

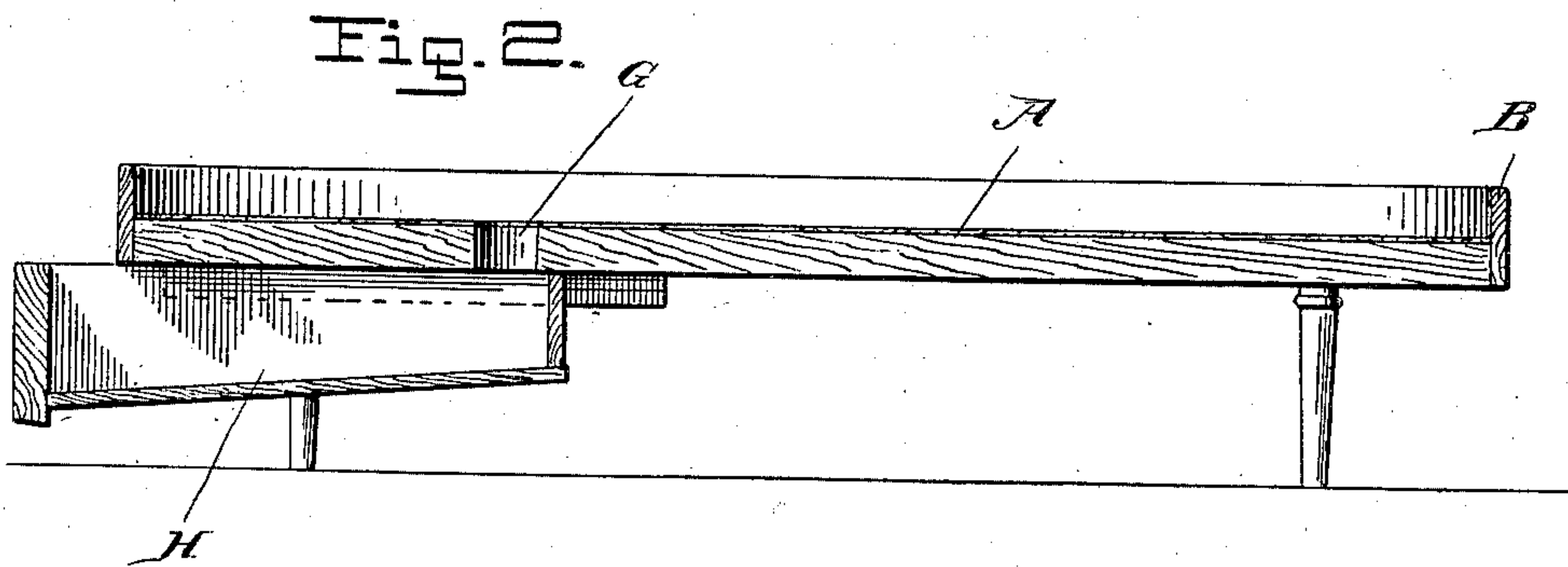
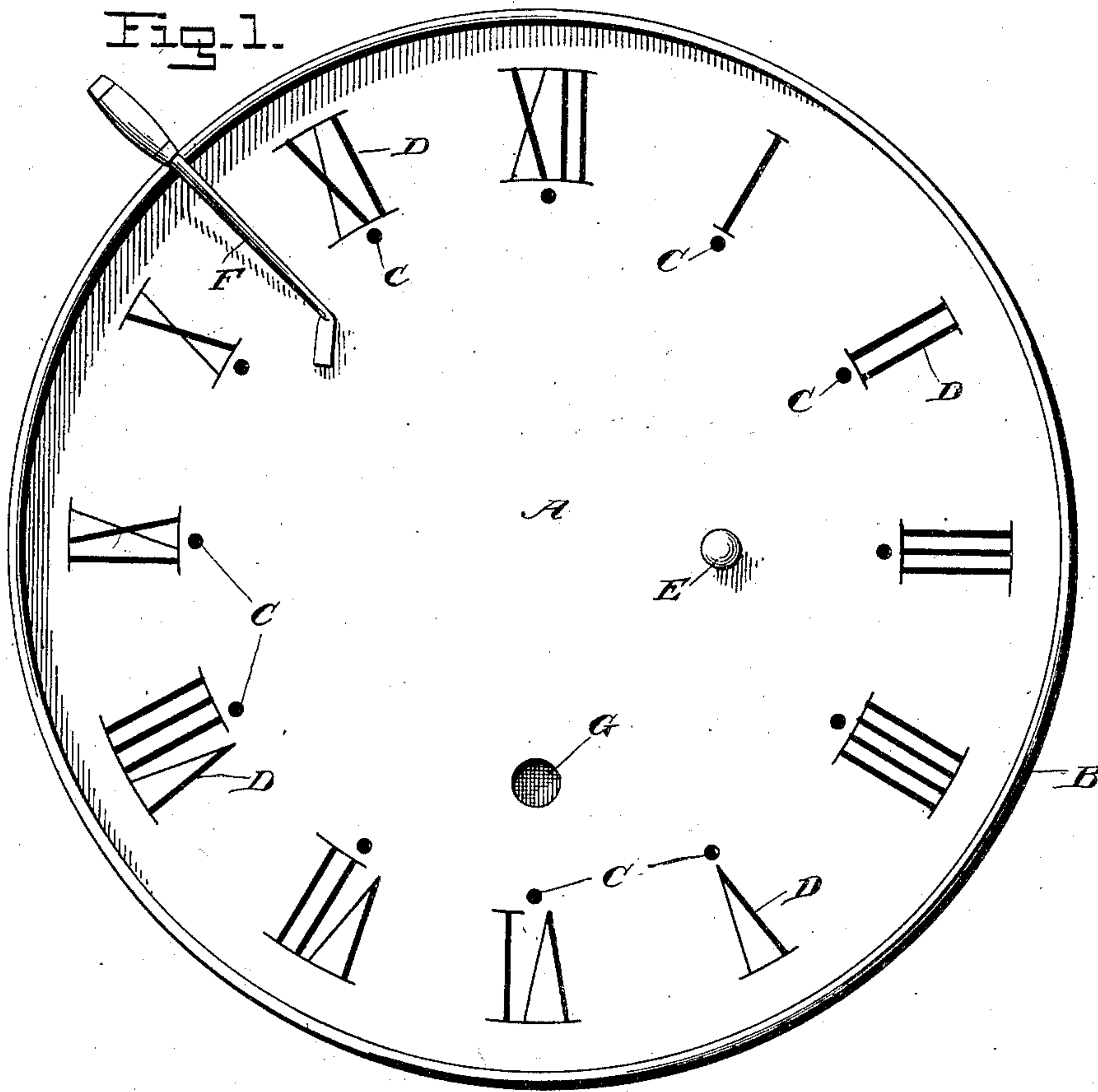
No. 706,873.

