

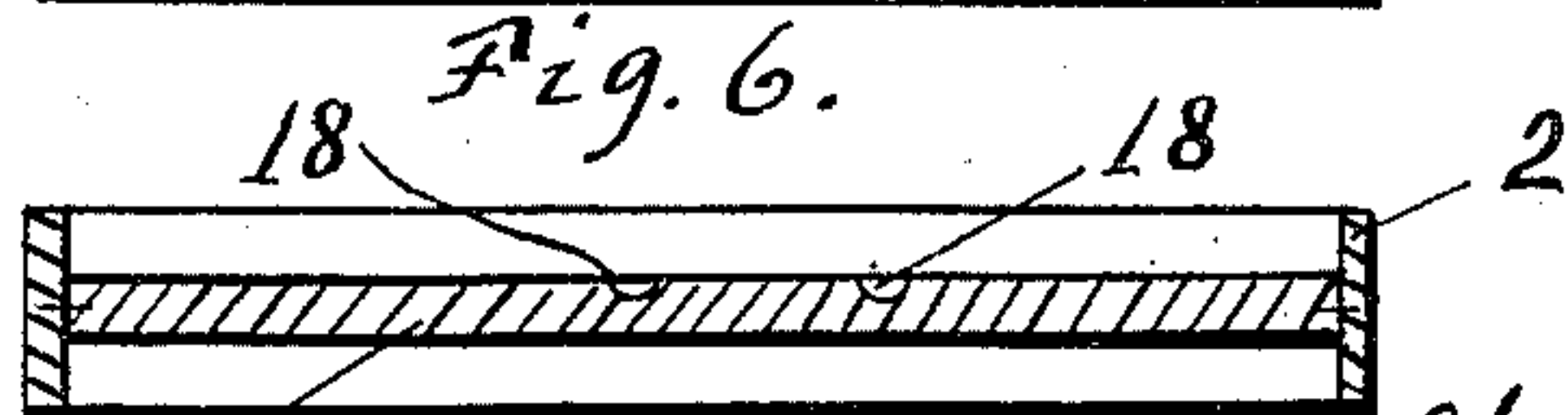
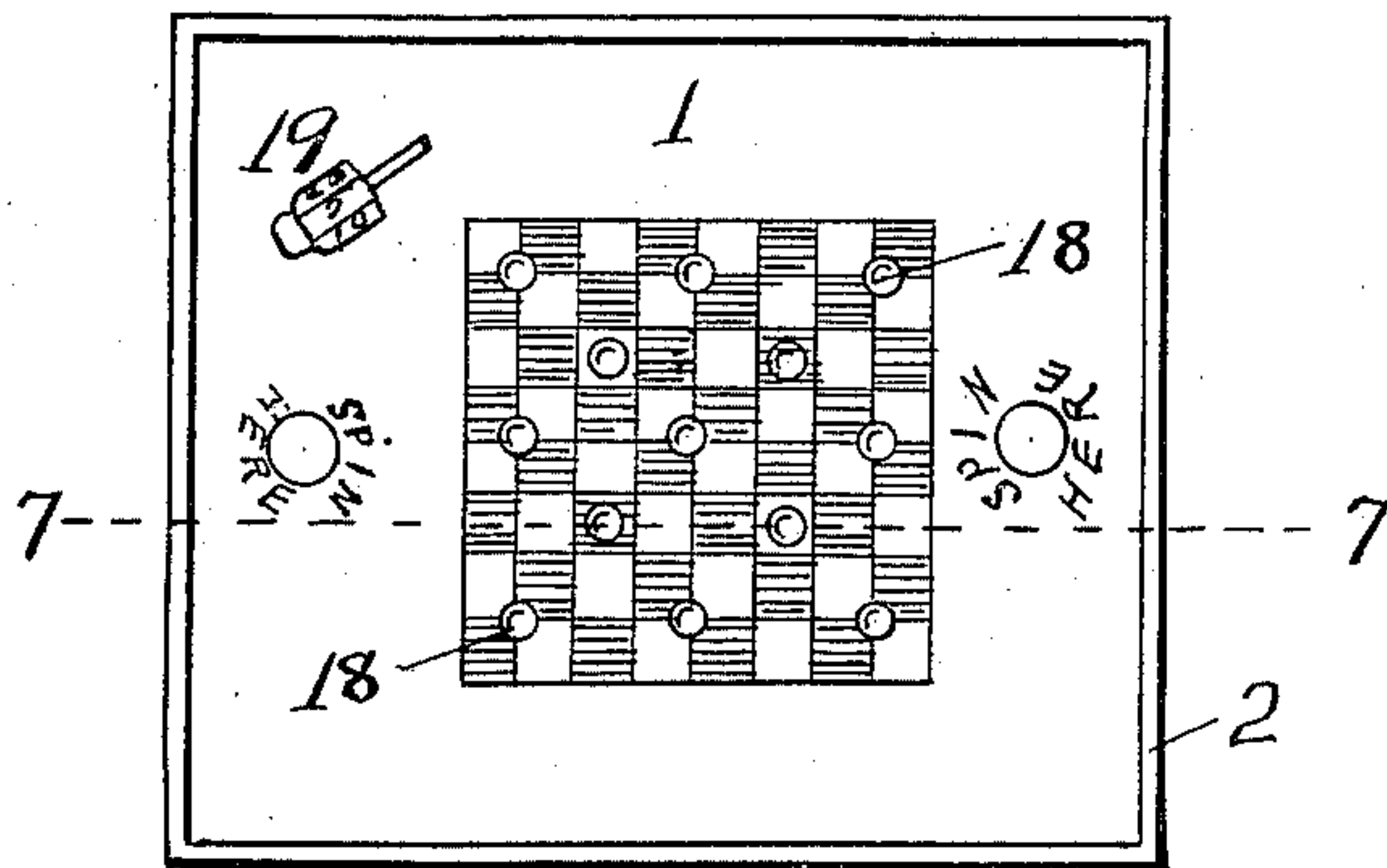
