

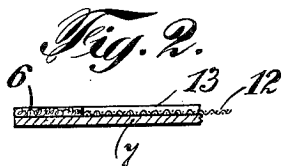
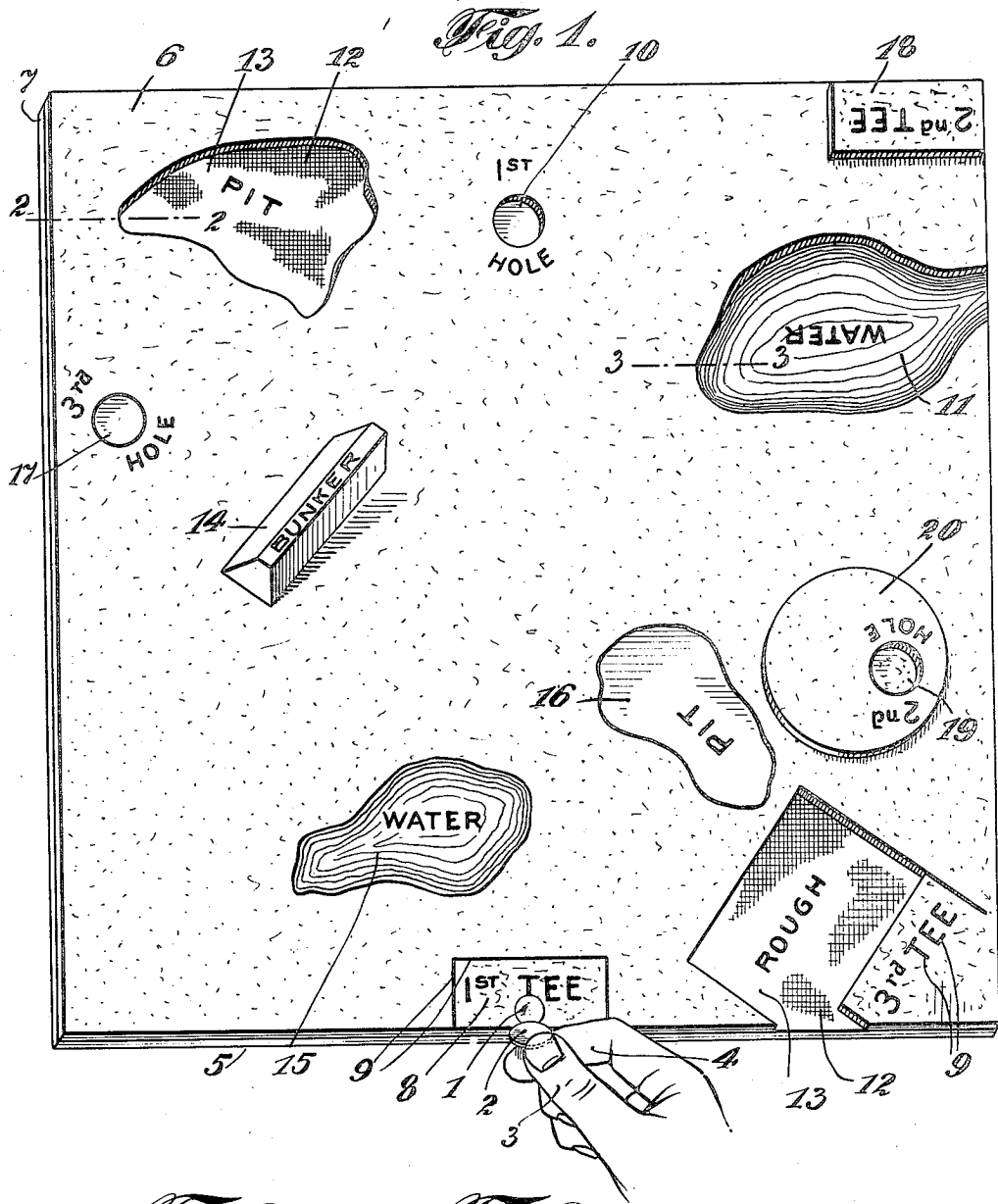
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H. VAN ARSDALE, JR

GAME

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Inventor
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UNITED STATES PATENT OFFICE.

HENRY VAN ARSDALE, JR., OF NEW ROCHELLE, NEW YORK.

GAME.

Application filed October 9, 1922. Serial No. 593,312.

To all whom it may concern:

Be it known that I, HENRY VAN ARSDALE, Jr., a citizen of the United States, residing at New Rochelle, in the county of Westchester and State of New York, have invented certain new and useful Improvements in Games, of which the following is a specification.

