RING TOSS GAME

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ABSTRACT
A ring toss game has a pair of target boxes, pegs, and throwing elements. The tops of the target boxes have holes into which the pegs can be placed. The pegs are sized to receive the throwing elements. Different sized pegs may be used, and the holes on the target box may be in a linear configuration. The target boxes may also be raised at an angle to facilitate playing of a ring toss game. The throwing elements may be annular rings, close loops of rope, or loops of rubber tubing. In some embodiments of the invention the target boxes have handles to assist with portability. In other embodiments the parts of the game are provided as a kit.
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CROSS-REFERENCE TO RELATED APPLICATIONS

[0001] This application is a non-provisional patent application and claims benefit of priority to U.S. provisional application 61/143,975 of 12 Jan. 2010 which is hereby incorporated by reference as if fully cited herein.

TECHNICAL FIELD

[0002] The disclosed embodiments of the present invention relate to a system for use in playing a ring toss game.

BACKGROUND OF THE ART

[0003] Games that involve skill in tossing an object are very popular amusements. In some aspects of these games, a fixed play field is used. For example, in the case of a horseshoe toss game, a pair of defined spaced-apart pits is provided, with each pit accommodating a single vertical peg. In another popular game, often referred to regionally as “cornhole”, a pair of spaced-apart boxes is provided, with each box having a central aperture on a top surface. The players toss a cloth bag filled with dried beans or corn. Other variations are described in US Patents, such as U.S. Pat. No. 5,954337 to Cunningham and U.S. Pat. No. 7,134,662 to Menendez, and in published US applications, such as 2006/0097454 to Matsson.

[0004] In recent years, particular interest in tossing games has grown, due in part to the popularity of these games as an amusement at tailgate parties held before sporting events. This popularity has increased the need for a tossing game that has a portable playing field.

[0005] It is therefore an untapped advantage of the prior art to provide a new and improved tossing game.

SUMMARY

[0006] This and other untapped advantages are provided by the device and method described and shown in more detail below. Some embodiments of the invention are a ring toss game set that has pegs, tossing elements, and one or more targets. The top surface of the target has holes in it that are sized to receive the bottom ends of the pegs. The pegs may have different lengths, and when compared from shortest to longest the lengths of the pegs may increase by equal increments. The tossing elements have central openings sufficiently sized to receive the top ends of the pegs. The pegs are long enough so that when they are placed into the top surface of the target they can be received by one or more of the tossing elements. The top surface of the target may be rectangular, and its holes may be aligned in a linear formation down its center. The target may have a base assembly that lifts the target off of a horizontal, and in some embodiments the base assembly will lift the rear end of the top surface higher than the front end of the surface. The tossing elements may be annular discs, closed loops of rope, or closed loops of rubber tubing. The target may have an attached handle. The target may be made out of wood, and the annular discs may also be made out of wood. In some embodiments of the invention the parts of the ring toss game set may be provided in a kit.

BRIEF DESCRIPTION OF THE DRAWINGS

[0007] A better understanding of the disclosed embodiments will be obtained from a reading of the following detailed description and the accompanying drawings wherein identical reference characters refer to identical parts and in which:

[0008] FIG. 1 is a kit view of the elements of one embodiment of the ring toss game;

[0009] FIG. 2 is a bottom plan view of one of the target boxes of the FIG. 1 embodiment;

[0010] FIG. 3 is a perspective view of the respective target boxes;

[0011] FIG. 4 is a further perspective view of the respective target boxes;

[0012] FIG. 5 is a perspective view of one of the target boxes, showing further features of the pegs; and

[0013] FIG. 6 is a substantially side view of a tossing element of the FIG. 1 embodiment.

DETAILED DESCRIPTION

[0014] FIG. 1 shows a view of an embodiment 10 of the game equipment that is used in the tossing game. The game set 10 comprises first and second target boxes 20, 30, two sets of particularly sized target pegs, 40, 50, with one set 40 corresponding to the first target box 20 and the second set 50 corresponding to the second target box 30, and two sets of tossing elements 60, 70, which in the particular embodiment are depicted as rigid annular discs.