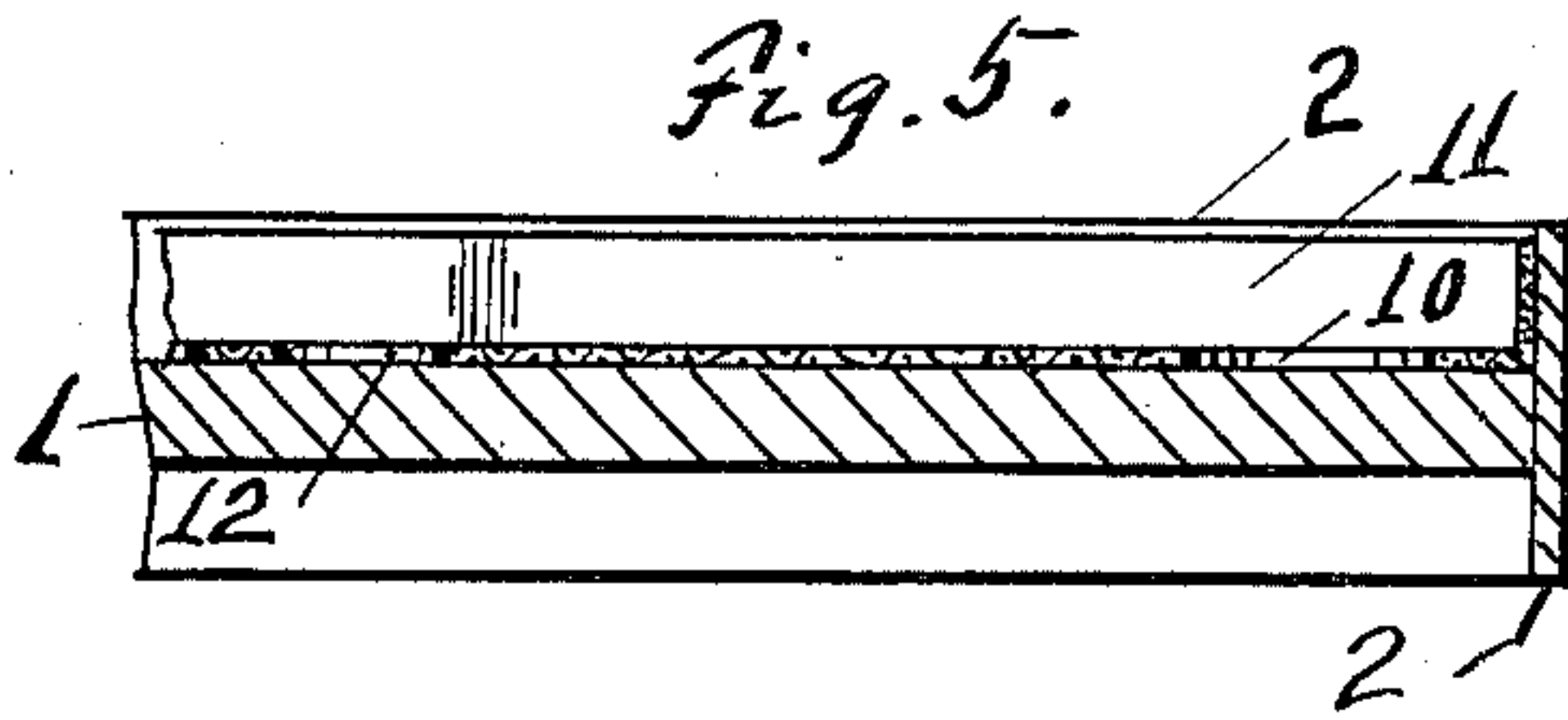
