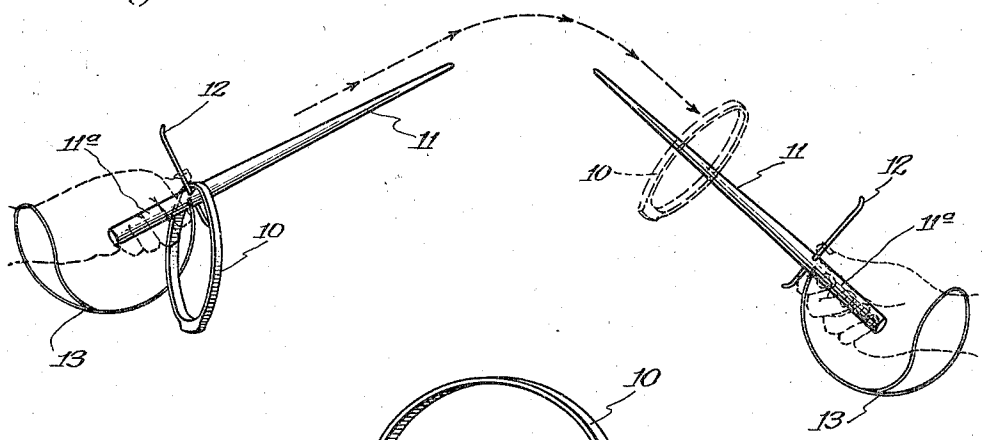
Aug. 16, 1938. M. M. SKY 2,127,433

GAME APPARATUS

Filed March 8, 1937

Fig. 1



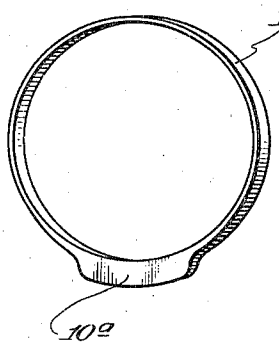


Fig. 2

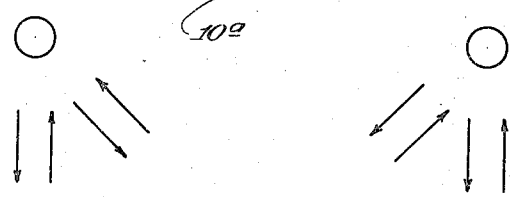


Fig. 3



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GAME APPARATUS

Matthew M. Sky, Chicago, Ill.

Application March 8, 1937, Serial No. 129,696

1 Claim. (Cl. 273—96)

My invention relates to game apparatus, and more particularly to the use of projectiles between the players or participants, and my main object is to provide a game outfit including a projectile and means held and employed by the players to throw and catch the projectile between them.

A further object of the invention is to employ a projectile in the form of a ring or hoop which may be thrown into the air from a stick-like implement held by the player.

Another object of the invention is to project the ring with a swinging movement, whereby to have it slide off the stick into the air and in a direction intended by the player.

An additional object of the invention is to provide an apparatus of the above nature which may be used by several players at the same time, or at different times, and in games of different kinds to encourage skill and provide a fascinating pastime for the participants.

An important object of the invention is to construct the novel game apparatus from few and simple parts, whereby to be available at small cost.

With the above objects in view, and any others which may suggest themselves from the description to follow, a better understanding of the invention may be had by reference to the accompanying drawing, in which

Fig. 1 is a perspective view showing the game apparatus as used between two participants;

Fig. 2 is a perspective view of the ring projectile; and

Fig. 3 is a plan view of an arrangement wherein four players participate in the game.

I have found that the use of rings or hoops for game purposes is interesting as a pastime, except that to throw them by hand does not make for accuracy or convenience. Likewise, it may be convenient to throw a hoop by hand, but not particularly convenient or desirable to catch the same in that manner, and I have therefore devised the above-mentioned game apparatus to promote the use of rings in games between participants and make it conducive to skill and entertainment.

In accordance with the foregoing, specific reference to the drawing indicates the ring I employ at 10, the same being either of wood or light metal. The ring is peripherally enlarged in one zone, as indicated at 10a to provide sufficient stock for the convenient handling of the ring; also, the enlarged portion serves as a bottom weight for the ring to make its travel steady when projected.

The instrument employed by each player to project the ring is a stick 11 having a slight outward taper. The inner end of the stick is enlarged to form a handle portion 11a which the player holds firmly when playing the game. The ring is ordinarily slid back on the stick 11 to rest thereon, a cross-rod 12 being provided as a back stop.

When the ring is to be thrown, the player holds the stick slightly raised in order that the ring may not fall off of itself, and then swings the stick with a forward sweep to cause the ring to slide off into space, as indicated by dotted lines in Fig. 1. The opposite player holds his stick in a position to catch the ring as it comes down, and the upper part of the cros-rod 12 is therefore made much higher than the lower in order that the ring may not jump the cross-rod and slide up on the player's arm. The rod 12 has curved terminal bends 12a in a forward direction in order to better retain the ring if received at the ends of the cross-rod and lead the ring in an inward direction.

The handle 11a of the implement or stick 11 carries a looped tape or cord 13 which is loosely mounted on the wrist of the player, as shown. This loop serves as a support for the implement while the player is not in action, or in case the implement falls out of his hand, so that the same may not drop to the ground.

The operation of the novel game apparatus thus involves the throwing of the ring by one player, and the catching of the same by a second player who is located opposite the first one, the second player throwing the ring back to the first player, and so on.

Obviously, skill must be developed in order to accurately aim the rings, and in a game the score would count between good throws, missing throws and bad throws. The game could be played by more than two participants, as is suggested in the layout of Fig. 3. Here the corner circles indicate the positions of the players, and they may co-operate in pairs at each side or diagonally, as suggested by arrows, these also indicating that the throws and catches by each player occur in opposite directions.

It is apparent from the above description that I have devised a game apparatus which not only furnishes a fascinating and entertaining pastime, but makes it convenient to throw the rings and impart greater speed and better aim to them than would be the case if they were thrown by hand. The stick provides a rest for the ring and also a straight guide, so that all the hand need do is

impart the necessary swing to project the ring into the air in the proper direction. The latter element of course involves skill, and an apparatus of this kind makes it easy to develop skill, because the path along which the ring travels initially is straight and steady. The ring is further steadied by its bottom enlargement so as to resist tendencies to wiggle or twist and so depart from its true course. Finally, it will be evident that the outfit is of a character to be cheaply manufactured and sold at a price within the means of the average person.

I claim:—

In a game apparatus, a ring-receiving stick having a handle portion at one end, and a cross-member between the stick and the handle portion, said cross member extending in a substantially-vertical course, the lower portion being relatively-short and the upper one elongated to check a climbing ring from landing on the player's arm.

MATTHEW M. SKY.