

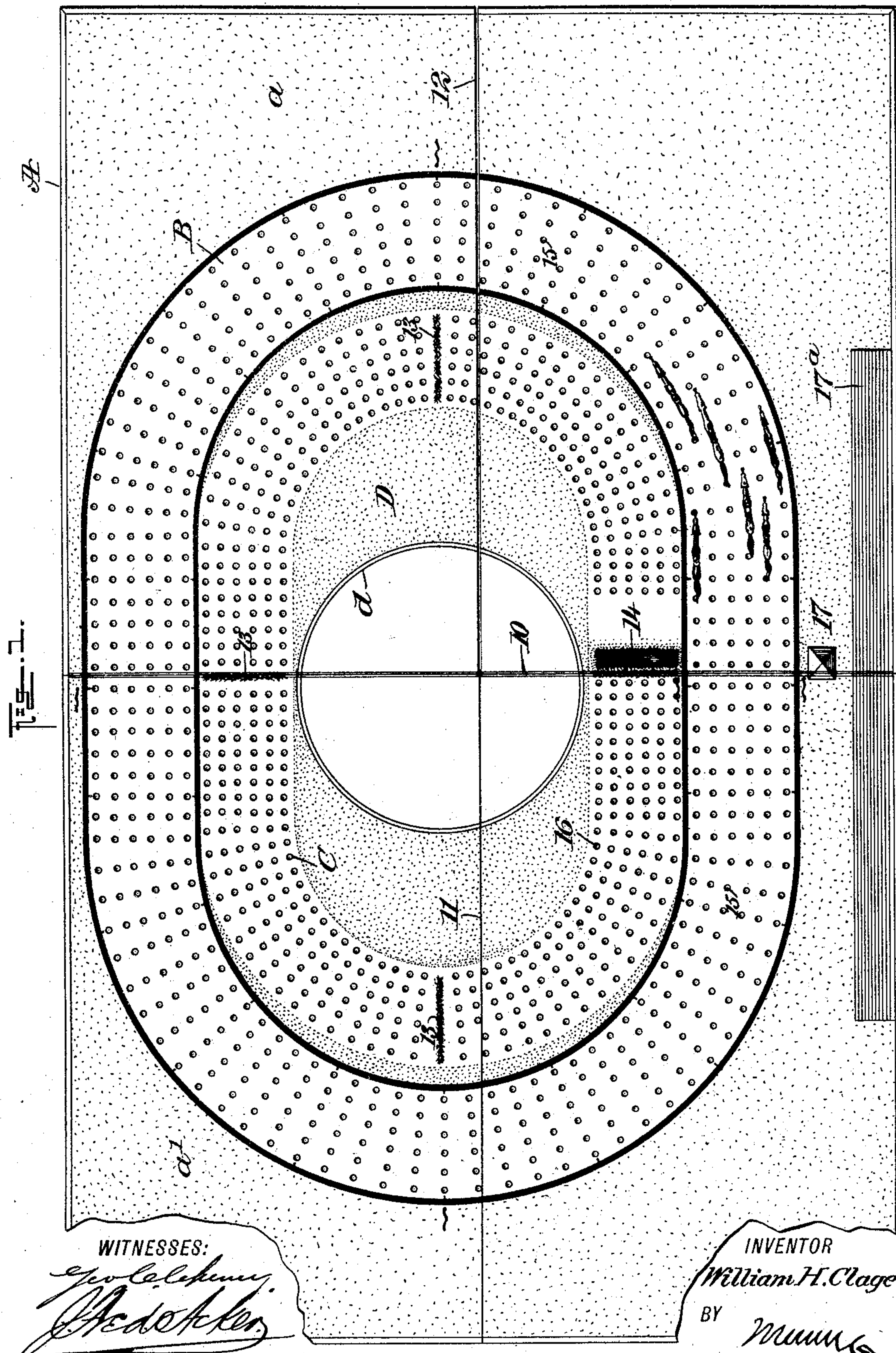
No. 780,937.

PATENTED JAN. 24, 1905.

W. H. CLAGETT.
GAME APPARATUS.

APPLICATION FILED DEC. 3, 1903.

