



US 20080116644A1

(19) **United States**  
(12) **Patent Application Publication**  
**Knoernschild**

(10) **Pub. No.: US 2008/0116644 A1**  
(43) **Pub. Date: May 22, 2008**

(54) **TOSS GAME**

**Publication Classification**

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(51) **Int. Cl.**  
*A63B 67/06* (2006.01)  
*F41J 1/00* (2006.01)  
(52) **U.S. Cl.** ..... **273/336; 273/402; 273/343**

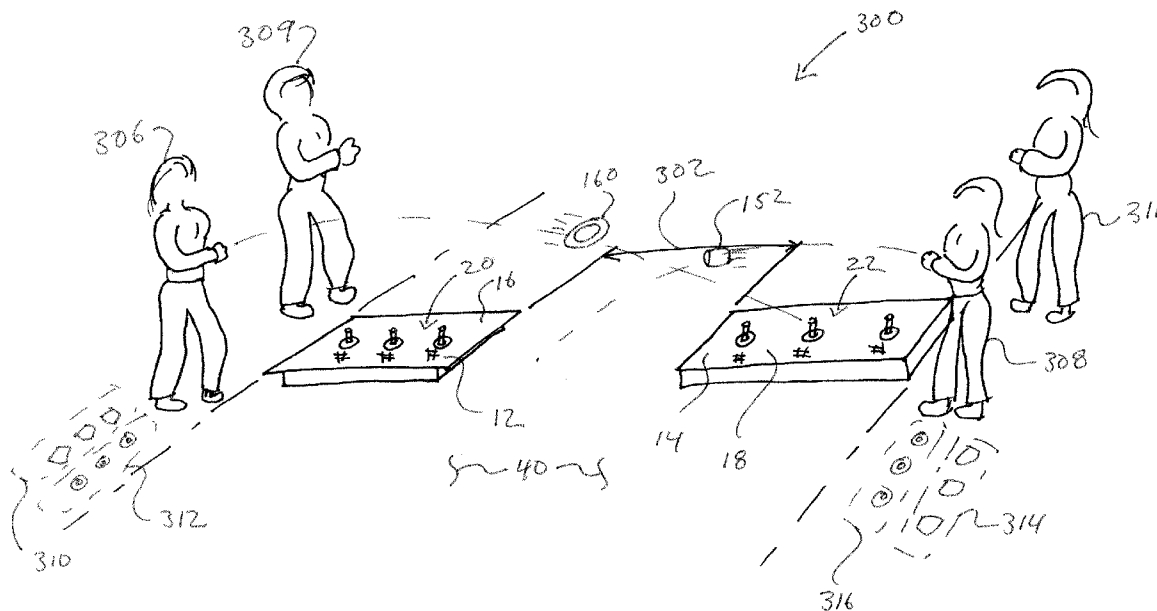
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(57) **ABSTRACT**

A toss game. The game has two casings which sit one within the other. Each casing has a playing surface. The playing surfaces of each casing have groups of toss targets. Correlated to each of the groups of toss targets are groups of scoring indicia. Each target surface is maintainable above a ground operating distance away from one another. During play the casings are positioned an operating distance away from one another. The casings contain storage space for game components. The casings also have carrying handles. The game components include offensive scoring components and defensive components.

(21) Appl. No.: **11/561,743**

(22) Filed: **Nov. 20, 2006**



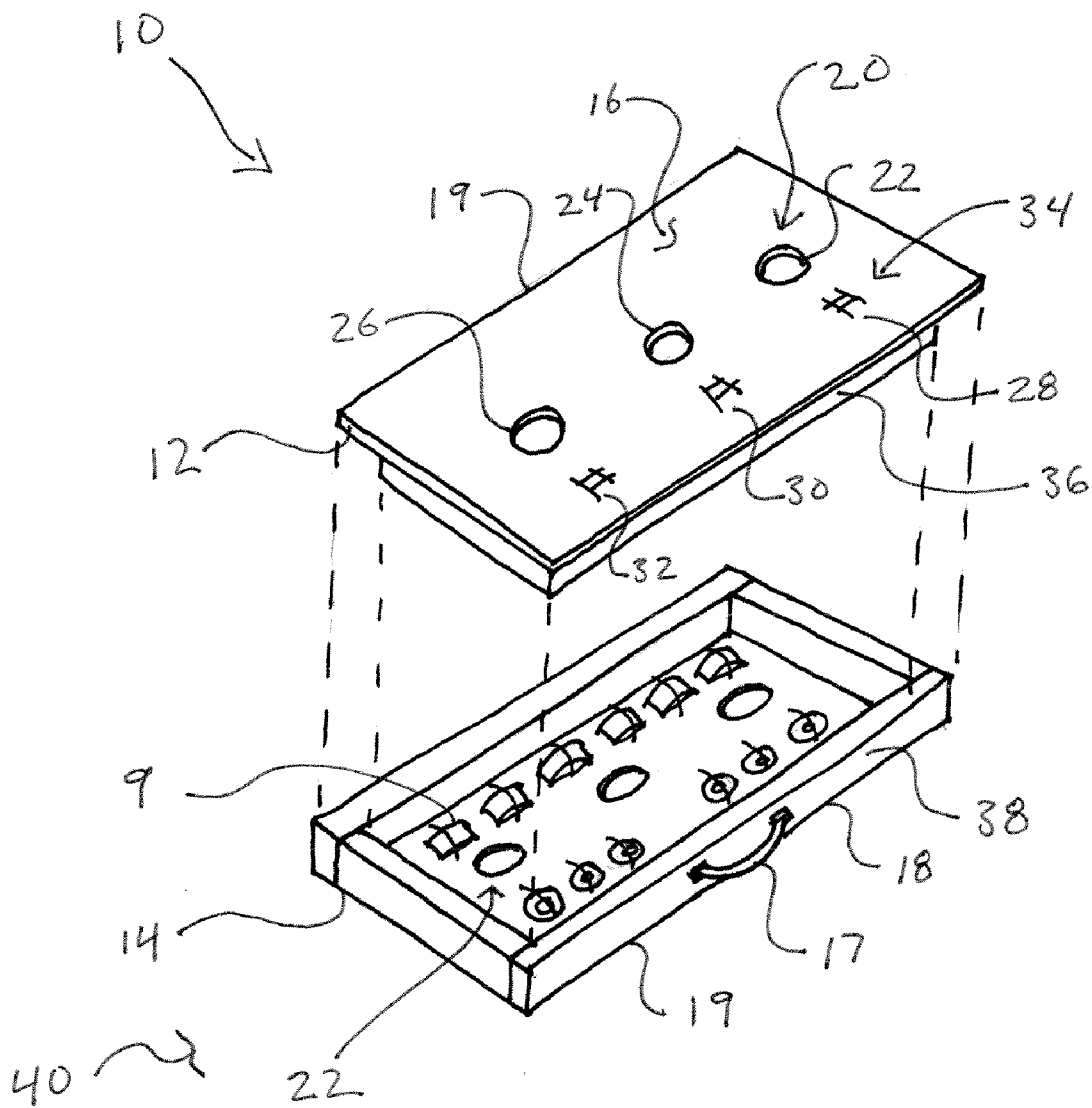


FIG 1



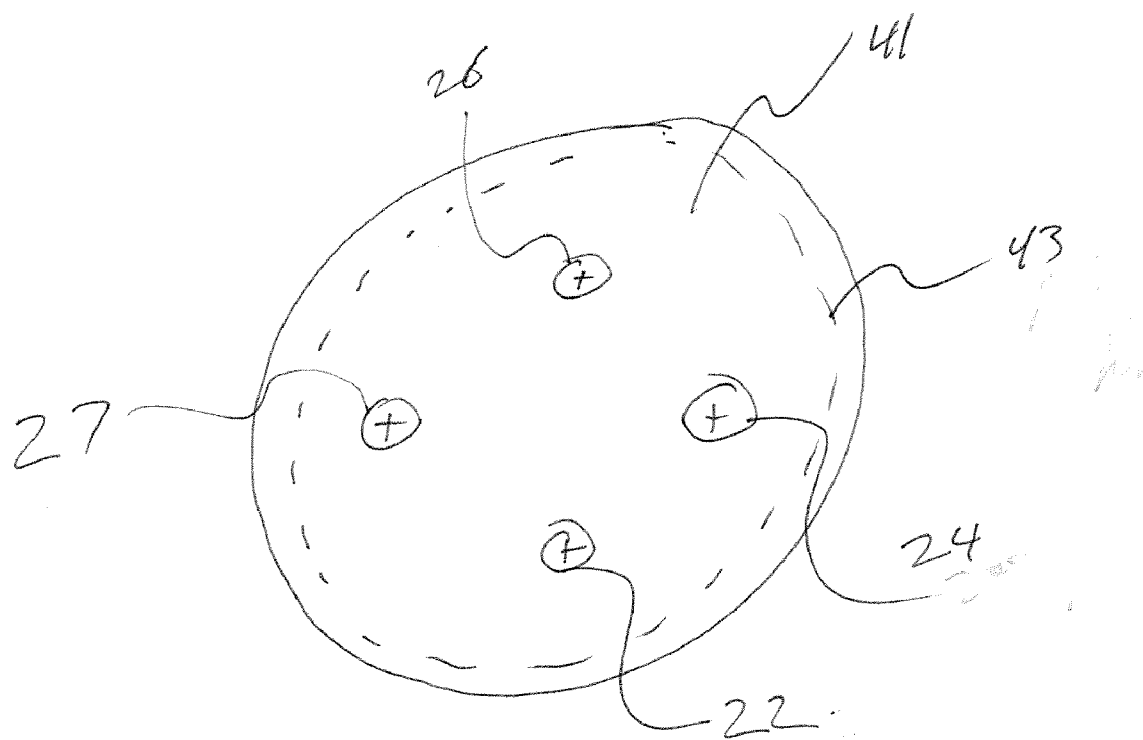


FIG. 2A.

