

S. A DARRACH.  
GAME APPARATUS.

Patented Dec. 16, 1890.

Fig. 1.

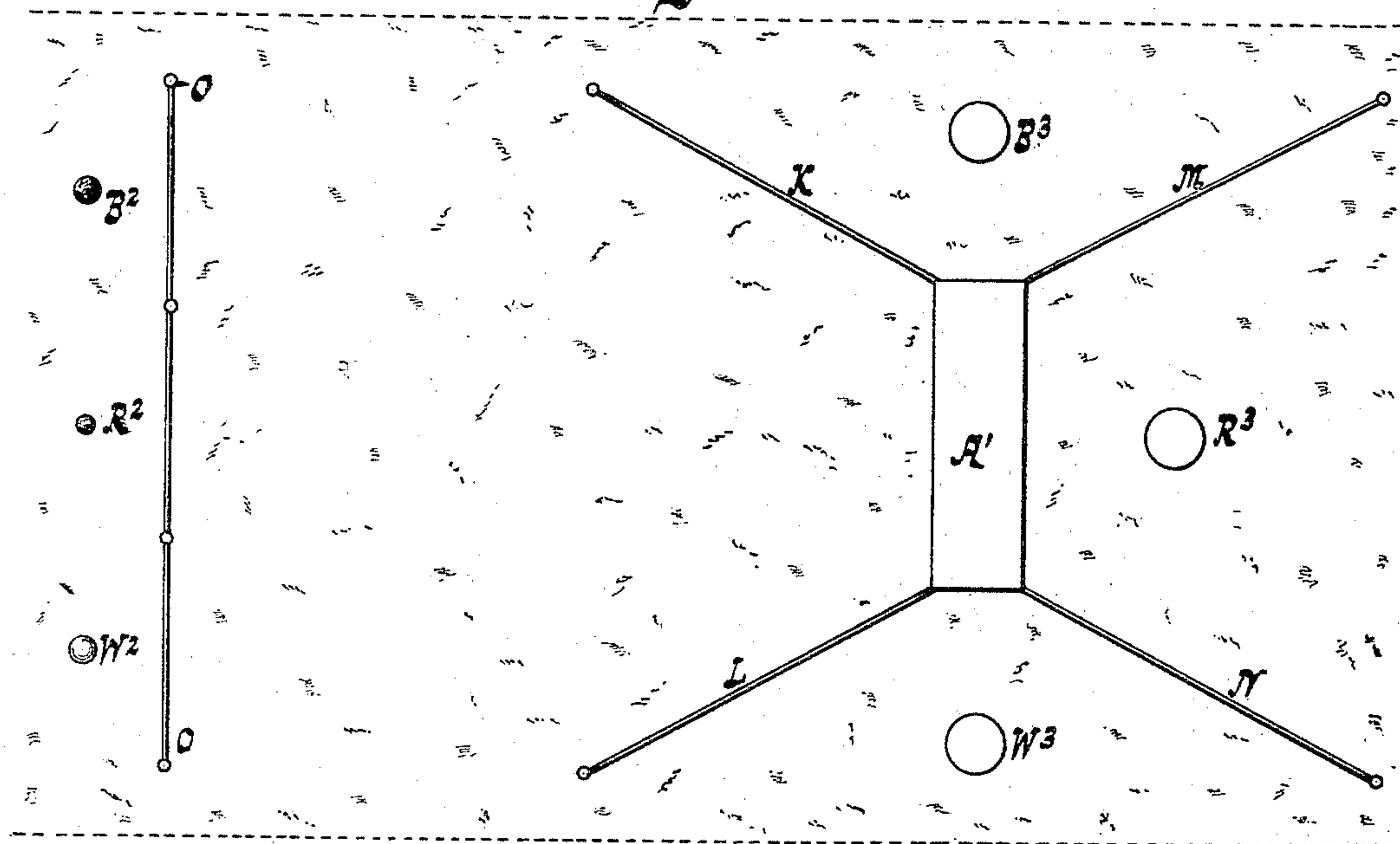
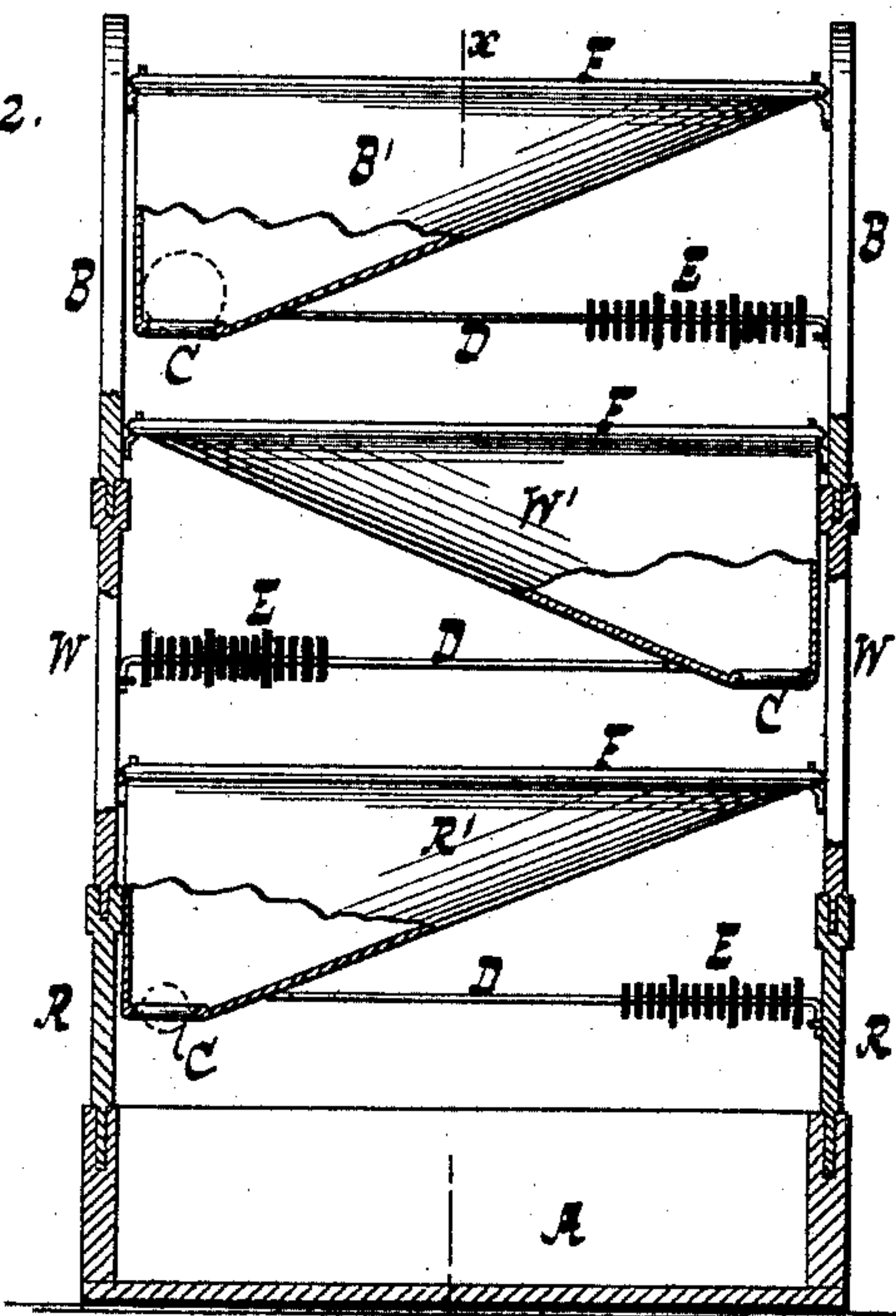


