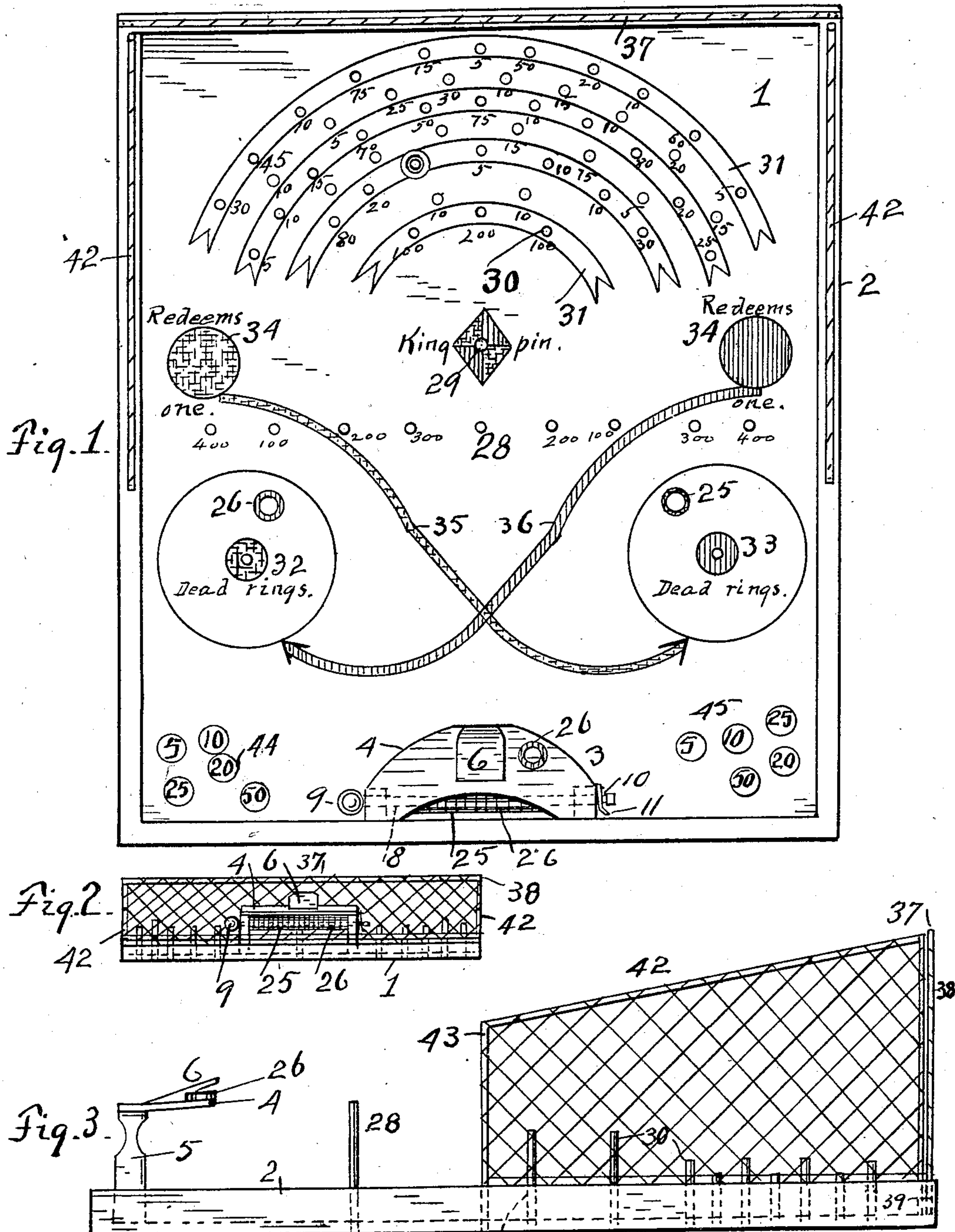


C. J. DORSEY.
KING RING GAME BOARD.
APPLICATION FILED MAY 12, 1902.

NO MODEL.



Witnesses
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KING-RING GAME-BOARD.

SPECIFICATION forming part of Letters Patent No. 725,684, dated April 21, 1903.

