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(54) **DISC-THROWING TARGET GAME**

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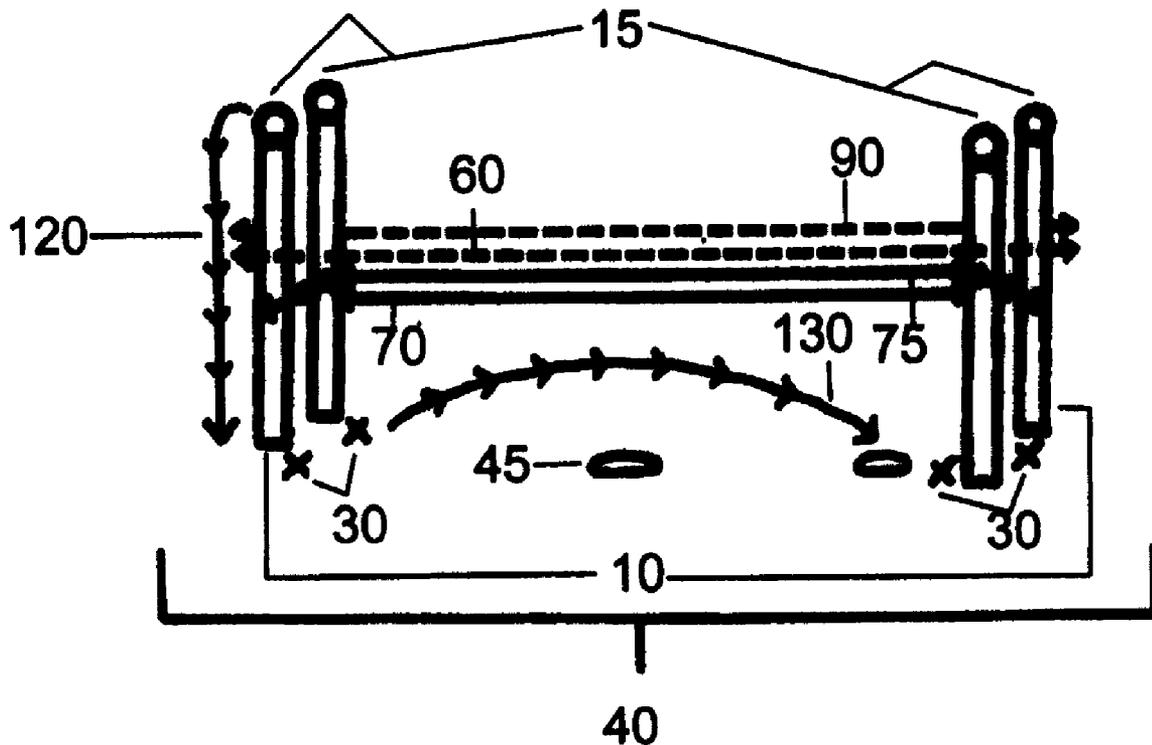
(57) **ABSTRACT**

A disc-throwing target game with multiple scoring options consists of four poles, four objects and a FRISBEE™ disc that teams use to compete against each other in an attempt to score the most points. The present invention provides an opportunity for defenders to use the skills of reaction time and catching against offensive opponents featuring various levels of disc accuracy and throwing power. The objects are placed on top of the poles where they can be knocked off if a player is skilled enough to strike one or both of these poles after throwing the disc. If the thrower is even more skilled, he or she can earn multiple points for sailing the disc through the very narrow space allotted.

