

[54] **VISUAL AND AUDIBLE SIGNAL
PRODUCING TARGET APPARATUS**

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[73] Assignee: **Marvin Glass & Associates**

[22] Filed: **Feb. 10, 1970**

[21] Appl. No.: **10,251**

[52] U.S. Cl.273/102.1 C, 273/102.1 B

[51] Int. Cl.A63b 63/00

[58] Field of Search273/102.1, 127 R, 95 R, 102 B

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Attorney—Hofgren, Wegner, Allen, Stellman and McCord

[57] **ABSTRACT**

A game device of the type employing a target-like element and a ball to be thrown thereat, characterized by spring biased movable audible signal striking arms underlying the target area cover and having color coded target portions movable away from a position underlying openings in the cover when struck and the signal striking arms engage a signal element responsive to contact of the colored target portions by a thrown ball.

8 Claims, 5 Drawing Figures

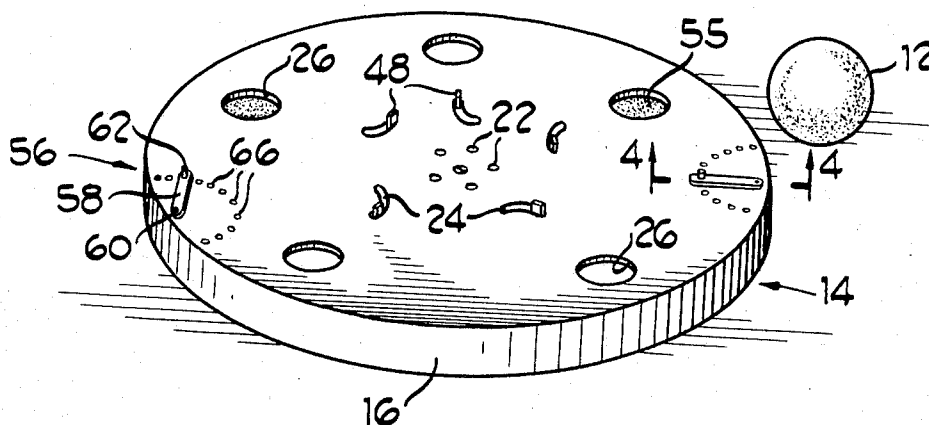


Fig 1

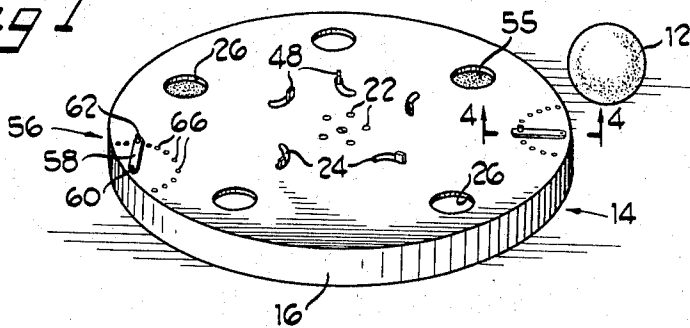


Fig 2

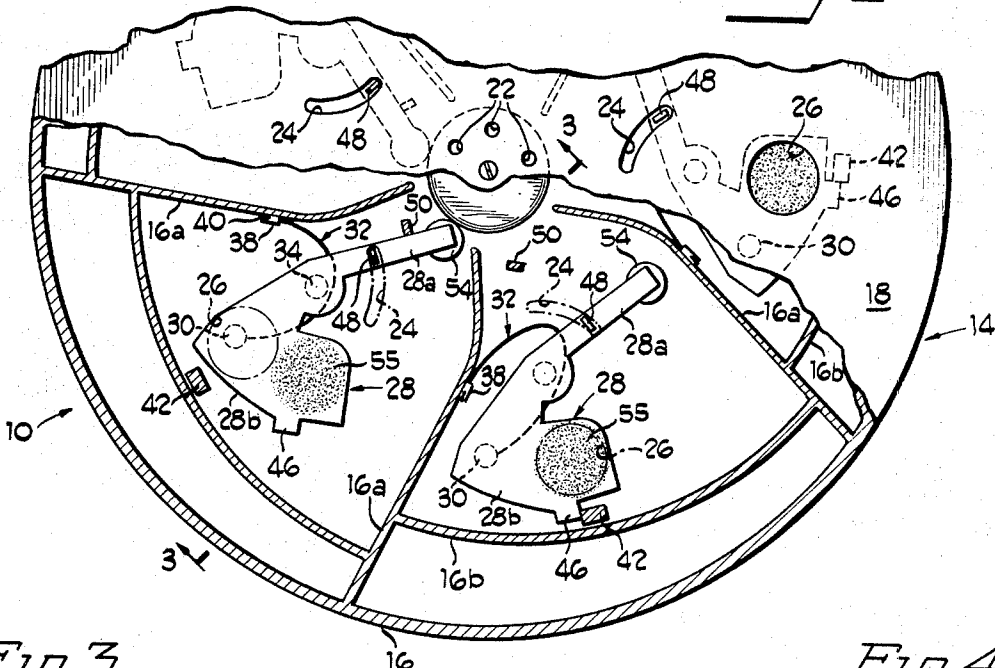


Fig 3

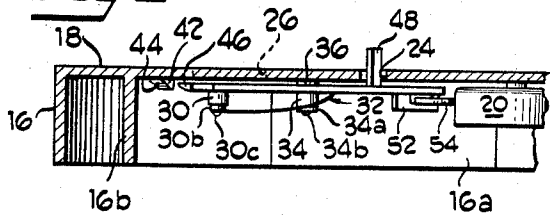


Fig 4

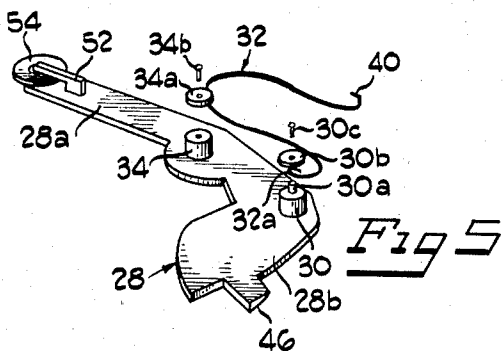
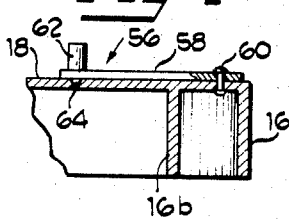


Fig 5

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VISUAL AND AUDIBLE SIGNAL PRODUCING TARGET APPARATUS

BACKGROUND OF THE INVENTION

1. Field of the Invention

This invention relates to game apparatuses.

2. Brief Description of the Prior Art

Many game devices utilize the principle of throwing a missile at a target area. The missile may be a dart and the target area a dart board, or a bean bag and board with openings, and so on. Common forms of such games utilize a ball as the thrown object. While such games require the skill of properly aiming the thrown object at the target area, the enjoyment of these games can be enhanced by providing a target area which is audibly and visually responsive to a successful throw.

SUMMARY OF THE INVENTION

This invention is directed, in brief, to the provision of an improved game apparatus of the type having a target area and a ball to be thrown thereat, with the target area having means audibly and visually responsive to a successful throw.

The best mode currently contemplated by me for carrying out the invention includes the provision of a preferably resilient ball and a target element preferably intended for disposition on a horizontal surface. An audible signal means in the form of a bell is mounted within the target means as are a plurality of biased, cockable, bell striking arms. The arms also have color coded areas which show through openings in the top of the target, preferably when the arms are cocked. A cocking pin projects through a slot in the top of the target. When a color coded target area is struck by a ball, the associated arm is released from its cocked position, whereby the colored area moves away from the opening and the arm strikes the bell.

