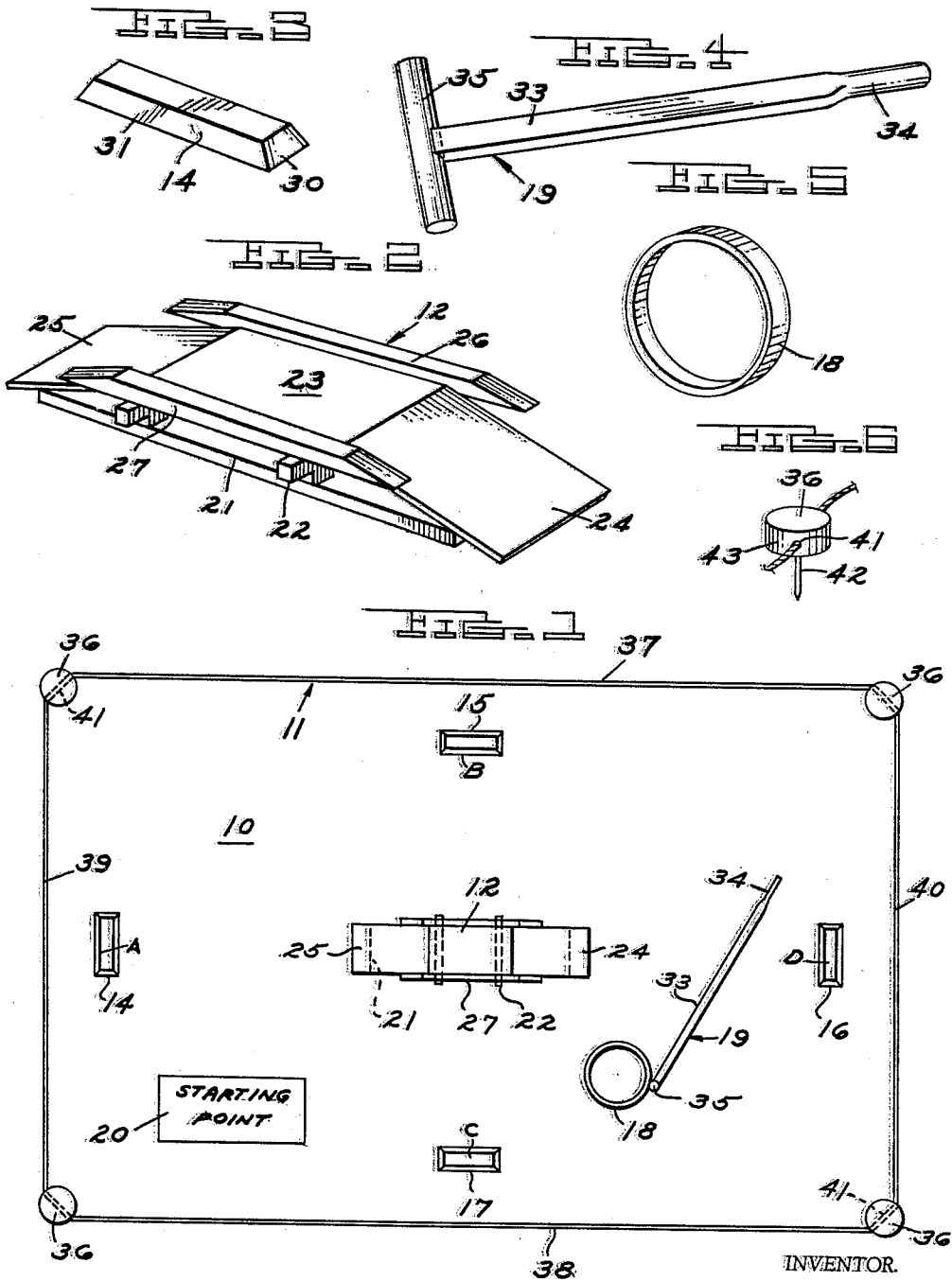


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ROLLING PROJECTILE GAME

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## ROLLING PROJECTILE GAME

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This invention relates to game devices and in particular to a combination game set providing athletic activity for both inside and outside play.

