June 15, 1965 J. MIGUEZ 3,189,346

JUMPING STICKS

Filed Feb. 11, 1963 2 Sheets-Sheet 1

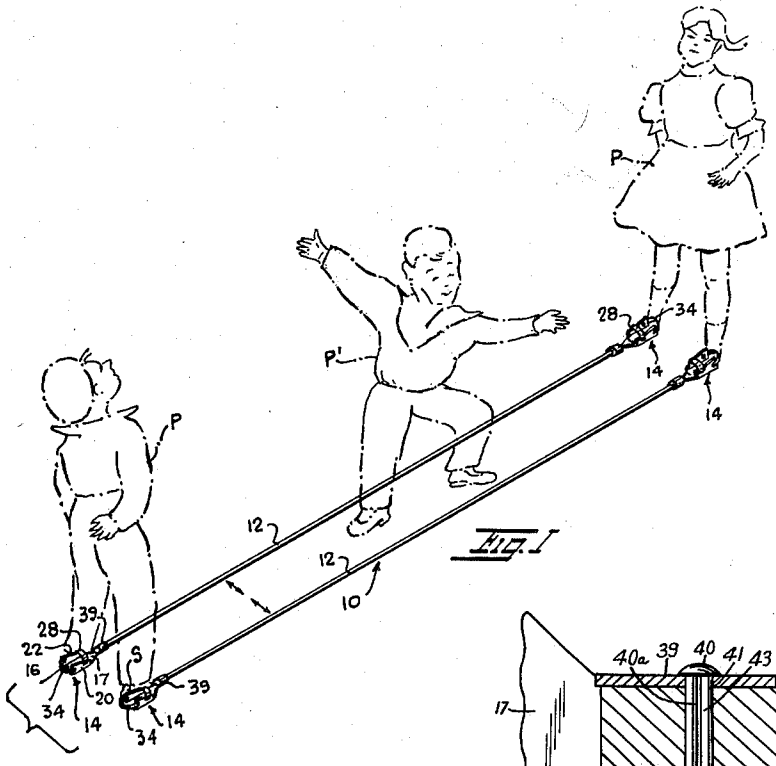


FIG. 1

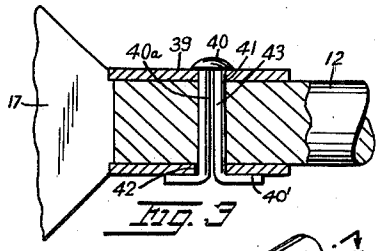


FIG. 3

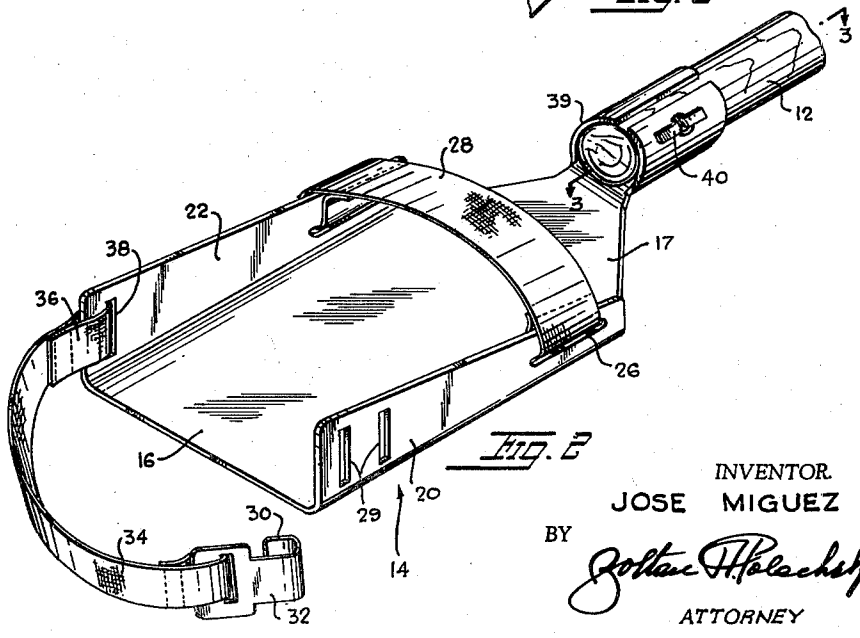


FIG. 2

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JUMPING STICKS

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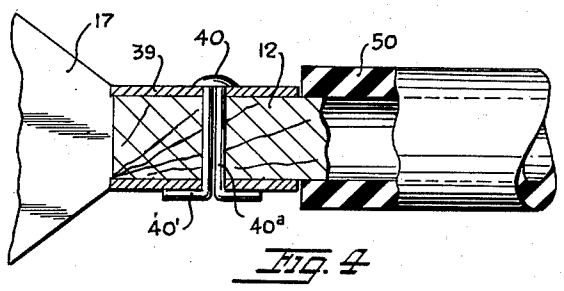


