

March 30, 1926.

1,579,004

A. F. KOLINSKI

GAME

Filed March 2, 1925

Fig. 1.

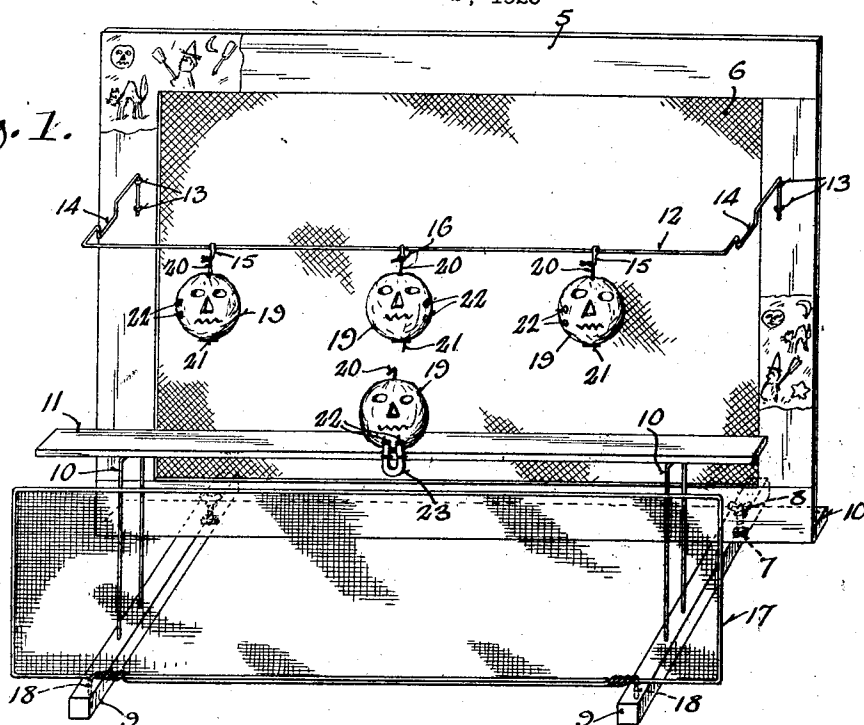


Fig. 3.

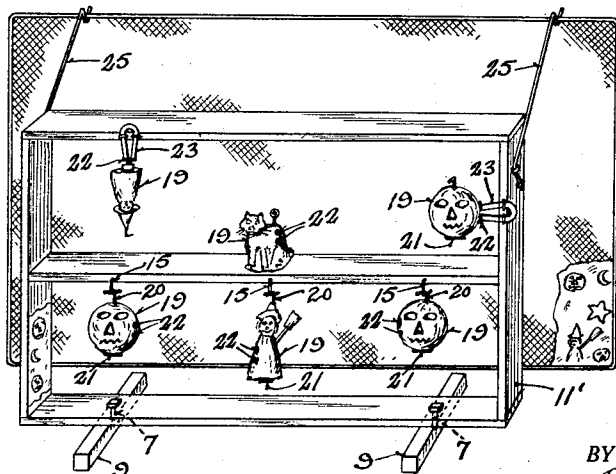
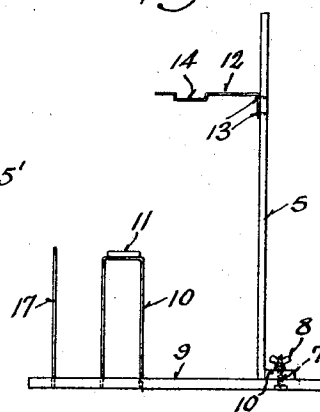


Fig. 2.



INVENTOR.

Alexander F. Kolinski.
BY
Morsell Keeney Morsell
ATTORNEYS.

UNITED STATES PATENT OFFICE.

ALEXANDER F. KOLINSKI, OF MILWAUKEE, WISCONSIN.

GAME.

Application filed March 2, 1925. Serial No. 12,578.

To all whom it may concern:

Be it known that I, ALEXANDER F. KOLINSKI, a citizen of the United States, and resident of Milwaukee, in the county of Milwaukee and State of Wisconsin, have invented new and useful Improvements in Games, of which the following is a description, reference being had to the accompanying drawings, which are a part of this specification.

This invention relates to improvements in games, and more particularly to a target game wherein the targets are susceptible of dislodgment by means of missiles directed thereat.

It is one of the objects of the present invention to provide a game wherein the targets utilized are formed to represent figures symbolizing a holiday, event, or story.

A further object of the invention is to provide a game wherein the targets are so constructed as to be susceptible of being positioned in any of three ways for use, i. e.—by suspension, by being positioned on a base or rack, or by being held by magnetic attraction.

A further object of the invention is to provide a game of the class described which may be compactly collapsed for packing and shipping and easily erected into usable condition.

A further object of the invention is to provide a game of the class described which is of very simple construction, is strong and durable, is inexpensive to manufacture, and is well adapted for the purposes described.

With the above and other objects in view, the invention consists of the improved game, and its parts and combinations as set forth in the claims, and all equivalents thereof.

In the accompanying drawing in which the same reference characters indicate the same parts in all of the views:

Fig. 1 is a perspective view of the improved game in usable position;

Fig. 2 is a side view of the frame on a smaller scale, the targets being removed; and

Fig. 3 is a perspective view of a modified form of the invention.

For the purposes of illustration the improvements have been shown as applied to a "Hallowe'en game" wherein the targets are

formed to represent pumpkin, cats, witches, and the like.

