

No. 719,456.

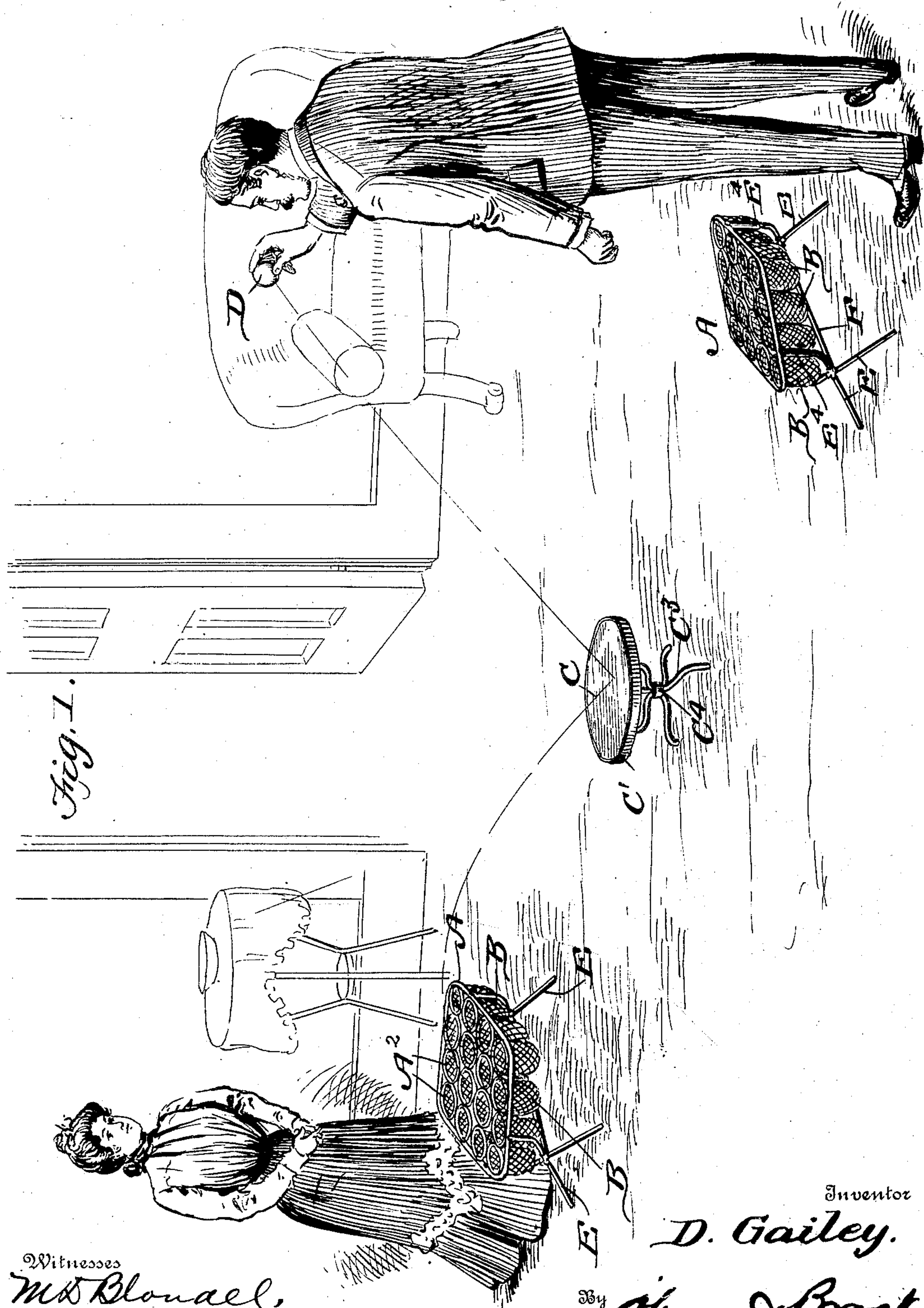
PATENTED FEB. 3, 1903.

D. GAILLEY.
GAME APPARATUS.

APPLICATION FILED AUG. 23, 1902.

NO MODEL.

2 SHEETS—SHEET 1.



Witnesses
M. B. Blouaell,
Clarence Shaw

Inventor
D. Gailey.
By *Marshall Brock*
Attorneys

No. 719,456.

