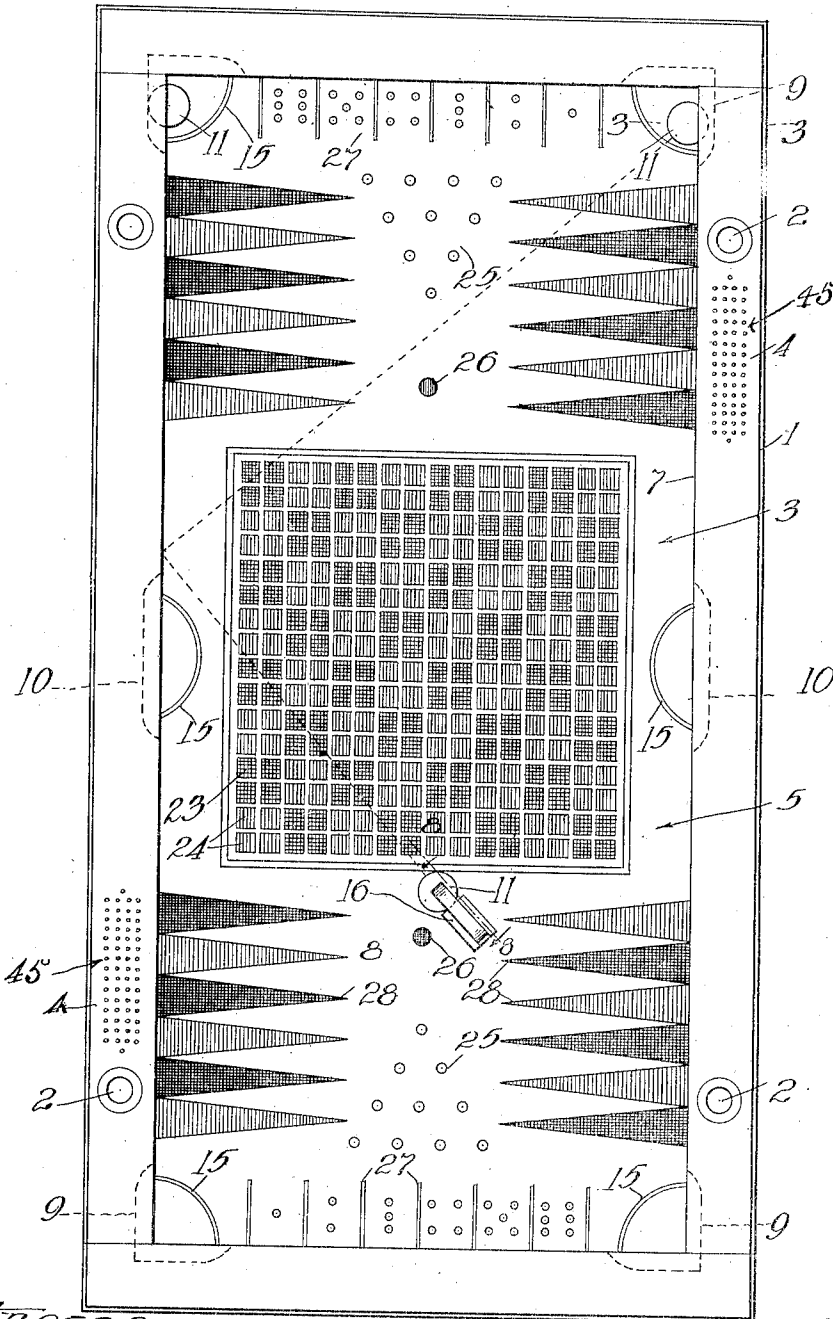


A. SMITH AND R. R. SHENK.
 GAME TABLE,
 APPLICATION FILED SEPT. 18, 1917.

1,349,587.

Patented Aug. 17, 1920.
 3 SHEETS—SHEET 1.

Fig. 1



Witnesses:
 W. P. Hulsey
 Harry C. White

Inventors:
 Andrew Smith
 Robert R. Shenk
 By Edward Fay Wilson Atty.

A. SMITH AND R. R. SHENK.

GAME TABLE.