2 SHEETS—SHEET 1.



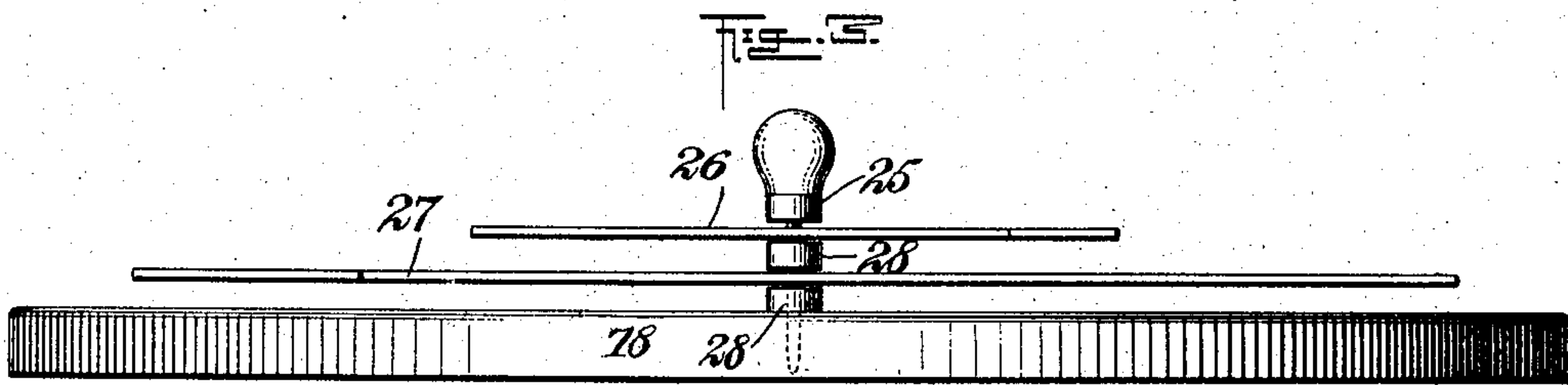
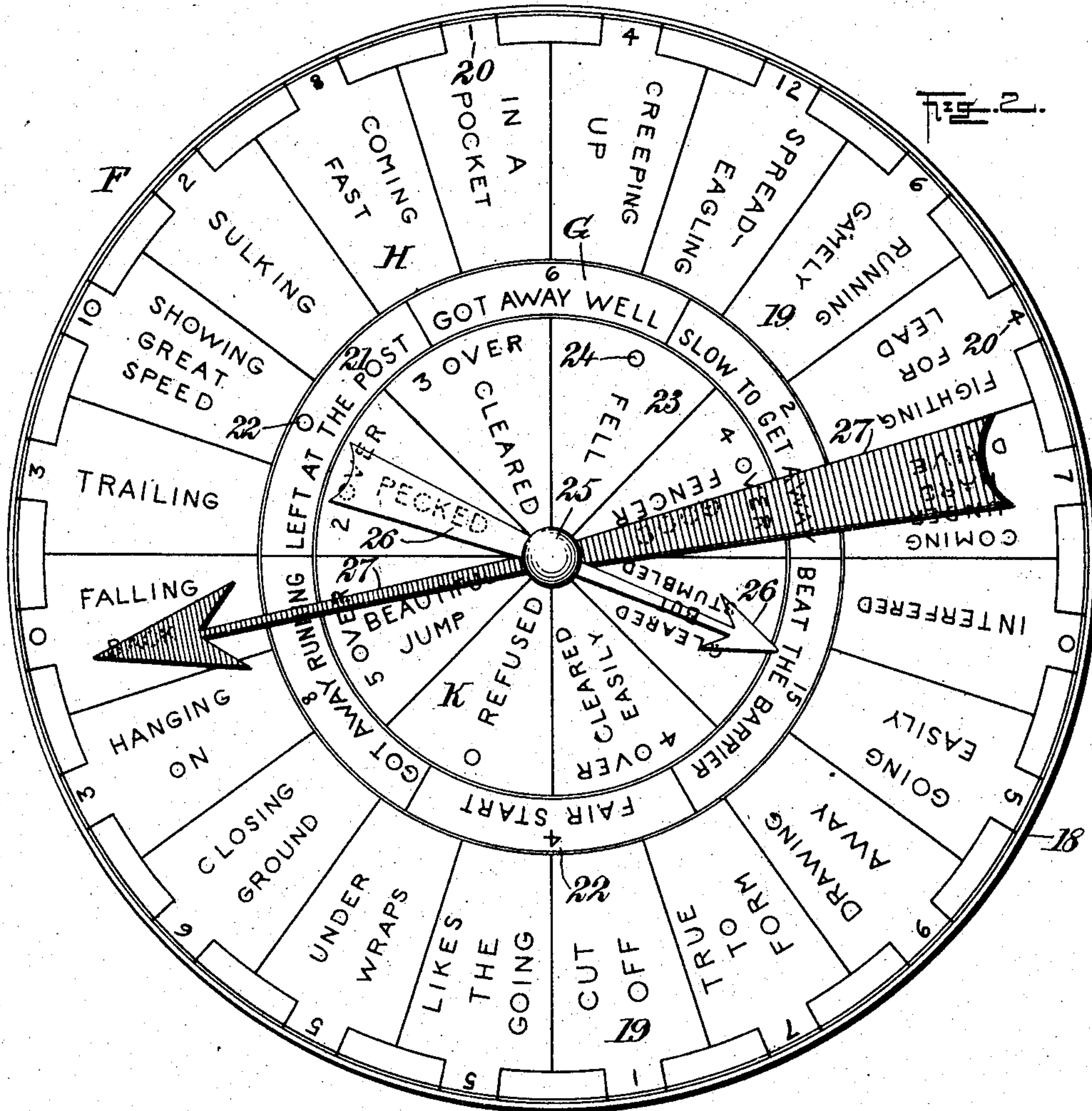
