United States Patent

Breslow et al.

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[54] **PIVOTABLE TARGET AND BALL-STRIKING MEANS**

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[52] U.S. Cl. .....**273/95 A,** 273/102 AP, 273/127 D, 273/58 C

[51] Int. Cl. **A63b 63/04**

[58] Field of Search .....273/101 R, 102 R, 102 AP, 127 D, 273/41, 95 R, 95 A

[56] **References Cited**

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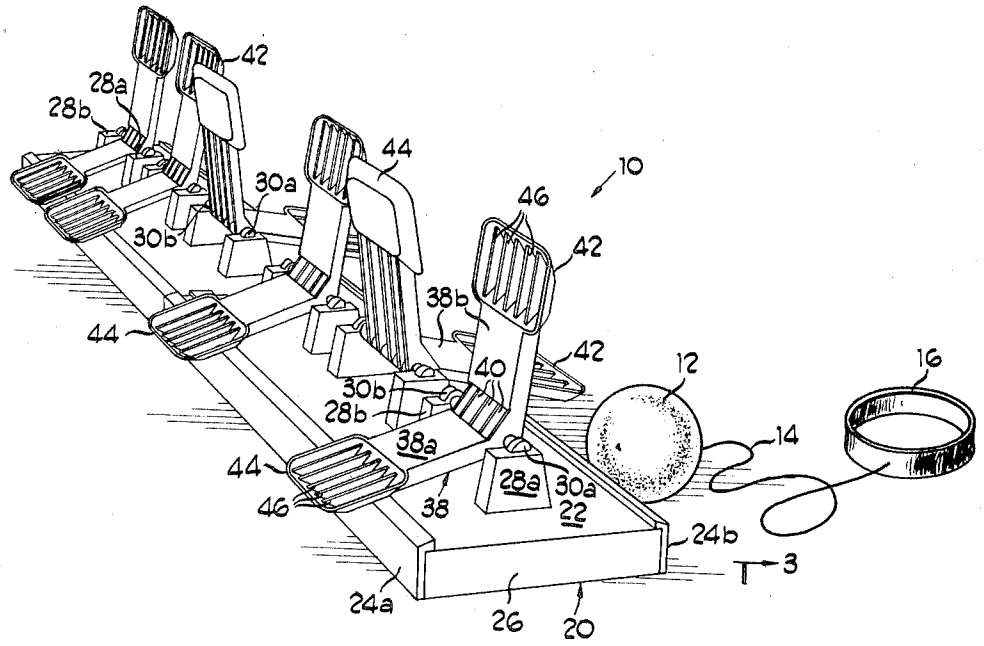
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[57] **ABSTRACT**

A simulated pitching or bowling game utilizing ball-like elements elastically tethered to a handle and a platform having pivoted L-shaped arms with ball-striking surfaces facing in opposite directions. Opposing players may face on opposite sides of the platform and attempt to knock all of the arms over by means of pitching or bowling the tethered ball.

