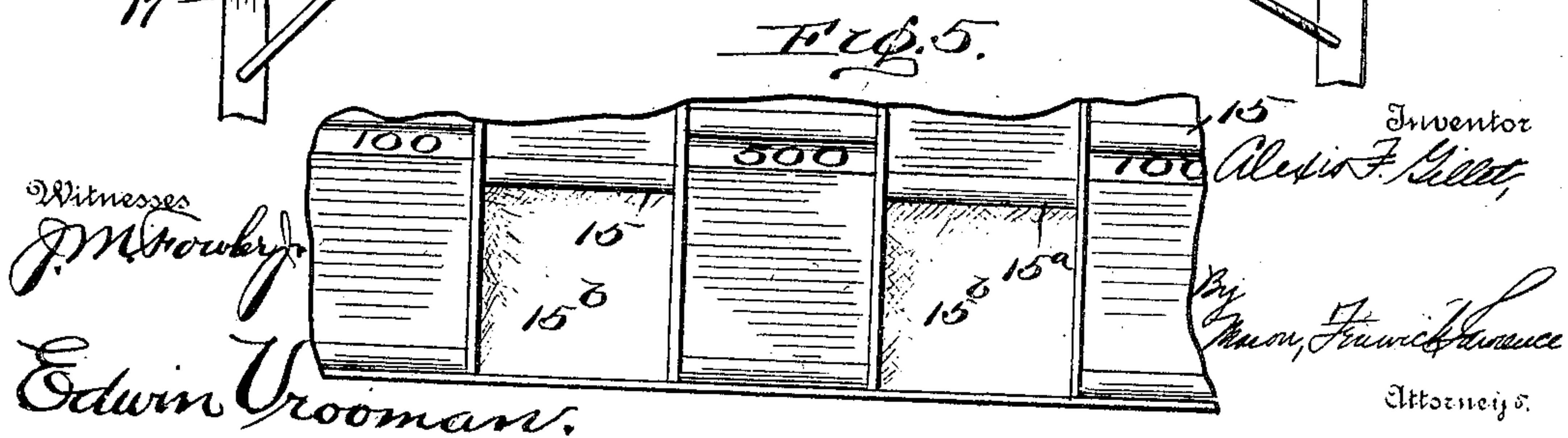
