United States Patent

[11] **3,554,542**

[72] Inventors **Samuel Span**
Teaneck, and
Walter Thum, Fair Lawn, N.J. (both of 93 Bellmont Ave., Paterson, N.J. 07522)

[21] Appl. No. **727,756**
[22] Filed **May 8, 1968**
[45] Patented **Jan. 12, 1971**

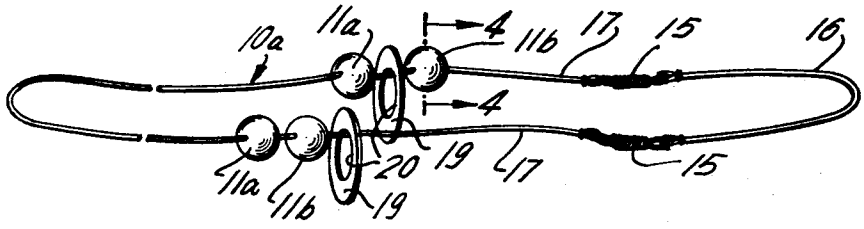
[54] **BODY MANIPULATED LOOP DEVICE**
5 Claims, 4 Drawing Figs.

[52] **U.S. Cl.** **273/1**
[51] **Int. Cl.** **A63f 9/00**
[50] **Field of Search** 273/1; 272/74, 75, 57

[56] **References Cited**
UNITED STATES PATENTS
3,138,377 6/1964 Stewart 272/75

Primary Examiner—Anton O. Oechsle
Assistant Examiner—Paul E. Shapiro
Attorney—Sparrow and Sparrow

ABSTRACT: A game to be played by two persons facing each other joined by a loop device around their waists. The loop device threads through a spherical member and loosely supports a ring having a center hole larger than the diameter of the spherical member.



PATENTED JAN 12 1971

3,554,542

FIG. 1

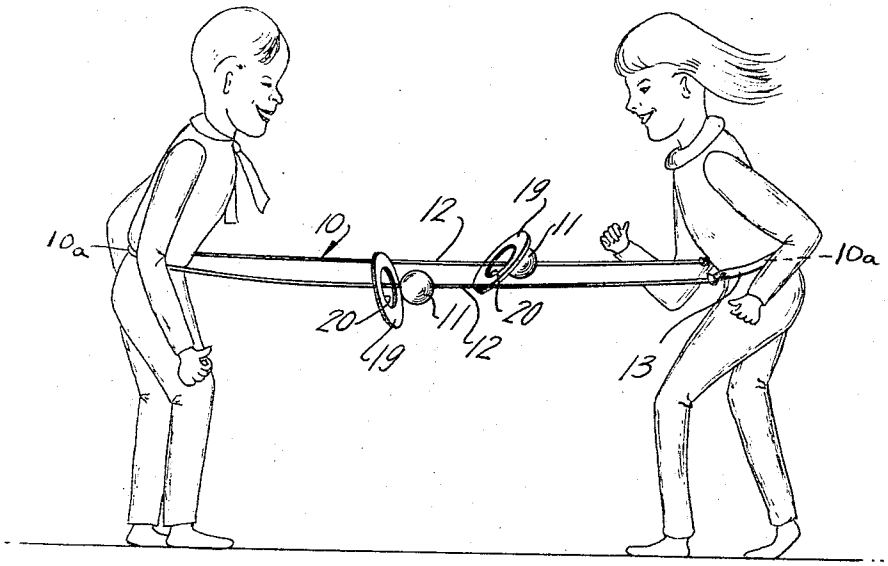


FIG. 2

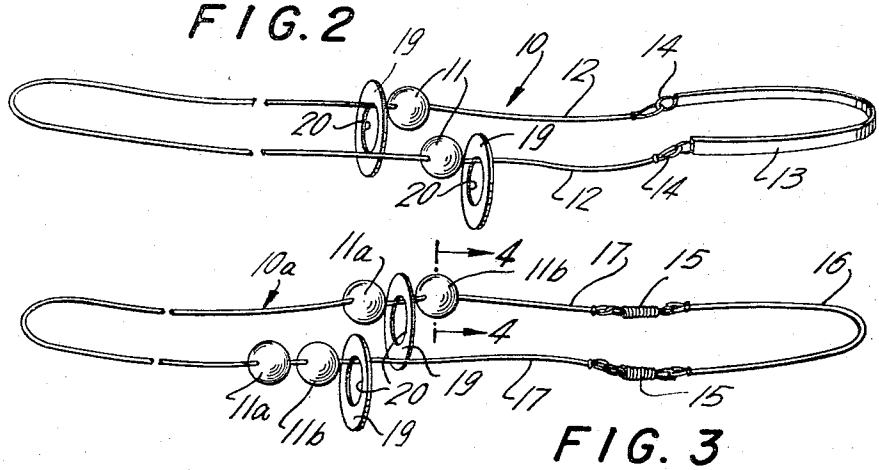
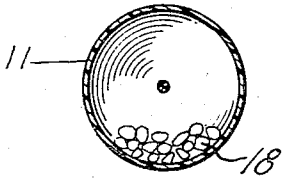


FIG. 3

FIG. 4



INVENTOR.
SAMUEL SPAN
BY WALTER THUM

SPARROW AND SPARROW
ATTORNEYS

BODY MANIPULATED LOOP DEVICE

BACKGROUND OF THE INVENTION

This invention relates to a game to be played by two persons requiring movements of the body in order to manipulate the passing of one member over the other.

There is presently in use as a means of entertainment a large hoop, a portion of which is made to engage the waist of the operator and by twisting or gyrating movements of the waist portion of the body, the hoop may be made to rotate or spin around the waist. Practice may develop the skill of the operator in such manipulation.

