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GAME APPARATUS

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Fig. 1.

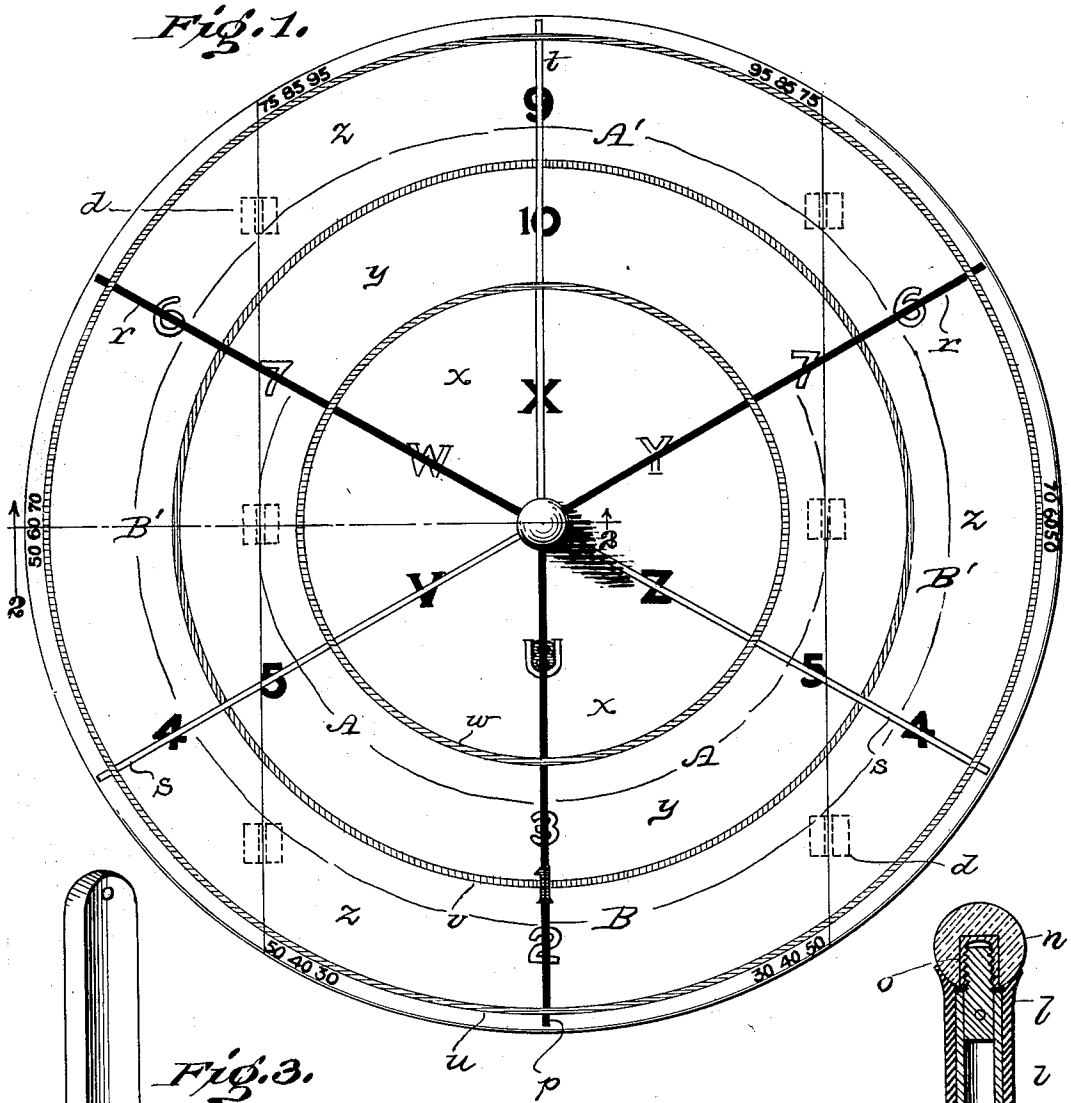


Fig. 3.

Fig. 2.

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GAME APPARATUS

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3 Claims. (Cl. 273—126)

This invention relates to improvements in game apparatus and particularly relates to improvements in game apparatus for use in playing a game somewhat resembling the game of quoits and which I call the game of Cro-quoi.