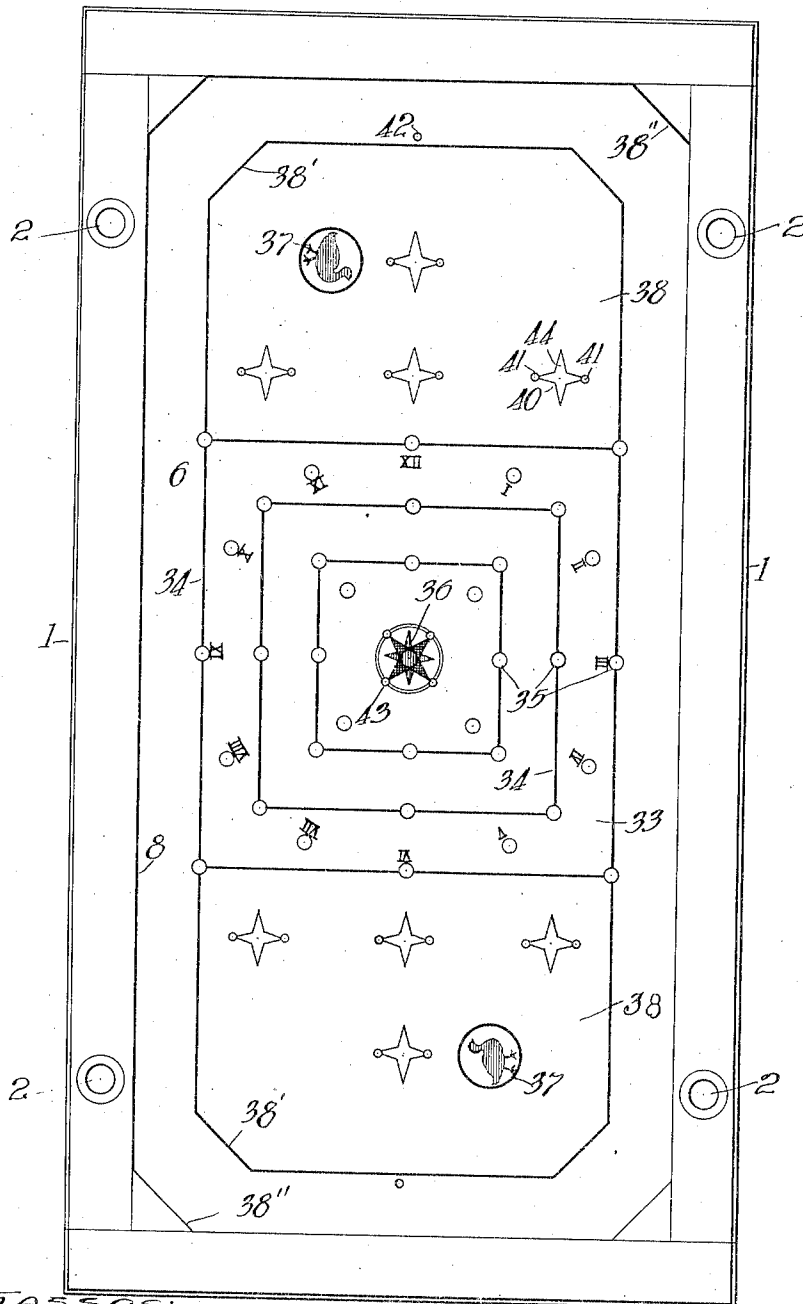
APPLICATION FILED SEPT. 18. 1917.

1,349,587.

Patented Aug. 17, 1920.

3 SHEETS—SHEET 2.

Fig. 2.



Witnesses:

Harry C. D. White.
W. P. Wilcox

Inventors:

Andrew Smith
Robert R. Shenk
By Edward Fay Wilson
Atty.

A. SMITH AND R. R. SHENK.
 GAME TABLE.
 APPLICATION FILED SEPT. 18, 1917.

1,349,587.

Patented Aug. 17, 1920.

3 SHEETS—SHEET 3.

Fig. 3.

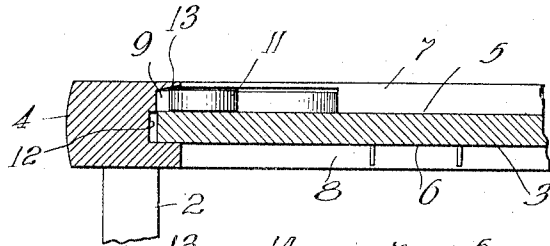


Fig. 4.

