

[54] APPARATUS FOR A THUMB WRESTLING GAME

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[58] Field of Search 273/1 R, 1 E, 1 M

[56] References Cited

FOREIGN PATENTS OR APPLICATIONS

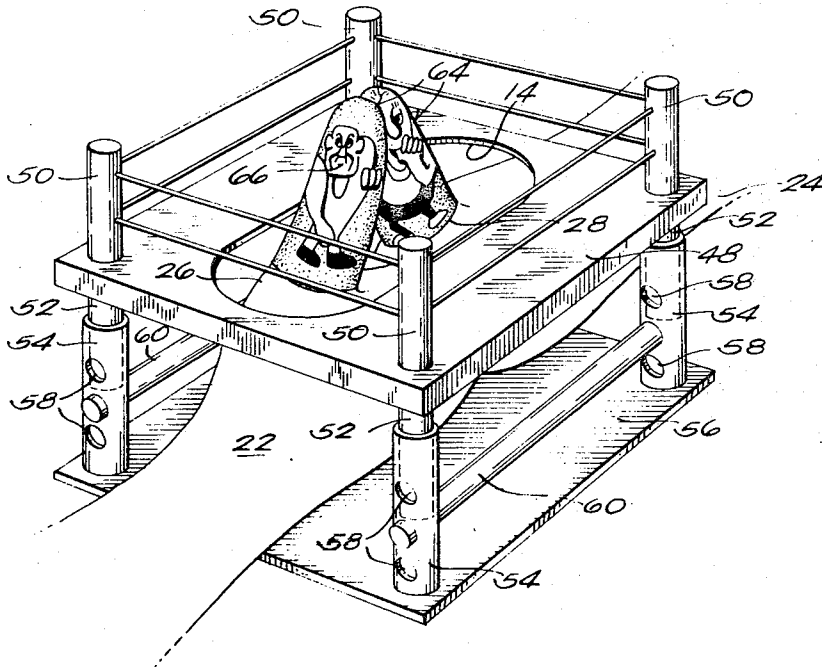
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[57] ABSTRACT

Game apparatus for playing a game of thumb wrestling employing the thumbs of two opponents includes flexible thumb jackets which snugly interfit on the thumbs of the opponents and which include representations of wrestling characters. The apparatus also includes a game ring which localizes the wrestling activity of the opponents and interlocks the hands with the ring to keep the ring in physical association with the hands of the players irrespective of movement of the players.

