

[54] **BATON AND RING GAME**

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[56] **References Cited**

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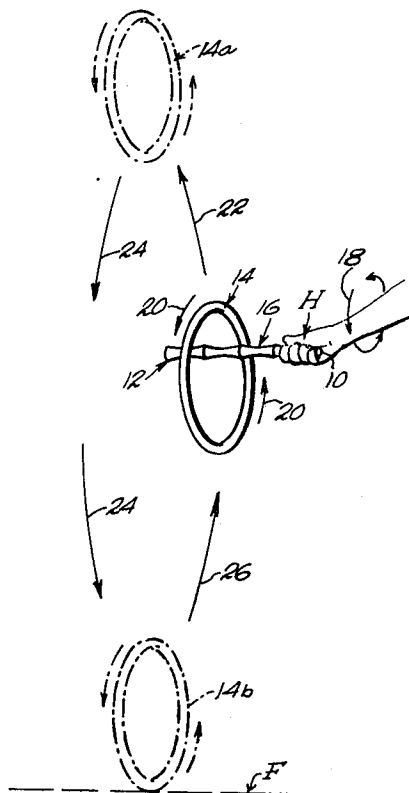
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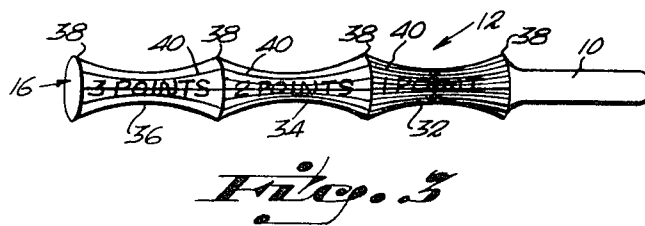
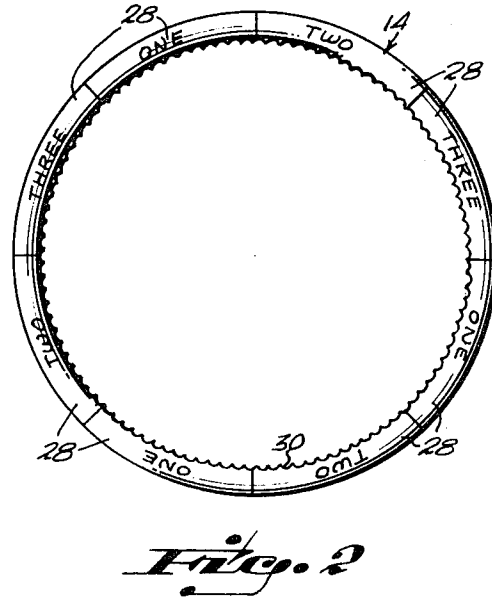
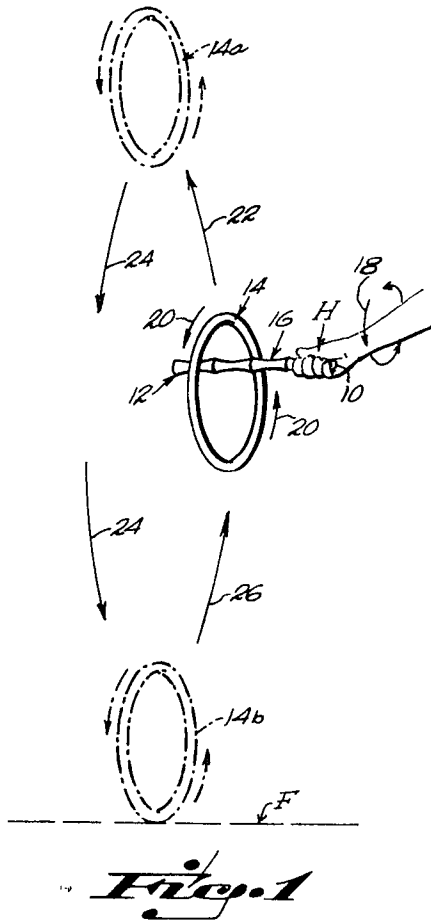
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[57] **ABSTRACT**

