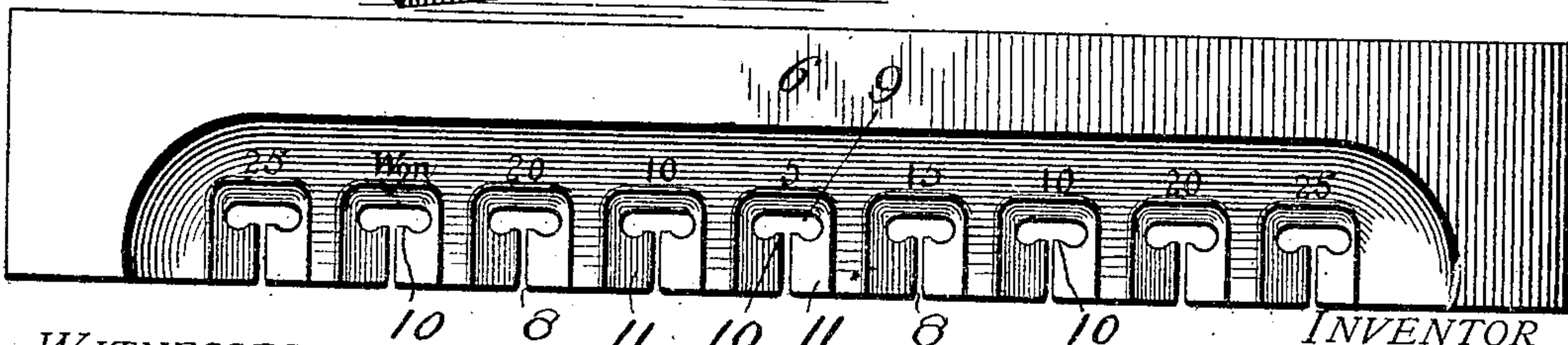
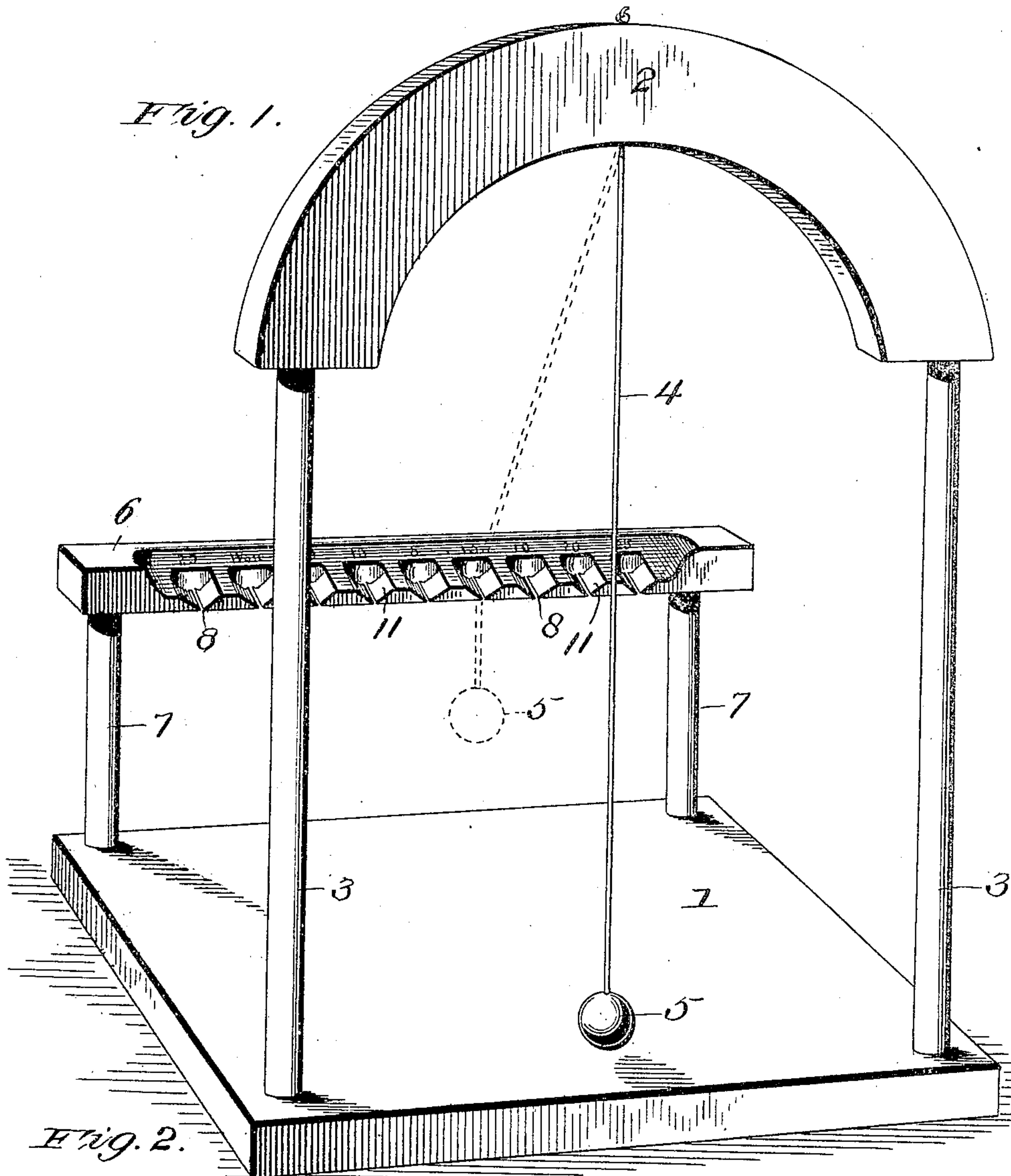


No. 824,660...