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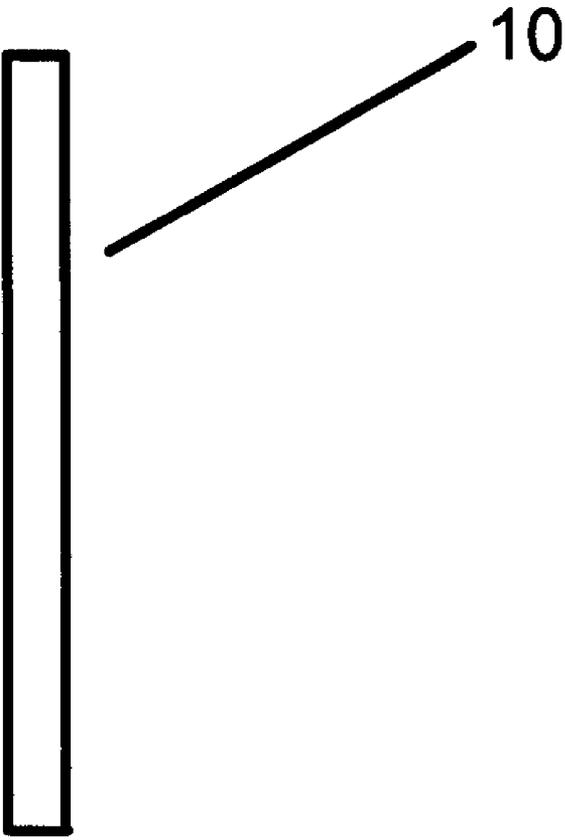