A game, employing a baton and a ring, wherein one end of the baton is held firmly in one hand and the ring is placed over the baton adjacent the outwardly extending end and spun thereon by a rotary movement of the baton. By means of the proper manipulation of the baton, the ring can be launched up into the air and caught on the baton after being permitted to bounce on the floor, sidewalk, etc., or alternatively it may be caught directly out of the air. The normally outwardly extending position of the baton is preferably divided into a plurality of delineated portions having different number values and the ring may likewise be divided into a plurality of sections having different number values or distinctive colors.

3 Claims, 3 Drawing Figures





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BATON AND RING GAME

This invention pertains to a game employing a baton and a ring, the baton having a hand grip portion on one end and an outwardly extending elongated portion for engagement along its length with the inside diameter of the ring.

One of the principal objects of the present invention is to provide a baton and ring of this type whereby the ring is received over the elongated portion of the baton and spun thereon by imparting a rotary movement to the baton and whereby the ring may be launched or thrown into the air, while spinning, by the proper manipulation of the baton.

A further object of the invention is to divide the elongated portion of the baton into a plurality of relative short lengthwise portions having different number values.

A still further object of this invention is to form delineations at each end of each of said portions in the form of increased diameter annular ridges.

Yet another object of the present invention is to provide the ring with a plurality of sections, each of which may be of a distinctive color or have different number values.

A further object of this invention is to provide ridges around the inner diameter of the ring and longitudinally extending ridges on each of said baton portions to be contacted by the ring ridges when the ring is being spun on the baton to make noise tones.

In the drawings,

FIG. 1 is a perspective view illustrating the hand of a person manipulating the baton to impart a spinning motion to the ring thereon, the positions of the ring after being launched by the baton and while in bouncing contact with the floor being illustrated in phantom;

FIG. 2 is an elevational view of the ring illustrated in FIG. 1; and

FIG. 3 is a perspective view of the baton illustrated in FIG. 1.

With reference to the drawings in which like reference numerals designate like or similar parts throughout the several views and with particular reference to FIG. 1 which illustrates the hand H of a person grasping the handle portion 10 of a baton 12 and manipulating the baton to impart a spinning motion to a ring 14 disposed about the outwardly extending portion 16 of the baton 12.

The rotary movement of the arm as indicated by the arrows 18 is imparted to the baton 12 which in turn imparts the spinning motion to the ring 14 as indicated by the arrows 20. By lifting the baton 12 in an upward motion when the ring 14 is leaving its lower position, while spinning about the baton 12, the ring 14 may be thrown or launched into the air as indicated in phantom at 14a along a path indicated by arrow 22. The arrows 24 indicate the subsequent path of the ring 14 as it falls to the floor F, the ring being illustrated at 14b in contact with the floor F. As the ring 14 is preferably made of a fairly lightweight plastic material having resilient qualities, it will bounce upwardly as indicated by the arrow 26 to be caught on the baton by the user. The spinning motion is then permitted to come to a stop to determine a score in a manner to be described subsequently.

Referring now to FIG. 2, the ring as stated is preferably made of a relatively lightweight plastic material and may be divided into a plurality of segments 28, each of a distinctive color or which may alternatively have different number values imprinted thereon.

Ridges 30 may be provided about the inner diameter of the ring 14 to provide noise tones as the ring is spun about the baton.