The object of the invention is to provide an improved game apparatus of this kind which is adapted for use in playing several indoor games somewhat resembling the game of quoits and which affords to the players an opportunity to seek either a peg score or a board score as may be individually desired.

Another object is to effect improvements in the arrangement of the board whereby it is provided with sectors, which sectors are subdivided into arcs all of which are of especial significance in the scoring.

Another object is to provide the board with additional sectors so that the use of the board is increased, that is to say, by providing the board with two rear sectors instead of one as heretofore and which rear sectors extend not only to the rear of the board but also reasonably forward on the sides thereof and by also increasing the point value of the said rear sectors so that the rear portion of the board, which players have heretofore been inclined to avoid, is made advantageous. Therefore, any part of the board (when board scores are desired) has its particular point value of interest to the players in developing a score.

Another specific object is to so improve the board that it greatly increases and prolongs the interest of the players in the game by enabling a double short set combination, or a short and full set combination, or a double full set combination to be possibly played, so that a player with a very low score, may, even after a game has been for some time in progress, make one of such combinations and thereby perhaps get a winning score.

With the above and other objects in view, the invention consists in the construction, combination and arrangement of devices hereinafter described and claimed.

In the accompanying drawing

Figure 1 is a plan of a game apparatus constructed and arranged in accordance with my invention.

Figure 2 is a transverse sectional view on a somewhat larger scale on the plane indicated by the line 2—2 of Figure 1.

Figure 3 is a detail perspective of an adjusting piece.

My improved game board *a* is circular, presents a plane upper surface, and in practice is four feet or thereabout in diameter and is made of wood or other suitable material. To enable the board to be folded and arranged in small compass for storage or transportation, I construct the board of a central member *b* and a pair of side members *c* which are secured to the central member by hinges *d* so that the member *c* may be folded under the member *b*. Any suitable number of hinges may be used. The board is also provided on the under side with a suitable number of supporting members *e* which are preferably made of rubber and are substantially semicircular in form and are secured to the board preferably by screws *f*.

In the center of the board is an opening *g* with which registers a central threaded opening in a base member *h* which is secured to the under side of the board at its center, preferably by screws or the like.

A removable peg *i* is also provided which comprises a tube *k* threaded at its lower end to enter the threaded opening of the base, a screw stud *l* at the upper end of said tube, a tubular cushioning cover *m* around the tube and which in practice may be made of rubber or of a combination of fabric and rubber and said peg also comprises a detachable head *n* which is preferably spherical and which has in its under side a threaded socket *o* to receive the screw stud *l* so that the head may be detachably secured to the upper end of the peg. The head bears on the upper end of the cover and holds the latter on the peg, as will be understood. In the event that either the cushioning cover or the head should be injured or broken, they may be removed and replaced by another. The peg being also removable greatly facilitates the transportation of the board and enables it to be disposed of in small space when not in use.

The board may be of any suitable color, and is on its upper surface provided with six sectors of the width of 120 degrees each, and each of which overlaps the next adjacent sector to the extent of 60 degrees. That is to say, the board has six radial lines proceeding from the center and equidistant apart, the space between any such line and the next alternate line constituting a sector.

As shown, the board has three equidistant radial lines of the same color, but different from the color of the board, one of which is indicated at *p* and the other two at *r*, and three such lines, of a different color, and also of a color different from that of the board, two of the last named lines being indicated at *s* and the other at *t*, the lines *s*, *t* being midway between the lines *p*, *r*. Hence each sector is distinguished by the color of its two radial side lines and each line of one color forms not only one side of a sector but also extends through the center of another sector, the sides of which are distinguished by radial lines of a different color. The differently colored radial lines hence form means by which each sector is identified and distinguished from the sector overlapped thereby.

Hence two front sectors A are formed between

the lines *p*, *r*, and a rear sector A' is formed between the lines *r*. A front sector B is formed between the lines *s* and two rear sectors B' are formed between the lines *s*, *t*. It will be understood that because of such overlapping relation of the sectors the two rear sectors B' extend forwardly to a considerable extent on the sides of the board.

The sector B which lies entirely on the front side of the board and is therefore nearest the players, is of less point value than any of the other sectors.

The sectors of the board, between the radial lines, are each divided by concentric circular lines *u*, *v*, *w* into arcs *x*, *y*, *z*, the arcs *x* being called inner circle counts, *y* being intermediate arcs and *z* the outer arcs.