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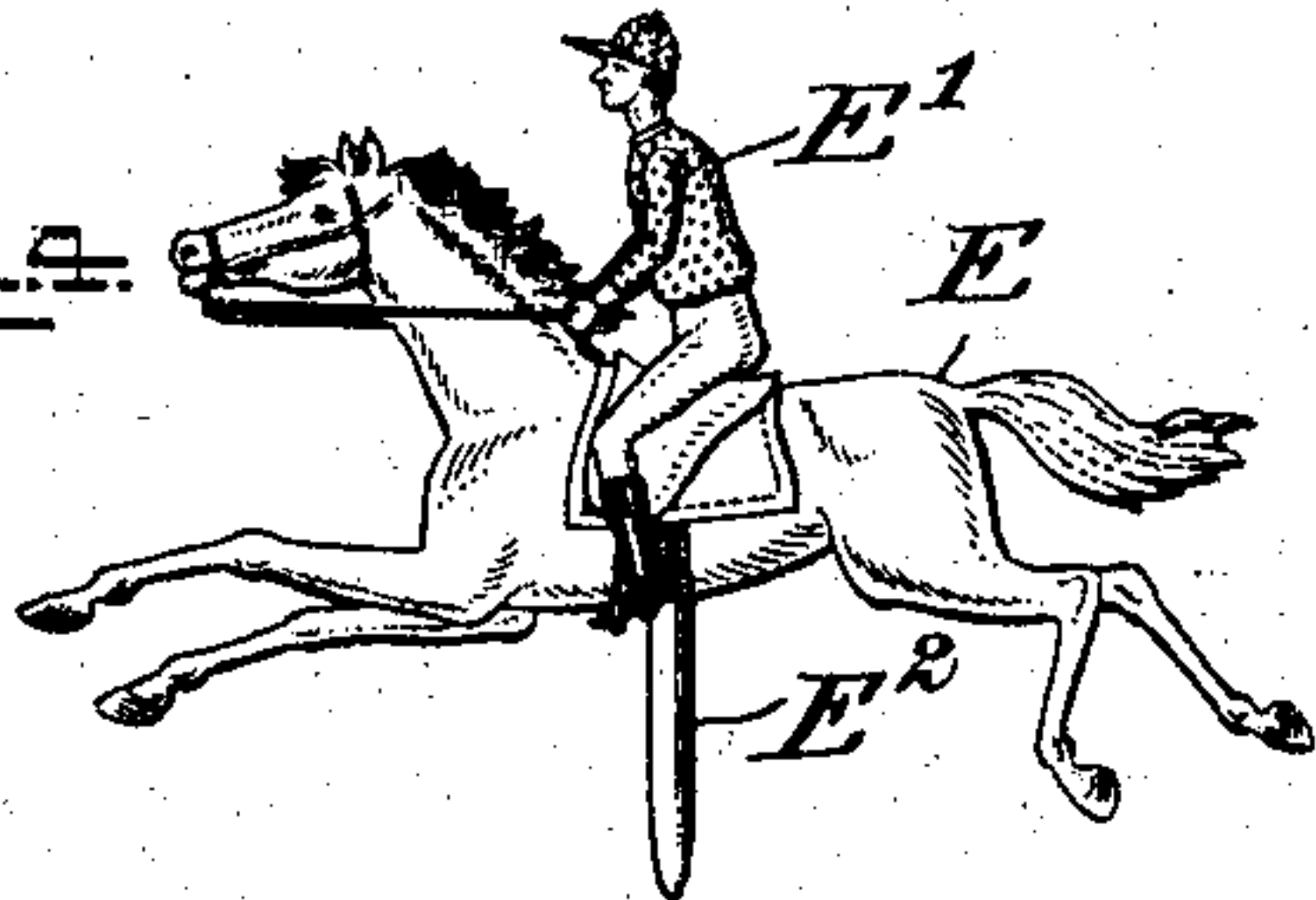
APPLICATION FILED DEC. 3, 1903.