With reference now to FIG. 3 for a detailed description of a preferred form of the baton 12, the handgrip portion 10 forms one end of the baton 12 and the outwardly extending portion 16 about which the ring 14 is spun is elongated and preferably comprised of a plurality of portions, three for example as illustrated, 32, 34 and 36. Each portion 32, 34 and 36 is provided with delineations 38 at each end thereof in the form of increased diameter annular ridges whereby the ring while being spun or caught on any one of the portions 32, 34 or 36 is more

apt to remain in place on that particular portion. Particular number values such as 1, 2 and 3 points are preferably imprinted on the respective portions 32, 34 and 36. Longitudinal ridges 40 may also be provided on each portion 32, 34 and 36 to cooperate with the ring ridges 30 in producing the noise tones. Each of portions 32, 34 and 36 may have its longitudinal ridges 40 spaced differently so as to give a different noise tone when ring ridges 30 contact them.

A variety of games may be played such as the following: Game No. 1., the ring 14 is spun on the baton in the manner described, launched into the air, permitted to bounce and caught on the baton 12 and permitted to come to rest thereon. If a preselected color segment 28 comes to rest on any one of the baton section 32, 34 or 36, the number value of that particular section is doubled, if any color other than the preselected color comes to rest in contact with the baton 12, the players' score is either 1, 2 or 3 points, depending upon the section upon which the ring comes to rest.

If two or more players are participating, a preselected order of turns is determined and one participant may launch the ring 14 and another participant catch the ring 14 on his or her baton in the manner just described. Each participant is permitted to continue with his or her turn as long as he or she does not miss catching the ring. After a miss, the next participant has his or her turn and this order of play continues until one participant obtains a preselected score total, such as 50 by way of example, and is declared the game winner.

Game No. 2, for example, may be played in much the same manner with the exception that each participant is required to catch the ring in his or her hand, opposite to the hand holding the baton, to then throw the ring vertically into the air, permitting it to bounce on its edge before catching it on the baton. If the ring comes to rest on the baton with the same color segment in contact with the baton as that which was caught in the hand, the participant is awarded a double score.

If the various segments of the ring are given specific number values instead of distinctive colors, the participants are awarded the total of the sum of the point values of the baton sections and the ring segments in contact with each other.

Obviously, various other games and scoring methods could be devised by the manufacturer or by the participants. For example, the ring may be caught directly out of the air, or the scoring can be determined by either the baton sections or ring segments alone. In any of the various games, a participant may lose a point upon missing or alternatively, his or her opponent or opponents may be awarded a point for each miss. A net may also be incorporated in the game, dividing a predetermined play area into two separate courts with one or more participants on each side of the net. Another rule would require the participants to catch the ring on the baton with the baton being held in the hand opposite to the hand normally used for launching the ring.

In addition, various iridescent colors could be added to the hoop to increase the attractiveness of the game. A further variant may be the addition of ribbons made of nylon or other flexible material that may be attached to the ring 14 at the points on the ring 14 where the segments 28 meet or elsewhere on ring 14. The ribbons will stand out radially and add a swishing noise to the action as well as slowing down the rotation of ring 14 and making it more controllable.

I claim:

1. A game incorporating in combination a ring and a baton in which said baton has a small cross-sectional diameter relative to the inner diameter of said ring, said baton including a hand grip position at one end thereof and an elongated ring engaging position extending axially outwardly from said hand grip position, said elongated ring engaging position including delineation means dividing same in to a plurality of short adjoining ring engaging positions, said ring being constructed of a resilient material and being free of said baton, whereby said ring is readily positioned over said baton in a surrounding relationship to said baton, said ring and baton each having multiple scoring areas, including a plurality of longitudinal ridges

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spaced about said baton extending the length of said ring engaging portions, and a plurality of axially extending ridges about the inner diameter of said ring for contact with said longitudinal ridges when the ring is being spun on said baton to provide noise tone varieties.

2. A game incorporating a ring and a baton as set forth in claim 1 in which said longitudinal ridges in each of said short

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ring engaging portions are spaced differently to give different distinctive noise tones when said ring is being spun respectively on said short ring engaging portions.

3. A game incorporating a ring and baton as set forth in claim 2 in which said ring has attached to it ribbons that will stand out radially on rotating said ring.

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