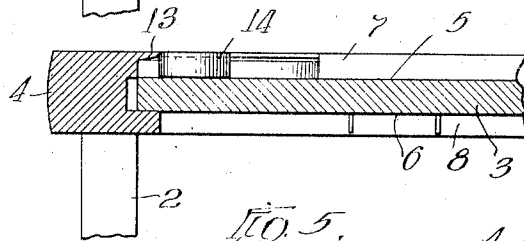


Fig. 5.

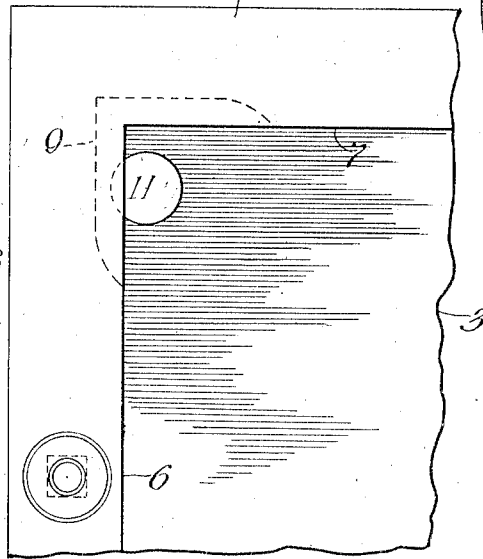
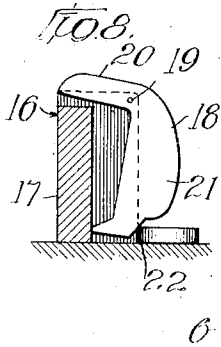


Fig. 7.

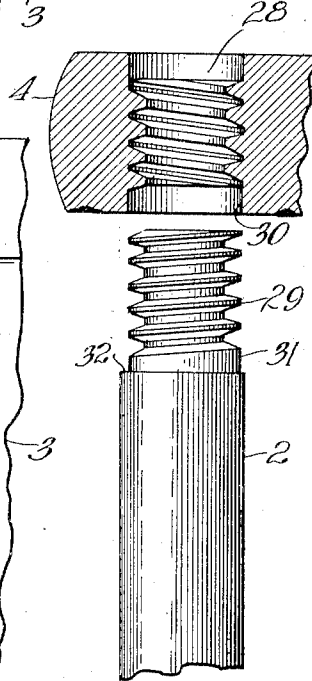
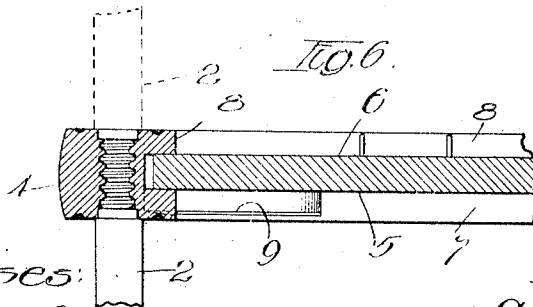


Fig. 6.



Witnesses:

Harry C. White
 W. P. Kilroy

Inventors:

Andrew Smith
 Robert R. Shenk

By Edward Fay Wilson Atty.

UNITED STATES PATENT OFFICE.

ANDREW SMITH AND ROBERT R. SHENK, OF CHICAGO, ILLINOIS.

GAME-TABLE.

1,349,587.

Specification of Letters Patent. Patented Aug. 17, 1920.

Application filed September 18, 1917. Serial No. 191,959.

To all whom it may concern:

Be it known that we, ANDREW SMITH and ROBERT R. SHENK, both thereof citizens of the United States, residing at Chicago, in the county of Cook and State of Illinois, have invented a certain new, useful, and improved Game-Table; and we do hereby declare the following to be a full, clear, and exact description of the invention, such as will enable others skilled in the art to which it appertains to make and use the same.

Our invention relates to improvements in games, and has particular reference to a novel game table or board arranged for playing a great variety of games by the use of movable "men," disks or similar devices.

The object of our invention is to provide a table or board with markings or designs arranged thereon for the playing of many different games which make use of movable disks or such like devices; which board shall have a top capable of being used either side up and provided on at least one side with "pockets" or "prisons" of unique design and adapted to receive disks of suitable thickness when the same are driven into them.

A further object of our invention is to provide a game table of the character described having legs, removably secured thereto, and adapted to be used either side up.

A further object of our invention is to provide a game board or table which can be alternately used for the games of pool and billiards without change or adjustment.

