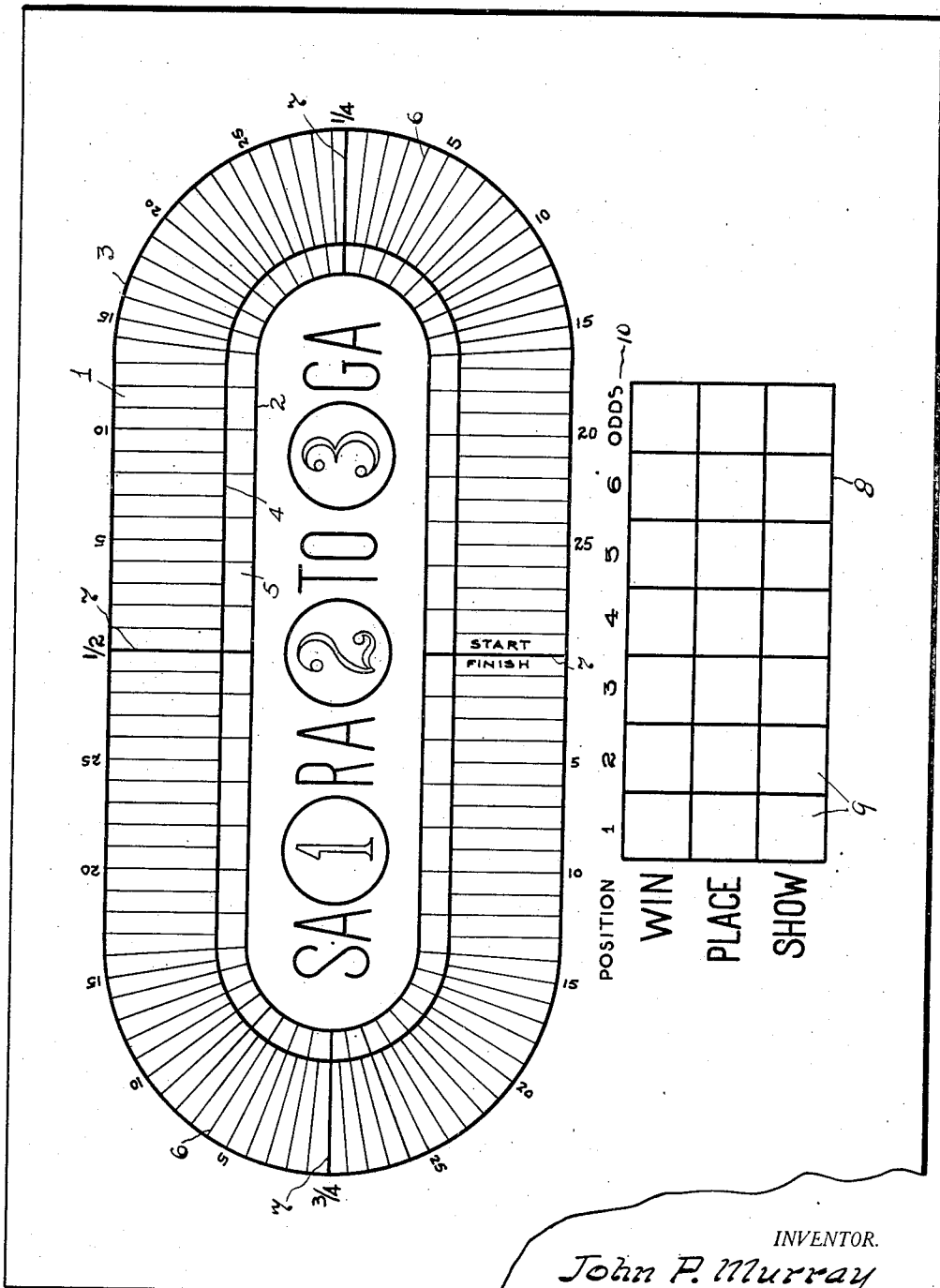


Fig. 1.

INVENTOR.
John F. Murray
BY
Fay, Oberlin & Fay
ATTORNEYS.

July 7, 1925.

