April 28, 1931. G. E. RENN 1,803,134

GAME APPARATUS

Filed May 9, 1928

Fig. 2.

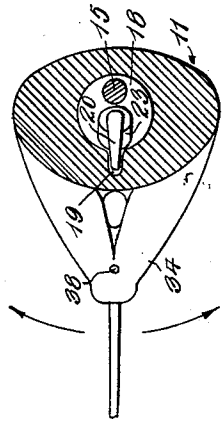
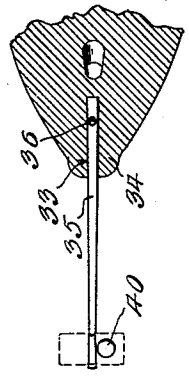


Fig. 3.



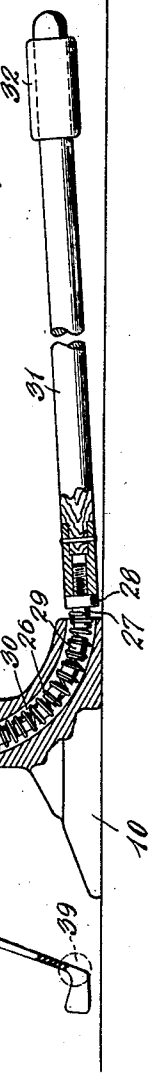
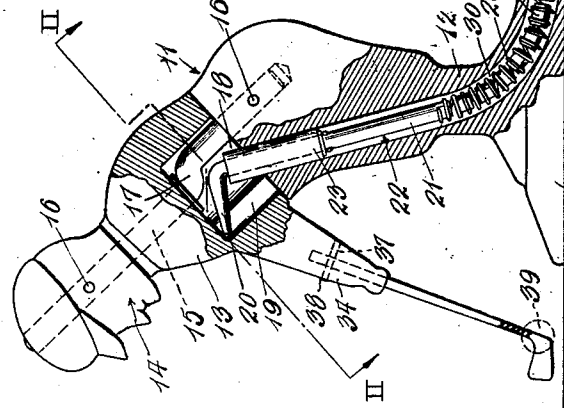


Fig. 1.



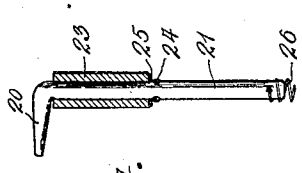


Fig. 4.

Inventor

George E. Renn

By J. Ralph Hoge

Attorney

Patented Apr. 28, 1931

1,803,134

UNITED STATES PATENT OFFICE

GEORGE E. RENN, OF TOLEDO, OHIO

GAME APPARATUS

Application filed May 9, 1928. Serial No. 276,265.

The present invention relates to improvements in game apparatus and more particularly to a novel device adapted for use in playing indoor golf, croquet and similar games.

An object of the invention is to provide a novel supporting means for the clubs or mallets employed, said means being formed to simulate the human body in appearance, and in action during playing of the game. To this end, the invention in its preferred form, comprises a member shaped to simulate a human being in a "ball addressing" posture, the shoulder and body portions being formed to oscillate about an axis extending lengthwise of the body. Thus, a club swinging movement of the body, almost identical to that employed in actual out-of-door play, may be obtained.

Another object is to provide an apparatus of the above character in which the clubs are readily interchangeable to thereby adapt the device for use in playing any of a number of games in which playing pieces such as pucks, balls, etc., are to be propelled across playing areas.

Other objects will be apparent hereinafter.

In the accompanying drawings illustrating one embodiment of my invention:

Fig. 1 is a sectional elevation showing the game apparatus including a handle for operating the device.

Fig. 2 is a sectional view at the line II—II of Fig. 1.

Fig. 3 is a sectional view showing in detail the club holding portion of the apparatus.

Fig. 4 is a detail view with parts in section, of a portion of the operating mechanism.

In the drawings, wherein the preferred embodiment of the invention is illustrated, the figure rises from a suitable base 10 and consists of a body 11 occupying a forwardly inclined position as in addressing a croquet or golf ball. The "body" is connected to the base 10 by legs 12.

The body includes an oscillatively supported shoulder and arm portion 13 surmounted by a head 14 which is preferably stationary. The shoulder and arm portion 13 and lower portion of the body meet at the waist line and are formed with flat abutting faces. In actual play, the human body is moved in a fashion quite similar to the movement of the present apparatus wherein the shoulder and arm portions 13 oscillate relative to the leg and hip portions. Thus, there is considerable similarity of movement between this apparatus and a person playing the games referred to, in actual play as well as in appearance.

A supporting rod or shaft 15 extends lengthwise of the body and is non-rotatively fixed in openings in the head and hip portions by pins 16 or the like. Thus, these two members are held in fixed relation to each other. This rod 15 is formed with an offset 17 within a recess 18 provided in the lower side of oscillative portion 13. As is evident, this offset is necessary to provide space for part of the mechanism employed to operate the apparatus. A channel or groove 19 extends lengthwise of the front wall of the recess to receive a finger 20 forming part of the operating mechanism.

