



(19) **United States**

(12) **Patent Application Publication**
Kraft

(10) **Pub. No.: US 2013/0090178 A1**

(43) **Pub. Date: Apr. 11, 2013**

(54) **PLATFORM GAME**

Publication Classification

(71) Applicant: **Ward Kraft, Inc.**, Fort Scott, KS (US)

(51) **Int. Cl.**
A63C 19/00 (2006.01)

(72) Inventor: **Ryan Kraft**, Fort Scott, KS (US)

(52) **U.S. Cl.**
USPC **472/92**

(73) Assignee: **WARD KRAFT, INC.**, Fort Scott, KS (US)

(57) **ABSTRACT**

(21) Appl. No.: **13/649,869**

One or more moving or stationery platforms raised above soft landing areas, such as water, foam pits, nets, or padded landing areas. Individuals or team members are assigned to the platforms. Opposing individuals or team members are also assigned the platforms to compete for possession of the platforms. The competitors wrestle one another for possession of each platform. A competitor who is caused to fall off of the platform is the loser; the competitor who maintains possession of the platform is the winner. In certain embodiments, the winner moves to other platforms to compete with winners of other platforms.

(22) Filed: **Oct. 11, 2012**

Related U.S. Application Data

(60) Provisional application No. 61/545,840, filed on Oct. 11, 2011.

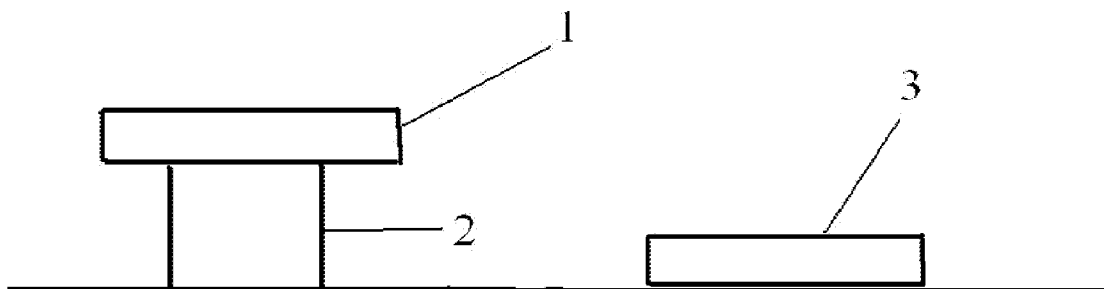
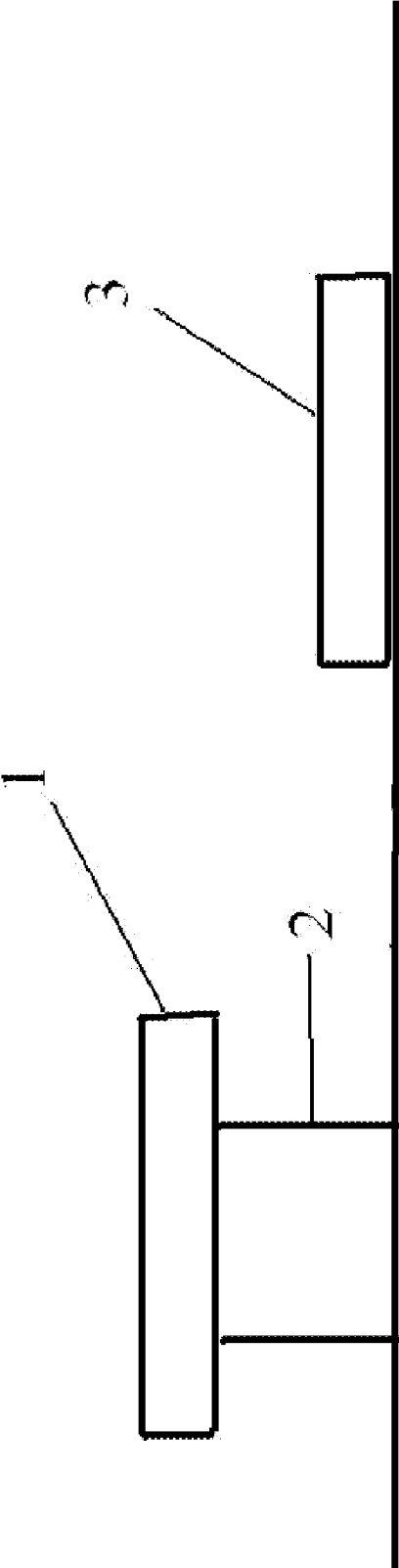


Fig. 1



PLATFORM GAME

RELATED APPLICATION

[0001] This application claims priority to U.S. Provisional Application Ser. No. 61/545,840 filed Oct. 11, 2011, the disclosure of which is incorporated herein by reference in its entirety.