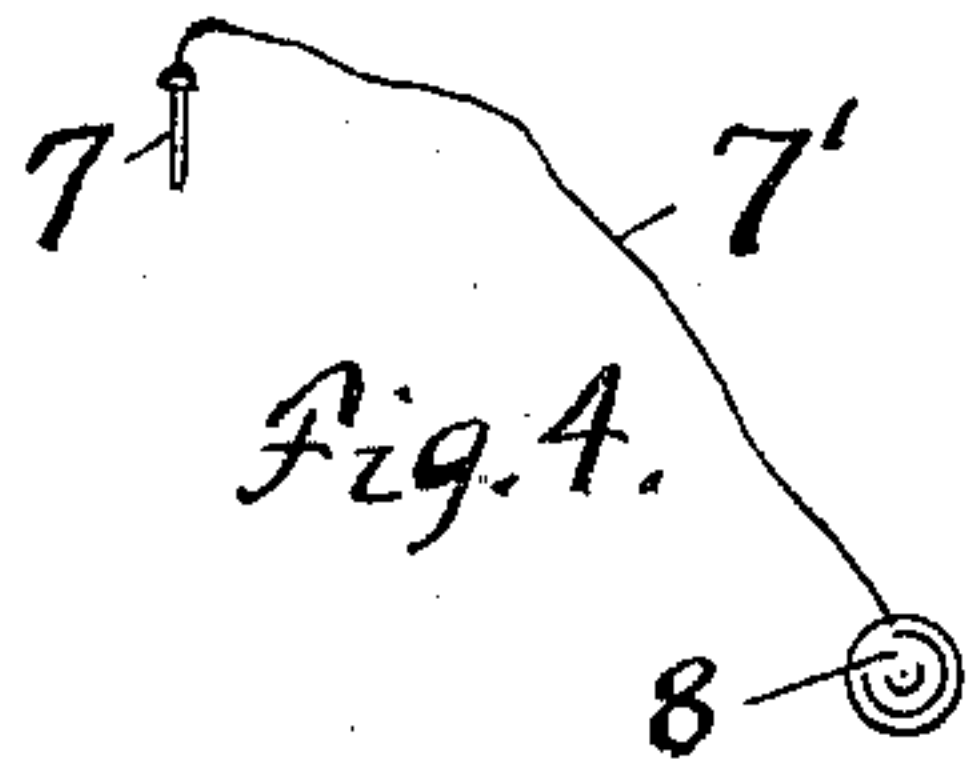
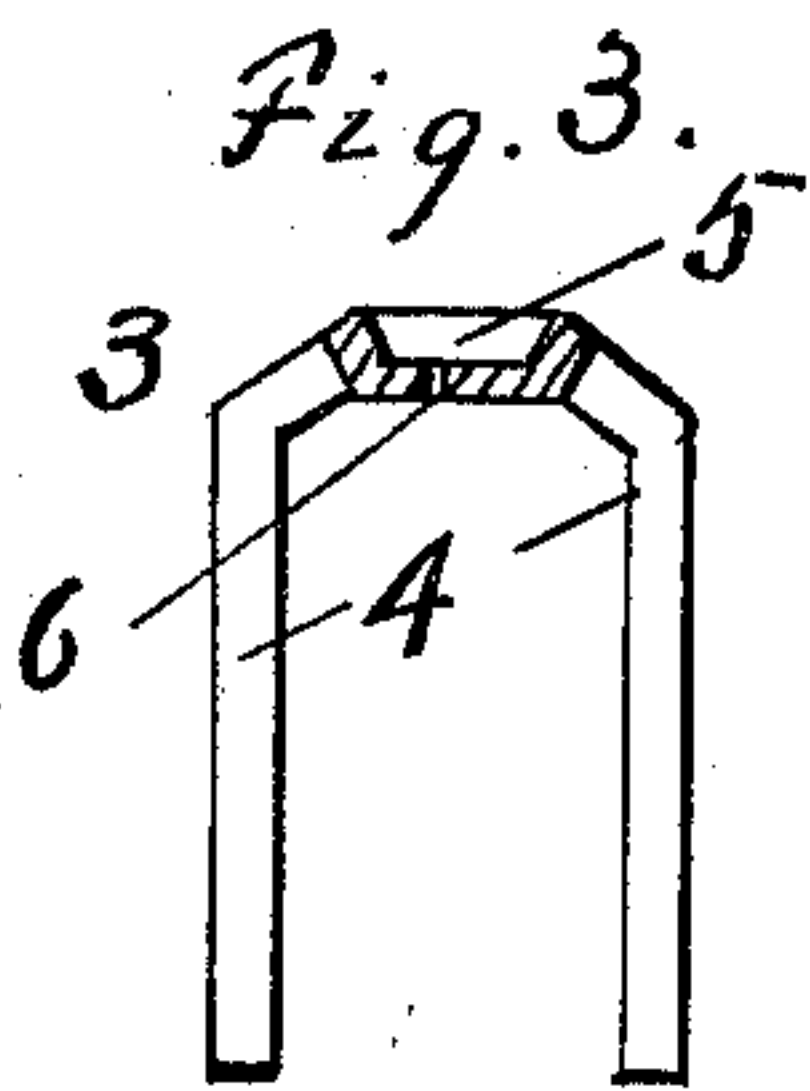
