

No. 626,328.

H. KROSCHER & J. B. OLSEN.

Patented June 6, 1899.

GAME APPARATUS.

(Application filed Mar. 1, 1899.)

(No Model.)

Fig. 1.

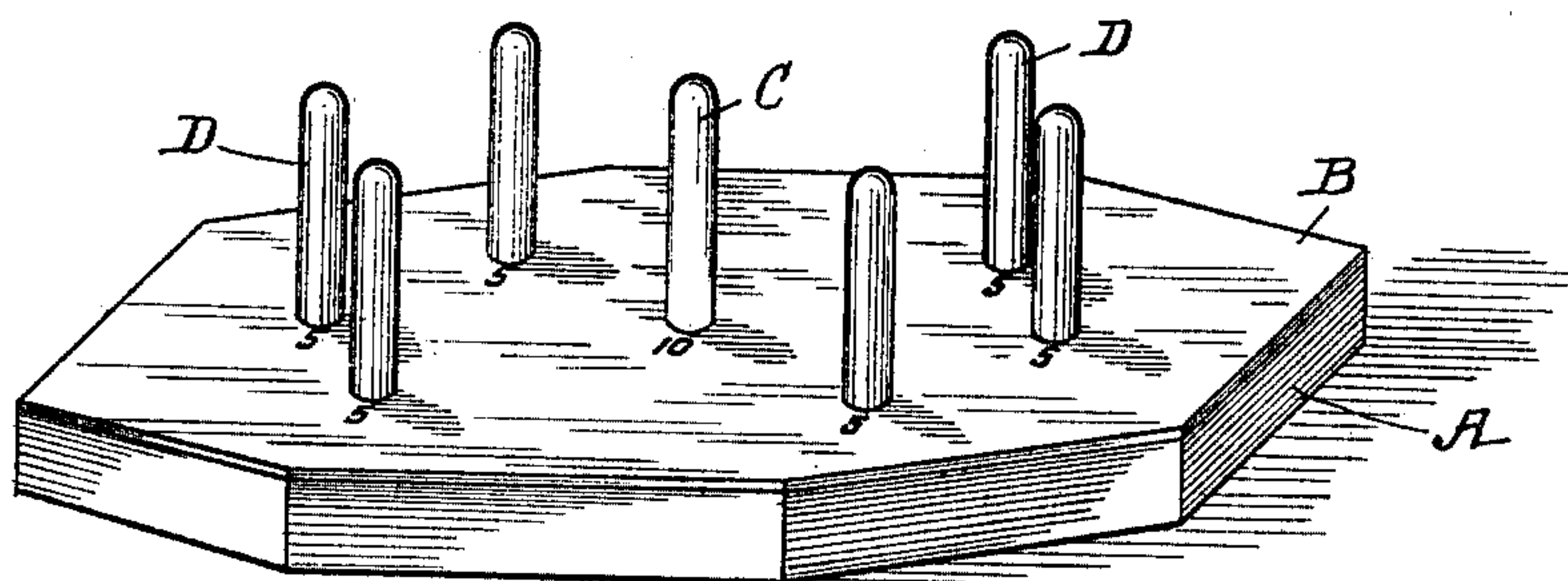


Fig. 2.