A further object of our invention is to combine or arrange markings and other devices commonly used for different games so that they in effect increase the utility of each other, such, for instance, as indoor "clock golf," "croquet" and "roque," the gates or arches of roque or croquet providing "hazards" for the clock golf game; or the combination of a checker board with a board for the Japanese game of "go" so that the same set of markings can be used alternately for either game.

A further object of our invention is to provide a simple and effective means for reversing the table top and adjusting the

legs so that the table will stand substantially level and steady even on a floor which may not be exactly level.

Our invention consists in a game table having a top provided with an upstanding rim or margin and provided at intervals with pockets in the rim adapted to receive and yieldingly retain disks of suitable thickness.

Our invention also consists in a table of the character described, having an upstanding marginal rim which is adapted, without change, for use in the game of "pool" wherein "men" or disks are caught in pockets, and also in the game of "billiards" wherein the "men" or disks are deflected or returned by the rim.

Our invention also consists in the several features of construction and in the combinations and arrangements of markings, devices, constructions and features by means of which we are enabled to attain the above described and other objects and all as hereinafter described and particularly pointed out in the appended claims.

Our invention will be more readily understood by reference to the accompanying drawings forming part of this specification, and in which:—

Figure 1 is a top plan view of a game table constructed in accordance with our invention;

Fig. 2 is a similar top plan view but showing the reverse side of the table top or board;

Fig. 3 is an enlarged fragmentary vertical sectional view on the line 3—3 of Fig. 1;

Fig. 4 is a similar sectional view illustrating the deflecting action of the rim at the points where the pockets are located;

Fig. 5 is an enlarged fragmentary top plan view of one corner of the table top illustrating the action of the retaining pocket;

Fig. 6 is a fragmentary vertical sectional view on the line 6—6 of Fig. 5;

Fig. 7 is a fragmentary sectional view particularly disclosing the novel connection of the legs with the table top or board; and

Fig. 8 is a vertical sectional view of the shooting device taken on the line 8—8 of Fig. 1.

Our novel game board consists of a table

top 1 which we preferably make longer than it is wide, as shown, to simulate a billiard table, croquet ground, etc., and this table top or board is preferably mounted for use on
 5 four legs 2. We locate the legs under the side edges of the board but spaced inwardly from the ends thereof to afford ample leg room for the players at the ends of the table.

10 The table top or board 1 consists of a relatively thin board proper 3, which is mounted at its edges in a continuous frame or rim 4 which projects above the surface of the table 3 at each side, as shown, thus
 15 providing a sunken play board on each of the two surfaces 5 and 6 of the board or table top.

The rim or frame 4, as explained, provides a raised margin or wall 7 upon the side 5
 20 of the board and a similar marginal wall or rim 8 upon the side 6 of the board. In the marginal wall 7 we provide pockets or "prisons" 9, one in each corner and similar pockets 10 in the middle of the side members
 25 of the frame 4, the several pockets being arranged similarly to the pockets in the ordinary pool table. These pockets are adapted to receive and retain the disks 11 when the disks are shot into the pockets with sufficient
 30 force.

In building our table top we preferably form the frame 4 with an internal groove or
 gain 12 to receive the edges of the board 3 and retain it in flat condition. The edges
 35 of the board 3 thus enter into the frame 4 a short distance, and we provide the pockets 9 and 10 by undercutting the frame 4 at the desired points, as shown, making the ceilings or upper walls 13 of the pockets slightly
 40 inclined downwardly and rearwardly, as shown, and so related in height to the disks 11 that the disks can enter the pockets, but, under ordinary conditions, will be bound therein by reason of the vertical narrowing
 45 of the pockets, before the disks reach the bottom of the pockets. The portion of the frame 4 above the pockets is relatively thin, as shown, and somewhat yielding and permits the tight wedging of the disks in the
 50 pockets when the disks are driven thereinto.

Along the upper edge of the margin 7 the same is continuous and straight, and hence the wall 7 serves as a carom or deflecting wall for disks 14, see Fig. 4, which are
 55 thicker than the depth of the pockets 9 and 10, and thus the board without change is suitable for the game of pool or any similar games which use pockets, and for billiards and for other similar games which use continuous margins.

We preferably flare the ends of the pockets, as shown, to permit the easy entrance and escape of the disks.

We prefer to provide "home" spaces or
 65 areas immediately in front of the several

pockets by means of curved markings 15 on the board thus adding to the possibilities in such games as pool and the like.

