May 12, 1942. N. C. BARBOT ET AL 2,282,846

GAME APPARATUS

Filed March 15, 1941 2 Sheets-Sheet 1

Fig. 1.

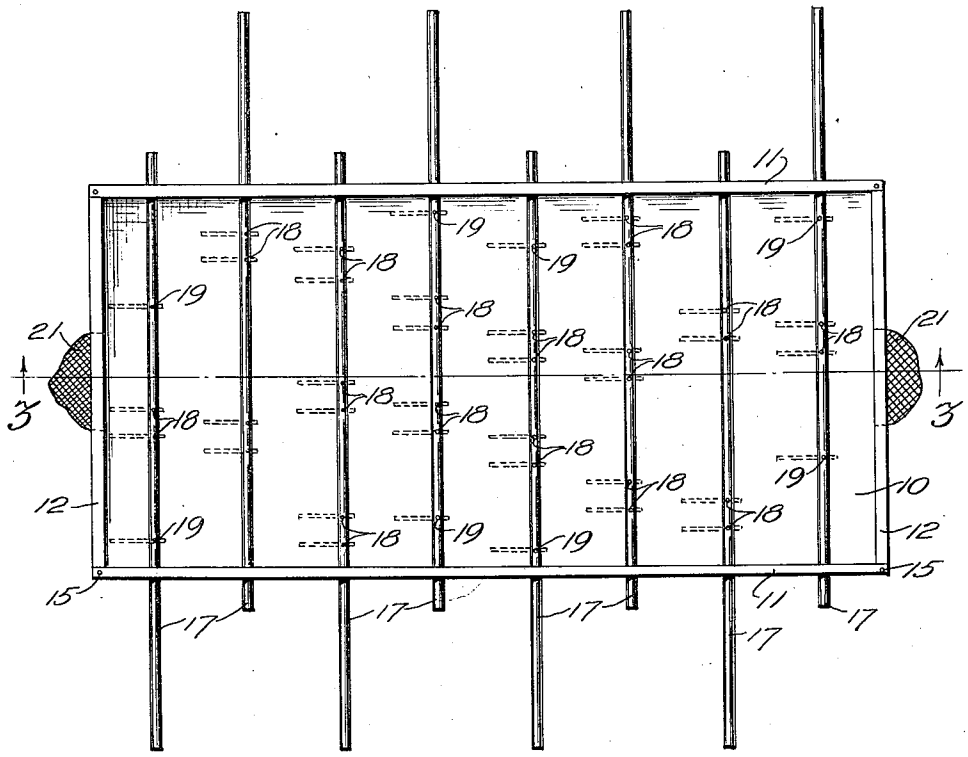


Fig. 2.

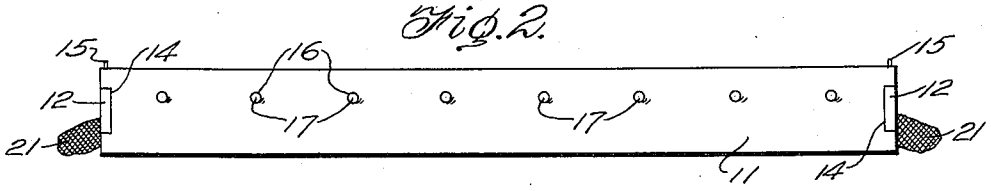


Fig. 3.

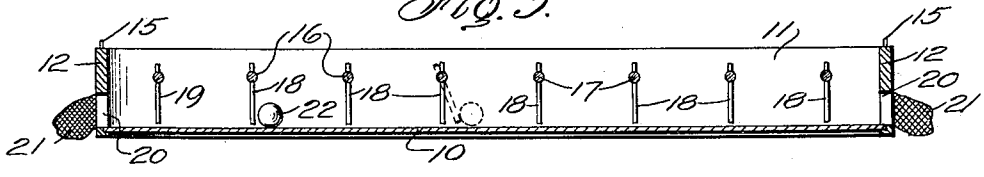
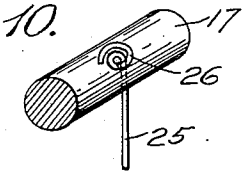


Fig. 10.



