

(No Model.)

J. CONNER.
GAME APPARATUS.

No. 574,351.

Patented Dec. 29, 1896.

Fig. 1.

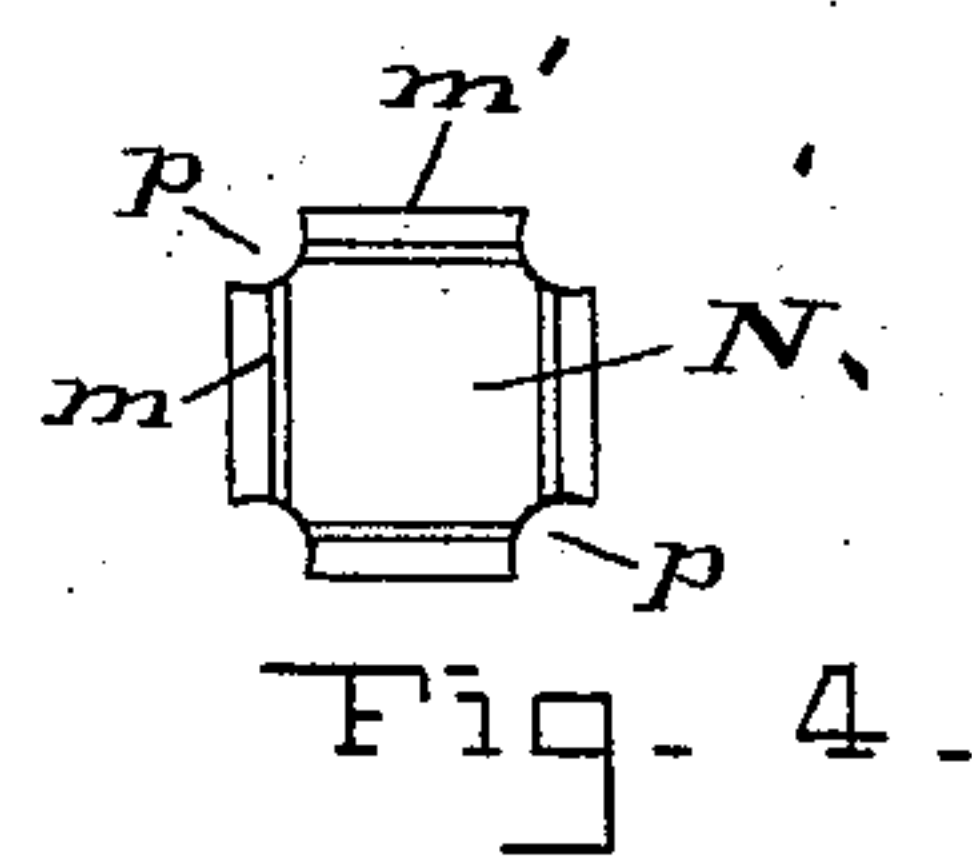