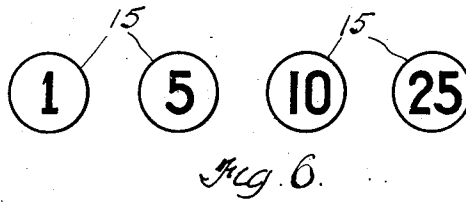
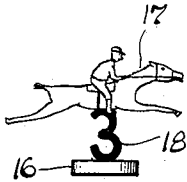
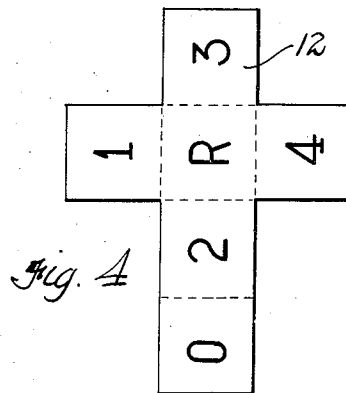
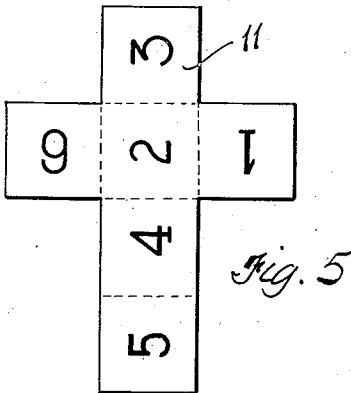
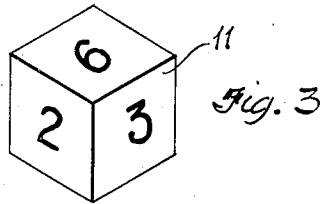
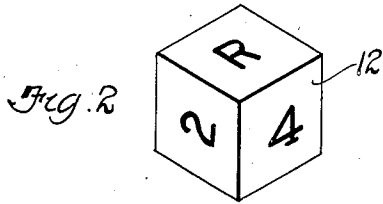
1,544,591

J. P. MURRAY

RACING GAME

Filed Oct. 27, 1924

2 Sheets-Sheet 2



INVENTOR.
John P. Murray.
BY
Fay, Oberlin & Fay
ATTORNEYS

Patented July 7, 1925.

1,544,591

UNITED STATES PATENT OFFICE.

JOHN P. MURRAY, OF CLEVELAND, OHIO.

RACING GAME.

Application filed October 27, 1924. Serial No. 745,955.

To all whom it may concern:

Be it known that I, JOHN P. MURRAY, a citizen of the United States, and a resident of Cleveland, county of Cuyahoga, and State of Ohio, have invented a new and useful Improvement in Racing Games, of which the following is a specification, the principle of the invention being herein explained and the best mode in which I have contemplated applying that principle so as to distinguish it from other inventions.

This invention, as has been indicated, relates to a racing game. The invention is illustrated as applied to a horse race but obviously the features of other contests, such as auto races, may be included. More particularly it comprises a game wherein a number of game pieces representing horses are progressively advanced about a base presenting a flat surface, such as a game board, having an oval diagram representing a race track. By means of an indicator, such as a pair of dice, a spinning wheel, or the like, the distance to which any particular horse is to advance along the track is determined. Provision is also made for the determination of the purses to be awarded to the horses in the order of their passing the finishing line, this being accomplished through the imposing of penalties upon all except the leader, as the first of a group of horses in a race passes each of the quarter posts making the one-quarter, one-half and three-quarter stretches as well as the finish line. The game also provides for allowing one horse to take the rail and advancing said horse in such favorable position at a greater pace than the other horses. Provision is also made for selecting any particular horse to finish in the first, second or third position by laying a certain number of counters in the appropriate space of the frame provided adjacent the outline of the race course, said counters to be forfeited or returned in increased amount in accordance with a predetermined scale of rewards and the position of the particular horse designated, at the finish of the race.