6 Claims, 2 Drawing Figures



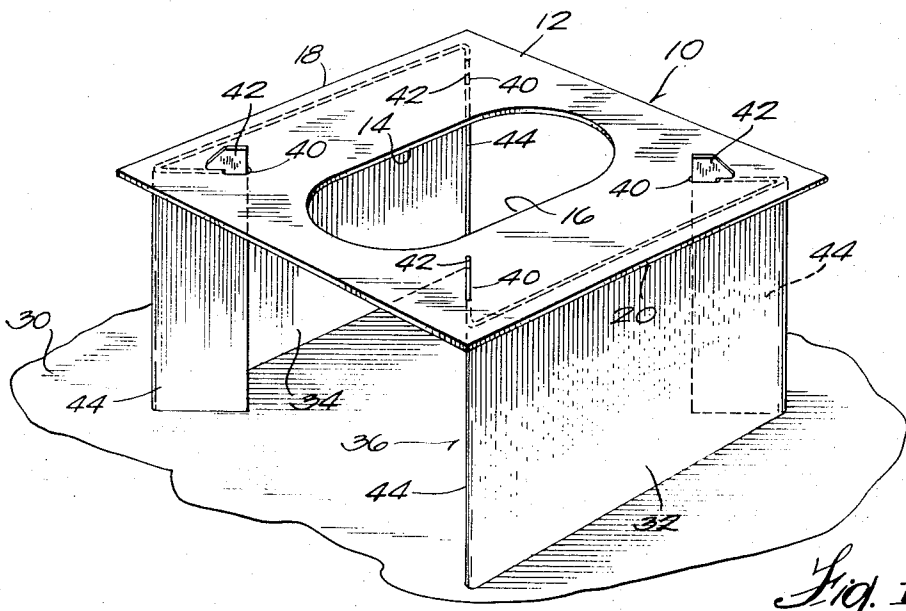


Fig. 1

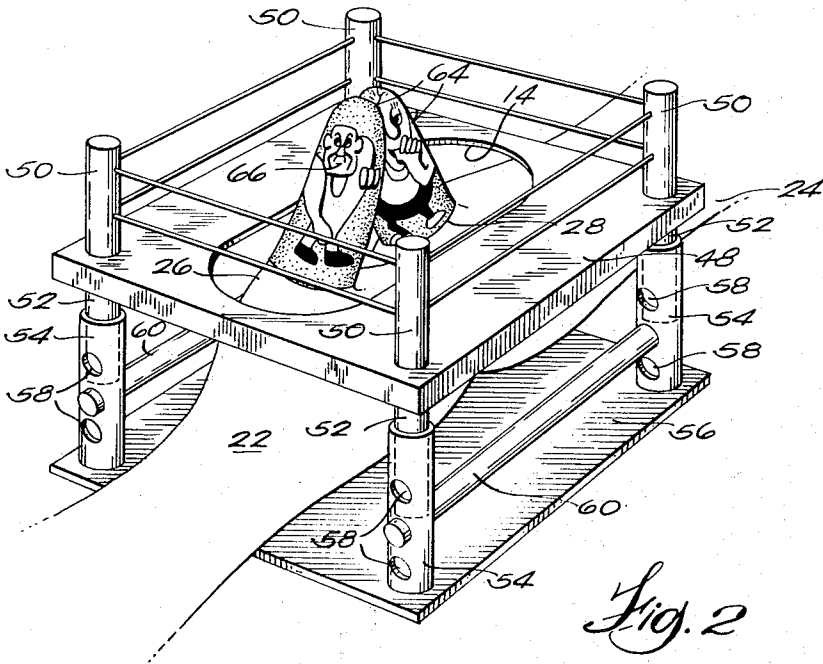


Fig. 2

APPARATUS FOR A THUMB WRESTLING GAME

BACKGROUND OF INVENTION

The game of thumb wrestling involves the gripping by each player of the opponent's fingers other than the thumbs, with the thumbs free for manipulation. The object of the game is for one player to use his thumb to depress and pin the thumb of an opponent for a count of three.

SUMMARY OF INVENTION

In accordance with the invention, there is provided game apparatus for playing the game of thumb wrestling and increasing the enjoyment of the game. The apparatus includes thumb jackets which are flexible and resilient and snugly received on the thumbs. The thumb jackets carry pictures or representations of thumb wrestling characters or other identification indicia so that observers can easily identify the thumbs belonging to the respective players.

The apparatus also includes a game ring to localize the combative efforts of the opponents with the ring adapted to maintain the hands of the opponents in physical association with the ring during the contest to engage the opponents to move about with the ring remaining interlocked on the hands of the opponents during each movement.

In one embodiment, the ring has a mat or wrestling surface with an oblong opening having its major axis parallel to the sides of the ring and aligned with the wrists of the opponents. During the contest the thumbs are extended through the openings with the hands and fingers concealed beneath the mat. Thus, only the thumb jackets with the characters are exposed within the ring providing a realistic impression of wrestling by the characters on the thumb jackets.

The ring surface around the opening also provides a visual gauging level for visually determining the extent of thumb depression required for a fall. The apparatus also includes height adjustment of the ring surface to accommodate the hands of different age groups.

Further objects, advantages and features of the invention will become apparent from the following disclosure.

DESCRIPTION OF DRAWINGS

FIG. 1 is a perspective view of a game ring in accordance with the invention.

FIG. 2 is a perspective view of a modified embodiment of the ring of the invention and also showing the finger jackets employed by the opponents.

Although the disclosure hereof is detailed and exact to enable those skilled in the art to practice the invention, the physical embodiments herein disclosed merely exemplify the invention which may be embodied in other specific structure. The scope of the invention is defined in the claims appended hereto.

DESCRIPTION OF PREFERRED EMBODIMENT

The game apparatus includes a wrestling ring 10. Means are provided for retaining the hands of the opponents in proximate physical association with the game ring 10 during the wrestling game. In the disclosed construction, the means includes a planar ring surface 12 with an oblong opening 14 which has edges 16 parallel to the side edges 18 and 20 of the ring surface 12. As shown in FIG. 2, the oblong opening 14 is

aligned with the wrists 22 and 24 of the opponents to afford fore and aft movement of the hands and thumbs. When the game is being played, the thumbs 26 and 28 of the opponents project through the opening 14 and thus the thumbs interlock the ring surface with the hands to insure that the game ring 10 remains attached to the opponent's hands during the game.

