

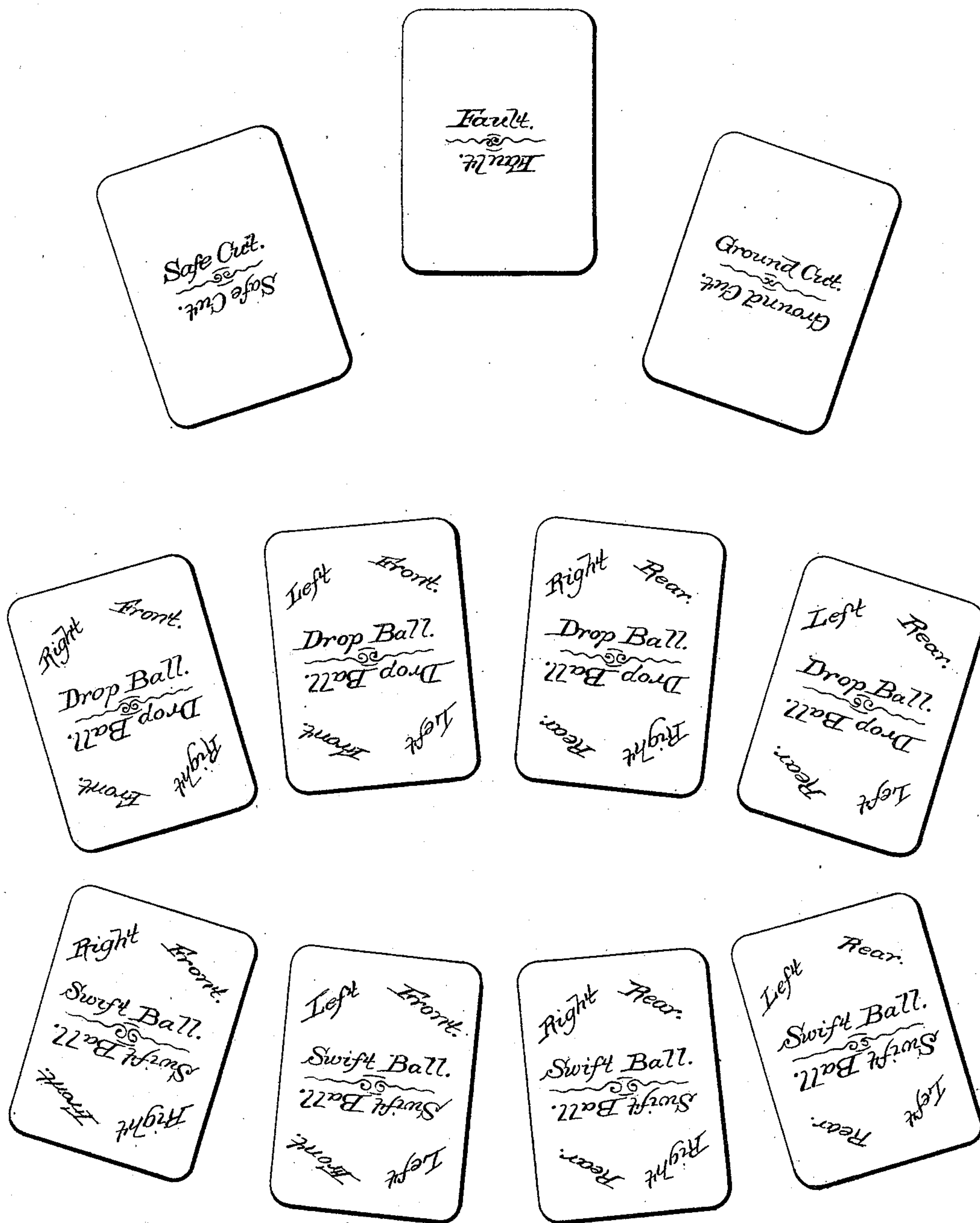
(No Model.)

R. A. PATTERSON.

GAME.