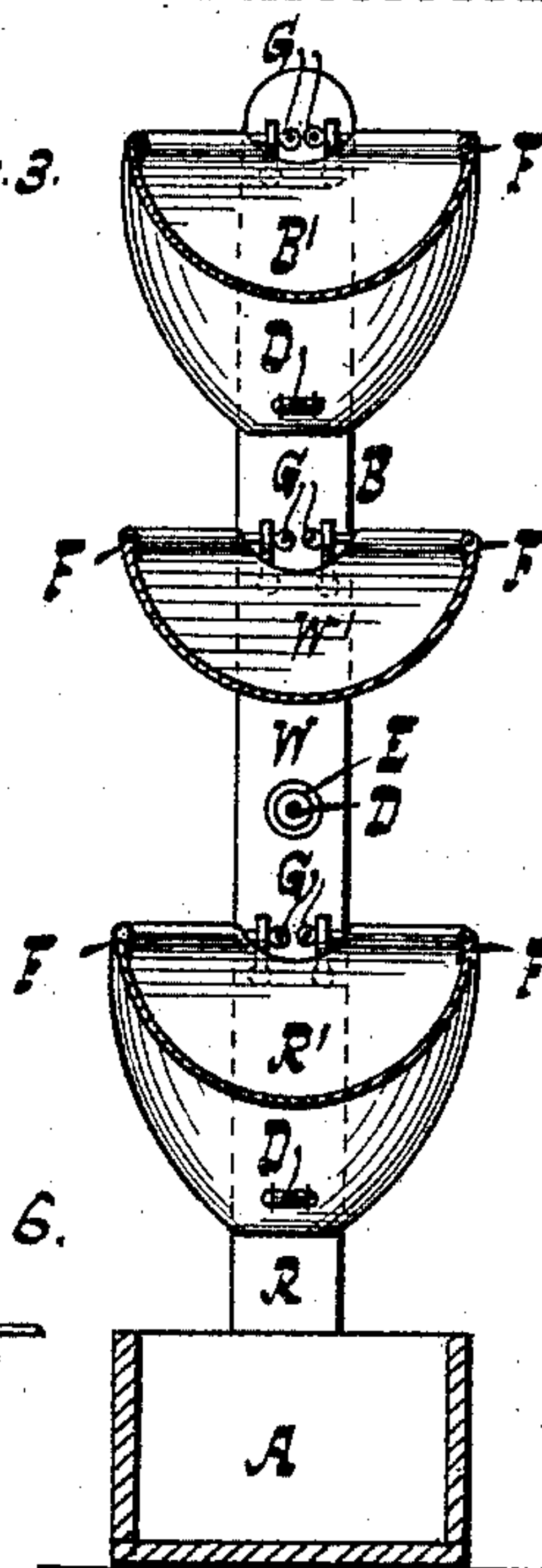
Fig. 2.



