

(No Model.)

C. LUFISKY.
GAME TABLE.

No. 600,086.

Patented Mar. 1, 1898.

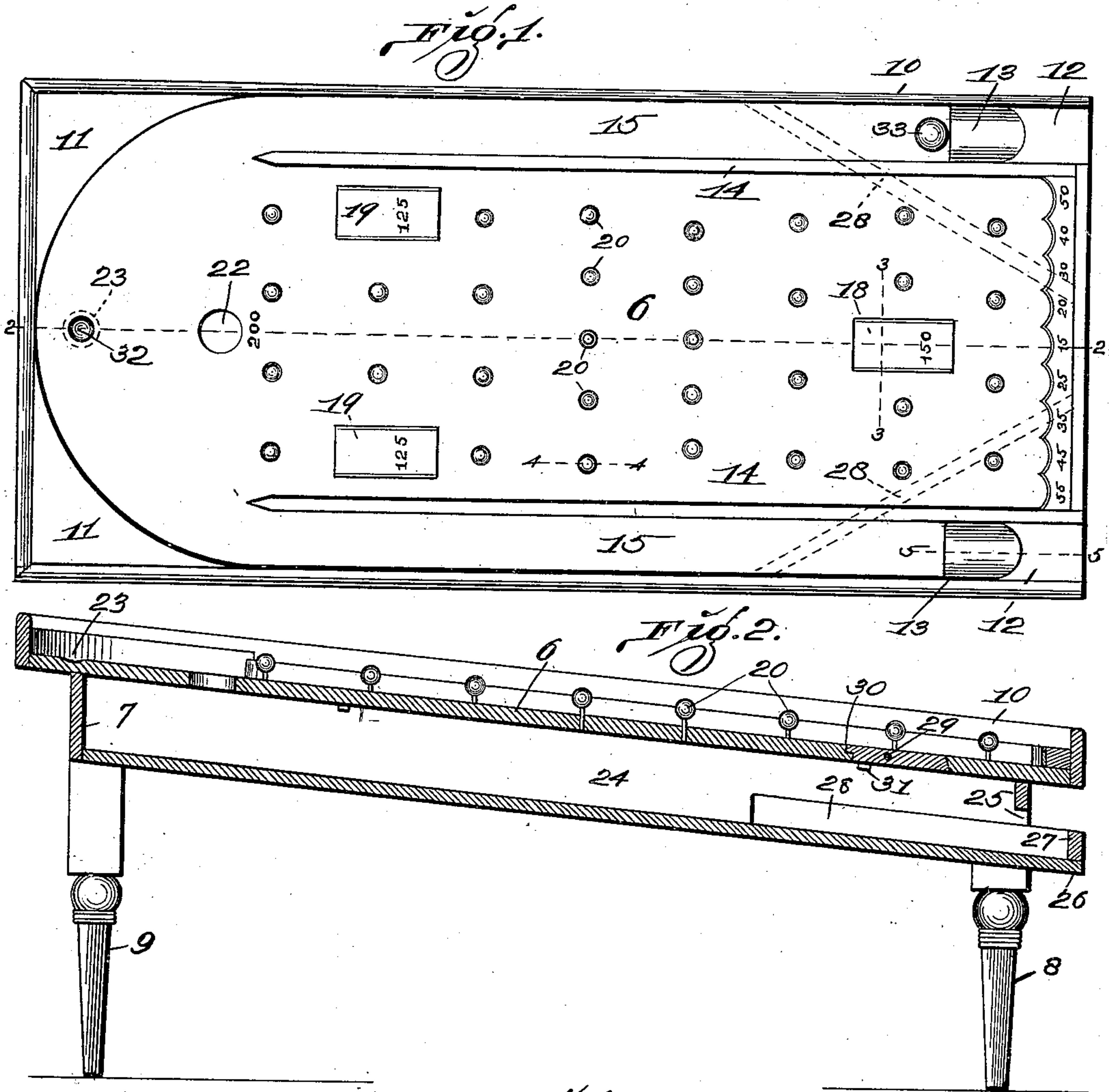
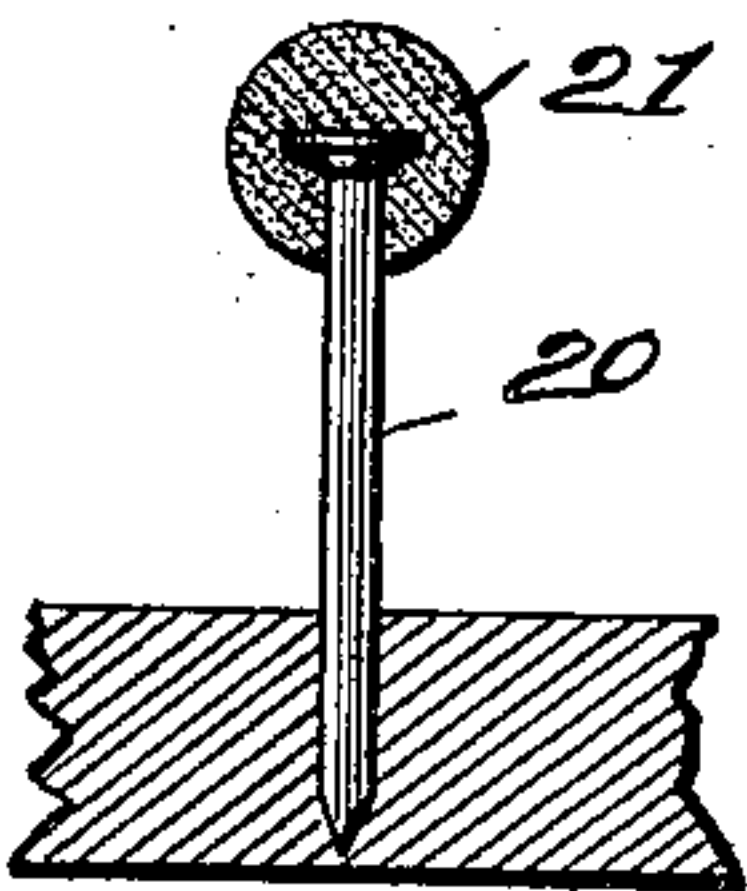


