



US006220917B1

(12) **United States Patent**
Nelson

(10) **Patent No.:** **US 6,220,917 B1**
(45) **Date of Patent:** **Apr. 24, 2001**

(54) **BODY SUSPENDED AMUSEMENT SYSTEM**

(76) Inventor: **Webb Nelson**, 19180 144th Ave. NE., Woodinville, WA (US) 98072

(*) Notice: Subject to any disclaimer, the term of this patent is extended or adjusted under 35 U.S.C. 154(b) by 0 days.

(21) Appl. No.: **09/632,185**

(22) Filed: **Aug. 3, 2000**

(51) **Int. Cl.**⁷ **A63H 33/00**

(52) **U.S. Cl.** **446/27; 273/115; 273/412; 273/441; 472/133**

(58) **Field of Search** 273/109, 115, 273/412, 441; 446/26, 27, 28, 71; 472/133; 482/139, 110, 10, 44

(56) **References Cited**

U.S. PATENT DOCUMENTS

1,120,497	12/1914	Hornberger	446/27
2,654,973	10/1953	Lemelson	446/27
3,074,205	* 1/1963	Carter	446/27
3,098,316	7/1963	McCarthy	446/27
3,104,877	9/1963	Gross	473/576
3,165,315	1/1965	Petrusek	482/81
3,178,851	4/1965	Gage	446/28
3,184,884	* 5/1965	Petrucelli	446/27
3,186,124	6/1965	Voss	446/28
3,216,725	11/1965	Hing	473/507
3,224,774	8/1963	Klotz	473/576

3,254,444	6/1966	Paterson	362/106
3,342,482	9/1967	Paolone	482/110
3,901,505	8/1975	Gerechter	446/412
3,946,518	* 3/1976	Ylitalo	273/109 X
4,221,074	* 9/1980	Gonzalez	446/28
4,718,676	* 1/1988	Collins	273/412 X
5,027,992	* 7/1991	Murray	446/27 X
5,192,080	* 3/1993	Duncan	273/412
5,603,651	2/1997	Shure et al.	446/16
5,676,622	* 10/1997	McFarlane	273/109 X

* cited by examiner

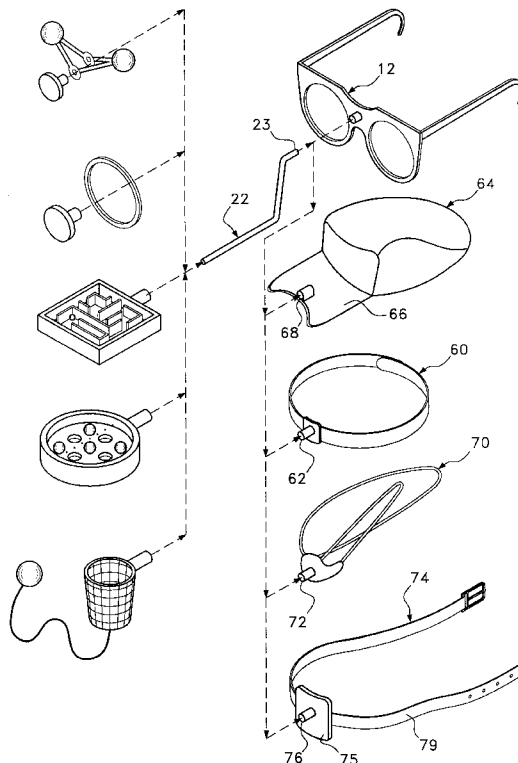
Primary Examiner—John A. Ricci

(74) *Attorney, Agent, or Firm*—LaMorte & Associates

(57) **ABSTRACT**

An amusement device that includes a mounting assembly that is selectively attachable to a person's body. A mounting rod is provided that has a first end and a second end. The first end of the mounting rod engages the mounting assembly. As such, the mounting rod extends outwardly from the mounting assembly away from the body of the person wearing the mounting assembly. A plurality of coordination games are provided. Each of the coordination games can be selectively attached to the second end of the mounting rod. Accordingly, each of the coordination games can be selectively suspended from a player's body. The player plays the coordination game by moving his/her body in the area of the mounting assembly. If a player masters the skills needed to play one of the coordination games, the coordination game can be changed to maintain a degree of difficulty and amusement.