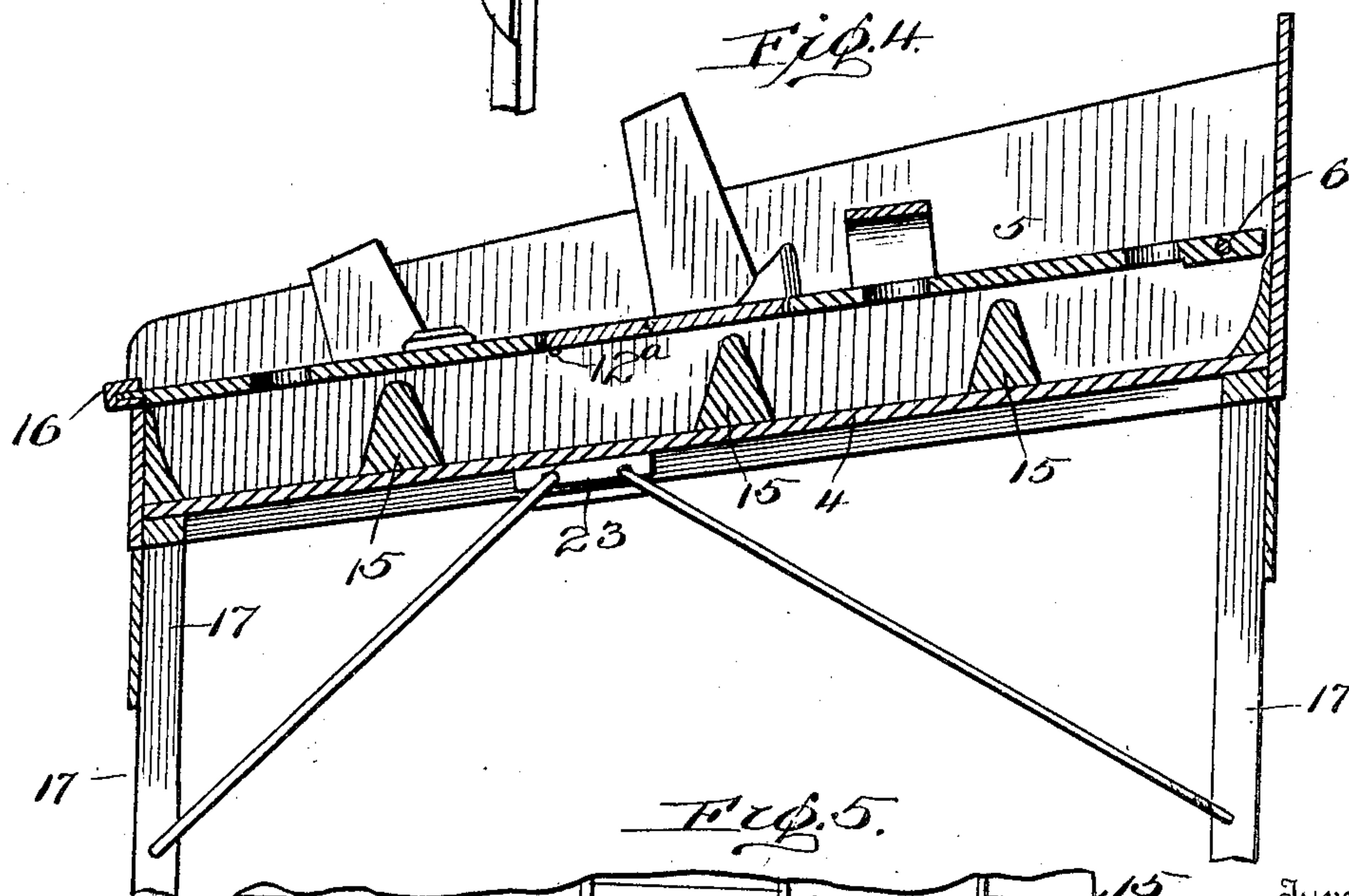
