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GAME CARRIER

Filed March 23, 1960

Fig. 1.

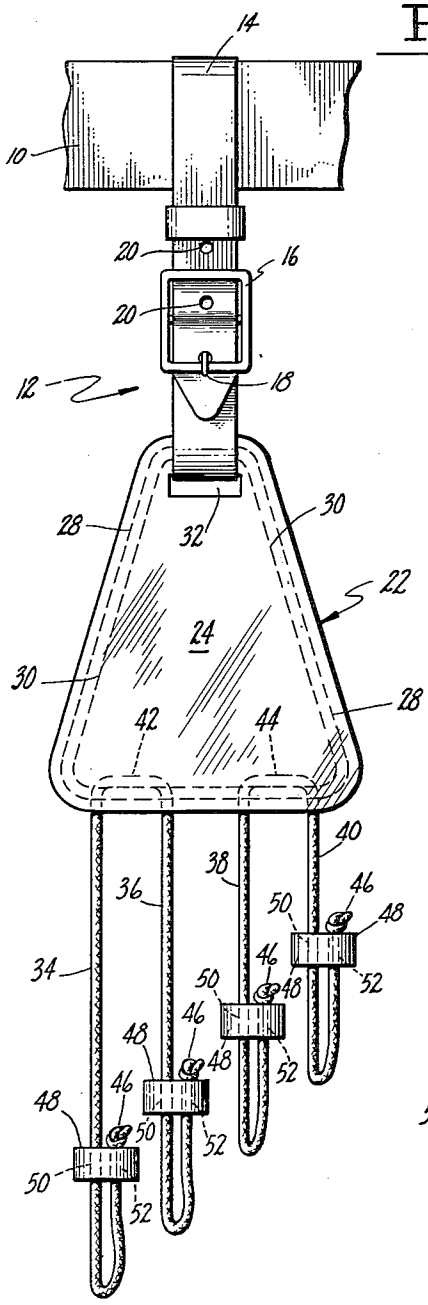
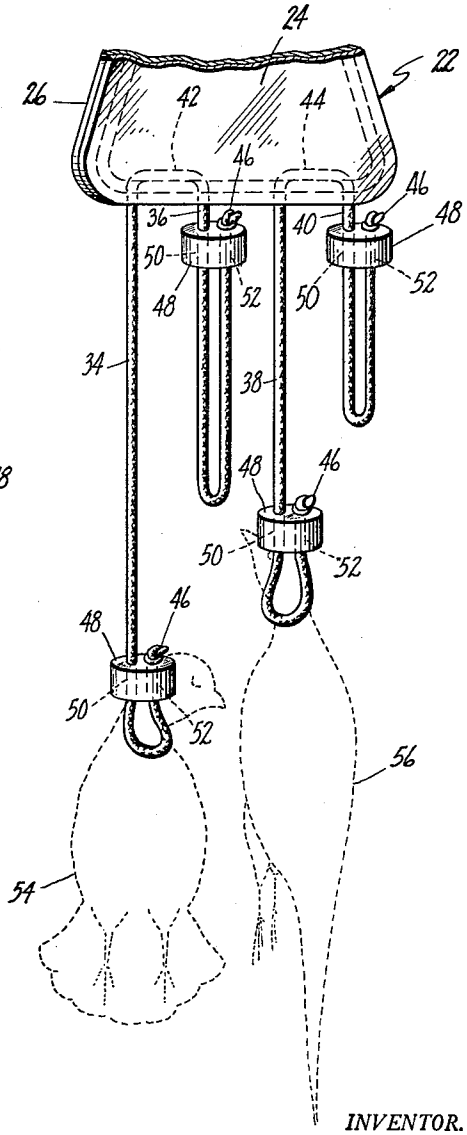


Fig. 2.



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GAME CARRIER

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This invention relates generally to game carriers or holders, and pertains more particularly to a carrier that can be conveniently attached to a hunter's belt.

One object of the present invention is to provide a game carrier that is compact, lightweight, simple, and which can be manufactured at a relatively low cost. In an article of this type, it is important that it have a large load carrying capacity for its size; a game holder constructed in accordance with the teachings of this invention also fulfills this desideratum.

Another object is to provide a carrier or holder of the foregoing character that can be readily worn by the hunter on his belt at a preferred location and which will offer but little inconvenience to the hunter's movement even when fully loaded with game.

A further object of the invention is to provide a game carrier that can be easily and quickly loaded with game, it being within the purview of the invention that the game be attached with one hand when circumstances so dictate.

Still further, the invention has for another object the provision of a game holder that is self tightening, the weight of the bird or animal automatically acting in a direction to tighten the loop around its neck or foot, as the case may be, rather than to loosen the loop.

Another object of the invention is to provide a game carrier in which any preferred number of carrying cords may be employed at the time the article is fabricated, thereby contributing to the flexibility of design and the individual preferences of purchasers.

Yet another object is to provide flexible cords of staggered or differing length so that the cords will not become entangled with each other when empty.

