

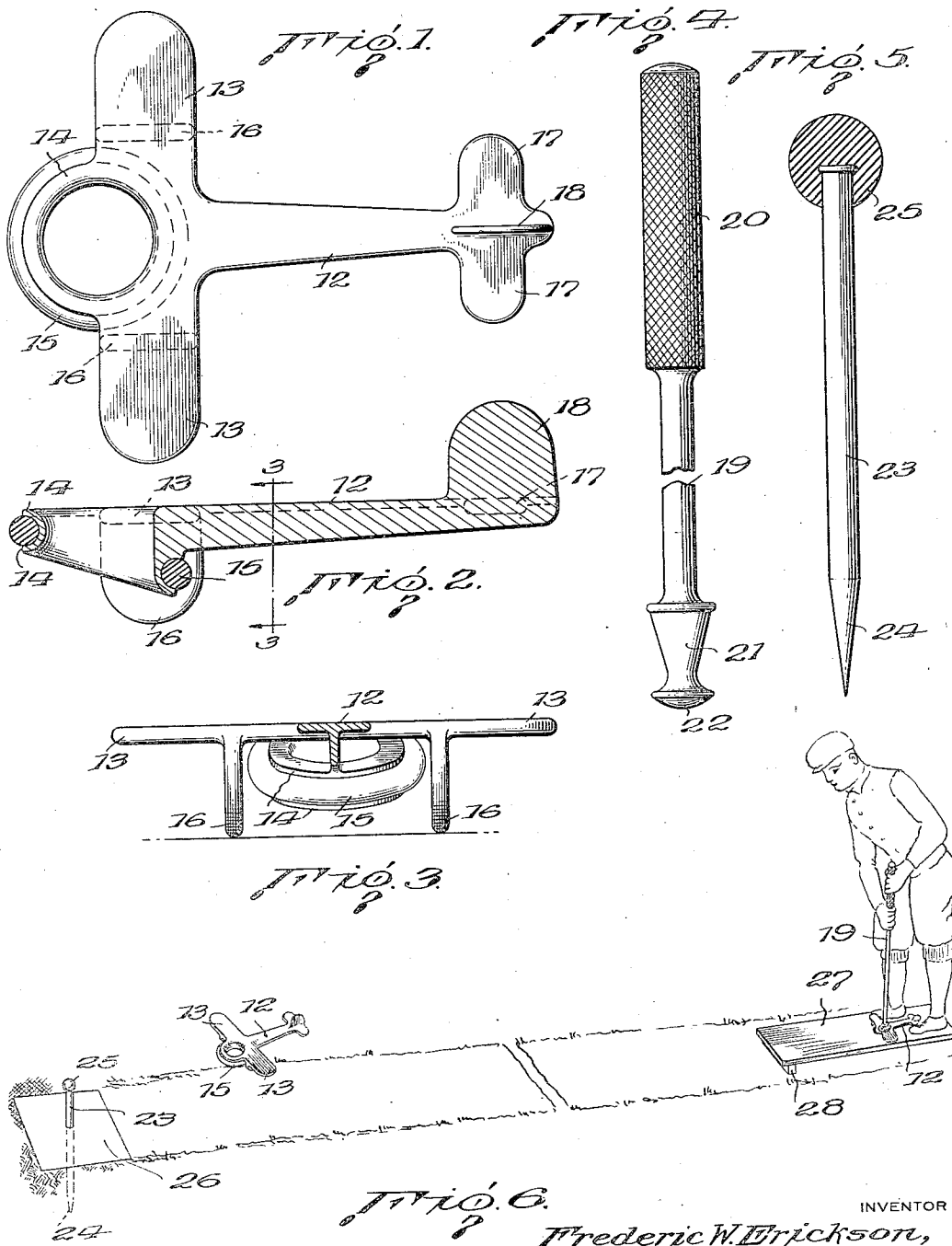
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F. W. ERICKSON

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AEROQUOITS GAME

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BY

A. W. Harrison

INVENTOR

Frederic W. Erickson,

ATTORNEY

UNITED STATES PATENT OFFICE

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AEROQUOITS GAME

Frederic W. Erickson, New Rochelle, N. Y.