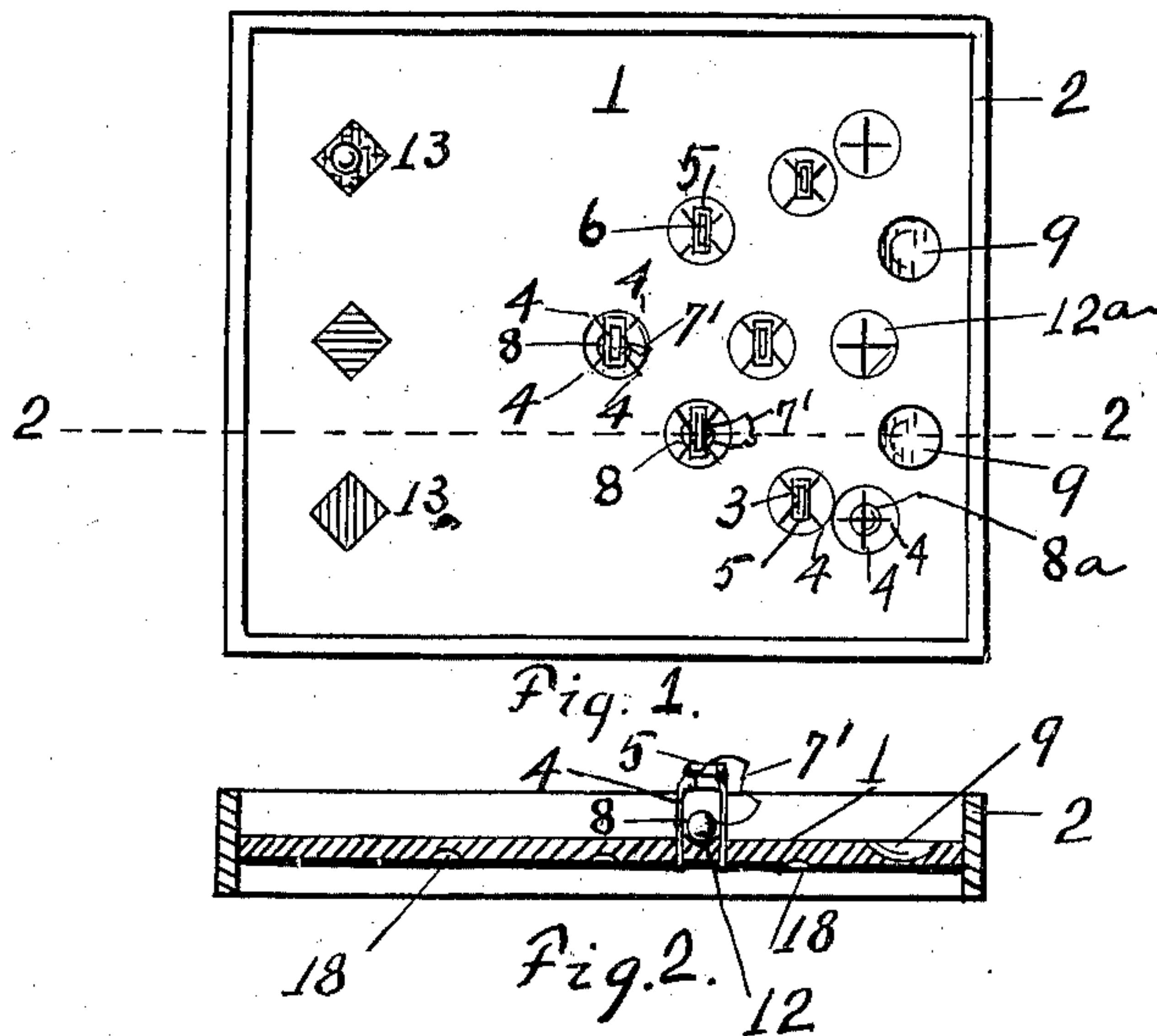
No. 731,439.

