

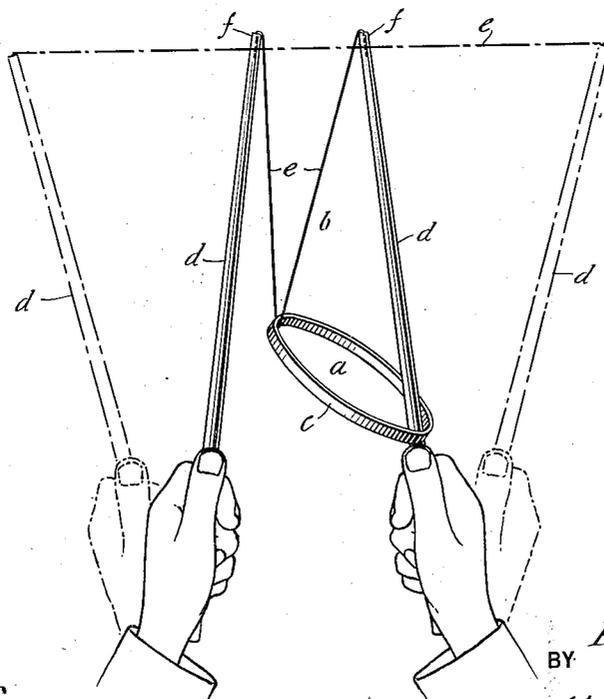
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1,975,724

GAME APPARATUS

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WITNESSES

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GAME APPARATUS

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2 Claims. (Cl. 273-96)

The present invention relates to a game apparatus and has for its object to provide a game in which a projectile may be snapped into the air, to be received by the player who is operating it, for another operation; or the projectile may be directed towards another player, who endeavors to receive it and return it to the first player, each player being provided with a projector which must be skillfully handled to receive the projectile and operated so as to discharge the projectile for another aerial flight.

The invention is shown in the accompanying drawing in which is illustrated in full and dotted lines the game apparatus, and indicating not only its construction but its method of use.

Similar characters of reference will be employed to designate corresponding parts.

The apparatus comprises a projectile *a* and a projector *b*. The projectile as shown consists of an endless rigid band *c* of some light but relatively strong material and will be preferably circular in form as shown. The projector comprises the wands or sticks *d* connected at one end by a flexible cord *e* of some suitable fibrous material such as used for clothes lines or sash cords, the ends of which are received and permanently secured in sockets *f* bored into the forward ends of the wands *d*. The cord *e* is of such a length relative to the wands *d* as to permit the free ends of the wands *d* to be moved away from and towards each other as indicated in dotted lines, the movement away from each other straightening the cord *e* as shown in dotted lines, and the movement towards each other causing the cord to fall in the form of a loop as shown in full lines, the length of the cord being such that when the wands *d* are moved towards each other, permitting the cord *e* to form a loop, the lower end of the loop will be positioned above the lower ends of the wands *d*, and the hands of the operator. The wands *d* may be of any desirable length and are made of some suitable light, strong wood or other suitable material.

In use the lower ends are fashioned to be grasped by the hands of the player, one wand being grasped by each hand as clearly indicated in the drawing.

In playing the game the projectile is dropped over the end of one of the wands *d* to a point depending upon the length of the loop formed by the cord *e* as the upper ends of the wands are moved towards each other. A sudden jerking movement of the wands away from each other as indicated in dotted lines will straighten the cord *e* and snap the projectile *a* from the pro-

jector either vertically up into the air, to be again caught by one of the wands of the same projector but not necessarily on the same wand, or towards another player equipped with a similar projector, who must receive it on one wand of another projector for its return movement. It will be noticed that the surface of the wands is entirely smooth and without projections of any kind and that the ends of the cord *e* are so connected to the forward ends of the wands *d* that there will be no projections of any kind to interfere with the departure of the projectile therefrom as the wands *d* are snapped away from each other, thus straightening the loop formed by the cord *e* and snapping the projectile therefrom in the manner described.

I claim:

1. A game apparatus comprising two independently movable wands or sticks, a cord connecting the forward ends of said wands, the wands when the lower ends are grasped by the hands of the player adapted to be moved towards each other to form a loop of the cord, a projectile comprising an endless band adapted to loosely engage one of the wands and one bight of the looped cord when the wands are toward each other in such manner that a sudden movement of the forward ends of the wands away from each other will straighten the cord and discharge the projectile therefrom.

2. A projector for use with a ring-shaped projectile, comprising a pair of wands having a smooth outer surface and connected at their forward ends by means of a flexible cord and shiftable towards each other to form a loop in said cord and away from each other to tighten said cord, said cord being of such a length that when the wands are in close proximity the loop is above the lower end of said wands, either one of said wands and the adjacent portion of the loop in said cord being adapted to receive and be encircled by said ring-shaped projectile when the wands are in close proximity and being cooperable to project said projectile in the direction of the longitudinal axis of the wand so receiving the ring when the wands are shifted away from each other.

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