BRIEF DESCRIPTION OF THE DRAWINGS

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

Fig. 2 is an enlarged fragmentary view, partially broken away in section, of the target portion of the game of this invention;

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

FIG. 4 is a fragmentary section view taken generally along the lines 4—4 of FIG. 1; and

Fig. 5 is a view of the arm element and related components positioned within the target portion 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 thereof, 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

The game 10 of this invention includes a ball 12, preferably made of a resilient material such as rubber or the like, and a target portion or target assembly 14. Target assembly 14 includes a generally circular frame 16 with inwardly directed generally radial ribs 16a and circumferential ribs 16b spanning the radial ribs 16a. A top 18 covers the framework. It is to be understood that the entire frame, webs and top may be a one-piece molded construction of suitable material, such as plastic or the like.

An audible signal means, here shown in the form of a bell 20, is centrally mounted within the target portion 14 with openings 22 above the bell to permit sound waves to travel therethrough. A plurality of circumferentially arranged slots 24 are formed in the top radially outwardly of openings 22 and are part of the guide means as will be explained later. In addition,

circumferentially arranged circular viewing openings 26 are provided radially outwardly from the arcuate slots 24.

Plural audible signal striking elements or arms 28, generally L-shaped in nature, are mounted in the interior of the target portion 14. Each striking element 28 includes portions 28a and 28b. A depending stud 30 projects downwardly from the intersection of portions 28a and 28b of arm 28 and includes an outwardly projecting finger 30a. A washer 30b and fastener 30c are assembled with stud 30 to retain a biasing means or a U-shaped spring wire 32, and, particularly, the looped end 32a thereof.

Another stud 34 projects downwardly medially of portion 28a and includes a washer 34a and a fastener 34b. Stud portion 36 depends from the underside of top 18. Fastener 34b extends into stud 36 to provide a pivotal mounting of the arm 28 to the underside of top 18. A boss 38 is formed on each of the radial webs 16a, which bosses receive the relatively returned ends 40 of biasing means or wire 32. By this arrangement, biasing means 32 normally urges arm 28 to an extended or audible signal activating position.