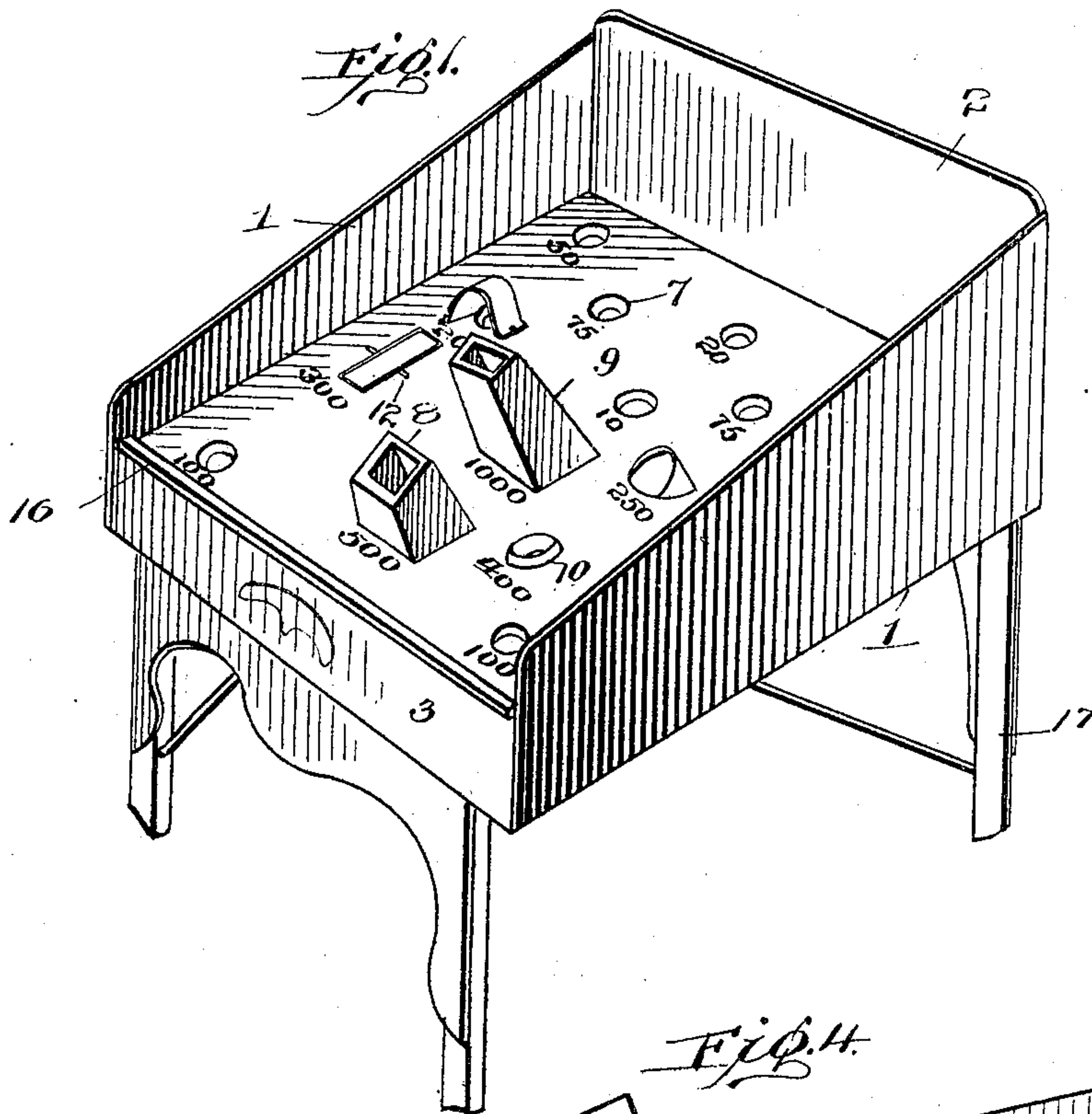