This mechanism consists of a shaft 21 in an opening 22 extending lengthwise of the leg and lower portions of the body. The shaft is journalled in a bearing 23 secured in the upper end of the opening 22 and is bent laterally at its upper end to form the previously mentioned finger 20 which projects into the channel or groove 19. A retaining ring 24 (Fig. 4) holds a washer 25 against the lower end of the bearing 23, providing a thrust bearing which, together with the laterally bent finger 20, prevents end play in the shaft.

A flexible section is secured to the lower end of the shaft 21 and includes a spiral

spring 26 secured at one end to said shaft and at its other end to a threaded shank 27 carrying a collar 28. Filler blocks 29 are arranged in the spring to prevent excessive contraction of the latter while operating the shaft in one direction. This flexible section extends through a curved passageway 30 opening through one side of the base 10. A handle 31 is threaded on said shank 27 and may carry a finger piece 32 formed of rubber or other suitable material by which an operator may obtain a good grip on the handle. The flexible section permits many variations in the position of the handle without affecting the position of the apparatus as a whole. Thus the operator or player may manipulate the apparatus over a large playing field quite readily without changing his (the operator's) position.

The club or mallet holder consists of an elongated recess 33 in the ends of the connected arms 34. The handle portions 35 are formed with transverse openings 36 adapted to register with openings 37 in the outer end portions of the arms. These openings, when aligned, receive a pin 38 or the like fastener. As shown in dotted lines in Fig. 1, a croquet mallet head 39 may be substituted for the golf club head if desirable.

In using this apparatus, the figure is placed in position to permit arrangement of the club head adjacent the ball 40 as is ordinarily done in actual out-of-door play. The handle is then grasped by the player and given a rotary movement. Through the shafts, the club is given a movement to strike the ball and propel it across a playing field. Rules of play may be, insofar as possible, in accordance with the usual rules governing out-of-door games of the character herein dealt with.

Modifications may be resorted to within the spirit and scope of the appended claims.

What I claim is:

1. A game apparatus comprising a base, a member simulating the human body rising from the base, said member having a section adapted to oscillate about an axis extending lengthwise of the member, said section including arm and shoulder portions, means whereby a club or the like may be fixed to the arms, manually controlled means to oscillate said section comprising a rotatable handle, and yielding connection between the handle and section including a shaft extending substantially lengthwise of said member and a coil spring connecting the shaft and rotatable handle.

2. A game apparatus simultating the human body and including a base, means whereby the arm and shoulder portions may be oscillated independently of the remaining portions about an axis extending lengthwise of the body, means to secure a club or the like to the arms, and manually controlled means to oscillate said arm and shoulder portions, said oscillating means including a rigid shaft, a finger extending laterally from one end of said shaft and engaging said oscillative portion, and means to oscillate the shaft.

3. A game apparatus simultating the human body and including a base, means whereby the arm and shoulder portions may be oscillated independently of the remaining portions about an axis extending lengthwise of the body, means to secure a club or the like to the arms, manually controlled means to oscillate said arm and shoulder portions, said oscillating means including a rigid shaft, a finger extending laterally from one end of said shaft and engaging said oscillative portion, a flexible shaft secured to the rigid shaft, and a manually operable handle fixed to the flexible shaft.

4. A game apparatus comprising a member simulating a human being with the body portion forwardly inclined, a stationary shaft rigidly connecting the head and lower body portions, means oscillatively mounting the arm, shoulder and upper body portions as a unit upon said shaft, said unit having a recess in its lower side, a shaft oscillatively mounted in the lower portions of the body, a finger extending laterally from the upper end of the shaft into said recess, and means to rock the shaft to thereby impart an oscillatory movement to the arms and parts formed therewith.

5. A game apparatus comprising a member simulating a human being with the body portion forwardly inclined, a stationary shaft rigidly connecting the head and lower body portions, means oscillatively mounting the arm, shoulder and upper body portions as a unit upon said shaft, said unit having a recess in its lower side, a shaft oscillatively mounted in the lower portions of the body, a finger extending laterally from the upper end of the shaft into said recess, a flexible shaft connected to the other shaft, and a manually operable handle connected to the flexible shaft.

6. A game apparatus comprising a base, a vertically elongated member rising from said base, said member including a section mounted to oscillate about an axis extending lengthwise of the member, a club holder carried by said section, a handle by which the apparatus may be moved about, and operative connection between the handle and said section whereby the latter may be oscillated by manipulation of the handle, said connection including a coil spring constituting means whereby the angular position of the handle may be changed relative to the base and elongated member without affecting the operating position of the apparatus.

7. A game apparatus simultating the human body and including a base, means whereby the arm and shoulder portions may be oscillated independently of the remaining

portions about an axis extending lengthwise of the body, means to secure a club or the like to the arms, and manually controlled means to oscillate said arm and shoulder portions said oscillating means including a shaft extending upwardly in the body at an angle to said axis, and oscillatively mounted in said body, operating connection between the shaft and oscillative portion, a handle adapted to be oscillated to impart rotary movement to the shaft and a coil spring connecting the adjacent ends of the shaft and handle.

Signed at Toledo, in the county of Lucas and State of Ohio, this 2nd day of May, 1928.

GEORGE E. RENN.