PATENTED JUNE 23, 1903.

C. J. DORSEY.
WICKET GAME BOARD.

APPLICATION FILED JULY 15, 1902. RENEWED APR. 11, 1903.

NO MODEL.



Witnesses
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WICKET GAME-BOARD.

SPECIFICATION forming part of Letters Patent No. 731,439, dated June 23, 1903.

Application filed July 15, 1902. Renewed April 11, 1903. Serial No. 152,262. (No model.)

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 Wicket 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 same.

10 This invention relates to game-boards having wickets, ball-holding pockets, and other features hereinafter set forth.

In the drawings, Figure 1 is a plan view of the improved board. Fig. 2 is a section on
15 line 2 2 of Fig. 1. Fig. 3 is a section, on a larger scale, of a wicket, also on line 2 2. Fig. 4 shows a ball and securing device. Fig. 5 is a partial sectional view, on a larger scale, of a modification. Fig. 6 is a reverse plan
20 view of the board, and Fig. 7 is a sectional view on line 7 7 of Fig. 6.

Numeral 1 indicates a board preferably twenty-two by twenty-four inches and having a surrounding rim 2, which extends both above
25 and below the board and serves as a stop for balls and also, when desired, as a rebounding-surface for balls projected against it.

On the board, occupying one-half thereof or a little more, are several, as nine, cage-
30 wickets 3—that is, wickets having more than two limbs, preferably four, 4 4 4 4, in pairs in planes at right angles to each other. The wickets are or may be cast in one piece and preferably have in addition to the several
35 legs a cup-like top 5. The wickets are arranged in desired order—for example, in nearly triangular shape, as shown. The two intermediate side wickets of the triangle are placed a little outside of the straight sides of
40 the triangle to give improved access to the interior wickets. The side wickets may be spaced, as shown, with the intervening spaces decreasing from front to rear; but this is not essential. The wicket-tops or some of them
45 are provided with means for securing a string thereto, as a central hole 6, into which a pin 7, secured to a string 7', may be pushed. Such string at its opposite end is connected to a ball 8. In Fig. 1 only two balls 8 are shown
50 in position under wickets; but when the board is in use such balls will be placed under