No. 827,626.

PATENTED JULY 31, 1906.

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GAME APPARATUS.  
APPLICATION FILED FEB. 15, 1905.

2 SHEETS—SHEET 1.

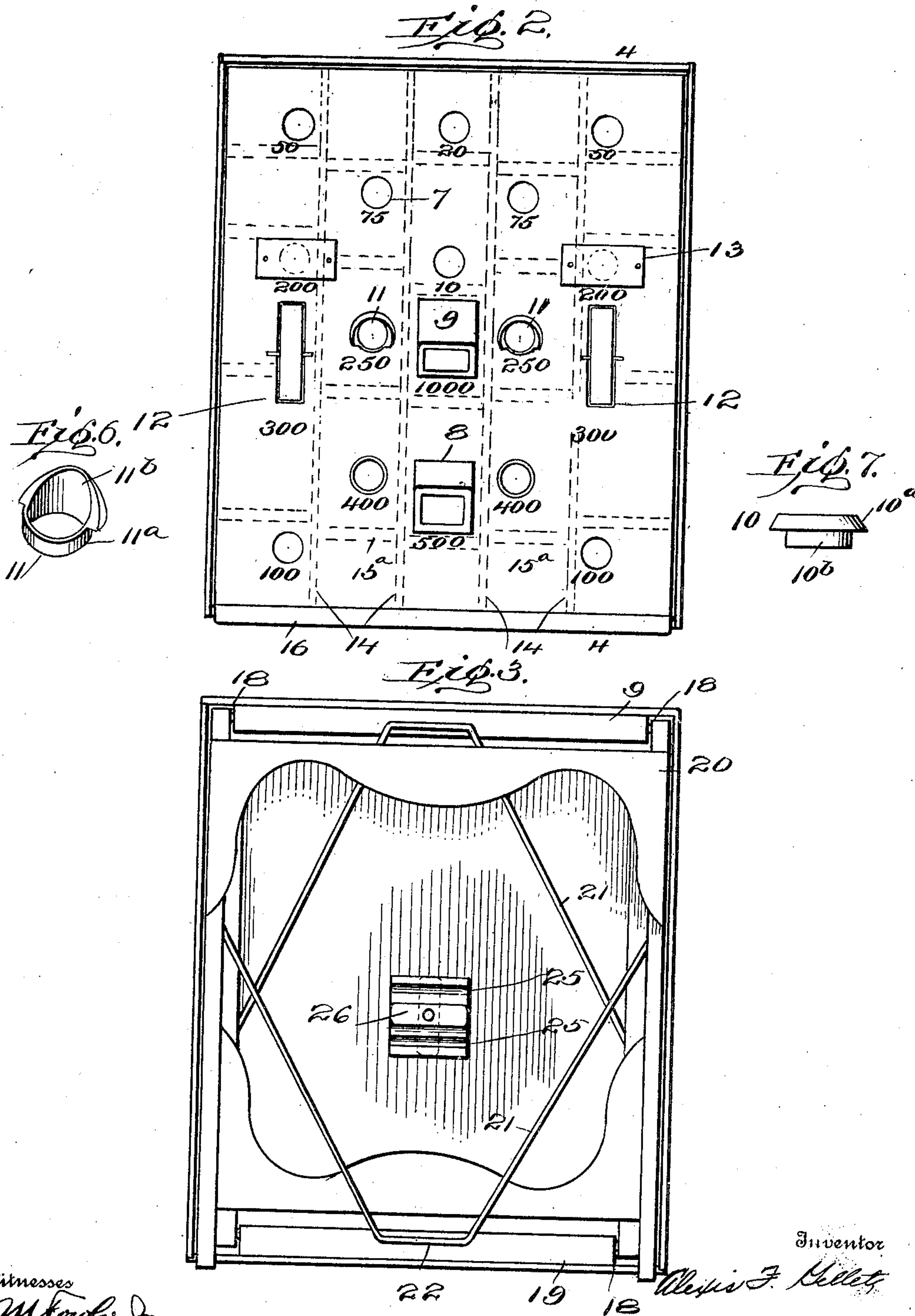


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2 SHEETS—SHEET 2.



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# UNITED STATES PATENT OFFICE.

ALEXIS F. GILLET, OF COUNCIL BLUFFS, IOWA.

## GAME APPARATUS.

No. 827,626.

Specification of Letters Patent.

Patented July 31, 1906.

Application filed February 15, 1905. Serial No. 245,750.

*To all whom it may concern:*

Be it known that I, ALEXIS F. GILLET, a citizen of the United States, residing at Council Bluffs, in the county of Pottawattamie and State of Iowa, have invented certain new and useful Improvements in Game Apparatus; 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 appertains to make and use the same.

This invention relates to certain new and useful improvements in game apparatus.

One of the numerous objects in view is the improvement of the construction of a game-board, which is movably mounted upon a body portion provided with adjustable legs.

Another object of the invention is the improvement of a game apparatus which employs a minimum number of parts, said parts being exceedingly simple, as well as durable in structure.

A still further object of the invention is the improvement of a game apparatus which employs a peculiarly-constructed game-board, as well as a body portion provided with compartments, said compartments of the body being provided for receiving quoits tossed through perforations formed in the game-board.

While I have mentioned a few of the objects in view, the invention consists in certain other novel constructions, combinations, and arrangements of parts, as will be herein-after fully described, illustrated in the accompanying drawings, and more particularly pointed out in the claims hereto appended.

In the drawings, Figure 1 is a perspective view of an apparatus constructed in accordance with the present invention. Fig. 2 is a top plan view of the structure depicted in Fig. 1. Fig. 3 is an inverted plan view of the structure depicted in Figs. 1 and 2, showing the legs in a folded position. Fig. 4 is a longitudinal sectional view taken on line 4-4, Fig. 2. Fig. 5 is a fragmentary plan view of the front portion of the apparatus, showing the game-board removed therefrom. Fig. 6 is a perspective view of a shield or guard employed in the construction of the present invention. Fig. 7 is a view in side elevation of another one of the guards.