FIGURE 1

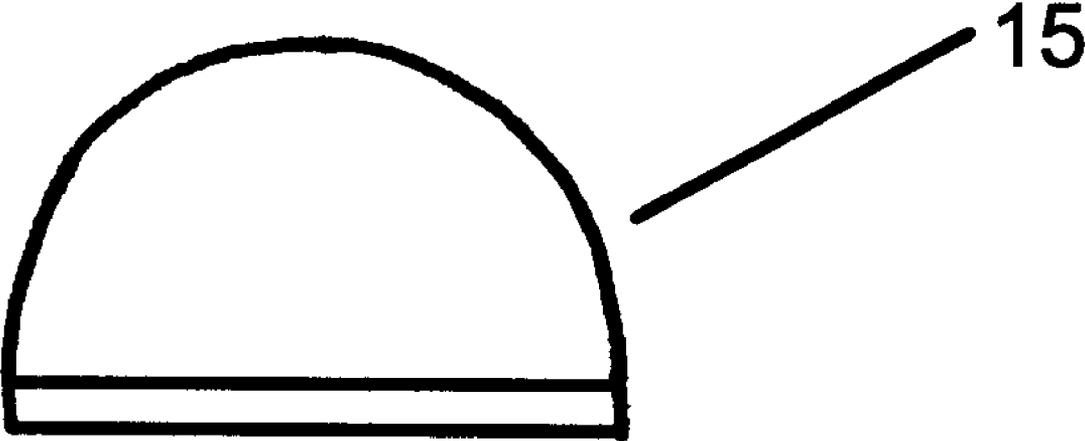


FIGURE 2

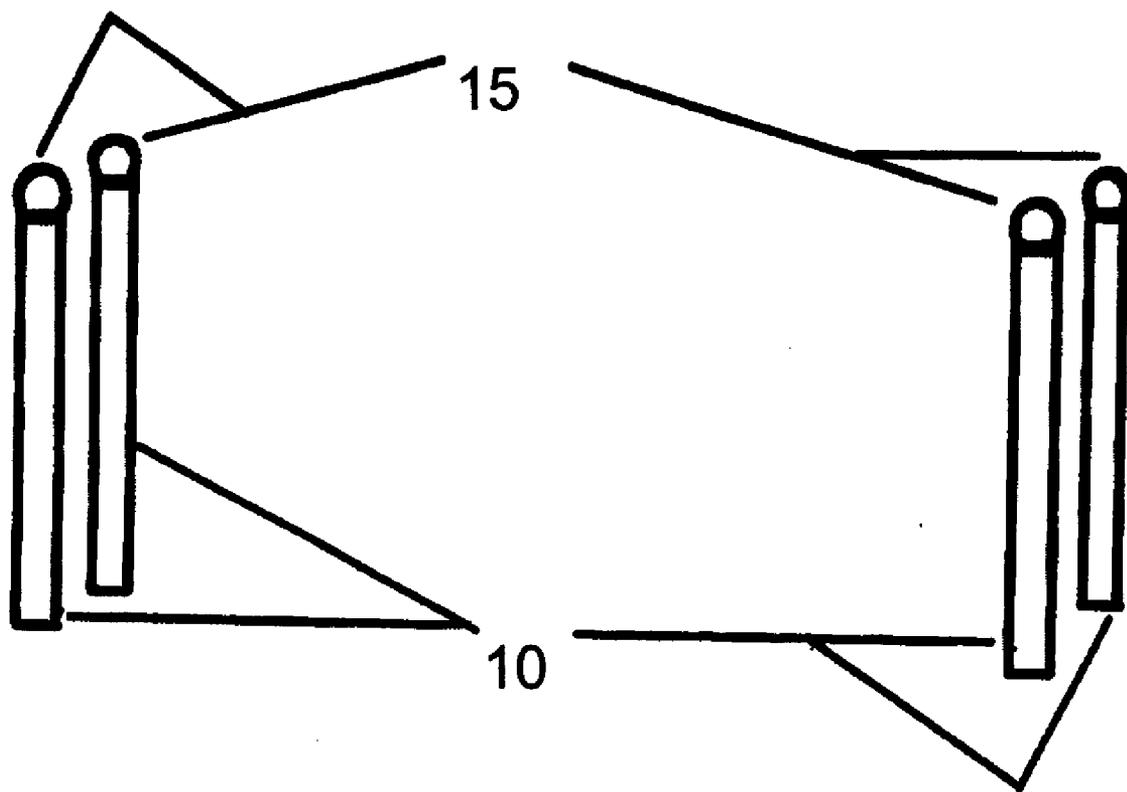


FIGURE 3

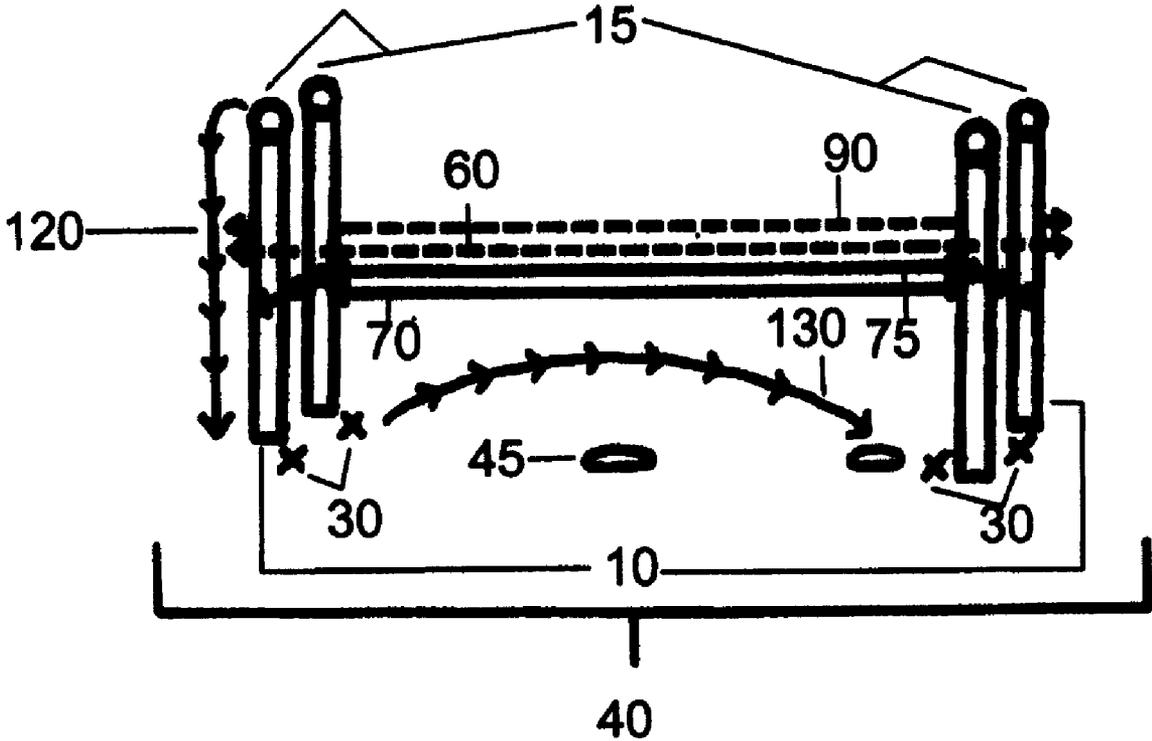


FIGURE 4

DISC-THROWING TARGET GAME**BACKGROUND OF THE INVENTION**

[0001] 1. Field of the Invention

[0002] The present invention relates primarily to four poles, four objects and a flying FRISBEE™ disc along with playing techniques associated with these elements, particularly with unique methods of integrating skill and fitness for a wide variety of participants.

[0003] 2. Discussion of Related Art

[0004] Throwing a disc has been a mainstay in American yards, parks and fields for many years. Tossing the FRISBEE™ from one person to another in an open environment has become part of our outdoor culture. This popularity has precipitated a variety of offshoots to the basic game. Some take on the characteristics of sports such as football, golf or basketball. Many of these games involve a relatively large amount of participants in large fixed areas of play such as soccer or football fields. This makes it difficult for a small grouping of people to get together and engage in the activity, especially if they are limited to a small area. Also, even if a large field is available, this group may still find their activity limited by the fact that others using the area for their own use may be in the way and even inadvertently creating dangerous conditions.

[0005] While the large team games are limited in these ways, other-disc games involve modified versions of the basic pass-and-catch original. This original activity is indeed a classic, but it does not suit those that want to compete or exercise additional skills or challenges. The modified versions do not come to the level of a real competition, but typically serve as an outing of pass-and-catch with a bit of flair, whether it is quick passes to see who drops the disc first or taking a step backwards after each pass to see who drops the disc first. While that certainly can be fun, it again does not serve those looking for unique competition where multiple skills and attributes are needed.