The circular lines *u* and *w* are of the same color, which is a different color than the radial lines, and the intermediate circular line *v* is a different color than the lines *u*, *w* and also different from the color of the radial lines.

The front radial line *p* is provided at its intersection with the circular line *v* with a basic count number 1, applicable to any number of rings less than a set. Said line also has the number 2, between the lines *v* and *u*, which is an arc number, and said line also has the number 3 between the lines *v* and *w*, which also is an arc number. Said line *p* also has the number 8 within the circular line *w*, which is also an arc number. The significance of the arc numbers is that they determine the board score value of a set of rings, whether a short set or a full set, thrown upon an arc. That is to say, if a set of rings are landed in the sector or arc B, the score value of each ring within the inner circle is 8, provided all the rings of a set are landed in the inner circle, but if any one of the rings of a set is landed within the circle *v* the point value of each ring of the set is only 3, while if any one of the set of rings is landed within the circle *u*, the point value of each ring is only 2, regardless of the position of the rings of the set in the other circles of the same arc or sector. The letter U on the line *p*, within the inner circle, is a character letter designating the arc. The same is true also of the letters V, W, X, Y and Z on the lines *s*, *r* and *t*.

When a set of rings is landed partly in one arc or sector and partly in the next adjacent, overlapping arc, the two constituting a half circle, such half circle is designated by the two letters involved, that is to say, U-V-half circle, if all the rings of a set land on the board between the line *s* to the right of line *p* and line *r* to the left of line *p*, and so on all around the board.

In the event that all the rings of a set fall in a single arc, their point value is greater than if they are distributed in a half circle arc.

The basic count numbers 4, 5 of lines *s*, 6, 7 of lines *r*, and 9, 10 of line *t*, indicate that rings score on the board according to their position thereon, those to the rear, which is most difficult to reach, proportionally higher in point value than those to the front where it is less difficult to land the rings. Hence all parts of the board are available to the players in making board scores, and each part has its particular value and the rear arcs therefore need not be avoided.

It will be understood that if a set of rings is landed in an inner circle arc their point value is much greater than if they are landed in the intermediate circle or outer circle of the same arc.

The marginal numbers 30, 40, 50 and so on, as they appear in Figure 1, indicate the scores that may be made by the different combinations formed by sets of rings, whether short sets or full sets and are placed on the board for the convenience of the players.

In connection with the board, for playing the game, rings are used which are of sufficient diameter to enable them to be thrown over the peg by the players or on to the parts of the board divided between the several lines. These rings are preferably each provided with a solid core, a cushioning means around the core and a suitable covering as of leather or may be otherwise suitably constructed. The rings, per se, are no part of the present invention.

Five rings are furnished a player for (in) each turn of his pitching.

The game may be played by any suitable number of players individually, or the players may be divided into teams, in which latter event each team would be composed of five players.

In playing the game the players in succession stand in front of the board at a distance of about nine feet from the peg and directly in line with the line *p* and pitch the rings with intent to lodge the same on the peg if a peg score is desired, or upon parts of superior point value on the board if a board score is desired, and as will be understood. The rules of the game may be such as are adopted by or prescribed to the players and the points of value of rings which lodge on various parts of the board may be such as are prescribed by the rules and are reckoned from various numbers with which the board is provided and which have been hereinbefore described.

Having thus described my invention, what I claim is:

1. A game board presenting a circular field having a central peg on which rings may be thrown for peg scores and also having sectors on its upper surface which radiate from the peg, extend to the circumference of the field and are of different point values, so that the board enables board scores to be also played for, said sectors merging so that each sector partly overlaps the next adjacent sector throughout its entire radial extent, each radial side of each sector extending through an intermediate portion of the next adjacent sector, and each sector having identifying means by which it is distinguished from the sector overlapped thereby.

2. Game apparatus as claimed in claim 1, in which each sector is of the width of 120° and overlaps the next adjacent sector to the extent of 60°, one of the sectors lies entirely on the front side of the field and two of the sectors having a common radial side extending to the rear side of the field so that said two sectors are rear sectors and extend forwardly to a considerable extent on the sides of the field.

3. Game apparatus as claimed in claim 1, including radial lines extending from center to circumference of the field and forming the sides of the sectors, concentric circles which are divided into arcs by the sectors and are of different point values; basic count indicia on the radial lines, board score value indicia of a set of rings on the respective sectors and individual ring point value indicia on the respective arcs.

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