

[54] PORTABLE SHUFFLEBOARD GAME

[75] Inventor: Julius Cooper, New Hyde Park, N.Y.

[73] Assignee: Ideal Toy Corporation, Hallis, N.Y.

[22] Filed: June 1, 1971

[21] Appl. No.: 148,370

[52] U.S. Cl. 273/126 R, 273/39, 273/DIG. 26

[51] Int. Cl. A63f 3/00

[58] Field of Search 273/126 R, 121 R,
273/39, 127 R, 2, 128 R, 108, 109, 5 A, 14,
118 R, 118 A, 118 D, 119 R, 119 A, 123 R,
123 A, 124 R, DIG. 26

[56] References Cited

UNITED STATES PATENTS

3,669,452	6/1952	Foley	273/101
2,264,492	12/1941	Weaver et al.	273/130 R
1,051,613	1/1913	Miller et al.	273/39
1,058,062	4/1913	Jaufroid	273/2
1,142,305	6/1915	Chisholm	273/124 R
1,599,188	9/1926	Seede	273/119 R
3,428,322	2/1969	Motz	273/123 R

Primary Examiner—Richard C. Pinkham

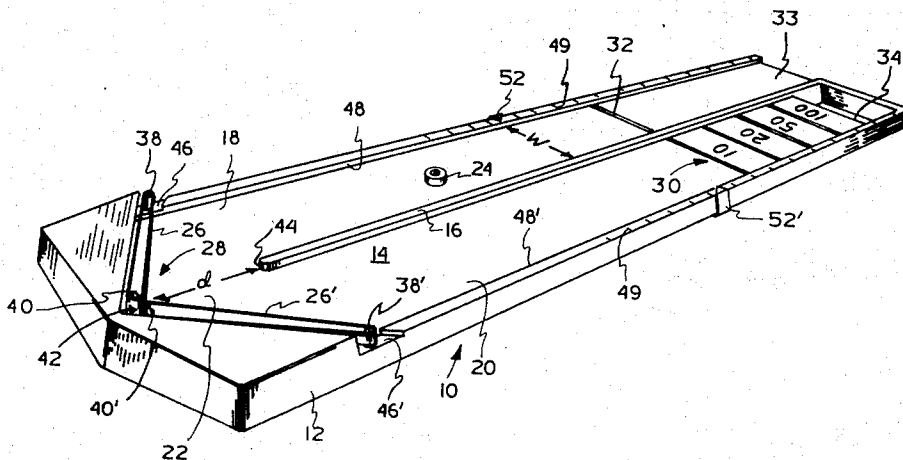
Assistant Examiner—Theatrice Brown

Attorney—Richard M. Rabkin

[57] ABSTRACT

A lightweight portable shuffleboard game is described wherein an integrally molded plastic base is formed with a puck-sliding playing surface. The playing surface is separated by a divider into a pair of parallel alleys which meet at a fold region where a V-shaped rebounding device is located. The rebounding device is formed with a pair of resilient cushions oriented to bounce pucks traveling along one forward alley from one cushion to the other cushion and then onto the other alley towards a scoring area. The spacing of the rebounding device from the divider is selected commensurate with the length and width of the forward alley to assure that pucks reach the scoring area along a double bounce path for enhanced skillful scoring with the shuffleboard game.