6 Claims, 4 Drawing Figures



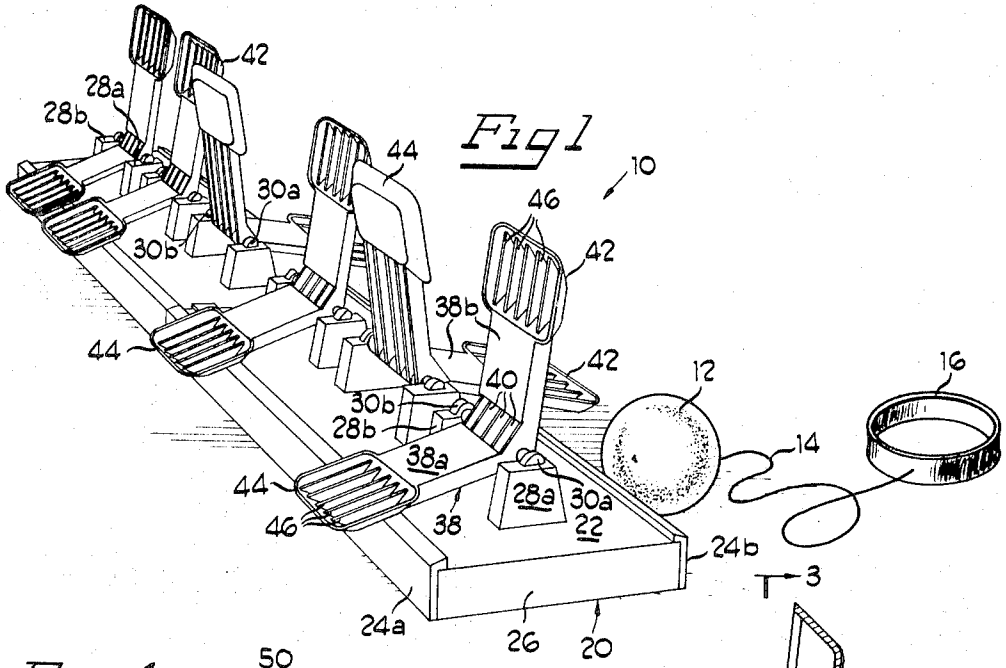


Fig 1

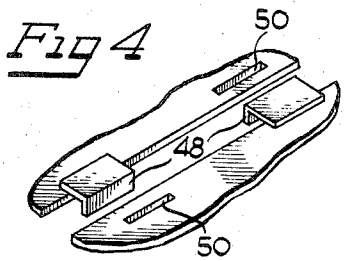


Fig 4

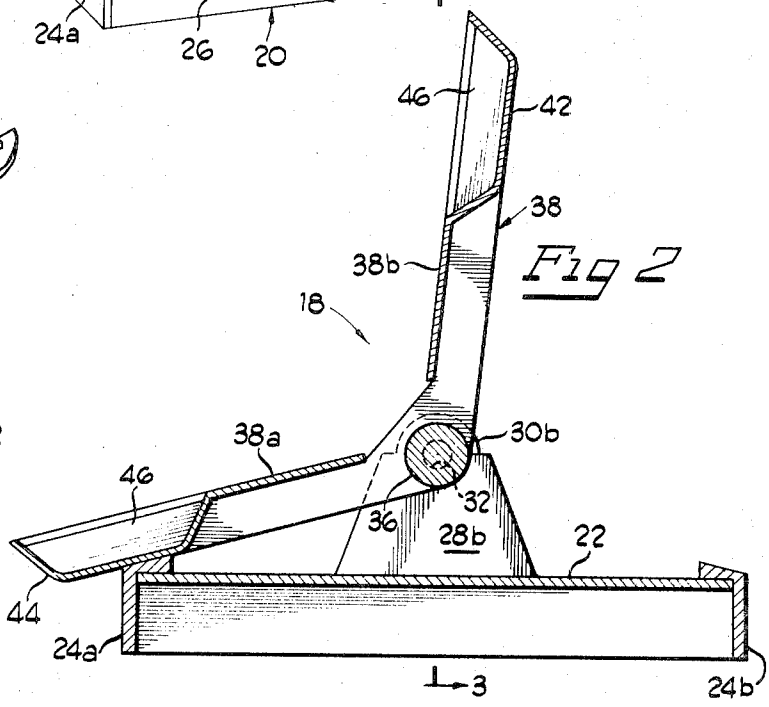


Fig 2

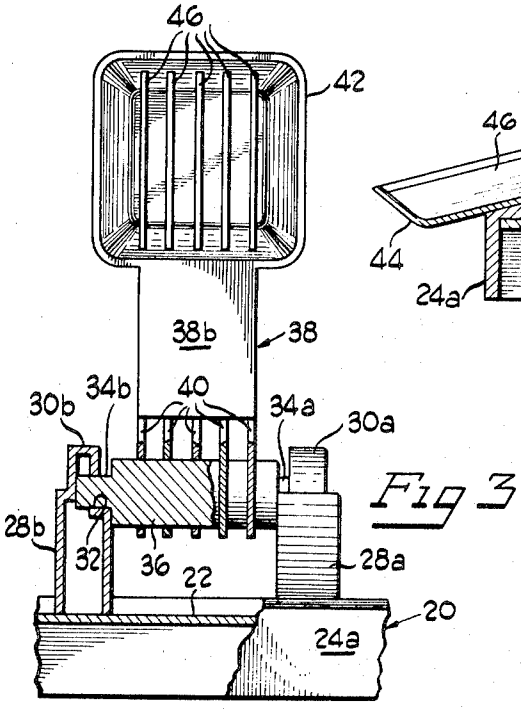


Fig 3

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PIVOTABLE TARGET AND BALL-STRIKING MEANS

BACKGROUND OF THE INVENTION

1. Field of the Invention

This invention relates to game apparatuses.

2. Brief Description of the Prior Art

The sport of bowling involves a ball which is rolled toward standing pins in an effort to knock the pins down. Many forms of simulated bowling games have been devised, most of which utilize the concept of a ball knocking over simulated pins. Neither the sport of bowling nor the simulated games thereof permit direct competitive simultaneous activity and both require repetitive replacing of pins, at least after every two attempts to knock all of the pins down.

There is a continuing need in the art for the improvement of games which simulate sports activity and there is a continuing desire to make such games directly competitive so as to enhance the interest therein. It is toward meeting this need and desire that the present invention is directed.

SUMMARY OF THE INVENTION

This invention is directed, in brief, to the provision of an improved simulated bowling-type game.

The best mode currently contemplated by me for carrying out the invention includes the provision of a preferably resilient ball attached to a preferably elastic strand, which, in turn, is connected to a ringlike handle for hand grasping thereof. It is intended that two opposing players would be provided with these implements.

A small low platform is provided for disposition between the players and includes pivoted L-shaped arms having opposed ball striking surfaces at the free ends thereof. The players each attempt to knock all the arms over about their pivots in competition with each other.