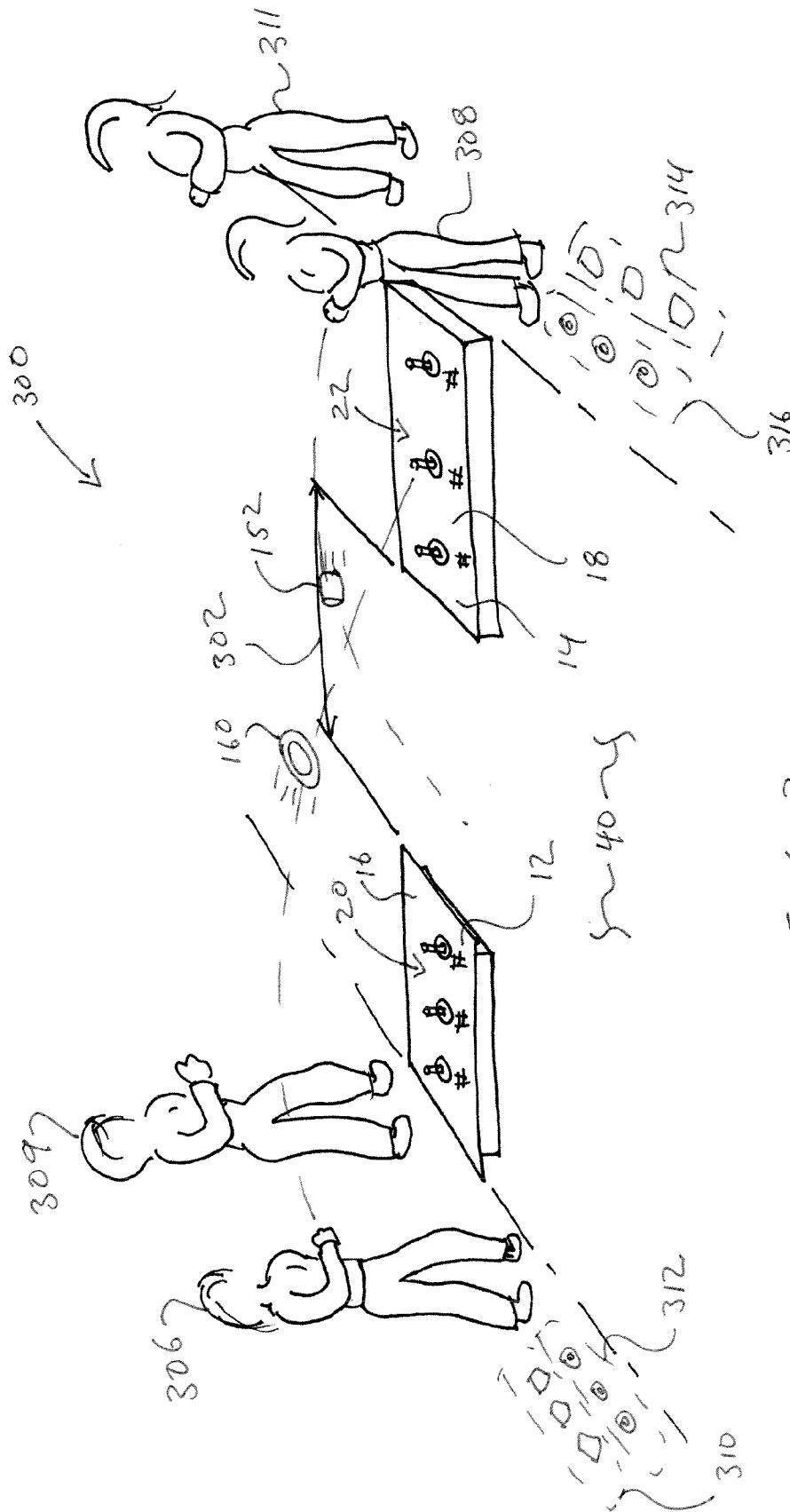


FIG. 3

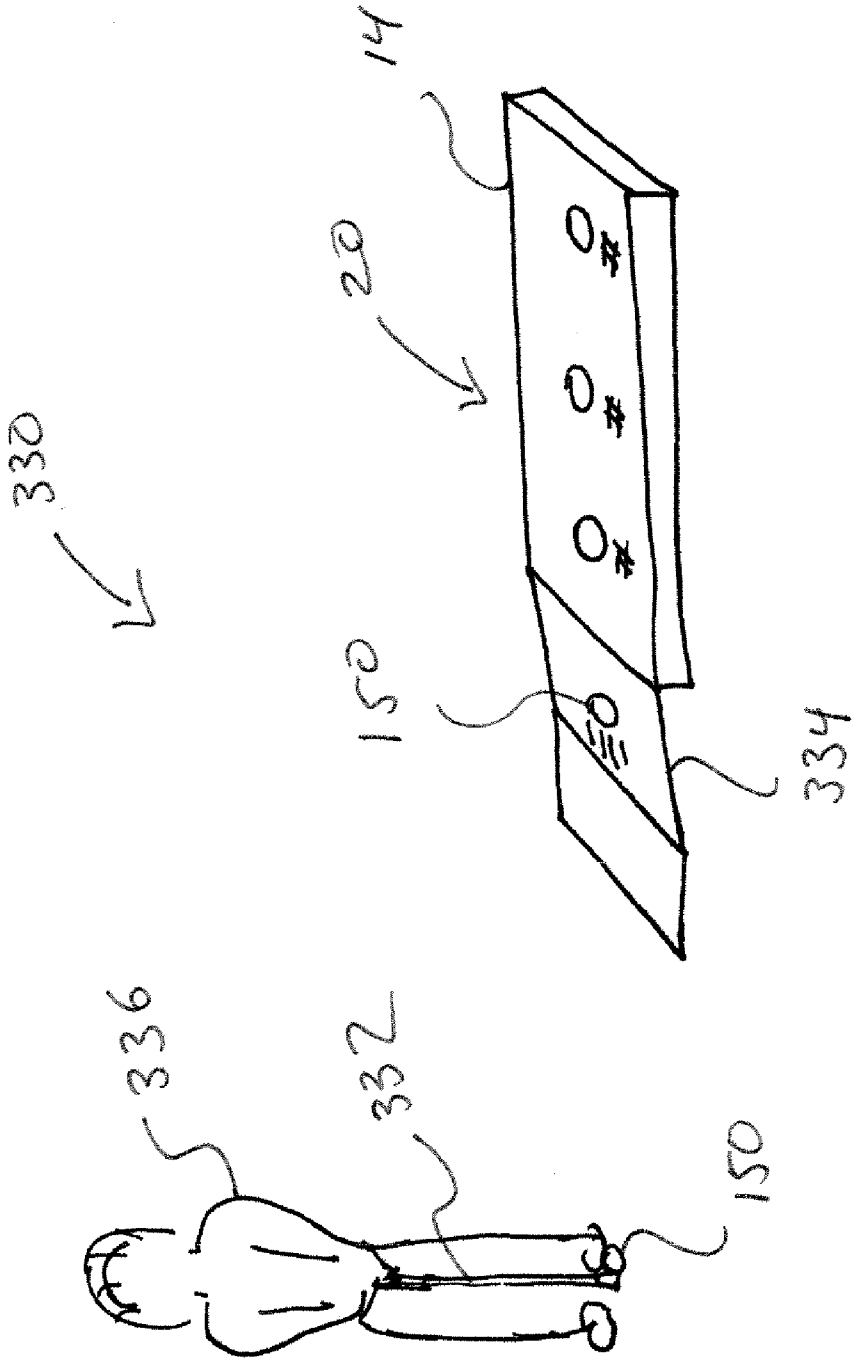


FIG 3A

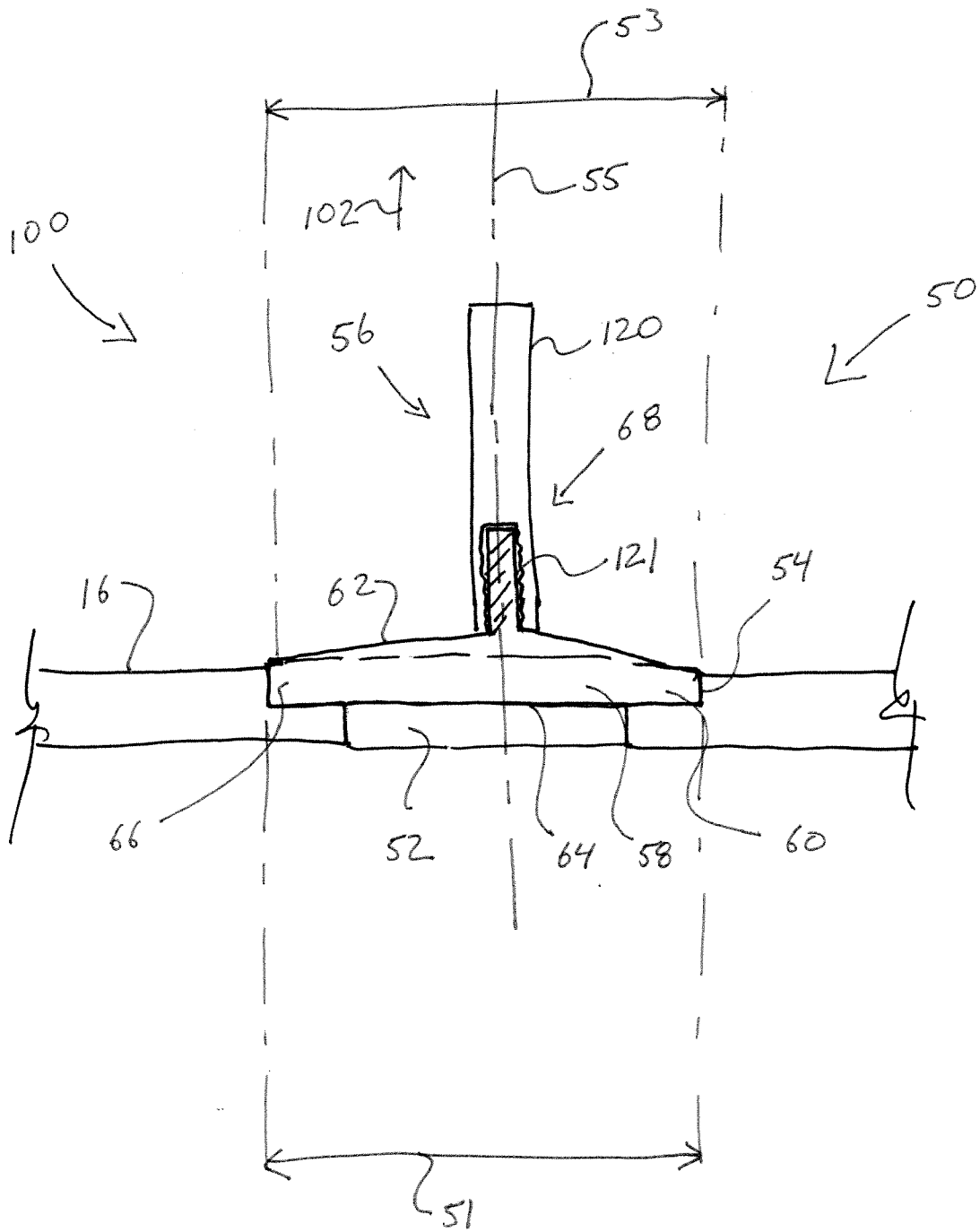


FIG. 4

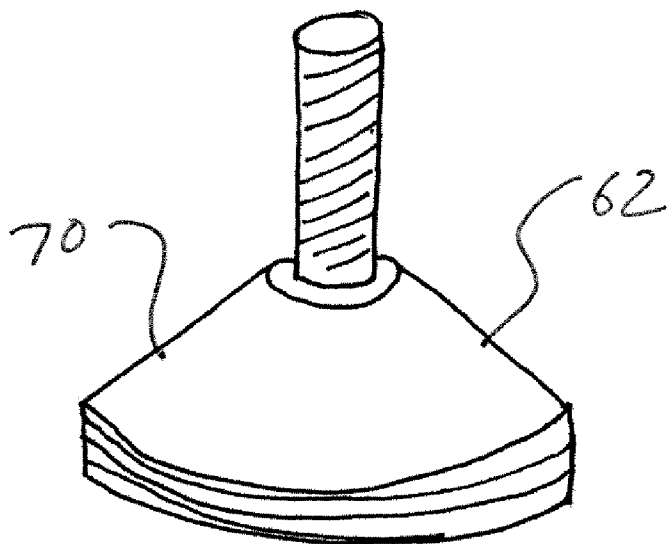


FIG 4A

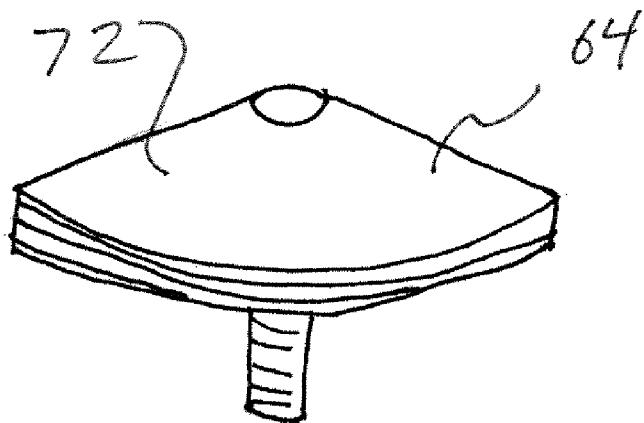


FIG 4B



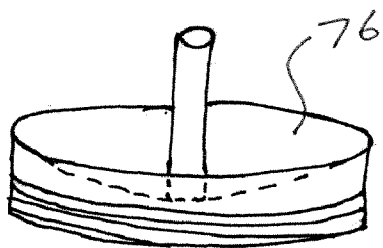


FIG 4C

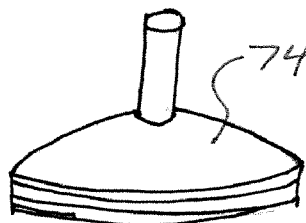


FIG 4D

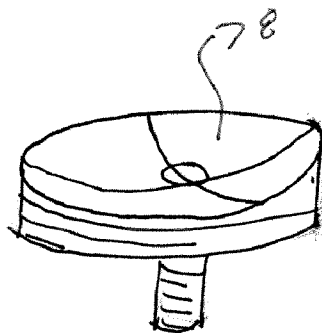


FIG 4E

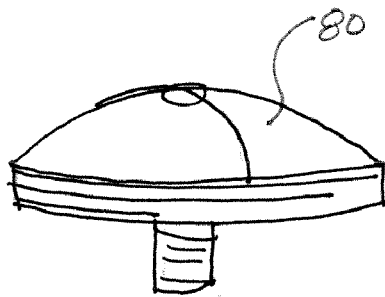


FIG 4F

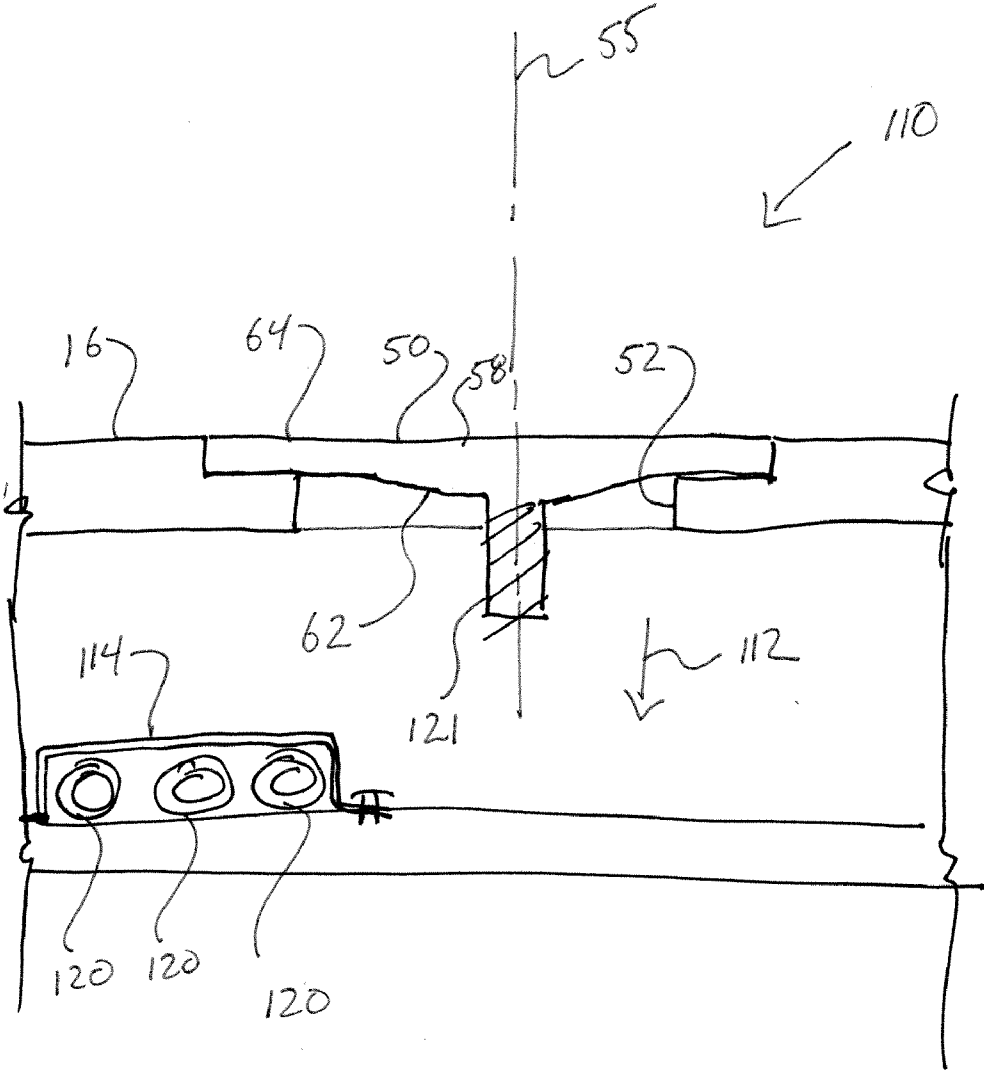


FIG 5

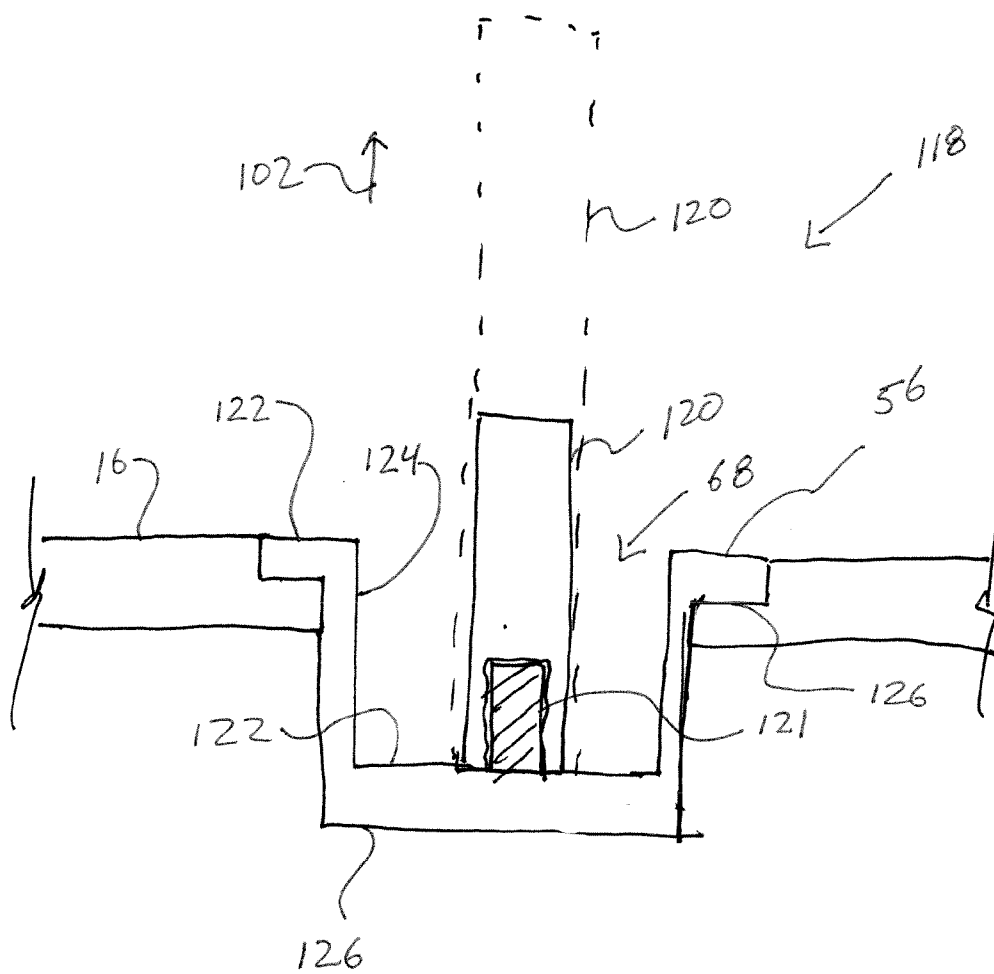


FIG 6

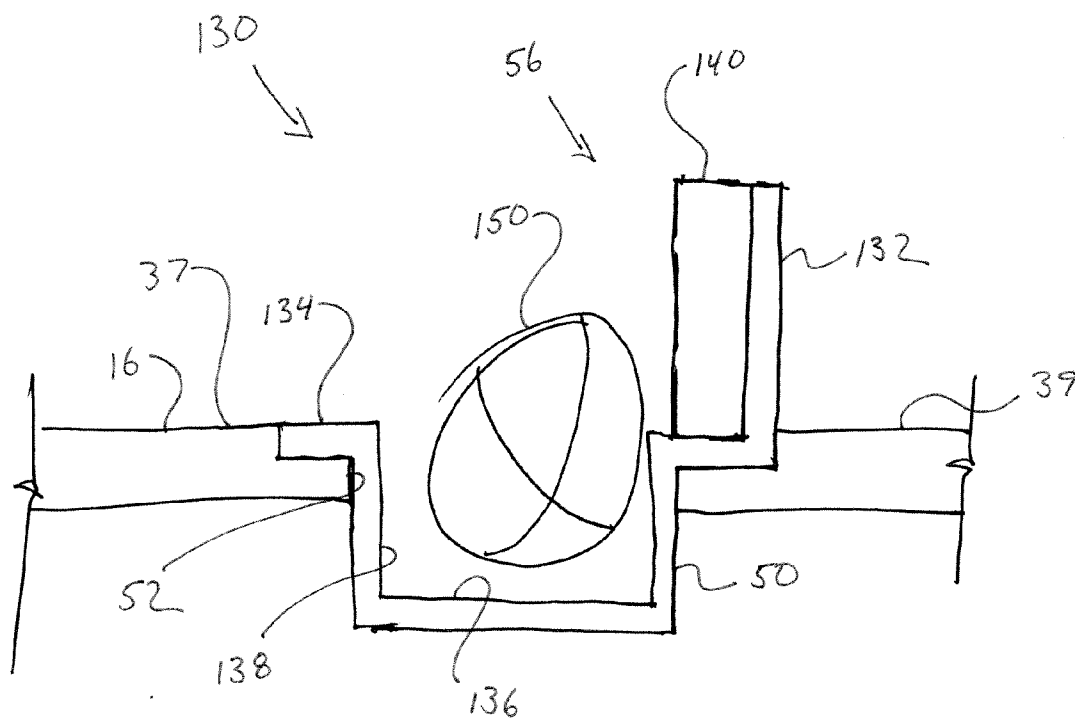


FIG. 7

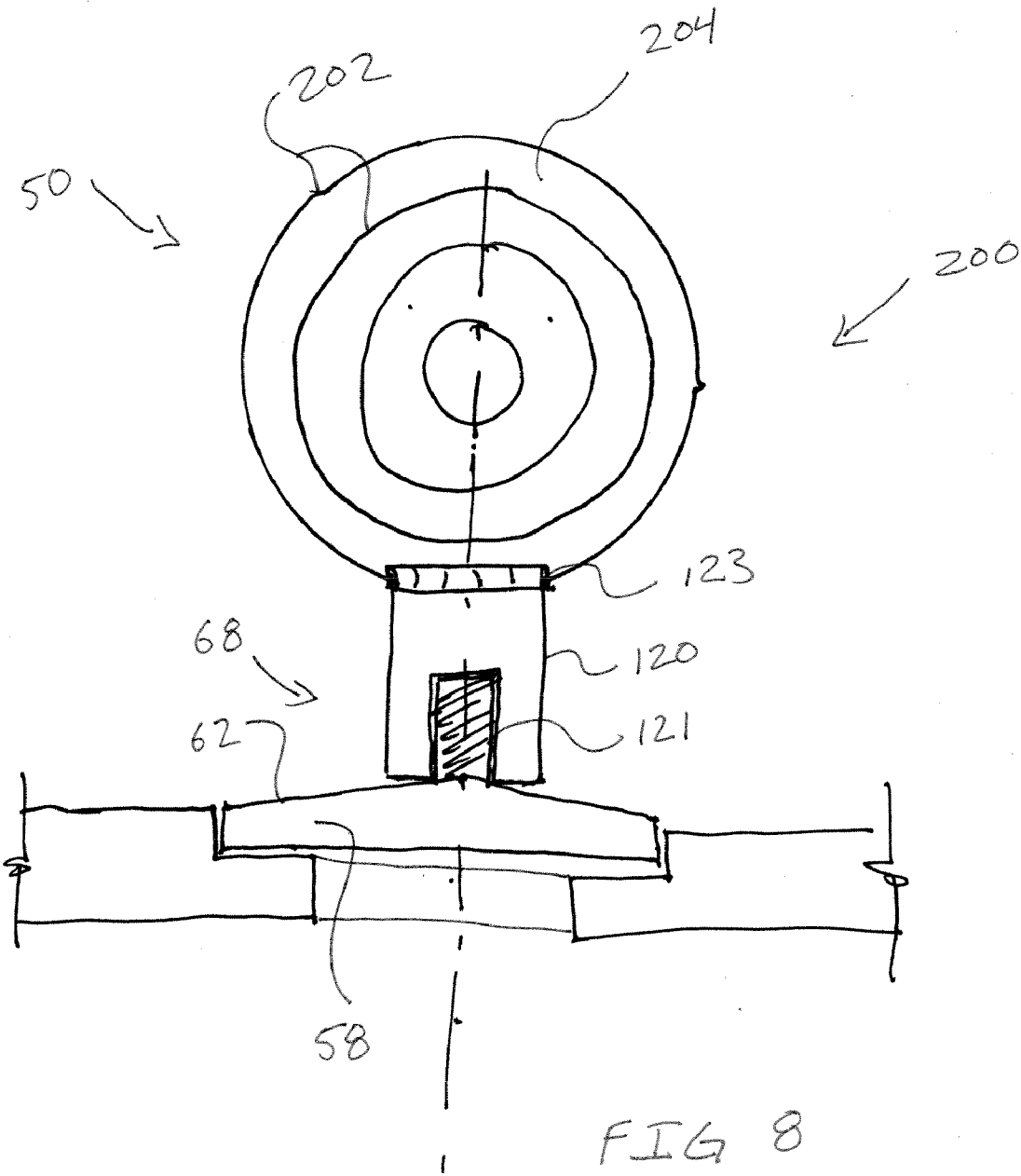


FIG 8

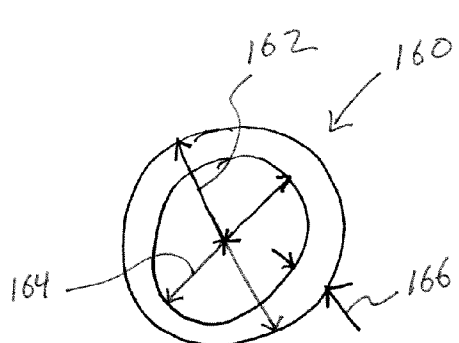


FIG 8A

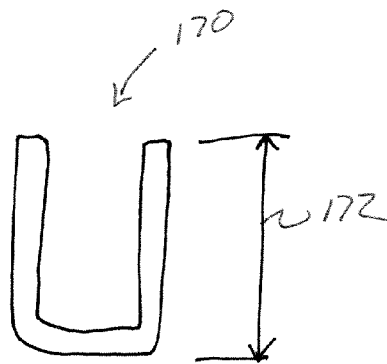


FIG 8B

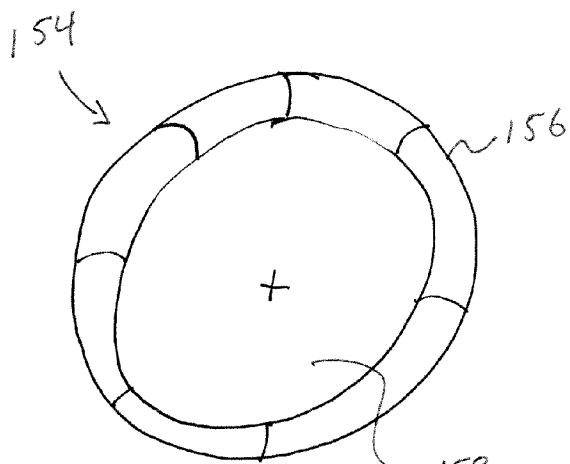


FIG 8C

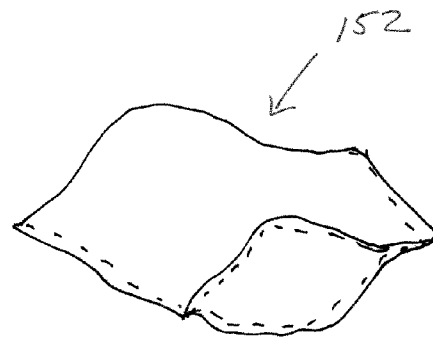


FIG 8D

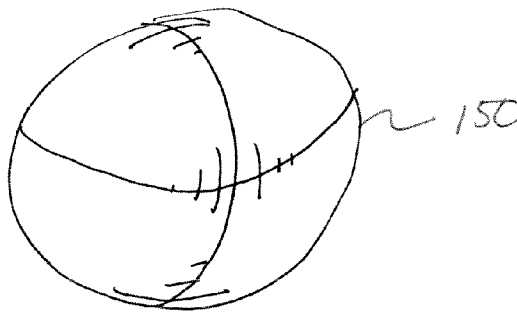


FIG 8E

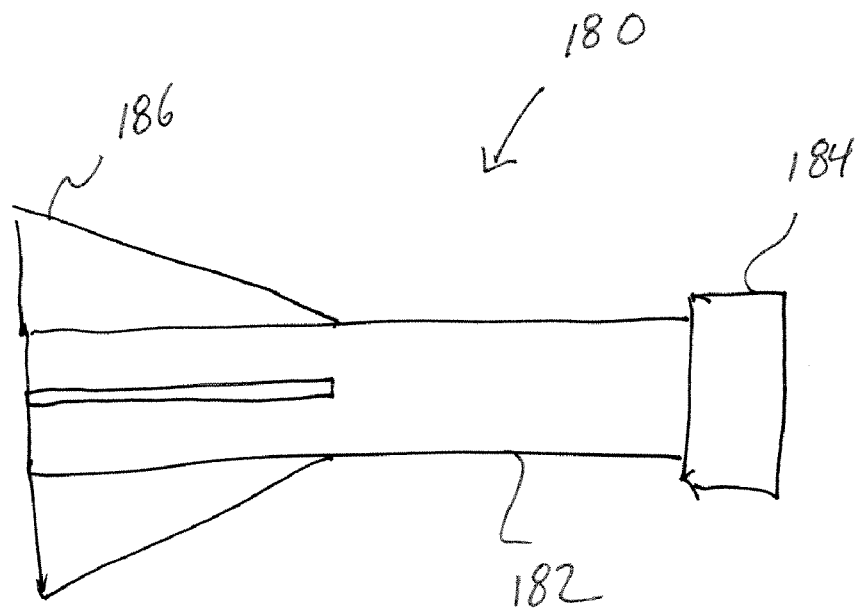


FIG 8F

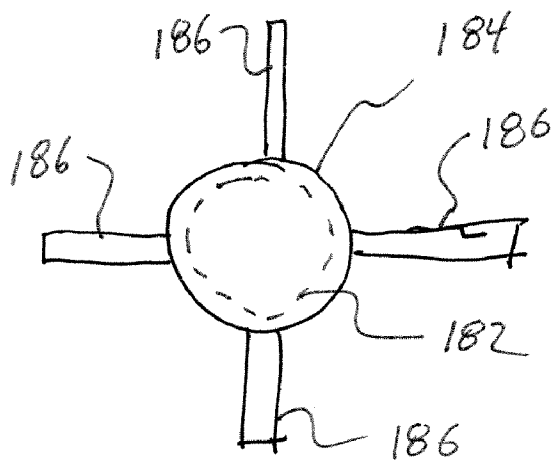


FIG 8G

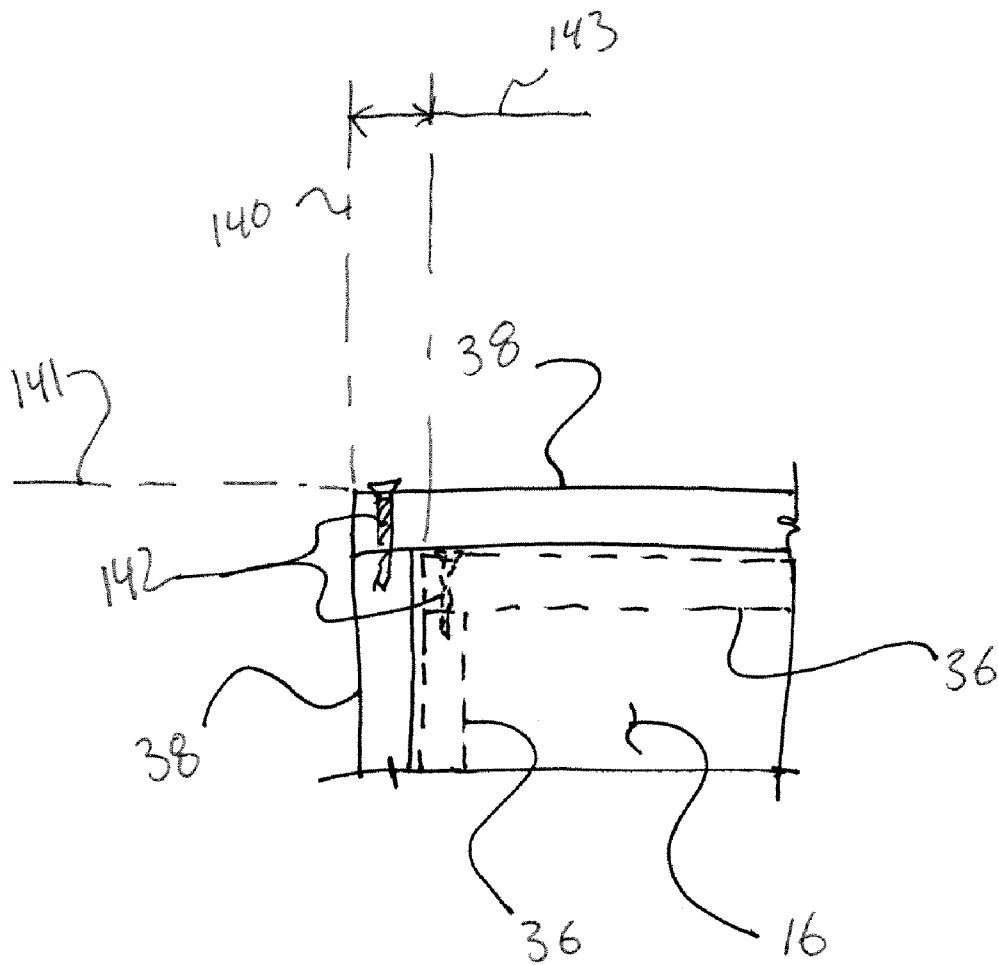


FIG 9



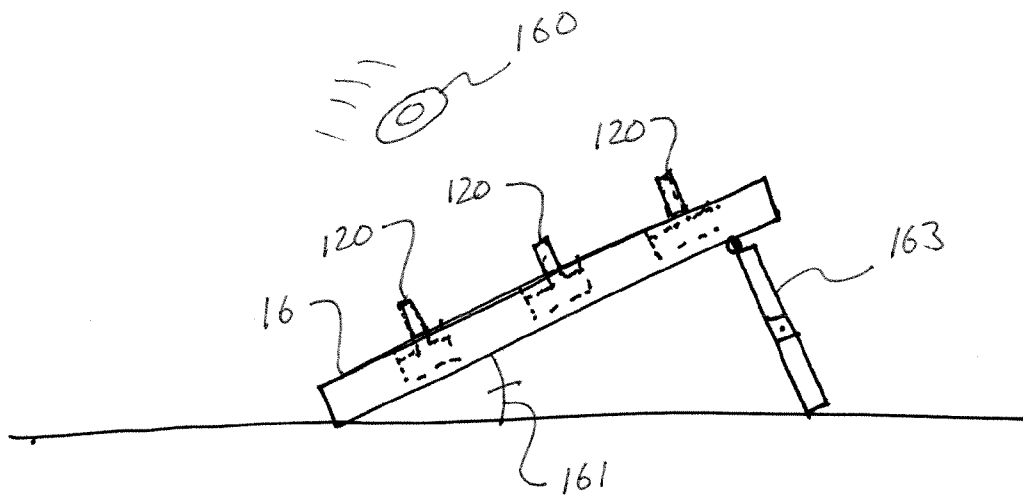


FIG 10

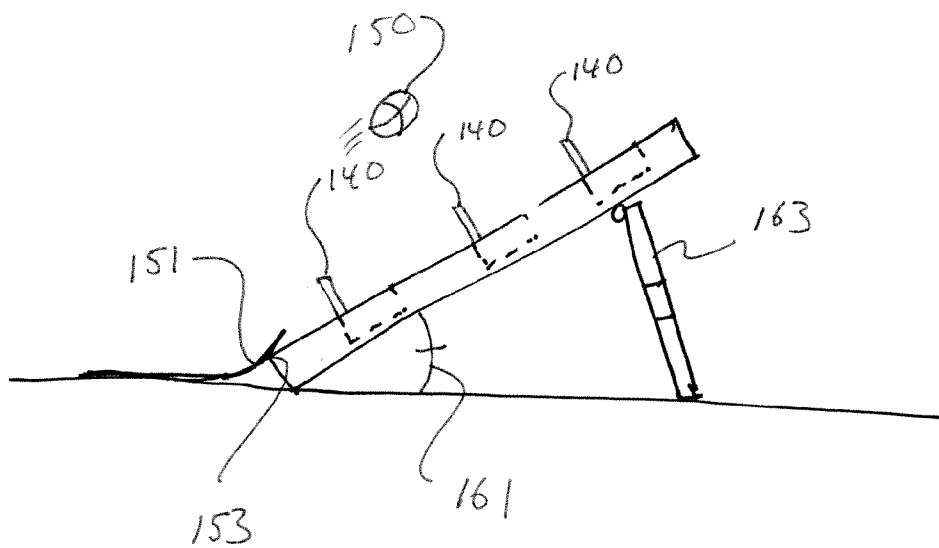


FIG 11

**TOSS GAME**

**BACKGROUND**

[0001] a) Background Art

[0002] U.S. Pat. No. 6,866,268 discloses a tossing game having an apparatus which appears to be a flat board, a target surface, a number of tossing discs, and a scoring peg. A number of games are provided within the same board or apparatus. In one method, each player tosses three rings on to the target surface. The toss is scored according to the landing position of the rings and the scoring position of a "power key". The first player to reach the top score wins.

[0003] In the Summary of the Invention section as seen in col. 1 starting around line 40, "one aspect of the invention comprises a target board, a scoring peg, and a plurality of tossing disks." Further down at line 52, "the scoring peg, sometimes referred to as the "power key" can be moved among three different scoring receptacles, one corresponding to each target hole on the top surface. Although the