C. F. GLENNY.

APPARATUS OR APPLIANCE FOR USE IN PLAYING A GAME OF SKILL.

APPLICATION FILED NOV. 2, 1921.

1,404,599. Patented Jan. 24, 1922.

FIG. 1.

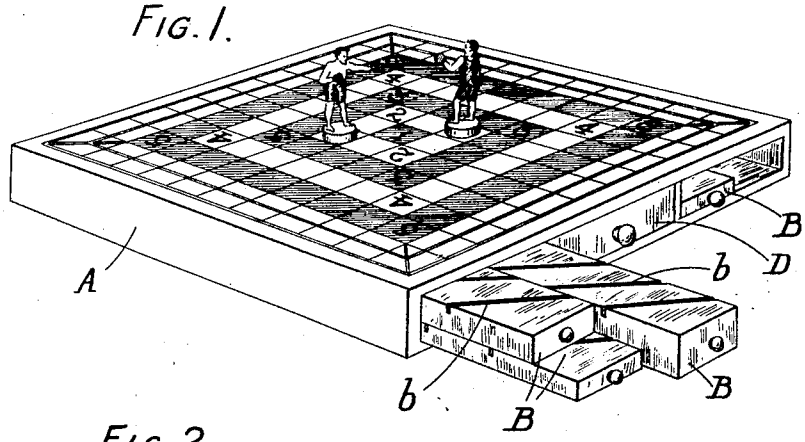
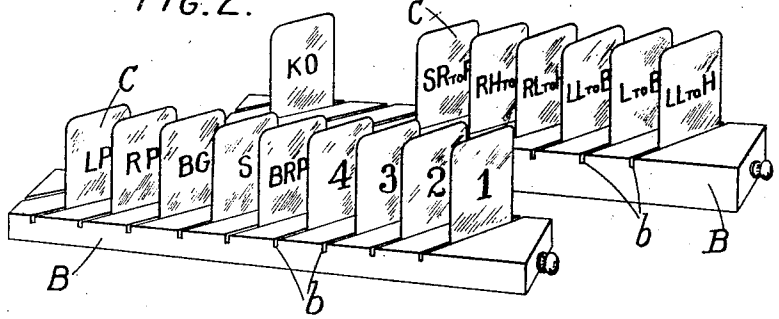


FIG. 2.



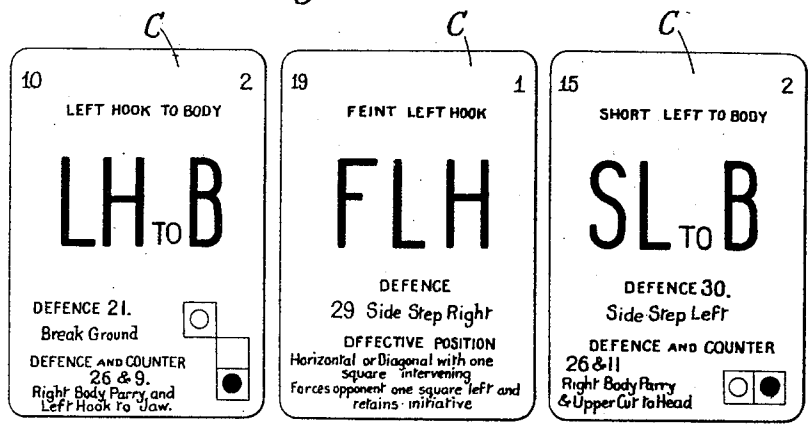


FIG. 3.

Inventor
Charles F. Glenny
by Wilkinson & Giusta
Attorneys.

UNITED STATES PATENT OFFICE.

CHARLES FREDERICK GLENNY, OF SOUTH KENSINGTON, LONDON, ENGLAND.

APPARATUS OR APPLIANCE FOR USE IN PLAYING A GAME OF SKILL.

1,404,599. Specification of Letters Patent. Patented Jan. 24, 1922.

Application filed November 2, 1921. Serial No. 512,340.

To all whom it may concern:

Be it known that I, CHARLES FREDERICK GLENNY, a British subject, and resident of 1 Harrington Court, South Kensington, London, W., England, have invented certain new and useful Improvements in Apparatus or Appliances for Use in Playing a Game of Skill, (for which I have filed an application in Great Britain September 15, 1920, application No. 26,462 of 1920,) of which the following is a specification.

This invention relates to an instructional game of skill relative to the science of boxing, the object being to reproduce as nearly as possible the various phases of a boxing contest with the use of a board or "ring" and cards whereby the various motions or acts of attack and defence by the boxers are brought into play. Although the dealing of the cards introduces an element of chance practice develops a keen sense of strategy in attack and defence, and skill in selecting and playing the correct cards has a large influence in the final result of the contest, which consists of an agreed number of rounds, each round being decided on points.

The chief appliances used in this game are the board or "ring" marked out in sections or divisions, figures representing the boxers, and series of cards which are known as position cards, offensive cards and defensive cards.

The board or ring is marked out in squares somewhat like a chess board, 81 squares 9 x 9 being preferably employed, although this number is not obligatory.

The board, in the form of the invention to be described by way of example, is divided into five zones or series, the centre square being zone No. 1, the next 8 surrounding squares forming zone 2, the next 16 surrounding squares forming zone 3, the next 24 squares being zone 4 and the outside 32 squares forming zone 5.

