April 23, 1957 H. T. BENNETT 2,789,823

GAME APPARATUS

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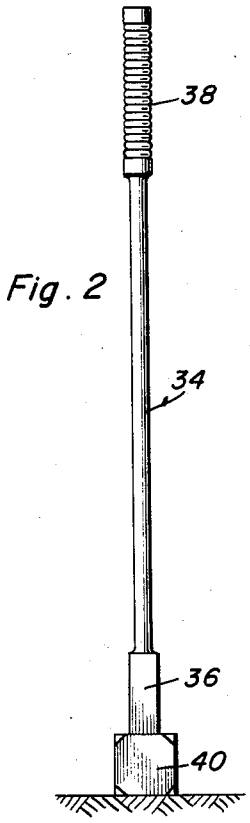


Fig. 2

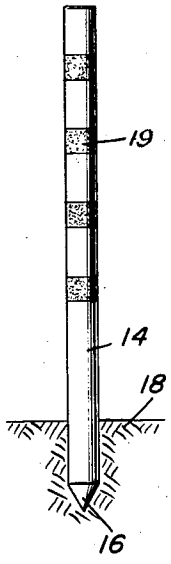


Fig. 3

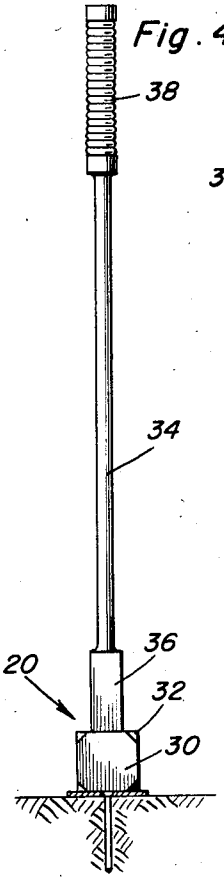


Fig. 4

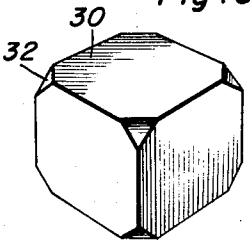


Fig. 5

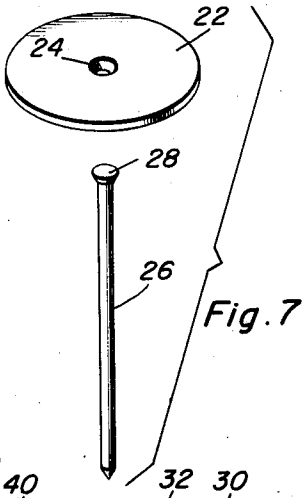


Fig. 7

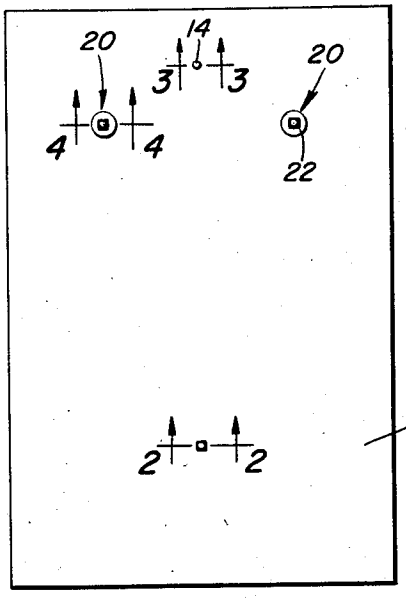


Fig. 1

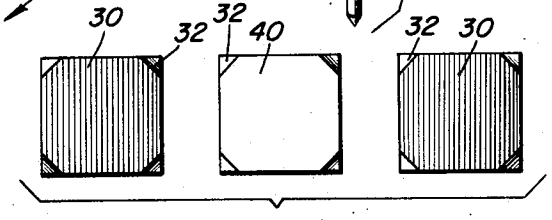


Fig. 6

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GAME APPARATUS

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2 Claims. (Cl. 273—126)

This invention generally relates to a game apparatus and more specifically provides a game that may be played out of doors and requires three players.

An object of the present invention is to provide a game apparatus including a playing area having a goal and two defensive stations for the goal manned by two defensive players having defensive sticks and defensive projectiles together with a single offensive player having an offensive projectile and stick whereby the defensive guards protect the goal while the offensive player attempts to push his projectile against the goal.

Other objects of the present invention will reside in its simplicity of construction, ease of learning the game, interest holding qualities and its relatively inexpensive manufacturing cost.

