

[54] **JUMPOLENE GAME**

[76] Inventor: **Jay H. Lee**, 112 S. Bolmar St., West Chester, Pa. 19380

[22] Filed: **May 7, 1973**

[21] Appl. No.: **358,151**

[52] U.S. Cl. **272/65, 272/59 C**

[51] Int. Cl. **A63b 5/18**

[58] Field of Search **272/60 R, 65, 59 B, 66, 272/21, 25**

[56] **References Cited**

UNITED STATES PATENTS

2,324,970	7/1943	Woolley	272/60 R
2,590,049	3/1952	Sidlinger	272/65
3,502,330	3/1970	Cheftel	272/65 X

Primary Examiner—Richard C. Pinkham

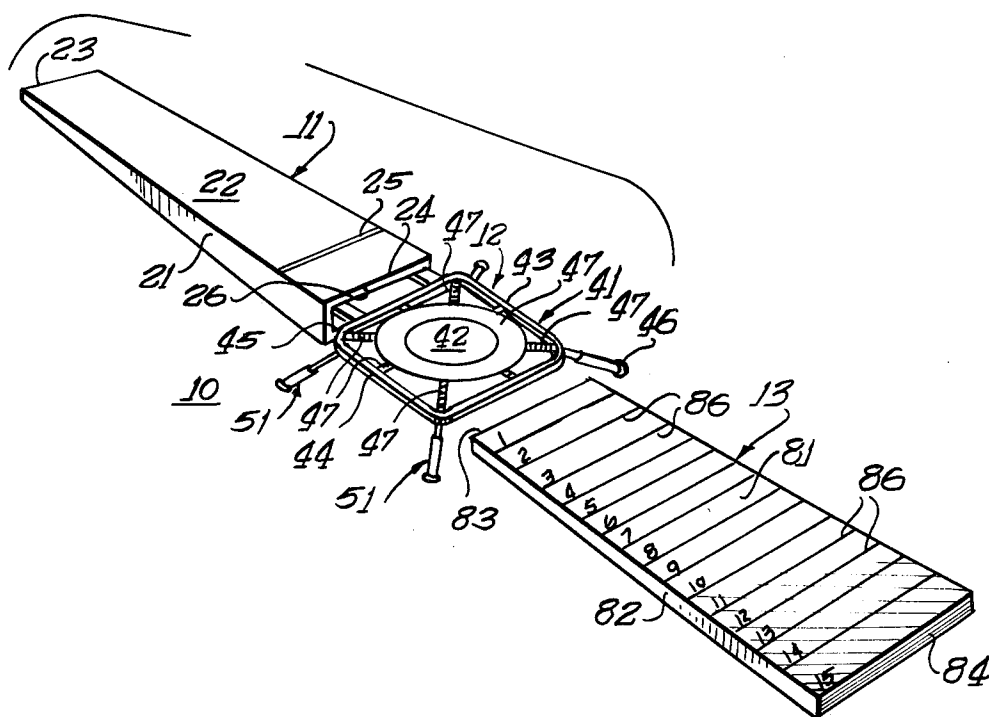
Assistant Examiner—Joseph R. Taylor

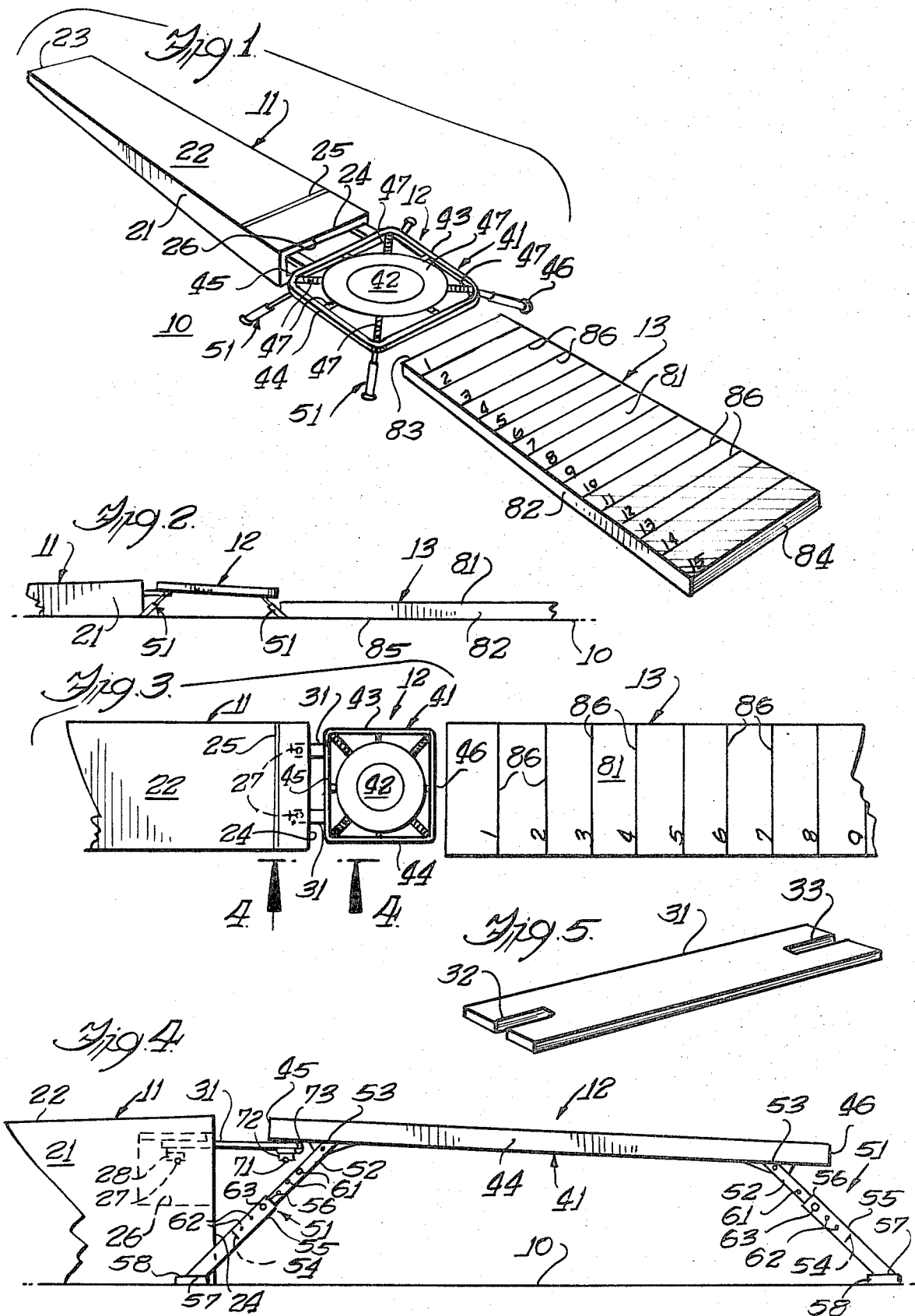
[57] **ABSTRACT**

A jumpolene recreational apparatus type game con-

sisting of a trampoline having a generally rectangular frame and a trampoline bed within the frame and connected to the sides and ends of the frame by a plurality of spaced resilient connectors each under tension to yieldingly hold the bed in a tightly stretched position relative to the frame, the frame having adjustable legs spaced thereabout to support the frame above the ground with the legs being adjustable to control both the height of the frame above the ground and the inclination of the frame relative to the ground, a sloped runway leading up to the front end of the frame with the elevated portion of the runway nearest the front end of the frame, and a longitudinally extending jumping mat disposed on the opposite end of the frame with one end thereof adjacent the rear end of the frame with the mat projecting longitudinally outwardly therefrom and marked off by transversely extending lines to indicate relative distances from the rear end of the trampoline frame.

8 Claims, 5 Drawing Figures





JUMPOLENE GAME

BACKGROUND OF THE INVENTION

1. Field of the Invention

This invention relates generally to recreational apparatus and more particularly to a novel jumpolene game utilizing a novel jumping tranpolene having a runway associated with one end and a jumping mat disposed relative to the opposite end providing a novel combination jumping game.