No. 387,440.

Patented Aug. 7, 1888.



Witnesses:

*Chas. E. Gaylord.*  
*Chas. E. Gordon.*

Inventor:

*Raymond A. Patterson,*  
*By Dymally & Dymally*  
*Attys*

# UNITED STATES PATENT OFFICE.

RAYMOND A. PATTERSON, OF EVANSTON, ILLINOIS.

## GAME.

SPECIFICATION forming part of Letters Patent No. 387,440, dated August 7, 1888.

Application filed October 24, 1887. Serial No. 253,180. (No model.)

*To all whom it may concern:*

Be it known that I, RAYMOND A. PATTERSON, a citizen of the United States, residing at Evanston, in the county of Cook and State of Illinois, have invented a new and useful Game, of which the following is a specification.

My invention relates to a game to be played with cards, and my object is to adapt the outdoor game commonly known as "lawn tennis" to be played indoors with cards in the manner of any ordinary game wherein playing-cards are used, and thereby provide by a game of "card-tennis," as I term my improvement, a social indoor amusement in the form of a game of cards based upon the rules and regulations of lawn-tennis.

The drawing illustrates the manner in which the cards are marked.

While those skilled in the game of lawn-tennis may understand the game involving my improvement more readily than those unfamiliar with the outdoor game, the following description is intended to present an explanation which shall enable those unacquainted with the game of lawn-tennis to play that of "card-tennis."

The means involving the patentable feature of my new game comprise a pack of cards, which may consist of forty-four or forty-eight cards, depending upon whether two or four persons play, and these numbers may be subject to variation. The game is particularly intended for four players, composing two sets of partners, and I therefore confine my description, in the main, to the game as played by four persons. In the pack there are five different main sets—two comprising sixteen cards each, two four each, and one eight cards in a pack of forty-eight cards. The technical terms used are the same as in the outdoor game: To "serve" is to play the first card. To "return" is to play a card of equal or superior value to that served. To "volley" is to play a card of equal or superior value to the "return." All cards played after the return are called "volleys." The five sets referred to into which the pack is divided consist, respectively, of sixteen marked "Drop Ball," sixteen marked "Swift Ball," four marked "Safe Cut," four marked "Ground Cut," and eight marked "Fault."

To adapt the card to a modification in the game, the sixteen "Drop Ball" cards are subdivided into four sets of four cards each, the members of the sets, respectively, being marked "Right Front," "Left Front," "Right Rear," and "Left Rear," and the sixteen "Swift Ball" cards are similarly subdivided and marked "Right Front," "Left Front," "Right Rear," and "Left Rear," thereby making, in addition to the five main sets, eight sub-sets of four cards each. There are thus in each pack eleven sets of cards, ten of which comprise each four similarly marked, and one (the "Fault" set) eight, or in a two-hand game also four. These different sets are each represented in the accompanying drawing by one member, having marked upon it the play it represents, preferably as shown, in a manner to render it what is known in regard to ordinary playing-cards "double-headed," or readily recognizable whichever end is uppermost.

The value of the cards is as follows: A "Fault" stops any card in play except a "Safe Cut," thereby giving the point to the side playing it. A "Safe Cut" cannot be returned nor volleyed nor stopped by a "Fault." A "Drop Ball" may be returned by the same or any other card or stopped by a "Fault." A "Ground Cut" cannot be returned nor volleyed, but may be stopped by a "Fault." A "Swift Ball" may be returned by a "Safe Cut," "Ground Cut," or by another "Swift Ball," or may be stopped by a "Fault."

The score consists of four points, counted as follows: "Love," or nothing, 15, 30, 40, game. Six games make a "set." Before each serve the server should call his own and then his opponent's score. When both sides are at 40, the score is "deuce," and then either side must win successively two points for "game." The first of these, when won by the serving side, is called "vantage in," and "vantage out" if won by the opposing side. If the score stands at vantage for one side and the opposing side win a point, the score returns to "deuce."