16 Claims, 2 Drawing Sheets



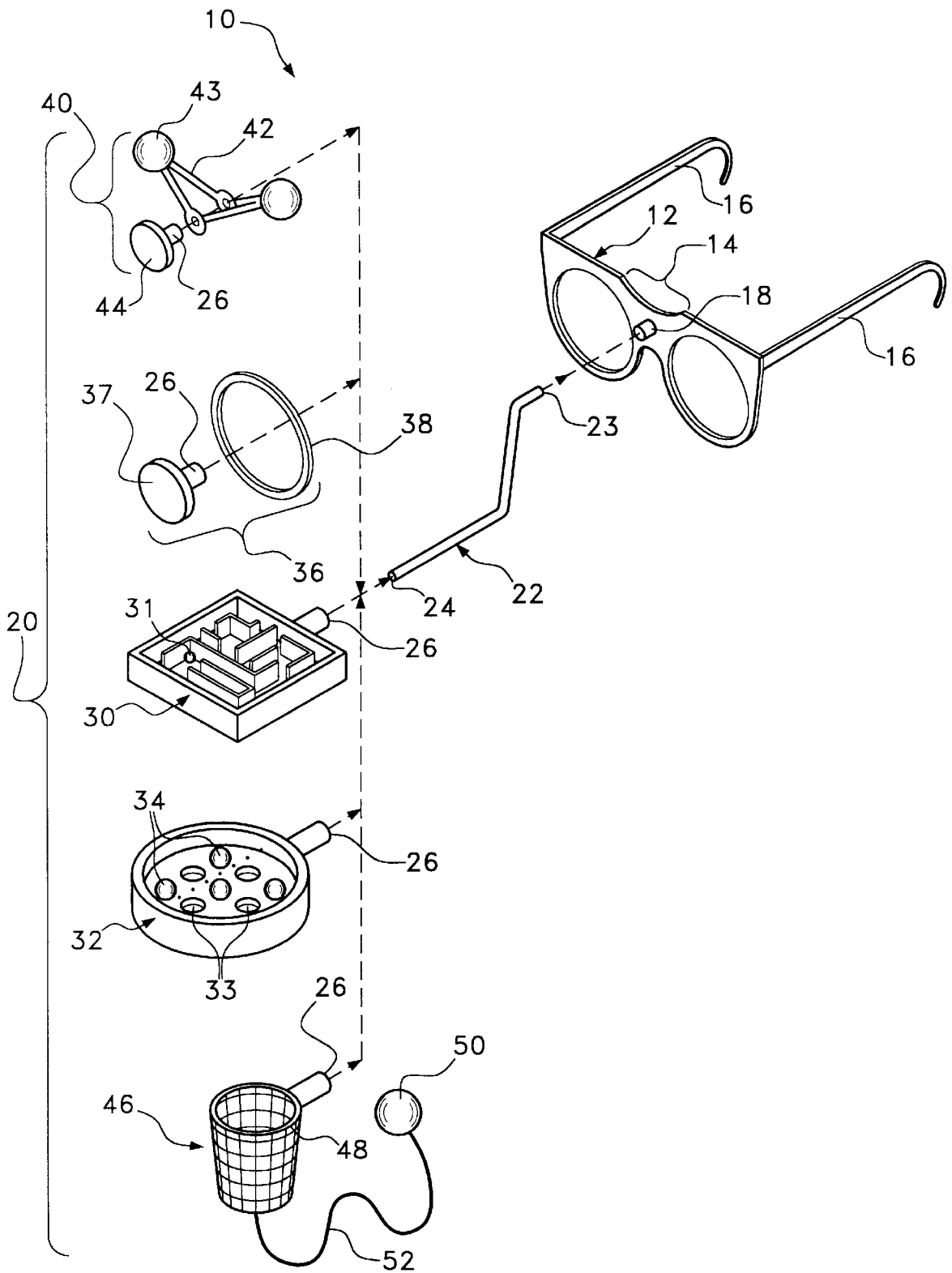


Fig. 1

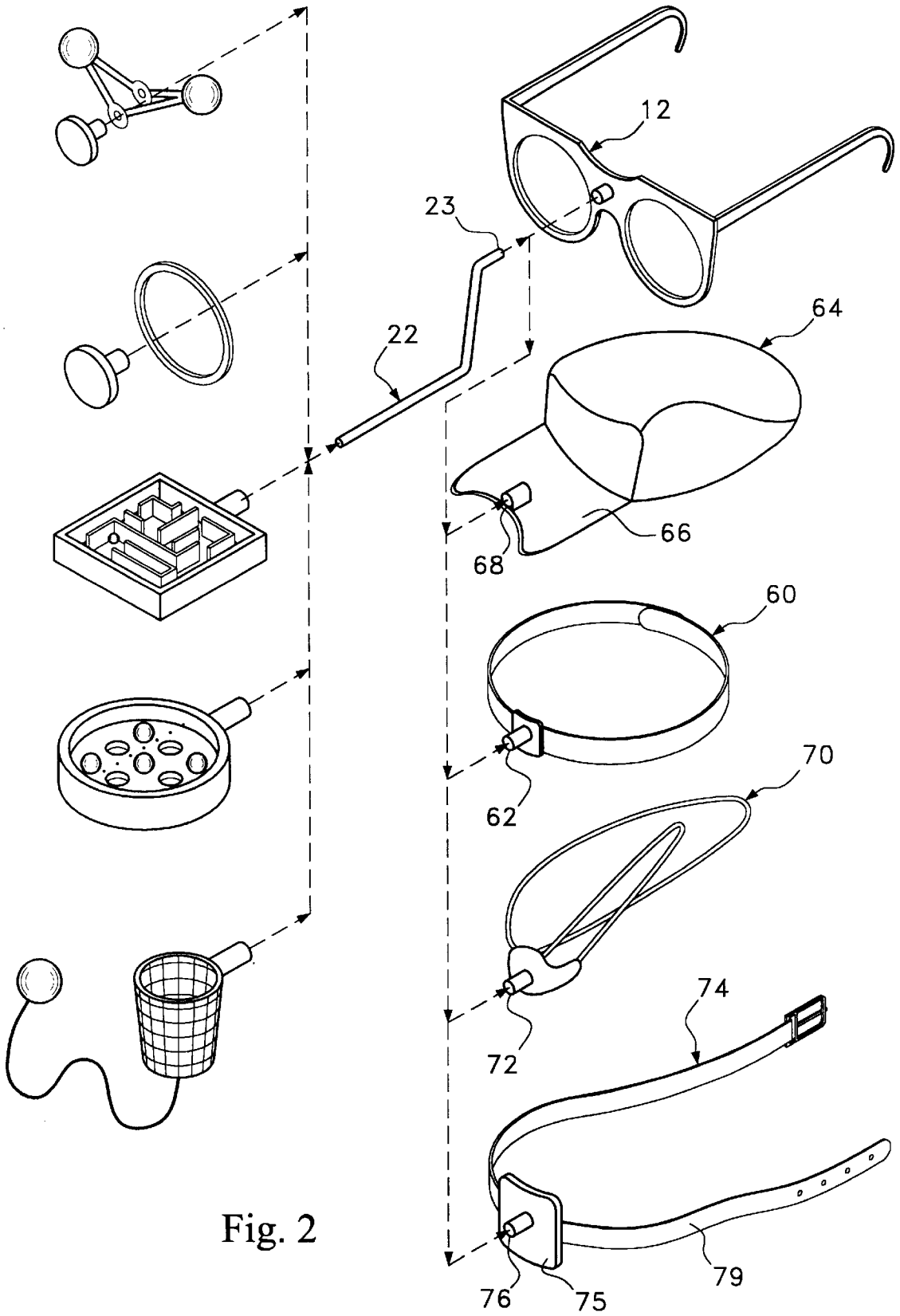


Fig. 2

BODY SUSPENDED AMUSEMENT SYSTEM**BACKGROUND OF THE INVENTION**

1. Field of the Invention

In general, the present invention relates to amusement devices that challenge a person's physical coordination and sense of timing. More particularly, the present invention is related to amusement devices that attach to the body and are manipulated without use of the hands or arms.

