March 2, 1943. P. CUSANO 2,312,882

GAME BOARD

Filed May 12, 1942

Fig. 1.

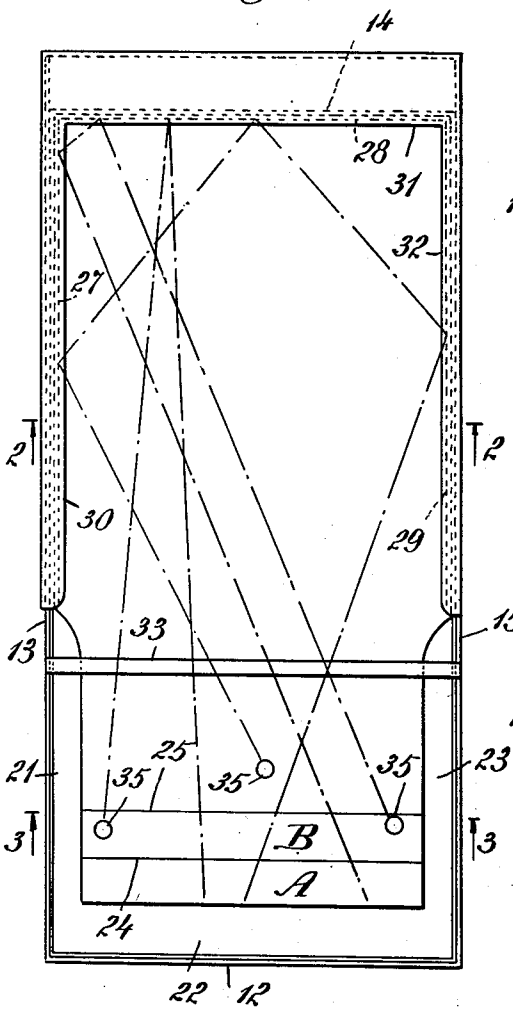



Fig. 2.

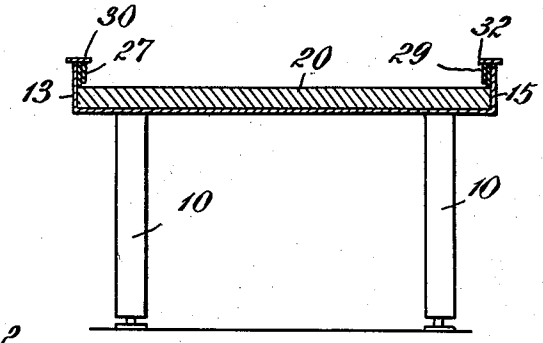



Fig. 3.

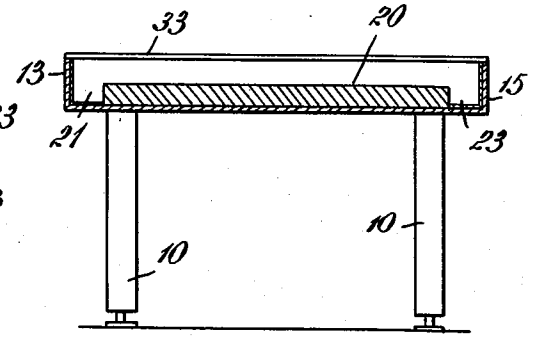
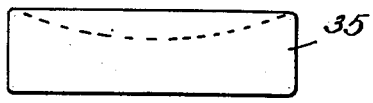



Fig. 4




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## GAME BOARD

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3 Claims. (Cl. 273—126)

This invention relates to games, and particularly to a game board of the shuffleboard type.

Shuffleboard tables are usually from fifteen to thirty feet long and the weights are delivered manually at one end of the board and are projected to the other end. It is customary to provide lines at the far end from the delivery end of the board and the count in scoring depends on the positions of the weights relative to said lines.

This invention has for its salient object to provide a game board of the shuffleboard type but so designed and arranged that the game can be played with a board much shorter than, or one-half the length of the usual shuffleboard.

Another object of the invention is to provide a game board of the shuffleboard type so constructed and arranged that the weights will rebound from the sides and the far end of the board and will be returned to the delivery end, the count being determined by the positions of the weights at the delivery end of the board.

Further objects of the invention will appear from the following specification taken in connection with the drawing which forms a part of this application, and in which

Fig. 1 is a top plan view of the game board constructed in accordance with the invention;

Fig. 2 is a transverse sectional elevation taken substantially on line 2—2 of Fig. 1;

Fig. 3 is a view similar to Fig. 2 but taken substantially on line 3—3 of Fig. 1; and

Fig. 4 is an elevation of one of the weights used in playing the game.

In the particular embodiment of the invention illustrated in the drawing there is shown a game board supported on legs 10 and comprising a table enclosed by walls 12, 13, 14 and 15. The end wall 12 is the delivery end of the board and the other end wall 14 is disposed at the end which will be hereinafter designated as the "far end."

The table has a flat playing surface 20 and, as shown in Fig. 1, this playing surface extends to the end wall 14. At the delivery end of the board there is formed a gutter designated 21, 22 and 23 and the narrowed portion of the board at the delivery end has scoring lines 24 and 25.

Portions of the side walls 13 and 15 and the end wall 14 are provided with resilient linings or surfaces designated 27, 28 and 29. At the upper ends of the walls 13, 14 and 15, overhanging ledges 30, 31 and 32 are provided for preventing the weights from jumping over the walls.

The cross strip 33 extends across the board from the wall 13, to the wall 15 as shown in Figs. 1 and 3.

The game is played with weights such as that shown at 35 in Fig. 4, these weights usually being formed of metal. The weights are delivered manually at the delivery end of the board adjacent the end wall 12 and are pushed or projected toward the end 14. If a weight strikes either of the side buffers or linings 27 or 29, it will rebound and may strike the end buffer 28. The walls or side rails are so constructed and the playing surface is so finished that the weights will slide smoothly and quietly and will rebound without jumping or bouncing. Obviously, various paths may be taken by the weights depending on the direction in which the weight is pushed, and Fig. 1 illustrates by dotted lines some of the paths that may be traversed. The object of the game is to cause the weights to rebound and preferably come to rest within one of the areas designated A or B, and determined by the scoring lines 24 and 25. By utilizing the rebound or return principle it will be obvious that the length of the board can be reduced by half, and furthermore, that this rebound feature adds zest to the game.

Although one specific embodiment of the invention has been particularly shown and described, it will be evident that changes in the construction and in the arrangement of the device may be made without departing from the spirit or scope of the invention as expressed in the following claims.

I claim:

1. A game board comprising a substantially flat playing surface, a wall surrounding said surface, the wall at the delivery end of the board being spaced from the surface by a gutter, the portion of the game board playing surface remote from the delivery end of the board extending to the remaining portion of said wall, said last named portion of the wall having resilient cushions whereby playing elements projected from the delivery end will rebound therefrom, said playing surface having scoring areas at the delivery end of the surface.

2. A game board comprising a substantially flat playing surface, a portion of the board at the end remote from the delivery end of the board being bounded by a wall having a resilient cushion at the edge of the board whereby weights will rebound therefrom, said board having a scoring area at the delivery end thereof, said delivery end and scoring area being bounded on two sides and the end by a gutter.

3. A game board of the shuffle board type comprising a substantially flat playing surface having the edges at one end of the surface partially surrounded by abutting walls having rebound cushions and having a scoring section at the other and delivery end partially surrounded by a gutter.

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