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TOY HORSE RACING GAME

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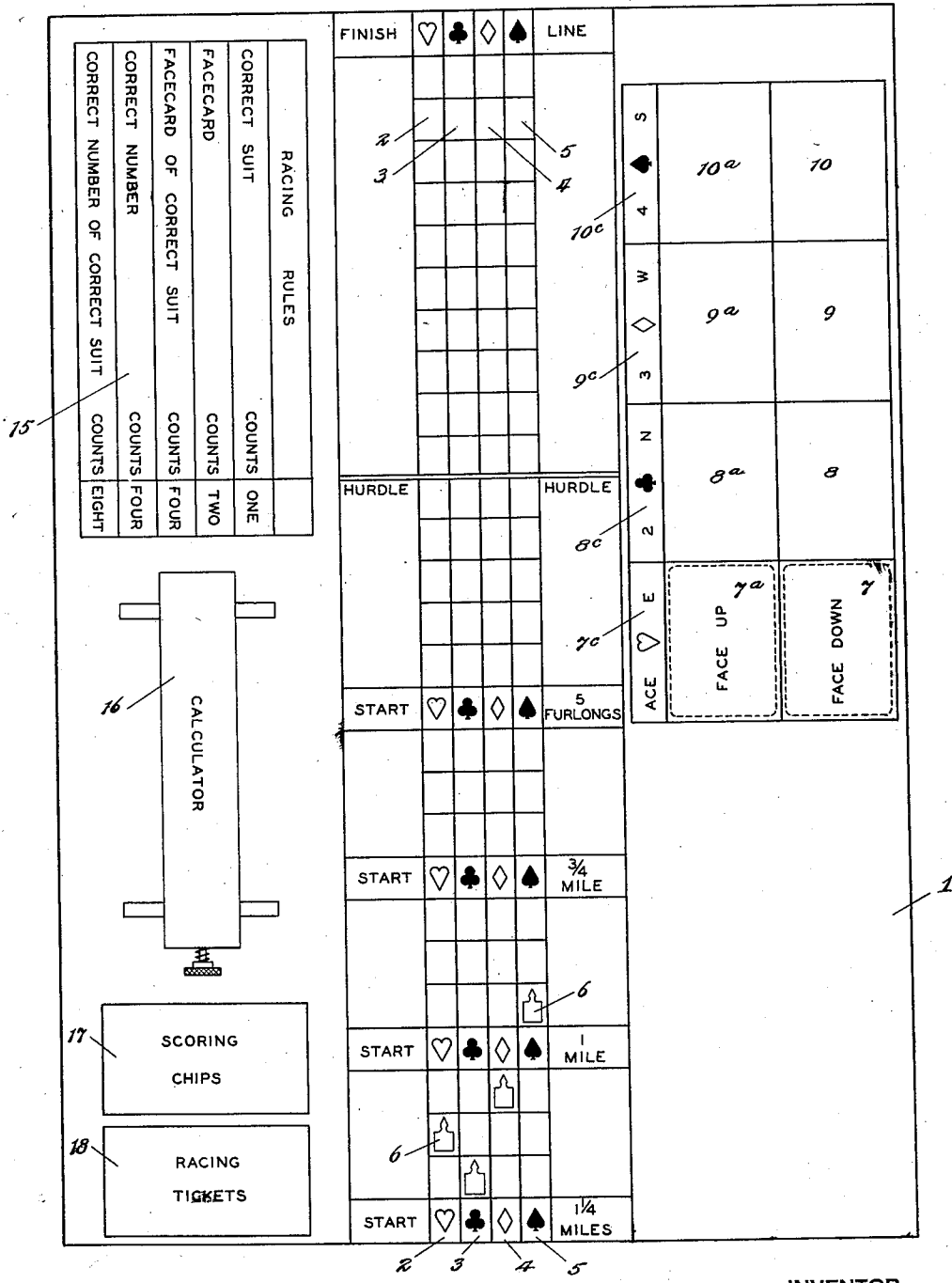


Fig. 1.

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TOY HORSE RACING GAME

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2 Claims. (Cl. 273-86)

This invention relates to new and useful improvements in toy horse racing games and particularly to one which is run by the turn of playing cards.

5 In accordance with the invention each of a plurality of toy horses is identified with a suit of cards or hand. The card hands are dealt, e. g., four hands of a bridge game, and a card of each hand is played in succession against a predetermined standard. The standard may be set by suits and individual cards. For one hand the standard may be "ace" and "hearts", for the second hand "two" and "clubs", the third "three" and "diamonds", and the fourth "four" and "spades". Depending on the accordance of the cards in each hand with the suit and card standard of that hand, the horse representing that hand is moved a predetermined distance. The hand whose horse moves the farthest or completes the prescribed course first, wins the race.