This invention relates to games, and more particularly to games known as parlor games. The object of this invention is to provide a game which is highly entertaining, amusing and instructive, and one which encourages the exercise of skill and judgment on the part of a player. Further objects of this invention include the provision of apparatus and appliances for playing the game, and to the provision of methods for constructing such apparatus and appliances. Other objects will be in part obvious and in part pointed out hereinafter.

In accordance with my invention, I lay out a course and provide one or more projectiles which are adapted to be projected by a player in a semi-controllable manner from place to place on the course. Upon the course I designate one or more starting areas, hereinafter called "tees," and one or more finishing areas, hereinafter called "holes," and at other portions of the course provide areas of difficulty or penalty, hereinafter called "hazards."

With such apparatus an interesting game may be played by starting with the projectile upon a tee and attempting to drive it into a corresponding hole with as few strokes as possible, repeating the attempt for each hole on the course. The game is also interesting when the chosen object is to make holes in fewer strokes than are required by an opponent player. The hazards may be arranged to offer physical difficulties to the making of a shot from the areas embraced thereby, or may be arranged to merely involve a penalty when encountered in the play, or may be arranged to both offer physical impediments to the making of a shot and also to involve an arbitrary penalty.

In order that a clearer understanding of my invention may be had, attention is hereby directed to the accompanying drawings forming a part of this application and illustrating several possible embodiments of the invention. Referring to the drawings, Fig. 1 is a perspective view of an apparatus pro-

viding a course, together with a projectile and shooter usable therewith, and illustrates a manner of play; and Figs. 2 and 3 are sectional views of the course taken respectively on the lines 2—2 and 3—3 of Fig. 1. Similar reference characters refer to similar parts throughout the several views of the drawings.

Referring to the drawings, a preferred form of apparatus for the game includes for the projectiles small flat discs, such as 1, of rigid material, which, when resting upon a suitable surface, may be projected upwardly and forwardly in a semi-controllable trajectory by means of a larger disc 2, also of rigid material, which is adapted to be held between the thumb 3 and forefinger 4 of a player, who, by placing the edge of the disc 2 upon smaller disc 1 near its edge, and by sliding the larger disc off of the smaller disc, while exerting pressure, may cause the smaller disc to snap or jump upwardly and forwardly in a more or less controllable manner, depending somewhat upon the skill of the player. Those familiar with the game of "tiddledy winks" will recognize disc 1 to be a "wink" and disc 2 to be a "tiddledy." The ease or difficulty with which a wink may be projected depends largely upon the elasticity of the surface from which it is projected. From hard material, such as wood, cardboard or the like, it is quite difficult to project the wink in a satisfactory manner, while it is quite easy to properly project a wink from the elastic surface of heavy cloth, such as felt. From thinner cloth, backed by rigid material, the elasticity, and consequently the difficulty is of an intermediate degree.

In a preferred form of apparatus providing the course 5, over which wink 1 is adapted to be driven, I provide a sheet 6 of heavy cloth, such as felt, and mount the same upon a sheet 7 of rigid material, such as wood, cardboard or the like, preferably pasting the cloth upon this backing sheet 7. At arbitrary places on cloth 6 I designate one or more starting areas, such as 8, by placing marks 9 thereon, as with paint, crayon or the like. I also designate finishing areas or holes at arbitrary places on the cloth 6, preferably by cutting away the cloth, as at 10, to provide circular holes therein extending down to the backing sheet 7. I also cut away the sheet 6 at other arbitrary places down to the

surface of the backing sheet 7. At some of these cut-away areas I leave the surface of the backing sheet 7 exposed, as at 11, and at others of these cut-away areas I cover the exposed backing surface with cloth 12, which is thinner than the felt sheet 6. Such an area is shown at 13. The various areas of the course may be appropriately colored to represent water, sand, rough grass or the like. I also provide one or more physical obstructions which may be placed at arbitrary places upon the sheet 6 to obstruct the flight of the wink 1 when the wink encounters the same. Such obstacles may consist of suitably shaped pieces of rigid material, such as wood, cardboard or the like, and may either be glued in place or may merely be removably placed thereon without fastening. In the drawings such a hazard is shown to consist of trapezoid 14 placed in position to guard the third hole.

Thus it will be apparent that it is most difficult to drive a wink from areas such as 11, which present the naked surface of the rigid backing sheet 7; that it will be less difficult to drive the wink from areas such as 13, which present a surface of cloth 12; and that it will be easiest to drive a wink from the undisturbed areas of sheet 6. It will also be apparent that the obstruction 14 renders the play more difficult. The obstruction 14 and areas, such as 11 and 13, are called hazards.