2 SHEETS—SHEET 2.



WITNESSES:

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INVENTOR

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UNITED STATES PATENT OFFICE.

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GAME APPARATUS.

SPECIFICATION forming part of Letters Patent No. 780,937, dated January 24, 1905.

Application filed December 3, 1903. Serial No. 183,596.

To all whom it may concern:

Be it known that I, WILLIAM H. CLAGETT, a citizen of the United States, and a resident of the city of New York, borough of Manhattan, in the county and State of New York, have invented a new and Improved Game Apparatus, of which the following is a full, clear, and exact description.

My invention relates to a game apparatus particularly adapted for indoor use and by which a friendly racing game may be played by two or more players and also through the medium of which the various possibilities in a running, trotting, or steeplechase race may be made apparent and properly counted.

The purpose of the invention is to so construct the game apparatus that its operation will be readily understood and which will be amusing, exciting, and instructive as far as racing terms are concerned and whereby the result of any start by any horse represented cannot be previously determined or controlled by even experienced players.

The invention consists in the novel construction and combination of the several parts, as will be hereinafter fully set forth, and pointed out in the claims.

Reference is to be had to the accompanying drawings, forming a part of this specification, in which similar characters of reference indicate corresponding parts in all the figures.

Figure 1 is a plan view of the board of the game apparatus. Fig. 2 is a plan view of a spinner-indicator adapted to indicate the extent to which an object on the board may be moved and which is used in connection with the board. Fig. 3 is an edge view of the device shown in Fig. 2, and Fig. 4 is a side elevation of one of the objects adapted to be moved upon the board.

A represents a game-board, which may be made as large as possible, and in order that the board may be folded readily when not in use the board is made in two prime sections α and α' . These sections are subdivided by a central transverse cut 10, the edges whereof have a hinged connection, so that one section of the board may fold upon the other, and a

longitudinal correspondingly-formed separation 11, which extends from one edge of the board—the outer edge of the section α' , for example—to the center, and a clean cut 12, extending from the inner terminal of the line of separation 11 to the outer edge of the opposing section α of the board, so that the board may be folded upon itself to represent one-fourth of its size.

A racing or trotting track B is delineated upon the said board, being equally represented on each section α and α' thereof, and a steeplechase-track C is within the lines of the running or trotting track B, and within the lines of the steeplechase-track C an infield D is shown.

The steeplechase-track C is provided with a representation of the usual hurdles 13 and the representation of a ditch 14. The running or trotting track B is provided with a series of apertures 15, transversely arranged in any desired number, and corresponding apertures 16 are produced in the board at the delineation of the steeplechase-track C. At one side of both tracks, preferably at that point where the board folds transversely upon itself, the starting-post 17 is shown, and ordinarily adjacent to this starting-post the representation of a grand-stand 17^a is shown.

In connection with the board shown in Fig. 1 any desired number of objects E is employed, and these objects are preferably in the form of a horse in running position, as is shown in Fig. 4. Each horse is mounted by the representation of a jockey E', and at the center of the lower portion of the representation of each horse E a pin E² is attached or integrally formed, adapted to enter any one of the apertures in the running or trotting track B or the steeplechase-track C. Furthermore, in connection with the board shown in Fig. 1 a spinning indicator F is employed, which is preferably of the circular formation shown in Figs. 2 and 3 and which may be placed on a table or other support adjacent to the board A, but is preferably placed upon a circular panel α' , formed upon the infield D at the center of the board A. This spinning

indicator F is provided with a panel H near its periphery 18, and this panel is divided into a number of spaces 19, upon each of which is produced a racing term, indicating the position of a horse in running or in trotting—as, for example, “In a pocket,” “Coming fast,” “Sulking,” “Hanging on,” “Interfered,” “Going easily,” “Cut off,” &c. Each division 19 of the panel H at the marginal portion of the spinning indicator is provided with a numeral, the numerals reading from “0” to any predetermined figure. These numerals 20 may be termed “pegging-numerals,” as they indicate how far an object on the board shall be pegged at each operation of pointers to be hereinafter described.