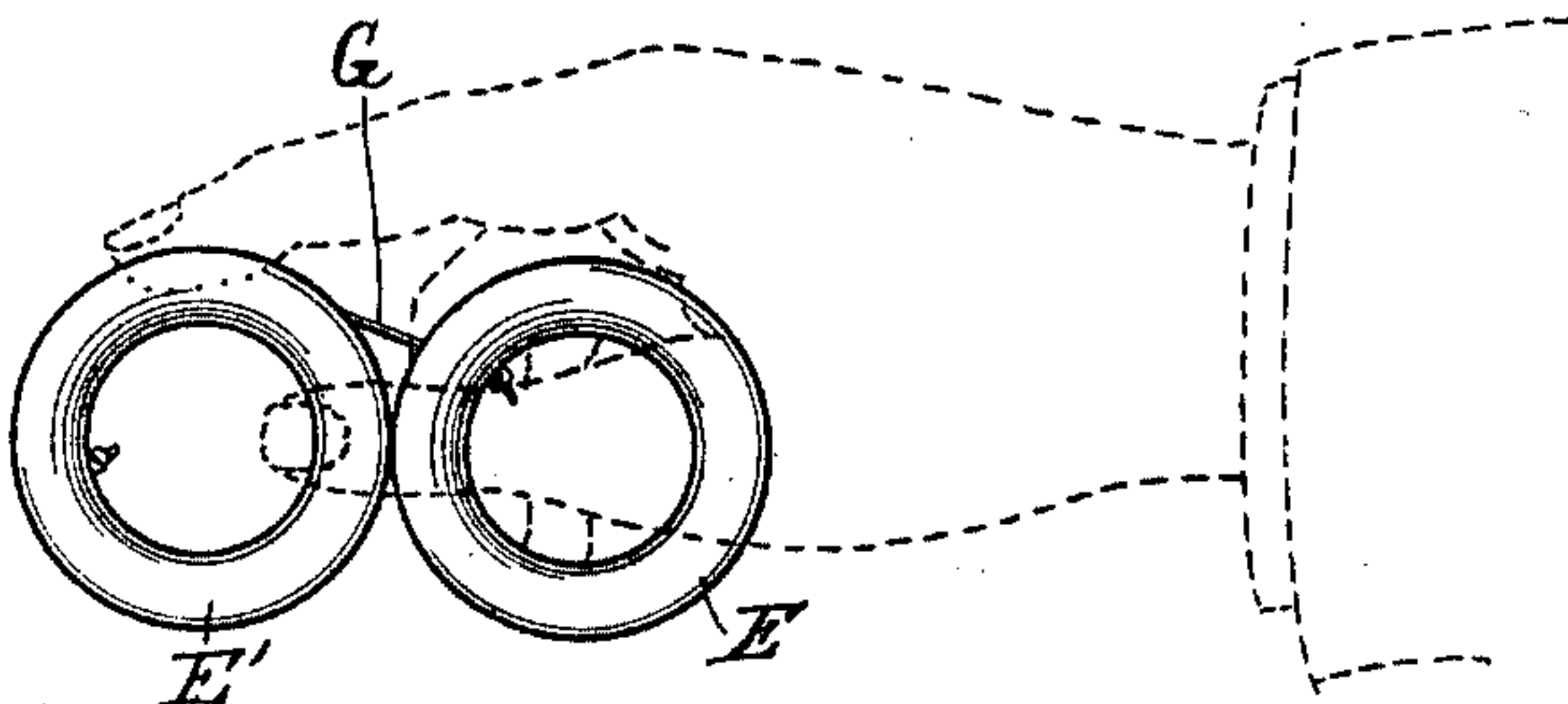


Fig. 3.

