

May 18, 1937.

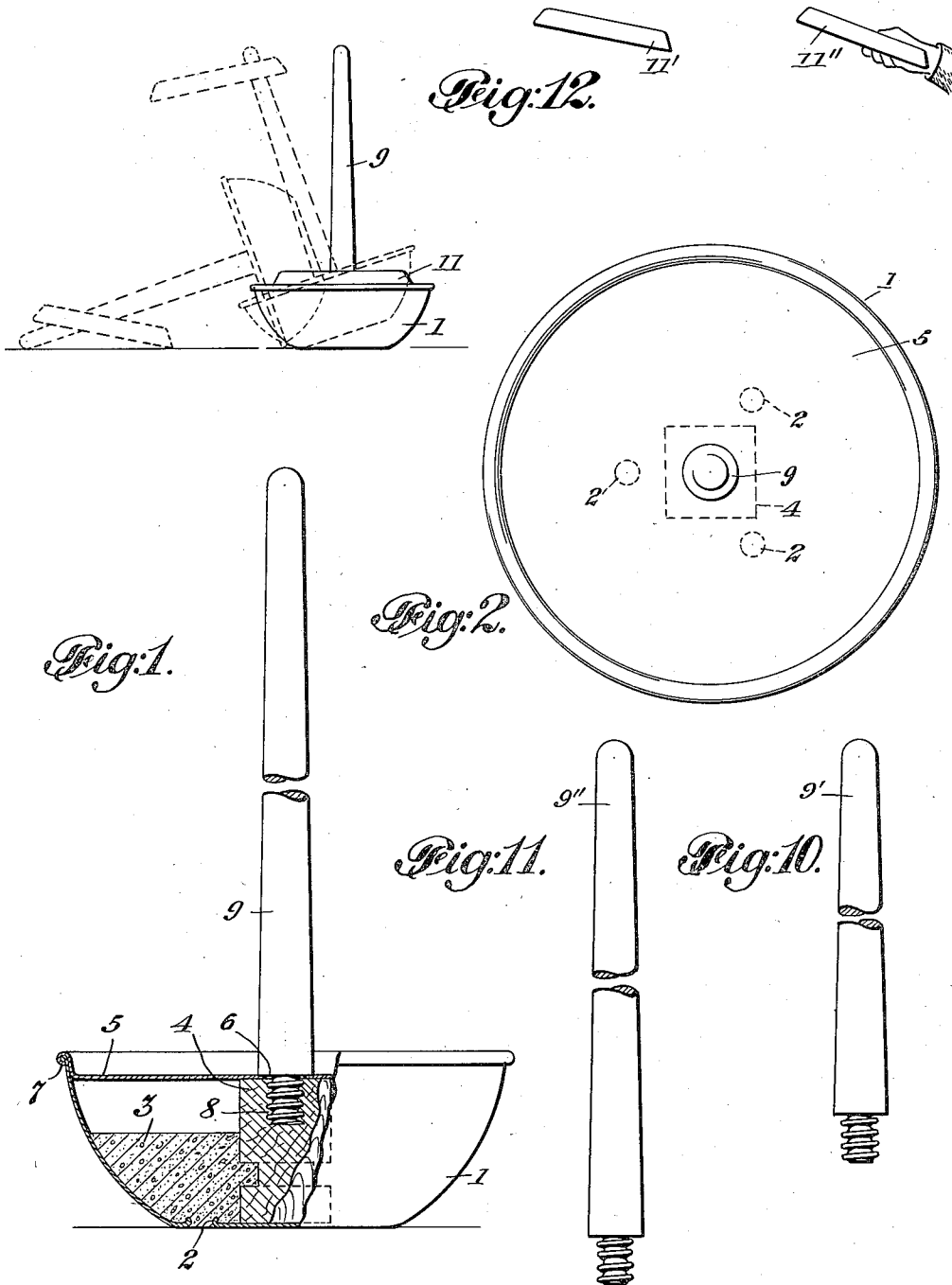
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2,080,489

GAME

Filed Aug. 7, 1933

2 Sheets-Sheet 1



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2 Sheets-Sheet 2

Fig. 3.