all of the wickets having the cup-like tops 5. Some of the balls, as 8^a, in the rear row may have no string, these being free to move from their wickets and to land sometimes in the
55 pockets 9. Said pockets 9 are back of the wickets and on either side of the central row of wickets. The depressions may be in the wood of the board, as in Fig. 2, or when the board has a felt cover 11 may be formed by
60 cutting out circular or other shaped parts of the felt, as at 10, Fig. 5.

It is preferred to place the wickets used with string-connected balls with the crossing
arches at forty-five degrees to the length of
65 the board; but this is not essential, although it increases the chances of landing the balls in the top cups.

Some of the wickets, as those used with balls free from strings, may have their cross-
70 ing arches respectively parallel with the length of the board and at right angles thereto. When thus arranged, balls can only be shot into them by rebounding from the border.

Under each wicket a similar depression 12
75 is formed sufficient in size to hold the balls in place when arranged for a game until hit by a projected ball. Around each wicket is marked a circle 12^a, preferably of bright color.
80 At the forward end of the board are several marked shooting areas 13, and on the inner side of the rim may be marks to indicate approximately where balls should be made to
85 strike to rebound into the wickets.

The board thus far described may be used in several ways—for example, two players
each have a like number, say six, of balls to shoot, which they do by snapping with the
90 finger or otherwise. Under the wickets in the depressions are balls 8, secured to the wickets by their strings, and under some of the wickets are balls without strings. The first player tries to shoot his balls one at a
95 time against a ball under a wicket, thus landing said balls on top of the wickets or in depressions 9.

The wicket-balls may have different values marked thereon, and count is taken of value
100 of balls landed in cups 5 and of balls 8^a, landed in pockets 9. The rules of the game may be varied and the values of balls landed in

pockets 9 by a player be subtracted from the values landed by him in the cups.

If any of the balls shot come to rest within a circle 12^a, they may become tied up and may be released by the other player landing some of his balls within rings 12^a or otherwise, according to rules adopted.

When desired, balls with strings may all be removed by simply pulling pins 7, and all balls without strings may be placed under the wickets to be knocked therefrom by snapping other balls against them, as already described. The counting may be governed by values marked on the balls and those landed in pockets 9, as above described, or otherwise.

To increase the attractiveness and value of the board, the reverse side is provided with a checker-board. Also to make an additional game arranged in the checker-board are thirteen or other number of depressions 18 of a size to hold balls in place, but not large enough to interfere with the use of the board for checkers. Some of said depressions 18 are shown in squares of the board and others at meeting corners of squares; but this arrangement is not essential. The balls with values marked thereon above described may be used in these depressions.

19 indicates a spinning "teetotum," preferably hexagonal, the sides of which are correspondingly numbered to the balls. In playing the teetotum is spun by the fingers and released on the board and in its travel may strike one or more of the balls, knocking it or them from the depressions. The teetotum then falls, and if the upper number thereon is the same as the number on the ball or the sum of the numbers on the several balls

knocked from depressions said number counts for the player; otherwise not. The balls are then reset and the second player has his turn. Other modifications in the way of using this side of the board may be introduced.

I claim—

1. A game-board for shooting balls, having several cage-wickets arranged in substantially triangular form on one part of the board, and a space in front of the apex of the triangle from which to shoot balls.

2. A game-board for shooting balls, having several cage-wickets in substantially triangular arrangement, the intermediate side cage-wickets being slightly outside of the sides of a true triangle.

3. A game-board for shooting balls, having several cage-wickets in substantially triangular arrangement, the side cage-wickets varying in distance apart, as set forth.

4. The combination of a game-board, wickets thereon, said wickets having cup-like ball-receiving tops.

5. The combination of a game-board, wickets thereon, cup-like tops to the wickets, and means for connecting a ball and string thereto, for throwing the ball into the cup.

6. A cage-wicket having its members in planes at right angles to each other, and a cup-like depression in the top of the wicket.

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

CHARLES J. DORSEY.

Witnesses:

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