PATENTED FEB. 3, 1903.

D. GAILEY.
GAME APPARATUS.

APPLICATION FILED AUG. 23, 1902.

NO MODEL.

2 SHEETS—SHEET 2.

Fig. 2.

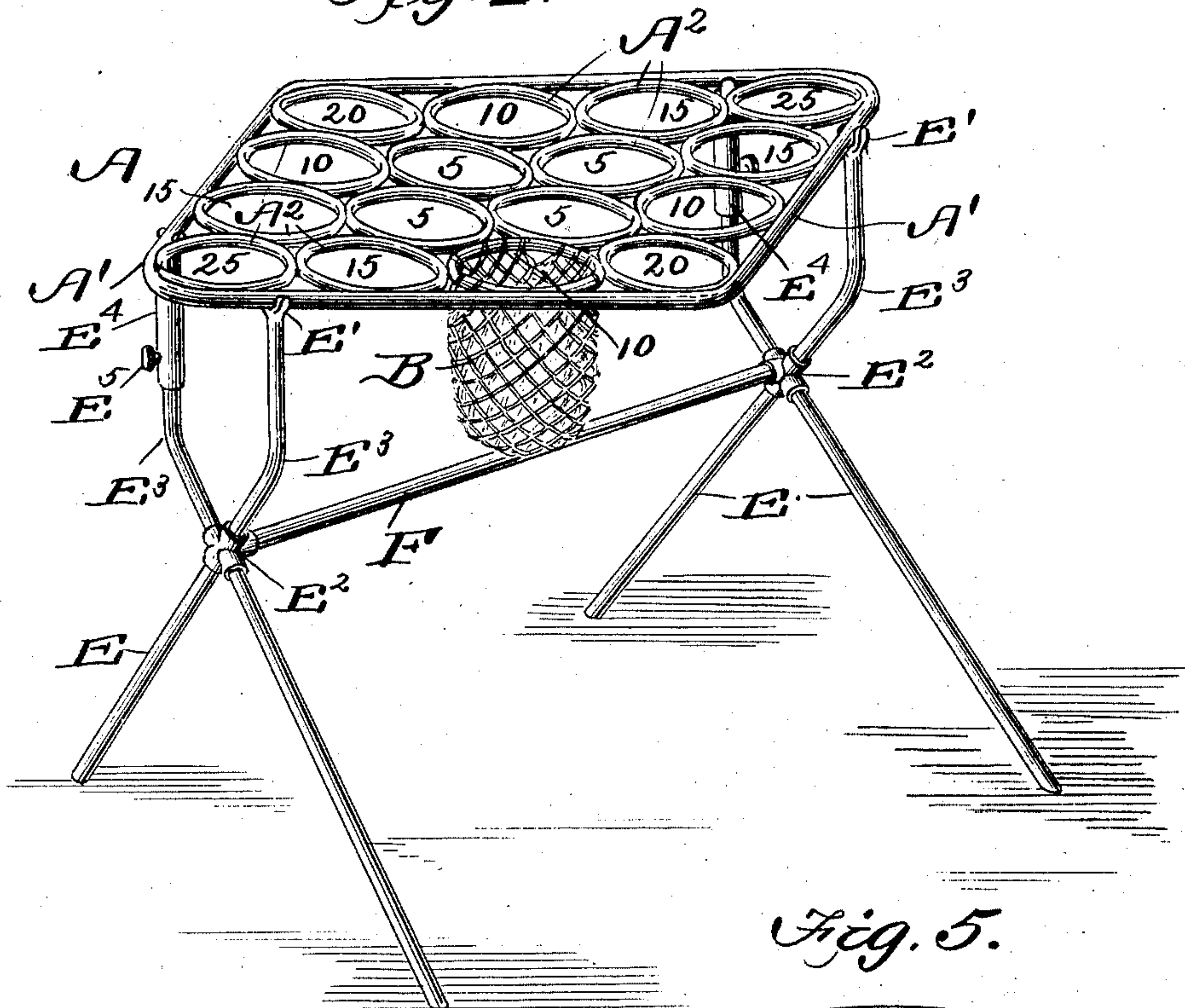


Fig. 3.