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The invention relates to that type of game apparatus which employs rings, and sometimes horse-shoes or the like, and stakes or pegs over which, or toward which, the rings or so-called horse-shoes are tossed by hand.

In the following description and claims I employ the term ring for the sake of brevity of terminology, without limiting myself to a complete circular device. By the said term ring I mean that the elements or members which the players seek to engage with a stake or peg may more or less resemble a horse-shoe, although the accompanying drawing illustrates the main member of the apparatus as having the shape of a complete circle.

When playing the game of quoits as heretofore and now practiced, the distance established between the objective stake and the players' position is limited to that which is considered best according to the skill and strength of the players, and such quoits can not be so manipulated as to enable a relative weak player to out-toss or out-play a stronger player.

One of the objects of my invention is to provide players with apparatus including a ring which can be so catapulted as to be caused to move toward a given point such as a stake, in a manner resembling an air glider.

Another object is to provide a quoit device which can be sent a greater distance than can be effected with such rings or horse-shoes as those commonly utilized in the game of quoits.

Another object is to provide a structure whereby the rings can be sent more accurately toward the stake than can be accomplished when tossing a ring by hand.

With said objects in view, and others hereinafter explained, the invention consists in the construction of the members, and the combination thereof, substantially as hereinafter described and claimed.

Of the accompanying drawing:—

Figure 1 is a plan view of my improved winged ring in one of its embodiments.

Figure 2 represents a longitudinal section of the same.

Figure 3 represents a section on line 3-3 of Figure 2.

Figure 4 is an elevation of a preferred form of catapulting mace or stick, partly broken to reduce the illustrated length.

Figure 5 is an elevation, partly in section, of a preferred form of stake.

Figure 6 is a perspective illustration of my invention in use.

Similar reference characters indicate the same or similar parts or members in all of the views.

Referring first to Figures 1, 2 and 3, my improved substitute for the ordinary quoit ring or horse-shoe comprises a body 12 of light material such as aluminum, having laterally and oppositely extending portions 13 to serve in a manner similar to the wings of an airplane or glider. At the front and mid-way of the wings 13, the body is provided with a circular flange 14 which is externally grooved, said grooved flange being forwardly and upwardly inclined relatively to the plane of the body. Mounted in the inclined groove is a ring 15 of, preferably, resilient material such as rubber.

Extending downwardly from the wings 13, and preferably integral therewith, are two flanges 16 having rounded lower edges, to serve as supports when the device is on the ground or other base during the playing of the game as hereinafter described. At the rear end, the body has lateral portions 17 to serve as tail wings, and a vertical portion 18 to serve as a guide fin.

To enable a player (Figure 6) to catapult the winged ring so far described, toward an objective such as a stake, I provide a mace (Fig. 4) comprising a shank 19 having a handle 20, its lower end being somewhat tapered, as at 21, the tip of which is slightly enlarged and rounded as at 22. Said mace is, in practice, about three feet long and is constructed, preferably, of hard wood, such as hickory.

The objective, the stake 23 (Fig. 5) has a pointed end 24, and its upper end is provided with a ball 25 preferably of resilient material such as rubber, and of a diameter considerably less than the diameter of the opening which is surrounded by the flange 14 of the body 12 of the winged ring. The purpose of the rubber member 25 of the stake is to lessen the liability of injury to the wings 13 if, during the playing of a game similar to quoits, said wings were to contact with the top of the stake.

In Figure 6 I illustrate the stake as driven into the ground through a square 26 of suitable material which will prevent undue disturbance of the ground by the aeroquoits landing either adjacent to the stake or ringed thereon.

As a part of my complete game apparatus, I provide a runway 27 (Fig. 6) which may be a smooth board on one end of which a player may stand. Preferably the under side of the other end

of the runway has attached thereto a strip 28 so that when the runway is resting on the ground, or on flooring if the game is to be played in-doors, the upper surface of the board will provide an upwardly inclined runway. If the strip 28 is elastic, as rubber, then the player can vary the degree of inclination of the runway by standing on it in a more or less advanced position thereon.

