A game call device and method of use thereof, comprising a plurality of rattlers of varying diameter tethered about a common handle, wherein positional manipulation of the handle results in the rattlers clashing or striking (i.e., rattling) against each other and/or the handle, and thus, aurally-simulating the clashing or striking of deer antlers.
GAME CALL DEVICE AND METHOD OF USE THEREOF

TECHNICAL FIELD

[0001] The present invention relates generally to hunting accessories, and more specifically to a game call device and method of use thereof, utilized to aurally-simulate the clashing or striking of deer antlers and, thus, allure or otherwise induce such animals onto open hunting ground.

BACKGROUND OF THE INVENTION

[0002] Game calls are commonly utilized by hunters or sportsmen to aurally-simulate and reproduce an array of animal calls, cries, vocals, and/or bodily movement, and, thereby, effectively allure or attract selected game onto open hunting ground. Indeed, many hunters will often selectively employ specific game call devices and techniques depending upon the specific seasonal and surrounding environmental conditions.

[0003] In particular, when hunting deer during the breeding season (or “rut”), many sportsmen will take advantage of the innate behavioral patterns exhibited by sexually-mature bucks and estrous does. Specifically, during the deer rut, sexually-mature bucks will often fight one another in an attempt to establish dominance over a particular territory and/or courting privileges with an estrous doe. During such fights, the warring bucks will often butt heads and strike or clash antlers; thus, producing a characteristically loud, rattling sound. Indeed, it is this rattling sound that many hunters attempt to replicate in a strategic effort to attract and hunt deer.

[0004] Accordingly, when hunting deer, many sportsmen will strike together or “rattle” a set of natural deer antlers to imitate the sound of two warring bucks. Consequently, a buck that hears an apparent fight between two other bucks will typically investigate the commotion (i.e., perhaps in hopes of stealing away a nearby estrous doe) and, as such, unknowingly bring himself within the hunter’s sight. Other related rattling techniques include slapping and scraping the loose antlers against the ground, and/or raking or thrashing nearby brush or tree limbs with the antlers, so as to further aurally-simulate a buck fight and, thus, attract a buck into a selected hunting area.

[0005] Although the foregoing rattling techniques are popularly employed by hunters, preparation and utilization of natural deer antlers presents significant disadvantages. Specifically, preparation of natural deer antlers often requires that the antler brow tines be sawed-off or otherwise removed, and that any sharp points and edges be sanded or smoothed, so that the hunter does not gouge, scrape or cut himself during use. Additionally, prior to intended use, and to ensure realistic sound reproduction, the antlers must be submerged in water and allowed to soak for at least a couple of weeks to sufficiently replenish natural moisture there-in. Indeed, although the foregoing relatively laborious antler preparatory efforts may be circumvented through the purchase of artificial rattling antlers, most such artificial antlers do not reproduce a sound comparably to that of the preferred natural deer antler.

[0006] Furthermore, from an application standpoint, to implement the above-described rattling technique, the hunter must employ the use of both hands to click, strike, or grind together the antler set to reproduce the rattling sound of a buck fight. Unfortunately, the preoccupation of both the hunter’s hands effectively prohibits the hunter from contemporaneously carrying and utilizing a secondary or alternate game call device that might further replicate the multiple auditory impressions often associated with warring bucks (i.e., deer grunts, snorting, breathing and other vocalized sounds).

[0007] Therefore, it is readily apparent that there is a need for a game call device and method of use thereof, wherein the present game call provides an assembly of rattlers that may be utilized to aurally-simulate the sounds commonly elicited during a buck fight, and wherein the present game call may be operated with a single hand and, thereby, enable the contemporaneous carriage and use of a secondary or alternate game call device in an unoccupied hand. There is a further need for such a device that obviates the application or use of natural antler racks as the rattling system and, thus, the pre-use antler preparatory processes associated therewith. There is still a further need for such a device that obviates the application or use of artificial antler racks as the rattling system and, thus, avoids the sub-par rattling sounds generated thereby.

BRIEF SUMMARY OF THE INVENTION

[0008] Briefly described, in a preferred embodiment, the present invention overcomes the above-mentioned disadvantages, and meets the recognized need for such an invention by providing a game call device and method of use thereof, comprising a plurality of rattlers of varying diameter tethered about a common handle, wherein positional manipulation of the handle results in the rattlers clashing or striking (i.e., rattling) against each other and/or the handle, and thus, aurally-simulating the clashing or striking of deer antlers.