Various game devices have been employed heretofore in recreation and sport, however, the several devices of the prior art are not sufficiently adaptable to be played both inside and outside, are expensive to manufacture, and are difficult to set up and use.

With the foregoing in view, the primary object of the invention is to provide a game device set which is simple in design and construction, inexpensive to manufacture, easy to set up and use, easy to maintain in use, and which is completely adaptable for indoor and outside play.

An object of the invention is to provide a game set which is usable on a surface such as a playroom floor, a basement floor, an outside lawn, the driveway adjacent the garage, a sidewalk, pavement, and similar surfaces.

An object of the invention is to provide a boundary line member for outlining a field of play on the surface which is easy to set up, remove, and store.

An object of the invention is to provide a central bridge obstacle member and side obstacle bar members in the field of play to create game piece impediments.

An object of the invention is to provide a plurality of rolling game pieces such as four; the game pieces may be hoops or balls for travelling over the bridge and obstacle bar members in the field of play.

An object of the invention is to provide a player control stick for propelling each game piece over the obstacle bars and bridge in a pattern according to the rules of the game within the field of play.

These and other objects of the invention will become apparent by reference to the following description of the novel game set embodying the invention taken in connection with the accompanying drawing in which:

FIG. 1 is a plan view of the field of play including the boundary member, bridge member, obstacle bar members, a game piece, and a control stick.

FIG. 2 is an enlarged perspective view of the central bridge member.

FIG. 3 is an enlarged perspective view of one of the obstacle bar members.

FIG. 4 is an enlarged perspective view of the control stick.

FIG. 5 is an enlarged perspective view of a hoop constituting the game piece; and

FIG. 6 is an enlarged perspective view of the boundary member corner block.

Referring now to the drawing wherein like numerals refer to like and corresponding parts throughout the several views, the game set disclosed therein to illustrate the invention comprises a field of play 10 defined by a boundary line member 11 enclosing a central bridge member 12, like obstacle bar members 14, 15, 16, and 17 spaced relative to the bridge member 12, at least one game piece 18, and at least one control stick 19 for propelling the game piece 18 within the field of play 10 from a starting point, such as the space 20, over the obstacle bars 14-17 and the bridge member 12.

More particularly, bridge member 12 comprises a base 21, trusses 22, a span portion 23, ramp portions 24 and 25 leading to the span portion 23, and rails 26 and 27. The game piece 18 is propelled up one ramp 24 or 25,

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across the span portion 23, and down the other ramp 24 or 25 by the player using the control stick 19.

The obstacle bar members 14-17 may be identified by the letters A, B, C, and D for designating the sequence of obstacles over which the game piece 18 must be propelled by the player. The obstacles may have beveled ends and sides 30 and 31 as seen in FIGS. 1 and 3 which aids their stability under game piece contact and provides an attractive appearance.

The control stick 19 includes a shaft 33, a handle 34, and a cross head 35 which provides ample surface for propelling and controlling a game piece.

The game piece 18 may be a hoop having a wide periphery so that it will ride well on a lawn, rug, or other surfaces. It is obvious that the game piece may be a ball or a disk if desired.

The boundary line member includes corner blocks 36, side members 37 and 38, and end members 39 and 40. Preferably, the lineal side and end members are embodied in the continuous line threaded through a transverse aperture 41 in each corner block 36. The corner blocks 36 are further equipped with a removal spike 42 for embedment in permeable ground and a friction surface 43 for engaging the surface of an impermeable base where the spike 42 cannot be used.

A boundary line member 11 is easily positioned and located as desired and is easily adjustable to the surface conformation by sliding the continuous line member in the apertures 41 of the blocks 36. In this way the size and shape of the field of play may be adjusted to the size or shape of the available surface.

A preferred embodiment of the game device includes four obstacles 14-17 as illustrated, four game pieces 18, and four control sticks 19. This permits four players to play the game.

