

(No Model.)

D. D. HARR.
GAME BOARD.

No. 464,098.

Patented Dec. 1, 1891.

Fig - 1 -

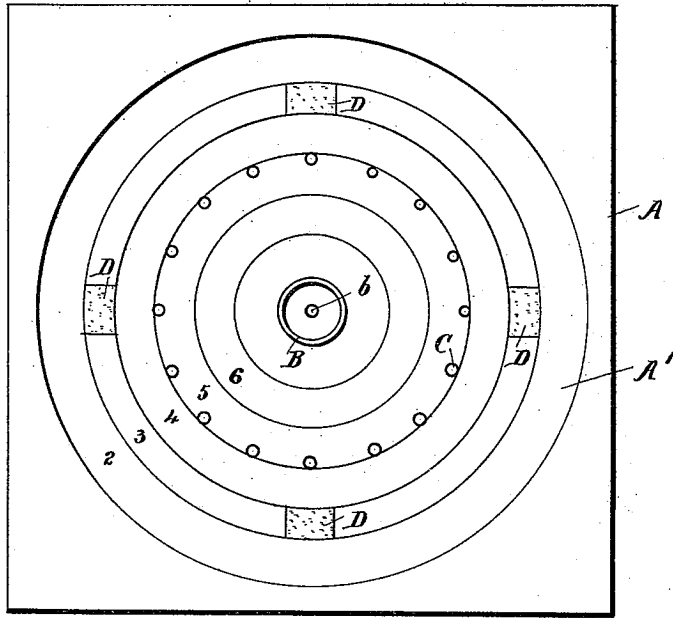


Fig - 2 -

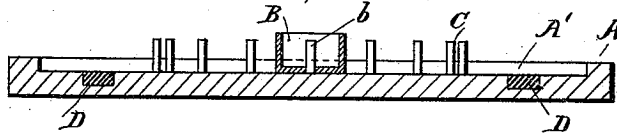


Fig - 3 -

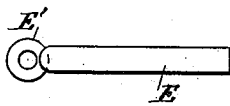
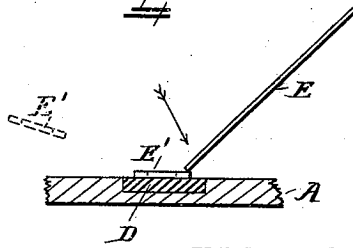


Fig - 4 -



WITNESSES

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UNITED STATES PATENT OFFICE.

DOCK. D. HARR, OF BELMOND, IOWA.

GAME-BOARD.

SPECIFICATION forming part of Letters Patent No. 464,098, dated December 1, 1891.

Application filed February 5, 1891. Serial No. 380,350. (No model.)

To all whom it may concern:

Be it known that I, DOCK. D. HARR, a citizen of the United States, residing at Belmond, in the county of Wright and State of Iowa, have invented certain new and useful Improvements in Games; 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 game-boards; and it consists in the novel construction and combination of the parts hereinafter fully described and claimed.

In the drawings, Figure 1 is a plan view of the game-board from above, and Fig. 2 is a cross-section through the same. Fig. 3 is a plan, and Fig. 4 is a side view, of one of the rings and the shooting implement and shows the method of shooting the ring.

A is the game-board, which is provided with a circular recessed portion A', divided up into a series of concentric rings 2, 3, 4, 5, and 6. The board may be flat on top, if desired, and the concentric rings need not be circular, as any other concentric geometrical figures may be used, and the number of rings may be varied.

B is a central cup, and *b* is a central pin inside the cup.

C is a series of pins projecting from the board at a certain distance from the cup. These pins may be variously arranged; but the arrangement shown, in which the pins are equidistant and arranged in a circle, is preferred.

D are shooting-cushions, of india-rubber or other elastic material, let into the board outside the circle of pins.

E is the shooting implement, which consists of a thin plate of hard material of a shape convenient for holding between the thumb and fingers.

E' are small rings or disks, any number of which may be used in playing the game. The rings of different players are differently colored, or are otherwise distinguished from each other. Four shooting-cushions are preferably used and arranged equidistant from each other and from the central pin.

The game is played by placing a ring E' upon a shooting-cushion D and bearing hard upon the edge of the ring with the shooting implement in a downward direction, as indicated by the arrow. This will cause the ring to spring forward, as indicated by the dotted lines in Fig. 4. The object of each player is to shoot his rings so that they fall over the central pin in the cup. A set of rules is established for playing the game, and each player scores his success upon an ordinary game-counter. For instance, a ring shot over the central pin may count one hundred; a ring lodging in the cup, but not over the pin, may count twenty; a ring shot over any one of the other pins may count forty, and rings falling on any of the circles may count for or against the player, as desired.

What I claim is—

A game-board provided with a central mark such as a pin or cup, a series of concentric rings, elastic shooting-cushions let into the board at equal fixed distances from the mark and from each other, and pins projecting from the board between the said cushions and the central mark, substantially as and for the purpose set forth.

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

DOCK. D. HARR.

Witnesses:

G. H. RICHARDSON,
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