[0009] According to its major aspects and broadly stated, the present invention in its preferred form is a game call device and method of use thereof, comprising a plurality of “rattling” dowels or rods tethered to a common handle.

[0010] More specifically, the present invention is a game call device and method of use thereof, comprising a plurality of “rattling” dowels or rods tethered around the upper periphery of a common handle. Each dowel preferably comprises a diameter that may be of differing or similar dimension to that of an adjacent disposed dowel. Preferably, the varying and shared diametric measures of each dowel function to replicate the harmonics or auditory impressions characteristically elicited from natural deer rattling activity. Additionally, because the dowels are tethered to a common handle, each dowel may freely swing into almost any orientation. As such, grasping and shaking the device about the common handle results in each dowel clashing or striking against the other, and/or the handle, and thus, producing a realistic rattling sound.

[0011] Accordingly, a feature and advantage of the present invention is its ability to provide a game call device that may be operated with a single hand.

[0012] Another feature and advantage of the present invention is its ability to provide an alternative to natural bone antler and/or artificial antler rattling systems.
Still another feature and advantage of the present invention is its ability to provide a game call device in which the reproducible harmonics of same effectively and realistically simulate the auditory impressions characteristically elicited from natural deer rattling activity.

Yet another feature and advantage of the present invention is its ease of manufacture.

These and other features and advantages of the invention will become more apparent to one skilled in the art from the following description and claims when read in light of the accompanying drawings.

BRIEF DESCRIPTION OF THE DRAWINGS

The present invention will be better understood by reading the Detailed Description of the Preferred and Alternate Embodiments with reference to the accompanying drawing figures, in which like reference numerals denote similar structure and refer to like elements throughout, and in which:

FIG. 1 is a perspective view of a game call device according to a preferred embodiment of the present invention, shown in use;

FIG. 2 is a perspective view of a game call device according to a preferred embodiment of the present invention, shown in use; and, FIG. 3 is a perspective view of a game call device comprising the various alternate embodiments of the present invention.

DETAILED DESCRIPTION OF THE PREFERRED AND SELECTED ALTERNATIVE EMBODIMENTS

In describing the preferred and selected alternate embodiments of the present invention, as illustrated in FIGS. 1-3, specific terminology is employed for the sake of clarity. The invention, however, is not intended to be limited to the specific terminology so selected, and it is to be understood that each specific element includes all technical equivalents that operate in a similar manner to accomplish similar functions.

Referring now to FIGS. 1-2, the present invention in its preferred embodiment is a game call device 10, in which the reproducible harmonics of same effectively and realistically simulate the auditory impressions characteristically elicited from natural deer rattling activity. Preferably, device 10 comprises dowel assembly 20, tethering 40 and handle 60.

Specifically, dowel assembly 20 preferably comprises “rattling” dowels 22, 24, 26, 28, 30, 32, 34, 36, each measuring equally in length (preferably approximately seven (7) inches), but not in diameter. That is, dowels 22, 24 preferably comprise equivalent diameters of one-half (0.5) inch; dowels 26, 28 preferably comprise equivalent diameters of five-eighths (0.625) inch; dowels 30, 32 preferably comprise equivalent diameters of three-fourths (0.75) inch; dowel 34 preferably comprises a diameter of one (1) inch; and, dowel 36 preferably comprises a diameter of one-and-one-fourth (1.25) inches. Dowels 22, 24, 26, 28, 30, 32, 34, 36 are further preferably manufactured from oak wood, as oak offers a density substantially similar to that of natural bone antler and, thus, a resonance or harmonic substantially equivalent thereto. As such, the varying and shared diametrical measures of respective dowels 22, 24, 26, 28, 30, 32, 34, 36, as well as the material selection (i.e., oak), collectively function to replicate the harmonics or auditory impressions characteristically elicited from natural deer rattling activity.

Although the foregoing describes the preferred dimensions and materials selections for the manufacture of dowels 22, 24, 26, 28, 30, 32, 34, 36, it should be recognized that dowels 22, 24, 26, 28, 30, 32, 34, 36 may comprise alternate dimensions and/or materials to accommodate for particular deer rut phases, and/or for attracting deer of a selected specie, sex and/or age class. Accordingly, and as best illustrated in FIG. 3, it is contemplated that at least a portion of dowels 22, 24, 26, 28, 30, 32, 34, 36 may comprise varying lengths and/or equal diameters, and/or a tapering or undulating diameter through the lengths thereof. Additionally, to vary the harmonic pitch or tone generated from dowels 22, 24, 26, 28, 30, 32, 34, 36, it is further contemplated that at least a portion of dowels 22, 24, 26, 28, 30, 32, 34, 36 may comprise a hollowed interior I and/or forked terminal end F. Furthermore, it should be recognized that any number of dowels may be utilized in dowel assembly 20 for the purpose of varying the overall rattling sound produced by device 10.