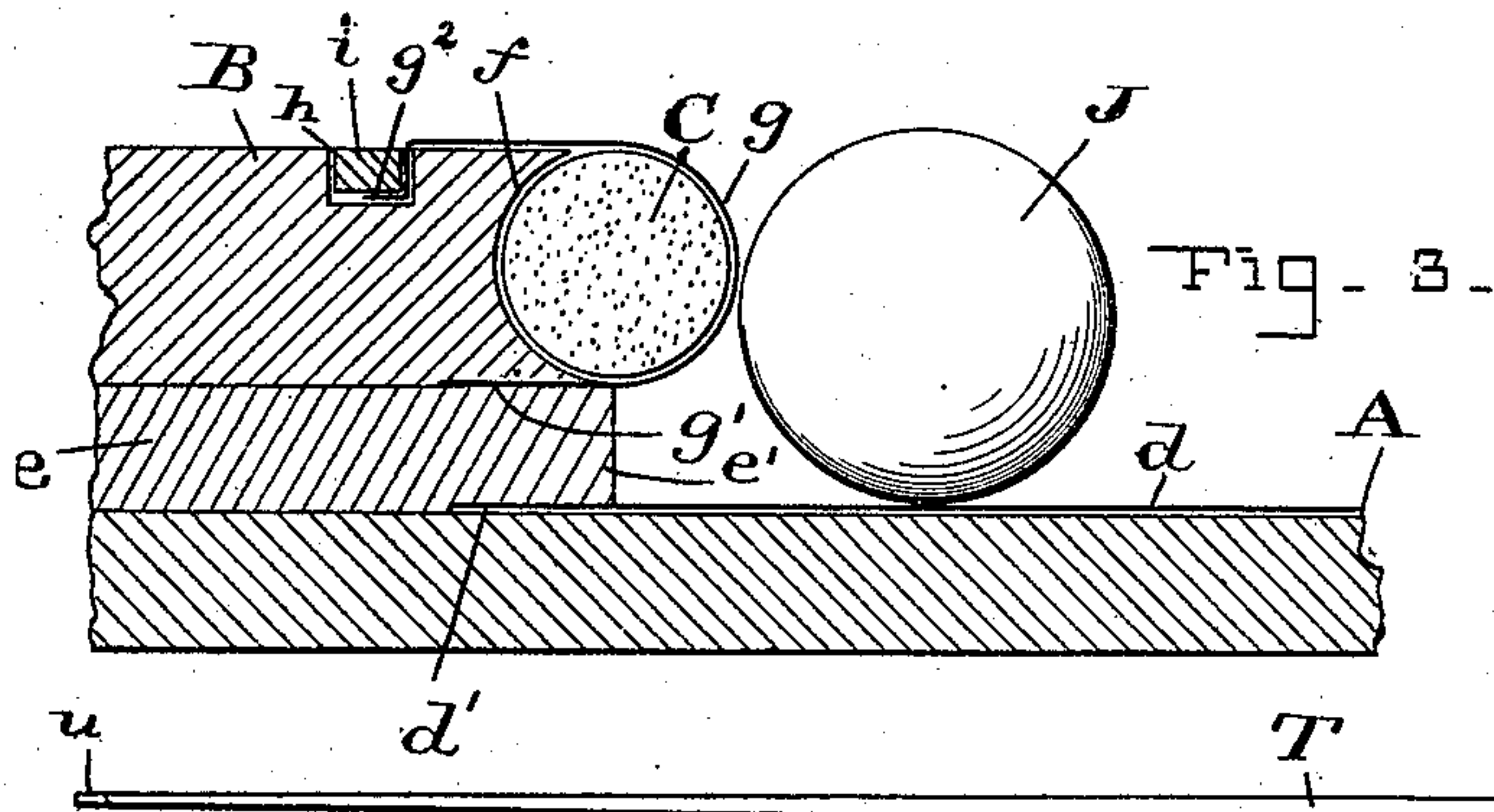
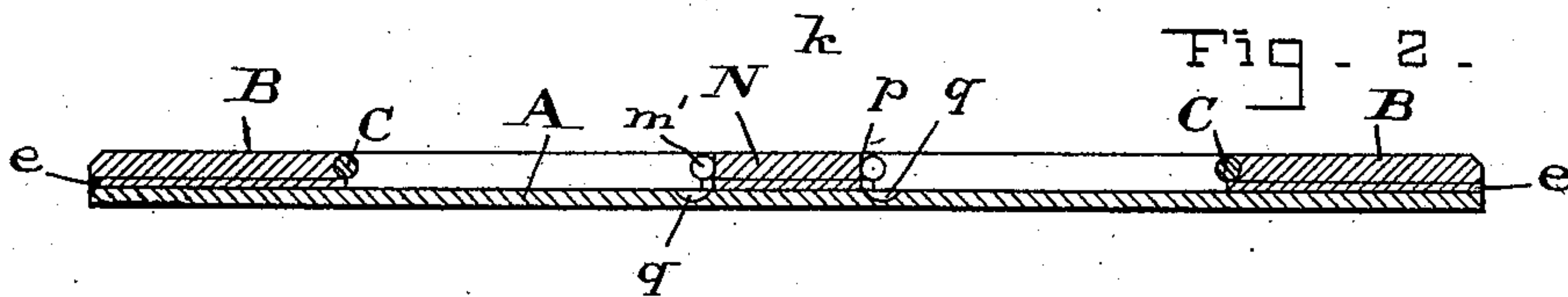
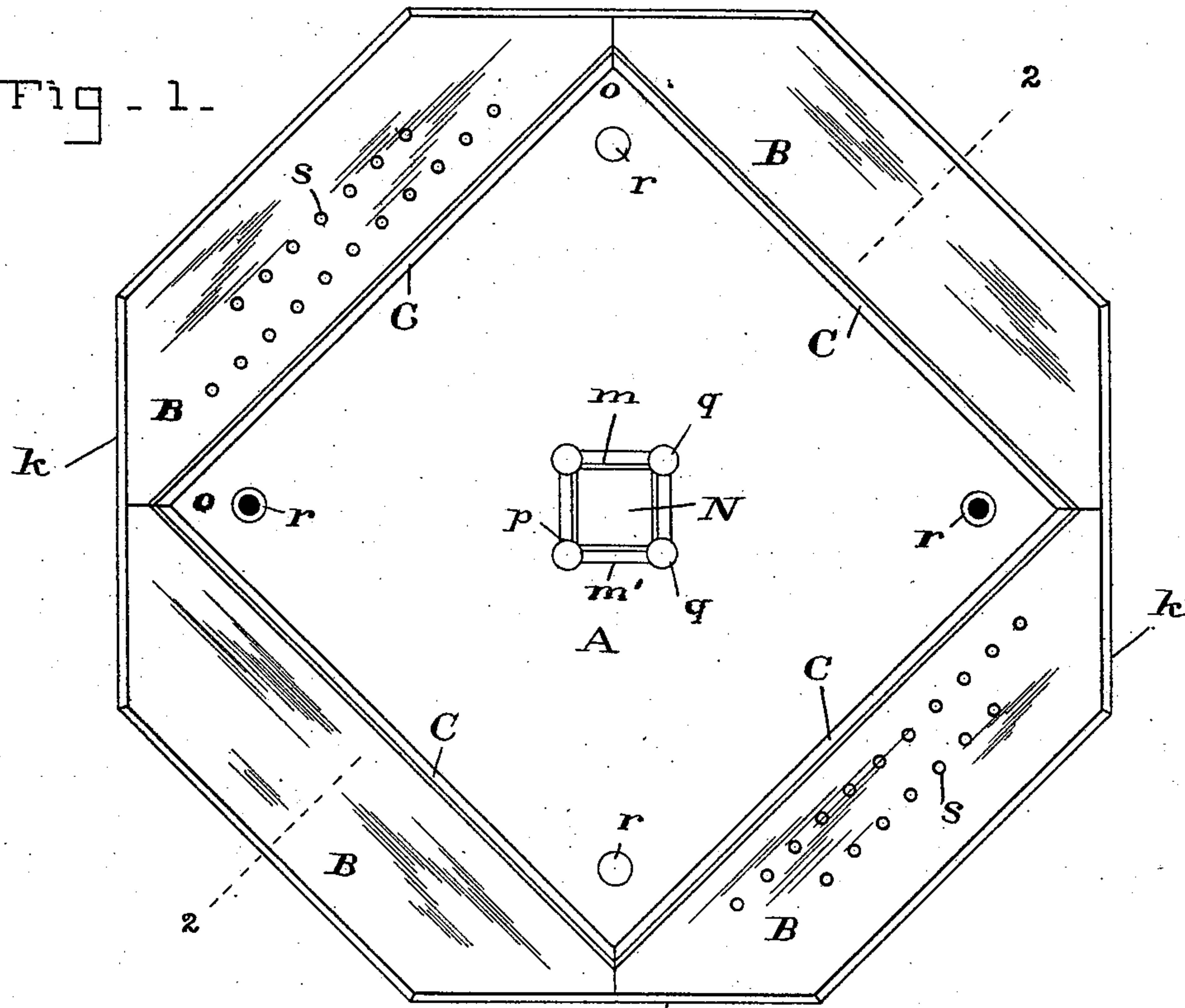