Fig. 4

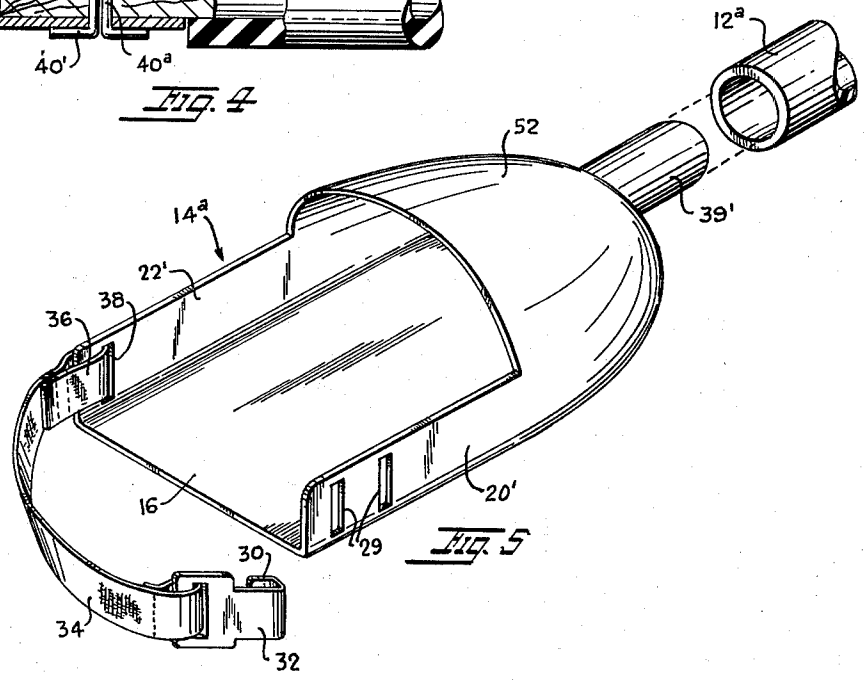


Fig. 5

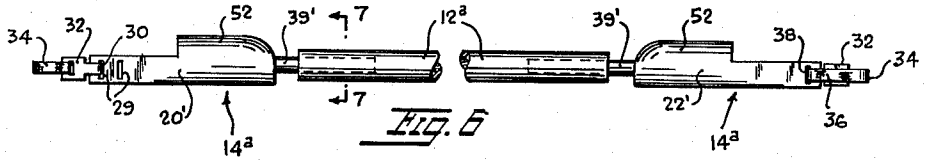


Fig. 6

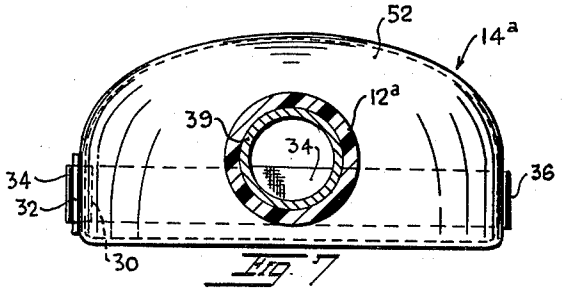


Fig. 7

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JUMPING STICKS

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5 Claims. (Cl. 272—74)

This invention concerns a game involving jumping sticks.

According to the invention, two players of the game are provided with two rigid or flexible sticks, rods or tubes. At the opposite ends of the sticks are secured foot or shoe clamping members which can be attached to the shoes or feet of the players. The two players are required to operate the sticks by moving them horizontally together and apart at will or rhythmically while a third player jumps up and down between the sticks to avoid them as they come together and as they separate. The two players operating the sticks can jump up and down at will or rhythmically and at the same time separate their feet or draw them together to separate the sticks or to move them together.

It is therefore a principal object of the invention to provide a game of jumping sticks, wherein a rigid or flexible stick, rod or tube has at each end a member adapted to be clamped to a player's shoe or foot.

