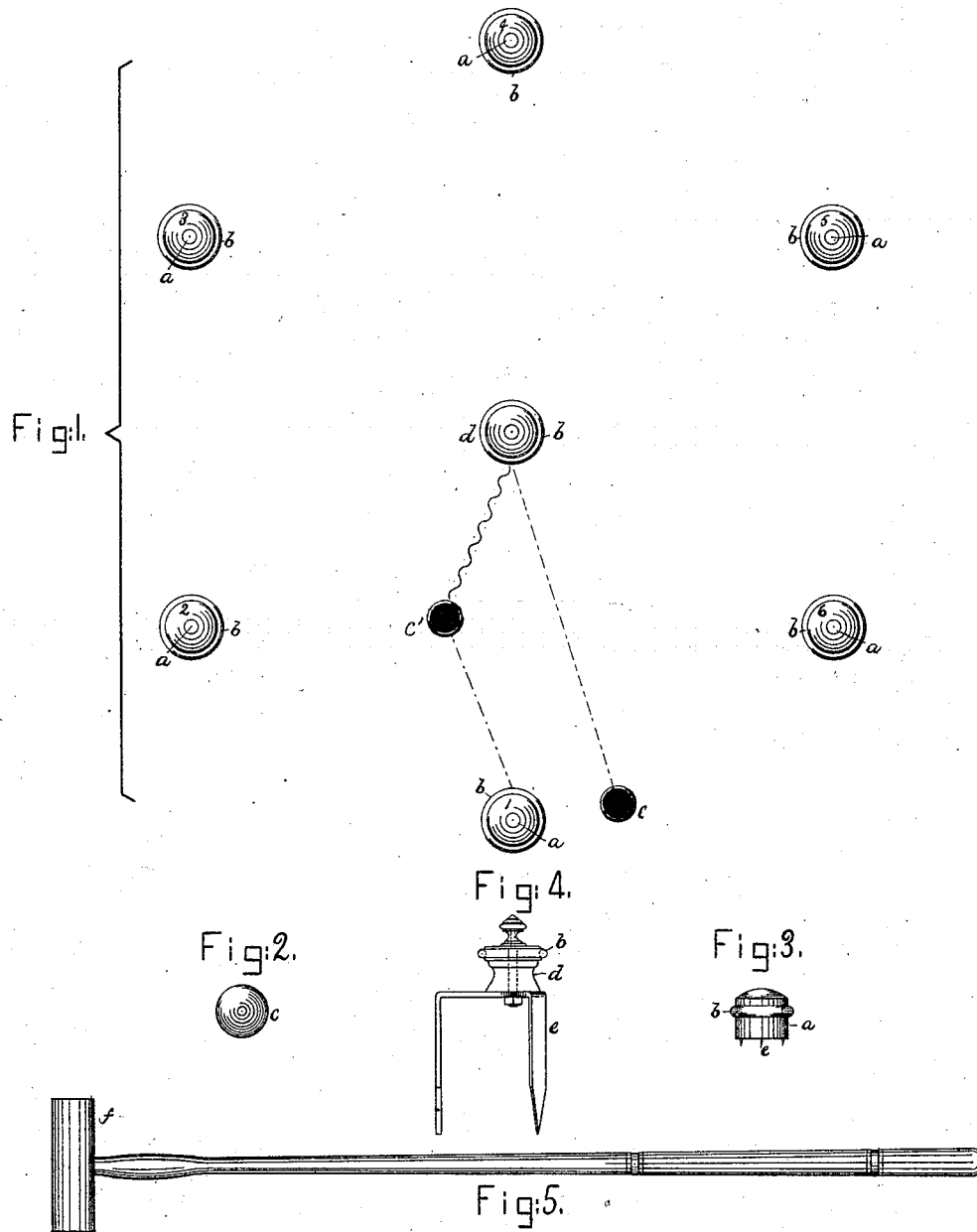


J. HARRINGTON.
Game Apparatus.

No. 196,356.

Patented Oct. 23, 1877.



Witnesses.
S. S. Perkins.
H. G. Pratt.

Inventor.
John Harrington
by *Leosby Oregon* *Att'y*

UNITED STATES PATENT OFFICE.

JOHN HARRINGTON, OF RYDE, ISLE OF WIGHT, ENGLAND.

IMPROVEMENT IN GAME APPARATUS.

Specification forming part of Letters Patent No. **196,356**, dated October 23, 1877; application filed September 17, 1877.

To all whom it may concern:

Be it known that I, JOHN HARRINGTON, of Ryde, Isle of Wight, England, have invented a Game Apparatus, of which the following is a specification:

This invention relates to a game denominated by me "Tournée."