The principal object of the present invention is to provide an improved game device in which the interest of the participants will be sustained throughout the entire period of play. Another object is to provide a game which will in many respects closely approach the actual conditions of a horse

race wherein the horse having the rail usually has a decided advantage over the remaining horses on the track and providing for the placing of the respective horses on or away from the rail according to the showing upon an indicating means. Another object is to maintain the interest in the race throughout each of the four quarter stretches of the track by providing penalties for the horses crossing the quarter marks after the leading horse, as heretofore explained, the penalties being accumulated as purses to be awarded the leading horses at the finish of the race. Other objects of the invention will appear in the course of the following description. To the accomplishment of the foregoing and related ends, said invention, then, consists of the means hereinafter fully described and particularly pointed out in the claims.

The annexed drawings and the following description set forth in detail certain structure embodying the invention, such disclosed means constituting, however, but one of various structural forms in which the principle of the invention may be used.

In said annexed drawings:—

Fig. 1 is a plan view showing the base of sheet material and the layout of a race course, the penalty areas and the frame for the indication of the selection of the leading horses; Figs. 2 and 3 are perspective views of a pair of dice which may be utilized as the indicating means for determining the progress of the horses; Figs. 4 and 5 are developed views, respectively, of the dice shown in Figs. 2 and 3; Fig. 6 shows a plurality of counters of different denominations used in playing the game; and Fig. 7 is a side elevation of one of the game pieces used in playing the game.

As is shown in Fig. 1, the sheet material is provided across one side with the outline of a race course 1, the margins of which are defined by an inner line 2 corresponding to the inner rail of the track and an outer line 3 corresponding to the outer rail of the track, and wherein an intermediate line 4 is spaced from the inner line 2 and serves to define a path 5 along the rail of the race course. The space between the intermediate line 4 and the outer rail is provided with a series of transverse subdivisions 6 which at each quarter section of the race course are distinguished by means of a line of heavier

character 7 and at the central nearer portion of the track the spaces adjacent said line carry the words "Start" and "Finish." The first quarter subdivision of the track in a counter clockwise direction is marked "1/4," the second "1/2" and the third "3/4" in accordance with standard race course practice.

In the space between the intermediate line 4 and the inner rail the transverse subdivisions are, as indicated, of one-half the width of those against the rail and by measuring such subdivisions upon the outer rail the progress of the horses about the turns is apparently retarded, as is usually the case in actual racing.

As is clearly shown in Fig. 1, I preferably provide upon the sheet material adjacent the start and finish line of the race course in spaced relation to the outline of the track a checkerboard outline or frame 8 comprising vertical rows of spaces 9 designated by the numbers or other distinctive markings of the horses entering the race and having successive horizontal rows marked "Win", "Place" and "Show". The odds to be paid as a reward in the event that a player succeeds in selecting a winning horse are indicated in a vertical column 10 at the extreme right hand side of said frame.

Any conventional type of indicating device, such as a pair of dice or a spinning indicator, may be used to determine the degree of advancement to be accorded each game piece in rotation. It is desirable, however, that such indicating device provide for one or more spaces marked "R" which gives the player securing said indication the right to move his horse to the rail. It has been found advantageous to use a pair of dice as the indicating means, such dice being preferably marked as shown in Figs 2 to 5, inclusive. It will be noted that the die 11, shown in Figs. 3 and 5, is marked in the conventional fashion, excepting that numerals are used in place of odds. The other die 12, shown in Figs. 2 and 4, is marked on its side faces with the numerals "1", "2", "3", "4", and upon the top and bottom faces, respectively, with the letters "R" and "O", the letter "R" indicating that the player is entitled to place his horse upon the rail, and the letter "O", representing a blank and neither adding to nor detracting from the points shown upon the companion die.

In Fig. 6 a series of counters 15 are disclosed, the denominations shown being found most satisfactory for paying the penalties and rewards which are involved in the carrying out of the game. The game piece shown in Fig. 7 preferably comprises a weighted base 16 having mounted thereon a miniature horse and jockey 17 supported upon a pedestal 18 shaped as a numeral, the one shown being the Fig. "3". If desired a

duplicate series of horses may be provided so that a player may choose a horse of a certain type with the jockey wearing the owner's colors of the desired shade.