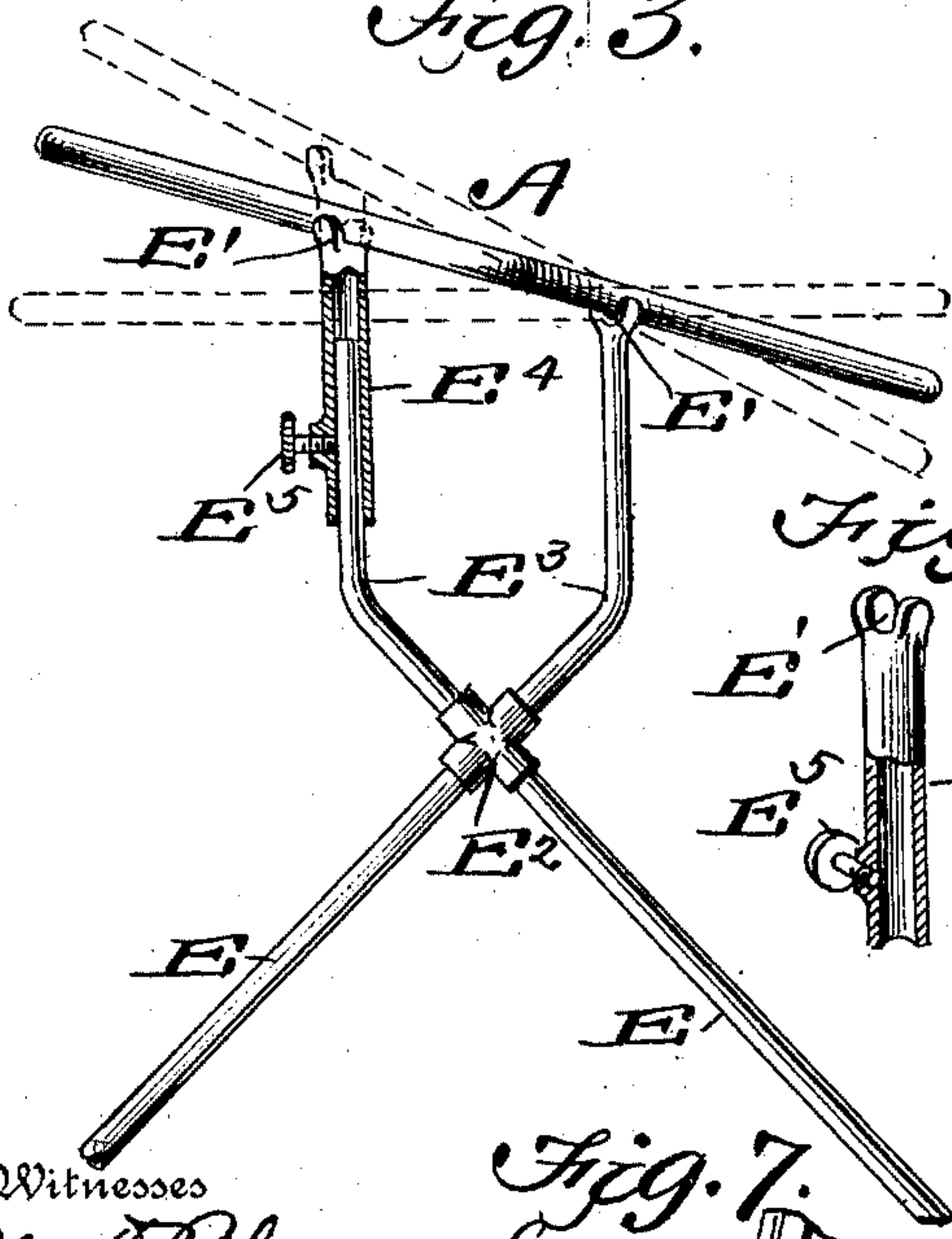


Fig. 4.

