

Nov. 5, 1963

BEVERLY LYNN WHEELER
NOW BY CHANGE OF NAME
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RECREATION DEVICE
Filed April 4, 1961

3,109,651

Fig. 1.

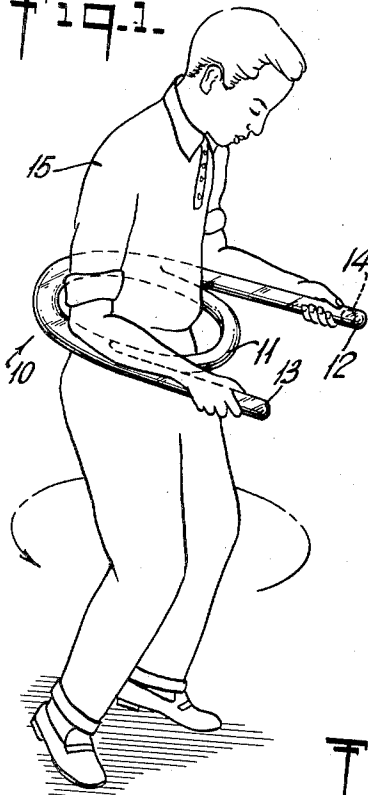


Fig. 2.

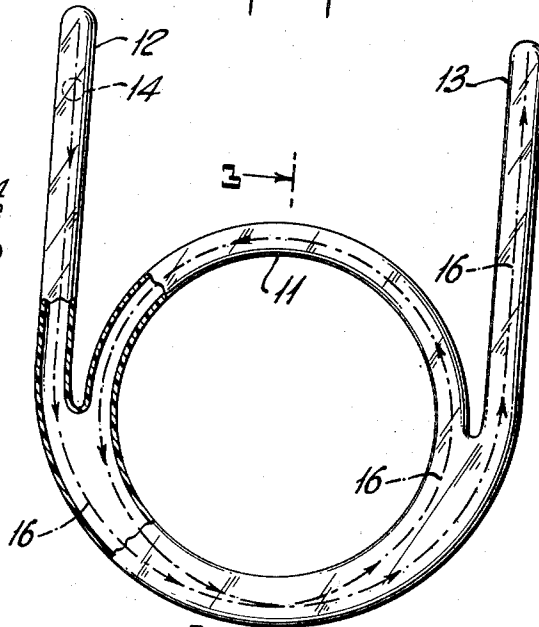


Fig. 3.

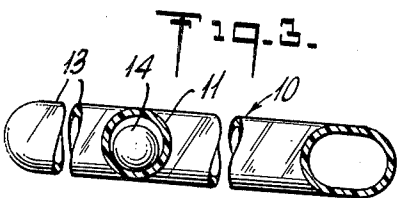
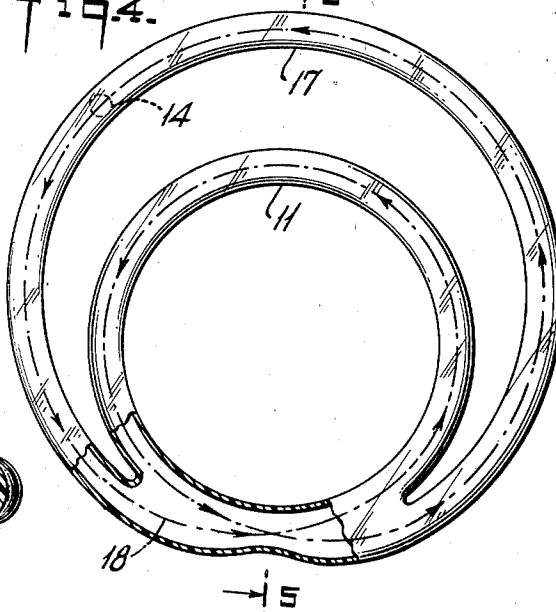
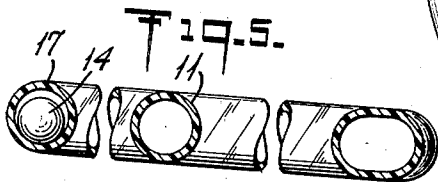


Fig. 4.



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3,109,651

RECREATION DEVICE

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Filed Apr. 4, 1961, Ser. No. 100,558

1 Claim. (Cl. 273-109)

The present invention pertains to improvements in recreation devices.

An object of the invention is to provide a game device in which coordinated selective twisting and flexing movements of the player's arms, shoulders, back and legs may be employed to accomplish the prescribed result of the game.