Various methods of playing the game may be adopted, but it has been found desirable to approach the conditions of actual outdoor horse-racing as closely as possible. Each player casts the dice to determine who shall start the race, the higher number choosing a horse numbered 1, and immediately casting the dice to determine the number of spaces he may advance his horse and whether it shall be along the rail or on the main portion of the track. Each of the participants, then, proceeds similarly in rotation.

Should anyone throw a die having the letter "R" face up, they start their piece upon the inner trackway known as the "rail". The pathway along the rail, as has been stated, has spaces twice as large as those on the main trackway, and accordingly as the dice are cast or the indicator spun the horse having the rail will travel faster than those on the main portion of the track. The rail horse is displaced as soon as one of the other players throws a die having an "R" upturned.

The track is numbered backwardly toward the start from each quarter section of the course, as has been heretofore described, and when the leading horse reaches or passes the first quarter the players having the horses behind the leader are required to pay a penalty into one of the three penalty areas shown in the center of the race course according to the position of the horse. If his horse is in any of the spaces from 1 to 15 the player pays a forfeit equal to the number of the space his horse occupies, into the penalty area marked "1". If his horse is in any of the spaces from 16 to 25, he pays his penalty below 15 into the circle marked "1", and above 15 into the circle marked "2", and if his horse is in any of the spaces marked from 26 to 30 he pays his penalty below 15 into the circle marked "1"; between 15 and 25 into the circle marked "2", and above 25 into the circle marked "3". No penalties above 30 are provided for.

When the leading horse passes the second quarter of the course marked "1/2" penalties are paid into the three penalty areas as when the horses were at the first quarter, and likewise penalties are paid in a similar manner when the leading horse passes the third quarter marked "3/4". As soon as the leading horse passes the finish line, penalties are required of the players in charge of the other horses in like manner as at the other quarter marks, and the amount accumulated in penalty area "1" is paid at once to the winner. The remaining horses are continued in the race until the second and third

horses cross the finish line when the amounts accumulated in penalty areas "2" and "3" are paid to them, respectively.

The checkerboard or framed outline shown spaced from the race course permits any player or spectator of the race to select any horse to come in first, second or third, by placing a number of counters in the appropriate square of the vertical column headed by the horse's number. The amount of reward to be paid to the winners is indicated in the vertical column headed "Odds" at the right hand side of the frame, and the scorekeeper pays such rewards to the winners and receives in turn all counters placed in the frame on horses not finishing in any of the positions selected. If six players are engaged in the game those selecting the winning horse may receive 5 to 1, the second horse 3 to 1, and the third horse an amount equal to the counters placed upon the board indicating such selection.

If any player or spectator desires to select any particular horse to reach one of the intermediate quarter marks ahead of the other contestants, such selection may be indicated by setting the counters in some special position in the appropriate subdivision of the checkerboard outline, or additional framed outlines or subdivisions of the main outline may be provided.

Other modes of applying the principle of my invention may be employed instead of the one explained, change being made as regards the structure herein disclosed, provided the means stated by any of the following claims or the equivalent of such stated means be employed.

I therefore particularly point out and distinctly claim as my invention:—

1. A racing game comprising a series of adjacent spaces forming a race course, a path provided at one side of said race course wherein the spaces are of greater width than the spaces across the remainder of the course, and indicating means carrying a designation showing when a game piece may be placed in said path, as well as designations showing the degree of movement along said race course of an individual game piece.

2. A racing game comprising a series of adjacent spaces forming a race course, a path provided at one side of said race course wherein the spaces are of greater width than the spaces across the remainder of the course, and an intermediate mark on said course at which penalties are assessed against certain of the game pieces according to their position behind said mark when the leading game piece has passed said mark.

3. A racing game comprising a series of adjacent spaces forming a race course, a path provided at one side of said race course wherein the spaces are of greater

width than the spaces across the remainder of the course, an intermediate mark on said course at which penalties are assessed against certain of the game pieces according to their position behind said mark when the leading game piece has passed said mark, and an area designated to receive said penalties until the same are awarded to the game piece first crossing the finish line of said course.