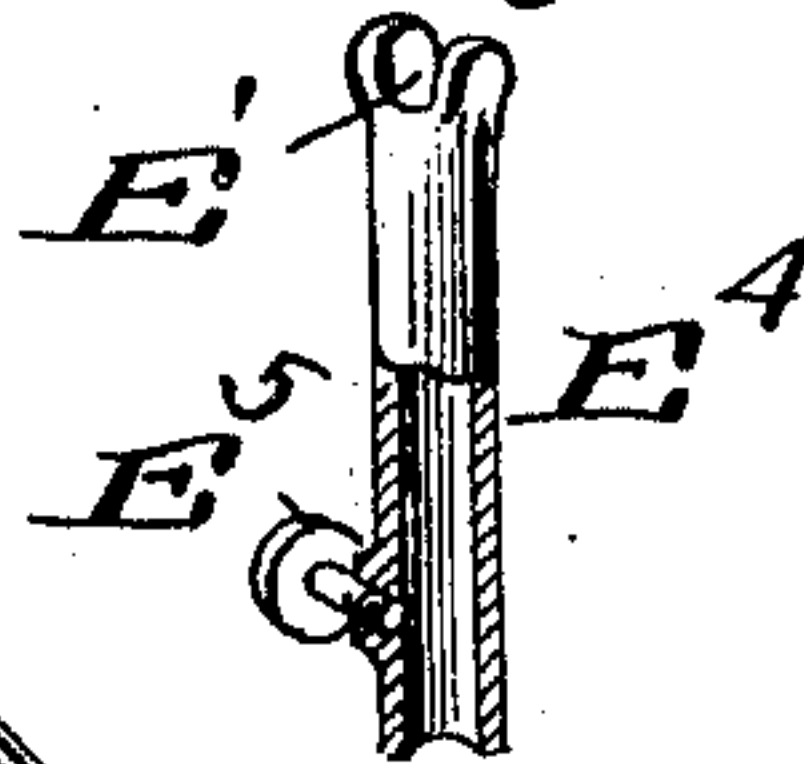


Fig. 5.