scoring receptacles may be only on one side of the rails," the receptacles are on both sides in the preferred embodiment". Further down in line 62, "the tossing disks . . . due to their torical shape, are specifically designed to enhance their flight characteristics and improve friction interaction between rings and top surface. Additionally, the tossing rings include inserts or markings thereon, designating one of each set as the "power ring."

[0004] U.S. Pat. No. 6,464,226 discloses a washer toss game and method of playing the game, which includes a number of game boards. Each board has a first board member and a second board member connected to one another. The board members have a top side with a number of holes. Numbers are displayed on the top side next to the holes and the game has a number of washers for tossing on the game boards into the holes from a predetermined distance. The edges between the game board pieces are configured to interlock with one another. In the Summary of the Invention section in col. 1 at line 59, "the present invention generally comprises a plurality of game boards each having a first board member and a second board member being connected to the first board member with each of the board members further having a top side and a plurality of holes disposed on the top side and numbers displayed upon the top side adjacent to the holes."

[0005] U.S. Pat. No. 6,341,780 discloses a disc tossing game, where the game has a first and second board and uses a number of discs. Each board has three bores or holes. The first bore indicates five points, the second bore indicates three points, and the third bore indicates one point. The boards are placed approximately 10 feet apart. Players stand on the edge of one of the boards and toss rings towards the bores to try to score points. Each turn of 4 tosses defines a series. One point is received for having all 4 discs on the board. The game is won by acquiring 21 points and hitting the board with any remaining discs held within that series. In the Summary of the Invention section in col. 1 starting