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Fig. 4.

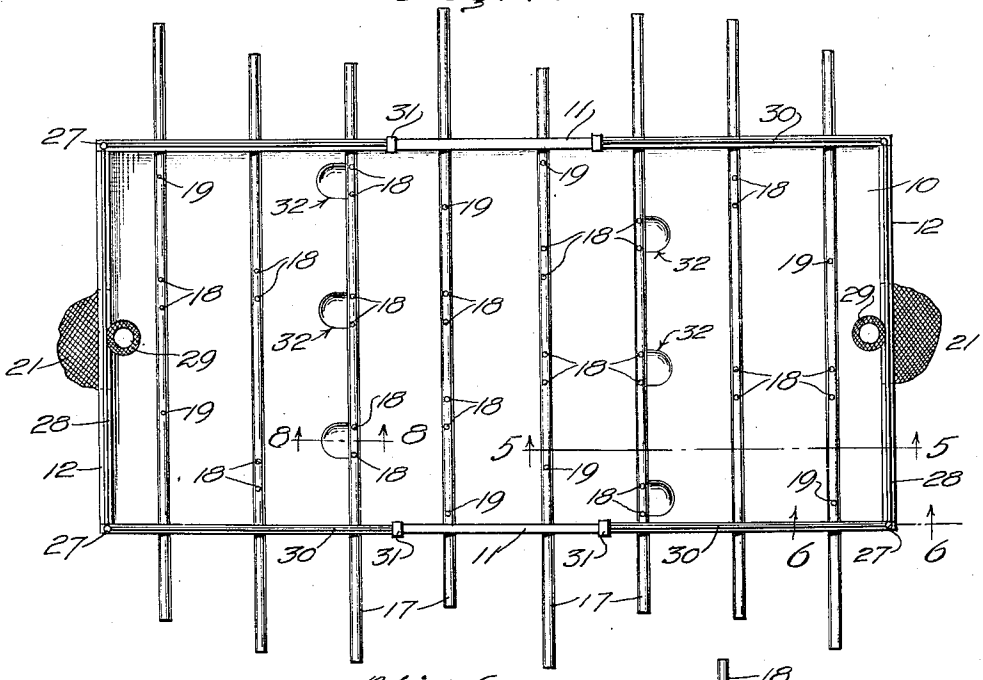


Fig. 6.

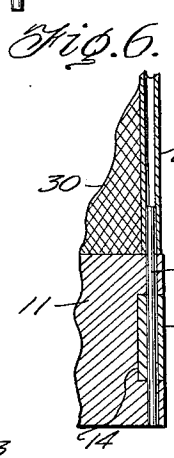


Fig. 8.

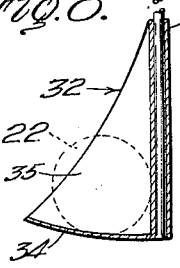


Fig. 7.

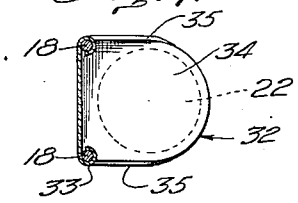
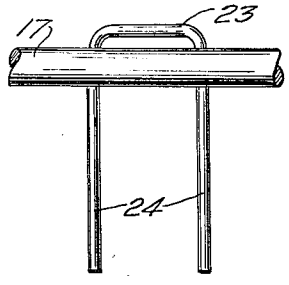


Fig. 5.

Fig. 9.



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UNITED STATES PATENT OFFICE

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GAME APPARATUS

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Application March 15, 1941, Serial No. 383,630

14 Claims. (Cl. 273—85)

This invention relates to game apparatus and has special reference to a game table adapted to be used for playing a wide variety of games among which are simulations of polo or hockey, basketball and other field and court games.

One important object of the invention is to provide a novel game apparatus including a board or playing field, a ball or projectile and impeller elements for actuating the projectile toward one or the other end of the board.