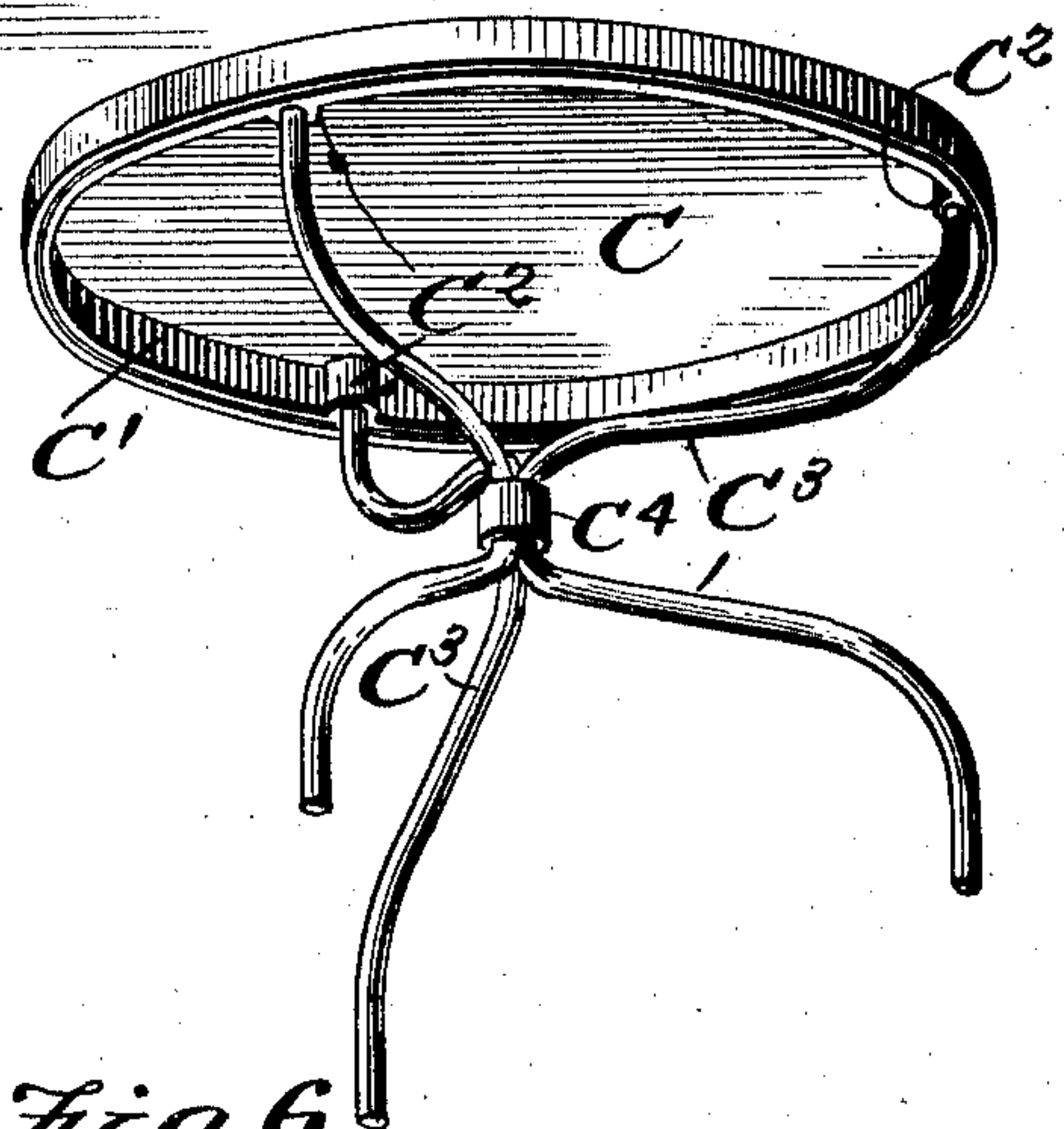
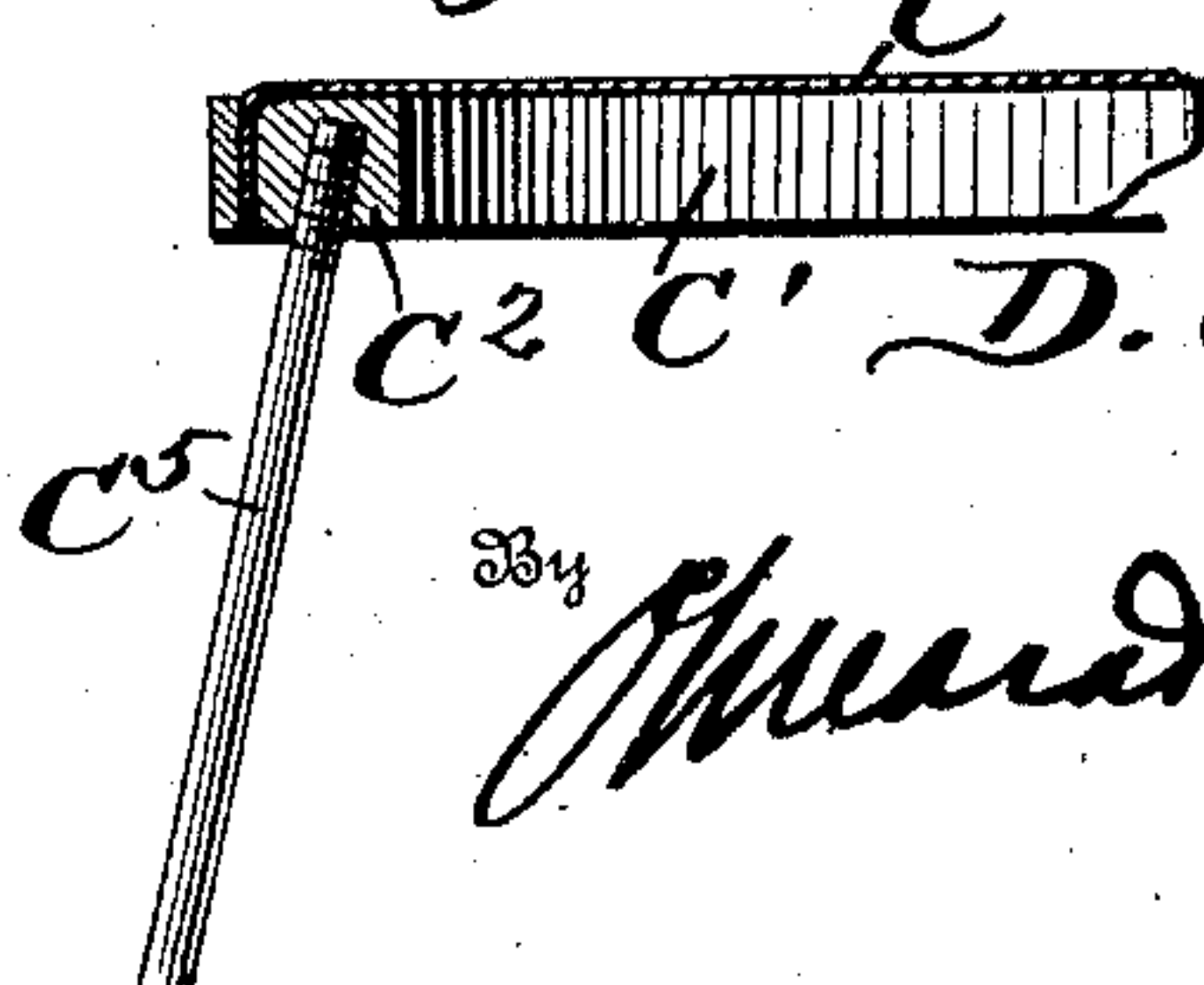