at line 66, "the present invention generally comprises a game and method of playing the same. The game includes a first board, a second board and a plurality of disks. The first board has three bores therein. The bores are generally aligned. The Second board is substantially identical to the first board. The point indicia are located on the first and second boards and are adjacent to each of the bores. The indicia adjacent to a first outside bore indicating five points. The indicia are adjacent to the middle bore

indicating three points. The indicia are adjacent to the second outside bore indicating one point. A plurality of disks is used for tossing into the bores. Two players or two pair of players may play. The first bores are placed approximately 10 feet from the second board. The players stand on an edge of one of the bores and toss the rings toward the bores in the other of bores. Each player or pair of players tosses four of the disks. Each turn of four tosses to find a series. All points are added as indicated by the indicia corresponding to each bore as the first player's disk in. One point is received for having all four disks on the board. The game is won by acquiring 21 points and hitting the board with any remaining disks for that series.

[0006] U.S. Pat. No. 6,296,249 discloses a disc tossing/target receiving game with surface features; the game has a rectilinear target with convex landing surface and pockets arranged within the target. Players toss the discs onto the target apparatus to score points according to the rules. The discs and the target create the appearance of impossibility of entering certain scores while creating actual possibility developing skills to score. The board is lined with a frictionless-type surface and has flanges around the edges which help to retain the discs when they hit the board. The convex surface makes it more difficult to score. In the Summary of the Invention section starting at around line 51, "the target apparatus and disks are designed in such a way that the interaction between the target apparatus and disks are