The disks 11 or 14 may be driven across the board by snapping them with the fingers 70 as in the ordinary game of krokinole, or by means of cues as in the game of billiards, but we prefer to provide a propelling device of simple character by means of which the player can easily propel the disks with relatively great force and without inconvenience. We have illustrated one form of such propelling device 16, see Figs. 1 and 8. This device preferably consists of a standard or base 17 adapted to stand in an upright position on the board and mounted thereon is a
 80 swinging arm or lever 18 pivoted on the base at 19. The lever 18 has a horizontal arm 20 at its upper end which projects back over the top of the base and a hanging arm 21 which
 85 extends downwardly and terminates near the lower end of the base. The lever 18 is limited in its movement in one direction by the arm 20 and in the other direction by the arm 21, and we so weight the lever that normally
 90 the lower end is in against the base and the upper end in raised position. We form the lower end 22 of the depending arm for contact with the edge of a disk or the like, and upon striking the upper end or arm 20 with
 95 the hand the lower end will be forced outwardly, thus propelling the disk which has been placed in contact therewith.

This propelling device is very simple, cheap and effective. We do not herein claim 100 the novel features thereof, such forming the subject-matter of the co-pending application filed September 18, 1917, Serial No. 191,981.

In addition to the uses described of the 105 surface 5 of the board, we provide thereon a checker board 23, having alternately colored squares for such purpose, and we bisect the checker board squares with lateral and transverse lines, as shown, forming the
 110 board with four times as many squares as the checker board which are similar and which are adapted for playing the well-known Japanese game of "go." This checker board is preferably arranged in the
 115 middle of the length of the board 3, thus leaving room at the ends for markings for various other games. For instance, at 25 at each end we have shown a group of ten spots arranged to show where to set up the ten-
 120 pins, which game can be played very nicely with the aid of the propelling device 16. Also at each end of the board we have provided a single circle 26 as a mark upon which to place the "bottle" in the game of "bottle-
 125 pool." Adjacent to the end bars of the frame we have arranged markings simulating stalls 27 with the proper arrangement of dots in the stalls for the games of "shuffle-board" and "chuck-a-luck." Between the checker 130

board and the ends of the game we have arranged "flags" 28, one duplicate set of six each at each end and forming a board or table upon which to play the well-known game of "backgammon."

We prefer to mount the board 3 upon its own legs 4, and in order to be able to easily and quickly reverse the board 3 so that either the surface 5 or 6 thereof may be used upon which to play the various games, we preferably connect the legs to the table by threaded or screwed connections. For this purpose we provide internally threaded or screwed openings 28 in the side bars of the frame 4 adapted to receive the threaded upper ends 29 of the legs 2. The threaded ends and threaded holes are each straight and preferably the threaded ends of the legs screw easily into the threaded openings. To hold the legs tightly in place and yet permit the easy screwing of them into and out of the frame 4, we provide a counterbored portion 30 at each end of the threaded openings 28, and we provide an unthreaded portion 31 at the base of the threaded portion 29, of such a relative diameter that it fits tightly within the counterbored portion 30. We provide the upper end of the leg with a shoulder 32 adapted to contact with the adjacent face of the frame 4 when the leg is screwed in as far as it can go, but the construction above described will hold the leg tightly and rigidly in place even when the shoulder 32 does not contact with the bar 4 and consequently the board 3 can be readily leveled or the legs readily adjusted to cause the table to stand steady by adjusting the several legs vertically by turning them more or less as desired or needed.

When it is desired to use the opposite side 6 of the board, the board having been set up for the use of the side 5, the legs are screwed out of their first positions and screwed into the opposite ends of the openings 39, as indicated in Fig. 6.

Upon the opposite side of the board 3 we preferably arrange a number of games, using the middle of the board for games which require a square field and adding various features to the end portions to add fields for such games as "croquet" and "roque" which make use of elongated fields.

In the form shown, (see Fig. 2) we provide a field 33 preferably marked by means of a series of lines 34 forming rectangles of different sizes, for the game "krokinole," and we provide position marks 35 at the centers and meeting points of the lines 34 arranged in radial rows from the center 36 for the game of "old mill."

Preferably in the center of the board and arranged in a circle which is substantially tangent to the side lines of the center field, we arrange a series of 12 spots numbered

from 1 to 12, as shown, and arranged for use in the game known as "clock golf." For this game we provide a "home" spot or "hole" 37, one at each end of the board and into which a disk must be shot from the numbered spots in the center in succession.