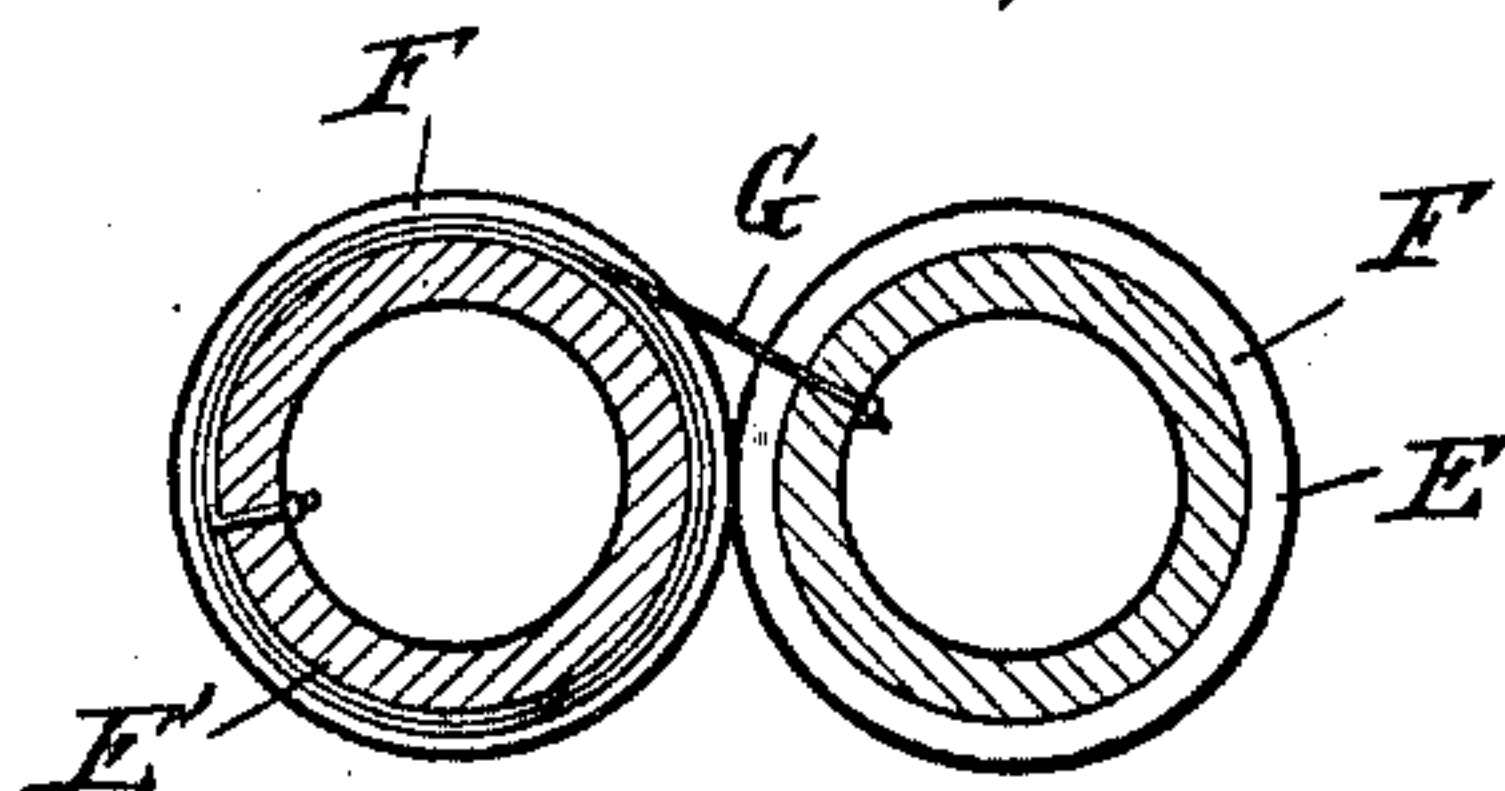
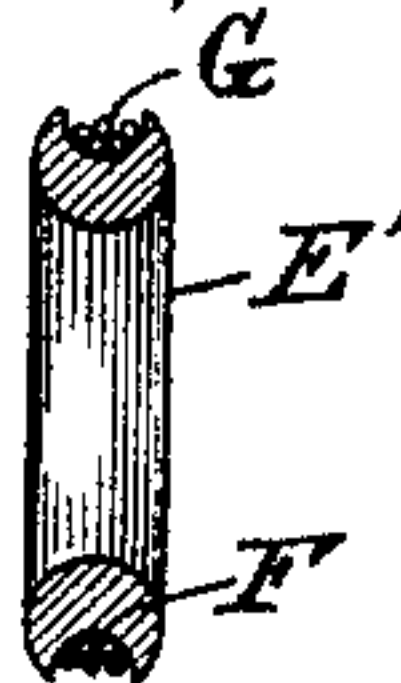


Fig. 4.



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UNITED STATES PATENT OFFICE.

HENRY KROSCHER AND JOHN B. OLSEN, OF MILWAUKEE, WISCONSIN.

GAME APPARATUS.

SPECIFICATION forming part of Letters Patent No. 626,328, dated June 6, 1899.

Application filed March 1, 1899. Serial No. 707,331. (No model.)

To all whom it may concern:

Be it known that we, HENRY KROSCHER and JOHN B. OLSEN, of Milwaukee, in the county of Milwaukee and State of Wisconsin, have
5 invented a new and useful Improvement in Game Apparatus, of which the following is a description, reference being had to the accompanying drawings, which are a part of this specification.

10 Our invention has relation to improvements in game apparatus.

The primary object had in view is to provide an improved form of combination-rings to be used in connection with a game-board
15 or game apparatus, said rings being combined and constructed in the manner and for the purpose hereinafter more fully set forth.

With the above primary object in view the invention consists of the devices and parts or
20 their equivalents, as hereinafter more fully set forth.

In the accompanying drawings, Figure 1 is a perspective view of one form of a game-board in connection with which our invention
25 is adapted to be used. Fig. 2 is a detail view of the two rings, showing the cord wound upon one of the rings and also showing in dotted lines a hand in position for throwing one of the rings. Fig. 3 is a sectional view
30 of the two rings shown in Fig. 2, and Fig. 4 is a cross-section through the left-hand ring of Fig. 3.

