

[54] **COMPETITIVE PROJECTILE GAME**

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[22] Filed: **Aug. 13, 1973**

[21] Appl. No.: **387,904**

[52] U.S. Cl. .... 273/85 R; 273/39; 273/126 R

[51] Int. Cl.<sup>2</sup> ..... A63F 7/00

[58] Field of Search .... 273/39, 85 R, 87, 90, 118 R, 273/119 R, 121 R, 126 R, 127 R, 129

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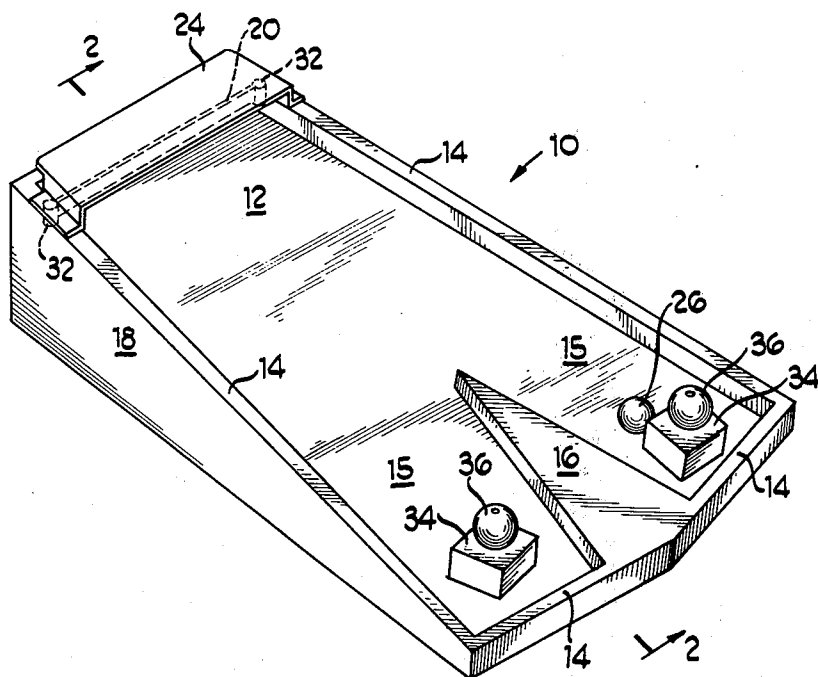
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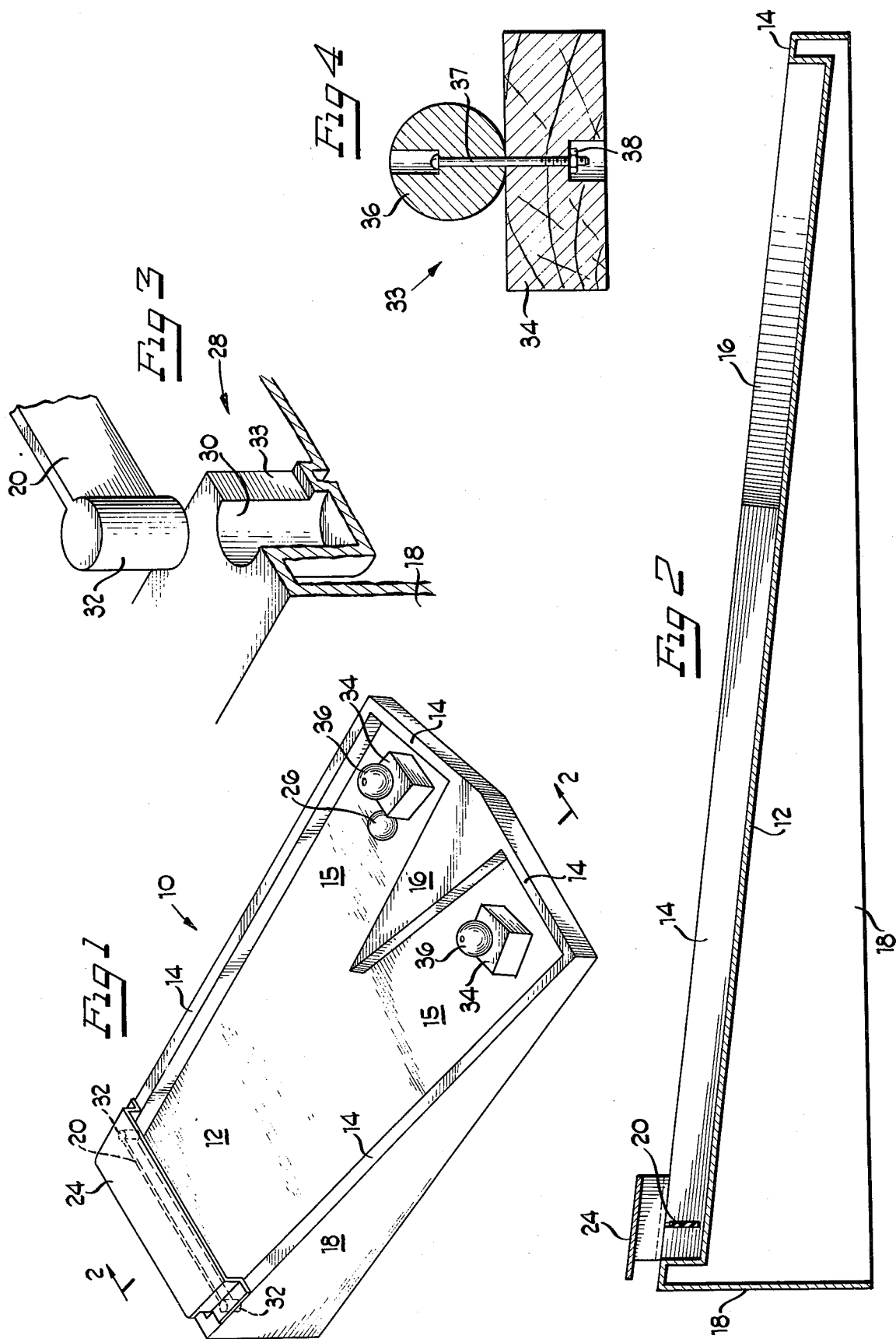
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**ABSTRACT**