These together with other objects and advantages which will become subsequently apparent reside in the details of construction and operation as more fully hereinafter described and claimed, reference being had to the accompanying drawing forming a part hereof, wherein like numerals refer to like parts throughout, and in which:

Figure 1 is a plan view of the game apparatus of the present invention;

Figure 2 is an elevational view taken substantially upon a plane passing along reference line 2—2 of Figure 1 illustrating the offensive stick and offensive projectile;

Figure 3 is an elevational view taken substantially upon a plane passing along reference line 3—3 of Figure 1 illustrating the construction of the goal member or post;

Figure 4 is an elevational view taken substantially upon a plane passing along section line 4—4 of Figure 1 illustrating the construction of each defensive station, projectile and stick;

Figure 5 is a perspective view illustrating the construction of the projectiles;

Figure 6 is a plan view illustrating the distinguishing coloring characteristics of the projectile or cubic members; and

Figure 7 is a group perspective view illustrating the specific construction of each defensive station.

Referring now specifically to the drawings, the numeral 10 generally designates the game apparatus of the present invention which includes an enlarged rectangular playing area 12 having a goal post 14 with a sharpened end 16 inserted into the ground surface 18 adjacent one end of the playing area 12 and the post 14 may be provided with annular rings of color for marking purposes as designated by the numeral 19.

Disposed adjacent the goal post 14 and on each side thereof inwardly towards the center of the playing area 22 are defensive stations generally designated by the numeral 20 each of which includes a generally circular plate 22 having a centrally disposed aperture 24 therein for receiving an elongated ground inserted fastening member 26 having a headed end 28 wherein the headed end 28 and the walls of the aperture 24 are complementary tapered whereby the upper surface of the plate 22 will be substantially smooth. Disposed on each of the

plates 22 is a projectile in the form of a cube 30 having mitered corners 32 whereby the cubes 30 will be substantially in the form of polygonal members which will roll but which will stop on one of the flat sides. An elongated stick or club 34 having an enlarged lower end 36 and a hand grip handle 38 is provided for each of the players and has a flat surface on the lower end thereof for engagement with the upper surface of the projectile 30 and the enlarged end 36 may be employed for engaging the projectile 30 for moving the same as desired.

The offensive player is provided with an identical stick 34 having a handle 38 and an enlarged end 36 for engagement with a projectile 40 which is similar to the projectile 30 but is of a different color for distinguishing therebetween. Each of the defensive stations 20 is identical and is manned by a defensive player or guard while the offensive projectile 40 is moved by an offensive player by employing the stick 34 for moving the projectile 40 over the playing area 12 towards the goal 14.

In actual playing of the game, the playing area is substantially 8 by 12 feet with the two plates 22 being disposed 5 feet apart and 3 feet from the stake or goal post 14. The two red projectiles 30 are placed on the plates 22 respectively and each of the projectiles 30 is provided with one white face which must be facing upwardly. The other projectile 40 which may be black is taken to a position adjacent the other end of the playing area 12 and the players take their positions with the two players acting as guards being positioned at the defensive stations 20 and one player as the driver or the offense man with each player having a club or stick for moving the projectiles.

The driver will proceed to push the black cube with the square end of his club towards the goal post and the guards will try to keep him from doing it. When driver's black cube is close enough to any guard, the guard may lift his club from the white surface of the red cube and strike the black cube; this may be done but when the guard lifts the club from the red cube, this cube can then be struck by the driver and while the defensive cube or projectile is off the plate and when the white face is not up, the guard cannot strike at the black cube thereby enabling the driver to move the black cube into contact with the post.

The foregoing is considered as illustrative only of the principles of the invention. Further, since numerous modifications and changes will readily occur to those skilled in the art, it is not desired to limit the invention to the exact construction and operation shown and described, and accordingly, all suitable modifications and equivalents may be resorted to, falling within the scope of the invention as claimed.

What is claimed as new is as follows:

1. An apparatus for playing a game comprising a playing area of generally rectangular configuration, a goal adjacent one end of said area, defensive stations adjacent said goal for protecting said goal, an offensive projectile of polygonal construction, a stick for projecting the offensive projectile towards the goal, a defensive projectile disposed on each defensive station, a stick for engagement with the defensive projectiles for retaining the defensive projectiles on the stations and for engagement with the offensive projectile to keep it away from the goal only when the defensive projectiles are on their stations, the stick for moving the offensive projectile being employed for engaging the defensive projectiles and moving them off their stations only when the defensive sticks are away from the defensive projectiles.

2. An apparatus for playing a game comprising a playing area of generally rectangular configuration, a goal adjacent one end of said area, defensive stations adjacent said goal for protecting said goal, an offensive projectile

of polygonal construction, a stick for projecting the offensive projectile towards the goal, a defensive projectile disposed on each defensive station, a stick for engagement with the defensive projectiles for retaining the defensive projectiles on the stations and for engagement with the offensive projectile to keep it away from the goal only when the defensive projectiles are on their stations, the stick for moving the offensive projectile being employed for engaging the defensive projectiles and moving them off their stations only when the defensive sticks are away from the defensive projectiles, said projectiles being distinguishably colored with the defensive projectiles having a distinguishably colored surface for facing upwardly on each defensive plate.

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