However, only one person can manipulate the loop at a time and only the operator can find enjoyment in the task. By the present invention two persons can enjoy a game by skillful manipulating of their bodies.

SUMMARY

The invention consists in such novel features, construction, arrangements and combination of parts as may be shown and described in connection with the device herein disclosed by way of examples only and as illustrative of preferred embodiments. The invention uses in its manipulation certain twisting or gyrations of the body.

The invention consists of a game adapted to be played by two persons. It comprises an elongate loop device suitable to engage at its end portions the waists of the players. The game is preferably played with a spherical member fixed to each opposite side of the loop device and a ring at each opposite side having a center hole large enough to allow the ring to be slipped over the spherical member by manipulation of the loop device by either one of the persons.

It is an object of the present invention to provide a game requiring a certain amount of skill which by manipulation of the body of a player will cause a ring mounted on a flexible loop to pass over a spherical member fixed on this loop held taut by the bodies of said player and another player.

A further object of the present invention is to provide a game of the foregoing nature which is competitive between the said two players.

Various further and more specific purposes, features and advantages will clearly appear from the detailed description given below taken in connection with the accompanying drawing which forms part of this specification and illustrates merely by way of examples embodiments of the device of the invention.

BRIEF DESCRIPTION OF THE DRAWING

In the following description and in the claims, parts will be identified by specific names for convenience, but such names are intended to be as generic in their application to similar parts as the art will permit. Like reference characters denote like parts in the several FIGS. of the drawing, in which:

FIG. 1 illustrates the game according to the invention being played;

FIG. 2 shows the game in the embodiment seen in FIG. 1;

FIG. 3 shows the game in a further embodiment of the invention; and

FIG. 4 is a detail of one of the spherical members.

DESCRIPTION OF THE PREFERRED EMBODIMENTS

Referring now in more detail to the drawing illustrating preferred embodiments by which the invention may be realized, there is shown in FIGS. 1 and 2, an elongate closed loop device **10** on which are fixed spherical members **11** on the side portions **12** of the loop device, preferably approximately near the centers thereof. The spherical members may be resilient or solid balls made of rubber, plastic or any other suitable material, the sides portions **12** of the loop device passing through the centers of the balls **11**. Loop device **10** may be made of suitable elastic material or may be nonelastic except for a portion or portions thereof having elastic properties. For example, as

seen in FIGS. 1 and 2, loop device **10** may comprise the elastic portion or band **13** connected to the ends **14** of the side portions **12** of loop device **10**, or as seen in FIG. **3**, elastic elements such as helical springs **15** may be interposed between and connected to band portion **16** and side portions **17** of loop device **10***a*. FIG. **3** shows two spaced apart spherical members **11***a* and **11***b* fixed to each side portion **17** of loop device **10***a*. As seen in FIG. **4**, spherical members **11**, **11***a*, **11***b* may be hollow and carry small noise making elements **18**. Mounted on each side member **12**, **17** are rings **19** made of any suitable material having center holes **20** larger than the diameter of the spherical members.

The object of the game is to pass ring **19** over spherical member **11**, by twisting or gyrating movement of the body of the player. As seen in FIG. **1**, the ends of the elongate loop device **10** are respectively positioned around the back portion of each player. Each player may take turns in trying to pass a respective ring over an adjacent ball **11** by twisting or gyrating his or her body. Or each player may select a ring and adjacent ball and then simultaneously attempt to pass the ring over the adjacent ball. The elastic or springy members **13** or **15** will maintain the loop device **10** or **10***a* taut or under tension during progress of the game. Using a pair of spaced balls over which the ring has to pass as seen in FIG. **3** makes for a more strenuous or energetic game.

From the foregoing it can be seen that there has been provided a game comprising a closed elongate loop device **10**, the ends **10***b* of which are adapted to engage the back of the waist of a player when positioned at each of the ends **10**, **10***a* respectively, at least one obstruction such as spherical element **11**, being supported by a side **12** of loop device **10** between said ends, and a member, such as ring **19** being supported by side **12**, member **19** having a hole **20** through which it may be longitudinally moved along side **12** and large enough to permit member **19** to be passed over said obstruction.

It is understood that although the game is adapted to be operated by two players it may be operated by one player by fixing the remaining end of the loop device to a support.

While the invention has been described and illustrated with respect to certain preferred examples which give satisfactory results, it will be understood that various changes and modifications may be made without departing from the spirit and scope of the invention.

We claim:

1. A game comprising a closed elongate loop device, the ends of which are adapted to engage the back of the waist of a player when positioned at each of said ends, respectively, an obstruction supported by each side of said loop device between said ends, and a member supported by each one of said sides, said member having a hole through which it may be longitudinally moved along said side and large enough to permit said member to be passed over said obstruction.

2. A game according to claim **1**, said members being substantially disc-shaped

3. A game according to claim **1**, said obstructions being hollow and at least one element contained in said hollow.

4. A game comprising a closed elongate loop device the ends of which are adapted to engage the back of the waist of a player when positioned at each of said ends respectively, at least one substantially spherical obstruction supported by a side of said loop device between said ends, and a member supported by said side, said member having a hole through which it may be longitudinally moved along said side and large enough to permit said member to be passed over said obstruction.

5. A game comprising a closed elongate loop device, the ends of which are adapted to engage the back of the waist of a player when positioned at each of said ends, respectively, a plurality of obstructions supported by each side of said loop device between said ends in spaced relation, and a member supported by each one of said sides, said member having a hole through which it may be longitudinally moved along said side and large enough to permit said member to be passed over said obstructions.