An intermediate circular panel G is delineated at the inner edge of the outer panel H, and this intermediate panel G is subdivided into a series of spaces 21. On these spaces phrases or words are produced indicating the condition of a race-horse when at the start or at the post. For example, the phrases read “Got away well,” “Slow to get away,” “First start,” “Left at the post,” &c., and each of the divisions or spaces 21 of the panel G bears a pegging-numeral “22,” which numerals read from “0” to any desired figure and are in any desired arrangement. At the center of the spinning indicator F a third panel K is delineated, subdivided into divisions 23, and this center panel K is to be read in connection with the steeplechase-track C. The subdivisions of the center panel K bear different designations—as, for example, “2 over pecked,” “3 over cleared,” “Fell,” “4 over fence,” “Cleared but stumbled,” “4 over cleared easily,” “Refused,” “5 over beautiful jump.” Each of the subdivisions 23 of the inner panel K is likewise provided with a pegging-numeral “24,” and these numerals are arbitrarily arranged, as may likewise be the pegging-numerals of the subdivisions of any of the panels referred to.

At the center of the spinning indicator F a pivot-pin 25 is secured in any suitable or approved manner, and two pointers 26 and 27 are held to turn on this pivot-pin 25, spaced from the body of the spinning indicator and from each other by suitable sleeves 28. These indicators 26 and 27 are preferably in the form of arrows, as indicated in the drawings, and the indicator 26 travels over the central panel K and the intermediate panel H, while the pointer 27 travels over the outer panel G. The pointers 26 and 27 are adapted to be spun by hand. The outer panel H of the spinning-indicator may be termed the “running” panel, the intermediate panel the “starting” panel, and the central panel the “steeplechase” panel.

In operation the representations of the horses are all lined up in the series of apertures adjacent to the starting-post 17. The player representing the first horse will then

turn the smaller indicator or pointer 26, and if the arrow-head of the pointer stops, for example, at the phrase “Slow to get away,” which is accompanied by the pegging-numeral “2,” the player will move the object under his control two apertures along the track. The next player then turns the same pointer 26, and if its indicator stops, for example, at the subdivision bearing the phrase “Left at the post” this player cannot move his object from the starting-aperture in which it is placed. The third player then turns the same pointer 26, and if the head of the pointer stops at the panel in which the phrase “Beat the barrier” is produced, accompanied by the numeral “15,” this player will be entitled to move the object under his control fifteen apertures or points forward on the track. After all of the players have thus started their objects the longer and second pointer 27 is operated. The first player will turn the said pointer 27, and if the head of this pointer stops at the subdivision in the panel H bearing the designation “Showing great speed” and accompanied by the numeral “10” the player will be entitled to move his object forward the distance of ten apertures on the track. The next player will then turn the same pointer 27, and if the head of the pointer stops at the subdivision in this panel H containing the phrase “Coming fast” and accompanied by the numeral “8,” for example, this player will be entitled to move his object eight holes or eight points along the track, and so on until the starting-post is reached.

If the game to be played is that of the steeplechase, the same methods are employed as when a running-race game is played, except that where a horse is immediately in front of an obstacle 13 or 14 the small pointer 26 is used to indicate whether or not the horse clears the obstacle. For example, when the horse of a player has gotten in front of an obstacle by the same method used in flat racing if the small pointer 26 operated by the player stops at the subdivision marked “Fell” the player cannot clear the obstacle; but if the pointer should stop at the subdivision “5 over beautiful jump” the player can clear the obstacle and move his object five points or apertures on the board.

This game is especially intended for amusement and enables a person playing the game to become well versed in the vernacular of racing. The game is furthermore exceedingly fascinating, since no one can tell where the pointer will stop when spun.

The apertures in the tracks B and C may be properly termed “stations” for the movable objects. It will be understood that the game-board may be made in one piece or that it may be cut and scored to fold, as desired, and that the game-board may be of any dimensions.

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

1. As an improved article of manufacture, a game apparatus comprising a board having an inner and an outer track delineated thereon, each track-surface of the board having rows of apertures produced therein, movable objects having pegs secured to their under surfaces shaped to enter any one of the apertures, a dial adapted to be located at the central portion of the board, the dial having inner and outer series of legends and accompanying numerals thereon, and a pointer pivotally mounted on the dial, as described.

2. As an improved article of manufacture, a game apparatus having an inner and an outer track delineated thereon and an infield, a post adjacent to the outer edge of the outer track, the inner track having representations of barriers delineated thereon, each track-surface of the board being provided with a series of ap-

ertures arranged in transverse rows at regular intervals apart, objects having pegs at their bottom portions shaped to enter the said apertures, a dial located at the central portion of the board within the inner line of the inner track, the said dial having a double set of legends thereon and a numeral for each legend, and a long and a short pointer pivotally mounted at the central portion of the dial, the long pointer extending over the outer series of legends and the short pointer over the inner series of legends, the two pointers being independent one of the other, as and for the purpose described.

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

WILLIAM H. CLAGETT.

Witnesses:

J. FRED. ACKER,
JNO. M. RITTER.