A second important object of the invention is to provide apparatus of this kind having a novel arrangement of impeller elements.

A third important object of the invention is to provide a novel arrangement of knockdown apparatus wherein the impeller elements may be varied in arrangement to suit the particular game desired to be played.

A fourth important object of the invention is to provide a novel apparatus of this kind especially adapted to cultivate visual, muscular and mental reactions in the players.

A fifth important object of the invention is to provide auxiliary elements adapted to combine with the other elements of the apparatus to convert the game from one form to another.

With the above and other objects in view as will be hereinafter apparent, the invention consists in general of certain novel details of construction and combinations of parts hereinafter fully described, illustrated in the accompanying drawings and specifically claimed.

In the accompanying drawings like characters of reference indicate like parts in the several views, and

Figure 1 is a plan view of the invention arranged for one of the games which may be played thereon.

Figure 2 is a side elevation of the arrangement of Figure 1.

Figure 3 is a section on the line 3—3 of Figure 1.

Figure 4 is a view similar to Figure 1 but with the apparatus arranged for a second form of game.

Figure 5 is a section on the line 5—5 of Figure 4.

Figure 6 is a detail section on the line 6—6 of Figure 4.

Figure 7 is an enlarged detail section on the line 7—7 of Figure 5.

Figure 8 is an enlarged detail section on the line 8—8 of Figure 4.

Figure 9 is a fragmentary elevation of a modified form of impeller.

Figure 10 is a fragmentary view showing a second modification of the impeller.

The table or board of this apparatus includes a bottom 10 and vertical side walls 11 and end walls 12, the bottom being preferably of elongated rectangular form. The lower inner faces of the walls 11 and 12 are grooved as at 13 to receive the edges of the bottom and thus hold it in place without the use of nails, screws or other fastenings. Also the ends of the walls 11 and 12 are rabetted as at 14 to interlock with each other and removable pins 15 extend vertically through these interlocking parts to hold the walls in position on the bottom. Each side wall is provided with a horizontal row of longitudinally spaced circular openings 16, the openings in one side wall being alined with the openings in the opposite side wall. Slidably and rotatably mounted in each pair of the alined openings is a rod 17 which normally projects to a considerably greater extent from one side wall than from the other. While the invention as here shown indicates the use of eight of these rods the number of rods may be varied to suit different games and different size of boards. In any case the normal projections of the rods is such that they alternate as clearly shown in Figure 1. From each rod 17 there extends radially downward one or more pairs of parallel and spaced fingers 18 and single fingers 19 also extend radially down from certain rods, all the fingers of each rod being parallel. The arrangement of the fingers varies on the different rods from each end of the table toward the center. As here shown the rod adjacent each end wall has a single pair of fingers 18 and two fingers 19 spaced equally from the single pair. The second rod from each end has two pair of fingers 18. The third rod from each end has three pair of fingers 18 with equal spacing of the pairs. The fourth rod from each end has two pair of spaced fingers 18 and also two fingers 19 each spaced from the adjacent pair of fingers 18, the fingers 18 being located between the fingers 19. For simplicity of manufacture, repairs and adjustment the rods 17 are preferably made of dowel rods and the fingers 18 and 19 of smaller diameter dowel rods inserted through transverse bores in the rods 17. The fit of the fingers 18 and 19 in the rods 17 is sufficiently tight as to constitute a light driving fit whereby the fingers may be adjusted to terminate at proper distances above the bottom 10 when in vertical position. Moreover, in case of breakage a finger may thus be readily replaced.

Each of the end walls 12 has an opening 20

disposed centrally between its ends with the bottom of the opening flush with the upper face of the table bottom 10. Nets or cages 21 are secured to the end boards to cover these openings in a loose or bag-like manner. A ball or other projectile 22 lies on the bottom and is freely movable thereover. It will be noted that the diameter of the ball is somewhat greater than the space between a pair of the pins or fingers 18 so that the projectile may lie partially in such space and, by movement of the pins and their rod laterally of the table, may be moved transversely of the playing field. The purpose of this will be made clear in explaining the manner of playing a game.