Figure 6 illustrates two of the aeroquoits or winged rings, one being as gliding or in flight toward the stake 29, and the other one on the runway 27, ready to be catapulted by the player using such a mace as shown in Figure 5. The tip 22 of the mace is rounded so as to move smoothly along the surface of the runway when the player catapults the aeroquoit with which he has engaged his mace.

The circular opening provided in the aeroquoit serves two purposes, or has two functions, one being to enable the tapered lower end of the mace to be engaged in it to provide a temporary connection between the mace and the aeroquoit while the latter is being catapulted over the runway toward the stake, and the other being to admit the top of the stake through it if the player is successful in so directing the flight of the aeroquoit that it will "ring" the stake.

The reason for the grooved flange 14 being inclined relatively to the plane of the body 12 is to facilitate "ringing" the aeroquoit on the stake. Owing to the rear portion of said flange and the rubber ring which it carries being lower than the front portion, said rear portion is more likely to catch on the stake when the aeroquoit is accurately catapulted, than if the plane of said flange and rubber ring were the same as that of the body 12.

It is to be understood that so far as concerns rules for playing a game with my improved devices, such rules may be quite similar to those followed in the commonly practiced game of quoits or horse-shoes. Therefore it would be unnecessary to describe any rules herein.

It is also to be understood that while out-door playing is usually preferable, all of the members illustrated may be utilized for in-door playing. In the latter case, the stake 23 might be permanently attached to a flat board or other sheet to rest on the floor, and the aeroquoits may be either smaller, or lighter, or both, than those used for out-door playing.

The aeroquoit alone, such as illustrated in Figures 1, 2 and 3, is the important feature of my invention, and could be hand manipulated over a table provided with a stake at one end.

Having now described my invention, I claim:—

1. A device to be catapulted through the air, comprising a body having laterally extending flat members and a rearwardly extending tail member and provided with a groove in its front portion, and a ring mounted in said groove.

2. A device to be catapulted through the air, comprising a body having laterally extending flat members and a rearwardly extending tail member

and provided with a circular groove in its front portion, and a resilient ring mounted in said groove.

3. A device to be catapulted through the air, comprising a body having laterally extending flat members and a rearwardly extending tail member and provided with a circular groove in its front portion, and a resilient ring mounted in said groove, the groove being so positioned as to maintain the ring in a forwardly and upwardly inclined position.

4. A game apparatus comprising a winged ring, an inclined runway for temporarily supporting the winged ring, a mace for engaging the ring to propel it from said runway, said mace having a rounded tip, and a stake to be engaged by the ring.

5. A game apparatus comprising a winged ring, an inclined runway for temporarily supporting the winged ring, said runway being variable as to its degree of inclination, a mace for engaging the ring to propel it from said runway, and a stake to be engaged by the ring.

6. A ring having an unobstructed interior and provided with flat extensions projecting from opposite sides thereof and having an integral rear extension provided with a guide fin and laterally extending wing members.

7. A device to be catapulted through the air, comprising a body having an unobstructed ring-shaped portion at one end and thin guiding extensions at the other end, said body also having thin flat wing members extending laterally from its forward end, the said ring-shaped portion projecting beyond the front edges of the said wing members.

8. A device to be catapulted through the air, comprising a body having an unobstructed ring-shaped portion at one end and thin guiding extensions at the other end, said body also having thin flat wing members extending laterally from its forward end, the said ring-shaped portion being surrounded by a resilient ring and projecting beyond the front edges of the said wing members.

9. A device to be catapulted through the air, comprising a body having an unobstructed ring-shaped portion at one end and thin guiding extensions at the other end, said body also having thin flat wing members extending laterally from its forward end, the said ring-shaped portion being surrounded by a resilient ring and projecting beyond the front edges of the said wing member, the plane of the ring-shaped portion being inclined downwardly and rearwardly relatively to the plane of the body and its wing members.

10. As a game apparatus, the combination with a ring having an unobstructed interior and provided with wing extensions having an area to enable it to glide through the air when projected, of a manually operable mace for cooperation with the unobstructed interior of the ring to catapult the latter.

FREDERIC W. ERICKSON.