J. J. BRIARE.

BASKET BALL GAME.

APPLICATION FILED NOV. 10, 1913.

1,115,893.

Patented Nov. 3, 1914.

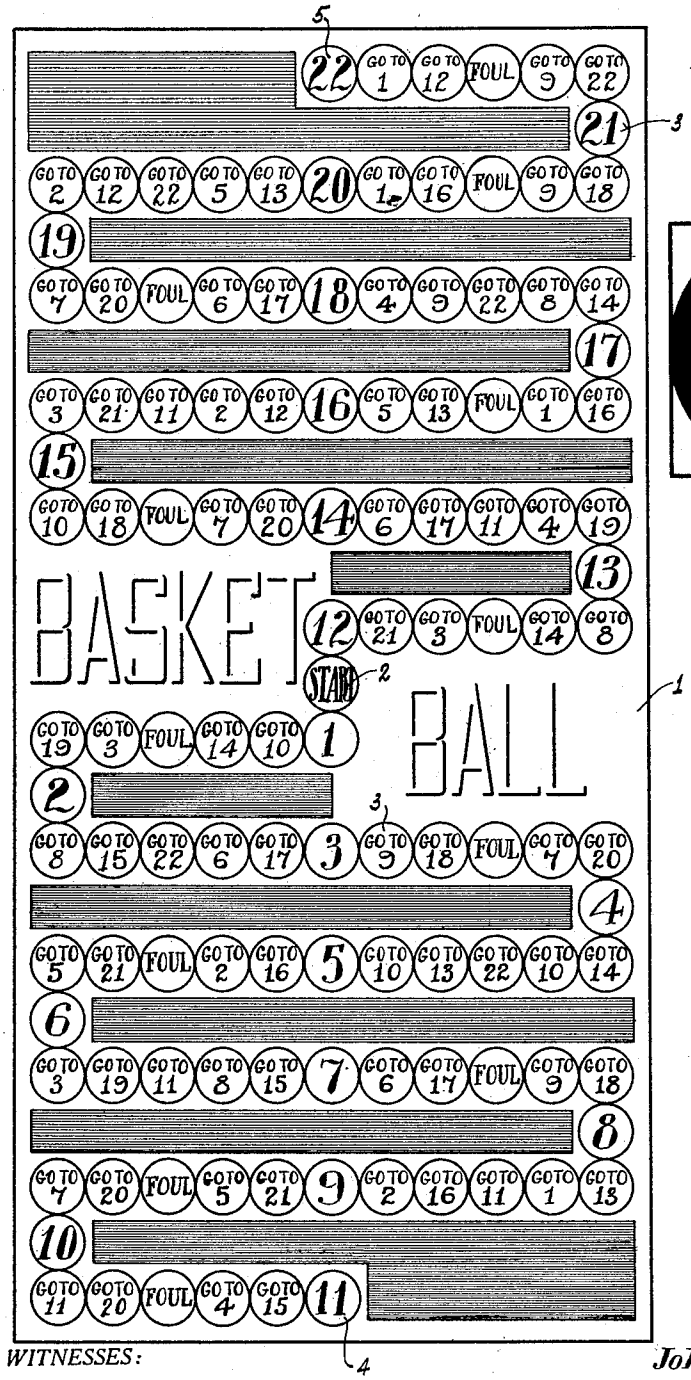


Fig. 1

Fig. 2

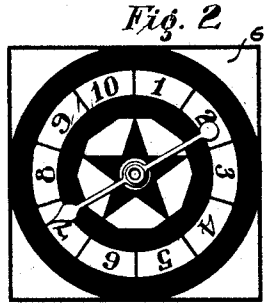
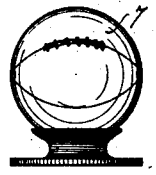


Fig. 3



WITNESSES:

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JOHN J. BRIARE, OF STOCKTON, CALIFORNIA.

BASKET-BALL GAME.

1,115,893. Specification of Letters Patent. Patented Nov. 3, 1914.

Application filed November 10, 1913. Serial No. 800,051.

To all whom it may concern:

Be it known that I, JOHN J. BRIARE, a citizen of the United States, residing at Stockton, in the county of San Joaquin, State of California, have invented certain new and useful Improvements in Basket-Ball Games; and I do declare the following to be a full, clear, and exact description of the same, such as will enable others skilled in the art to which it appertains to make and use the same, reference being had to the accompanying drawings, and to the characters of reference marked thereon, which form a part of this specification.

This invention relates to improvements in games and is particularly designed as a game patterned after the actual game of basket ball, but to be played instead with men adapted to be moved back and forth over the game board according to the directions of a whirling dial or pointer or similar indicating means.

The game comprises a player board, the starting point of the game being central thereof and each side of said starting point being provided with circles indicating the various points to which a ball would be thrown back and forth across the center line and from point to point on one side of the center line in the actual game of basket ball. At each end of the board is a circle indicating the goal or basket into which the ball symbolized by the man being played is attempted to be played and the winner of the game is the person who moves the man into this goal the greatest number of times in a given space of time.

Referring now to the drawings, Figure 1 designates a plan view of the player board showing the game outlined thereon. Fig. 2 is a top plan view of the dial used with the game and Fig. 3 is a side view of the man adapted to be used in playing the game.

Referring now more particularly to the characters of reference on the drawings, the numeral 1 designates the player board and disposed in the center of this board is a circle designated by the word "Start" which is the point at which the player starts to move in the game. On each side of this center circle is a given number of circles, each circle designating a point at which a basket ball in the actual playing of the game of basket ball might be thrown during the progress of the game and a portion of these circles are marked with the word "Foul" and a portion of the balance are marked with indicating numerals and the remainder are marked with the words "Go to 7," "Go to 20" or some other numeral indicating some of the circles. At each end of the game board is a circle, these circles being marked "11" and "22" respectively, and these two circles indicate the goal or basket.

The object of the game is to move the playing figure or man from the center of the board to one of the chosen circles 11 and 22 which will be the goal for that particular man. The player reaching such goal the greatest number of times in the time specified, wins the game.

The game is to be played by two persons only.

Describing now more particularly the operation of the game, the player will spin the member 6 and presuming that it stops at "7," he places the man on the circle marked "Start" and if his goal is the circle 11 he counts seven of the circles on that side of the circle marked "Start," which would place him on the circle marked "2." Then presuming that with his next turn, the indicator stops at "3" on the member 6, he moves three more of the circles which would bring him to the circle marked "Go to 22" and this then would place him in his opponent's goal circle marked 22 thus giving his opponent one point in his favor. Then in the course of the game if he lands on one of the circles marked "Foul," he loses one turn. Thus as can readily be seen, by spinning the dial 6 and moving to the various circles, the player man 7 will be moved back and forth over the player board in a manner similar as a basket ball would be tossed back and forth in the actual game, hence giving a very pleasurable home game which will be exactly patterned after the actual game of basket ball.

Having thus described my invention what I claim as new and useful and desire to secure by Letters Patent is:—

A game of the kind described comprising a player board, said player board being provided with a center indicating point designated by the word "Start," a plurality of designating points on each side of said

center point, a portion of such plurality of points being designated by the word "Foul" and a portion by numerals and a portion by the words "Go to" with a numeral added thereto, the last one of each of said plurality of points being designated by a numeral, as described.

In testimony whereof I affix my signature in presence of two witnesses.

JOHN J. BRIARE.

Witnesses:
JOSHUA B. WEBSTER,
CLARENCE M. SMITH.

Copies of this patent may be obtained for five cents each, by addressing the "Commissioner of Patents, Washington, D. C."