In assembling the parts one side 11 is fitted to the bottom 10 and then the ends 12 are also fitted to said bottom and secured by the pins 15 to said side. One end of each rod 17 is then inserted in a respective opening 16 in the assembled side walls, the rods intended for greatest projection on one side of the table being preferably of different color from those intended to project more from the opposite side of the table to facilitate proper positioning of the rod ends. Also the rods and openings may be correspondingly numbered to aid in securing proper arrangement of said rods. The remaining ends of the rods 17 are next inserted in the proper openings in the remaining side 11 and this side is moved into place and there secured by pins 15. It is now to be carefully noted that this peculiar manner of assembly makes it possible to change the order in which the rods 17 are arranged so as to permit the playing of other games than are to be played with the rods in the specific arrangement of Figure 1. In such case it is merely necessary to remove one side 11, change the rods 17 and replace the removed side.

In place of using dowel rod for the fingers 18 and 19 wire of suitable size may be used as shown in Figures 9 and 10. In such case the pair of fingers 18 may be replaced by a length of wire of general inverted U-shape 23 providing a pair of spaced fingers 24. The single fingers 19 may be replaced by a wire finger 25 having a coiled or otherwise formed head 26.

As further apparatus for use in connection with what has been above described there has been shown a pair of net members each comprising a pair of tubular posts 27 adapted to fit on the upper ends of the pins 15 at each end of the table and thus to extend vertically at the corners of said table. Each pair of posts is connected by a net 28 which extends above the end wall 12 and carries a basket 29 of proper size to receive the projectile (in this case a ball) 22. Guard nets 30 of triangular form extend from the posts 27 and are secured to the side walls at their forward ends by clips 31. Scoop members indicated at 32 are provided with corner sockets 33 which fit tightly but removably on certain of the pairs of pins 18, for instance those on the third rod from each end of the table. These scoop members have each a curved bottom 34 and sides 35 so shaped that the projectile 22 may be seated in such members without danger of falling out. The fit of these scoops on the pins is such that while they may be removed at will they will not become accidentally displaced in playing a game while the scoops are in use.

The projectile 22 is preferably sufficiently elastic to enable it to carom effectively from the walls of the table but should it be so desired a rubber strip (not shown) may be carried by these walls for the purpose of assisting in the caroming action.

It is particularly to be noted that there is no position on the playing field which can be taken by the projectile where it cannot be reached for operation by one of the fingers. Even if the projectile rest in a corner it can be moved therefrom by a finger 19.

One form of game which may be played with this device is of the nature of polo or ice hockey. In this form the game is started by placing the projectile in the center of the playing field. The players take position at the two sides of the table. There may be two, four, six or eight players evenly divided into opposite teams. If there are but two players such manipulates four rods 17, if four each manipulates two rods 17, if six one of each side manipulates two rods and the other two of the side one each and if eight players play each manipulates a single rod. The two center rods are now manipulated, each player endeavoring to engage the projectile and move it laterally away from engagement by the other played and then to project it toward his opponent's goal or net by a quick twist of the rod 17. As this is done a rod or rods of the opposing sides are moved in an effort to stop the progress of the projectile toward such goal and return it toward the other goal. By combining twisting and transverse movements of the rods the projectile may be caused to move diagonally over the field, to carom off the side wall or to take position for further propulsion by a rod controlled by the same person or team. Finally it will occur that the projectile may be driven into a net 21 which of course scores a point for the side pocketing the projectile. The projectile is removed from the net, placed in the middle as before and the manipulation repeated. The length of the game may be determined by time periods or by the game finishing when one side has scored a certain number of points or leads the other side by a certain number of points.

