SIMULATED BASKETBALL GAME

Inventor: Louis Zaris, 43 N. Tallahassee Ave., Atlantic City, N.J. 08401

Filed: Dec. 5, 1973

Appl. No.: 421,976

U.S. Cl. 273/85 E; 124/41 R; 273/101
Int. Cl. A63F 7/10

Field of Search 273/85 E, 101, 1.5 R, 85 C, 273/85 D, 102 S, 105 R, 103, 88; 124/4, 7, 41

References Cited

UNITED STATES PATENTS
1,162,140 11/1915 Cusick 273/85 E
1,439,199 12/1922 Spilman 273/85 E
1,903,254 3/1933 Bishop 273/85 E
2,037,416 4/1936 Hull 273/85 E X
2,114,777 4/1938 Englerth 273/101
2,424,016 7/1947 Botts 273/101 X
2,802,667 8/1957 Bertley 124/7 X
2,850,283 9/1958 Lemelson 273/88 X
3,300,215 1/1967 Coffey, Sr. 273/101
3,561,762 7/1971 Russell 273/103

Primary Examiner—Richard J. Apley
Assistant Examiner—Harry G. Strappello
Attorney, Agent, or Firm—Robert K. Youtie

ABSTRACT

A simulated basketball game wherein a playing surface is inclined toward an upright support which carries a goal or basket, and a ball projector is selectively locatable and adapted for aiming and shooting a ball toward the basket.

5 Claims, 4 Drawing Figures
SIMULATED BASKETBALL GAME

BACKGROUND OF THE INVENTION

While there have, in the past, been provided a wide variety of aerial projectile type games simulative of basketball, and the like, these games have not found wide acceptance for many reasons. For example, prior games of this general type have been relatively expensive to manufacture and sell, usually limiting the market to commercial rather than consumer usage, and when of inexpensive design they have been lacking in durability so as to be of unduly short useful life. Further, prior simulative games of the instant type have failed to permit of game results according to player skill, while enabling players of wide age groups to play against each other under conditions of close competition.

SUMMARY OF THE INVENTION

It is, therefore, an important object of the present invention to provide a game construction accurately simulating certain basketball play, which overcomes the above-mentioned difficulties, is extremely simple in structure so as to be adapted for economic mass production and sale at a reasonable price, while assuring long lasting reliability under adverse conditions of use.

It is still a further object of the present invention to provide a simulated basketball game construction which depends upon the players skill, while being adapted for use by persons of widely varying ages and permitting of rapid skill acquisition for closely competitive, interesting and attention absorbing games.

It is a further object of the present invention to provide a simulated basketball game device having the advantageous characteristics mentioned in the preceding paragraphs, wherein two or more persons may compete in a variety of basketball games, such as those called "ONE ON ONE," "TWENTY-ONE," "DUCK," and others.

Other objects of the present invention will become apparent upon reading the following specification and referring to the accompanying drawings, which form a material part of this disclosure.

The invention accordingly consists in the features of construction, combinations of elements, and arrangements of parts, which will be exemplified in the construction hereinafter described, and of which the scope will be indicated by the appended claims.

BRIEF DESCRIPTION OF THE DRAWINGS

FIG. 1 is a top perspective view showing a simulated basketball structure of the instant invention in an operative condition of use.

FIG. 2 is a sectional elevational view taken generally along the line 2—2 of FIG. 1.

FIG. 3 is a partial sectional view taken generally along the line 3—3 of FIG. 1.

FIG. 4 is a sectional elevational view taken generally along the line 4—4 of FIG. 1, enlarged to better show detail of the ball projector.

DESCRIPTION OF THE PREFERRED EMBODIMENT

Referring now more particularly to the drawings, and specifically to FIGS. 1 and 2 thereof, a game construction of the present invention is there generally designated 10, and is shown in position resting upon an upwardly facing ground surface, floor or table 11. The game construction 10 may include a generally rectangular outer base or tray 12, say having a generally rectangular bottom wall 13, a rear edge wall 14 upwardly facing from the rear edge of bottom wall 13, and a pair of opposite side edge walls 15 upwardly facing from respective wide edges of the bottom wall. Additionally, a panel 16 may extend from the front edge of bottom wall 13, being hingedly connected thereto, and provided with end flaps 17 respectively adjacent to side walls 15. In practice, the base 12 may be integrally fabricated of cardboard, and may, if desired, constitute part of the game enclosure, package or box. That is, upon upward swinging of panel 16, as about hinged connection or crease 18, and securing of flaps 17 to adjacent side walls 15, the base tray 12 can provide one complementary element of a telescoping box.