[0006] Moreover, not all of these games require both disc accuracy and throwing power. In this age of unique sport, people crave competition where there is an element of unpredictability and the ability to delegate team members to fit their individual skill levels. People want a challenge. Even the use of traditional goals have become commonplace to the point where the unique aspects have waned. At the same time, one must consider that not everybody is a stereotypical athlete. The offshoots that utilize the FRISBEE™ or like discs do not integrate an apparatus that allows people of varying fitness levels—whether they be quick and limber or slow but skilled to throw a disc—to work together as a team in order to compete. This can alienate those that may not be able to run due to lack of fitness or medical reasons. These individuals may be able to throw a disc well, but are almost automatically excluded or at least markedly limited in participating in some of the other team games that borrow from the characteristics of sports such as basketball, football and soccer.

[0007] Due to these many issues, there is a need for such an all-inclusive skill game. Too often an individual who may not be able to sprint and run becomes alienated from those who can perform these types of activities and want to compete outdoors. At the same time, there is the need for an outdoor team game that includes both throwing skill and the physical aspects of running, diving, catching and reaction time while taking into account those confined to a space much smaller than that of a field or large park. The present invention meets

these needs. It also should be noted that there are no other games that can match the variety of rules, scoring options, or individual elements that make up the present invention.

[0008] U.S. Pat. No. 4,373,734 issued to Frank on Feb. 15, 1983, is a team game where opposing players utilize running and passing ability to ultimately toss the disc into various goals positioned on two sides of the field. Unlike the present invention, a singular goal apparatus is the only method to score points so that the skill element related to scoring is limited to that effect. In addition, unlike the present invention, it does not afford a defender the opportunity to stop the points from being awarded after the target is struck.