FIELD OF INVENTION

[0002] The field of the invention is games of skill for competitors.

BACKGROUND

[0003] Games for skilled competitors are very popular and have been made the subject of numerous television and spectator competitions. It would be beneficial to have a spectator game that could be played indoors or outdoors, be suitable for television and videos, and be compatible with the formation of professional or amateur leagues on a local, regional, state, or national level, be economic to set up and stage, and be exciting for spectators.

SUMMARY OF INVENTION

[0004] One or more moving or stationary platforms raised above soft landing areas, such as water, foam pits, padded landing areas. Individuals or team members are assigned to the platforms. Opposing individuals or team members are also assigned the platforms to compete for possession of the platforms. The competitors wrestle one another for possession of each platform. A competitor who is caused to fall off of the platform is the loser; the competitor who maintains possession of the platform is the winner. In certain embodiments, the winner moves to other platforms to compete with winners of other platforms.

BRIEF DESCRIPTION OF THE DRAWINGS

[0005] FIG. 1 shows an exemplary platform of the invention raised above a soft landing area.

DETAILED DESCRIPTION

[0006] As shown in FIG. 1, a platform 1 is raised on a support 2 above a soft landing surface 4. Alternatively, a platform 3 may be floated on water 4 instead of having a support 2 above a soft landing surface 4. Of course, many different types of platforms, 1 or 3, may be used and any type of platform, 1 or 3, may be used on either water 4 or a soft surface.

[0007] Competitors mount the platforms 1 or 3 and wrestle one another, each competitor attempting to force his or her opponent off the platform 1 or 3. Any method of wrestling may be used, and rules may be established to determine allowed and disallowed wrestling or combat moves in the

combat. If rules are established, a referee will determine whether a move is allowed or disallowed and assess penalties against the offending competitor. A point system similar to the used in amateur wrestling may also be used, with the referee determining when points should be awarded to a competitor. Of course, if competitors fall off the platforms or do not follow the rules of the game, they may be awarded no points or declared the loser.

[0008] It is understood that the landing surface 4, although designated by the single number 4, may be water, padding, foam, nets, or any other relatively soft surface that will allow a competitor who is forced off of the platform 1 or 3 to land on a surface that will be soft enough so the competitor to be injured in the fall from the platform. Two different soft landing surfaces 4 may be used adjacent to one another, such that the platform 1 is raised above a flat permanent surface covered by the foam or padded soft landing surface 4 and the platform 3 may be floated on an adjacent water surface 4. Of course, platform 1 may also be floated on water 4.

[0009] The platforms may be made of any material sufficient to support the competitors, and may also be padded or covered with foam or some other soft surface material to prevent injury to competitors who fall on the platform 1 or 3.

[0010] The platforms may also be moved or jiggled by motorized or spring loaded supports. The platform 3 may be allowed to move in the water 4 as the players' movements impinge on the platform 3.

[0011] Multiple platforms 1 or 3 may be used allowing winning competitors to advance to more challenging platforms that are allowed or caused to move in more erratic, abrupt, or exaggerated ways. As the competitors advance in the completion, they will also be challenged by more skilled adversaries.

[0012] The game may be organized and commercialized. It may be played outdoors or indoors with platforms set up in arenas with water tanks for the floating platforms 3. Competitors may be individuals competing on their own behalf, or organized in teams and leagues on a local, regional, state, or national basis.

- 1. A game for human competitors comprising:
 - (a) one or more platforms raised above a landing surface;
 - (b) the platforms having surface suitable for at least two competitors who wrestle for possession of the platform;
 - (c) the landing surface have soft surface comprising at least one of water, foam, netting, or padding to provide a safe landing area for competitors lose possession of a platform.
- 2. The game of claim 1 wherein the competitors are individuals.
- 3. The game of claim 1 wherein the competitors are teams.
- 4. The game of claim 1 wherein the platforms are caused to move.

* * * * *