No. 669,617. Patented Mar. 12, 1901.

G. H. BUTTERLY.

QUOIT GAME.

(Application filed Sept. 4, 1900.)

(No Model.) 2 Sheets—Sheet 1.

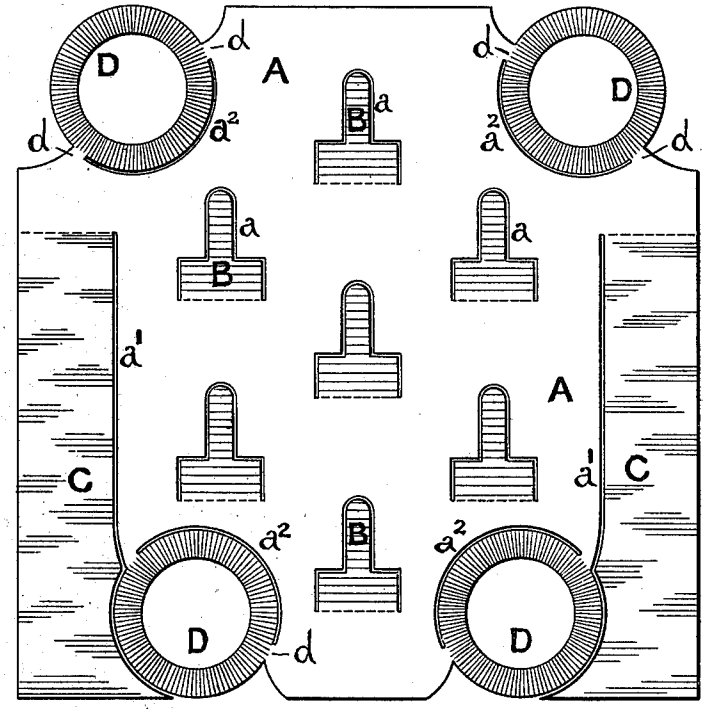


FIG. 1.

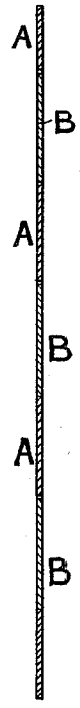


FIG. 2.

WITNESSES.

Joseph Bates.

C. W. Alexander.

INVENTOR.

G. H. Butterly

by Chas. Owen O'Brien

atty

THE NORRIS PETERS CO., PHOTO-LITHO., WASHINGTON, D. C.

No. 669,617. Patented Mar. 12, 1901.

G. H. BUTTERLY.

QUOIT GAME.

(Application filed Sept. 4, 1900.)

(No Model.) 2 Sheets—Sheet 2.

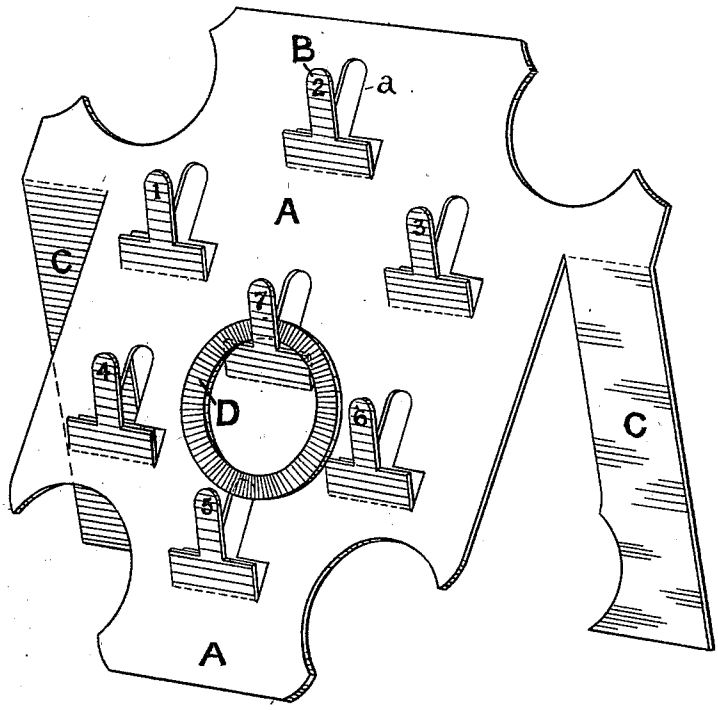


FIG. 3.

WITNESSES.

Joseph Bates.

C. W. Alexander.

INVENTOR.

G. H. Butterly

by F. O'Brien

atty.

THE NORRIS PETERS CO., PHOTO-LITHO., WASHINGTON, D. C.

UNITED STATES PATENT OFFICE.

GEORGE H. BUTTERLY, OF SALFORD, ENGLAND.

QUOIT GAME.

SPECIFICATION forming part of Letters Patent No. 669,617, dated March 12, 1901.

Application filed September 4, 1900. Serial No. 28,987. (No model.)

To all whom it may concern:

Be it known that I, GEORGE HENRY BUTTERLY, a subject of the Queen of Great Britain, residing at Salford, in the county of Lancaster, England, (whose postal address is 55 Great Clowes street, Broughton, Salford,) have invented certain new and useful Improvements in Quoit Games, of which the following is a specification.

The object of this invention is to produce the parts necessary for toy or parlor quoits or similar game in a self-contained form and at a very small cost.

The pegs to receive the rings can be stamped or cut to project from the face of a sheet of cardboard, metal, or other stiff material, and the rings can be stamped from the same material.

It consists, essentially, of a quoit-game with board, pegs, rings, and supports in one piece of thin sheet material, with cuts or nicks partially surrounding the several parts, so that the rings may be severed and the other parts extended to position when desired.

It will be fully described with reference to the accompanying drawings.

Figure 1 is a front elevation; Fig. 2, a sectional elevation; Fig. 3, a perspective view showing position when erected in use.

Upon the face of a sheet A of stiff material is stamped or cut a number of cuts or nicks a a' a^2, which penetrate the material and are of such a shape as to form tongues or projections B, supporting side pieces C, and rings or quoits D. The tongues B are each cut around three sides with the cut a, leaving the bottom side intact, so that they can be bent or turned outward to cause them to stand out or project from the front of the sheet A to form the pegs required for the game. These may be printed or marked with numerals, as in Fig. 3, to indicate the points scored in the game. The supporting side piece C may be turned backward to form legs or supports for the board to maintain it in an upright position when in use, as shown in Fig. 3.

The rings D form the quoits. These are cut or stamped out at the corners, with narrow strips d at the ends of the cut a^2, which retains them, but which can be easily severed.

The board can be stamped or cut without the rings, which can be made or supplied separately of rubber or other material. When the board A is made from sheet metal, it would be desirable to do this.

The board may be stamped from any suitable stiff material—such as cardboard, strawboard, leather-board, papier-mâché, sheet metal, or other similar material.

What I claim as my invention, and desire to protect by Letters Patent, is—

A quoit game comprising in its construction a board A of stiff sheet material provided with cuts a a' in the face, tongues B stamped out therefrom and projecting toward the front, side pieces C stamped therefrom and projecting toward the back to maintain the board in an upright position, and rings D stamped out therefrom, and narrow connecting-strips d by which the rings are attached to the board which may be easily severed to remove the rings substantially as described.

In witness whereof I have hereunto signed my name in the presence of two subscribing witnesses.

G. H. BUTTERLY.

Witnesses:
J. OWDEN O'BRIEN,
F. SPARKES.