PATENTED JUNE 26, 1906.

J. F. KIDDER.
GAME APPARATUS.
APPLICATION FILED FEB. 28, 1906.



WITNESSES:

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JOHN F. KIDDER, OF BURLINGTON, VERMONT.

GAME APPARATUS.

No. 824,660.

Specification of Letters Patent.

Patented June 26, 1906.

Application filed February 28, 1906. Serial No. 303,534.

To all whom it may concern:

Be it known that I, JOHN F. KIDDER, a citizen of the United States, residing at Burlington, in the county of Chittenden, State of Vermont, have invented certain new and useful Improvements in Game Apparatus, of which the following is a specification, reference being had therein to the accompanying drawings.

10 This invention relates to a game apparatus, and particularly to a device employing an aerial projectile suspended by a strand from a suitable support.

15 The invention has for an object to provide a frame or rack having thereon a series of retaining devices adapted to be engaged by a strand which is suitably weighted by a projectile at its lower end, and the rack being so disposed as to be engaged by the strand intermediate of its ends to retain it in one of the series of devices each of which is of different value when playing the game.

20 Other and further objects and advantages of the invention will be hereinafter set forth, and particularly defined by the appended claims.

30 In the drawings, Figure 1 is a perspective of the invention, and Fig. 2 is a plan of the frame or rack having the retaining devices thereon.

Like numerals of reference indicate like parts in both the figures of the drawings.

35 The numeral 1 designates the base of the apparatus, which may be of any desired character, and is provided at one side with a support of suitable configuration—for instance, the arch 2, supported by the standards 3, as shown in Fig. 1. From the crown of this arch a swinging strand 4 of flexible character depends and is provided at its lower end with a weighted projectile 5, adapted to provide the necessary gravity for insuring the proper oscillation of the strand in its movement toward and from the frame or rack 6, disposed at the rear of the base. This frame or rack is shown as supported above the base by means of standards 7, so as to engage the strand intermediate of its opposite ends.

40 The frame may be provided with any desired form of retaining devices adapted to engage the strand and hold the same in contact therewith, but a preferable form thereof is shown and constitutes a series of slots or grooves 8, extending inward from the side of the frame next the strand, terminating in an enlarged recess 9, said recesses being provided

at opposite sides of the entrance-slots with hooked portions 10 to prevent the accidental withdrawal of the strand therefrom by reason of the weight of the projectile thereon. 60 At opposite sides of the grooves or slots 8 the walls thereof are beveled downward, as shown at 11, and each of the recesses in the series is provided with a designating character increasing in value at opposite sides of the central recess, which is in alinement with the strand when at rest, and therefore most easily engaged when playing the game. To render the engagement of the strand with the recesses at opposite sides more difficult, the entrance-slots thereof are disposed parallel with each other, so as to be out of parallelism with the strand when it is swung by its projectile toward those slits at opposite ends of the frame.

75 In playing the game it will be seen that the object is to engage the strand in the recess of greatest value, and thus secure the highest possible count for the player.

Having now described my invention and set forth its merits, what I claim, and desire to secure by Letters Patent, is—

1. In a game apparatus, a support, a strand thereon having a projectile at its lower end, and a frame provided with a series of retaining devices disposed in the path of travel of the strand above the projectile to engage the strand intermediate of its opposite ends. 85

2. In a game apparatus, a support, a strand thereof having a projectile at its lower end, and a frame provided with a series of retaining devices disposed in the path of travel of the strand above the projectile to engage the strand intermediate of its opposite ends, said devices being arranged in parallelism to each other and in the same horizontal plane. 95

3. In a game apparatus, a support, a strand thereon provided with a weighted projectile at its lower end, and a frame provided with a series of slots therein having parallel walls terminating in enlarged recesses, said recesses being provided at opposite sides of said slots with inwardly-projecting portions to retain the strand in position. 100

4. In a game apparatus, a support, a strand carried centrally of said support and provided with a projectile at its lower end, and a frame spaced from said support and provided with a series of retaining devices disposed in the path of travel of the strand above the projectile and extending to opposite sides of the point of support of said strand. 110

5. In a game apparatus, a support, a strand carried centrally of said support and provided with a projectile at its lower end, and a frame disposed in the path of travel of the strand above the projectile and provided with a series of parallel slots and recesses spaced from said support and extending at opposite sides of the central portion thereof.

6. In a game apparatus, a base, standards provided at the front thereof, a support extending between said standards, a strand carried by said support intermediate of said standards and provided with a weighted pro-

jectile at its lower end, a frame at the rear of said base and supported above the same in the path of travel of the strand above the projectile, and a series of retaining devices upon the face of said frame next said strand to be engaged thereby.

In testimony whereof I affix my signature in presence of two witnesses.

JOHN F. KIDDER.

Witnesses:

JOSEPH CAMPBELL,
FRED C. AIKEY.