6 Claims, 7 Drawing Figures



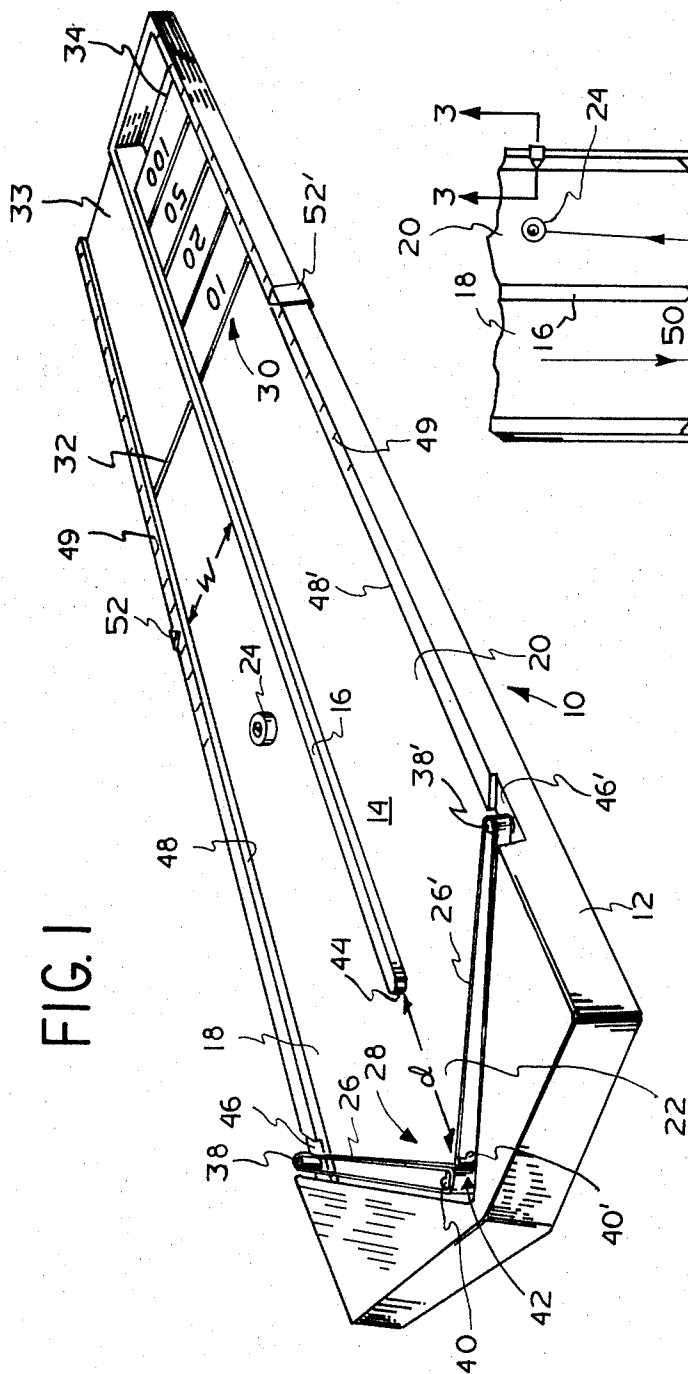


FIG. 1

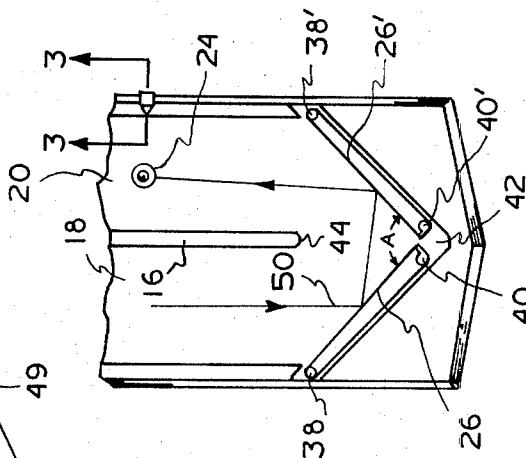


FIG. 2

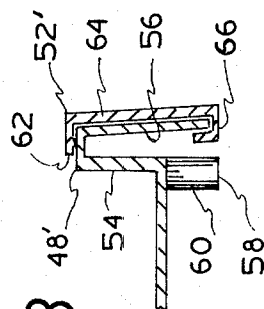
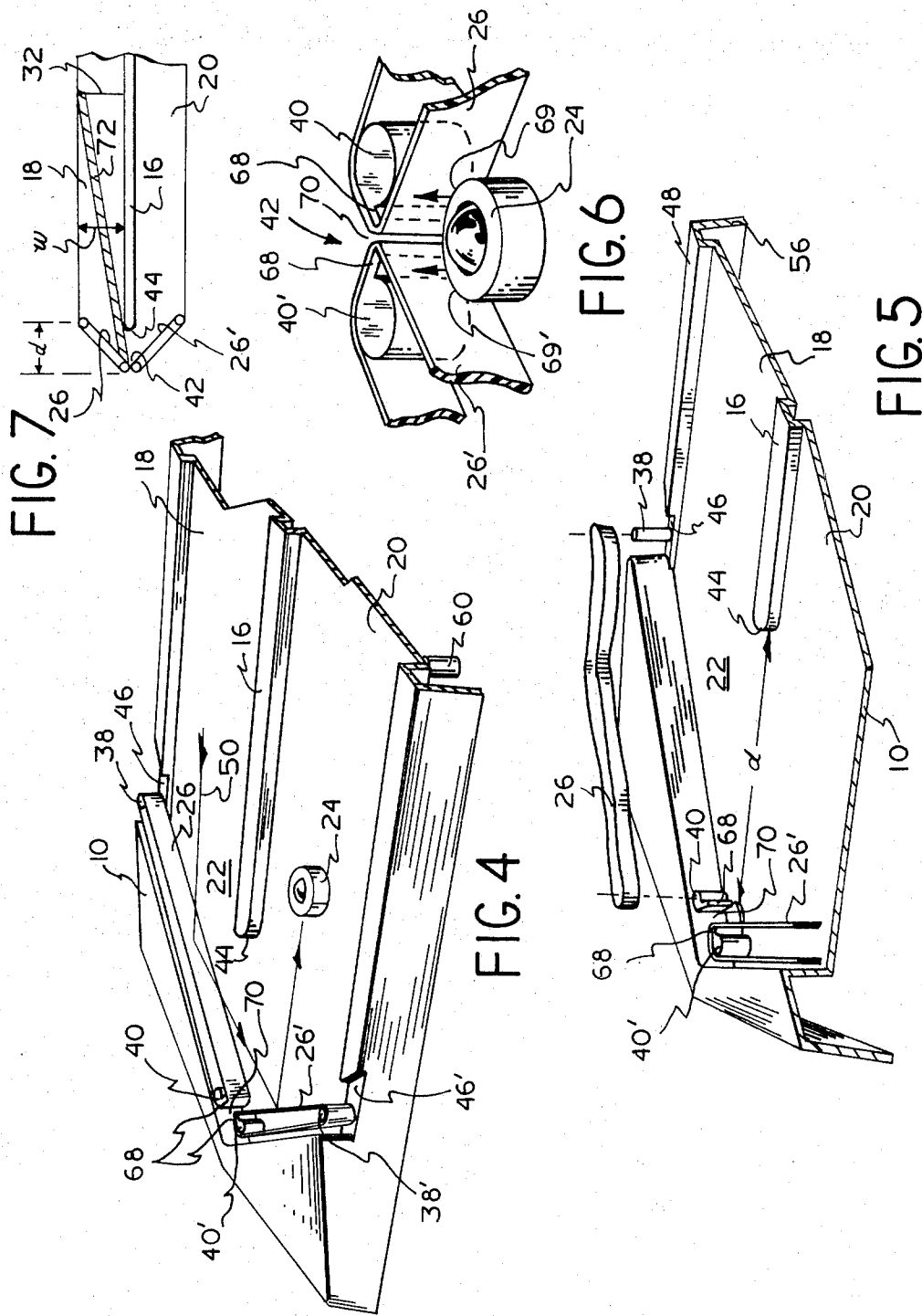


FIG. 3

INVENTOR.
JULIUS COOPER
BY
Richard M. Rabin
att'y



INVENTOR.
 JULIUS COOPER
 BY *Richard M. Robb*
 atty

PORTABLE SHUFFLEBOARD GAME

FIELD OF THE INVENTION

This invention relates to a portable folded shuffleboard game.