Fig. 5.

WITNESSES:

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JOSEPH CONNER, OF NEW YORK, N. Y., ASSIGNOR OF FORTY-NINE ONE-HUNDREDTHS TO GEORGE T. KEELER, OF BALTIMORE, MARYLAND.

GAME APPARATUS.

SPECIFICATION forming part of Letters Patent No. 574,351, dated December 29, 1896.

Application filed July 3, 1894. Renewed June 30, 1896. Serial No. 597,648. (No model.)

To all whom it may concern:

Be it known that I, JOSEPH CONNER, a citizen of the United States, residing at New York, in the county of New York and State of New York, have invented certain new and useful Improvements in a Game-Board, of which the following is a specification.

This invention relates to a game apparatus of that class in which balls and a cue are employed.

The object of the invention is to provide a novel combination and arrangement of a board having a continuous cushioned rail all around a central block on the board, provided with a stop-notch at each corner of said block and a depression in the board coincident with each of said stop-notches.

The invention is illustrated in the accompanying drawings, in which—

Figure 1 is a top view of the game-board. Fig. 2 is a cross-section of same on the line 2 2. Fig. 3 is a section view, on a larger scale, showing the table, cushion-rail, and ball. Fig. 4 is a view of the central block. Fig. 5 is a view of the cue.