BRIEF DESCRIPTION OF THE DRAWINGS

FIG. 1 is a perspective view of the game apparatus of this invention;

FIG. 2 is a vertical section view through the game apparatus shown in FIG. 1;

FIG. 3 is a section view taken generally along the lines 3—3 of FIG. 2; and

FIG. 4 is a fragmentary perspective view illustrating connection components of parts of the platform element of the game of this invention.

While this invention is susceptible of embodiment in many different forms, there is shown in the drawings and will herein be described in detail a specific embodiment therefor, with the understanding that the present disclosure is to be considered as an exemplification of the principles of the invention and is not intended to limit the invention to the embodiment illustrated.

BRIEF DESCRIPTION OF THE PREFERRED EMBODIMENT

Referring now to the drawings, the game **10** of this invention includes a ball **12** preferably made of a suitably resilient material, such as rubber or the like, which is connected to an elastic strand **14** also preferably made of a resilient material such as rubber. The strand **14**, in turn, is connected to a ringlike hand-clasping member **16**. In use, it is intended that the ring **16** be grasped in the hand of the user together with the ball and that the ball would be launched by a throwing or bowling action with the player maintaining a connection to the ball by means of the strand and hand ring arrangement.

The game of this invention also includes a platform portion or platform assembly **18**. Platform assembly **18** comprises a base **20** having a top **22**, sidewalls **24***a* and **24***b* and end walls **26**. Aligned pairs of uprights **28***a* and **28***b* are provided along the length of the top **22** of base **20** with these uprights mutually facing inwardly toward each other. Small hubs **30***a* and **30***b* project above each of the uprights **28***a* and **28***b*, respectively, and have openings **32** therein for receiving the reduced ends **34***a* and **34***b* of an axle **36** between each pair of hubs **30***a* and **30***b*. Each axle **36** is positioned medially of a generally L-shaped arm **38** having divergent portions **38***a* and **38***b* connected to axle **36** by weblike members **40** which span the intersection thereof.

Each of the portions **38***a* and **38***b* of arm **38** have ball-striking portions **42** and **44**, respectively, with the ball-striking portions generally facing in opposition to each other. In the preferred embodiment, these ball-striking portions are shown as being generally dished in configuration with ribs **46** spanning the recess thereof to provide a decorative effect and to lend strength to the structure. It is to be understood that the ball-striking portions might be provided with different colors either in the rib portion or on the back sides thereof or both.

If desired, for convenience of packing and for storage, the platform **18** may be formed in two sections. In such a case, assembly could be accomplished as shown in FIG. 4 wherein each section could be provided with offset opposed tongues **48** and offset opposed slots **50** with one slot and one tongue on one piece facing one tongue and one slot, respectively, on the other piece.

To play the game, opposing players may line up on opposite sides of the platform member **18** and attempt to compete with each other to knock over the L-shaped arms **38** so that the ribbed ball-striking surfaces **46** face the opposing player. This competition may be simultaneous and directly competitive in this fashion. Initially, the arms may be set up so that alternate arms face each opposing player. If desired, the game could be played from one side with players taking alternate turns. In either event, the effect is that of attempting to bowl or throw a ball to knock over an upright object and the action may be continuous for several throws until someone is declared the winner. The placement of the arms in a position for striking is simple since they are on a pivotal mounting. The ball return is automatically accomplished by the connection of the ball by means of the elastic strand to the hand ring **16**.

The foregoing detailed description has been given for clearness of understanding only, and no unnecessary limitations should be understood therefrom, as some modifications may be obvious to those skilled in the art.

We claim:

1. A bowling-type game apparatus comprising: A platform member having a base with a top thereon; a plurality of pairs of divergent arms interconnected at one end, said pairs of arms being arranged in series along the top and movably connected thereto for pivoting movement relative to said base about a common axis including each of said interconnected ends of said pairs of arms; each of said pairs of arms having generally opposed striking areas at the outer ends thereof; ball means for striking said striking areas and moving said arms relative to said movable connection, each of said ball means including an elongated strand element connected thereto.

2. The game of claim 1 wherein each of said pair of arms are generally L-shaped with opposed free ends.

3. The game of claim 2 wherein said top includes spaced pairs of uprights along the length thereof with each of said pairs of arms being pivoted between a pair of said uprights.

4. The game of claim 1 wherein said strand element is resilient and is attached to a handle element.

5. A bowling-type game apparatus comprising means defining a frame; a plurality of pairs of divergent arms supported on said frame in series and being interconnected at one end, said pairs of arms being movably connected to said frame for pivoting movement relative to said frame about a common axis including each of said interconnected ends of said pairs of arms; each of said pairs of arms having generally opposed striking areas at the outer ends thereof, ball means for striking said areas and moving said arms relative to said frame, each of said ball means including an elongated strand element connected thereto.

6. The game of claim 5 wherein said strand element is resilient.