BACKGROUND OF THE INVENTION

Amusement devices such as shuffleboard games are well known. Rebounding-type shuffleboard games are formed with playing surfaces which are folded back upon themselves such as illustrated in the U.S. Pat. to Koci, No. 2,990,180. The folded shuffleboard games having a playing surface which commences with a start alley along which pucks are advanced to a rebounding device located in the fold region of the playing surface. The rebounding device bounces the puck back and, depending upon the skill of the player, the bounced puck is returned along a rebounding alley to stop over a scoring area. Other folded shuffleboard games are disclosed in the U.S. Pats. to Smith, No. 3,219,349 and Horst, No. 3,403,911.

SUMMARY OF THE INVENTION

In a shuffleboard game in accordance with this invention, a portable lightweight integrally molded base is formed with a smooth puck-sliding playing surface. The playing surface is separated by a divider into a pair of generally parallel playing alleys which terminate in a fold region of the playing surface. A V-shaped rebounding device is located in the fold region and is formed with a pair of rebounding cushion elements oriented to bounce an oncoming puck from one to the other and then to another alley. The rebounding device is selectively spaced from an end of the divider to require each puck, which is advanced along one of the alleys, to bounce off both rebounding cushion elements before advancing towards a scoring area at the end of the other alley.

As described with respect to an embodiment for a portable shuffleboard game in accordance with this invention, the rebounding cushions are formed of stretched resilient bands which are mounted to provide resilient puck return over effectively the entire length of the bands exposed to the oncoming pucks. The resilient bands are stretched over upright posts which are spaced in a V arrangement and provided with upright protruding edges effectively to eliminate non-resilient regions. A pair of posts are located in the apex of the V arrangement and are so spaced as to locate their upright protruding edges close to one another. The close spacing of the upright protruding edges assures that a puck, which strikes near the apex, contacts only resilient regions of the cushions.

BRIEF DESCRIPTION OF DRAWINGS

FIG. 1 is a perspective view of a portable lightboard shuffleboard game in accordance with the invention.

FIG. 2 is a partial top plan view of a fold region and the rebounding device of the portable lightweight shuffleboard game as illustrated in FIG. 1.

FIG. 3 is a partial section view of the wall of the portable lightweight shuffleboard game taken along the line 3-3 in FIG. 2.

FIG. 4 is a perspective view of the portion of the portable lightweight shuffleboard game illustrated in FIG. 2.

FIG. 5 is an enlarged partial perspective view of the rebounding device used in the portable lightweight shuffleboard game illustrated in FIG. 1.

FIG. 6 is an enlarged perspective view of the apex of the rebounding device employed on the lightweight portable shuffleboard game of FIG. 1.

FIG. 7 is a schematic representation of a portion of the shuffleboard game in accordance with the invention.

DESCRIPTION OF EMBODIMENT

With reference to FIG. 1 a lightweight portable shuffleboard game 10 of the folded type is illustrated. The game is formed of an integral molded plastic base 12 which is formed to include a smooth playing surface 14. The playing surface 14 is separated by a divider wall 16 into a forward alley 18 and a rebounding alley 20. The forward alley 18 and rebounding alley 20 meet at a fold region or transition portion 22 where pucks such as 24 are bounced between resilient cushions 26-26' of a V-shaped rebounding device 28 onto the rebounding alley 20 towards a scoring area 30. (It is noted that the terms fold and folded as used herein refer to the fact that the playing track or alley bends or turns at an intermediate portion to form two adjacent alleys). The forward alley 18 is provided with a foul line 32 which sets off a starting area 33 within which players must release their pucks. Foul line 32 is also referred to hereinafter as a predetermined line-position on the playing surface of the game. The scoring area 30 is provided with scoring regions of different merit as indicated by the inscribed numerals. A pit 34 is located adjacent the highest scoring area so that players who aim for the highest score also risk the loss of their puck when it overshoots the scoring area and drops into the pit 34.