2. Description of the Prior Art

There has long been in use trampolenes and other types of jumping devices normally utilized by acrobats and the like in performing a series of feats thereon, but such have always posed the danger of injury to one not skilled with the same upon jumping thereon with associated loss of equilibrium and risk of bodily injury upon striking the frame or supporting springs of the trampoline or net. Thus, while most individuals enjoy jumping on a trampoline, only a very few attempt to do stunts or tricks thereon, but even to just jump on the trampoline device poses risk of bodily harm if equilibrium is lost.

In addition, prior art type of trampoline recreational devices are quite expensive, require excessively large storage spaces, and are difficult to set up for usage.

Running type games of numerous types and styles are known in the prior art, and such have always proved popular with individuals of all ages, with such prior art running games suffering the problem of requiring excessively large free areas for playing the same.

Another type of game which has always proven quite popular is a jumping type game where players pit their relative skills against one another to determine who can jump either the furthest or the highest.

Thus, prior art running games, jumping games, and trampoline using games suffer many problems and difficulties as to the space required for playing, the equipment required, and the like. It would thus be preferable to provide a game utilizing the skills of running, jumping, and trampoline in a manner readily available at a reasonable cost to all individuals while requiring a minimum of playing space.

SUMMARY OF THE INVENTION

The present invention remedies and overcomes all of the foregoing deficiencies and disadvantages of presently available games by providing a novel trampoline game employing running, free jumping, trampoline propelled soaring and jumping, and landing on a resilient jumping mat in manner providing the exhilaration of running and soaring with all of the associated physical benefits therewith.

It is a feature of the present invention to provide an individual sized trampoline for jumping thereon in a manner to propel the jumper upwardly and forwardly therefrom a distance depending upon the skill and physical dexterity of the jumper.

A further feature of the present invention provides a sloping runway having the trampoline device attached to the elevated end thereof so that a jumper may run up the runway to a foul line marked thereon, and jump therefrom onto the trampoline in a manner to rebound upwardly from the trampoline in a soaring manner for landing in a predetermined area.

Still a further feature of the present invention provides a jumpolene game utilizing a trampoline type device with the supporting legs thereof adapted for adjusting the inclination of the trampoline bed relative to the ground to assist in directing the rebound forces acting on a jumper who jumps on a trampoline bed.

Yet still a further feature of the present invention provides a jumpolene game utilizing a trampoline type device adapted for securement to a runway for safety purposes to assure no movement of the trampoline device upon being jumped upon by a jumper.

The provision of a jumpolene game, such as briefly outlined above, and possessing the stated advantages, constitutes the principal features of the present invention. The provision of a jumpolene game which is simple in its construction and which therefore may be readily manufactured at low cost by simple manufacturing methods; one which is rugged and durable and which therefore may be guaranteed by the manufacturer to withstand rough usage; one which is aesthetically pleasing and refined in appearance; one which may, in its entirety, be manufactured and sold as a single game unit, or which may be sold as replacement components for a game unit previously purchased wherein one of the components requires replacement; and one which, otherwise, is well adapted to perform the services required of it, are further desirable features which have been borne in mind in the production and development of the present invention.

Other features and advantages of this invention will be apparent during the course of the following description.

BRIEF DESCRIPTION OF THE DRAWINGS

In the accompanying drawings forming a part of this specification, and in which like reference characters are employed to designate like parts throughout the same:

FIG. 1 is a front perspective view of a jumpolene game according to the present invention;

FIG. 2 is a fragmentary side elevational view of the jumpolene game of FIG. 1;

FIG. 3 is a fragmentary top plan view of the jumpolene game of FIG. 1;

FIG. 4 is an enlarged fragmentary side elevational view taken along Line 4—4 of FIG. 3; and

FIG. 5 is an enlarged perspective view of one of the brackets adapted for securing the trampoline frame to the adjacent end of the runway.

DESCRIPTION OF THE PREFERRED EMBODIMENT

Referring now to the drawings in detail there is illustrated a preferred form of a jumpolene game in accord with the invention and which is comprised of three component parts, namely a sloped runway 11, a trampoline device 12 disposed adjacent one end of the runway, and a jumping mat 13 disposed adjacent the opposite end of the trampoline device.