Fig. 4.



Witness
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Fig. 3.

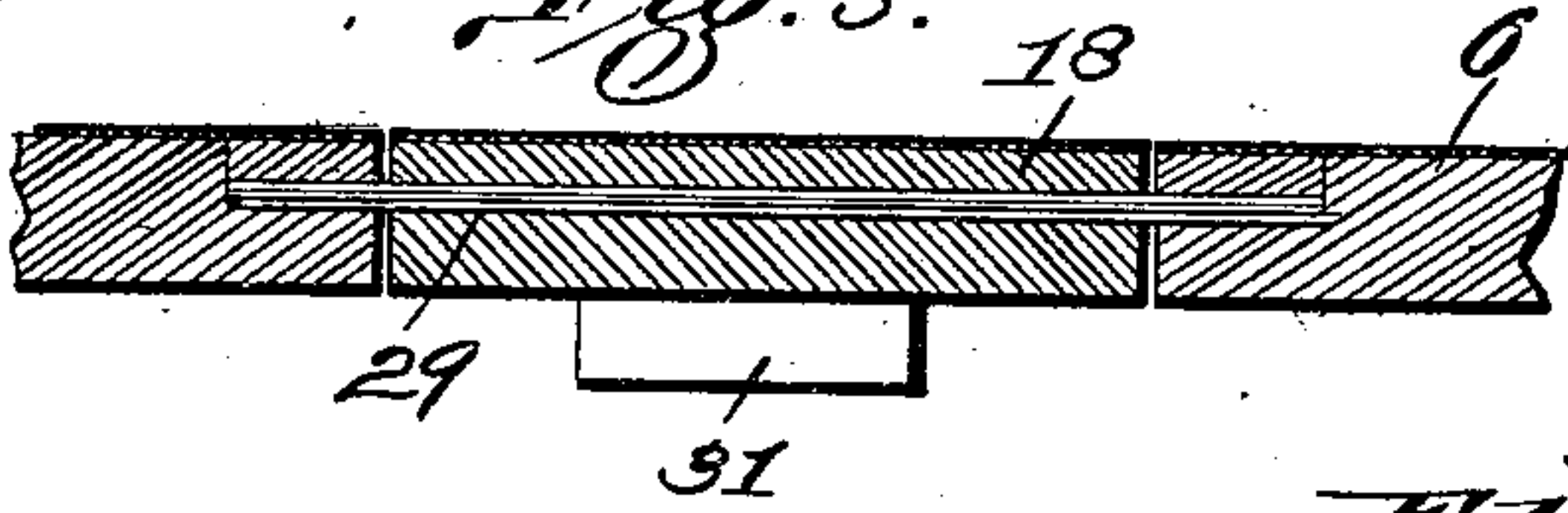
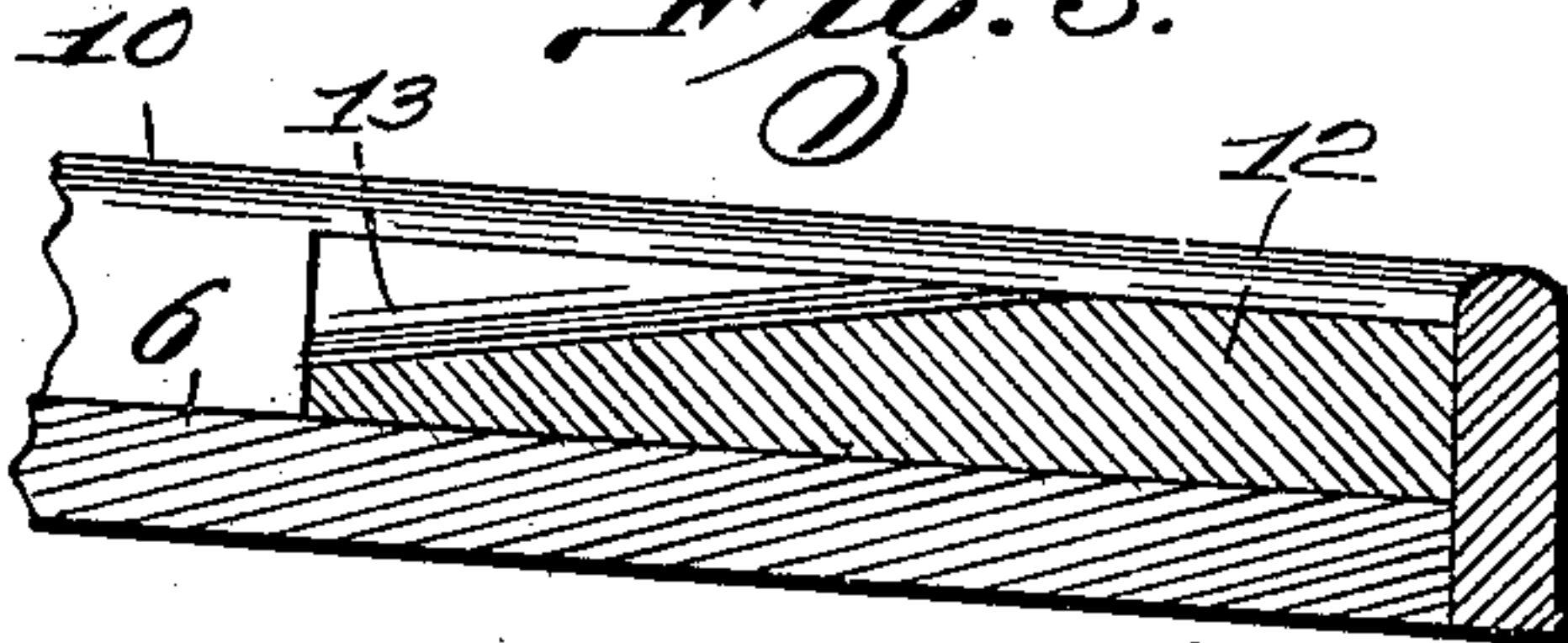