The present invention relates more particularly to game apparatus which employs quoits in the playing of a game, as the quoits

register the amount scored by each player, provided the quoits are deposited in a pocket or compartment of the body of the apparatus. Each quoit is designed to be positioned within a compartment or pocket of the apparatus by passing the same through an aperture of the game-board. The player tosses the quoit upon said game-board, and the same may pass through an apertured portion of the same, or if the player is fortunate in his throw the quoit will pass through an aperture of the board without coming in engagement with the board.

The nature of the invention having been clearly stated, the structure of the apparatus will be more specifically designated by reference to the drawings by numerals, in which 1 indicates the sides, 2 and 3 the back and front, respectively, and 4 the base or floor, of the body of the apparatus. The sides 1 are comparatively wide, as well as the back 2, said sides 1 and back 2 constituting guards for preventing the quoits from being tossed off of the game-board 5. A longitudinal pin or shaft 6 is journaled in the sides 1 and carries the back end of the game-board 5. By reason of this structure the game-board is pivotally mounted upon the body portion of the apparatus. The game-board 5, owing to its hinged structure, may be swung to approximately a vertical plane for permitting the players to remove the quoits which may have been deposited in the different compartments formed in the body, as will be hereinafter described.

The hinged game-board 5 is provided with perforations or apertured portions 7. The apertured portions are positioned in alignment longitudinally of the game-board, as well as transversely thereof. In some instances the apertures 7 are obstructed to a certain degree by peculiarly-constructed guards, which makes it more difficult for the player to cause a quoit to pass through the apertured portions, which are provided with the guards. For the purpose of more clearly understanding the peculiar construction of said guards it may be stated that in the central longitudinal row of apertures there are two guards employed, and these are guards 8 and 9, which are similar to a chute in the structure. The chute 8 is of larger dimensions than chute 9, and for this reason a quoit may be more easily deposited in the compartment designated by 500 than in the



one designated by 1000. The chutes are narrowest at their upper or outer end and broadened or increased in dimensions toward their lower end. The longitudinal rows of apertures upon either side of the central row, which is provided with the chutes, are each provided with annular extensions or rings 10 10, which form an obstruction, constituting a guard for the perforations or apertures marked 400. The guards or annular extensions 10 are provided with a beveled outer surface, which increases the difficulty of depositing a quoit in the compartment registering with their aperture, as the beveled surface tends to direct the quoit away from the respective aperture. The guard 10 is reduced in size at 10<sup>b</sup> for the purpose of facilitating the positioning of said guard within its perforation or apertured portion. The detail construction of said guard 10 will be more clearly seen by reference to Fig. 7. Each longitudinal row of apertures, which is provided with the rings or annular extensions constituting guards, is also provided with guards 11, which comprises an annular body portion, from which rises an integral back. The back 11<sup>b</sup> tapers toward the front of the annular body portion 11<sup>a</sup>, which is positioned within the respective perforation, and, as will be obvious, said back 11<sup>b</sup> tapers throughout its entire width. As will be seen, upon referring to Fig. 6, said back 11<sup>b</sup> only extends approximately two-thirds the way round the annular body portion 11<sup>a</sup>, thereby leaving a portion of the front of the guard unobstructed, and for this reason when the guard or shield 11 is positioned within its respective aperture the front edge of said guard will lie in the same horizontal plane as the upper surface of the game-board 5. Each of the outer longitudinal rows of apertures is also provided with two guards. The guard 12 is pivotally positioned within an approximately rectangular apertured portion of the game-board. The guard 12 of each of the outer longitudinal rows of apertures is pivotally mounted near its forward end or off center, and for this reason its rear end constitutes a weight. A stop 12<sup>a</sup> is formed upon the guard 12, which prevents the rear end of said guard from moving below the plane in which the body of the game-board is formed. An arch-shaped guard 13 is positioned over one of the apertures in each of the outer longitudinal rows. The guard 13 is preferably positioned to the rear of the hinged guard 12. It will be obvious that each longitudinal row of apertures or perforations is provided with two guards, each of which is different in construction.