Disposed conformably within the base tray 12 is a generally rectangular floor or board 20, which substantially completely overlies the bottom wall 13 of the base tray and inclines in the direction from bottom wall edge 18 toward base tray side wall 14. That is, the generally rectangular board 20 has its forward extremity or edge 21 extending along, coextensive with and resting on the nether edge or hinge connection 18 of base 13 and extends in inclined relation rearwardly therefrom to an upper, rear edge 22. The upper, rear edge 22 may extend along and be generally coextensive with the upper edge of rear side wall 14. A depending panel or strut 23 may be hingedly connected to and extend along the edge 22 of board 20, depending therefrom to the base tray bottom wall 13, and thereby supporting the board 20 in its rearwardly inclined position.

Provided generally centrally of the board 20 in a suitable arrangement, say rectangularly as illustrated, may be a plurality of ball-receiving openings or holes, as at 25. That is, the ball-receiving holes 25 may open through the board 20, and be sized for receiving and retaining a playing ball of the instant invention. Further, the upper surface of board 20 is marked adjacent to each hole 25, with characteristic indicia, such as the letters D and O, referring respectively to the defensive player and offensive player. Also, the upper surface or playing field of the board 20 is marked adjacent to each opening or hole 25 with the letters or abbreviation LU, signifying the hole represents a lay-up or short shot. Laterally outside of the area of the holes 25, the upper playing surface of board 20 may be provided with numerical indicia, such as the numerals 3, indicating the value of a shot through the basket from this area of the playing surface.

A stiff sheet, card or upright support is generally designated 30, having its lower region 31 inserted snugly between the rear side wall 14 of the base tray 12, and the rear edge flap or strut 23 of the card 20. In this manner, the sheet 30 may be removably supported in upstanding relation along the rear edge 22 of the card 20. Of course, other suitable detachable support means may be provided for the sheet or card 30.

A central upper region of the sheet or support 30 may be provided with marking or indicia, as at 32, representing a backboard, and a wire hoop 33 may be carried by and project forwardly from the backboard region 32 of the support 30. The wire hoop or basket 33 may carry netting, as at 34 accurately simulative of a full size basket, and may be mounted by hinge means
While a wide variety of games may be played with the apparatus of the foregoing description, it is contemplated that simulated two-person games may be very interestingly played, such as "ONE ON ONE," "TWENTY-ONE," "DUCK," and the like. For example, after the order of play is determined, as by the toss of a coin, the winner may be entitled to a predetermined number of shots from a predetermined fixed position, say one of the tracks. All baskets are recorded, and lay-up shots may be taken according to the fall of the ball in the lay-up holes 25. The other player then becomes the offensive player and takes his predetermined number of shots from the fixed position, which procedure is continued either a predetermined number of times, until a predetermined score is reached, or the like. Of course, it is not essential that all shots be taken from the track positions, but may be taken from other selected positions, either on the "court" composed of board 20 and extension 40, or outside of the court on surface 11. Also, premiums may be awarded for shots taken from certain more difficult locations, and other games may be played, as desired.

From the foregoing, it will be seen that there is provided by the instant invention a simulated basketball game apparatus which is extremely simple in structure, durable and reliable throughout a long useful life, can be economically manufactured and sold, is capable of highly attractive appearance in design, and which otherwise fully accomplishes its intended objects.

Although the present invention has been described in some detail by way of illustration and example for purposes of clarity of understanding, it is understood that certain changes and modifications may be made within the spirit of the invention.

What is claimed is:

1. A simulated basketball game comprising a board having an inclined upper surface providing a playing field with one edge uppermost, said board having ball-receiving openings, "offensive" and "defensive" markings on said surface associated with respective ball-receiving openings, an upright support movably positioned at said one edge of said board upstanding therefrom, a base tray having side walls and movably receiving said board, said support having its lower region movably inserted between said board and one tray side wall, a basket carried by said support spaced over said playing field for receiving a projected ball, a separate ball projector freely selectively positionable for aerially projecting a ball toward said basket, and an extension on said board extending out of and beyond said tray opposite to said one tray side wall, said extension inclining away from said board and combining therewith to define a gully for receiving rolling balls.

2. A simulated basketball game according to claim 1, said extension having additional ball-receiving openings provided with additional respective "offensive" and "defensive" markings.

3. A simulated basketball game according to claim 2, in combination with a plurality of separate tracks located in spaced relation on said extension for selectively movably receiving said ball projector.

4. A simulated basketball game according to claim 3, said projector comprising a base movably slidably engageable in a selected track, a bar connected at one end to said base and resiliently extending obliquely upwardly from said base to terminate at its other end spaced above said base, said bar being resiliently de-
flectable downwardly and releasable for oblique upward spring movement, and a ball holder carried by said bar for movement therewith, said ball holder being pivotally connected to said bar for swinging movement to a selected position of adjustment about an axis normal to said bar.

5. A simulated basketball game according to claim 4, said tracks each comprising a pair of flaps extending toward and terminating short of each other for removable overlapping engagement with said projector base.

* * * * *