unexpected and varied." Furthermore in col. 2 around line 15, "the current invention requires more interesting and challenging means of successfully placing the disks into scoring positions. Errant bounces of the disks experienced with past games are nearly eliminated by the current invention. This greatly increases the importance of skill and reduces the component of chance involved in scoring points." For example, as seen in col. 3 of the preferred embodiment, around line 4, "the convex playing surface causes the disks to veer away from the pockets, but the convex nature of the playing surface is not normally noticed. This creates the appearance of a possibility of sliding the disks into pockets and when it is in fact nearly possible." Furthermore, at line 43 still in col. 3, "Example 2 to the same as Example 1 except that the playing surface of the target apparatus is made planar instead of convex. This significantly reduces the difficulty of accomplishing the disks into the scoring pockets and most particularly reduces the difficulty of accomplishing the disks into the scoring pockets."

[0007] U.S. Pat. No. 5,575,480 discloses a toss game apparatus for alternative use as a target for throwing projectiles or as a support for an individual playing the toss game which includes a frame and a top panel mounted on the frame and deflectable relative to the frame. In the Disclosure of the Invention section in col. 2 around line 11, "the present invention incorporates unique structure which enhances the gaming characteristics of the apparatus. The apparatus includes a top panel which is deflectable to some extent and co-operable with other structural elements to allow deflection of the top panel during play to absorb energy of projectiles while still serving as a proper and adequate support for an individual standing on the top panel when throwing projectiles to apparatus of like construction. Further more, the top panel of the apparatus is covered by carpeting of a specific character to both protect the top panel and encourage retention of tossed projectiles thereon."