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To all whom it may concern:

Be it known that I, CHARLES J. DORSEY, a resident of Baltimore, in the State of Maryland, have invented certain new and useful
5 Improvements in King-Ring Game-Boards; and I do hereby declare the following to be a full, clear, and exact description of the invention, such as will enable others skilled in the art to which it pertains to make and use the
10 same.

The invention relates to game-boards; and the main object of the invention is to provide a new attractive game-board requiring skill to successfully operate, but involving also
15 enough of the element of chance to maintain continued interest in playing.

In the drawings, Figure 1 is a plan view of the game-board. Fig. 2 is a front view on a smaller scale. Fig. 3 is a side view thereof.
20 Numeral 1 indicates a board, around the edge of which is a rim 2. In practice the board has been made twenty-five inches by nineteen inches, the rim being one and one-fourth inches high; but these proportions are
25 not necessary. At the front end of the board and just inside the rim, centrally arranged, is an elevated shooting-platform 3, consisting of a sheet-metal plate 4 or plate of other sufficiently strong and durable material supported by standards 5, which may be two and
30 one-half inches or more in height. The plate 4 preferably inclines slightly upward toward the rear of the board, as indicated in Fig. 3, though this is not essential, provided the platform is considerably higher than the pins, particularly the king-pin and the fence-pins, hereinafter described. At the center of its
35 length the plate has a section 6 with greater inclination than that of plate 4. As shown in Fig. 1, the rear edge of plate 4 extends back beyond the standards, so that owing to the elasticity of the plate the rear edge thereof can be depressed or elevated a little at will by pressure of the hand down or up thereon.
40 This enables a player to vary his plays not only by the force of projection of the rings when snapping them with his finger, but also by changes in the elevation or the depression of the plane of projection. The central section or part 6 on the platform has a much
45 greater inclination than the main platform, (even when the latter is deflected, as above

described,) and a skilful player can frequently land rings on pins when shooting from this part 6 more successfully than when shooting
55 from the platform itself.

A pin 8, having at one end an enlarged head 9 and at the other end a circumferential groove 10, is provided, which is adapted to fit into holes in standards 5. A latch 11 is
60 pivoted to one standard and can be swung into or out of groove 10. The latch and groove in the rod form means for locking the pin in place when desired. Said pin is designed to support twenty-four (or other number) rings 25 26, half of the rings being of one color, as red, and the other half another color, as yellow, the rings of each color being
65 for separate players. When beginning to play, the latch is raised and the rod pulled out, allowing the rings 25 26 to drop onto the board, and each player takes those of his color.
70

Back of the platform, supported in the board is, a transverse row of pins 28, called "fence-pins." These may be about two
75 inches in height, but should not be as high as or higher than the rear edge of plate 4. Each fence-pin is given any arbitrary value, indicated by the numbers in front of the pins, the values preferably being high, but below
80 the game limit. Back of the fence-pins, centrally on the board, is a pin 29, which because of its important function in the game is called the "king-pin." Back of the king-pin are a group, preferably consisting of several rows, of pins 30. These are preferably
85 but not necessarily in rows of arc shape, with their common center at the king-pin. Each pin is given a value, and some may be positive and some negative; but this is not essential. The pins may be of any color or of several colors, and the board may be decorated by bands 31 of selected colors. The pins may be of uniform height or of varying heights. In front of the fence-pins, at each
90 side of the board, is a space marked by the color of the rings of the player on the same side of the center of the board. In the case illustrated such ring 32 is yellow and ring 33 is red. At the centers of rings 32 and 33 are
95 yellow and red pins, respectively. Rings 32 and 33 are the dead rings or spaces. Back of the fence-pins are the redemption rings or spaces 34, of like color with the dead-ring on
100

the same side of the board. If desired, the redemption-rings and the dead-rings may be joined by paths 35 36 of bright color painted on the board.