The runway 11 is about 15 feet long and about 5 feet wide and is adapted to rest on the ground 10. The runway is manufactured out of metal, wood, plastic, or any other suitable satisfactory material providing an aesthetically pleasing and refined appearance. The runway 11 includes tapered longitudinally extending transversely opposed parallel side edges 21, a sloping top surface running board 22 supported on the side edges,

a front end 23 disposed furthest from the trampoline device 12 where the running board touches or approximately touches the ground 10, and an elevated end 24 disposed adjacent the trampoline device. A foul line 25 transversely extends across a portion of the elevated part of the running board 22, the use of which will be described hereafter. A transversely extending longitudinally disposed compartment 26 is defined in the elevated end 24 of runway 11 with a pair of transversely spaced threaded studs 27 projecting downwardly from running board 22 into compartment 26 with each stud having a nut 28 threadably secured thereon.

A pair of substantially flat longitudinally extending brackets 31 are provided, each bracket having a longitudinally extending slot 32 in the forward end thereof and a longitudinally extending slot 33 in the rearward end thereof. Each bracket 31 is associated with one of the studs 27 with the slot 32 being of a width greater than the diameter of the stud to be received therearound, but being of a lesser width than the outside diameter of the nut 28 such that the brackets 31 may be fixed to the runway 11 by inserting slots 32 about their respective studs 27 in a position interposed between respective nut 28 on the bottom side and running board 22 on the top side with the bracket projecting longitudinally outwardly from compartment 26 with nuts 28 being tightened to secure the brackets firmly in position onto the runway 11.

The trampoline device 12 consists of a rectangular frame 41 and a circular substantially flat trampoline bed 42 about 5 feet in diameter disposed within the frame and connected to the opposed sides 43 and 44 and the opposed ends 45 and 46 of the frame by a plurality of spaced resilient connectors 47, such as coiled springs or the like, each having one end connected to the frame and the opposite end connected to the trampoline bed, with each of the resilient connectors being under tension to yieldingly hold the trampoline bed by a jumper thereon, with subsequent upward directed rebounding movement to throw the jumper upwardly therefrom. The trampoline bed 42 may be made of perforated sheet material, interlaced webbing, one piece woven material, metal, wood, plastic, or of any other suitable satisfactory material.

Disposed relative to each corner of the frame 41 is a supporting leg assembly generally designated in its entirety by reference numeral 51 which is comprised of two component parts, namely a first member 52 having one end 53 attached to the bottom surface of frame 41 with the member extending downwardly and outwardly at an angle therefrom terminating at free end 54, and a second member 55 received over end 54 and onto first member 52 in a telescoping manner having an end 56 nearest the frame 41 with an opposite free end 57 having a foot like member 58 secured thereto and adapted for engaging and resting on the ground 10. Tubular member 52 is provided with a plurality of longitudinally spaced transversely extending holes 61 therein, with tubular member 55 being similarly provided with a plurality of longitudinally spaced transversely extending holes 62 therein, the axis of holes 62 being parallel to the axis of holes 61 so that any selected hole 61 may be axially aligned with any selected hole 62. Each of the legs 51 are adjusted to the desired length for supporting frame 41 in a manner as will be discussed hereafter by aligning a selected hole 61 with a selected hole 62 and retaining such alignment by passing a bolt 63

therethrough and securing the same by a nut or the like (not shown) to lock the leg assembly 51 in the desired length.

The trampoline device 12 is secured to the runway 11 by a pair of threaded studs 71 which are transversely spaced apart and project downwardly from the front end 45 of the frame 41, the transverse spacing between studs 71 being substantially identical to the transverse spacing between studs 27 of runway 11 such that slots 33 of brackets 31 are each received about a respective stud 71 and secured thereto by a respective wing nut or bolt 72 and washer arrangement 73.

