

FIG. 1.

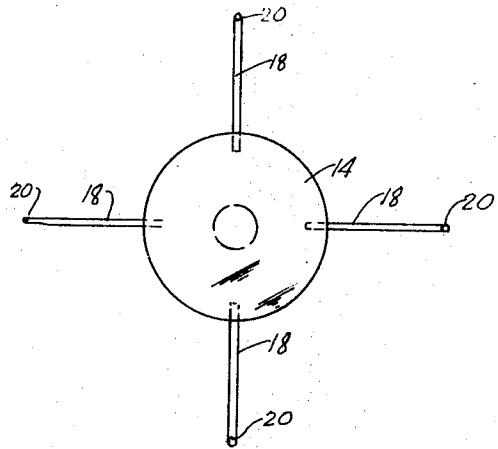


FIG. 2.

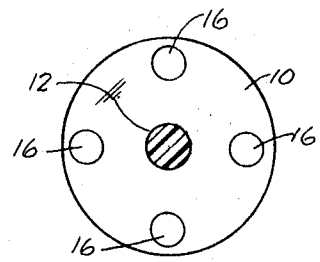


FIG. 3.

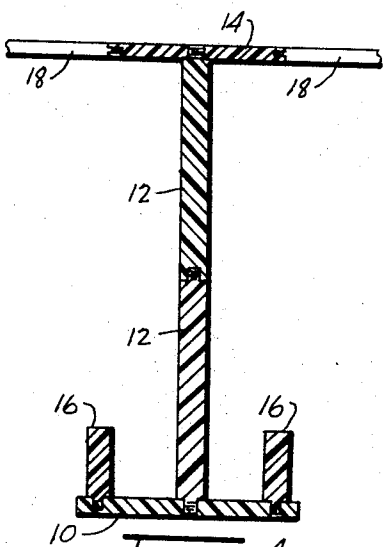


FIG. 4.

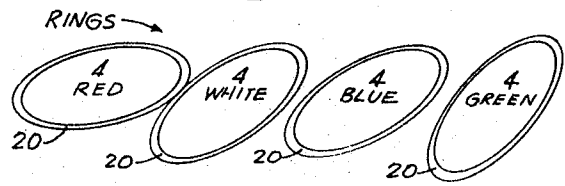


FIG. 5.

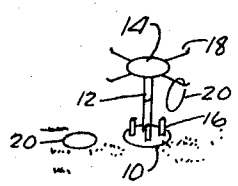


FIG. 6.

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PEG AND RING TARGET

SUMMARY OF THE INVENTION

In my invention a vertical post extends upward from the center of a flat horizontal circular bottom disc to the center of a flat horizontal circular top disc. Four horizontal arms, each terminating in a hook, extend radially outward in equidistantly spaced positions from the top disc. Four short vertical stubs secured to the bottom disc and disposed equidistantly along a circle centered on the post extend upward from the bottom disc.

The players utilize four sets of four rings each, each set being differently colored, to toss on stub or hook in accordance with rules of various games described below.

BRIEF DESCRIPTION OF THE DRAWINGS

In the drawings:

FIG. 1 is a perspective view of the ring receiving structure used in my game;

FIG. 2 is a top view of the structure of FIG. 1;

FIG. 3 is a cross-sectional view taken along line 3-3 in FIG. 1;

FIG. 4 is a cross-sectional view of the structure of FIG. 1;

FIG. 5 is a view of the various rings used in my game; and

FIG. 6 illustrates the ring tossing process.

DETAILED DESCRIPTION OF PREFERRED EMBODIMENTS

Referring now to FIGS. 1-6, there is shown a flat circular horizontal bottom disc 10 having a vertical post formed from one or more elongated sections 12 stacked one on top of another by interlocking extensions and bores extending upward from the center. The top of the uppermost section is secured to the center of the bottom surface of a flat circular horizontal top disc 14.

Four short vertical stubs 16 are secured to disc 10 and extend upward therefrom. These are colored red, white, blue and green respectively. These stubs are disposed equidistantly along a circle centered on section 12. Four horizontal arms 18, each terminating in a separate hook 20, extend radially outward in equidistantly spaced positions from disc 14. Each arm 18 overlies a corresponding stub 16.

Four sets of four hand toss rings 20 each are employed. One set is colored red, the second set white, the third set blue and the fourth set green. The players toss the rings in turn.