[0009] U.S. Pat. No. 2,126,245 issued to Darby on Aug. 9, 1938, is a team game where opposing players attempt to score points by tossing the disc into a basket-like container. Unlike the present invention, this basket is the only way to score points and does not require the skill of passing the disc through two relatively small, upright spaces just slightly wider than the width of the disc itself, hitting an even smaller target for additional points, nor does it afford a defender the opportunity to stop the points from being awarded after the target is struck.

[0010] U.S. Pat. No. 6,659,466 issued to Searles Dec. 9, 2003, is a game where players attempt to score points by tossing the disc into a goal-like apparatus and netting. Unlike the present invention, this goal consists of at least two different zones for which the disc can land and does not require the offensive skill of earning points by tossing a disc through a width just slightly wider than the disc itself, nor does it afford a defender the opportunity to stop the points from being awarded after the target is struck.

[0011] None of these games can match the unique aspects of the present invention. The games with goals provide one scoring option for the players. These participants, incidentally, must either possess some degree of physical ability or be relegated to merely throwing the disc without exerting much energy. In short, the options related to fitness and skill for the individual players is limited by the rules. Outdoor team enthusiasts with limited space and personnel need a game that not only matches, but combines, all the unique physical and skill abilities of those that want to compete with and against each other.

[0012] The present invention satisfies this need by using an array of poles to allow participants a chance at scoring multiple points through sheer skill. At the same time, these poles are made to hold objects that can be knocked off for points as well. But the points for knocking them down are not guaranteed because an athlete can make a play and attempt to catch these objects before they hit the ground. This creates a unique outdoor game featuring separate offensive and defensive players who must work together to win. In addition, the present invention can be played with two teams of two players, or as a one-on-one competition. Moreover, physical contact between players that can occur in many of the other outdoor games is virtually non-existent in the present invention based on the layout of the elements and rules.

[0013] Therefore, a need has been established for a novel-disc throwing game featuring sets of poles and smaller skill objects to be used in a relatively small area and allowing people with varying levels of skill and fitness to work together in competition against an opposing team.

SUMMARY OF THE INVENTION

I. The Parts

[0014] There are four poles that have the ability to be placed upright in the ground. Each pole stands at a markedly taller height compared to its much lesser width. There also are four objects that can rest on the high end of the poles. These objects are capable of matching the width of the poles. The disc has a circumference of 1'.

II. Mode of Play

[0015] The team aspect of the present invention can include two to four players, although it also can be used by a sole individual for skill. In the team game, two poles are placed in the ground and spaced slightly wider than the width of a standard FRISBEE™. This equates to about 12-14 inches. At some predetermined distance away, the other set of two poles are placed in the ground in the same manner. The individual objects are placed on top of each pole. After setting up, the teams take turns throwing the disc as the competition begins.

[0016] The primary goal of the game is to be the first team to score 15 points. A team can score two points if a player can throw the disc between the poles of the opposing team without touching anything. A team scores one point for each time that a player hits a pole with the disc, causing the object to fall off and hit the ground. Meanwhile, opposing players can play defense by attempting to catch the object before it hits the ground. This element causes an additional strategy for the disc thrower because the faster he or she can sail the disc, the less likely that the defender will be able to react and catch the falling object in time. In the instance where the object is caught, no points are awarded as the player will have successfully defended his or her side of the field. Incidentally, if a player accidentally causes one of his own objects to hit the ground, then points are awarded to the opposing team. At the same time, no points are awarded if the disc touches the ground before hitting the poles or sails above the poles. While the goal is to reach 15 points, the teams switch sides when one reaches eight points. A final element of the game is that a team must win by two points.

BRIEF DESCRIPTION OF THE DRAWINGS

- [0017] FIG. 1 shows the pole (10) of the present invention.
- [0018] FIG. 2 shows an object (15) of the present invention.
- [0019] FIG. 3 shows the poles (10) and objects (15) of the present invention positioned to play the game.
- [0020] FIG. 4 shows a diagram of the present invention under game conditions.