In a form of the game as played with the scoop and baskets the game simulates basketball. To play this the net and baskets are set up at the table ends and scoops are applied to the pairs of fingers 18 on the rods carrying three pairs of such fingers. The game is started as before and play continued in the same way except that in returning the projectile or ball from the point nearest a goal it is the endeavor of the player defending that goal to lodge the ball in one of his own scoops whereupon a quick three quarter rotation of the rod will propel the ball through the air to drop, if possible, into his opponent's basket. If the basket is missed the nets will catch the ball and it will drop back on the playing field for further propulsion on said field. If the ball during the play is driven into a net 21 the side so doing scores one point and is entitled to a free pass for the net which is obtained by placing the mall manually in a scoop and rotating the rod as before. Should the ball land in the opponent's basket, either in the general course of play or upon a free pass, the side so landing the ball scores two points. Time for this game is controlled as before.

Obviously many variants of these games and many other games may be played by utilizing the present apparatus.

What is claimed, is:

1. In a game apparatus, a table having a bottom and side and end walls, said end walls being provided with projectile receiving pockets, a pro-

jectile adapted to be impelled over said table, and a series of impeller elements, each of said elements including a rod extending above the table bottom transversely thereof and at least one pair of spaced parallel fingers extending radially from the rod, the spacing of the fingers being less than the diameter of the projectile, said fingers extending slidably through said rods.

2. In a game apparatus, a table having a bottom and side and end walls, said end walls being provided with projectile receiving pockets, a projectile adapted to be impelled over said table, and a series of impeller elements, each of said elements including a rod extending above the table bottom transversely thereof and at least one pair of spaced parallel fingers extending radially from the rod, the spacing of the fingers being less than the diameter of the projectile, certain of said rods also having single radial fingers parallel to the fingers of the pair, said fingers extending slidably through said rods.

3. In a game apparatus, a table having a bottom and side and end walls, said end walls being provided with projectile receiving pockets, a projectile adapted to be impelled over said table, a series of impeller elements slidably and rotatably mounted in said side walls and extending across the table, each of said impeller elements including at least one pair of spaced fingers with the spacing of the fingers being less than the diameter of the projectile, elevated baskets at the opposite ends of said table, and scoop elements carried by certain of said fingers and adapted to receive said projectile.

4. In a game apparatus, a table having a bottom and side and end walls, said end walls being provided with projectile receiving pockets, a projectile adapted to be impelled over said table, a series of impeller elements, each of said elements including a rod extending above the table bottom transversely thereof and at least one pair of spaced parallel fingers extending radially from the rod, the spacing of the fingers being less than the diameter of the projectile, certain of said rods also having single radial fingers parallel to the fingers of the pair, elevated baskets at the opposite ends of said table, and scoop elements carried by certain of said fingers and adapted to receive said projectile.

5. In a game apparatus, a table having a bottom and side and end walls, said end walls being provided with projectile receiving pockets, a projectile adapted to be impelled over said table, a series of impeller elements, each of said elements including a rod extending above the table bottom transversely thereof and at least one pair of spaced parallel fingers extending radially from the rod, the spacing of the fingers being less than the diameter of the projectile, elevated baskets at the opposite ends of said table, and scoop elements carried by certain of said fingers and adapted to receive said projectile.

6. In a game apparatus, a table having a bottom and side and end walls, said end walls being provided with projectile receiving pockets, a projectile adapted to be impelled over said table, a series of impeller elements, each of said elements including a rod extending above the table bottom transversely thereof and at least one pair of spaced parallel fingers extending radially from the rod, the spacing of the fingers being less than the diameter of the projectile, said fingers extending slidably through said rods, elevated baskets at the opposite ends of said table, and scoop elements carried by certain of said fingers and adapted to receive said projectile.

7. In a game apparatus, a table having a bottom and side and end walls, said end walls being provided with projectile receiving pockets, a projectile adapted to be impelled over said table, a series of impeller elements, each of said elements including a rod extending above the table bottom transversely thereof and at least one pair of spaced parallel fingers extending radially from the rod, the spacing of the fingers being less than the diameter of the projectile, certain of said rods also having single radial fingers parallel to the fingers of the pair, said fingers extending slidably through said rods, elevated baskets at the opposite ends of said table, and scoop elements carried by certain of said fingers and adapted to receive said projectile.