[0008] U.S. Pat. No. 5,316,310 discloses a disk toss game which includes a game mat having a smooth surface and textured surface; both surfaces have surface indicia for des-

ignating target areas for a disk which is tossed on to the game mat. As seen in col. 2 two in the Summary of the Invention section around line 50, "the invention provided is a new and improved disk toss game, which is characterized by an elongated, flexible plastic, rubber or composite mat of selected length, width and thickness and having a "memory", a smooth surface and a textured surface, with at least one target indicia provided on both mat surfaces and a disk adapted for tossing the target indicia on the mat, which disk is characterized by a tapered, weighted edge segment and three hollow cavities partially filled with a freely shifting particulate material to enhance the skill necessary to toss the disk into close proximity to the target indicia."

[0009] U.S. Pat. No. 4,974,858 discloses a tossing game for indoor or outdoor use similar to horseshoes which includes two boards positioned and spaced apart in vertical alignment. The players stand behind a particular board and throw washers into holes located in the opposite board. In the preferred embodiment, three holes are positioned in each board and are given different scoring readings. Two identical wood boards may be covered with a soft material, such as carpeting, to prevent washers from bouncing when thrown. In a second embodiment, grooves are provided between the holes. The grooves prevent washers from being tossed and rolled on their edges into a particular aperture. In the Summary of the Invention section in the second paragraph, "the present invention utilizes two boards which are designed to be placed in vertical alignment approximately four feet apart between their closest ends. Players stand behind a particular board and throw projectiles, such as washers, into holes in the opposed board. Each board may be provided with a plurality of aligned holes which reflect different scores depending upon the distance from a player. The identical boards may be covered with a soft material, such as carpeting or the like, to prevent the washers from bouncing too much when the land on the board. Additionally, grooves may be provided in the boards between the scoring holes so that washers may also be tossed and subsequently rolled within a groove so as to fall into one of the scoring apertures."

[0010] U.S. Pat. No. 4,936,590 discloses a portable pitch game which is a self-contained target/toss-type game comprised of two multi-aperture rectangular platforms. Colored aperture disc projectiles are supplied in sets of six, one set for each player. A player stands on the edge of one platform and tosses discs in an attempt drop them through one of the apertures in the second platform. The apertures are scored one, two, three according to distance away from the thrower. Separable hinges and latches are included for attaching the two rectangular platforms together into a storage or carrying case. In a special embodiment, the discs and a ring around the apertures are colored with a non-toxic light chargeable coating which produces a glow effect in a darkened environment. In the Summary of the Invention section "in practicing my invention I have developed a portable, self-contained target/top tossed-type game comprised of two, multi-aperture rectangular platform receptacles and multiple flat, aperture, colored disk projectiles." Further down in the same first paragraph, "the object of the game is to throw the disks with the purpose of having them pass through one of the three apertures located on the platform receptacle and being retained under the platform in a compartment for the particular aperture."

[0011] U.S. Pat. No. 4,927,161 discloses a chip shot game which has two platforms with three circular holes in each

platform. The platforms are joined together with a chain or other linkage at a fixed distance. A player stands on top of the platform at the end where the linkage is fastened. The player will toss, pitch, or lob all three disks one at a time towards the other platform in an attempt to hit one of the three holes. Each hole is worth a particular number of points. In the Summary of the Invention section, "In accordance with the present invention, a new and useful projectile throwing game is disclosed which employs at least two target tray structures and a plurality of projectiles. Two or four players may play this game. The game consists of two platforms with three circular holes in each platform. These platforms are joined together with a chain or other linkage at a fixed distance. A player stands on top of the platform at the end where the linkage is fastened. This player will toss, pitch, or lob a disc towards the other platform trying to hit one of the holes. Each hole is worth a particular number of points. Generally a player who scores the first 21 points wins the game."

BRIEF DESCRIPTION OF THE DRAWINGS

- [0012] FIG. 1 is a perspective view of the game kit;
- [0013] FIG. 2 is a plan view of the target casing;
- [0014] FIG. 2A is a plan view of an alternative embodiment of the target casing;
- [0015] FIG. 3 is a perspective view of a toss game with the game kit;
- [0016] FIG. 3A is a perspective view of a putting game with the game kit;
- [0017] FIG. 4 is a detail elevational view of the toss target;
- [0018] FIG. 4A-4F are perspective detail views of alternative embodiments of the male base;
- [0019] FIG. 5 is an elevational detail view of the toss target and male extension sections;
- [0020] FIG. 6 is an elevational detail view of an alternative embodiment of the toss target;
- [0021] FIG. 7 is an elevational detail view of an alternative embodiment of the toss target;
- [0022] FIG. 8 is an elevational detail view of an alternative embodiment of the toss target;
- [0023] FIG. 8A, 8B, 8E, 8F, and 8G, are detail views of the scoring components;
- [0024] FIG. 8C and FIG. 8D are detail views of the defensive components;
- [0025] FIG. 9 is a detail plan view of the game kit;
- [0026] FIG. 10 is a side view of an alternative embodiment of the target casing;
- [0027] FIG. 11 is a side view of an alternative embodiment of the target casing.

DESCRIPTION OF THE PREFERRED EMBODIMENTS

[0028] Referring to FIG. 1, a game kit 10 is provided in the current embodiment. The game kit has a first target casing 12 and a second target casing 14. The first target casing 12 has a first target surface 16. This first target surface 16 can generally be made of a wooden type construction such as plywood, also molded or formed plastic, or any other rigid material which would provide for creation of the target casing 12. The first target surface 16 can be covered with a target covering such as carpeting, Astroturf, or a polyvinyl or rubber-type material depending on the desired surface characteristics of the target

surface. The game kit second target casing **14** also has a second target surface **18** having the same properties as the first target surface **16**.

[0029] Referring to both FIGS. **1** and **2**, each of the first and second target surfaces have a group of toss targets. For example, the first target surface **16** as seen in FIG. **2** has a first group of toss targets **20**. While the toss targets in the current embodiment include three toss targets, other ranges of toss targets are clearly envisioned such as one, two, four, six, eight, and multiples thereof. In the first group of toss targets **20**, there is in this current embodiment a first toss target **26**, a second toss target **24**, and a third toss target **22**. The first toss target **26** is located in this particular embodiment towards the fore end **37** of the first target surface **16**. Similarly, the third toss target **22** is located towards the aft end **39** of the target surface.

[0030] Correlated to the first group of toss targets **20** are a first group of scoring indicia **34**. In the particular embodiment shown, the first group of scoring indicia **34** has a first scoring indicia **32** which is correlated to the first toss target **26**, a second scoring indicia **30** which is correlated to the second toss target **24**, and a third scoring indicia **28** which is correlated to the third toss target **22**. Each of the scoring indicia can be assigned different values depending on the game choice. For example, the first scoring indicia **32** can be valued as one point, the second scoring indicia **30** can be valued as three points and the third scoring indicia **28** can be valued as five points.

[0031] The target casings **12** and **14** as seen in FIG. **1** are shown in the present embodiment as a rectilinear type shape. Referring to FIG. **2**, the target casing is arranged in this particular embodiment along a longitudinal axis **2** and a transverse axis **3** define a target plane **4** within which the target surface **16** is positioned.

[0032] While the present embodiment is shown as a rectilinear shape, other shapes are clearly envisioned. For example, as seen in FIG. **2A**, a circular target surface **41** is provided which has a circumferential perimeter support member **43**. In this particular embodiment, there are in the group of toss targets **20**, a first toss target **26**, a second toss target **24**, third toss target **22**, and a fourth toss target **27**.

[0033] As seen in FIG. **1**, the game kit's first target casing **12** can be seated within the second target casing **14**. In order to seat the first target casing within the second target casing, the first perimeter support member sidewalls **36** of the first target casing may be offset an inset distance longitudinally and transversely from the second casing perimeter support member **38**. Referring to FIG. **9**, the inset distance **143** is a distance which is about the same distance or slightly greater than the width of the perimeter members as secured to their respective ends by a securing means **142** such as a threaded screw, nail or some other type of securing apparatus. A volume is left on the interior portion of the target casings so that game components can be stored within the casing during travel. During such travel or transportation and/or relocation of the game kit **10**, the user will utilize a carrying handle **17** connected to either one of the first or second target casings.

[0034] Discussion of the game components which include the toss target, the defensive game components, and the offensive game components will now be provided.

[0035] Referring to FIG. **4**, a toss target **50** is shown in one embodiment as being arranged radially about a vertical or central axis **55**. The toss target **50** currently has two elements, the target section **56** and the female aperture **52**. The female

aperture is an opening defined by a perimeter surface area. The toss target is configured as an upright target extending from the female aperture, or an inverted target which is essentially just a flat surface or a truncated-type surface to receive a scoring or defensive component to be discussed below, or the toss target can be just the female aperture leaving a void of some sort for the scoring components to fall into.

[0036] The target section **56** is shown in a positive vertical direction **102** where the male rod section **68** is connected to the top surface **62** of a male base **58**. The male base **58** also has a bottom surface **64**. The male base and male rod sections are configured as cylindrical shapes. Other shapes such as cubic, spherical etc are unusual. The male base **58** has a cylindrical sidewall surface **66** which acts as the interface with the female aperture **52** receiving component **54**. The receiving component **54** is a threaded receiving surface, but can also be other types of connections not limited to a magnetic surface, metallic surface or other type of securing mechanisms such as spring-loaded pins and the like. The connection component **60** of the cylindrical sidewall surface **66**, as well as a portion of the bottom surface **64** of the male base **58**, can have corresponding threads along the outer cylindrical sidewall **66**, or the portion of the bottom surface **64** can be of an opposing polarity of a magnetic surface or metallic-type material as well as having for example either a mating recess or spring-loaded mechanism to mate with the receiving component **54** of the female aperture **52**.

[0037] This current embodiment, as seen in FIG. **4**, of the female aperture **52** is a circular opening through the target surface **16** which has an opening diameter **51**. This opening diameter ranges from approximately 1½ inches in diameter to approximately 8 inches in diameter depending on the desired aperture size.

[0038] The male base **58** is sized according to the opening diameter **51** and has a male base diameter **53** which correlates to around the same diameter as the female aperture opening diameter **51**.

[0039] As previously mentioned above, the toss target **50** in this particular embodiment has a first target position **100** which is a positive vertical upright position **102**. The top surface **62** is essentially in coplanar alignment with the target surface **16**. In an alternative embodiment, the male extension or rod section **68** is made of two components: a detachable rod section **120** and a secured rod portion **121**. These two pieces can be separated from one another so that other detachable components can be secured to the male base section **58**. The secured rod portion **121** in one embodiment has a threaded outer surface which would mate with the threaded inner surface of the cylindrical detachable rod **120**. The cylindrical detachable rod **120** can range in sizes from approximately 1½ inches in height to approximately 12 inches in height, having a diameter range of approximately ¼ inches in diameter to approximately 1½ inches in diameter.