A game may be played in any agreed manner such as by propelling the game piece from the starting point 20 over the obstacle bar 14 and then over the bridge and sequentially over the other obstacle bars B, C, and D and again over the bridge until all the obstacle bars are encountered and successfully passed with the bridge being travelled twice and the initial obstacle bar A travelled twice. The bridge and obstacle bars may carry numerical designations indicating game point values.

### Suggested Rules of Play

(1) Each player plays in turn and starts outside the base obstacle bar such as obstacle bar A.

(2) Cross over obstacle bar A and cross over bridge and continue play.

(3) Cross the other obstacle bars from inside to out and then recross the bridge and the obstacle bar A.

(4) Each obstacle bar and bridge counts a number of points which may be marked thereon. For example: A player starting at starting point crossing obstacle A and over bridge may have six points.

(5) Only obstacle bar A and the bridge may count twice as they may be crossed twice.

(6) Perfect score is total of all points made without losses.

(7) If a player fails to cross obstacle bar A and the bridge at his first try he loses this turn. He must start at the beginning point on his next turn.

(8) If a player loses control of his hoop at any other point of the game he freezes in that exact spot until his turn again.

(9) Each time a player freezes he loses a point.

(10) Each time a player hits an obstacle bar other than the next one he is to cross he loses a point.

The game control sticks 19, game pieces 18, and obstacles 14-17 are painted in color sets such as red, yellow, blue, and orange and thus the like colored

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obstacles 14—17 may designate the starting point for a player having a like color control stick. The bridge member is painted in a combination of the colors of the various playing sets so that all the colors are embodied in the bridge member thereby providing a very attractive appearance.

The novel game set with these features constitutes a compact, durable, neat appearing, and attractive device which is easily set up and played either indoors or outside and can be played by any number of players.

Although but a single embodiment of the invention has been disclosed and described in detail, it is obvious that many changes may be made in the size, shape, detail, and arrangement of the various elements of the invention within the scope of the appended claims.

I claim:

1. A game playable in a field of play on a surface such as a floor, a lawn, or pavement comprising
  - a bridge member disposed centrally in the field of play;
  - said bridge member having a center span portion and end ramps leading to said span portion;
  - at least one obstacle bar member located in the field of play spaced relative to said bridge member,
  - at least one rolling game piece for travelling over said obstacle bar and bridge members as propelled by a player,
  - a control stick for each said game piece usable by a player to propel one said game piece in the field of play over said bridge and obstacle bar members in a pattern of travel according to the rules of play, and
  - a boundary line member for outlining the field of play including corner blocks and interconnecting lineal side and end members;
  - said corner blocks having position holding means for ground embedment and a friction surface for floor engagement; said corner blocks having a transverse aperture for receiving said lineal side and end members;
  - said lineal side and end members being embodied in a continuous line threaded through each said corner block transverse aperture;
  - a field of play being easily outlined by said boundary line member by positioning said corner blocks with said lineal members stretched on a straight line be-

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- tween said corner blocks; the shape of a field of play as outlined by the boundary member being adjustable by sliding said continuous line in said corner blocks' apertures.
2. A game playable in a field of play on a surface such as a building floor, a lawn, or a pavement comprising
  - a bridge member disposed centrally in the field of play,
  - a set of obstacle bar members disposed in the field of play spaced relative to said bridge member,
  - a set of rolling game pieces for travelling over said obstacle bar and bridge members as propelled by a player,
  - a control stick for each said game piece usable by a player to propel one said game piece in the field of play over said bridge and obstacle bar members in a pattern of travel according to the rules of play, and
  - a boundary line member for outlining the field of play including corner blocks and interconnecting lineal side and end members;
  - said corner blocks having position holding means for ground embedment and a friction surface for surface engagement; said corner blocks having a transverse aperture for receiving said lineal side and end members;
  - said lineal side and end members being embodied in a continuous line threaded through each said corner block transverse aperture;
  - a field of play being easily outlined by said boundary line member by positioning said corner blocks with said lineal members stretched on a straight line between said corner blocks; the shape of a field of play as outlined by the boundary member being adjustable by sliding said continuous line in said corner block apertures.

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