The game apparatus is suitable for lawn or outdoor amusement; and consists of carrom-points, mallets, or equivalents, and balls, the latter being adapted to be played upon the carrom-points, in accordance with this specification, which, in connection with the drawing, fully explains the game.

Figure 1 represents the carrom-points set in accordance with one form of the game, and a ball within the field to illustrate the manner of playing it. Fig. 2 represents a ball. Fig. 3, a carrom-point, in side elevation; Fig. 4, a modified form of carrom-point with long prongs; and Fig. 5 illustrates one of the mallets.

The game may be played by one or any desired number of players, either separately or as partners. In the game, seven carrom-points will preferably be employed, six of which will be placed either to form a circle, square, or parallelogram, while the seventh carrom-point, denominated the "carrom-standard," will be placed in a central position.

Each player will have a ball and mallet. The balls will differ in color, and it is preferred that each ball should be played by a mallet of its same color. When employed upon a lawn, the carrom-points *a* should be placed to occupy positions from ten to fourteen feet apart; but they may be extended according to the size of the lawn, and more than six outside carrom-points may be employed, if desired.

Each carrom-point has an external covering, *b*, of india-rubber or its equivalent, forming an elastic cushion, against which a ball, *c*, driven by the mallet *f*, may strike and rebound, such rebound leaving the ball in a more or less favorable position with reference to the next carrom-point, according to the skill of the player, for, as the angle of incidence and reflection will be alike, a player may calculate the direction of movement of the ball, as in billiards.

The carrom-standard *d*, to occupy a substan-

tially central position, is also provided with a rubber cushion. Each carrom point and standard has one or more holding-points, *e*, adapted to enter the ground, or the floor or carpet, such holding-points being of sufficient length to retain the carrom-points in position against movement of the ball.

To play the game, each player, in turn, will place his ball at the position designated by the ball *c*, Fig. 1, or anywhere on a line between the first and sixth or last carrom-point, and with the mallet will strike it toward the standard *d*, so as to hit the cushion *b*, and cause the ball to rebound and occupy a position as near as possible to the carrom-point No. 1.

In Fig. 1, *c'* is supposed to designate the position of the ball *c* after rebounding from the cushion *b* of the standard. The standard having been struck, the player is entitled to another stroke, and will then attempt to drive the ball to the carrom-point 1, and cause it to rebound to a position as near the standard as possible. The standard, and then a carrom-point, must be hit in succession, and if either is missed the player then forfeits his play.

The following rules explain more in detail the manner in which I propose for the game to be played:

First. The player may start from any part of the circumference or boundary line between points 1 and 6, and must strike the standard, failing which, the ball is brought back, and the next player commences; but if he strikes the standard he thereby becomes entitled to a second shot, or to play on carrom-point 1, and may continue playing against the standard and the points successively, so long as he succeeds in his stroke.

Second. If a player misses his point, he must strike his ball from its position to the standard afresh; so his first stroke in each turn will be at the standard.

Third. A ball, having once struck the standard, shall be played from the position in which it lies.

Fourth. A player hitting another ball, by carroming from the standard or his point, may, if he chooses, place his ball against the other, and, if it is his partner's, make it hit its next point; or, if it is his adversary's ball, he may make it hit its last point, in which case the

adversary must again hit such point, and the player may so advance his partner or retard his adversary, as the case may be. If the player fails to make the ball strike the point aimed at, he, of course, loses his stroke.

Fifth. A player, after hitting the standard from his sixth point, becomes a knight, and is no longer liable to be put back, and may aim at the standard or any point, and, hitting it, may strike any ball, and continue to play so long as he does not strike point 1, or the same ball or point twice in succession.

Sixth. A player not being a knight, hitting either a ball or another point without having first struck the standard, shall go back one point, provided he has made a point.

Seventh. A knight wishing to go out must first hit the standard and then point 1, which takes him out.

Eighth. A knight having advanced his partner's ball one point, cannot advance it another till his partner has made his own ball hit the standard.

The ball may be made of wood, or ivory, or any material suitable for, or commonly used

for, croquet or billiard balls. The main portion of the carrom-points and standard will preferably be made of wood.

This game affords amusement indoors as well as upon the lawn. In the former place the holding-points *e* will be made quite sharp to enter the floor or carpet.

I have, in a second application filed concurrently with this, claimed the game when a ball of india-rubber is employed in connection with a carrom-point having a hard surface. In such form it is impossible to injure furniture by careless playing.

I claim—

A game apparatus consisting of circular carrom-points *a*, provided with elastic cushions and holding-points, and of balls and mallets, all substantially as described.

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

JOHN HARRINGTON.

Witnesses:

G. W. GREGORY,

W. J. PRATT.