2. Description of the Prior Art

When a person grasps or manipulates another object, it is almost always done with the hands. As such, it is a physiological necessity that people develop good hand/eye coordination and dexterity. The degree of coordination of the hands and arms is usually vastly superior to that of any other major muscle group in the body.

Since physical coordination of muscle groups other than the hands and arms is typically undeveloped, it can be somewhat amusing to attempt to complete otherwise simple tasks using these muscle groups. It is also amusing to watch a person attempt to complete simple tasks using a muscle group other than those contained in the arms and hands. It is for these reasons that the prior art is replete with amusement devices that attach to the body at different points and provide simple tests of coordination and timing. The most famous of such prior art devices is the Hula Hoop, which is spun around the waist. Other prior art amusement devices that attach to the waist and test coordination are exemplified by U.S. Pat. No. 3,186,124 to Voss, entitled Peg And Hoop Exercising Toy; U.S. Pat. No. 3,342,482 to Paolone, entitled Waist Mounted Gyration Rod Recreational Device; U.S. Pat. No. 3,610,622, entitled, Hip-Toss Ball Game; and U.S. Pat. No. 3,224,774 to Klotz, entitled Ball And Paddle Device.

In addition to the waist, amusement devices have been developed that attach to the head and legs. Prior art amusement devices that are worn on the leg are exemplified by U.S. Pat. No. 3,165,315 to Petrussek, entitled Skipping Device and U.S. Pat. No. 5,603,651 to Shure, entitled Bubble-Producing Skipping Toy.

Prior art amusement devices that are worn on the head are exemplified by U.S. Pat. No. 3,098,316 to McCarthy, entitled Child's Toy and U.S. Pat. No. 3,216,725 to Hing, entitled Head Attached Balancing Toy.

A problem associated with all such prior art amusement devices, is that each time a person plays with the amusement device, that person develops his/her coordination through practice. After a short time, it is no longer challenging to complete the coordination test embodied by the amusement device. When the amusement device loses its challenge, it no longer is very amusing to play or watch.

A need therefore exists in the art for an amusement device that can be attached to a part of the body other than the arms and hands, yet can be selectively varied to present a variety of different challenges to the user. This need is met by the present invention as described and claimed below.

SUMMARY OF THE INVENTION

The present invention is an amusement device. The amusement device includes a mounting assembly that is selectively attachable to a person's body. The mounting assembly can be eyeglass frames, a hat, a head band, a body band or the like. A mounting rod is provided that has a first end and a second end. The first end of the mounting rod engages the mounting assembly. As such, the mounting rod extends outwardly from the mounting assembly away from

the body of the person wearing the mounting assembly. A plurality of coordination games are provided. Each of the coordination games can be selectively attached to the second end of the mounting rod. Accordingly, each of the coordination games can be selectively suspended from a player's body. The player plays the coordination game by moving his/her body in the area of the mounting assembly. If a player masters the skills needed to play one of the coordination games, the coordination game can be changed to maintain a degree of difficulty and amusement.

BRIEF DESCRIPTION OF THE DRAWINGS

For a better understanding of the present invention, reference is made to the following description of exemplary embodiments thereof, considered in conjunction with the accompanying drawings, in which:

FIG. 1 is a perspective view of an amusement system in accordance with the present invention that illustrates a variety of coordination games; and

FIG. 2 is a perspective view of an amusement device in accordance with the present invention that illustrates a variety of coordination games and a variety of body engagement devices.

DETAILED DESCRIPTION OF THE INVENTION

Referring to FIG. 1, there is shown an amusement system **10** in accordance with the present invention. The exemplary embodiment of the amusement system **10** includes a pair of eyeglass frames **12**. The eyeglass frames **12** contain a bridge region **14** that extends across the top of the nose and two temple elements **16** that extend over the ears. A mounting hole **18** is formed through the bridge area **14** directly above the nose.

The eyeglass frames **12** are worn on the head in a conventional manner, wherein the bridge area **14** is positioned over the nose and the temple elements **16** pass over the ears. The eyeglass frames **12** can contain lenses, however, lenses are not required. As will later be explained, in certain embodiments, lenses may be preferred to protect the eyes from inadvertent contact.