Plural depending cocking stops 42, one for each arm 28, project downwardly from the underside of top 18. Each cocking stop 42 has a downwardly facing cam surface 44 and is positioned to engage cocking finger 46 on portion 28b of each arm 28 to hold each arm in a retracted, cocked position, or inactive position. A cocking pin 48 projects upwardly from the top of each portion 28a of arm 28 through each of the slots 24. Stop members 50 depend from the underside of top 18 near bell 20 to limit travel of each of the arms 28 responsive to the urgings of biasing means 32.

The forward end portion 28a of each arm 28 is provided with a depending bracket 52 on the underside thereof which holds a washer-like element 54. Engagement of washer element 54 with bell 20 causes an audible signal to be produced. It is intended also that portion 28b of each arm 28 would be provided with colored areas 55 which would show through the openings 26 when the arms 28 are in the cocked position and would be removed therefrom when the arms are in the activated position so as to indicate a change of color through the openings.

Score indicating means 56 may also be provided. This may take the form of pairs of arms 58 on the top 18 of target portion 14, each being pivotally connected thereto by means of pin 60 near the periphery thereof. The inner or free end of the arm may be provided with an upright peg 62 and with the underside having nib 64 intended to seat in the several circumferentially arranged detents 66 in the top 18. By this arrangement, the arm 58 may be advanced in a dial-like fashion from detent to detent as points are scored for each of the players to keep a record thereof.

To play the game, the several arms 28 are moved to the cocked position with the finger 46 positioned behind stop 42. This movement can be accomplished by pulling on cocking pin 48 and moving it to the right with respect to each of the slots 24. The players then attempt to hit the colored target area 55 with the ball 12. If the target 55 is successfully hit, the arm portion 28b will be depressed sufficiently to cause finger 46 to dislodge from behind cocking stop 42 and the spring 32 will urge the arm 28 to pivot counterclockwise with respect to its mounting, thereby moving the colored area 55 away from the openings 26 and also causing the washer 54 at the end of the arm to strike the bell 20 and create an audible signal. Each successful play can award the player one point and the game can continue for such period of time until all of the arms have been so successfully dislodged or until a certain amount of points have been scored by one player or the other.

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.

I claim:

1. A game apparatus comprising: a ball-like throwable element; a target assembly at which said throwable element may

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be thrown, said target assembly including an outer enclosure with means defining an upper surface having apertures therein, an audible signal producing means within the enclosure, signal activating members movably mounted within the enclosure including a signal activating portion, each of the signal activating members being movable between a cocked position and a release position wherein the signal activating portion activates the signal producing means, said signal activating members further including different visually perceptible portions positioned to underlie some of said apertures in said enclosure in said cocked and release positions, said visually perceptible portions differing from said upper surface, finger means on each of said signal activating members, said finger means projecting through some of said apertures in said enclosure; said finger means being movable in said apertures with movement of said signal activating member between said cocked and release positions: means for retaining said signal activating member in said cocked position, said means being responsive to deflection of said finger means to release said activating member and produce an audible signal while causing the visually perceptible portions to be displayed through the aperture related to the signal activating member.

2. The game apparatus of claim 1 wherein in the release position the signal activating member engages the signal producing means to activate the same.

3. The game apparatus of claim 2 wherein the signal activating member comprises a generally L-shaped arm pivoted to

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the target assembly for movement between the cocked and release positions, and with said finger means on one leg of the L and said different colored portions on the other leg of the L.

4. The game apparatus of claim 3 wherein the signal producing means includes a bell-like member.

5. The game apparatus of claim 4 wherein the signal activating member is normally biased for movement towards the release position into engagement with the signal producing means.

6. The game apparatus of claim 5 wherein means for retaining the signal activating member in a cocked position includes a cocking stop in the target assembly said upper surface and a cooperative cocking portion on the signal activating member for holding the signal activating member in the cocked position in opposition to the biasing means.

7. The game apparatus of claim 6 wherein the signal activating means is mounted for movement in a direction to override said cocking stop responsive to displacement of said finger means, to release the cooperative retention of said cocking stop and cocking portion.

8. The game apparatus of claim 7 wherein the target assembly includes a housing having a top defining said upper surface and an interior with the signal activating member and the audible signal producing means being connected to the underside of the top.

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UNITED STATES PATENT OFFICE
CERTIFICATE OF CORRECTION

Patent No. 3,677,545 Dated July 18, 1972

Inventor(s) JEFFREY D. BRESLOW

It is certified that error appears in the above-identified patent and that said Letters Patent are hereby corrected as shown below:

Claim 6, line 3, after "assembly" insert

-- beneath --.

Signed and sealed this 26th day of December 1972.

(SEAL)

Attest:

EDWARD M. FLETCHER, JR.
Attesting Officer

ROBERT GOTTSCHALK
Commissioner of Patents