DETAILED DESCRIPTION OF THE PREFERRED EMBODIMENT(S)

I. The Parts

[0021] In FIG. 1 we see a view of the target (10) for the present invention. The pole (10) has a much taller height than its width. The pole (10) has two ends that make it capable of both fitting into the ground and balancing an object. All four poles possess the same dimensions and design character.

[0022] In FIG. 2 we see a side view of the object (15). This element of the present invention has a height and width making it easy to be balanced on top of the pole (10) as described in FIG. 1.

[0023] In FIG. 3 we see a side view of the poles (10) for the present invention that are stood upright from the ground. At the top of the poles, we see the objects (15) of the present invention resting on top.

[0024] In FIG. 4 we see a diagram that demonstrates the method of using the present invention. The method consists of steps for providing each team of players with two poles (10) and two objects (15). In this diagram, we see that each set of two poles (10) are positioned at opposite ends of the playing area. At the same time, we also see that poles encompassing each individual set are positioned relatively close to each other while the objects (15) of the present invention rest on top. Near the ends of the diagram, we see designated spots (30) where a person can throw the disc (45). If it is a team game with four players, there will be two players standing at designated spots (30) near their poles (10) while opposing players do the same at their end of the field of play (40). Line 60 in FIG. 4 moving between the two poles (10) shows how a player can throw the disc through these poles to earn two points. The line 70 moving into a pole of the present invention as seen in FIG. 4 shows how a player can strike the pole (10) in an attempt to knock off the object (15). The diagram also demonstrates how both poles (10) can be struck by an accurate throw of the disc (45) as seen with line 75 of FIG. 4, causing two objects (15) to fall. In addition, the diagram also shows line 90 representing a throw that misses all poles in FIG. 4. When a pole (10) is struck by the disc (45), the object (15) that had been resting on top of its respective pole (10) will be jarred loose and ultimately fall toward the ground shown by line 120 of FIG. 4. As the object (15) is falling, it provides the defensive player an opportunity to catch the object (15) before it hits the ground. Line 130 of FIG. 4 details the scenario when a disc lands before reaching its respective pole (10) area.

II. The Mode of Play

[0025] The field of play will be set up by measuring the desired distance between the two opposing sides. The makeup of the terrain is inconsequential due to the attributes of the present invention. There are two teams, and each team is afforded two poles (10) and two objects (15). Each set of poles are placed in the ground in a vertical fashion, set apart by a width of only a small area larger than that of the circumference of a disc (45). A person will then settle an individual object on top of each pole. Each team will then position its players in the designated spots (30), which mark the vicinity of the field of play (40) where the disc throwers and their teammates stand near their own respective poles (10). Each team's throwers can take turns attempting to throw the disc (45).

[0026] The thrower earns two points if he or she can throw the disc (45) between the poles (10). Throwers earn one point if they can strike the pole with the disc (45), causing the object (15) to fall to the ground.

[0027] When the disc (45) strikes a pole (10) causing an object (15) to be knocked off of the top of the pole (10), the players on the non-throwing team can move in an effort to catch the falling object (15). Based on this aspect, it causes the thrower to combine target accuracy with the additional skill of speed and power in relation to throwing the disc (45) because the harder and quicker an object (15) falls as a result of the disc (45) striking a pole (15) can result in less reaction

time and quicker movements by the non-throwing team as they attempt to catch any falling object (15) that may be coming their way.

[0028] In traditional disc-throwing games, a major requirement involves catching and passing the disc. Some offshoots have involved goals or baskets. But by incorporating offensive and defensive players to the challenges of varying levels of accuracy, reaction, catching and throwing, the present invention is a more challenging and unique game. In addition, the multiple methods of scoring and defense in relation to the design of the poles (10), objects (15) and dimensions of the disc (45) creates an opportunity for players with different skill and fitness levels to work together in an effort to reach 15 points before their opponents.