All of the parts shown can snap fit together or can be threadedly engaged.

Advantages of this game:

1. Can be played outdoors;
2. Can be played indoors;
3. Can be played in garage;
4. Can be played in driveways;
5. Can be played in any park, camp ground or any social gathering, etc.
6. More fun and excitement than any other competitive games.

Rules and Regulations for Rings of Fun:

Any player that has his or her foot on or over Foul line will be penalized one turn at tossing rings. Any person's shoes can touch Foul line and lean forward with aim extended outward; this is permissible.

Red Player will always start first in all games. Green Player will always be the last to play in all games depending on circumstances.

Game 01: Position of Four Rings (Top Section only)

Starting with Red Player—Will toss one ringer trying to position on Red marker Part 04. However, if not positioned on ring holder, pick up ring and wait turn. White Player will proceed the same way if ringer should position on white ring holder Part 04 it will remain there and wait turn.

Blue will proceed the same way. Green Player will also proceed the same way. This game will proceed until a player positions four ringers from his own station. No game is decided until Green Player has the last toss. In the event that two winners arrive at the same time, both will be declared temporary winners. They must win two games. The first player to win two games will be declared official winner of this game. Each game will start over as soon as a player gets four Ringers. Green Player will always have last toss according to circumstances.

Game 02: Position of Four Rings (Bottom Section)

All players will proceed same as above except they will be tossing on Bottom Section.

Game 03: Combination game—Player's Choice

Starting with Red Player all players will toss one ring at a time. Players will have a choice of position holder top or bottom. First player to position any combination top or bottom with four Ringers will be declared temporary winner. First player that wins two games will be declared official winner.

Game 04: Scoring for 12 points (Top Section only)

Red Player will start by tossing all four Rings. It will be permissible to pick up rings also remove those from Red marker holder. Red Player must remember his count when rings are removed from marker holder Point 04 and wait turn. White Player will do the same, so will Blue, also Green; the first player scoring 12 points will be temporary winner. First player winning two games is the official winner.

Game 05: Scoring for 12 Points (Bottom Section only)

Same as above except players will be tossing at Bottom Section.

Game 06: Combination game scoring for 12 points

Same as above as game 04 and 05 except that all players will have a choice of either Section Top or Bottom to score 12 points. First player winning two games is official winner.

Game 07: Game of elimination tossing rings on another player's position.

Red Player will toss one Ring to White Player position.

White same to Blue. Blue to Green. Any player that position four Ringers on another player's position will be eliminated from game. Almost in every case in this game there will be an instance of a crossover tossing. For instance if White Player is eliminated this means that Red Player will have to crossover toss to Blue position, and there will be an advantage such as Green Player will side toss to Red position. This will be expected in this type of game. All players will be facing this sooner or later; it will all balance out the same for all players' advantages and disadvantages.

Players will not be required to win two games; here the last remaining player will be the official winner.

Game 08: Baseball game; this is the last game.

Players will toss rings to Top Section only. Only two players are permitted to play this game. (Both players start on Red position).

Rules:

If Ring's position on Red it will be a Single.

If Ring's position on White it will be a Double.

If Ring's position on Blue it will be a Triple.

If Ring's position on Green it will be a Home Run.

If Ring should fall on Bottom pegs same rules apply as above. Runners will advance no more than one base on a Single, except in case of Double, Triples and Home Run. When three rings are not positioned the inning will be over, and the next player will play. Players can play on agreement of five, seven or nine innings.

In case there are not four players available all these games mentioned can be played with two players.

Also using scoring system of 12 and 16, as high as eight, 12 and 16 persons can play this game.

Having thus described this invention what I claim as new is:

1. A game structure comprising:

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first and second vertically spaced flat horizontal circular discs, the first disc being below the second disc;
a vertical shaft extending between and connected to the centers of both discs;
a plurality of horizontal arms extending radially outward in equidistantly spaced positions from the second disc; and,
a plurality of vertical stubs extending upward from the first disc, said stubs being disposed equidistantly along a circle

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centered on the shaft.
2. A game structure as set forth in claim 1 wherein each arm terminates in a corresponding hook.
3. A structure as set forth in claim 1 wherein there are four arms and four stubs.
4. A structure as set forth in claim 3 wherein each arm overlies a corresponding stub.

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