8. In a game apparatus, a table having a bottom and side and end walls, said end walls being provided with projectile receiving pockets, a projectile adapted to be impelled over said table, a series of impeller elements slidably and rotatably mounted in said side walls and extending across the table, each of said impeller elements including at least one pair of spaced fingers with the spacing of the fingers being less than the diameter of the projectile, said fingers extending slidably through said rods, elevated baskets at the opposite ends of said table, and scoop elements carried by certain of said fingers and adapted to receive said projectile and project it aerially towards the elevated baskets.

9. In a game apparatus, a table having a bottom and side and end walls, said end walls being provided with projectile receiving pockets, a projectile adapted to be impelled over said table, a series of impeller elements, each of said elements including a rod extending above the table bottom transversely thereof and at least one pair of spaced parallel fingers extending radially from the rod, the spacing of the fingers being less than the diameter of the projectile, and means to secure said side walls detachably to the table bottom whereby to permit removal and reassembly of said rods, elevated baskets at the opposite ends of said table, and scoop elements carried by certain of said fingers and adapted to receive said projectile and project it aerially towards the elevated baskets.

10. In a game apparatus, a table having a bottom and side and end walls, said end walls being provided with projectile receiving pockets, a projectile adapted to be impelled over said table, a series of impeller elements, each of said elements including a rod extending above the table bottom transversely thereof and at least one pair of spaced parallel fingers extending radially from the rod, the spacing of the fingers being less than the diameter of the projectile, certain of said rods having single radial fingers parallel to the fingers of the pair, and means to secure said side walls detachably to the bottom whereby to permit removal and reassembly of said rods, elevated baskets at the opposite ends of said table, and scoop elements carried by certain of said fingers and adapted to receive said projectile and project it aerially towards the elevated baskets.

11. In a game apparatus, a table having a bottom and side and end walls, said end walls being provided with projectile receiving pockets, a projectile adapted to be impelled over said table, a series of impeller elements slidably and rotatably mounted in said side walls and extending across the table, each of said impeller elements includ-

ing at least one pair of spaced fingers with the spacing of the fingers being less than the diameter of the projectile, elevated baskets at the opposite ends of the table, nets extending along the sides and across the ends of the table, and scoop elements slidably and removably mounted on certain of said fingers and adapted to receive the projectile and project it aerially toward the elevated baskets.

12. In a game apparatus, a table having a bottom and side and end walls, said end walls being provided with projectile receiving pockets, a projectile adapted to be impelled over said table, a series of impeller elements, each of said elements including a rod extending above the table bottom transversely thereof and at least one pair of spaced parallel fingers extending radially from the rod, the spacing of the fingers being less than the diameter of the projectile, elevated baskets at the opposite ends of the table, nets extending along the sides and across the ends of the table, and scoop elements slidably and removably mounted on certain of said fingers and adapted to receive the projectile and project it aerially toward the elevated baskets.

13. In a game apparatus, a table having a bottom and side and end walls, said end walls being provided with projectile receiving pockets, a projectile adapted to be impelled over said table, a series of impeller elements, each of said elements including a rod extending above the table bottom transversely thereof and at least one pair of spaced parallel fingers extending radially from the rod, the spacing of the fingers being less than the diameter of the projectile, certain of said rods also having single radial fingers parallel to the fingers of the pair, elevated baskets at the opposite ends of the table, nets extending along the sides and across the ends of the table, and scoop elements slidably and removably mounted on certain of said fingers and adapted to receive the projectile and project it aerially toward the elevated baskets.

14. In a game apparatus, a table having a bottom and side and end walls, said end walls being provided with projectile receiving pockets, a projectile adapted to be impelled over said table, a series of impeller elements, each of said elements including a rod extending above the table bottom transversely thereof and at least one pair of spaced parallel fingers extending radially from the rod, the spacing of the fingers being less than the diameter of the projectile, means to secure said side walls detachably to the table bottom whereby to permit removal and reassembly of said rods, elevated baskets at the opposite ends of the table, nets extending along the sides and across the ends of the table, and scoop elements slidably and removably mounted on certain of said fingers and adapted to receive the projectile and project it aerially toward the elevated baskets.

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