Furthermore I prefer to provide the board with a series of clips, slots or other holders for the dealt cards, and with spaces for placing the cards as played by the players. Or I may provide folding or sliding extensions of the board with clips or slots enabling the cards to be held vertically with their backs to the opponent, whereby they are more easily handled for quick play which is an important feature of this game.

The pack preferably consists of 60 cards, consisting of three series, i. e. 15 "position" cards, 30 "offensive" cards and 15 "defensive" cards. Each card is provided with a diagram or indication as to the position into which the player moves his boxer when the card is played. Other information, such as the number of corresponding cards of the series there are in the pack, and the reference number of the particular card, particulars of the correct defence or counter attack, may be printed on each card.

A "position" card when played enables the player to place his boxer on any square of the particular zone indicated on the card.

The offensive and defensive cards are marked with the particular strokes or actions employed, for example "Right lead to head," "Left lead to head," "Right to body," "Left to body," "Right hook to jaw," "Left hook to jaw," "Upper cut," "Short right hook to body," "Feint right lead," "Feint left lead," "Slip down," "Duck," "Parry," "Jump back," "Knock down punch," "Knock out" and so on.

In order that the invention may be better understood, reference may be had to accompanying drawing which illustrates a convenient form of the apparatus employed.

Figure 1 represents the ring or board with some of its fittings, Figure 2 illustrates two of the card holders, and Figure 3 illustrates three of the cards showing one way in which the respective blows, positions and defences are indicated.

A is the board or ring conveniently of hollow box shape to receive the other apparatus used in the game. The surface of this board is shown as divided into 81 squares representing five nested zones, 5, 4, 3, 2, 1, which for the purpose of clearness may be of alternate or contrasting colours.

Suitable slideways are provided in the board to receive the card holders B and a drawer D for the cards, score sheets and other accessories.

The card holders B consist of blocks of wood or other material provided with a series of inclined slots to receive the lower edges of the cards C and hold them in position in front of the player. In the example given each player would have two of these holders. In use these holders may be drawn out from the box to an extent sufficient to enable the cards to be inserted in the slots or they may be completely withdrawn and

arranged in any position suitable to the players. Alternatively slots may be cut in the margin of the board to receive the cards.

The cards, which may be called direction cards, since they direct or indicate to the player the way in which he is to move his figure, may be made with backs like ordinary playing cards but the fronts are provided with the actions, numbers and directions referred to above. The sample cards illustrated are such as would be used by those not very skilled in the game, while for advanced players the defences or positions or other information might be omitted, and the words and letters representing the blows might be replaced by pictures illustrative thereof.

To explain the markings and numbers on the cards the right hand card in Figure 3 may be taken as an example. In the top left hand corner the number 15 appears indicating the reference number of the card and the right hand number (2) indicates that there are in the pack two cards numbered 15 both exactly alike. Defence 30 indicates that the correct defence card to be played by the opponent is marked with the reference number 30. The words Defence and Counter indicate that there is another possible defense by playing card 26 (right body parry) and following this up by playing card 11 (upper cut to head). The diagram in the bottom right hand corner represents the "effective position", i. e. the relative positions in which the two figures are to be placed when the card (15) is played.

In playing the game each player plays in turn, that is to say, he selects one of his cards, places it face upwards on the board and moves his figure accordingly. If his card indicates the delivery of a particular blow he moves his figure into the position on the board necessary to make the blow effective. If he plays a card solely for the purpose of changing his position he moves his figure to the square corresponding to where his opponent would have been had he intended to deliver the blow. If he plays a "position" card he places his figure on any square in the zone corresponding to the card played. If he offers a defence to his opponent's blow he moves to the position regulated by the defence card used. A successful defence retains the initiative, but to keep the correct sequence of cards the opponent is then bound to throw away a card, which is not exposed to the other side. Points are scored according to whether a blow struck is undefended or countered, or when the correct defence is employed, while points are lost by an incorrect defence.

As has been already indicated, the game may be played as an instructional game for teaching boxing or the correct actions in boxing, in which case cards such as those illustrated containing the desired instructional directions and information printed thereon, are employed, whereas, for experienced players or in match games, while similar cards are used, the instructional details may be omitted.

What I claim and desire to protect by Letters Patent is:—

1. Boxing game apparatus comprising a board divided into squares and a series of zones one within the other, movable figures to represent boxers adapted to be moved from one square to another according to the rules of the game, the moves being governed by the playing of direction cards.

2. Boxing game apparatus comprising a board divided into squares and a series of zones one within the other, movable figures to represent boxers adapted to be moved from one square to another according to the rules of the game, the moves being governed by the playing of direction cards, said cards being provided with directive matter indicating the movements to be made by the figures.

3. Boxing game apparatus comprising a board divided into squares and sub-divided into zones one within the other, movable figures to represent boxers and a pack of cards comprising series of "position" cards, "offensive" cards and "defensive" cards.

4. Boxing game apparatus comprising a board divided into square and sub-divided into zones one within the other, movable figures to represent boxers and a pack of cards comprising series of "position" cards, "offensive" cards and "defensive" cards, each card in each series of cards being marked with an indication as to the particular movement to be effected by the playing of the particular card.

5. Boxing game apparatus comprising a board divided into squares and a series of zones one within the other, movable figures to represent boxers adapted to be moved from one square to another according to the rules of the game, the moves being governed by the playing of direction cards, and movable extensions for holding the cards to be played, substantially as set forth.

Signed at London, England, this 20th day of October, 1921.

CHARLES FREDERICK GLENNY.

Witnesses:
J. C. MATTHEWS,
H. DOUGLAS ELKINGTON.