Longitudinally - positioned partitions 14 are secured between the sides 1 and the back and fronts 2 and 3, respectively, for providing compartments within the body portion of the

apparatus. The body portion is divided into pockets or compartments by means of transverse staggered partitions 15, which are V-shaped in cross-section, except partitions 15<sup>a</sup>. All the transverse partitions are positioned out of alinement across the bottom or floor 4 of the body of the apparatus. This alternating positioning of the partitions is necessitated by reason of the transverse arrangement of the perforations or apertured portions 7 of the game-board, as it is necessary that the pockets register with said apertures. All of the alternately-positioned transverse partitions are provided upon their front face with characters for designating a particular pocket—as, for instance, Fig. 5, 500 designates the pocket of the corresponding aperture, which is similarly designated upon the game-board, as will be clearly seen upon referring to Figs. 1 and 2. A transverse reinforcing-strip 16 is secured to the front end of the game-board, said strip 15 constituting a guard.

When the apparatus is not in use, it may be desirable to store the same away, or when it is to be transported it necessarily follows that it is desirable to have the same stored in as little space as possible. My preferred structure, shown in the accompanying drawings, is illustrated as being provided with legs, although it will be obvious that the apparatus could be used by placing the same upon a suitable horizontal support; but the leg structure is preferable, and I have made the legs 17 adjustable for the purpose of folding the same together when the apparatus is not in use. The legs 17 are pivotally connected at 18 to a stationary transverse member 19, which is secured to the bottom of the apparatus. Each set of legs which is secured to either the front or back of the apparatus is connected by a transverse brace member 20, which insures of a more durable structure than would be the case if said brace 20 was not employed. If the legs are folded and it is desired to rest the apparatus upon the same, it will be necessary to move said legs to their normal vertical position and of course secure said legs in said position. This is accomplished by employing novel fastening means, which comprises substantially V-shaped members 21 21, which are pivotally secured to each set of legs carried by the front and rear portions of the apparatus. Each of the movable fastening members 21 is provided with a straight central portion 22. Secured centrally to the body of the floor 4 is a block 23, which is provided with parallel grooves 25 25. The block 23 is also provided with a movable locking member 26, which may be positioned at right angles to the grooves 25. The straight portions 22 of the movable members 21 of the legs are positioned within the grooves 25 and the lock-



ing member 26 moved to the position shown in broken lines, Fig. 3, when the legs are positively secured in their normal position for supporting the body of the apparatus.

5 The transverse partitions 15<sup>a</sup> are provided with a front face formed at right angles to the surface 15<sup>b</sup>, and the opposite surface of said partitions 15<sup>a</sup> is beveled similar to the surfaces of the other transverse positions of  
10 the apparatus. The pockets 15<sup>b</sup> are employed for the reception of the quoits when the apparatus is not in use or may be used as storage-space for receiving any object, as these pockets do not register with any aper-  
15 tures formed in the hinged game-board 5.

As heretofore stated, in playing the game quoits are used, preferably ten in number, and some of the quoits are designated by printing or otherwise placing thereon num-  
20 erals corresponding to respective apertured portions or perforations of the game-board. The quoits are tossed upon the game-board in playing the game, and as a rule the sides 1 and the back 2 will prevent  
25 said quoits being displaced from off the game-board. After the ten quoits have been tossed those which have not entered the pockets are picked up, and the top of the cabinet, which is the game-board 5, is raised  
30 to count the score. There may be found that there are two quoits in the pockets 50, one in 100, one in 200, one in 75, and three in 10. The sum total of the score is to be added. Thus two in 50 is 100, one in 100  
35 makes 200, one in 200 makes 400, one in 75 makes 475, and three in 10 makes a total of 505. The amount is recorded on a score-card under the player's name. The next player plays his round, and when each player has  
40 tossed five rounds the totals of all the rounds are added, and the player or players having the largest total wins the game. It will be noted that the quoits are marked with characters designating particular perforations or aper-  
45 tured portions—as, for instance, two of the quoits are marked as “1000” and two marked “500,” while the rest are plain. All the plain quoits will count the sum of the pockets in which they are played; but if the player takes a  
50 quoit marked “1000” and succeeds in tossing it in the pocket 1000 it will count two thousand; but if it goes into any other pocket it counts only as a plain quoit. The same rule applies to the quoit marked “500.” When  
55 tossed into the “500” pocket, it will count one thousand. All quoits that find their way into the pockets will count.