Moreover, at least a portion of dowels 22, 24, 26, 28, 30, 32, 34, 36 may be manufactured from any selected wood, including, without limitation, cherry, olive, mahogany, cedar, and/or pine. Further, at least a portion of dowels 22, 24, 26, 28, 30, 32, 34, 36 may be manufactured from natural deer antler, animal bone, synthetic antler materials, synthetic bone materials, suitable resins, ceramics, or the like, for purposes of selectively modifying the overall harmonic or tonal sound generation of device 10.

Preferably, dowels 22, 24, 26, 28, 30, 32, 34, 36 are each freely suspended from, and tethered around, upper periphery 62 of common handle 60, wherein handle 60 is preferably manufactured from a material similar to that of dowel assembly 20; however, the various materials described hereinabove may alternatively be utilized. Additionally, handle 60 may further comprise any one or more of the structural alternatives described hereinabove with reference to dowel assembly 20.

Preferably, proximal ends 22a, 24a, 26a, 28a, 30a, 32a, 34a, 36a of dowels 22, 24, 26, 28, 30, 32, 34, 36 each comprise a hook eye 39, or other fastening mechanism, concentrically secured thereto. Preferably formed through upper periphery 62 of handle 60 are aligned thoroughholes 64, 66, wherein preferably two strands of tethering 40 extend through throughhole 64, and wherein preferably two strands of tethering 40 similarly extend through throughhole 66. Tethering 40 is preferably formed from nylon cord; although, any suitable coupling device may alternatively be utilized, such as, for exemplary purposes only, plastic ropes or twines (i.e., nylon string), plastic ties, plastic chain links, leather lacing, waxed cotton cord, metal wire, hemp rope, or the like.

Accordingly, the ends of each tethering 40 are preferably laced, knotted or otherwise securely tied through each hook eye 39 of each dowel 22, 24, 26, 28, 30, 32, 34, 36; thereby, enabling dowels 22, 24, 26, 28, 30, 32, 34, 36 to freely swing about upper periphery 62 of handle 60. As an alternative to hook eyes 39, and as best illustrated in FIG.
3. It is contemplated that each dowel 22, 24, 26, 28, 30, 32, 34, 36 may comprise a throughhole TH formed through proximal ends 22a, 24a, 26a, 28a, 30a, 32a, 34a, 36a thereof, wherein tethering 40 may be securely laced and tied therethrough.

[0027] As such, in use, grasping and shaking device 10 about handle 60 results in each dowel 22, 24, 26, 28, 30, 32, 34, 36 clashing or striking against the other, and/or against handle 60, thus, producing a realistic deer rattling sound. Device 10 may be “rattled” in the orientations illustrated in either FIGS. 1-2, or in any other manner conducive to the production of a desired rattling sound. As is further illustrated in FIGS. 1-2, device 10 may be operated with a single hand 61, thereby enabling the contemporaneous carriage and use of a secondary or alternate game call device in the user’s unoccupied hand.

[0028] It should be recognized that device 10, according to any one or more of the various preferred and/or alternate embodiments described herein, may be utilized to attract and hunt any antlered or horned animal, including, without limitation, deer, caribou, elk, moose, ram, or the like.

[0029] It is contemplated in alternate embodiment that device 10 (including tethering 40) could be manufactured from materials or woods having a natural scent attractive to deer, and/or could be manufactured from wood or other substrate(s) scented with any selected artificial or natural deer estrus, pheromone, or attractant designed to allure a particular type of deer. The present alternate embodiment further extends and equally applies to any antlered or horned animal for which device 10 may optionally be utilized.

[0030] It is contemplated in another alternate embodiment that dowels 22, 24, 26, 28, 30, 32, 34, 36 and/or handle 60 could be stained or painted to substantially mimic the color of natural antler, or environmental flora for camouflage purposes.

[0031] It is contemplated in still another alternate embodiment that dowels 22, 24, 26, 28, 30, 32, 34, 36 and/or handle 60 could comprise any type of cross-sectional shape, including, without limitation, circular, oval, square, rectangular, triangular, polygonal, or, alternatively, could be amorphous.