The table or board comprises a square central surface A and a frame B around the same, but raised to a plane higher than said surface. On the inner edge of the frame is a cushion-rail C. The construction of these parts is as follows: The central surface has a cover d , of cloth or other suitable material, and the edges d' of this cover are secured under the frame B. The frame B, as here shown, is composed of two thicknesses of board, the upper thickness B and a lower thickness e . The cushion-rail C is made of round rubber, either tubular or solid, and secured in a groove f on the edge of the upper thickness or upper board of the frame B. The cushion-rail has a cover g of cloth or other suitable material. One edge g' of this cover is secured to the upper and lower boards B e of the frame, and the other edge g^2 is secured in a groove h on the top of the frame by means of a strip of wood or metal i forced into said groove on top of the said edge g^2 of the cover. By this construction the edges of the cloth g , which covers the rubber cushion, are concealed and securely confined. The relation of these parts, to wit, the groove f in the upper board,

the edge e' of the lower board, and the rubber cushion C, resting in said groove and projecting inward beyond the said edge e' of the lower board, produces a most desirable cushion-rail. The rubber cushion C, being secured on the inner edge of a board B, which is broad in the horizontal direction and therefore stiff and unyielding, insures that the cushion has a solid backing, so that when a ball J strikes the cushion the best results of carom are obtained.

In order to overcome the objection to the right angles or corners that pertain to square game boards or tables, I have made each of the four sections of the frame B with oblique corners k , and a miter-joint unites two adjoining sections. Thus while the center playing-surface A is square the outline or configuration of the frame B is octagonal.

A central block N is secured flatwise on the playing-surface. This block has four sides m at right angles to each other, and the position of the rectangular block with respect to the four rectangular cushion-rails C is shown in Fig. 1, that is, each side m of the central block confronts a corner o of the playing-surface. At each angle or corner of the central block is a cut-out or stop-notch p , and a depression q is in the table-surface A coincident with each of said notches. The notches p serve as guides for the depressions q . The edge of each of the four sides m of the central block may be provided with a cushion m' .

Four spots r , of colored fabric or coloring material, each of different color, are on the cloth playing-surface. These may be at either side, or preferably near the corners, and are the spots on which the player's ball is placed at starting. The spots correspond in color with the balls.

The scoring is done at the row of holes s in the frame. Suitable pegs or pins are employed to insert in these holes when counting.

The cue T is made of wood. The point end has a tip u of elastic material, and at the opposite end is a weighty hilt-piece v , which serves to balance the cue and give momentum when making a stroke. The hilt has a hole w , into which the player's finger may be entered to facilitate handling the cue. The hilt should be colored to correspond with the color

of the player's ball J and the spot *r*, which said ball occupies.

The several parts of this board or table will be made of suitable material. Wood, marble, slate, glass, or metal may be employed where either is adapted.

The object of the game is for players to place their opponent's balls in one of the retaining-depressions *q* and keep it there, and, on the contrary, the object of the opponent is to extricate his ball when so placed.

The game is played as follows: When played by two players, each will have two different colored or marked balls which he is at liberty to play. The balls are to be played so as to make "caroms" and "retainers."

A carom is made when a played ball strikes any other two balls and counts one point. Striking three balls makes two caroms and counts two points. A retainer is made when a ball struck by the cue-ball rolls into one of the depressions *q* and is held therein and counts one point. If a carom and retainer both be made, two points are counted. At the starting of the game all the balls are placed on their respective "spots" *r*. The player then having the first "go" may proceed with his cue to play either one of his balls at either of his opponent's balls or on either cushion C, and any carom from his ball or any two other balls shall count one point to his credit. When a player forces his opponent's ball into a retaining-depression *q* and makes a retainer, the ball is not removed from the depression, but remains therein for the opponent to extricate it if he can by forcing his cue-ball against it in order to knock it out of the depression. This "knock-out" counts three points for the player making the play. A player continues his play as long as

he makes points to his credit, but retires when failing to score a point. The points to constitute a game may be twenty-five, fifty, or any number as may be agreed upon by the players.

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

1. A game board or table comprising a rectangular playing-surface, A; a frame, B, inclosing the playing-surface; a rectangular block secured centrally upon the playing-surface and projecting above said surface and having at each corner a stop-notch, *p*; and retaining-depressions, *q*, in the said playing-surface, each of which is partially encircled by one of the said stop-notches, whereby a moving ball will be arrested by the stop-notch and then held in the retaining-depression from which it may be extricated by the knock of another ball.

2. A game apparatus comprising a playing-surface inclosed by a rectangular frame provided with a cushion-rail, C; a starting-spot, *r*, located near each angle of the playing-surface; a rectangular block, N, secured centrally upon the playing-surface with each of its sides, *m*, facing one of the said angles of the playing-surface, and said block having at each corner a stop-notch, *p*; and retaining-depressions, *q*, in the said playing-surface, each of which is partially encircled by one of the said stop-notches, as set forth.

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

JOSEPH CONNER.

Witnesses:

CHARLES M. ACKERMAN,
JOHN DOWNE.