[0015] First and second target boxes 20, 30 are designed to nest together, in a manner described in more detail below. The structures of each of the target boxes 20, 30 will be better understood by reference to FIG. 2 and FIG. 3. The target boxes 20, 30 are rectangular in shape.

[0016] FIG. 2 shows a plan view of the underside of one of the target boxes 20. Viewed from below in this manner, the box 20 is seen to be formed from a rectangular frame 22 with a top 24 that is preferably a plywood material. The top 24 comprises a rectangular sheet that is typically 24 inches wide by 32 inches long. While these exact dimensions are not critical to the use of the invention, the aspect ratio of width to length of about 3:4 is considered a desirable, although not required, feature. At one end of the box 20, there is a pair of legs 26 that extend from the frame 22 opposite the top 24. These legs 26 distinguish a “rear” end of the target box 20 from a “front” end of the target box when it is being used in the tossing game, as the legs 26 cause the top 24 to be elevated higher at the rear end than at the front end. In a preferred embodiment, the top 24 should be at an angle to the horizontal that is in the range of from about 5 to about 15 degrees, although the preferred inclination is about 7 degrees. Based on a length from front to back of 32 degrees, the top 24 at the back of the target box will be in the range of between about 2.5 to about 8 inches higher than at the front.

[0017] Although FIG. 2 shows internal support elements, two of them, namely, side support elements 27 are not essential to all embodiments, although they assist in placement of the top 24 in frame 22. More importantly, a central support element 28 spans the inside surface of the frame 22 from a first of the two shorter legs to the second of the shorter legs, along a medial line of the frame. As is best seen in FIG. 1, 3 or 4, this central support element 28 underlies a series of holes 29 in the top 24 that receive the target pegs 40.

[0018] Referring now to FIG. 3, it is noted that the two target boxes 20, 30 are identically sized and that box 30 has a rectangular frame 32 with a top 34 that is preferably a plywood material. In some embodiments, the target boxes may be molded, preferably from a high-impact plastic. The top 34 comprises a rectangular sheet that is of the same width and
length as top surface 24 of target box 20. At one end of the box 30, there is a pair of legs 36 that extend from the frame 32 opposite the top 34. These legs 36 distinguish a “rear” end of the target box 30 from a “front” end of the target box when it is being used in the tossing game, as the legs 36 cause the top 34 to be elevated higher at the rear end than at the front end. In a preferred embodiment, the top 34 should be at the same 5 to 15 degree angle to the horizontal, and preferably, an angle of about 7 degrees as target box 20. In the illustrated embodiment, the length of legs 26, 36 is selected so that the inside surfaces of boxes 20, 30 may be placed in facing relationship in a “head to toe” manner, that is, so that legs 26 of box 20 are at one end of the respective frames 22, 32 and that legs 36 of box 30 are at the opposite end of the frames 22, 32. In the most preferred embodiments, frames 22, 32 are in abutting relationship when placed in this position, effectively defining a c closable box that can provide a carrying case for the sets of pegs 40, 50 and the sets of tossing elements 60, 70.

[0019] FIGS. 1-3 show the target boxes 20, 30, the peg sets 40, 50 and the sets of tossing elements 60, 70 in an unainted condition. However, this is exemplary only of one aspect of the invention. In many other embodiments, all of these game elements may be painted or otherwise colored to reflect the personal tastes of the user. In one instance, the two sets of parts may be stained in the same or in contrasting colors. In other instances, the two sets of parts may be painted or other wise colored in the colors of a favorite sports team of the user. It would be typical to also adorn the boxes with names, logos, etc. of a sports team.