The amusement system **10** consists of a variety of physical coordination games **20** that attach to the eyeglass frames **12** via the mounting hole **18** in the bridge area **14**. Each of the coordination games **20** connect to the eyeglass frames **12** via a mounting rod **22**. The first end **23** of the mounting rod **22** is free and is both shaped and sized to engage the mounting hole **18** in the eyeglass frame **12**. The interconnection between the first end **23** of the mounting rod **22** and the mounting hole **18** can be made via an interference fit, a keyed hole interconnection or a threaded interconnection. In the shown embodiment, a keyed hole interconnection is shown, wherein both the mounting rod **23** and mounting hole **18** are asymmetrically formed and interconnect in only one orientation.

The second end **24** of the mounting rod **22** engages a connector port **26** that extends from part of each of the coordination games **20**. The connector port **26** on each coordination game **20** is a cylindrical structure that defines an opening through which the second end **24** of the mounting rod **22** passes. The interconnection between the second end **24** of the mounting rod **22** and the hole in the connector port **26** can also be made via an interference fit, a keyed hole interconnection or a threaded interconnection.

A wide variety of coordination games **20** can be attached to the second end **24** of the mounting rod **22**. A coordination

game **20**, for the purposes of this disclosure, is defined as any game or activity that requires controlled coordinated movements and/or timing in order to achieve an end goal. Examples of some coordination games **20** are shown in FIG. 1. In FIG. 1, there is a maze game **30**. The maze game **30** requires that a ball **31** be moved through the maze from one end of the maze to the other. The maze **30** connects to the mounting rod **22** and the eyeglass frames **12**, via the connector port **26**. As such, the maze **30** is moved by the controlled movements of a person's body, neck and head.

A second coordination game shown is an aperture maze game **32**. In this coordination game, a game board is provided that contains a plurality of apertures **33**. A plurality of balls **34** are provided on the game board. The object of the game is to manipulate the maze game **32** so that the different balls **34** come to rest in the different apertures **33**. The maze game **32** connects to the mounting rod **22** and the eyeglass frames **12**, via a connector port **26**. As such, during play, the maze game **32** is moved by the controlled movements of a person's body, neck and head.

A third coordination game shown is a spinning hoop game **36**. In this coordination game, the second end **24** of the mounting rod **22** engages the connector port **26**, which is part of an enlarged cap **37**. A hoop **38** is then placed around the mounting rod **22**. The object of the spinning hoop game **36** is to continuously spin the hoop **38** around the mounting rod **22**, wherein the end cap **37** prevents the hoop **38** from falling off the mounting rod **22**. The mounting rod **22** is connected to the eyeglass frames **12**. As such, during play, the movement of the hoop **38** is governed by the controlled movements of a person's body, neck and head.

A fourth coordination game **40** shown is set of clackers. Clackers is the name used in the toy industry to define a game of colliding rotating spheres. In this coordination game **40**, two rotational arm elements **42** are connected to the mounting rod **22**. The rotational arm elements **42** contain round ball weights **43** at their far ends. The rotational arm elements **42** are prevented from sliding off the mounting rod **22** by an enlarged end cap **44**. The object of the game is to move the mounting rod **22** up and down so that the ball weights **43** continuously rotate in opposite directions and collide with one another. The mounting rod **22** is connected to the eyeglass frames **12**. As such, during play, the rotating arm elements **42** are moved by the controlled movements of a person's body, neck and head.

The fifth coordination game shown is a tethered ball game **46**. In this coordination game, a hoop structure **48** is attached to the second end of the mounting rod, via the connector port **26**. A ball **50** is connected to the hoop structure **48** with a tether **52**. The object of the game is to manipulate the hoop structure **48** so as to cause the tethered ball **50** to land in the hoop structure **48**. The hoop structure **48** connects to the mounting rod **22** and the eyeglass frames **12**. As such, during play, the hoop structure **48** is moved by the controlled movements of a person's body, neck and head.

The five different coordination games **20** illustrated in FIG. 1 are merely exemplary and it should be understood that many other similar coordination games can be adapted for use with the present invention. If the game includes a tethered ball or any other object that can possibly contact a player's eye, it is desired to lace lenses in the eyeglass frames. In this manner, the eyeglass frames not only support the coordination games but provide protection to the player's eyes.