A further object is to provide a game device including a tubular casing adapted to encircle the user's body and forming alternative interior passageways through which an enclosed ball may be selectively directed by properly coordinated bodily movements.

A further object is to provide a game device wherein a ball may be caused to roll throughout alternative paths within a transparent tubular casing.

A further object is to provide a game device adapted to furnish the player with healthful exercise and coordinational training as well as amusement.

Other objects and advantages of the invention will become evident during the course of the following description in connection with the accompanying drawings, in which

FIGURE 1 illustrates a typical form of the device in operation by a player;

FIGURE 2 is a plan view, partly in section, of the device shown in FIGURE 1;

FIGURE 3 is a sectional view of the same taken in the plane 3-3, FIGURE 2;

FIGURE 4 is a view similar to that of FIGURE 2 but illustrating an alternative form of the casing; and

FIGURE 5 is a sectional view of the alternative embodiment in the plane 5-5, FIGURE 4.

Referring to FIGS. 1 and 2, the numeral 10 designates a tubular casing, preferably of transparent plastic, formed with a generally toroidal middle portion 11 and two forwardly extending tangential branches 12 and 13. Within the casing is a ball 14 of such size, as illustrated in FIG. 3, as to be freely rollable throughout all the interconnected passages within the middle portion and branches.

In operation, as shown in FIG. 1, the player 15 places the device with the middle portion 11 encircling his body and grasps the forwardly extending branches 12 and 13, his forearms preferably engaging the branches as illustrated. In a game sequence, assuming the ball 14 to be initially located in the outer end of the branch 12, a typical requirement is to cause the ball 14 to roll rearwardly through the branch 12, thence around throughout the middle portion 11, and finally forward to the outer end of the branch 13, thus following the looped path 16 indicated in FIG. 2. This result having been accomplished, the sequence may then be carried out in reverse to return the ball to the outer end of the branch 12.

In the foregoing procedure, as previously mentioned, the motion and control of the ball 14 are brought about by twisting and flexing movements of the player's arms, shoulders, back and legs. While he is assisted to some extent by being able to observe the motion of the ball in the front passageways of the transparent casing, the rear portion in which the proper crossing of the path 16 occurs lies behind his back; he therefore must rely on acquired coordinated skill to prevent the ball 14 from passing di-

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rectly from the branch 12 to the branch 13 and thereby scoring a "miss," the latter as made evident by the observed failure of the ball to traverse the front of the toroidal middle portion 11.

The above sequence has been set forth as a typical basic use of the device, but as greater skill is acquired, variations in the required sequence may be introduced to suit the fancy of the player or by agreement with his opponent in case of competition. As example, the ball 14 may be required to circle two or more times throughout the middle portion 11 before finally entering the branch 13. Also, particularly in competition, speed of performance may be made a factor requiring discriminating skill, since if the ball 14 is initially propelled into the rear of the casing at too great a speed, centrifugal force will cause the ball to miss its connection with the inner loop of its prescribed path.

In the form of the device shown in FIGS. 4 and 5, the two closed end branches described above are replaced by a single continuous outer loop of tubing 17 extending forwardly about the middle portion 11. This arrangement provides a closed double looped path 18 through which the ball 14 may be caused to travel continuously in the same rotational direction throughout as many operational cycles as the player may desire or be able successfully to achieve. Here again, the governing factor lies in the coordinated movements of the player, and he may introduce any variations in the sequential rules of the game which his fancy and degree of skill suggest.

From the foregoing it will be seen that the device provides a game adapted to afford the player pleasant recreation as well as training in bodily coordination, and in which the necessary coordinated actions automatically furnish him with healthful but gentle exercise. It will also be evident that the apparatus may be subject to obvious optional variations; for example, if desired the middle portion 11 may be shaped in oval rather than circular fashion and elastic wrist straps or the like may be provided on the branches 12 and 13.

Thus, while the device has been set forth in preferred forms, it is not limited to the precise embodiments illustrated, as various modifications may be made without departing from the spirit of the invention within the scope of the appended claim.

What is claimed is:

In a recreation device, in combination, a circular inner loop of tubular transparent plastic adapted to encircle a player's body, an outer loop of said tubular plastic disposed eccentrically with respect to said inner loop and joined to the same to form two substantially tangentially intersecting internal passages, and an internally disposed ball adapted to be directed alternatively throughout said two passages in pre-selected order under control of movements applied to said joined loops by said player.

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