A table top type competitive action game apparatus of the type wherein a reboundable ball is launched toward and away from a backstop or barrier, and returned by opposing participants with the aid of a block-like, paddle instrument somewhat similar to a handball-type game. The game includes a flexible barrier at the rebound end of the playing surface which the ball must strike in its path to rebound towards an opposing player.

**3 Claims, 4 Drawing Figures**





## COMPETITIVE PROJECTILE GAME

## BACKGROUND OF THE INVENTION

## 1. Field of the Invention

This invention relates to games of skill and particularly to such games wherein a ball-like projectile is received and returned by opposing players.

## 2. Brief Description of the Prior Art

There are many forms of competitive action games in the art wherein the opposing players receive and return a ball-like projectile towards each other. Such games include those where the players directly oppose each other and strike the ball to launch it towards each other such as simulated tennis or table tennis and those where the players launch the ball toward each other by bouncing it off of an intermediate upright surface, such as handball and the like.

Such direct action games are well received in that the participants develop a sense of timing and skill. This invention is directed toward meeting the need and desire in the art to provide a direct action competitive game involving the element of launching a reboundable projectile back and forth between opposing players by bouncing it off of an intermediate barrier utilizing a game board and launching implements which are easily and economically provided and wherein only a limited space is required for the play of the game.

## SUMMARY OF THE INVENTION

This invention is directed in brief to the provision of an improved ball-receiving and launching table top handball type action game. The best mode currently contemplated for carrying out the invention includes the provision of a reboundable ball, a flexible rebound barrier at one end of an inclined playing surface, a block-like paddle for each opposing player for striking the reboundable projectile, and two divided playing areas at the end of the playing surface opposite the end which includes the flexible barrier. The playing surface is preferably generally rectangular in shape and is enclosed by a wall which prevents the ball from escaping the playing surface.