In FIG. 1, all of the coordination games **20** attached to a pair of eyeglass frames **12**. As such, all manipulation of the

ordination games **20** comes from the movements of the head on which the eyeglasses **12** are worn. The use of eyeglasses **12** is also exemplary. Other means of connecting the mounting rod **22** to the body can also be used. Referring to FIG. 2, the eyeglass frames **12** previously described are shown. Also shown are substitutes for the eyeglass frames **12**. Among the substitutes include a head band **60** that can be worn around the head. The head band **60** contains a mounting hole **62** that accepts the first end **23** of the mounting rod **22** in the same manner as the eyeglass frames **12**.

Similar to the head band **60** is a hat **64** that can be worn on the head. The hat **64** contains a sun shade **66**. A mounting hole **68** is manufactured in the sun shade **66**. The mounting hole **68** accepts the mounting rod **22** in the same manner as the eyeglass frames **12** originally described.

Also in FIG. 2, is shown a chin strap **70** that is worn on the chin. The chin strap **70** contains a mounting hole **72** that accepts the first end **23** of the mounting rod **22** in the same manner as the eyeglass frames **12**.

Lastly, in FIG. 2, a body strap assembly **74** is shown. The body strap assembly **74** includes a mounting plate **75** in which a mounting hole **76** is formed. The mounting hole **76** accepts the first end **23** of the mounting rod **22** in the same manner as the eyeglass frames **12**. The mounting plate **75** is connected to a strap **79**. The strap **79** can be secured around the waist, arm, leg or any other part of the body.

It will be understood that the embodiments of the present invention amusement system that are described and illustrated herein are merely exemplary and a person skilled in the art can make many variations to the embodiment shown without departing from the scope of the present invention. All variations, modifications and alternate embodiments that serve the stated function are intended to be included within the scope of the present invention as defined by the appended claims.

What is claimed is:

1. An amusement device, comprising:

eyeglass frames;

a mounting rod extending outwardly from said eyeglass frames; and

a coordination game supported by said mounting rod.

2. The device according to claim 1, wherein said eyeglass frames contain a bridge and said mounting rod extends outwardly from said bridge.

3. The device according to claim 1, wherein said coordination game is selected from a group of games that include maze games, spinning hoop games, tethered ball games and rotating colliding ball games.

4. The device according to claim 1, wherein said coordination game is selectively detachable from said mounting rod.

5. The device according to claim 1, wherein said coordination game is selectively detachable from said eyeglass frames.

6. An amusement device, comprising:

a mounting assembly selectively attachable to a person's body;

a mounting rod having a first end and a second end, wherein said first end engages said mounting assembly and said second end extends outwardly from said mounting assembly; and

a plurality of coordination games selectively attachable to said second end of said mounting rod.

7. The device according to claim 6, wherein said mounting assembly includes a pair of eyeglass frames.

5

8. The device according to claim 6, wherein said mounting assembly includes a hat.

9. The device according to claim 6, wherein said mounting assembly is selected from a group consisting of hats, eyeglasses, head bands, chin bands and body bands.

10. The device according to claim 6, wherein said plurality of coordination games is selected from a group consisting of maze games, tethered ball games, spinning hoop games, and colliding ball games.

11. The device according to claim 10, wherein each of said plurality of coordination games contains a mounting connector capable of selectively engaging said second end of said mounting rod.

12. An amusement device, comprising:

- a mounting assembly wearable on the head of a user;
- a mounting rod having a first end and a second end, wherein said first end of said mounting rod is selectively connectable to said mounting assembly;

6

a plurality of games, each of said games having a connector thereon that is adapted to selectively receive and engage said second end of said mounting rod, thereby enabling each of said games to be supported by said mounting rod from said mounting assembly one at a time.

13. The device according to claim 12, wherein said mounting assembly includes a pair of eyeglass frames.

14. The device according to claim 12, wherein said mounting assembly includes a hat.

15. The device according to claim 12, wherein said mounting assembly is selected from a group consisting of hats, eyeglasses, head bands, chin bands and body bands.

16. The device according to claim 12, wherein said plurality of coordination games is selected from a group consisting of maze games, tethered ball games, spinning hoop games, and colliding ball games.

* * * * *