Another object is to provide a game of jumping sticks as described wherein each clamping member includes a frame with an elastic adjustable holding strap.

A further object is to provide a game of jumping sticks as described wherein the frame of each clamping member has a pocket for receiving the toe end of a player's foot.

For further comprehension of the invention, and of the objects and advantages thereof, reference will be had to the following description and accompanying drawings, and to the appended claims in which the various novel features of the invention are more particularly set forth.

In the accompanying drawings forming a material part of this disclosure:

FIG. 1 is a perspective view of a jumping stick game according to the invention, in playing position.

FIG. 2 is a perspective view on an enlarged scale of a clamping member and part of a stick employed in the game.

FIG. 3 is a sectional view taken on line 3—3 of FIG. 2.

FIG. 4 is a sectional view similar to FIG. 3 showing another form of jumping stick.

FIG. 5 is a perspective view similar to FIG. 1 showing another form of clamping member and tubular stick.

FIG. 6 is a side elevational view on a reduced scale showing a jumping stick and clamping members as in FIG. 5, part of the stick being broken away.

FIG. 7 is a cross-sectional view on an enlarged scale taken on line 7—7 of FIG. 6.

Referring first to FIG. 1, there is shown a game 10 embodying the invention. The game includes two rigid sticks, rods or tubes 12. At each end of each stick is a clamping member 14. Each clamping member, as best shown in FIGS. 2 and 3, includes a flat, horizontal base or sole plate 16. This plate is generally rectangular with two upstanding lateral walls 20, 22. The walls are tapered in form with the narrow ends at the front and the wider ends at the rear of the member 14. At the narrow forward ends of the walls 20, 22 are horizontal slots 26 in which are engaged looped ends of an elastic band or strap 28. This strap overlays the toe of a player P whose foot or shoe S is engaged in the clamping member as indicated in FIG. 1. At the rear end of wall 20 are two vertical, spaced slots 29, either of which can engage a hook 30 formed on the end of a buckle 32 attached to elastic strap or band 34. The other end of the strap 34 is formed into a loop 36 engaged in a vertical slot 38 at the wider rear end of wall 22. Strap 34 engages adjustably behind the heel or upper of the shoe S of a player P.

Plate 16 has a forwardly extending tapered portion 17 terminating in a cylindrical, split tube 39. This tube receives an end of stick 12. A cotter pin 40 has its legs 40^a inserted through aligned holes 41, 42 in opposite sides of the tube 39 and a registering hole 43 formed in the end of the stick 12 engaged therein. The ends 40' of the legs 40^a are bent over outwardly of hole 42 to secure the end of the stick in the tube in rigid axial alignment therewith.

In playing the game each of two players P will engage their feet, either with or without shoes thereon, in clamping members 14 at one end of two sticks 12 as shown in FIG. 1. A third player P' will stand between the sticks which are disposed horizontally apart. The outer players P will alternately or together jump up and draw their feet together while at the same time the third player will jump up and place his feet outside of the sticks 12 which have been brought together by players P. The players P can then reverse the movement and separate the sticks while player P' jumps up and brings his feet together within the separated sticks. This alternate separation and bringing together of the sticks can be done rhythmically or irregularly as the players may desire and will afford amusement and healthful exercise to the players. It will also prove entertaining to spectators.

FIG. 4 shows a modification of the invention in which the stick 12 is shown covered with a thick rubber sleeve 50. This sleeve serves as a pad or cushion to prevent injury to the middle player P' who stands between the sticks and is liable to be struck by the sticks on the ankles or legs if he is not sufficiently agile to avoid them as they are separated and brought together.

FIGS. 5–7 show another form of the invention in which the stick joining the clamping members is in the form of a resilient tube 12^a made of plastic or rubber material. The clamping members 14^a are each formed with a rounded pocket 52 at its forward end to receive the toe end of the foot or shoe of the player P. Side walls 20', 22' are integral with the sides of pocket 52 and have rear vertical slots 29 and 38 as in clamping member 14. Looped end 36 of strap 34 is engaged in slot 38 and hook 30 can engage in either one of slots 29. A short tube 39' extends forwardly of the closed forward end of pocket 52 and engages inside of the adjacent free end of tube 12^a.