When the game is played by four persons, partners sit opposite each other. Throwing cards one at a time face upward around the table to the players in succession, the first "Fault" card designates the server. He deals, one at a time, four cards to each player,



and then places the remainder of the pack at the center of the table. He then serves by laying a card face upward on the table to the player at his left, who either "returns" (with a card of equal or superior value) or stops the card by a "Fault." In the latter case the dealer has a second serve; but if this card also be stopped by a "Fault" the point is with the opponents. Each card when played should be named by the player. If the card served is returned, it may be volleyed by the server's partner, then by the player at such partner's left, and so on until it is stopped by a "Fault," or until the next player is unable to volley it, which gives the point to the side playing last. After the point is won each player fills his hand from the pack to four cards. Service is then made by the dealer to the player at the right, and if "returned" play is continued in the same direction. Should a "Fault" be served each player must discard one card. The game proceeds as above described, cards being served by the dealer alternately to the left and right, and until either side wins "game," when the cards are shuffled and dealt by the player at the left of the first dealer, the dealer always being the server. To illustrate: The server plays a "Drop Ball." His left-hand opponent plays a "Swift Ball." The partner volleys with a "Ground Cut;" but the fourth player stops by a "Fault," winning the point. Each player then fills his hand. The server calls the score, "Love, 15," and serves a "Safe Cut" to his right-hand neighbor, thereby winning the point, as this card cannot be returned, the score standing "15 all." Then he serves a "Ground Cut" to the left. It is met by a "Fault." Having another serve, he serves to the same person a "Swift Ball," which is returned with another "Swift." The server's partner has nothing but "Drops," and as he cannot volley nor stop with a "Fault" his opponent scores, making the game stand "15, 30," and so on.

The game is complete as above described; but a very interesting complication may be introduced by the division of the "Swift-Ball" and "Drop-Ball" cards into "Court" cards to indicate the court into which they are played in returning and volleying—thus, "Right Front," "Left Front," "Right Rear," and "Left Rear," as illustrated in

the drawing. These court cards may be volleyed only by one of the same side, right or left. "Rear" cards meet either front or rear, while "Front" cards meet only "Front" cards. "Swift Balls," though of higher value than "Drops," cannot be played against the latter except in the proper courts. The three higher cards—"Faults," "Safe Cuts," and "Ground Cuts"—are not affected by these court line representations, and the court-indicating divisions of the cards are not to be regarded in serving.

When the game is played by two persons only, the number of "Fault" cards should be reduced to four, since otherwise the server may be placed at great disadvantage—in fact, to such an extent that he might generally be beaten, which would tend to lessen the interest in the game.

What I claim as new, and desire to secure by Letters Patent, is—

1. A pack of cards comprising sets marked, respectively, "Safe Cut," "Ground Cut," "Fault," "Swift Ball," and "Drop Ball," substantially as and for the purpose set forth.

2. A pack of cards comprising sets marked, respectively, "Safe Cut," "Ground Cut," "Fault," "Swift Ball," and "Drop Ball," and having each of the "Swift-Ball" and "Drop-Ball" sets divided into sets provided with representations indicating the court into which they are played, substantially as and for the purpose set forth.

3. A pack of cards comprising five sets composed of four cards marked "Safe Cut," four marked "Ground Cut," eight marked "Fault," sixteen marked "Swift Ball," and sixteen marked "Drop Ball," substantially as and for the purpose set forth.

4. A pack of cards comprising five sets composed of four cards marked "Safe Cut," four marked "Ground Cut," eight marked "Fault," sixteen marked "Swift Ball," and sixteen marked "Drop Ball," and having each set of sixteen subdivided into four sets of four cards each, marked, respectively, "Right Front," "Left Front," "Right Rear," and "Left Rear," substantially as and for the purpose set forth.

RAYMOND A. PATTERSON.

In presence of—

J. W. DYRENFORTH,  
CHAS. E. GORTON.