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QUOIT PROJECTILE  
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2,809,837

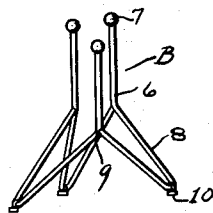


FIG. 1

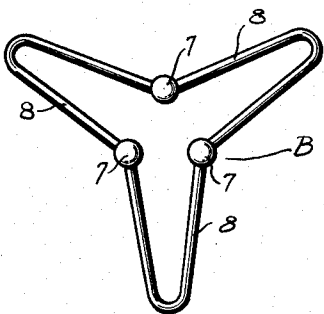


FIG. 2

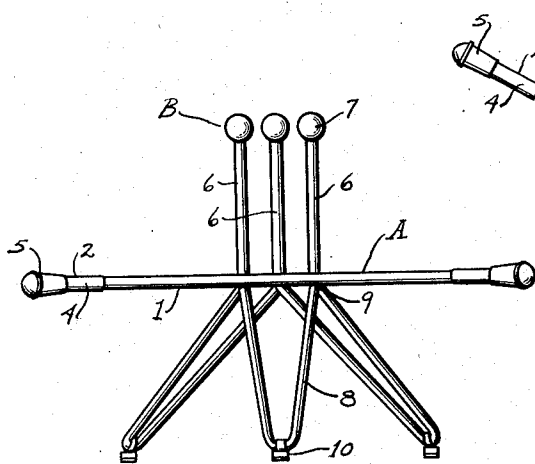


FIG. 3

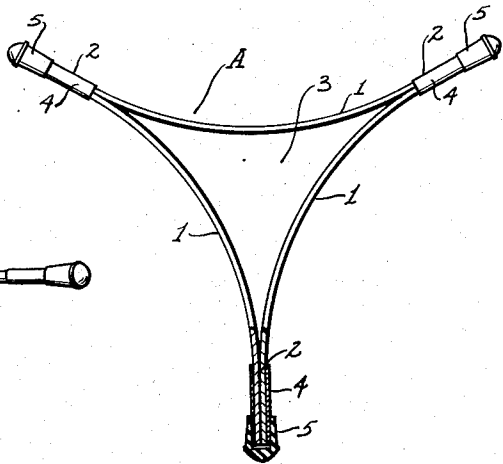


FIG. 4

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## QUOIT PROJECTILE

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5 Claims. (Cl. 273—106)

This invention relates in general to entertainment and diversion devices and, more particularly, to a game of the type broadly resembling quoits.

A primary object of this invention is to provide a game incorporating a playing piece of novel construction for casting at a unique target structure, which game requires the development of skill for successful playing.

Another object of this invention is to provide a game which incorporates a triple-character target and a basically triangular playing piece, the sides of which are inwardly curved to present a reduced central opening for target-engagement, and which necessitates proficient handling by a player because of the unusual relationship between the same and the target.

Another object of this invention is to provide a game which may be conveniently played indoors or outdoors; which will permit the participation of a varying number of players; and which comprises economically manufactured and durable components.

With the above and other objects in view, my invention resides in the novel features of form, construction, arrangement, and combination of parts presently described and pointed out in the claims.

In the accompanying drawing—

Figure 1 is a perspective view of a game constructed in accordance with and embodying the present invention, illustrating the game components in position for playing.

Figure 2 is a top plan view of the target.

Figure 3 is a side view of the target showing a playing piece engaged thereon; and

Figure 4 is a top plan view in partial section of the playing piece.

Referring to Figure 1, there is shown a game which comprises a playing piece A and a target B. Playing piece A is of symmetrical design being of triangular character and having three equal length sides 1, formed preferably of any suitable material, such as half-round wood stock. Each side 1 is bowed or arcuated about a like radius, with the curve extending inwardly whereby the outwardly presented face of each side 1 is concave. In each of its end portions, each side 1 is in surface abutting relationship with the adjacent sides 1 on its inner face to provide three similar handle portions 2. There will be defined by the central inwardly projecting portions of sides 1 a generally triangular opening 3 having corresponding concave sides and being increasingly restricted in its corner portions. The handle-forming cooperating ends of adjacent sides 1 are held in tight, mutual securement by suitable means, such as an encasing sleeve member 4, or by tape, wire or like retaining expedients. Disposed upon the end extremities of handles 2 is a resilient cap 5 with a rounded, outer end or head.

Target B comprises three spaced, vertically presented, axially parallel, equidistant stakes or pegs 6 having at their upper ends enlarged spherical portions 7. Triple stakes 6 are provided with a tripodal standard formed of legs 8 which are of general V-shape, each being in-

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tegral at one end with a stake 6 and rigid, as by welding, at its other end with the adjacent stake 6, as at 9. Target B may be readily formed from preferably metallic rod stock by three sections of equal length, each of which is bent to provide a stake-forming portion and a V-shaped leg 8. As may best be seen in Figure 2, each leg 8 extends outwardly beyond the plane formed by the two related stakes 6 so that a firm support is provided which will maintain target B in pre-selected game position. The area defined by the triple stakes 6 is slightly less than the area of opening 3 of playing piece A so that if properly directed the latter may "ring" all of said stakes. The divergence of legs 8 is of sufficient inclination to support a playing piece A at their upper end should the same entrap all stakes 6 (see Figure 3).