Obviously, instead of cutting away sheet 6 to form hazards, the hazards may be merely designated upon the surface of the sheet, as by marking thereon with paint, crayon or the like, as at 15. Also areas of hazard may be created by incorporating in sheet 6 areas of hardened glue, paint or the like, as at 16, which alter the surface of the sheet 6 and render it less elastic and thereby more difficult to controllably project a wink therefrom. Instead of forming the holes by cutting away the sheet 6, as at 10, the holes may be designated by merely marking upon the sheet with paint, crayon or the like, as at 17.

As another modification of an apparatus providing the course, I use separate and movable pieces of suitable material, such as felt, for one or more of the tees. Such a piece is shown at 18. Also I may provide holes, such as 19, in separate and movable pieces of material, such as 20, which may be moved to any desired position on the course. By providing movable tees and holes, the layout of the course may be changed at will. Also all or any number of the hazards may be provided by separate pieces of suitable material, such as tin, wood, cardboard, cloth or the like, so that these also may be moved around the course at will. The backing sheet 7 is not essential, and it is apparent that a course may be provided by merely employ-

ing a sheet of material, from the surface of which a wink may be projected by means of a tiddley.

Obviously, the size and character of the material for the course, as well as the number, sizes, locations and character of materials used for the tees, holes and hazards, may be arbitrarily chosen within a wide range. Also it is apparent that the course may be provided by several separate sheets of material as well as by a single piece.

As many changes could be made in the above construction and as many apparently widely different embodiments of this invention could be made without departing from the scope thereof, it is intended that all matter contained in the above description or shown in the accompanying drawings shall be interpreted as illustrative and not in a limiting sense.

What I claim is:

1. In a game of the character described, in combination, a course, comprising a sheet of material, different areas of which are elastic in different degrees, and a wink projectable from place to place on said sheet by pressing a portion of the wink, when resting on said sheet, into said sheet and suddenly removing the pressure to cause the elasticity of said sheet to project the wink from its resting place, the ease and difficulty of controllably projecting said wink about said course varying with the degree of elasticity of the local areas of said sheet from which projection is attempted.

2. In a game of the character described, in combination, a course including a sheet of elastic material having certain areas permeated with hardened paint so as to be of reduced elasticity and constituting hazards, and a wink projectable from place to place on said sheet by pressing a portion of the wink, when resting on said sheet, into said sheet and suddenly removing the pressure to cause the elasticity of said sheet to project the wink from its resting place, the controllable projection of said wink being of increased difficulty from said areas of reduced elasticity.

3. In a game of the character described, in combination, a course comprising a sheet of elastic cloth, certain areas of said sheet being cut away and exposing material having less elasticity than said sheet, said cut-away portions constituting hazards, and a wink projectable from place to place on said course, by pressing a portion of the wink, when resting on said sheet, downwardly and suddenly removing the pressure to cause the elasticity of said course to project the wink from its resting place, the controllable projection of said wink being of increased difficulty from said cut-away areas which expose less resilient material.

4. In a game, a piece of felt which acts

as a playing surface and which has a miniature golf course indicated thereon, a wink adapted to be played across said felt member by being snapped from its resting place 5 by the elasticity of said felt, and a projecting member for forcing a part of said wink into said surface of said felt during the playing of the wink, said felt having areas of different elasticity whereby said wink 10 when played from said areas will respond differently in accordance with the different elasticities of said areas.

5. In a game, a game board having a playing surface of elastic nature and marked to represent a golf course, a projectile, representing a golf ball, adapted to be played from the surface of said board by being snapped from a resting place thereon by the elasticity of said surface, and a projecting 15 member for forcing a part of said projectile into said surface of said board during the playing thereof, said surface having areas of different elasticity, whereby said projectile, when played from said areas, will respond differently in accordance with the 20 different elasticities of said areas.

6. In a game, a game board having a playing surface of elastic nature and marked to represent a golf course, a projectile, representing a golf ball, adapted to be 25 played from the surface of said board by

being snapped from a resting place thereon by the elasticity of said surface, and a projecting member for forcing a part of said projectile into said surface of said board 35 during the playing thereof, said surface having certain areas of reduced elasticity and marked to represent hazards, whereby said projectile, when played from said areas of reduced elasticity, will respond differ- 40 ently than when played from other areas of said surface.

7. In a game, in combination, a game board comprising a substantially flat sheet of material having a surface of elastic 45 nature marked to represent a golf course, certain areas of said surface being marked to represent hazards and being impregnated with paint so as to be of reduced elasticity, a wink adapted to be played across said 50 board by being snapped from a resting place thereon by the elasticity of the surface of the board, and a projecting member for forcing a part of said wink into said surface during the playing of the wink, 55 said wink, when played from said areas of reduced elasticity, responding differently than when played from other areas of said surface.

This specification signed and witnessed this 7th day of October, 1922.

HENRY VAN ARSDALE, JR.