5 Supported on the rim 2, across the rear end of the board, is a ring-returning wall or screen 37—that is, one adapted when a ring is projected against it to cause it to rebound toward and sometimes onto the pins. In the
10 preferred form the screen consists of a wire frame 38, substantially rectangular, supported on the rim by extensions 39, which fit tightly but removably in vertical holes in said rim, and on the frame is a cord or wire
15 netting, fabric, or other sheet closure for the rectangular frame. The closure of the frame is sufficiently tense to be elastic, so that when comparatively non-elastic rings 25 or 26, as rings of wood, are thrown against
20 it said rings will be thrown reversely—that is, toward the front of the board. If the rings themselves are quite elastic—for instance, if of rubber—the screen need not be so elastic, since a mere plate of wood, card-
25 board, metal, or the like would answer; but the netting is the best form.

Along the side rims of the board for a part of the length thereof, beginning at the rear corners, are side screens 42, which may be
30 like the end screen or different, if desired. Preferably their frames 43 taper downward toward the front of the board. (See Fig. 3.) It is not important that screens 42 have much elasticity, as their main function is to pre-
35 vent escape from the board of rings shot. For transportation the screens can be pulled from the rim and laid flat.

Each player is or may be provided with equal numbers of checks 44 45, (checks 44
40 being of one color and checks 45 of a different color,) the values marked on the checks 44 being the same as those on checks 45.

One method of using the board is as follows: The first player takes his twelve rings,
45 places them one by one either directly on the platform or on the extension 6 thereof, and with his finger snaps it toward or against the end screen with such force as his judgment and skill dictate. When this player
50 has shot all of his rings, if any of them have been landed on pins the sum of the values of those pins is taken down. If the sum amounts to the total of the game—say five hundred—the first player wins without giv-
55 ing No. 2 a play. So, too, if the player lands a ring on the king-pin he wins, even if no other ring is landed on any pin. If any of the player's rings find their way to the dead-ring on his opponent's side of the board or
60 onto the pin therein, they become dead—that is, their user cannot shoot them in subsequent plays in the same game. Thus his number of shots will be reduced one, two, or more, according to the number of rings in
65 the dead-ring; but if a ring of the first player lands on the circle of his own color (preferably on his side of the board) marked "Re-

deems one" he is entitled to take back one ring from the dead circle or space, if one or more rings are there. If player No. 1 does
70 not win at his first play, No. 2 has his turn. Then No. 1 has another turn, and so on until one player gets five hundred points, and thus wins. The playing may be varied by using the numbered checks, as follows: Af-
75 ter both players have had their turn the points won by one player are subtracted from those of the other and the player having the smaller number of points is required to give to the other player checks to the value of the
80 difference between the players' numbers of points. Other variations may be made in the playing of the game.

I claim—

1. In a game-board, an elevated upwardly-
85 inclining support at one end of the board for supporting rings to be shot, a ring-returning screen at the opposite end of the board, a group of pins 30 at the screen end of the board, pin 29 in front of pins 30, the trans-
90 verse row of pins 28 between pin 29 and said support and pins 32, 33 in front of pins 28.

2. In a game-board, an elevated support at one end of the board for supporting one or more rings to be shot, a ring-returning screen
95 at the opposite end of the board, ring-receiving pins in concentric arcs between the support and the screen, the pin 29 between the support and the first-mentioned ring-receiving pins, and a transverse row of pins 28 between the
100 support and the pin 29.

3. In a game-board, an elevated support at one end of the board for supporting one or more rings to be shot, a screen at the oppo-
105 site end of the board, ring-receiving pins in concentric arcs between the support and the screen, and a pin at the center of said arcs.

4. In a game-board, an elevated support at one end of the board for supporting one or more rings to be shot, a screen at the oppo-
110 site end of the board, ring-receiving pins, in concentric arcs, a pin at the center of the arcs between the support and the screen, a transverse row of pins 28 between the center pin and the elevated support, and two oppo-
115 site pins 32, 33 between pins 28 and said support.

5. The combination of the board, and the support for rings to be shot, the support consisting of standards 5, a plate on the stand-
120 ards but extending a distance to the rear of the standards, the support being thus made yielding, whereby the rear edge of said support can be raised or depressed to change its inclination and, consequently, the direction
125 of projection of the ring, as and for the purpose set forth.

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

CHARLES J. DORSEY.

Witnesses:

JAS. B. HUBBARD,
C. CHAS. FRIEDEL.