The jumping mat 13 is about 15 to 20 feet long and about 5 feet wide and is of a substantially uniform thickness throughout its entire length. The jumping mat includes a top surface 81, longitudinally extending transversely spaced parallel side edge surfaces 82, a front end 83 to be disposed adjacent the trampoline device 12, a rear edge 84 to be disposed furthest from the trampoline device, and a bottom surface 85 parallel to top surface 81 and adapted for resting on the ground 10. The top surface 81 is provided with a plurality of transversely extending marking lines 86 spaced approximately at 1 foot intervals for measuring the distances therealong from the front end 83 to the back end 84.

Referring to FIG. 4, it is seen that frame 41 is preferably adjusted such that front end 45 is elevated a distance above ground 10 approximately equal to the distance running board 22 is elevated above ground 10 at runway end 24, with the frame 41 being inclined downwardly therefrom in a direction towards the jumping mat 13 so that the rebounding action of the trampoline device is in a forward direction toward the jumping mat.

To play the game, a player runs along runway 11 up to foul line 25 and then jumps therefrom onto the trampoline bed 42 in a manner to yieldingly flex the same downwardly, after which the trampoline bed subsequently rebounds upwardly to throw the player upwardly and forwardly therefrom in a direction toward the jumping mat 13. The idea being for the player to jump as far forward onto the jumping mat as possible in order to win the game. The foul line assures that all players leave the runway 11 at the same location, as should a player step onto or over the foul line the jump is then disqualified. The rules of the jumpolene game are flexible as to the total number of fouls permitted each player before the player is declared out of the game, as well as being flexible as to competing on the basis of each individual jump, or adding the total of two or more individual jumps, or any similar type scoring manner wherein the highest score or scores win. A further method of play would be that the players would alternate in turn with the winner of the game being the first player who scores a total of exactly 21 points, this being determined by totalling the length of different jumps with it being required that the player total exactly 21 points, no more or no less.

It is to be appreciated that by adjusting the legs 51 it is possible to select the desired inclination of the frame 41 relative to the ground 10 so that the most preferable angle of inclination can be obtained to assure the maximum distance for a jump thereby increasing the exhilaration of soaring which makes jumping and throwing one's self through the air appealing to individuals of all ages and physical abilities. Further, by inclining the

frame 41 in a direction toward the jumping mat, this provides a safety feature as the player is assured to be propelled off of the trampoline bed 42 in a direction to land on the jumping mat 13 whereas without such an inclination the player must be of sufficient skill and have sufficient forward momentum to direct himself in the direction of the jumping mat after being propelled upwardly by the trampoline bed 42. A player without any inclination of the trampoline frame 41, could find himself being propelled sideways or at an angle to the jumping mat so as not to land on the same.

There is thus provided in the present invention a trampoline game utilizing the skills of running, jumping, soaring, and landing thus providing a novel game appealing both to individuals as a family game as well as to those individuals which are athletic and competitively minded.

It is to be understood that the form of this invention herewith shown and described is to be taken as preferred examples of the same, and that this invention is not to be limited to the exact arrangement of parts shown in the accompanying drawings or described in this specification as various changes in the details of construction as to shape, size, and arrangement of parts may be resorted to without departing from the spirit of the invention, the scope of the novel concepts thereof, or the scope of the sub-joined claims.

Having thus described the invention, what is claimed is:

1. In a recreational apparatus, the combination comprising:

a trampoline having a generally rectangular frame and a trampoline bed within the frame and connected to the sides and ends of the frame by a plurality of spaced resilient connectors each under tension to yieldingly hold the bed in a tightly stretched position relative to the frame such that upon the downward movement of a player on the bed it will flex downwardly with subsequent upwardly directed movement to throw a player upwardly;

a plurality of spaced apart adjustable legs extending downward from the trampoline frame at spaced locations about the trampoline frame to support the frame above the ground;

means for selectively adjusting the legs to select both the height of the frame above the ground and the inclination of the frame relative to the ground;

a sloped longitudinally extending runway disposed with the elevated base portion thereof adjacent the front end of the trampoline frame and located at substantially the same height as the adjacent end of the frame, and with the apex portion thereof spaced furthest from the frame; and

a longitudinally extending jumping mat disposed with one end thereof adjacent the rear end of the frame and with the opposite end thereof spaced furthest from the frame, said jumping mat having indicia disposed thereon for indicating the relative distances therealong for determining the length of a player's jump;

whereby a player runs up the runway, jumps onto the trampoline bed, and is propelled forwardly therefrom onto the jumping mat.