[0029] Primarily, the present invention is intended to be a disc-throwing target apparatus with multiple scoring options containing objects and structure that uniquely combine skill, reactive ability and fitness into team play. In an alternative embodiment to team play, the present invention also can involve two players as opposed to four. This means that one individual would stand at the designated spot (30) near his or her poles (15) while the opposing individual would stand at his or her designated spot (30) near his or her own poles (15).

[0030] A typical team game could go as follows: Team A, comprised of two males, decides to engage in an outdoor sporting contest in their backyard with Team B, which is comprised of a male and a female. Wishing to use the present invention, the teams measure a distance of about 40' although that is merely a suggestion for the field of play (40). Team A then proceeds to place a pole (10) from the present invention into the ground. His counterpart from Team B does the same at his end of the playing area. The team members then measure out a distance just slightly wider than the width of the disc (45) and place their respective second poles (10) into the ground. This is then followed by each player resting an object (15) of the present invention on top of each pole.

[0031] With the present invention's equipment set up, the members of Team A position themselves at their designated spot (30) near their two poles (10). Team B does likewise as they stand at their designated spot (30) near their two poles. Team A has two males, one (A1) who has a leg injury that prevents him from exerting himself. The second male in Team A (A2) is adequately fit. Due to these circumstances, the members of Team A decide that A1 will primarily use his throwing skills to help the team, while A2 will play primarily defense and take the lead in attempting to catch any falling objects (15), even if it means diving. Meanwhile, Team B is comprised of a male (B1) and female (B2) who are both in prime condition. These team members choose a strategy by electing to take turns playing offense and defense.

[0032] Perhaps the teams flip a coin and Team A is selected to throw first. A1 clutches the disc (45) and stares down toward the narrow gap between the opposing team's poles (10). B2 stands ready in case an object (15) is shaken loose. Suddenly, A1 throws the disc (45) toward the pole (10) as B2 and her teammate, B1, stand at their designated spots (30).

[0033] However, the disc (45) was thrown at a high velocity but with not enough air so it hits the ground about 4' shy of the pole. In FIG. 4, this scenario is seen in line 130. No points are awarded. Now it is B1's turn to throw toward the opposite end of the field of play (40). B1, standing at his designated spot (30), uses a backhanded throw and the disc (45) sails toward the poles as A2 and A1 watch. B1's throw is accurate enough to strike a pole (10) but his toss was not very forceful, which

gave A2 sufficient reaction time to assess the situation. After the pole (10) is struck, the object (15) is dislodged from its resting place and begins to fall toward the ground. A2 makes a diving catch of the object (15). No points are awarded.

[0034] Now it is A1's turn to throw. A1 also elects to utilize a backhanded throw that causes the disc (45) to sail very slowly. In fact, the disc (45) is thrown so slowly that B2 has plenty of time to watch and prepare for her move in case a pole (10) is struck and an object (15) falls. However, the disc (45) sails right between the poles as shown in line 60 of FIG. 4 as B2 gets a close-up view. Two points are awarded to Team A. Note that even if B2 had caught the disc (45), the points would still have been awarded. After the score, B2 takes the disc (45) and elects to throw the next turn. Her throw makes a sharp beeline toward the left pole (10) causing the object (15) to fall to the ground while A2 is forced to watch helplessly from a few feet away since he could not react and move in time. This scenario is demonstrated in line 70 and 120 of FIG. 4. One point is awarded to team B. However, as A2 tried but failed to react in time to the fallen object (15), he accidentally brushed against the other pole, causing that pole's object to fall and hit the ground. One more point is added to team B's tally.

[0035] Now the game is really tight. A1 realizes that despite his injury, he may have to take control by using sheer accuracy and throwing power. A1 throws the disc (45) at a high velocity, causing the disc (45) to sail toward the center of the poles while B1 must react. But at the last second, the disc (45) curves to the left and nips a pole, and then bounces in the opposite direction, nicking the other pole before sailing through. Both objects begin to fall as B1 and B2 must react. However, B1 and B2 become confused as to which object to go for, and in fact even bobbles one of them, as both end up dropping to the ground. Two points are awarded to team A for each object to hit the ground. Note that they did not earn points for the disc (45) sailing through the poles because it touched the poles. This scenario is demonstrated in (75) of FIG. 4.