[0040] Referring to FIG. **5**, the toss target **50** is shown in a second target position **110**. In order to seal off the female apertures **52** and keep the contents within the game kit **10** (FIG. **1**) from falling out of the female aperture, the toss target **50** and the target section **56** can be inverted where the bottom surface **64** of the male base **58** is coplanar with the target surface **16**. The top surface **62** of the male base **58** is positioned in a negative vertical direction **112** facing away from the target surface **16**. The threaded detachable extension rods **120** are shown in a stored position and secured within the

game kit 10 by securing means 114, which can include a strap, casing or an inset pocket in some form.

[0041] In an alternative embodiment (referring to FIG. 6), the toss target 50 is configured as a recessed receiving cup, where the target section 56 has a top surface 122 which is split into two different vertical components, connected by a cylindrical sidewall 124. The bottom surface 126 extends down into the inner region of the casing and the male rod section 68, connected still to the top surface 122 within the target section 56, projects upwards in a positive vertical direction 102. The detachable rod portion 120 can be removed from the secured rod portion 121 so that scoring components, which will be described below, can fall into the inner region of the toss target 50. This particular type of configuration is useful for the putting game which we will describe below as well as the dart game or the ball toss game.

[0042] Referring to FIG. 7, another alternative embodiment of the toss target 50 includes the target section 56 being positioned towards the aft end of the female aperture 52 where the target section 56 acts as a back wall shaped in a semi cylindrical configuration 140. As seen in FIG. 7, the toss target 50 is arranged in the first target position 130 with the top surfaces 134 and 136 in parallel planar alignment with the target surface 16. The cylindrical sidewall 138 acts as a connection between the top surface 134 and the top surface 136 in the inner portion of the toss target 150. In this particular embodiment, the scoring component 150 is configured as a ball and the user may toss the ball in some fashion to hit the semi cylindrical back wall 140 enabling the ball to fall into the toss target 50. The semi cylindrical back wall may be orientated circumferentially along the perimeter edge of the aperture for variations of the game.

[0043] Referring to FIG. 8, another alternative embodiment of the toss target 50 includes a circular target section positioned in a first position 200. Here the male base 58 is configured (as previously discussed and seen in FIG. 4), where the secured rod portion 121 is configured as a cylindrical rod with a threaded outer portion and connected to the top surface 62 of the male base 58. A cylindrical target extension portion 120 configured as a cylindrical shaft having an inner surface with threaded interior alignment to connect to the secured rod portion is provided. At the upper end of the cylindrical shaft, is a target hinge 123. The target hinge is connected to the circular scoring surface 204. The target hinge 123 is configured in this particular embodiment as a spring-loaded hinge although the target hinge does not have to be spring-loaded. The front surface of the circular scoring surface 204 may optionally be covered with an outer covering such as a hook and loop-type fastener material such as the loop portion of a Velcro™ mating system or may even be a clear plastic material. In this particular embodiment, scoring rings 202 are provided to indicate the degree of accuracy. The user would then utilize one of the below-mentioned scoring components such as the dart scoring component 180 as seen in FIG. 8F. The forehead 184 of the dart scoring component 180 may optionally have at its fore end the opposite portion of the hook and loop-type fastener such as the hook portion. The forehead 184 may be detachable in some manner when the dart scoring component 180 impacts the circular scoring surface 204.

[0044] Additional alternative embodiments of the target section 56 will now be discussed. Generally speaking these various shapes add a level of skill and difficulty to the tossing of the washer component as will be discussed below onto the surface to maintain a particular score during play.

[0045] Referring to FIGS. 4A through 4F, the top surface 62 of the scoring component can be a conical shape 70 (as seen in FIG. 4A). Alternatively, the bottom surface 64 of the scoring component can be a conical shape 72 (as seen in FIG. 4B) The target section (as seen in FIG. 4C) can also be configured as a concave shape for the top surface 62 and alternatively (as seen in FIG. 4D), the top surface can be a convex shape 74. Furthermore, the bottom surface (as seen in FIG. 4E) can be configured as a concave shape 78 or the bottom surface can be configured (as seen in FIG. 4F) as a convex shape 80.

[0046] In order to play the toss game, the user will have to utilize the scoring components and the optional defensive components contained within the game kit. Discussion of the scoring components and the defensive components as provided in this particular embodiment will now be provided.

[0047] Referring to FIG. 8A, a score component ring 160 is provided. The ring 160 has an inner diameter 164 and an outer diameter 162. The ring also has a ring thickness 166. Each ring design has a material thickness depending upon the particular material of which the ring is constructed. The ring may be constructed of metal, plastic, wood, or other suitable material for tossing the ring. In one particular embodiment, the ring has a material component of galvanized steel and is configured with an inner diameter 164 of approximately 2 inches and an outer diameter of approximately 3½ inches with a ring thickness of approximately ¾ inch. The size of the ring depends on the type of toss game being played with the game kit 10. For example, the users may wish to toss washers at the scoring component with a male rod section 68. In that particular embodiment, the male rod section 68 may be configured approximately to a 3-inch height with a ¾-inch diameter shaft and the users can score by throwing the metal washers onto the cylindrical shaft ring or having the washers touch the outer surface of the shaft ring.

[0048] In other embodiments of the ring scoring component 160, the ring is configured as a Frisbee-type arrangement where the outer diameter of the ring ranges from approximately 6 inches to approximately 12 inches depending on the particular distance and skill for tossing or throwing the Frisbee.

[0049] In addition to a ring component 160, a U-shaped scoring component 170 (as seen in FIG. 8B) can be utilized. The U-shaped scoring component has a leg height 172 and a base width 174 which can vary depending on the particular embodiment desired. One embodiment of the U-shaped component 170 would be a horseshoe U-shaped scoring component 170 constructed of various materials such as metal, plastic or a lighter type of material such as a carbon fiber construction.

[0050] Two types of defensive scoring components are shown in FIGS. 8C and 8D. In FIG. 8C, a disk defensive component 154 is provided.

[0051] During the game play, a defensive player has the option of using various defensive scoring components, a few of which are shown in FIGS. 8C and 8D. The purpose of the defensive scoring components is to effectively block the offensive scoring components through an aerial interception. While it is possible that the defensive score components could essentially be the offensive scoring components but used in a defensive manner, some defensive scoring components can be specifically designed for catching and/or knocking the offensive scoring components out of aerial alignment with the toss targets.

[0052] FIG. 8C shows a defensive scoring component which is configured as a disk defensive component 154. The disk is constructed of a fabric such as cotton, nylon, or other type of material. The disk has an outer diameter which can range from approximately 3 inches to approximately 10 or 12 inches depending on the distances that the players will be tossing the defensive component. The disk has an inner wall 158 which may be a single, double or triple ply fabric material but does not contain any other type of inner region type weighted material. The outer region of the disk is defined by a cylindrically arranged tubular outer wall 156 which is selectively filled with sand, or other type of material which provides for weight but does not provide much in the way of structural rigidity.

[0053] Along the same lines, a beanbag defensive component 152 is provided which has an outer wall constructed of the same type of material as the disk defensive component, that being cotton, nylon or other type of fabric. The beanbag defensive component can be sewn together along the edges and can be arranged as a cube, a semi cylindrical type shape, etc.

[0054] While the two above-mentioned embodiments of the defensive component are provided, other designs and shapes which can be configured to capture, deflect, intercept in some manner, the scoring component during aerial flight are clearly envisioned.

[0055] Other scoring components are also envisioned for the use of derivative games which will be discussed below. Referring to FIG. 8E, a spherical scoring component 150 is provided. This type of spherical scoring component can be a rubber ball, beanbag, golf ball, inflatable ball or other type of sphere which can be used to toss, roll, putt or kick towards the target.

[0056] Referring now to FIGS. 8F and 8G, a dart scoring component 180 is provided. As previously mentioned above, the dart scoring component has a cylindrical shaft 182 which may be composed of a foam or Nerf-type material, or may be more along the lines of a wooden shaft or rubber-type material depending on the desired use. At the fore end is a cylindrical forehead 184. This head as previously discussed is designed to interact with the circular scoring surface 204 of the circular target section 200 as previously mentioned in FIG. 8. Towards the aft end of the dart scoring component 180 are a plurality or number of tail fins 186 which are radially aligned and as seen in FIG. 8G, are equidistantly spaced from one another dividing the cylindrical shaft into quadrants. The tail fins 186 provide for aerial alignment of the dart scoring component 180 as it is catapulted towards the toss target 56.

[0057] Because the game kit as indicated above can be utilized for various game types of tossing, throwing, rolling, or putting, a brief discussion of some of the more common type of games enabled by this game kit will now be provided.

[0058] Referring to FIG. 3, a toss game 300 is shown. The game can be played by two players against one another each switching offensive and defensive sides, or a foursome can play where teams of two play offense and defense or just offense depending upon the desired game scenario.

[0059] One version of the rules will now be discussed. The toss game 300 is played to a total of 22 points. The present embodiment as seen in FIG. 3 shows a first player 306, a second player 308, a third player 309, and a fourth player 311. The rules will be discussed for just a single offensive and defensive player but the game as previously mentioned can be played with two or more individuals on a team. Each side flips

a coin to determine who tosses the first washer or scoring component 160. Each offensive player is allowed to throw each of the scoring components from his first group of scoring components 312. Each defensive player is allowed to throw during an offensive play, a defensive component 152 from the group of defensive components 314. A winning set of tosses occurs when three scoring components are thrown onto the same toss target such as a first toss target 26, a second toss target 24, or a third toss target 22, referring back to FIG. 2.

[0060] Points accumulated by an offensive player can be canceled out by the player's opponent who can throw and score the same value as the first player, thus either bringing down the score of the first player 306 or eliminating the first player's score and generating an automatic win through three successive scoring events on a toss target.

[0061] If a player during an offensive play makes more than 22 points, that player must then restart from the zero position.

[0062] As previously discussed, each player during a defensive play can utilize a defensive component 152, the defensive component configured as previously discussed as a beanbag defensive component 152, a disk defensive component 154 or variations thereof. The purpose of the defensive component 152 is to intercept the offensive components 160 during the offensive player's attempt to score on one of the targets in the toss target group 22. The defensive component 152 must aurally intercept the offensive component 160.

[0063] Once a defensive component 152 has been utilized, it cannot be reused until the end of the offensive player's turn. In one embodiment of the game, the defensive component 152 can only be tossed underhand. In another embodiment of the game, a foul will occur when the defensive player accidentally or purposefully hits the offensive player with a defensive component 152. A foul translates into an additional scoring opportunity for the current offensive player.

[0064] Once a player scores a total of 22 points, that player no longer has to attempt to score and can bypass his offensive turn, and just play defense. In order to successfully make a scoring attempt, the player must stand behind the aft end of the opposite target surface 16 anywhere behind an imaginary line which extends parallel transversely along the aft end of the target casing. Each of the target casings 12 and 14 during play are placed approximately an operating distance 302 of approximately 5 to 10 feet apart depending on the agreement of the players and their desired level of difficulty.