If it is desired to locate target B upon a reasonably smooth surface such as marble, polished wood, and the like, friction pads, as indicated at 10, may be mounted at the lower end or crotch of each leg 8. When the game is to be played outdoors, spike-like elements may be affixed to legs 8 for anchoring target B in the ground.

In the use of the present game for two players a pair of targets B are spaced apart a pre-determined distance, in the order of ten feet or so. Each player, in turn, will, standing adjacent one of the targets B, attempt to engage the playing pieces A upon the other target B, in a fundamentally similar manner as in quoits. For pitching playing pieces A, one handle portion 2 is gripped in the player's hand whereby the playing piece will be initially presented with the base portion of its triangle to the particular object target B (see Figure 1). Targets B are disposed with one stake 6 forwardly so that the base of the triangle defined by the set of stakes 6 is rearwardly. Playing pieces A may be cast in any desired manner for "ringing" or entrapping as many of the stakes 6 as possible. The engagement of all three stakes 6 would result in a maximum score for the particular pitch. However, due to the particular construction of playing pieces A and of the mutual relationship of stakes 6 only one or two of the stakes 6 might be engaged with a proportionately lower score resulting.

The unique and novel construction of playing pieces A make the accurate pitching attainable only by the development of requisite skill. The triangular nature of said playing pieces A causes peculiar flight characteristics which must be carefully studied and allowance therefor made. With the projecting handles 2, a smooth spinning action cannot be obtained as with an annular or U-shaped projectile. Furthermore, the relative constriction of opening 3 and the area relationship of same to that defined by stakes 6 of each target B permits of a most narrow margin of error. Such is clearly distinguishable from the games of horseshoes and quoits wherein the cross section of the central open portions of the missiles therein used exceeds considerably that of the target-peg. Additionally the open end of horseshoes permits of "ringing" the peg by sliding of the shoes after the same has struck the ground. Playing pieces A are well balanced and easily gripped by any one of the three handles 2. The particular technique utilized by any player in pitching pieces A will depend primarily upon preference, although a lobbying toss, with relatively high trajectory, has proved reliably effective.

With two players utilizing a pair of targets B, each player would be entitled to two tosses of playing pieces A for each turn. Should more than two players be engaged in this game, additional targets B may be provided so that one group of players may pitch toward one target while a second group may be engaged in casting at another. In this manner three targets B could be spotted

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in triangular relation or four targets might be arranged in a square formation.

Thus the game of this invention is one of skill; one which can be readily adapted for accommodating varying numbers of players; and one which is highly interesting and entertaining. The component parts of this game are economically manufactured and not subject to breakage, being quite durable and sturdy.

It should be understood that changes and modifications in the form, construction, arrangement, and combination of the several parts of the game may be made and substituted for those herein shown and described without departing from the nature and principle of the present invention.

What I claim and desire to secure by Letters Patent is:

1. In a game of skill, a triangular missile comprising three arcuate frame elements having their concave sides directed outwardly, means maintaining said frame elements in secured relationship in their outer end portions to the corresponding portions of the adjacent frame elements in defining the corner portions of said missile, said corner portions being relatively elongated to provide handles for facilitating use of the missile, said missile being centrally provided with an opening of generally triangular contour.

2. In a game of skill, a playing piece for pitching at a target comprising three arcuate frame elements arranged in generally triangular relationship with their concave sides presented outwardly and their convex sides directed inwardly toward each other, said frame elements each abutting in their outer portions and on their inner surfaces with the corresponding portion of the other frame elements, means for maintaining said abutting end portions together to define elongated handles, said frame elements defining a central opening of triangular configuration and with concave sides.

3. In a game of skill, a playing piece for pitching at a target comprising three arcuate frame elements arranged in generally triangular relationship with their concave

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sides presented outwardly and their convex sides directed inwardly toward each other, said frame elements being spaced apart at their inner central portions so as to define a central opening, each frame element being secured in each of its end portions to the adjacent frame element for constituting handles for facilitating pitching of the playing piece.

4. In a game of skill, a playing piece as described in claim 3 wherein the frame elements are of equal length and are disposed within the same plane.

5. In a game of skill, a playing piece for pitching at a target comprising three arcuate frame elements being formed on the same radius and of equal length, said frame elements being mutually arranged in triangular relationship with their concave sides directed outwardly with their convex sides directed inwardly toward each other, each frame element being maintained in abutting relationship in each outer portion of its convex side with the corresponding portion of one of the other frame elements, means for maintaining said abutting portions of the frame elements in mutually secured relationship so as to present three handle portions, said frame elements further defining a generally triangular central opening having concave sides.

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