Fig. 6.



Witnesses
M. D. Bloude
Clarence Gray

Fig. 7.

Inventor

D. Gailey

By *Murphy Brock*
Attorneys

UNITED STATES PATENT OFFICE.

DANIEL GAILEY, OF PHILADELPHIA, PENNSYLVANIA.

GAME APPARATUS.

SPECIFICATION forming part of Letters Patent No. 719,456, dated February 3, 1903.

Application filed August 23, 1902. Serial No. 120,825. (No model.)

To all whom it may concern:

Be it known that I, DANIEL GAILEY, a citizen of the United States, residing at Philadelphia, in the county of Philadelphia and State of Pennsylvania, have invented a new and useful Game Apparatus, of which the following is a specification.

This invention is a game apparatus, the object being to provide a small device which can be set up and placed in an ordinary room which will provide a highly amusing and fascinating game, commingling a certain amount of chance and skill and at the same time producing a certain amount of noise or sound with each operation of the device, calculated to add both interest and fascination to the game.

With these objects in view the invention consists, essentially, in the employment of a frame having a series of pockets and plurality of rebounding balls, which are intended to be caught in the said pockets, and a rebounding and rebounding surface upon which the balls are first projected and given an impetus directed toward the frame carrying the pockets.

The invention consists also in certain details of construction and novelties of combination and arrangement, all of which will be fully described hereinafter and pointed out in the claims.

In the drawings forming a part of this specification, Figure 1 is a perspective view illustrating my invention and showing the practical application thereof, said figure representing two people playing the game. Fig. 2 is a detail perspective view of one of the frames, together with the rest or support therefor, only one of the pockets being shown in use, and more clearly illustrating the other features of the frame and rest. Fig. 3 is a side view of the frame and rest, the adjustable member being shown in section. Fig. 4 is a detail view of said adjustable member. Fig. 5 is an inverted perspective view of the diaphragm or tympanum, together with its support; and Figs. 6 and 7 show details of construction of a slightly-modified form of supporting the said diaphragm or tympanum.

In practice I prefer to employ two frames A, which are preferably arranged about eight or ten feet apart, resting upon suitable sup-

ports, and which carry a series of pockets B, and it will of course be understood that any suitable construction of frame, pockets, and support may be employed; but herein I shall fully describe those constructions which I consider best adapted for carrying out my invention. Suitably supported about midway between the pocket-carrying frames is a rebounding and resounding diaphragm or tympanum C, on which a spherical ball or other projectile D is thrown, whereby a sound is produced, and at the same time the said ball or projectile receives a reflected or deflected impetus, which directs it toward the frame, the object being to so throw the ball upon the diaphragm or tympanum that in rebounding it will drop into one of the series of pockets of the opposite frame, it being understood that the player throwing the ball stands back of his frame and the opposing player stands back of the opposite frame in order to catch those balls which do not land in one of the pockets. This diaphragm or tympanum C is preferably constructed from a piece of sheepskin or similar material stretched across a suitable frame, which is supported in any suitable manner, and the details of such support will be fully described in connection with the detail description of the other part of the apparatus. The projectile D is preferably a hollow rubber ball, as I have found such construction of projectile to be preferable to any other.