[0032] Having thus described the preferred and selected alternate embodiments of the present invention, it should be noted by those skilled in the art that the within disclosures are exemplary only, and that various other alternatives, adaptations, and modifications may be made within the scope of the present invention. Accordingly, the present invention is not limited to the specific embodiments illustrated herein, but is limited only by the following claims.

1. A game call device, comprising:
   a handle; and
   a plurality of rattling members coupled to, and freely suspended from, said handle, wherein shaking said plurality of rattling members reproduces the rattling auditory impressions characteristically elicited from natural antlered beast behavioral activities.

2. The game call device of claim 1, wherein at least a portion of said rattling members comprise varying diametric measurements.

3. The game call device of claim 1, wherein at least a portion of said rattling members comprise shared diametric measurements.

4. The game call device of claim 1, wherein said rattling members comprise varying and shared diametric measurements.

5. The game call device of claim 1, wherein at least a portion of said rattling members are manufactured from a material that offers a density substantially similar to that of natural bone antler and, thus, a resonance or harmonic substantially equivalent thereto.

6. The game call device of claim 1, wherein at least a portion of said rattling members comprise tapering diameters through the lengths thereof.

7. The game call device of claim 1, wherein at least a portion of said rattling members comprise hollowed interiors.

8. The game call device of claim 1, wherein at least a portion of said rattling members are selected from the group consisting of rattling members having varying lengths, equivalent lengths, varying diameters, equal diameters, tapering diameters, undulating diameters, hollowed interiors, forked terminal ends, and combinations thereof.

9. The game call device of claim 1, wherein at least a portion of said rattling members are manufactured from a material selected from the group consisting of wood, oak, cherry, olive, mahogany, cedar, pine, natural animal antler, animal bone, synthetic antler material, synthetic bone materials, resins, ceramics, and combinations thereof.

10. The game call device of claim 1, wherein said handle shares similar materials and physical constructions to that of said rattling members.

11. The game call device of claim 1, wherein said rattling members are coupled to, and freely suspended from, said handle by a coupling means.

12. The game call device of claim 11, wherein said coupling means is selected from the group consisting of hook eye fasteners, fasteners, throughholes, tethering, leather lacing, waxed cotton cord, ropes, plastic ropes, twines, nylon string, nylon cord, string, plastic ties, ties, plastic chain links, chain links, metal wire, wire, hemp rope, and combination thereof.

13. The game call device of claim 1, further comprising a scent attractive to antlered animals and disposed on the rattling members, wherein said scent is selected from the group consisting of natural scents, artificial scents, natural esters, artificial esters, natural pheromones, artificial pheromones, and combinations thereof.

14. A game call device, comprising:
   a handle; and
   a rattling means coupled to, and freely suspended from, said handle, wherein moving said rattling means reproduces the rattling auditory impressions characteristically elicited from natural antlered beast behavioral activities.

15. The game call device of claim 14, wherein said rattling means comprises dowels.

16. The game call device of claim 14, wherein said rattling means comprises dowels, wherein at least a portion of said dowels are selected from the group consisting of dowels having varying lengths, equivalent lengths, varying...
diameters, equal diameters, tapering diameters, undulating diameters, hollowed interiors, forked terminal ends, and combinations thereof.

17. The game call device of claim 14, wherein said rattling means comprises dowels, wherein at least a portion of said dowels are manufactured from a material selected from the group consisting of wood, oak, cherry, olive, mahogany, cedar, pine, natural animal antler, animal bone, synthetic antler material, synthetic bone materials, resins, ceramics, and combinations thereof.

18. The game call device of claim 14, wherein said rattling means are manufactured from a material that offers a density substantially similar to that of natural bone antler and, thus, a resonance or harmonic substantially equivalent thereto.

19. The game call device of claim 14, further comprising a scent attractive to antlered animals and disposed on the rattling means, wherein said scent is selected from the group consisting of natural scents, artificial scents, natural estrus, artificial estrus, natural pheromones, artificial pheromones, and combinations thereof.

20. A method for reproducing the rattling auditory impressions characteristically elicited from natural antlered beast behavioral activities, said method comprising the steps of:

a. holding, in a single hand, a rattling device comprising a plurality of rattling members coupled to, and freely suspended from a common handle;

b. shaking or moving said handle such that said rattling members clash or strike and, thus, rattle, against each other to aurally-simulate the clashing or striking of antlers.

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