While I have described in the foregoing description and illustrated in the accompa-  
60 nying drawings the preferred form of my invention, it will be obvious to one versed in the art to which this invention relates that certain alterations, modifications, and

changes may be made, and I therefore reserve the right to make such alterations, 65 modifications, and changes as shall fairly fall within the spirit and scope of the present invention.

Having thus fully described my invention, what I claim as new, and desire to secure by 70 Letters Patent, is—

1. A game apparatus, comprising a body provided with sides, ends, and front portions, longitudinal partitions positioned within said body, transverse staggered partitions se- 75 cured between said longitudinal partitions, said longitudinal and transverse partitions producing pockets within the body, each transverse partition provided with a beveled surface, and a hinged game-board carried by 80 said body, said game-board provided with a reinforced strip secured to its outer end, said game-board having apertures formed therein registering with the pockets of the body, and a guard for one of said apertures. 85

2. A game apparatus, comprising a parti- tioned body, an apertured game-board car- ried by said body, chutes constituting guards secured to said game-board and surrounding some of said apertured portions, said chutes 90 extending from said body at an angle to a vertical plane, each chute tapering through- out its entire length.

3. A game apparatus, comprising a body, a hinged, inclined, apertured game-board se- 95 cured to said body, and a chute secured to said game-board and surrounding one of the apertured portions thereof.

4. A game apparatus, comprising a body, a hinged, apertured, inclined game-board se- 100 cured to said body, a chute secured to said game-board at an angle to a vertical plane and surrounding one of the apertured por- tions of said board.

5. A game apparatus, comprising a body 105 provided with parallel partitions, trans- versely-staggered partitions secured within said body and between said parallel parti- tions, a game-board provided with apertures, movably secured to said body, reinforcing 110 means formed upon one end of said game-board, and guards carried by said game-board.

6. A game apparatus comprising a body, parallel partitions positioned within said body, beveled partitions positioned within 115 said body and extending transversely of said parallel partitions, said parallel and beveled partitions producing pockets or compart- ments, and an apertured game-board carried by said body, the apertures of said game- 120 board registering with the pockets formed in said body.

7. A game apparatus, comprising a body, an apertured game-board carried by said body, parallel partitions positioned within 125 said body, staggered partitions positioned



within said body and extending transversely of said parallel partitions, said parallel and staggered partitions producing pockets within said body, the apertures in said game-board  
5 registering with the pockets in said body.

8. A game apparatus, comprising a body provided with longitudinal partitions, staggered partitions positioned within said body and extending transversely of said longitudinal partitions, the staggered and longitudinal  
10 partitions producing pockets or compartments within said body, and a movable, apertured game-board carried by said body, the apertures of said game-board registering with  
15 the pockets formed in said body.

9. A game apparatus, comprising a body provided with a longitudinal partition, a transverse partition secured upon opposite sides of said longitudinal partition, each of  
20 said transverse partitions provided with a beveled face, said partitions producing pockets within said body, and a movable, apertured game-board carried by said body, the

apertures of said game-board registering with the pockets formed in said body. 25

10. A game apparatus, comprising a partitioned body provided with pockets, an apertured game-board carried by said body, the apertures of said game-board registering with  
30 said pockets of said body, chutes, constituting guards, secured to said game-board, each chute surrounding an aperture of said game-board, and each chute of different dimensions from the other chutes.

11. A game apparatus, comprising a body, 35 an apertured game-board secured to said body, a guard for one of said apertures of said game-board, said guard comprising an annular body provided with a back tapering toward the front of said body. 40

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

ALEXIS F. GILLET.

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