The game-board in connection with which our improved form of rings is preferably
35 adapted to be used is shown in Fig. 1 of the drawings and is indicated by the letter A. This board may be of any suitable or desirable shape, and its upper surface is advisably covered with some soft material B to form a cushion,
40 and thereby deaden the sound and also prevent rebounding as much as possible. The board has projecting upwardly therefrom a series of pins, as clearly shown, the pins being advisably removably fitted to the board
45 by having their lower ends passing through openings in the cushion B and entering sockets or openings in the board. The central pin is designated by the letter C and the outer surrounding pins by the letter D. It is preferable
50 to make all of the outer pins D of the same color; but the central pin C may be of a different color from said outer pins. In

practice we usually paint the outer pins blue, while the central pin is painted white.

The improved form of rings is illustrated 55 in Figs. 2, 3, and 4 of the drawings. These rings are indicated by the letters E E'. They are preferably each provided with a groove around the periphery thereof, as indicated by F. The rings are connected by a flexible cord 60 G. The cord is connected to the rings preferably by passing each end of said cord through an opening extending inwardly through the bottom of the peripheral groove, the inner end
65 of the cord being knotted to prevent its being withdrawn from the opening. (See Fig. 3.) The rings may also be suitably colored, and we have found that an ornate effect is produced by painting the main portion of each ring blue and the grooved periphery white,
70 thereby making the colors thereof correspond to the colors of the pins.

In the use of the rings in connection with the game-board shown in Fig. 1 the object is to throw one of the rings onto the board, so
75 as to make said ring engage over one of the pins of the board. The cord G therefore proportions the distance a player stands or sits away from the board, and said cord also enables the ring which has been thrown to be
80 drawn back to the player without the necessity of the player walking over to the board and picking up the ring. A convenient way of bringing back the thrown ring is to insert the five fingers of one hand
85 through the opening of the ring which has been retained in the hand and wind the cord around in the groove of said ring with the other hand, the groove serving to confine the cord as it is thus wound up. This ring,
90 which was formerly retained in the hand and upon which the cord has been thus wound up, will of course be the next ring to be thrown. The grooved periphery of the ring also causes
95 said ring as it is thrown from the hand and as the cord unwinds therefrom to maintain a horizontal or substantially horizontal position and to fall onto the board in a horizontal or substantially horizontal position, thereby increasing the chance of the ring passing
100 over one of the pins. By properly numbering the pins the game may be made quite interesting. For instance, the outer pins D may all be numbered alike, or, if preferred, be given

different numbers, and the central pin may be given the highest number. In the illustration Fig. 1 we have shown the outer pins as all numbered "5" and the central pin "10."

5 In this arrangement the players sit around the board at the proper distance therefrom, as determined by the length of the cord, and each player is given a set of rings. The players then in regular order throw a ring at the board, 10 and this is continued until one person makes a certain number of points—say one hundred—determined by the aggregate of the numbers of the pins over which he has succeeded in throwing the rings. For the purpose of increasing the interest a rule may be 15 adopted, whereby if a person succeeds in throwing the ring over the central pin and said ring rebounds over another pin the said player will be entitled to score points equal 20 to the sum of the number of the central pin and the number of the pin over which the ring has rebounded.

In throwing a ring a convenient way is to grasp the ring with the hand, as clearly shown 25 in dotted lines in Fig. 2—that is to say, with the forefinger bearing on the grooved periphery of the ring to be thrown and the thumb resting over the other ring, with the remaining fingers of the hand beneath said other ring.

30 While we prefer to employ our improved combination-rings in connection with a game-

board, such as that illustrated in the accompanying drawings, yet we do not wish to be understood as restricting ourselves to such use, as we contemplate using said rings in 35 connection with any other suitable form of game or game-board for which the rings may be found adaptable.

What we claim as our invention is—

1. The combination, with a cord or flexible 40 connection, of rings fixedly secured at the opposite ends of the cord, one of said rings adapted to be held in the hand, and the other ring to be thrown the distance permitted by the length of the cord, for the purpose of 45 causing said ring to encircle a pin extending upwardly from a game apparatus.

2. The combination, with two rings having grooved peripheries, of a cord or flexible connection having its opposite ends connected 50 respectively to the rings, said parts adapted for use in connection with a game apparatus and said cord or flexible connection adapted to be wound up in the groove of either of the rings. 55

In testimony whereof we affix our signatures in presence of two witnesses.

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JOHN B. OLSEN.

Witnesses:

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ANNA V. FAUST.