Fig. 5.



Inventor
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ATTYS.

UNITED STATES PATENT OFFICE.

CHARLES LUFKY, OF ST. LOUIS, MISSOURI, ASSIGNOR OF ONE-HALF TO
GEORGE H. BOECKENKAMP, OF SAME PLACE.

GAME-TABLE.

SPECIFICATION forming part of Letters Patent No. 600,086, dated March 1, 1898.

Application filed April 19, 1897. Serial No. 632,774. (No model.)

To all whom it may concern:

Be it known that I, CHARLES LUFKY, of St. Louis, Missouri, have invented certain new and useful Improvements in Game-Tables, of which the following is a full, clear, and exact description, reference being had to the accompanying drawings, forming a part thereof.

My invention relates to game-tables; and it consists of the novel construction, combination, and arrangement of parts hereinafter shown, described, and claimed.

Figure 1 is a top plan view. Fig. 2 is a vertical sectional view taken longitudinally of the table and approximately on the line 2 2 of Fig. 1. Fig. 3 is a transverse sectional view taken approximately on the line 3 3 of Fig. 1. Fig. 4 is a vertical sectional view on an enlarged scale and taken approximately on the line 4 4 of Fig. 1. Fig. 5 is a longitudinal sectional view taken approximately on the line 5 5 of Fig. 1.

Referring by numerals to the drawings, the top or game-board 6 is rectangular in plan and is secured to a suitable frame 7, which frame is in turn supported by the short legs 8 at the front end of the table and the long legs 9 at the rear end of the table, thus holding the game-board in an inclined position, the foot of the board being higher than the head of the board. A wall 10 extends upwardly from the edge of the game-board 6. The blocks 11 are inserted upon the game-board 6 inside of the wall 10 and in the corners at the rear end of the table. The outer sides of the blocks 11 are at right angles to each other, while the inner sides are concave, each forming substantially a quarter of a circle, and the two together forming substantially a half-circle, said half-circle reaching across the foot of the table. The blocks 12 are placed upon the game-board 6 at the front corners and inside of the wall 10. The blocks 12 are rectangular in plan and the forward ends 13 are grooved, the bottom of the grooves being inclined, as shown in Fig. 5. The partitions 14 are fixed upon the game-board 6, with their forward ends against the inner sides of the blocks 12 and their rear ends extending nearly to the semicircular portion of the game-board formed by the blocks 11, thus forming the alleys 15 at the sides of