[0065] Once an offensive component 160 leaves the hand of an offensive player, for example first player 306, the offensive component is in play. If the offensive player 306 accidentally drops an offensive component 160, that particular component is also considered in play and player loses his or her turn in utilizing that particular offensive component 160 to make a score during an offensive turn.

[0066] Furthermore, only one offensive component 160 can be tossed at a time. A defensive component 152 can only be tossed at a vertical elevation or higher, thus it must reach an arc apex after it leaves the hand of the defensive player 308. If the toss of the defensive component 152 is downward and never begins an upward vertical arc, such a toss will be considered a foul and the offensive player receives an additional opportunity or toss, to make a scoring event. A scoring event occurs when the offensive component 160 for example: lands and stays on a board or target surface 16; lands within a particular range and stays within a particular range of a toss target; makes contact and stays on contact with a toss target; connects to a toss target; or falls into a toss target.

[0067] It is likely that a defensive component 152 may make contact and fall onto a target surface 16 or 18. When removing the defensive components from the target surface, no movement of the offensive components already resting on the target surfaces can be made. If a player either purposefully or accidentally moves an offensive component, the offensive component must be placed back in its proper position in relation to the target surface 16 or 18, and the defensive player for example 308, who was removing his defensive component 152 from the target surface, will receive a foul and the offensive player whose offensive component was moved, receives an opportunity for an extra scoring event.

[0068] In another version of the game, referring to FIG. 3A, a player 336 can utilize a golf club 332 and a scoring component 150 which in this particular embodiment is a golf ball. The player can attach a golf ramp 334 which is essentially comprised of one or two surfaces, one which is in angular relation between the ground surface and the upper fore transversely aligned edge of the target casing 14 and another horizontally aligned surface which is attached to the bottom edge of the angularly aligned surface. The player 336 putts the ball 150 up the ramp and tries to score points into the scoring targets or the group of scoring targets 20 which are arranged as the female apertures previously discussed in FIG. 4.

[0069] In another embodiment of the game, the target casings 12 or 14 as seen in FIGS. 10 and 11 can be placed at an angle of disposition 161. The angle is held in place through the use of an actuated kickstand 163 which is optionally attached to the base of the target casing. By placing the target surface 16 at an angle of disposition 161, it makes the scoring of the scoring component 160 which in this case is configured as a Frisbee, more difficult and challenging when trying to hook the scoring component 160 onto say for example the target section 56 with the protruding detachable rod 120. The kickstand 163 length can be adjusted based on a coupling mechanism which is readily available in the art.

[0070] Another use of the kickstand 163 to maintain the target casing and the target surface 16 at the angle of disposition 161 is through the use of a rolling ramp 151 which attaches to the fore edge 153 and enables a user to roll a scoring component 150 which in this particular embodiment is a rubber ball, up the rolling ramp 151 and launches the scoring component 150 into a brief aerial trajectory, where the objective is to have the scoring component 150 land on the target surface 16 and hit one of the semi cylindrical back walls 140 to fall into the cup of the target section 56.

Therefore I claim:

1. A toss target comprising:

- a. a target surface arranged within a target plane, said target plane defined by a longitudinal axis and a transverse axis, said target surface having a female aperture comprising a circular opening defined by a circumferential surface area, a receiving component;
- b. a target section comprising a substantially cylindrical body, said cylindrical body having a male base to interoperate with said female aperture, and a diameter substantially matching said circular opening, said male base further comprising a connection component to interoperate with said receiving component of said female aperture;
- c. said male base further comprising a top surface, a bottom surface, and a cylindrical sidewall surface, said cylindrical

body further comprising a male extension section protruding from said male base section top surface along a vertical axis.

2. The toss target according to claim 1, wherein said toss target further comprises:

- a. said receiving component of said female aperture having a threaded receiving surface;
- b. said connection component of said male base having threads arranged to cooperate with said threaded receiving surface.

3. The toss target according to claim 1 wherein said target section further comprises: said male extension section being operably detachable and reconnectable to said male base section.

4. The toss target according to claim 3 wherein said male extension section further comprises a cylindrical rod, said cylindrical rod comprising a longitudinal length ranging from about 1½ inches to about 12 inches, said cylindrical rod further comprising a diameter ranging from about ¼ inches to about 1½ inches.

5. The toss target according to the claim 3 wherein said male extension section further comprises a semi cylindrical back wall, said semi cylindrical back wall comprising a circumferential length about equal to or less than one half of the circumferential distance of said female aperture, a longitudinal back wall height ranging from about 1½ inches to about 8 inches.

6. The toss target according to claim 3 wherein said male extension section further comprises a cylindrical target extension portion aligned along said vertical axis, said cylindrical target extension portion further comprising a radially aligned hinge positioned along an upper surface of said cylindrical target extension portion, said radially aligned hinge operably connected to a circular scoring surface.

7. The toss target according to claim 1 wherein said target section further comprises: said top surface having a conical shape.

8. The toss target according to claim 1 wherein said target section further comprises: said bottom surface having a conical shape.

9. The toss target according to claim 1 wherein said target section further comprises: said top surface having either a convex or a concave shape.

10. The toss target according to claim 1 wherein said target section further comprises: said bottom surface having either a convex or a concave shape.

11. The toss target according to claim 1 wherein said target section can be arranged within said female aperture in a first target position or a second target position;

- a. said first target position comprising said top surface of said male base in substantially parallel planer alignment with said target surface and facing the same direction as said target surface with said male extension section protruding towards said target surface in a positive vertical direction;
- b. said second target position comprising said bottom surface of said male base in substantially planar parallel alignment with said target surface and facing the same direction as said target surface with said male extension section extending away from said target surface in a negative vertical direction.

12. A toss target casing comprising:

- a. a target surface arranged within a target plane, said target plane defined by a longitudinal axis, a transverse axis,

- said target surface further comprising a group of first, second, and third toss targets, said group of toss targets correlated to a group of first, second, and third scoring indicia;
- b. said target surface supported by perimeter support members, said perimeter support members maintaining said target surface a casing height above a ground surface;
  - c. each of said toss targets further comprising:
    - i. a female aperture comprising a circular opening within said target surface, a receiving component;
    - ii. a target section comprising a substantially cylindrical body, said cylinder body having a male base to interoperate with said female aperture, and a diameter substantially matching said circular opening, said male base further comprising a connection component to interoperate with said receiving component of said female aperture;
    - iii. said male base further comprising a top surface, a bottom surface, and a cylindrical sidewall surface, said cylindrical body further comprising a male extension section protruding from said male base section top surface along a vertical axis.
- 13.** The toss target casing according to claim **12** wherein said toss target casing further comprises: said target surface comprising a rectilinear shape within said target plane, said rectilinear shape comprising a longitudinal length and a transverse length said longitudinal length proportionally about two times said transverse length.
- 14.** The toss target casing according to claim **12** wherein said toss target casing further comprises said target surface comprising a circular shape within said target plane.
- 15.** The toss target casing according to claim **12** wherein said circular opening comprises a range of diameters between about 3 inches diameter and about 6 inches diameter.
- 16.** The toss target casing according to claim **13** wherein said longitudinal length is about 4 feet and said transverse length is about 2 feet.
- 17.** The toss target casing according to claim **12** wherein said first scoring indicia has a value of one point, said second scoring indicia has a value of three points and said third scoring indicia has a value of five points.
- 18.** The toss target casing according to claim **12** wherein said casing further comprises a kick stand operably connected to said casing along a transversely aligned hinge, said kick stand configured to position said toss target casing at an angle of disposition greater than or about equal to 0° from the ground surface.
- 19.** A kit for a toss game comprising:
- a. a first target casing configured to operably seat within a second target casing;
  - b. said first target casing comprising a first target surface arranged within a first target plane defined by a longitudinal axis and a transverse axis, said first target surface further comprising a first group of first, second, and third toss targets, said first group of toss targets correlated to a first group of first, second, and third scoring indicia;
  - c. said first target surface further comprising perimeter support members located an inset distance from the perimeter edge of said target surface, said perimeter support members maintaining said target surface a casing height above a ground surface;
  - d. said second target casing comprising a second target surface arranged within a second target plane defined by a second longitudinal axis and second transverse axis, said second target surface further comprising a second group of first, second, and third toss targets, said second group of toss targets correlated to a second group of first, second, and third scoring indicia;
  - e. said second target surface further comprising perimeter support members arranged about the perimeter edge of said second target surface and further configured to accept said first perimeter support members when said first target casing is operatively seated within said second target casing;
  - f. one or both of said first or said second target casings having a set of storage compartments to store one or more scoring components, one or more defensive components, and one or more toss targets;
  - g. one or both of said first or said second target casings comprising a carrying handle;
  - h. said first target casing and said second target casing separable to be arranged and operating distance away from one another while supported on said ground surface during a playing session.
- 20.** The kit according to claim **19** wherein said one or more scoring components comprise a scoring component ring comprising an inner diameter of about 2 inches to about 12 inches, an outer diameter of about 3½ inches to about 14 inches.
- 21.** The kit according to claim **19** wherein said one or more scoring components comprise a U-shaped scoring component, said U-shaped scoring component comprising two laterally protruding equidistant legs attached to a longitudinally aligned base.
- 22.** The kit according to the claim **19** wherein said one or more scoring components comprise a spherical shape, said spherical shape comprising one or more of the following: a rubber ball, a beanbag, a golf ball.
- 23.** The kit according to claim **19** wherein said one or more scoring components comprise a dart comprising a head portion arranged at a fore end of a cylindrical body, a plurality of tail fins arranged radially about an aft end of said cylindrical body.
- 24.** The kit according to claim **19** wherein said one or more defensive components comprise a beanbag, a disk.
- 25.** The kit according to claim **19** wherein said kit further comprises a golf ramp operably attachable to one or more edges of either said first target surface or said second target surface.
- 26.** A method for a toss game comprising:
- a. arranging a first target casing an operating distance away from a second target casing;
    - i. said first target casing comprising a first group of first, second, and third toss targets, said first group of toss targets correlated to a first group of first, second, and third scoring indicia;
    - ii. said second target casing comprising a second group of first, second, and third toss targets, said second group of toss targets correlated to a second group of first, second, and third scoring indicia;
  - b. choosing a first player and a second player;
  - c. said first player choosing a first group of first, second, and third scoring components; a first group of first, second, and third defensive components;
  - d. said second player choosing a second group of first, second, and third scoring components; a second group of first, second, and third defensive components;
  - e. said first player taking an offensive position and said second player taking a defensive position;



- f. said first player in said offensive position standing behind one of said first or second target casings, and said second player in said defensive position standing behind the opposite target casing to said first player;
- g. said first player tossing in succession said first group of said first, second, and third scoring components at said first or second group of toss targets;

- h. said second player optionally tossing in succession said second group of said first, second, and third defensive components to aerially intercept said first group of first, second, and third scoring components.

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