The cushions 26-26' are formed of a pair of resilient rubber bands which are stretched in a V arrangement around upright posts 38-38' and 40-40'. The apex 42 of the V-shaped rebounding device 28 is located opposite the end 44 of the separating wall 16 with a spacing d between them selected to assure that a puck 24 which is released before the foul line 32, first bounces off cushion 26 and then off cushion 26'. The spacing d is further selected commensurate with the width W of the forward alley 18 to assure the desired double-bounce return of the pucks. A player is thus prevented from delivering a puck on the scoring area 30 by aiming directly for the rebounding cushion element 26'. Posts 38-38' are respectively located in recesses 46-46' formed in side walls 48-48' of the base 12. Posts 40-40' are mounted at the apex 42 to define a V-shaped arrangement with posts 38-38' and correspondingly to align the cushions 26-26' when these are stretched around the posts. FIG. 2 illustrates a typical path 50 followed by a puck 24. The puck 24, upon being released on forward alley 18, travels to cushion 26 where the puck is deflected towards cushion 26'. Cushion 26' in turn deflects the puck onto the rebounding alley 20 towards the scoring area 30 (see FIG. 1). Note that the cushions 26-26' are oriented generally at 45° angles relative to the alleys 18 and 20 and form an apex angle A of approximately 90°. The lengths of the cushions 26-26' are further so selected that each one spans across the entire width W of alleys 18 and 20 respectively, thus assuring engagement of the pucks with cushions 26-26'.

The top surfaces of side walls 48-48' of base 12 are further provided with scoring indicia such as 49 to enable slidably mounted score pointers 52-52' to be appropriately moved to indicate a player's score. The integrated molded design of the base 12 is advantageously suited to support the score pointers 52-52' as illustrated in FIG. 3. The sidewall 48' of base 12 is formed of an inner upright wall 54 which is folded back upon itself to define an outer side 56 which terminates a short distance above the bottom support surface 58 of a support post 60. The score pointer 52' includes a pointer edge 62 which extends from an upright bar 64 over the top surface of sidewall 48'. The bottom of score pointer 52' is formed of an open channel segment 66 which is sized to wrap around the bottom edge of outer side 56 and retain the score pointer 52' in a score indicating position while also enabling the score pointer 52' to be moved along the side wall 48' to indicate an appropriate score.

The views of the rebounding device 28 in FIG. 4, 5 and 6 illustrate advantageous features obtained with the shaping of the posts 40-40'. The latter posts are each provided with a protruding upright lip 68 that extends generally transverse to the cushion portion that faces striking pucks 24. The protruding lips 68 of posts 40 are further so oriented that they approach one another leaving a small space 70 between them to receive the stretched resilient band cushions 26. This arrangement of the posts 40 together with their protruding lips 68 effectively extends the resilient effects of the cushions deep into the corner of the apex 42. As a result, a puck 24, which strikes near the apex as shown in FIG. 6, still encounters resilient contact at the cushion contact regions 69 and 69'.

This advantage may be appreciated in the view of FIG. 6 where a puck 24 is shown located as deep into the corner of apex 42 as the outer dimension of the puck permits while retaining contact at regions 69-69' with resilient segments of the cushions 26-26'. The diameter of cylindrically shaped pucks such as 24 influences the depth of penetration of the apex 42. However, for practically sized pucks, contact with the non-resilient cushion regions directly opposite ribs 68 is prevented. Note further from the view in FIG. 7 that the spacing d between apex 42 and the divider end 44 and the width W of the forward alley 18 as well as the location of foul line 32 establish a maximum inclined straight line puck travel path 72. This travel path 72 terminates on the resilient portion of cushion 26, thus further assuring a double-bounce puck path to the scoring area on rebound alley 20.