[0020] FIG. 4 shows target boxes 20, 30 again, this time with target box 20 inverted and with target box 30 not inverted. Along the outer surface of top 34, and along the medial line where central support element 38 is positioned (although on the inner surface of top 34), four holes 39 are provided for receiving the four pegs of peg set 50.

[0021] FIG. 5 shows an alternate view of target box 30, but with the pegs 52, 54, 56 and 58 of peg set 50 inserted in the four holes on top 34. Viewed from front to back, the pegs are placed in the order of increasing height. Since each peg 52, 54, 56, 58 penetrates the top 34 to the same extent, each subsequent peg stands higher than the peg in front of it, again viewed in the front to back direction. The amount of additional height is the same as the amount by which each peg 52, 54, 56, 58 exceeds the height of the prior peg. To illustrate this point, the set 40 of pegs 42, 44, 46, 48 that would be used in target box 20 are shown arranged from right to left at the bottom of FIG. 5. In a typical embodiment, that is, for a target box with a width of 2 feet and a length of 2.75 feet, the shortest peg 42 is formed from a 3/4 inch diameter dowel that is about 7.5 inches tall. Assuming that about 1.5 inches of the peg 42 will be seated in one of the holes 39, the peg 42 will extend to an orthogonal height relative to the top surface of about 6 inches. Each subsequent peg has approximately 3 further inches of height, again as measured orthogonal to the top surface. While not being pointed, the tops of each of the pegs are preferably truncated and rounded.

[0022] Attention is now directed to FIG. 6, where further features of an embodiment of a tossing element 60 is shown in a substantially side view. In this embodiment, the tossing element 60 is seen as being a rigid annular disc formed from wood, with the inner and outer edges of the disc being smoothed by a router. It will be readily recognized that other types of tossing elements can be used in association with the other game elements, such as closed loops of rope, closed loops of rubber tubing, etc. Some care should be exercised in keeping the overall weight of the tossing element low, so as to prevent damaging the pegs and/or target boxes when struck by the tossing element.

[0023] In a typical game arrangement, the target boxes 20, 30, with the peg sets in place, are spaced apart from each other at a distance of about 10 to 15 feet, the distance being varied to accommodate the skill levels of the players, with the higher spacing indicative of a higher skill level. The lower end (the end lacking the legs) of each target box is the end closer to the other target box. From one target box, players on opposing teams alternate throws of the tossing elements at the opposite target box.

[0024] Points are awarded for “ringing” the tossing element, with a higher number of points awarded for “ringing” the more rearward pegs.

[0025] In some embodiments, it may be desirable to provide a bag in which the pegs, the tossing elements and any other accessories, including, for example, a score keeping arrangement, may be stored while the game is not being played. In some embodiments, it may also be desirable to provide means for a pair of corresponding surfaces of the respective frames 22, 32, facilitating the carrying of the game system.

[0026] While the game rules are not defined by the game system, in an exemplary game, the objective is to score points by throwing the tossing elements from one target box onto the pegs on the other target box. In a two-player game, the first player, standing at the first target box, throws three tossing elements in sequence at the second target box. A “ringer”, that is, a tossing element that has one of the pegs passing through its annular opening, is awarded points, based upon the peg on which it rests. In an exemplary set of rules, points increase (from 1 to 4, for example) as the ringer occurs on the increasingly taller pegs as one moves from front to back on the target box.

[0027] In this two-player game, the second player will then follow the first player by throwing his three tossing elements from the second target box to the pegs on the first target box. The same set of three tossing elements is used by each player, so the subsequent throws of each player provides the other player with the tossing elements.

[0028] In a four player variation, one player from each of the teams is positioned at the respective target boxes, and six tossing elements are used, with players at opposite boxes throwing the elements.

[0029] The object in most variations of the game is to accrue exactly 21 points at the end of the turn of three tosses. When a player (team) is close to 21, a toss that would give the player a score greater than 21 is not counted. For example, a player throwing a 2 point toss while having a total of 20 points would remain at 20 points instead of going to 22 points.