WITNESSES:

William Miller  
Edward Wolff.

**Fig. 3.**


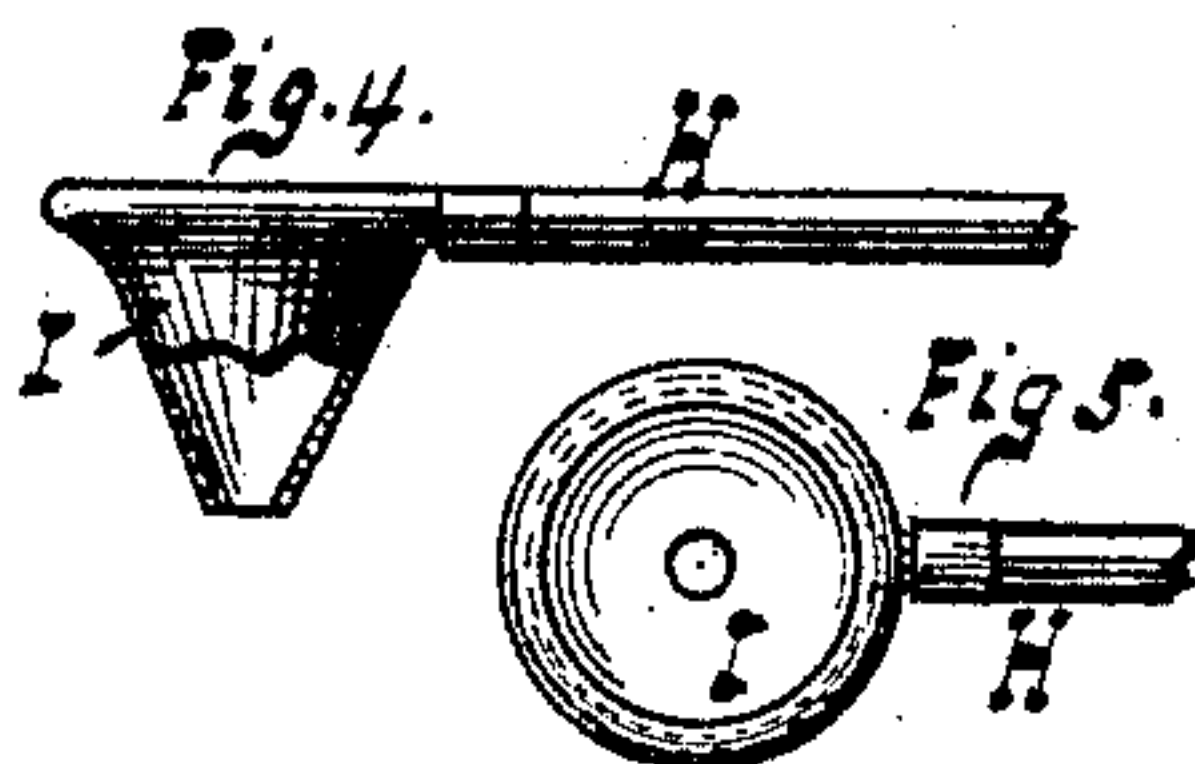


INVENTOR:

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ATTORNEYS.

Fig. 6.

A perspective view of the device. It shows a horizontal handle with a circular end on the left. Below the handle, a curved spring mechanism is visible, connecting to a vertical support structure.



# UNITED STATES PATENT OFFICE.

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## GAME APPARATUS.

SPECIFICATION forming part of Letters Patent No. 443,073, dated December 16, 1890.

Application filed August 28, 1890. Serial No. 363,257. (No model.)

*To all whom it may concern:*

Be it known that I, SAMUEL A. DARRACH, a citizen of the United States, residing at Newark, in the county of Essex and State of New Jersey, have invented new and useful Improvements in Game Apparatus, of which the following is a specification.

This invention relates to a game apparatus which comprises the various parts set out in the following specification and claims, and illustrated in the annexed drawings, in which—

Figure 1 shows the manner of arranging the ground or court for the game. Fig. 2 is a face elevation of pockets with their support. Fig. 3 is a section along  $x x$ , Fig. 2. Fig. 4 is a detail view of a racket or catch-pocket. Fig. 5 is a plan view of Fig. 4. Fig. 6 shows a detail view of a brace with eye for sewing the brace to a pocket.

In the drawings, the letter A indicates a base, which is shown in the form of a box, into which the various parts can be packed when not in use. The base A has two standards. Each standard is composed of three sections R W B, colored, respectively, red, white, and blue. The various standard-sections are hinged or movably secured to one another, so that when unshipped or folded the standards can be packed into the box. The box and standards form a support for pockets R' W' B', colored, respectively, red, white, and blue. Each pocket has an outlet C, and is steadied by a rod or brace D. The brace can be readily secured to the pocket by stitches passing through the material of the pocket and through a suitable eye on the brace shown in Fig. 6. Each brace D is shown as having slides or markers E, by which the score can be kept. The jaws or frames F F of each pocket are jointed at G to the standards, so that said jaws can be readily folded together when the parts are packed away. Suitable stops prevent the jaws from sinking down from their horizontal or open position when the apparatus is ready for use, as seen in Fig. 3.

The catch-pockets or rackets consist each of a handle H, having a bag or pocket I, Fig. 4.

The court is marked out as seen in Fig. 1,

the space A' being for the box or base A. From the space A' extend four lines K L M N, and at a suitable distance from the space A' is a line O. These lines are formed by strings or lime channels or in any well-known way. In playing the game six balls are used, three of which are of such size that they can pass through the outlets C in the pockets, while the other three are of such size that they stop said outlets. The three large and three small balls are respectively colored red, white, and blue. To clearly mark each player, the racket or catch-pocket I of such player also has the distinctive color red, white, and blue. Six persons constitute a full set of players, there being two players for each color.

In playing the game choose partners and then draw for color, red having the first play, white the second, and blue the third. The players then place themselves as shown in Fig. 1, the red players taking the positions R<sup>2</sup> R<sup>3</sup>, the white the positions W<sup>2</sup> W<sup>3</sup>, and the blue are at B<sup>2</sup> B<sup>3</sup>. The player R<sup>2</sup> has the three small balls, and is called the "tosser." The players W<sup>2</sup> B<sup>2</sup> have the large white and blue balls, called "stop-balls." The red stop-ball is for the time being out of use. The aim of the ball-tosser is to throw or toss each small ball into the pocket B'. If a small ball enters the pocket B', passes thence to pockets W' and R', and then into box A, it counts three for the red. The rear guard R<sup>3</sup>, who is the tosser's partner, stands ready with a racket to catch any ball thrown over the pockets, and any ball so caught counts one for the red. The in-guards W<sup>3</sup> B<sup>3</sup> also stand ready to catch an overthrown ball and to prevent the same from being caught by the rear guard, since if any of the players W<sup>3</sup> B<sup>3</sup> catch an overthrown ball it counts one for the side of the player making the catch. In catching the ball and fencing off opposing rackets the players R<sup>3</sup> W<sup>3</sup> B<sup>3</sup> must only use their rackets, as the hand cannot be used to catch a ball. Neither can the opponent's person be touched either with the hands or racket. If any opposing guard in attempting to catch a ball touches it with the racket and the ball strikes the ground it counts one for the tosser's side.