Havng thus described a portable lightweight shuffleboard game in accordance with the invention, its advantages can be appreciated. The game may be conveniently set up on any suitable flat surface, and the double bounce path followed by the pucks enhances the skill and manual dexterity of the players.

Since the foregoing description and drawings are merely illustrative, the scope of protection of the invention has been more broadly stated in the following claims; and these should be liberally interpreted so as to obtain the benefit of all equivalents to which the invention is fairly entitled.

What is claimed is:

1. A portable shuffleboard game utilizing pucks, comprising, a portable lightweight molded base of longitudinal shape having a smooth longitudinally extend-

ing playing surface and a divider wall having a length less than said base and a termination end within said playing surface, said divider wall extending from one end of said base longitudinally along said playing surface to said termination end thereby to separate said playing surface into adjacent parallelly extending forward and rebounding alleys communicating with each other over a transition portion of said playing surface adjacent said termination end of said divider wall to permit passage of pucks from one of said alleys to the other, a generally v-shaped resilient puck rebounding device located adjacent said transition portion of the playing surface opposite both said forward and rebounding alleys, said generally V-shaped puck rebounding device having first and second resilient leg portions respectively located opposite the forward and rebounding alleys and angularly related to one another to effectuate bouncing the puck travelling along the forward alley from one resilient cushion to the other resilient cushion and into the rebounding alley towards a scoring area on said playing surface adjacent the end of said rebounding alley opposite said resilient rebounding device; said first and second resilient leg portions of the puck rebounding device respectively comprising an endless resilient stretched membrane and a pair of upright posts operatively connected to said base and around which the membrane is mounted whereby each of said membranes provides a stretched rebounding side defining one of said resilient leg portions of said rebounding device, one post of each of said resilient leg portions being located adjacent the apex of said V-shaped puck rebounding device and having a protruding edge formed integrally therewith and extending generally vertically upwardly from said base along the length of its associated post and generally perpendicularly to and in engagement along the entire width of the stretched puck rebounding side of its associated resilient membrane, said protruding edges of said apex-located posts being located in closely spaced and generally perpendicular relation to each other to define a generally V-shaped configuration in plan at the apex of said rebounding device to enable said resilient membrane effectively and operatively to extend closely to the apex and enable pucks which contact said membranes near the apex to be resiliently reflected.

2. The game as claimed in claim 1, wherein the base is provided with side walls bounding the forward and rebounding alleys respectively, said side walls being each provided with a recess respectively having the other post of each of said pair of posts in said resilient leg portions located therein, thereby to provide full resilient rebounding coverage across the width of said forward and rebounding alleys.

3. The game as claimed in claim 2 wherein the said resilient leg portions are aligned at substantially right angles to one another and at generally 45° angles relative to both said forward and rebounding alleys at the transition portion of the playing surface.

4. The game as claimed in claim 1 wherein the base is formed with sidewalls bounding the alleys and which side walls are folded back upon themselves to extend downwardly and form generally flat upper longitudinal score indicia retaining surfaces, the back folded portion of the side wall being terminated a slight distance above the normal seating surface of the base to define a longitudinal open space, and score pointer elements slidably captured below the bottom edge of the back

5

folded portion of the side wall, said score pointer elements being shaped to extend upwardly around the side wall onto the upper surface thereof to register with desired scoring indicia.

5. A game as claimed in claim 1 including indicia on the rebounding alley adjacent the end thereof remote from said rebounding device for defining a scoring

6

playing surface area having a plurality of spaces each of which defines a different scoring value.

6. A game as claimed in claim 5 wherein said base includes a recess formed therein adjacent the end of said rebounding alley remote from said rebounding device to receive pucks projected from said rebounding device beyond said scoring area.

* * * * *

10

15

20

25

30

35

40

45

50

55

60

65