10 In order more clearly to explain the nature of the invention I shall describe a preferred embodiment thereof with reference to the drawings, in which

25 Fig. 1 is a top plan view of the game board;

Fig. 2 is a perspective view of a holder for tokens that may be used in the game;

Fig. 3 shows the four kinds of tokens that may be used; and

30 Fig. 4 is a side elevation partly in section of a "totalizer" that may be used in computing and displaying odds, depending on the number of wagers on a horse.

35 A surface 1 of cardboard or any other suitable material is divided into three sections. The middle section carries the designations of four lanes 2, 3, 4, and 5 each identified with a different suit of cards. Each lane is divided into a plurality of equal units or squares. Starting lines for various "distances" are indicated, as well as a "finish" line and obstacles, such as a "hurdle". A toy horse 6 is placed on the desired starting line of each lane.

45 The right-hand section of the board is divided into four squares 7, 8, 9, and 10, into each of which a hand of bridge game is placed, face down. To the left of said squares are squares 7a, 8a, 9a, and 10a into which the cards of the corresponding hand are "played", face up. The accordance of the card with a standard set for the hand determines the distance to which a particular horse may move upon the playing of each card in the hand. This standard is indicated in squares 7c, 8c, 9c, and 10c. The standards shown are: ace and heart for the east hand, two and clubs for

the north, three and diamonds for the west, and four and spades for the south.

The racing rules are printed on the left-hand section of the board at 15 and indicate the number of steps a horse can take depending on the accordance between the card played and the designations in 7b-10b. In this section are placed the calculator or totalizer 16 and the playing tokens at 17 and 18.

15 The playing tokens or racing tickets 19a-d are made up of four lots, each representing a different card suit. These are kept in a box divided into four troughs 21, each identified with a suit. The dividing walls between the trough are calibrated as indicated at 22 so as to facilitate the counting of the tokens. One edge of the box 22 may be set on legs such as 25 so that its contents be readily visible. Another kind of playing token in the form of chip is kept in boxes like 20 and are distributed among the players. These are used for "buying" racing tickets, the box being kept on square 17.

20 The calculator or totalizer casing 16 stands on legs 25. Its front wall is provided with four horizontal rows of aligned perforations 26 and a row of apertures 27, each aperture 27 corresponds to a vertical row of perforations 26 and is identified by a number 1-25.

25 When players "buy", say, ten tokens on the "hearts" horse, a peg 28 thus marked is placed into the 10th perforation 26 in the top horizontal row. Assuming that eight tokens were bought for the "clubs", three for the "diamonds", and one for the "spades" horse, corresponding pegs 28a, b and c are placed in suitable perforations in the second, third and fourth rows.

30 A total of twenty-two "bets" having been made, a knob 30 is rotated in a counter-clockwise direction until the number "22" appears, in an aperture 27a aligned with apertures 27. The knob 30 is fastened to the end of a shaft 31 projecting through a side wall 32 of calculator 16. The other end of shaft 31 inside the casing 16 is fastened to a mandrel 33 the other end of which is rotatably supported in the opposite side wall of the calculator. As the mandrel 33 is rotated by the knob 30, a web of paper 34 is wound on it, said knob being maintained in the position to which it is rotated by a spring 35 tensioned between the knob and the side wall 32.

35 The web 34 is fed from a mandrel 36 similarly mounted in casing 16 above the perforations 27. The mandrel may be rotated by means

of a spring pressed knob 37, whereby the web 34 may be rewound thereon.

Along its right-hand edge the web 34 bears numerals 1-25 in alignment with aperture 27a.

- 5 Horizontal rows of numbers printed in line with each of said numerals 1-25 indicate what the odds on each bet are. In the present case, for instance, if "spade" wins twenty-two units will be paid, "diamonds" will pay seven times three, 10 "clubs" three times eight, and "hearts" twice ten. The odds will, of course, vary depending on the relative number of bets placed on a horse in accordance with the prearranged schedule.

- 15 It will be obvious to those skilled in the art that the invention may be practiced by modifying the details herein disclosed without departing from its spirit defined in the claims.

What is claimed is:

1. In a toy horse racing game, a game board 20 having a playing surface, said surface having marked thereon four parallel lanes for toy horses,

each identified with a different suit of playing cards and transversely divided into a plurality of units, a row of four squares marked on said surface on which the four hands of a bridge game are deposited, and a second row of four squares 5 adjacent the first mentioned row and each identified by a different card and suit designation.

2. In a toy horse racing game, a game board having a playing surface, said surface having marked thereon four parallel lanes for toy horses, 10 each identified with a different suit of playing cards and transversely divided into a plurality of equal units, a row of four squares marked on said surface on which the four hands of a bridge card game are deposited, a second row of four 15 squares adjacent the first mentioned row and each identified by a different card and suit designation, and a set of tokens corresponding to each suit of cards.

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