Patented Aug. 12, 1902.

J. S. AKERMAN.  
GAME APPARATUS.

(Application filed Dec. 11, 1900.)

(No Model.)



WITNESSES:

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# UNITED STATES PATENT OFFICE.

JOHN SUTHERLAND AKERMAN, OF SAN DIEGO, CALIFORNIA.

## GAME APPARATUS.

SPECIFICATION forming part of Letters Patent No. 706,873, dated August 12, 1902.

Application filed December 11, 1900. Serial No. 39,511. (No model.)

*To all whom it may concern:*

Be it known that I, JOHN SUTHERLAND AKERMAN, a citizen of the United States, and a resident of San Diego, in the county of San Diego and State of California, have invented a new and Improved Game Apparatus, of which the following is a full, clear, and exact description.

The object of the invention is to provide a new and improved game apparatus which is simple and durable in construction, more especially designed for use as parlor clock-golf, arranged to afford amusement to players, and requiring considerable skill on the part of the operator to successfully play the game.

The invention consists of novel features and parts and combinations of the same, as will be fully described hereinafter and then pointed out in the claim.

A practical embodiment of the invention is represented in the accompanying drawings, forming a part of this specification, in which similar characters of reference indicate corresponding parts in both the views.

Figure 1 is a plan view of the improvement, and Fig. 2 is a sectional side elevation of the same.

The improved game apparatus consists, essentially, of a board or table A, preferably made circular, a rim B rising above the face of the board or table, as is plainly indicated in Fig. 2. On the upper face of the table are arranged starting-points C, located in a circle and consecutively numbered by numerals D, arranged the same as the dial of a clock, as will be readily understood by reference to Fig. 1. A ball E is placed on a starting-point and is propelled from the same by a suitable tool F, such as a miniature golf-

stick, from the starting-point toward a hole G, arranged in the board or table A within the circle containing the starting-point C. The hole G connects with a receptacle H for receiving and retaining the ball after it has dropped through the hole.

In using the game apparatus a player starts in with the ball E at the starting-point C opposite the numeral "1" and then uses the tool F for propelling the ball with as few strokes as possible to the hole G. This operation is repeated from the several starting-points in rotation, and the player after having started the ball from all the points in the circle and having made the least number of strokes has won the game.

From the foregoing it is evident that the players may successively play from each starting-point, or one player may play a ball from all the starting-points in succession before the next player follows in the same manner.

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

A game apparatus, comprising a board having a circular series of numbered starting-points arranged adjacent to its edge or periphery, and a hole or pocket located in the board at a distance from the center thereof adjacent to one of said starting-points.

In testimony whereof I have signed my name to this specification in the presence of two subscribing witnesses.

JOHN SUTHERLAND AKERMAN.

Witnesses:

T. J. STOREY,  
SAM FERRY SMITH.