4. A racing game comprising a series of adjacent spaces forming a race course, a path provided at one side of said race course wherein the spaces are of greater width than the spaces across the remainder of the course, indicating means carrying a designation showing when a game piece shall have the exclusive right to said path, as well as other designations showing the degree of movement along said race course of an individual game piece, an intermediate mark on said course at which penalties are assessed against certain of the game pieces according to their position behind said mark when the leading game piece has passed said mark, and an area designated to receive penalties determined by the position of the game pieces upon said course at said intermediate mark, said penalties to be awarded to the game piece first crossing the finish line of said course.

5. A racing game comprising a series of adjacent spaces forming a race course, a path provided at one side of said race course wherein the spaces are of greater width than the spaces across the remainder of the course, and a plurality of intermediate marks upon said course at which penalties are assessed against certain of the game pieces according to their position behind said respective marks when the leading game piece has passed said marks, successively.

6. A racing game comprising a series of adjacent spaces forming a race course, a plurality of intermediate marks upon said course at which penalties are assessed against certain of the game pieces according to their position behind said respective marks when the leading game piece has passed said marks, successively, and a plurality of individual areas designated to receive penalties determined by the position of the game pieces upon said course at said intermediate marks and at the finish line, said penalties to be awarded to the game pieces crossing the finish line in the first, second and third positions.

7. A racing game comprising a series of adjacent spaces forming a race course, a path provided at one side of said race course wherein the spaces are of greater width than the spaces across the remainder of the course, indicating means carrying a designation showing when a game piece shall be placed in said path, as well as other desig-

70

75

80

85

90

95

100

105

110

115

120

125

130

nations showing the degree of movement along said race course of an individual game piece, a plurality of intermediate marks upon said course at which penalties are assessed against certain of the game pieces according to their position behind said respective marks when the leading game piece has passed said marks, successively, and a plurality of individual areas designated to receive penalties determined by the position of the game pieces upon said course at said intermediate marks and at the finish line, said penalties to be awarded to the game pieces crossing the finish line in the first, second and third positions.

8. A game comprising a base presenting a flat surface, an oval outline of a race course provided thereon, a plurality of game pieces, individually distinguished from each other, adapted to be moved progressively about said race course, means for successively indicating the degree of movement for said respective pieces, and a plurality of spaces outlined within said race course to receive penalties assessed against any of said game pieces at predetermined intervals during the course of their progress about said race course.

9. A game apparatus comprising a base presenting a flat surface, an oval outline of a race course provided thereon, a plurality of game pieces, individually distinguished from each other, adapted to be moved progressively about said race course, means for successively indicating the degree of movement for said respective pieces, a plurality of spaces outlined within said race course to receive penalties assessed against any of said game pieces at predetermined intervals during the course of their progress about said race course, and a framed outline providing a plurality of spaces appropriately designated for each of the contending game pieces wherein may be deposited counters indicating a choice as to the position of any game piece at the time of the finish of the race.

10. A racing game comprising a series of

adjacent spaces forming a race course, a path provided at one side of said race course wherein the spaces are of greater width than the spaces across the remainder of the course, indicating means carrying a designation showing when a game piece may be placed in said path, as well as designations showing the degree of movement along said race course of an individual game piece.

11. A game apparatus comprising a base presenting a flat surface, an oval outline of a race course provided thereon, said race course being defined by marginal lines indicating the inner and outer rails, and an intermediate line spaced from the inner rail the width of a single game piece providing a rail path, indicating means provided with marks showing when a game piece may take the rail path, and the degree of movement about said race course, a plurality of transverse subdivisions formed across said race course throughout its length with the subdivisions between the intermediate line and the inner rail being formed of greater width than the width of the transverse subdivisions throughout the body of said course, distinctive marks at the start and finish, and at each quarter section of said course, marginal indications showing the serial position of certain of said spaces as measured from the adjacent quarter section marks of said track in a direction toward the start, and a plurality of spaces outlined on said flat surface to receive penalty counters when the game pieces are in a certain relation to each of said respective quarter section marks and the finish line.

12. A die for a racing game having one face distinctively marked to designate a particular game piece for the rail path about a race course and having other faces bearing numerical indications to determine degrees of movement for game pieces about said race course.

Signed by me, this 22nd day of October, 1924.

JOHN P. MURRAY.