In the form of the invention illustrated in Figs. 1 and 2, the device comprises a frame 5 preferably covered by a suitable netting 6, forming a screen, said frame having a base rail 10 engaging the rear portions of a pair of transverse legs or supports 9 and being detachably secured thereto by means of bolts and nuts 7 and 8. A pair of U-shaped stands 10 removably engaging apertures in the forward portions of the supports 9, removably hold a target rack 11. An angularly bent wire frame 12 is secured by means of staples 13 or other suitable means preferably to the front of the screen frame 5 and the angular end portions of said frame 12 are formed with opposed depressed portions 14, forming a seat for the rack 11, which may be positioned therein if desired. Depending preferably from the front portion of the wire frame 12 are a plurality of hooks and loops 15 and 16 to disengageably suspend a target.

A lower or protecting frame or stop 17 is further provided and said stop comprises a wire bent into a rectangular form, the end portions of the wire overlapping along the lower horizontal side and being wrapped around and bent at right angles as at 18 to form pins. Apertures are provided in the forward end portions of the legs 9 to receive said pin portions 18 and in this manner the stop 17 is removably supported in a vertical position by the legs 9. The wire frame of the stop 17 is covered with suitable gauze, netting or mesh.

In the particular exemplification of the invention illustrated in Figs. 1 and 2, the targets are small figures 19 formed to simulate pumpkins and are preferably constructed of celluloid, or a like light material, and are preferably hollow. Said targets are preferably formed with hook portions 20 to detachably engage the hooks and loops 15 and 16 depending from the wire frame 12 and are also provided with base portions 21 to permit their being stood upon the rack 11, if so desired. Further means of engagement for the targets consists of metal surfaces 22 formed by tacks, staples or the like inserted therein or thereto and arranged for attraction, by one or more

magnets 23 preferably secured by means of staples to the rack. Hence, it is evident that the targets are arranged for detachable connection to the game frame or rack in any of three ways.

To complete the appearance of the game, any or all portions of the rack and frame may be preferably covered with suitable decorative crimped paper corresponding in design to the symbolical representations carried out by the targets.

Obviously, the game can be readily knocked down for packing so as to occupy a minimum amount of space. The rack 11 is removable, the stands 10 can be withdrawn, the screen 17 is readily detachable from the legs, the wire frame 12 may be withdrawn from the staples engaging it, and the screen frame can be unbolted from the legs. In this manner the entire device can be quickly and easily assembled or disassembled.

In the form of the invention illustrated in Fig. 3, a shelved rack 11' is utilized and is equipped with hooks 15 for the attachment of the targets 19, and magnets 23 for the attraction of the metallic portions 22 of the targets. Also, the targets may be stood upon a portion of the rack. The rack is mounted on and detachably connected to legs 9, by means of bolts 7. A screen 5' is detachably held rearwardly of the rack by means of supporting members 25 removably secured to and extending rearwardly from the rack. The targets, as aforementioned, are formed to represent any suitable and characteristic figures. Obviously, in this form of the invention the device may be readily disassembled for packing.

In playing the game, the targets are positioned on or connected to the rack in any of the three ways previously mentioned and missiles are directed thereat with a view of dislodging any or all of the targets utilized.

It should be understood that such changes in the precise embodiments of the invention herein set forth, may be made as come within the spirit and scope of the appended claims.

From the foregoing description it will be seen that the improved game is of very simple and novel construction, and is well adapted for the purpose set forth.

What I claim as my invention is:

1. In a game, the combination of a rack member having a depending attaching member, a base portion, and a magnet secured to the rack member, and a target arranged for engagement with the attaching member, the base portion, and the magnet.

2. In a game, the combination of a rack member having a depending attaching member, a base portion, and a magnet secured to

the rack member, and a target arranged for displaceable engagement with the attaching member, the base portion, and the magnet.

3. In a game, the combination of a rack member having a depending attaching member, a base portion and a magnet secured to the rack member, and a target formed with a hook portion for engagement with said depending attaching member, and a metal area for attraction by said magnet.

4. A game, comprising a collapsible rack arranged with means for supporting, suspending, and magnetically engaging a target, and a detachable screen member formed with a target suspending frame.

5. A game, comprising a collapsible rack arranged with means for supporting, suspending, and magnetically engaging a target, and a detachable screen member formed with a removable target suspending frame.

6. A game, comprising a pair of supporting members, a screen detachably carried thereby, a target rack removably carried by said supporting members forwardly of said screen, and a target frame removably carried by said screen.

7. A game, comprising a pair of supporting members, a target rack removably carried thereby, a screen removably carried by said supporting members forwardly of said target rack, and a second screen removably carried by said supporting member, rearwardly of said target rack.

8. A game, comprising a pair of supporting members, a screen detachably carried thereby, a target frame removably carried by said screen, rack supporting members removably carried by said first-mentioned supporting members, and a target rack arranged to be carried by said rack supporting members or said target frame.

9. A game, comprising a pair of supporting members, a screen detachably carried thereby, a target frame removably carried by the forward portion of said screen, target suspending members depending from said frame, rack supporting members removably carried by said first-mentioned supporting members, a rack interchangeably carried by said rack supporting members or said target frame, a magnet secured to said rack, a second screen removably carried by said first-mentioned supporting members forwardly of said rack supporting members, and targets displaceably carried by said rack and target frame, said targets being formed with means for engagement with said target suspending members and metallic portions for engagement with said magnet.

In testimony whereof, I affix my signature.

ALEXANDER F. KOLINSKI.