The game device 12^a, 14^a of FIGS. 5–7 provides several advantages over the device 12, 14. The clamping member 14^a is easier and quicker to put on and take off the foot of the outer jumping player P. The flexible tube 12^a provides greater safety to the inner player P' since the two tubes 12^a employed in the game will flex around the feet and legs of the player P' if he is caught between the tubes as they come together or if his legs are struck by the tubes as they separate.

If desired, the outer players P can sit down and operate the sticks or tubes by bringing their feet together and moving them apart without jumping. However, the inner player P' will have to remain standing and hopping about to avoid the moving sticks or tubes. If desired, the game can be played by holding one stick or tube stationary while the players P alternately move the other stick or tube toward and away from the stationary stick or tube. The third player will have to avoid the single moving stick or tube while playing the game.

In any case, the game however played and however constructed will afford safe healthful exercise to both

children and adult players. Much amusement and entertainment will be derived by players as well as to spectators.

The several forms of the game can be constructed of inexpensive wood, metal, plastic or rubber parts. The parts are durable and long lasting. Broken or worn parts can be readily replaced at low cost.

While I have illustrated and described the preferred embodiments of my invention, it is to be understood that I do not limit myself to the precise constructions herein disclosed and that various changes and modifications may be made within the scope of the invention as defined in the appended claims.

Having thus described my invention, what I claim as new, and desire to secure by United States Letters Patent is:

1. A game of jumping sticks including a pair of playing assemblies, each of said assemblies comprising an elongated cylindrical member, and a pair of shoe clamping members at opposite ends of said cylindrical member; each of said clamping members having a flat sole plate, a pair of spaced parallel walls extending upwardly parallel to each other from opposite lateral edges of said sole plate, a flexible strap at one end of the clamping member engaged on ends of said walls for engaging at the rear of a player's shoe, means at said other ends of said walls for engaging the toe of the player's shoe, and a tube at the other end of the clamping member engaged with one of said ends of the cylindrical member.

2. In a game of jumping sticks, a playing assembly comprising an elongated cylindrical member and a pair of shoe clamping members at opposite ends of said cylindrical member, each of the clamping members having a flat sole plate, a pair of spaced parallel walls extending upwardly parallel to each other from opposite lateral edges of said sole plate, means at a rear end of each clamping member for engaging at the rear of a player's shoe, means near the forward end of each clamping member for receiving and engaging the toe of the player's shoe, a tube at the forward end of each clamping member engaged with an end of the cylindrical member, said cylindrical member being a rigid rod, and a thick sleeve of resilient material covering said rod to protect feet and legs of another player during playing of the game, while the rod is moved laterally.

3. In a game of jumping sticks, a playing assembly comprising an elongated cylindrical member and a pair of shoe clamping members at opposite ends of said cylindrical member, each of the clamping members having a flat sole plate, a pair of spaced parallel walls extending upwardly parallel to each other from opposite lateral edges of said sole plate, means at a rear end of each clamping member for engaging at the rear of a player's shoe, means near the forward end of each clamping member for receiving and engaging the toe of the player's shoe, and a tube at the forward end of each clamping member engaged with an end of the cylindrical member, said cylindrical member being a flexible tube to protect feet and legs of another player during playing of the game while the tube is moved laterally during playing of the game.

4. In a game of jumping sticks, a playing assembly comprising an elongated cylindrical member and a pair of pair of shoe clamping members at opposite ends of said cylindrical member, each of the clamping members having a flat sole plate, a pair of spaced parallel walls extending upwardly parallel to each other from opposite lateral edges of said sole plate, means at a rear end of each clamping member for engaging at the rear of a player's shoe, a pocket near the forward end of each clamping member integral with said walls and sole plate for receiving and engaging the toe of the player's shoe, and a tube at the forward end of each clamping member extending forwardly of said pocket and engaged with an end of said cylindrical member.

5. In a game of jumping sticks, a playing assembly comprising an elongated cylindrical member and a pair of shoe clamping members at opposite ends of said cylindrical member, each of the clamping members having a flat sole plate, a pair of spaced parallel walls extending upwardly parallel to each other from opposite lateral edges of said sole plate, means at a rear end of each clamping member for engaging at the rear of a player's shoe, a pocket near the forward end of each clamping member integral with said walls and sole plate for receiving and engaging the toe of the player's shoe, and a tube at the forward end of each clamping member extending forwardly of said pocket and engaged with an end of said cylindrical member, said cylindrical member being a flexible tube to protect feet and legs of another player during playing of the game while the tube is moved laterally during playing of the game.

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