the table. The bank 16 is placed upon the game-board 6 between the forward ends of the partitions 14, said bank extending from one of said partitions to the other, and the rear face of said bank consisting of the series of scallops 17. There is an odd number of series of scallops 17, and the central one of said scallops is marked 15. The scallops to the right of the one marked 15 are marked, respectively, 20, 30, 40, and 50, and the scallops to the left of the one marked 15 are marked, respectively, 25, 35, 45, and 55. The scallops 17 form pockets in which the balls come to rest and their inner faces are cushioned with any suitable material. A short distance behind a line drawn transversely across the game-board 6 from the blocks 12 and approximately at the center of the game-board 6 is a trap-door 18, the number "150" appearing upon the upper face of said trap-door. Near the rear ends of the partitions 14 are the trap-doors 19, the number "125" appearing upon the upper face of each of said trap-doors 19. A number of pins 20 project upwardly from the game-board 6, and cushions 21 (shown in Fig. 4) are mounted upon the heads of said pins. Approximately a short distance behind the rear ends of the partitions 14 and near the center of the game-board 6 is an opening 22, formed vertically through said game-board 6, and immediately in front of said opening 22 appears the number "200" upon the upper face of the game-board. A slight depression 23 is formed in the game-board 6 in longitudinal alinement with the opening 22 and the trap-door 18 and near the extreme rear end of said game-board. Below the game-board 6 is the bottom board 24, mounted in position parallel with the game-board 6 and a short distance below said game-board, said bottom 24 being located inside of and supported by the frame 7. An opening 25 is formed through the front piece of the frame 7 approximately half-way between the sides of the table, and the portion 26 of the bottom 24 extends forwardly through said opening. A wall 27 extends upwardly from the edges of the portion 26, said wall communicating with the frame 7 and forming a pocket to receive the balls. The cleats 28 (shown in dotted lines in Fig. 1 and indicated

in Fig. 2) are placed above the bottom 24 at angles of about forty-five degrees relative to the side pieces of the frame 7, said cleats being designed to lead the balls to the pocket inside of the wall 27. The trap-doors 18 and 19 are mounted as shown in Fig. 3. Rectangular holes are cut in the game-board 6, and blocks are formed to fit in said rectangular holes, said blocks forming the doors. The pin 29 is inserted through the block a short distance behind its center, and the ends of said pin are let into the upper face of the game-board 6, as required to form a pivotal support for the door. A rabbet-joint 30 is formed between the rear end of the door and the game-board 6, as required to prevent the rear end of the door tipping downwardly, and a weight 31 is attached to the under side of the rear end of the door to counterbalance the weight of the forward end of the door and thus hold the door normally closed. The balls in passing from the rear end of the table may fall through the opening 22, or if they pass over either of the trap-doors 18 or 19 said balls will overbalance the weights 31 and fall through said trap-doors to the bottom 24, and said bottom 24 being inclined forwardly the balls will roll forwardly into the pocket formed by the wall 28.

In playing the game a ball 32 is placed in the depression 23 at the rear end of the table, and a ball 33 is placed in one of the alleys 15 and against the rear end of one of the blocks 12. The player places the end of his cue in the groove 13 and shoots the ball 33 out of the alley 15 and aims to hit the ball 32. If either of the balls after leaving the alley 15 pass forwardly between the partitions 14, they may pass through the opening 22 or

through one of the trap-doors 19, or through the trap-door 18, or they may land in one of the pockets or scallops 17. In passing forwardly between the partitions 14 the balls are constantly deflected by hitting the cushions 21 upon the pins 20.

The game-board 6, the partitions 14, the inner face of the wall 10, and the blocks 11 may be covered with billiard-cloth, or the vertical walls may be cushioned.

I claim—

A game-board having its rear end rounded substantially to a semicircle and elevated above its forward end, the partitions 14 extending from the forward end backwardly to points in transverse alinement with the straight sides of the game-board, the trap-doors 19 located between the rear ends of said partitions, said trap-doors consisting of openings formed through the game-board, rectangular blocks pivotally mounted in said openings, the pivots supporting said doors extending transversely of the game-board, stops to limit the downward motion of the rear ends of said trap-doors, and weights to overbalance the rear ends of said trap-doors as required to restore said doors to their normal position after they have been tipped and the trap-door 18 located between the forward ends of said partitions and approximately at the transverse center of the game-board, said trap-door 18 being similar in construction to the trap-doors 19, substantially as specified.

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

CHARLES LUFISKY.

Witnesses:

EDWARD E. LONGAN,
S. G. WELLS.