[0036] This back and forth game goes on until the score ultimately becomes 14 to 14. Although the rules agreed upon by the players dictate that the first to reach 15 wins, they also agreed that a team must win by two points. Thus, the teams know that strategy is now important. Do they go for one point or play for all the marbles and attempt to earn two points by either sailing the disc (45) through, which is difficult, or attempt to knock off both objects with one shot? A1 decided to play it safe and throws the disc (45) toward the left pole. The disc (45) lightly smacks the pole (10) and the object falls. But B2 manages to properly react and make the catch to keep the score tied. B1 is now throwing and he elects to go for it all. But he throws too hard and the disc (45) sails in the vicinity of between the poles (10) but way above the objects. No points are awarded and A1 gets another shot. This time, A1 knows not to play it safe. He takes a breath and throws the disc (45) toward the poles. He makes a perfect shot and the disc (45) sails right between the poles without touching anything but air. Team A wins 16 to 14.

[0037] The previous description of how the present invention could be used clearly articulates how small teams of vastly different people can each compete in a relatively confined outdoor environment in a competition where defensive prowess, reaction time and offensive accuracy are valued equally. The example of the present invention above also can be virtually the same but with only two players on opposite ends of the field of play (40). This makes the present invention

adaptable to not only the size limitations but also the number of people wanting to be involved.

[0038] It is to be understood that the present invention is not limited to the sole embodiment described above, but encompasses any and all embodiments within the scope of the following claims.

We claim:

- 1. A method for playing a game, comprising:
 setting up poles in a vertical fashion;
 settling an object on top of each of the poles; and
 throwing a disc.
- 2. The method of claim 1, wherein said setting up poles in a vertical fashion is done with four poles.
- 3. The method of claim 1, further comprising dividing players into two teams or at least two opposing sides of two total players.
- 4. The method of claim 1, further comprising the step of dividing the poles between two teams or at least two opposing sides of two total players.
- 5. The method of claim 1, further comprising positioning a disc thrower at a predetermined spot.
- 6. The method of claim 1, further comprising positioning a disc thrower at a predetermined spot for a first team, and positioning a disc thrower at a predetermined spot for a second team.
- 7. The method of claim 6, further comprising alternating throws of the disc between the first team's disc thrower and the second team's disc thrower.
- 8. The method of claim 1, wherein said throwing a disc is done to throw the disc between the poles to score points.
- 9. The method of claim 8, wherein said throwing a disc is done to throw the disc between the poles to score two points.
- 10. The method of claim 1, wherein said throwing a disc is done to strike one of the poles with the disc.

11. The method of claim 10, wherein said throwing a disc is done to strike one of the poles with the disc to score one point if the object falls off the pole that has been stricken.

12. A method for playing a game, comprising:

- Creating a first team and a second team;
- Placing two players on the first team and two players on the second team;
- Choosing a first player from the first team to throw a disc toward two poles of the second team;
- Choosing a first player from the second team to throw a disc toward two poles of the first team;
- Awarding two points to the first team if the disc goes between the two poles of the second team;
- Awarding two points to the second team if the disc goes between the two poles of the first team;
- Awarding one point to the first team if the disc strikes one of the two poles of the second team and causes an object positioned on one of the two poles of the second team to fall to the ground;
- Awarding one point to the second team if the disc strikes one of the two poles of the first team and causes an object positioned on one of the two poles of the first team to fall to the ground;
- Choosing a second player from the second team to catch the object positioned on one of the two poles of the second team if the disc thrown by the first player of the first team strikes one of the two poles of the second team; and
- Choosing a second player from the first team to catch the object positioned on one of the two poles of the first team if the disc thrown by the first player of the second team strikes one of the two poles of the first team.

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