## BRIEF DESCRIPTION OF THE DRAWINGS

FIG. 1 is a perspective view of the game apparatus of the present invention;

FIG. 2 is a vertical section taken generally along line 2—2 of FIG. 1;

FIG. 3 is a fragmentary exploded perspective view, on an enlarged scale, showing the attaching means for the flexible rebound barrier; and

FIG. 4 is a vertical central section through one of the hand held launching implements.

## DESCRIPTION OF THE PREFERRED EMBODIMENT

The competitive game apparatus, generally designated 10, of this invention includes a frame having a generally rectangular playing surface 12 provided with retaining wall means 14 substantially surrounding the entire playing surface 12. One end of the playing surface 12 is divided into two playing stations 15 by means of a generally triangular divider 16. Frame walls 18 support the playing surface 12 generally inclined upwardly away from the playing stations 15. Preferably the frame walls 18, the playing surface 12, and the re-

taining walls 14, are integrally molded of plastic or other suitable material.

At the end of the playing surface 12, opposite the end which includes the playing stations 15, is located a flexible barrier 20. A shield 24 is disposed above the barrier 20 and prevents a reboundable ball 26 from escaping from the playing surface 12 as it strikes the flexible barrier 20.

The flexible barrier attachment means, generally designated 28 (FIG. 3), comprises two holes 30 molded in the side retaining walls 14 which engage with cylindrical sections 32 located on opposite ends of the flexible barrier 20. The barrier extends between the cylindrical sections 32 over the playing surface through slots 33 in the side retaining walls 14.

A pair of striking implements, generally designated 33 (FIG. 4), is provided with a block-like striking portion 34 which can be made of wood or similar material. A spherical handle portion 36 is mounted on top of each striking block 34 by means of a bolt 37 and nut 38.

The game is played by one player striking the ball 26 causing it to be propelled from the respective striking block 34 for rebounding off of the flexible barrier 20 towards his opponent who similarly strikes the ball to propel it back against the flexible barrier 20 and rebounding back to the first player. The object of the game is to accumulate points which are scored when an opponent fails to either hit the ball 26 or cause it to rebound into the opposing player's playing station 15 against the front wall 14 at the base of the playing station.

Actually the playing surface 12 is narrower at the barrier end thereof than at the playing station thereof, as best seen in FIG. 1.

The foregoing detailed description has been given for clearness of understanding only, and no unnecessary limitations should be understood therefrom, as some modifications will be obvious to those skilled in the art.

## I claim:

## 1. A game apparatus comprising:

means defining an inclined playing surface having an upper end and a lower end, and having two playing stations at the lower end;

a reboundable spherical playing piece movably supported on said surface;

said playing surface being bounded by a pair of transversely extending opposed end retaining walls at the upper and lower ends of said surface, and a pair of generally longitudinal opposed side retaining walls extending between said upper and lower ends of said surface defining the sides of said playing surface, said side walls being angularly oriented so as to converge toward said upper end, and said side and end walls completely surrounding the playing surface and abutting the edges of the playing surface to provide for rebounding of the playing piece from any point about the playing surface;

flexible resilient rebounding barrier means mounted across the upper end of the playing surface and adapted to rebound a playing piece;

dividing means near the lower end of said surface separating the two playing stations;

a plurality of hand held, playing piece impelling instruments, whereby players of the game at their respective playing stations may strike a playing piece thereat back and forth against said resilient barrier

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means in an effort to direct said playing piece toward the other player's playing station, and a shield mounted at the upper end of the playing surface spanning the retaining wall thereat and overlying said flexible rebounding barrier means to prevent the spherical playing piece from escaping the playing area adjacent the flexible rebounding barrier means.

2. The game apparatus of claim 1 wherein said impelling instruments each include an enlarged block-like

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lower striking portion and a smaller upper handle portion secured on top of the striking portion.

3. The game apparatus of claim 1 wherein said barrier means includes a resilient barrier stretched between the side retaining walls spaced from the upper end walls and having mounting members at each end thereof and a pair of holes formed in said side walls near the top thereof for receiving said mounting members.

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