W. F. ROOT.

GAME.

APPLICATION FILED APR. 17, 1920.

1,388,666. Patented Aug. 23, 1921.

Fig. 1.

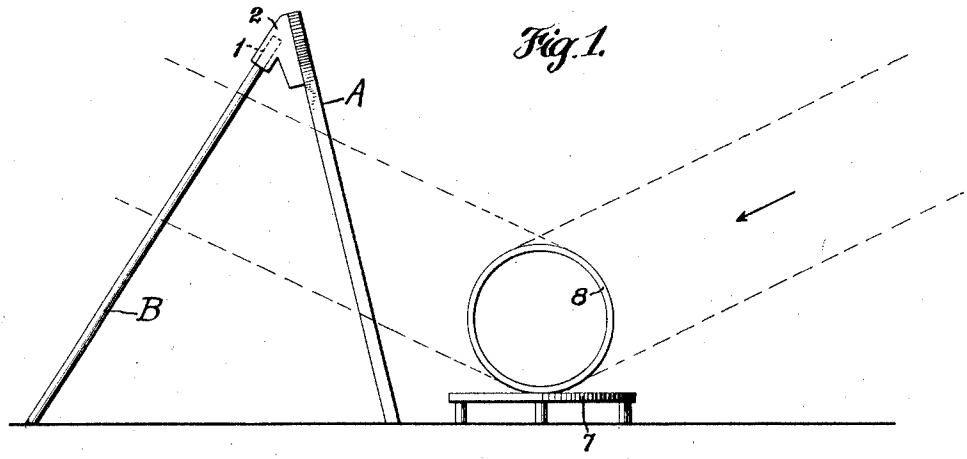
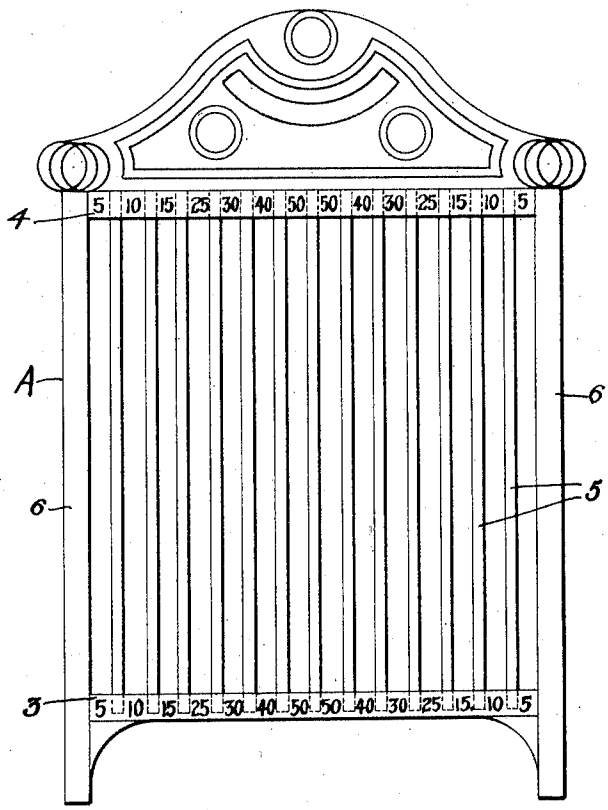


Fig. 2.



WITNESS

Gustav Genzlinger.

INVENTOR.

Walter F. Root

BY

Symmes Treat & Lechner

ATTORNEYS.

UNITED STATES PATENT OFFICE.

WALTER F. ROOT, OF PHILADELPHIA, PENNSYLVANIA, ASSIGNOR OF ONE-HALF TO FREDERICK BEISSEL, OF DARBY, PENNSYLVANIA.

GAME.

1,388,666. Specification of Letters Patent. Patented Aug. 23, 1921.

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To all whom it may concern:

Be it known that I, WALTER F. ROOT, a citizen of the United States, residing at Philadelphia, in the county of Philadelphia and State of Pennsylvania, have invented certain new and useful Improvements in Games, of which the following is a specification.

My invention relates to games and more particularly to that class of games in which the player throws or tosses an object toward a stand which is provided with a series of divisions of varying values, the score of the player being the total of the divisions to which or through which he throws the object.

The principal object of the invention is to provide a simple, inexpensive and entertaining game and game apparatus which, while involving some little skill and dexterity to play well, is just sufficiently easy to play as to constitute an attractive and interesting form of amusement. More specific objects of the invention will appear in connection with a description of the accompanying drawing, wherein—

Figure 1 is a side elevation of the game apparatus illustrating the manner in which it is used, and Fig. 2 is a front elevation of the scoring stand or frame.

The scoring stand consists of a substantially rectangular frame A, and a supporting brace B which is adapted to be detachably secured to the frame A near its upper portion in any suitable manner such for example as is afforded by means of the socket at the point marked 1 in the member 2. The brace and the frame constitute an inverted V-shaped structure and when set up in position for play the frame is in a substantially upright position.

Extending between the lower cross piece 3 and the upper cross piece 4 of the frame A, I provide a series of spaced palings or bars 5 which are disposed in substantial parallelism to the side members 6 of the frame. The result is a somewhat fence-like structure in which the spaces between bars are given varying values as indicated by the small numerals on the upper and lower cross pieces. The bars are preferably rounded for a purpose which will appear hereinafter.

Immediately in front of the frame I prefer to arrange a small stand or table 7.

The player stands at a little distance from the frame and throws or tosses the hoop or ring 8 toward the frame so that it will bounce on the table 7 and pass through one of the spaces between the bars 5. The direction from which the hoop comes is indicated by the arrow and the approximate course which it follows, by the dotted lines in Fig. 1. A player's score is the sum of the values of the spaces through which he is able to throw the ring.

The hoop is also rounded and is preferably made of round reed. It is advisable to round the hoop and the bars or at least one of them so as to facilitate entrance of the hoop into the spaces between bars. If such rounded or sloping edges were not provided, it would frequently happen that the hoop would strike a bar and rebound away from the frame A instead of passing through it. By sloping or rounding the meeting edges, the hoop will always glance to one side or the other and failure to pass through the frame will very rarely occur.

I claim:

1. A game comprising in combination a frame adapted to stand upon the floor and provided with a series of spaced bars, a table in front of said frame, and a ring adapted to be tossed against the table to bounce toward said frame and enter one of said spaces, the various spaces being given differing values.

2. A game comprising in combination a frame adapted to rest on the floor, a detachable brace adapted to support said frame in a substantially upright position, a series of spaced bars in the frame, a stand adapted to rest on the floor in front of said frame, and a hoop adapted to be tossed toward said frame to rebound from the stand and enter a space between two bars, the various spaces being given differing values.

3. A game comprising in combination a frame adapted to rest on the floor and provided with a series of spaced bars, and a hoop of a diameter greater than the distance between any two bars adapted to be tossed toward the frame to bounce between two bars, the various spaces being given differing values.

In testimony whereof, I have hereunto signed my name.

WALTER F. ROOT.