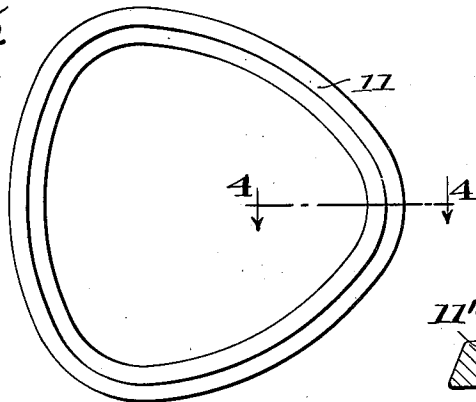


Fig. 5.



Fig. 6.



Fig. 4.

Fig. 7.

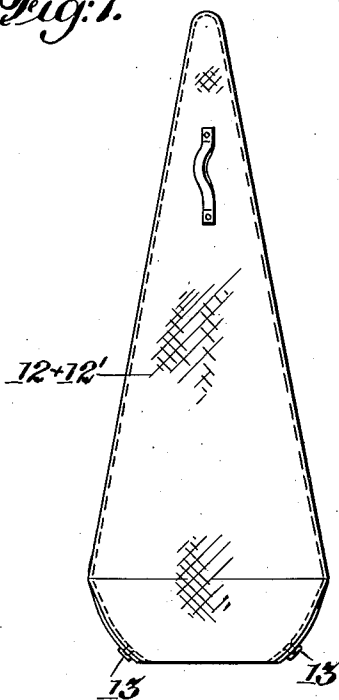


Fig. 8.

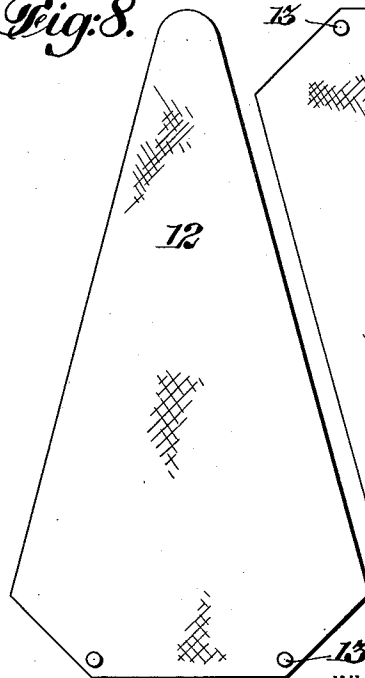
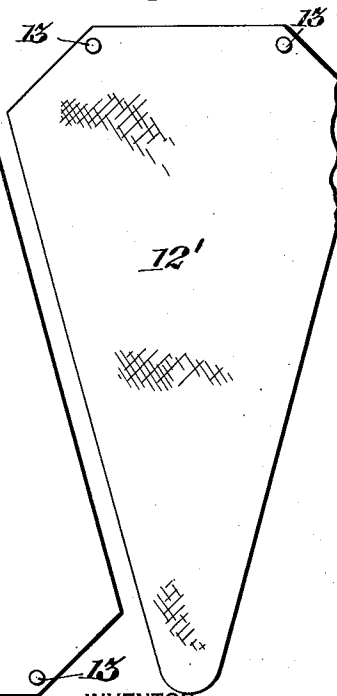


Fig. 9.



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GAME

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Application August 7, 1933, Serial No. 684,044

3 Claims. (Cl. 273-100)

This invention relates to a game.

For the greatest interest a game should combine skill and chance and yet be simple enough for everyone to understand.

The object of this game is to provide an element of chance mixed with an opportunity to develop skill to provide entertainment both indoors and outdoors.

Referring to the drawings:

Figure 1 is a view in elevation partly in section of a standard embodying the principles of my invention.

Figure 2 is a plan view of Figure 1.

Figure 3 is a plan view of a triangle.

Figure 4 is a view in side elevation partly shown in section of a triangle.

Figure 5 is a partial view of the black triangle.

Figure 6 is a partial view of the green triangle.

Figure 7 is a view in elevation of the carrying and storage bag.