2. A trampoline game type recreational apparatus as claimed in claim 1 further characterized by each ad-

justable leg having a first member and a second member telescopically received by the respective first member, one end of each first member connected to the frame with the opposite free end projecting downwardly and outwardly at an angle thereto, one end of each second member received in a telescoping manner on the free end of the associated first member with the opposite second member free end adapted to engage the ground; a plurality of longitudinally spaced transversely extending holes extending through the first and second members; and a locking pin adapted for passing through one set of holes in the second member to adjust the overall longitudinal length of the leg and secure the first and second members together at the selected leg length.

3. A trampoline game type recreational apparatus as claimed in claim 2 further characterized by the pair of legs adjacent the runway being adjusted to a greater length than the pair of legs adjacent the jumping mat such that the trampoline frame is inclined relative to the ground in a direction toward the jumping mat for propelling the player forwardly onto the jumping mat.

4. A trampoline game recreational apparatus as claimed in claim 3 further characterized by a bracket extending longitudinally between the front end of the trampoline frame and the adjacent end of the runway and secured by fastening means thereto for securing and aligning the trampoline frame relative to the runway.

5. A trampoline game type of recreational apparatus as claimed in claim 4 further characterized by the indicia on the jumping mat including a plurality of transversely extending lines thereon marking the relative distances therealong from the rear end of the trampoline frame for determining the length of a player's jump.

6. A trampoline game type of recreational apparatus as claimed in claim 5 further characterized by a transversely extending line marked on the runway near the elevated base portion thereof representing a foul line indicating the furthest point along the runway which a player can run before having to jump therefrom onto the trampoline bed without being disqualified.

7. In a recreational apparatus, the combination comprising:

a trampoline having a generally rectangular frame and a trampoline bed within the frame and connected to the sides and ends of the frame by a plurality of spaced resilient connectors each under tension to yieldingly hold the bed in a tightly stretched position relative to the frame such that upon the downward movement of a player on the bed it will flex downwardly with subsequent upwardly directed movement to throw a player upwardly;

a sloped longitudinally extending runway disposed with the elevated base portion thereof adjacent the front end of the trampoline frame with the apex portion thereof spaced furthest from the frame;

a plurality of spaced apart adjustable legs extending downward from the trampoline frame at spaced locations about the trampoline frame to support the frame above the ground and means for selectively adjusting the legs to select both the height of the frame above the ground and the inclination of the frame relative to the ground, each adjustable

leg having a first member and a second member telescopically received by the respective first member, one end of each first member connected to the trampoline frame with the opposite free end projecting downwardly and outwardly at an angle thereto, one end of each second member received in a telescoping manner on the free end of the associated first member with the opposite second member free end adapted to engage the ground; a plurality of longitudinally spaced transversely extending holes extending through the first and second members, and a locking pin adapted for passing through one set of holes in the second member to adjust the overall longitudinal length of the leg and secure the first and second members together at the selected leg length, the pair of legs adjacent the runway being adjusted to a greater length than the pair of legs adjacent the jumping mat such that the trampoline frame is inclined relative to the ground in a direction toward the jumping mat for propelling a player forward onto the jumping mat; bracket means extending between the front end of the frame and the adjacent end of the runway and

secured thereto by fastening means for securing and aligning the trampoline frame relative to the runway; and

a longitudinally extending jumping mat disposed with one end thereof adjacent the rear end of the frame and with the opposite end thereof spaced furthest from the frame, the jumping mat having a plurality of transversely extending lines thereon marking the relative distances therealong from the rear end of the trampoline frame for determining the length of the jump of each player;

whereby a player runs up the runway, jumps onto the trampoline bed, and is propelled forwardly therefrom onto the jumping mat.

8. A trampoline game type of recreational apparatus as claimed in claim 7 further characterized by a transversely extending line marked on the runway near the elevated base portion thereof representing a foul line indicating the furthest point along the runway which a player can run before having to jump therefrom onto the trampoline bed without being disqualified.

* * * * *

25

30

35

40

45

50

55

60

65