While two frames are preferably employed, it is obvious that one frame only can be employed, which frame A comprises an outer rim A', to which are connected a series of rings A², said rings being also connected to each other. The rim A' is preferably diamond-shaped, and the rings A² are preferably circular; but it will of course be understood that I do not limit myself to these shapes. The pockets B are connected to the rings and are of knit fabric or reticular material. Each frame is supported upon a suitable rest, comprising the legs E, the upper ends of which are bifurcated, as shown at E'. The rim A' of the frame rests in such bifurcation. The legs E are connected where they cross by means of a four-part coupling, and each leg is bent at E³, above the cross, so as to bring the upper portions of the legs in parallel re-

lation, and, if desired, one leg of each pair may be provided with an adjustable tubular section E⁴, which is provided with a set-screw E⁵, and by means of this adjustable section 5 the frame can be adapted to any desired angle in order to make the game more or less difficult, as desired, such adjustment being more clearly indicated in Fig. 3. Each pair of legs is connected by a cross-rod F, and the 10 legs and cross-rod may be connected to the coupling by screw-joints or similar slip-joints, as preferred. The diaphragm or tympanum C, as before stated, is preferably a thin sheet of sheepskin or porcelain, and I tightly stretch 15 the same to a circular rim C', said rim having sockets C², in which the supporting-legs C³ are fitted, said legs being curved inwardly toward each other and connected by a clip C⁴ and will then spring upwardly in order to 20 provide a drop-base. Straight legs C⁵ may be employed, if so desired.

In practice I prefer to use sixteen pockets with each frame, and these sixteen pockets are arranged in groups and each group col- 25 ored differently, each color designating a certain value to that pocket, and the other pockets are so arranged that those in which it is easier to deposit the ball counts the lowest and those in which it is most difficult to de- 30 posit the ball counts the highest. These four pockets are grouped about the center, are colored blue, and each one counts five points, as it will be understood that it is easier to drop the ball into one of the four pockets grouped about the center. In the drawings 35 I have designated these pockets by the numeral 5. The pockets designated 10 are preferably colored red and are arranged at four points above the central pockets, and each 40 one of these pockets counts ten points. The pockets 15 are preferably slate color and are arranged upon opposite sides of the blue and red pockets, and each one counts fifteen points. The pockets 20 are lavender in 45 color and are arranged at the front and rear ends of the frame and count twenty points each, and the pockets 25, arranged at the opposite sides or ends of the frame, are white,

and each counts twenty-five points. Any other color may be employed and also any 50 other numerical arrangement, the idea being to render the game more fascinating and more difficult and at the same time more compensating to the exercising of skill.

All of the parts are so constructed and of 55 such material that the device will be inexpensive, and it can be quickly and easily set up and taken down and when not in use can be packed away in a very small space.

It will thus be seen that I provide a new 60 construction of game apparatus which shall be highly amusing and fascinating.

Having thus fully described my invention, what I claim as new, and desire to secure by 65 Letters Patent, is—

1. In a game apparatus, the combination with a frame carrying a plurality of dependent pockets, means for distending the top of the pockets, and an elastic diaphragm adapted 70 to be placed in advance of the frame.

2. In a game apparatus, the combination with a diamond-shaped frame inclosing a plurality of depending pockets adapted to receive balls, and an elastic, resonant diaphragm adapted to be placed in advance of 75 the frame.

3. In a game apparatus, the combination with a diamond-shaped frame carrying a plurality of horizontal rings, upwardly-open pockets depending from said rings, and a 80 suitably-supported elastic diaphragm adapted to be placed in advance of the frame.

4. In a game apparatus, of the kind described, the combination with a wire frame, of a plurality of wire rings carried by said 85 frame, pockets depending from said rings, a stand adapted to support said frame, means carried by the stand for varying the inclination of the frame, and an elastic diaphragm adapted to be placed in advance of the frame 90 and through its resiliency to project a ball toward the pockets.

DANIEL GAILEY.

Witnesses:

JOHN D. ULMER,
CHARLES A. BLUMHARD.