Figures 8 and 9 are views in elevation of the parts forming the bag.

Figure 10 is a view of the small pin in elevation.

Figure 11 is a view of the medium sized pin in elevation.

Figure 12 is a view showing the playing of the game and the effect in dotted lines of striking the top of the pin.

In carrying out my invention I provide three elements:

The first element is the standard or duck of particular construction as follows:

A metallic pot 1 has punchings 2 in the base thereof and is partially filled with cement 3 with a central wood block 4 embedded in the cement. A cover 5 with an opening 6 centrally thereof and tabs 7 is adapted to cover pot 1, the tabs 7 being crimped down over the edges or rim of pot 1. Wood block 4 has a threaded hole 8 in alignment with opening 6. The pin 9 has a threaded end 10 adapted to screw into hole 8 and the shoulder on pin 9 secures centrally the lid 5 onto block 4. The punchings 2 prevent the loosening and rotation of cement 3.

There are three sizes of pins 9, 9', 9'', all adapted for interchangeable fitting to the duck or pot 1.

The standard or duck is painted or otherwise colored with the three colors red, black, and green.

The second element is a ring-like body 11, formed preferably of rubber having three out-

wardly angled portions or bulges 11a forming a modified triangle and also having a similar cross section. In play, three of the ring-like bodies 11, 11', 11'' are employed, distinctively colored, for instance, red, black and green, respectively. The shape lends a greater rigidity and requires greater skill for throwing than a round ring.

The third element is the bag. Although not required for the actual playing of the game, it is as important to the game as the golf bag in golf. It permits of easy transportation and storage of the parts. It is preferably formed of two pieces of cloth 12, 12' or other material and is secured by snap fasteners, buttons or hookless fasteners 13 about the standard or duck 1 after the ring-like bodies 11, 11', 11'' have been placed about the pin 9.

The game is played as follows:

If for children an 8'' pin 9' is used and thrown from a taw 6 feet from pin 9'. The bodies 11, 11', 11'' must be thrown in sequence.

1st the red body or Ro
2nd the black body or Bo
3rd the green body or Go

The scoring is as follows:

Go=1; Bo=2; Ro=3
Ro, Go=4; Bo, Go=6; Ro, Bo=9
Ro, Bo, Go=27 full Robogo score

Each consecutive full Robogo score counts as follows:

1st—27 3rd—100 5th—200 7th—300
2nd—50 4th—150 6th—250 8th—350

The penalties are: For not throwing the right body in correct sequence 5 points. For forcing pin to lay flat called "deaduck".

1st deaduck—1 point
2nd deaduck—3 points
3rd deaduck—6 points

For the more advanced game a 16'' pin 9'' is used and the distance between the taw and the standard is 8 feet while for the most advanced game the pin 9 is 24'' high and the distance from the taw to the standard is 10 feet.

The standard is weighted so as to be quite sensitive when the higher pins are used. This requires actually dropping the bodies 11, 11', 11'' over the pin 9 or the standard will rock and either a body will fall off or the pin will tilt onto the floor causing a deaduck penalty. (See Figure 12.) As the weighted pot 1 remains the same by varying the height of the pin the pot 1 is more

readily tiltable with the higher pins and more skill is required. In other words, the bodies II, II', II'' are many times more difficult to cast over the highest pin than the lowest.

5 It will thus be seen that I have provided a game that can be played anywhere, that combines skill and chance, that is adapted to children and grown people, that is easily transported and stored and that is relatively inexpensive.

10 What I claim is:

1. A game element comprising a ring-like body having a plurality of outwardly bulging portions, and a flat base with upwardly converging sides, the edges of the base and sides being rounded to

facilitate handling of the element during play.

2. A game element comprising a ring-like body having a plurality of equidistantly spaced outwardly bulging portions, and a flat base with upwardly converging sides, the edges of the base and sides being rounded to facilitate handling of the element during play. 5

3. A game element comprising a resilient ring-like body having three spaced outwardly bulging portions, and a flat base with upwardly converging sides, the edges of the base and sides being rounded to facilitate handling of the element during play. 10

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