The guards are not allowed to catch a ball after it is fairly in a pocket, since then it is



the duty of the players  $W^2 B^2$  to toss their large stop-balls into the pockets to prevent the small ball from going through the openings C. Such a stop gives a count to the stop-ball. If a small ball is stopped in the top pocket, it counts three points for the stop-ball making the stop. If stopped in the middle pocket, the stop counts two; in the bottom pocket, one. If a stop-ball enters a pocket without stopping a small ball, it counts one for the tosser. If two stop-balls enter the same pocket and stop a small ball, each stop-ball gains one point, and if two stop-balls enter the same pocket without stopping a small ball the tosser gains two points.

The guards  $R^3 W^3 B^3$  have the right to catch a stop-ball. If a partner's stop-ball is caught, it must be returned to the partner and may be used again. If an opponent's ball, whether stop-ball or small ball, is caught, it counts one for the catcher, and any ball caught by an opposing color is out or dead. If a ball goes to the ground without reaching a pocket or having been caught, it is dead. When all three toss-balls or small balls are dead, the in-color (for example, the players  $R^2 R^3$ ) take the place of the color next in order, (for example  $W^2 W^3$ ), and vice versa. If a greater number than six persons (for example, nine or more) desire to play, then each side or color may consist of three or more players who can change about, two players for each color being active while the others rest. The tosser parts are generally given to ladies as requiring less exertion, but this rule is not imperative. The tossing is done by hand and the catching is done by means of the racket.

The winning number may either be the highest number made or a given number may be chosen, and the color first making that amount wins.

The size of the apparatus can of course be varied; but I have found a handy arrangement to be a box A, of about two and a half feet long by about six inches wide and about nine inches deep, each of the standards B W R, when erected, having its top about seven feet from the ground and the mouths of the pockets about twenty inches wide when open. A fair distance for the line O will be found to be about twenty-five feet from the space A', and a length of about fifteen feet for said line O is sufficient. The line O can be divided into three equal parts to clearly mark positions. The lines K L M N make an angle of about thirty degrees with the long sides of the space A', and said lines may each be about ten feet long.

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

1. A game apparatus comprising a support, pockets mounted one above another on said support and having each an outlet-opening leading into a lower pocket, and a series of balls, part of which are of a size to pass through the outlets and the rest of which are large enough to stop said outlets, substantially as described.

2. A game apparatus comprising a support, pockets mounted one above another on said support and having each an outlet-opening leading into a lower pocket, a series of balls, part of which are of a size to pass through the outlets and the rest of which are large enough to stop said outlets, and a series of rackets, substantially as described.

3. A game apparatus comprising a support, pockets having jaws which fold or swing on said support, said pockets being mounted one above another and having each an outlet-opening leading into a lower pocket, and a series of balls, part of which are of a size to pass through the outlets and the rest of which are large enough to stop said outlets, substantially as described.

4. A game apparatus comprising a support consisting of a box or base, and sectional standards secured to said base, pockets mounted one above another on said support and having each an outlet-opening leading into a lower pocket, and a series of balls, part of which are of a size to pass through the outlets and the rest of which are large enough to stop said outlets, substantially as described.

5. A game apparatus comprising a support, pockets mounted one above another on said support, braces extending from the support to the pockets, said pockets having each an outlet-opening leading into a lower pocket, and a series of balls, part of which are of a size to pass through the outlets and the rest of which are large enough to stop said outlets, substantially as described.

6. A game apparatus comprising a support, pockets mounted one above another on said support, braces extending from the support to the pockets and provided with markers, said pockets having each an outlet-opening leading into a lower pocket, and a series of balls, part of which are of a size to pass through the outlets and the rest of which are large enough to stop said outlets, substantially as described.

In testimony whereof I have hereunto set my hand in the presence of two subscribing witnesses.

S. A. DARRACH.

Witnesses:

WM. C. HAUFF,

E. F. KASTENHUBER.