[0030] Since one team (player) goes first, if that player scores exactly 21 in a given turn, the second player has an opportunity to match the score of 21 in that player’s corresponding turn. In the case of a tie, one method of resolving the tie is a “sudden death throw-off” in which one tossing element is sequentially tossed by the opposing players until one player has a higher score at the end of a given round of tosses.

[0031] Having shown and described a preferred embodiment of the invention, those skilled in the art will realize that many variations and modifications may be made to affect the described invention and still be within the scope of the claimed invention. Thus, many of the elements indicated
above may be altered or replaced by different elements which will provide the same result and fall within the spirit of the claimed invention. It is not the intention, therefore, to limit the invention only as indicated by the scope of the claims.

What is claimed is:

1. A ring toss game set, comprising:
   at least two pegs, each peg having a top end, a bottom end, and a length;
   at least one tossing element having a central opening sufficiently sized to receive the top end of one or more of the pegs, and
   a target having a top surface with at least as many holes as pegs, each hole having a width sized to receive the bottom end of one of the pegs and a depth sized to allow at least one of the tossing elements to receive the top end of the peg when the bottom end of the peg is placed in the hole.

2. The ring toss game of claim 1, wherein:
   the tossing elements are annular discs made out of wood.

3. The ring toss game set of claim 1 wherein:
   the top surface is rectangular, defined by a width and a length, and defined by a front end and a rear end.

4. The ring toss game of claim 3, further comprising:
   a base assembly that supports the target by raising the front end and rear end of the top surface from a horizontal plane.

5. The ring toss game of claim 4 wherein:
   the base assembly raises the rear end of the top surface relatively higher than the front end of the top surface such that the top surface is at an angle to the horizontal plane.

6. The ring toss game of claim 3 wherein:
   the ratio of the width of the top surface to the length of the top surface is 3:4.

7. The ring toss game of claim 5 wherein:
   there are four pegs, and the four pegs have relatively different lengths.

8. The ring toss game of claim 7 wherein:
   the holes in the top surface are aligned in a linear formation along the central length of the top surface.

9. The ring toss game of claim 8 wherein:
   the lengths of the pegs increase by equal increments when the pegs are considered in order from the shortest peg to the longest peg.

10. The ring toss game of claim 9 wherein:
    the base assembly, pegs, and tossing elements are made out of wood.

11. The ring toss game of claim 9 wherein:
    the tossing elements are annular discs.

12. The ring toss game of claim 9 wherein:
    the tossing elements are closed loops of rope.

13. The ring toss game of claim 10 further comprising:
    a handle means connected to the target.

14. A ring toss game kit, comprising:
    at least two pegs, each peg having a top end, a bottom end, and a length;
    at least one tossing element having a central opening sufficiently sized to receive the top end of one or more of the pegs, and
    a target having a top surface with at least two holes, each hole having a width sized to receive the bottom end of one of the pegs and a depth sized to allow at least one of the tossing elements to receive the top end of the peg when the bottom end of the peg is placed in the hole.

15. A ring toss game kit according to claim 14 wherein:
    there are two targets.

16. A ring toss game kit according to claim 15, further comprising:
    a handle means connected to each target.

17. A ring toss game kit according to claim 15, further comprising:
    a base assembly supporting each target, the base assembly comprises each comprised of a frame and two legs, the frame supporting the top surface of each target, and the two legs attached to the frame at each corner of the rear end of each top surface, where the legs raise the rear end of each top surface relatively higher than the front end of each top surface as measured from a horizontal plane.

18. A ring toss game kit according to claim 17, wherein:
    there are two sets of four pegs, each set of four pegs having relatively different lengths from one another, and there are four holes in the top surfaces of each target that are aligned in a linear formation along the central length of the top surfaces.

19. A ring toss game kit according to claim 18, wherein:
    the throwing elements are annular discs.

20. A ring toss game kit according to claim 18, further comprising:
    a handle means connected to each target.

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