We extend the side lines 34 of the center field toward each end and connect them to form inclosed areas 38 at each end to simulate the ends of the field for the game of croquet and roque, and to best simulate the field for the game of roque we cut off the outer corners of the fields 38 by diagonal lines 38', and we fill in the several corners of the board with blocks, the inner edges 38'' of which are parallel with the lines 38'. In these areas 38 we arrange gates or arches consisting of pairs of pins 41 driven into the board and suitably spaced and arranged to simulate the arches for the game of croquet and the gates for the game of roque. We also provide one pin 42 at each end of the field for the end stakes.

In the center of the board we provide four pins 43 arranged to simulate the cross arches used in such games. The pins of the several arches or gates serve as "hazards" or obstructions in the game of "clock golf," making it necessary to use the margin 8 of the board as an abutment or carom wall in driving the disks from the several numbered spots to the "home" hole. In order that the pins and gates or arches defined thereby may be plainly seen, we mark a star 44 in each gate, the star having preferably four equal arms, two of which terminate at the pins defining the gate.

It will be recognized that we have provided a board upon which may be played many different games, and in which the features, markings or devices of the several games are so associated or intermingled that many new advantages are provided; also that the table top can be readily and easily reversed so that the table can readily and quickly be arranged in a stable position with either face up, ready for use.

To add to the utility of the board we provide two sets of holes 45 in the side bars of the frame 4 and on the checker board side of the board for use in playing the game of cribbage. Each set of holes 45 contains the usual 4 rows of 15 holes each and one extra hole at each end.

As many modifications of our invention will readily suggest themselves to one skilled in the art, we do not limit or confine our invention to the specific structures and arrangements herein shown and described.

We claim:

1. A game board for use with disks, a raised marginal rim on the board, the rim provided with pockets adapted to receive

the disks, one wall of each pocket being yieldable for yieldingly engaging the disks driven into the pocket.

2. A game board for use with disk-like playing devices, a raised marginal rim or wall on the board, the wall having inwardly tapered slot-like pockets for receiving the disks and wedgingly engaging same.

3. A game board for use with playing disks, a raised marginal rim on the board, wedging pockets provided in the rim adapted to receive and yieldingly retain the disks which are driven along the surface of the board.

4. A toy combined billiard and pool table comprising a flat game board having a rigid marginal frame, wedging pockets in the frame opening above the board adapted to receive and yieldingly retain relatively thin disks, the marginal frame being continuous above the pockets and adapted to deflect relatively thick disks and return them upon the board.

5. A game board for use with playing disks, an upstanding marginal rim on the board, the rim provided with spaced openings opening toward the board, the upper wall thereof being inclined downwardly from the inner edge of the rim toward the bottom of the openings and of such a height from the surface of the board relatively of the disks used that the disks, when shot into a pocket with the right amount of force, will be wedgingly retained therein.

6. A game board for use with playing disks, an upstanding marginal rim thereon, the rim provided with openings in its inner face to receive the disks driven along the surface of the board, the inner edges of the upper walls of the openings being flush with the inner face of said rim whereby the inner face of the rim is substantially continuous and adapted to deflect the disks driven against the rim which are too thick to enter said openings, the upper walls of

the openings being inclined downwardly and outwardly from the board and adapted to wedgingly engage the disks which are thin enough to enter said openings.

7. A game board for use with playing disks, an upstanding rim on the board, the rim provided with slot-like openings, parallel with the surface of the board, adapted to receive the disks, the upper wall of said openings being yielding and the under surface thereof inclined downwardly to permit the disks driven into the pocket with the right amount of force to be wedgingly retained therein.

8. A combination pool and billiard table comprising a flat board bordered by a carom edge, said edge provided with slots for receiving disks driven across the board, the lower edges of said slots being flush with the upper surface of the board and the slots terminating below the upper edge of the carom edge.

9. A flat game board, an upstanding marginal edge thereon, said edge provided with a disk receiving opening, the board having a "home" area defined thereon in front of the opening by means of a line extending out from the margin and terminating at points adjacent to the ends of the opening.

10. A flat game board, an upstanding marginal edge thereon, said edge provided with a plurality of disk receiving slots, the board having a "home" area defined in front of each of said slots by means of marks on the board extending out from the margin and terminating at points adjacent to the ends of said slots.

In testimony whereof, we have hereunto set our hands, this 15th day of September, 1917, in the presence of one subscribing witness.

ANDREW SMITH,
ROBERT R. SHENK.

Witness:
E. F. WILSON.