Means are also provided for vertically adjustably supporting the ring surface 12 above a support such as a table 30 to accommodate the hands of the opponents. As disclosed in FIG. 1, the means includes ring side panels 32 and 34 which are spaced by a gap 36 of a width sufficient to receive the hands of the opponents. Various sets of side panels 32 and 34 of a different height are employed to insure that the thumbs of the opponents are approximately positioned substantially above the ring surface 12. When children are playing the game, the panels 32 and 34 have a smaller vertical dimension than those used for adults.

Means are also provided for detachably securing the panels 32 and 34 to the ring surface 12. As disclosed in FIG. 1, the means includes slots 40 in the playing surface and interfitting tabs 42 on obliquely inclined panel portions 44. The tabs 42 can be folded as they are inserted in the slots and unfolded once they are through the slots 40. The oblique panel portions 44 provide additional support and rigidity for the ring surface.

In FIG. 2, the means for adjustably supporting the ring surface above a support comprises a playing surface 48 provided with upstanding corner posts 50 which the posts interconnected by ropes. Post portions 52 project beneath the surface 48. The projecting post portions 52 are received in upstanding sleeves 54 mounted on a base 56. Vertically and serially arranged apertures 58 in each of the sleeves permit height adjustment of the ring surface above the base 56. Stop or height adjustment rods 60 which are registerable in the apertures 58 in the posts fix the height of the ring.

The ring 10 also is desirably provided with gauge means for gauging the level of thumb depression required to constitute a fall. In the disclosed construction, the gauge means constitutes the ring surface 12 beneath which a player must depress his opponent's thumb for a fall. The boundaries of the opening 14 define the margins of an imaginary plane through the opening which constitutes the level of depression to constitute a fall.

FIG. 2 also discloses the resilient and flexible elastomeric thumb jackets 64 which are desirably constructed of rubber and which snugly interfit on the thumbs of the opponents. The finger jackets are desirably provided with a representation of a wrestling character or other indicia 66 for identifying the thumbs of the opponents.

What is claimed is:

1. Apparatus for playing a wrestling game employing the thumbs of two opponents, said apparatus comprising thumb jackets adapted to snugly interfit on the thumbs of the opponents, and game ring means for localizing the thumb wrestling activity of the opponents including means for retaining the hands of the opponents in proximate physical association with the game ring during the wrestling game and wherein said means for retaining the hands of the opponents in proximate physical association with the ring comprises a ring surface elevated above a game ring support, surface having an opening for receiving the thumbs of the oppo-

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nents with the fingers of the opponents remaining below said surface.

2. Apparatus in accordance with claim 1 wherein said opening is oblong and aligned with the wrists of the opponents.

3. Apparatus in accordance with claim 1 including adjusting means to adjust the height of said surface to afford space beneath said surface to accommodate and conceal the hands of the opponents.

4. Apparatus in accordance with claim 3 wherein said adjusting means comprises posts fixed to said surface and projecting beneath said surface and wherein said support comprises a board having upstanding sleeves receiving said posts, said posts being spaced to receive the wrists of the contestants, said sleeves including vertically and serially arranged apertures, stops registerable in said apertures for adjusting the height of said posts in said sleeves.

5. Apparatus in accordance with claim 3 wherein said adjusting means comprises a plurality of sets of side

panels for maintaining said surface at a level above the support, said side panels in each set having the same height and different heights than panels in other sets, and including means for securing said side panels to said surface.

6. Apparatus for playing a wrestling game employing the thumbs of two opponents, said apparatus comprising thumb jackets adapted to snugly interfit on the thumbs of the opponents, and game ring means for localizing the thumb wrestling activity of the opponents including gauge means for gauging the level of thumb depression required to constitute a fall, said gauge means comprising a ring surface elevated above a game ring support, said surface having an opening for receiving the thumbs of the opponents, the boundaries of said opening defining margins of an imaginary plane through the opening which constitutes the level of depression required to constitute a fall.

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