For further objects and advantages of the invention and for a more detailed understanding of the invention, reference is to be had to the following description taken in conjunction with the accompanying drawing in which:

FIGURE 1 is an elevational view of my game carrier, when empty, attached to a hunter's belt, and

FIGURE 2 is a fragmentary perspective view taken at a slight angle with game being held in two of the flexible loops and the remaining two loops being conditioned for the acceptance of subsequent game.

Referring now in detail to the drawing, a portion of a hunter's belt **10** has been depicted in FIGURE 1. Attached to the belt **10** is a game carrier or holder constructed in accordance with the instant invention, the game carrier having been denoted generally by the reference numeral **12**.

Although the mode of fastening the carrier or holder **12** may vary, for purposes of illustration a plastic or leather strap **14** has been illustrated, the strap encircling the belt **10**. Secured to one end of the strap **14** is a conventional buckle **16** having the usual tongue **18** which is insertable in any one of a number of holds **20** located in the other end of the strap **14**.

The game carrier **12** further includes a pendent body unit **22**, the unit being composed of a pair of panels **24**, **26** stitched together at indented marginal locations **28**, **30**. The body unit **22**, as can be readily discerned from FIGURE 1 is of generally trapezoidal configuration and has a transverse slot **32** adjacent its smaller upper end for the accommodation of the strap **14**.

The body unit **22** serves as a support for a plurality of flexible cord sections **34**, **36**, **38** and **40**. To prevent entanglement these cords **34**–**40** are of varying or staggered length. Actually, the cords **34**, **36** are of a single piece and the cords **38**, **40** are likewise a single unit, thereby permitting better anchorage of their respective connecting portions labeled **42** and **44**. As can be seen from the drawing, the stitches **28**, **30** extend beneath the connecting portions **42** and **44** to securely retain some between the panels **24**, **26** of the unit **22**.

The free end of each cord section **34**, **36**, **38**, **40** is enlarged as by tying a knot **46** therein. It will be observed that the knot **46** in each instance prevents the cord from passing through a slidable cylindrical plug or disk **48**. These plugs or disks **48** are preferably of hard plastic that may be selected from a variety of plastic materials such as polystyrene, nylon and the like. Each plug **48** contains two parallel apertures **50**, **52** extending completely therethrough. These apertures **50**, **52** have an internal diameter slightly less than the natural outer diameter of the cords **34**, **36**, **38**, **40** so that the plugs or disks **48** will be frictionally held in whatever adjusted position into which they are moved. The various elevations of the plugs **48** illustrated in FIGURES 1 and 2 are intended to demonstrate this feature.

In use, the hunter will normally raise each plug or disk **48** to its fullest height before shooting any game. This condition is pictured in FIGURE 2 with respect to the two plugs **48** associated with the cords **36** and **40**. However, any intermediate height may be selected as long as a loop exists beneath the plug which is sufficiently large to accommodate either the neck or a foot of the game. Because of the frictional fit between the plugs **48** and the cords, owing to the aforementioned difference in diameter between the cords and the apertures **50**, **52** (particularly the aperture **50**), any adjustment will be retained until any plug **48** is manually moved.

When it is desired to secure the game in place on the carrier **12**, all that the hunter need do is insert either the head of the game or one of its feet into a loop, and then slide the particular plug **48** associated therewith downwardly until it engages the game. Two birds **54**, **56** have been shown secured in the loops formed by the cords **34**, **38**. It should be noted at this point that the weight of each bird **54**, **56** acts in a downward direction to tighten the encircling loop and thereby prevent loss of the game. However, when the game is to be released, this can be readily accomplished by merely grasping the cord directly under the aperture **50** and then manually urging the plug upwardly to enlarge the loop sufficiently.

It is to be understood, however, that even though there is herein shown and described a preferred embodiment of the invention, the same is susceptible to certain changes fully comprehended by the spirit of the invention as herein described and within the scope of the appended claims.

What is claimed:

1. A game carrier comprising:

(*a*) a body unit for attachment at its upper end to a hunter's belt,

(*b*) said body unit including confronting front and rear panel portions;

(*c*) a reversely bent flexible cord having an intermediate portion thereof received between the lower marginal edges of said panel sections to provide two projecting end portions;

(*d*) stitching extending across the lower marginal portions of said panel sections and through said received intermediate portion of said cord, and

(*e*) a pair of plug members each having two parallel apertures extending therethrough,

(*f*) one aperture of each plug member having a projecting end of said cord anchored therein and the other aperture of each plug member slidably encircling a portion of said cord residing between the projecting end associated therewith and said marginal edges,

(*g*) whereby two cord loops are formed of independently adjustable size determined by where each plug member is individually positioned.

2. A game carrier in accordance with claim 1 in which:

(*a*) said received intermediate portion constitutes an inverted U having spaced leg sections and a central connecting section,

(*b*) said stitching passing through said leg sections and beneath said connecting section.

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