GAMEBOARD, ESPECIALLY TABLEBOARD FOR BALL GAMES
SPIELBRETT, INSbesondere TISCHBRETT für BALLSPIELE
STRUCTURE DE JEU, ET PARTICULIÈREMMENT TABLE POUR JEUX DE BALLE

(84) Designated Contracting States:
AT BE CH DE DK ES FI FR GB GR IE IT LI LU MC NL PT SE

(30) Priority: 25.08.1995 HU 9502498

(43) Date of publication of application:
10.06.1998 Bulletin 1998/24

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RU-C- 2 029 582
US-A- 4 030 734

FR-A- 2 606 653
US-A- 2 161 463
US-A- 4 334 681

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Technical Field

[0001] The present invention concerns a gameboard, especially for playing table ball games, e.g. table tennis, having a playing surface which touches the ball during play and a support base supporting the playing surface and placed on the floor.

Prior art

[0002] Traditional table ball games require relatively large play area, and therefore these games can not be played in smaller rooms or other places with a limited space. Numerous solutions have been suggested with the aim of creating versions of popular ball games that require only a small space to play. In most cases these games are only miniaturised versions of the traditional table ball games.


[0004] A common disadvantage of the suggested solutions that they do not meet the demands raised by the modern age.

[0005] US 4 030 734 (Castellucci) teaches a table game with a substantially horizontal playing surface with a supplemental rebounding surface suspended above the horizontal playing surfaces. Alternatively, the supplemental rebounding surface is constructed of two half plates, which are at an angle, the playing surfaces facing away from each other. The table game allows playing for two players placed on the opposite sides of the table. It is a disadvantage of this known solution that while the trajectory of the ball is confined to the space between the play surfaces, the overall area required to play the game is still relatively large, because the route of the ball is essentially straight, and hence there is a minimum of length that the ball must travel before its trajectory is sensed and appreciated by the opposing player.

US 4.334.681 discloses a table game, in which the players utilise a table having three playing surfaces, with an angle at each other within a specified range. One playing surface is essentially vertical, while an upper playing surface is forming an angle of approximately 115-135 ° with the vertical surface, and a lower playing surface is forming an angle of approximately 95-105 ° with the vertical surface. With this table the trajectory of the ball is shortened, because the ball has to rebound between the upper and lower surfaces, and thus the overall area required to play with the table game is substantially reduced. However, the players must be on the same side of the table, and therefore unavoidably hinder each other's play.

RU 2029582 teaches a conventional table tennis table, supplied with a tunnel-like upper playing surface, covering the middle part of the table. The tunnel has a top part and oblique and vertical side parts (edge faces). The play is made more difficult by the ball rebounding from the oblique side parts of the covering tunnel, and being invisible on this part of the trajectory. The game is thereby more complicated, but difficult to watch by spectators, and essentially the same area is needed to play as for ordinary table-tennis.

[0006] It is the object of the present invention to provide a game that requires fast play, hard exercise and increased rate of movement, but at the same time needs little play space, and may be played preferably in any apartment, and provides good entertainment and exercise.

Summary of the invention

[0007] According to the invention, the object is realised with a gameboard having two lower playing surfaces and positioned above the lower playing surfaces one upper playing surface substantially parallel to the floor and the upper playing surface facing down and towards the lower playing surfaces. The playing surfaces are being disposed at an angle with each other, in order to touch the ball during play. The gameboard is further having support base means supporting the playing surfaces, and an open play field formed by the three playing surfaces. According to the invention, the gameboard comprises two equal sized lower playing surfaces arranged in a V-shape, with the playing surfaces of the lower playing surface parts facing up and tilted toward each other, and inclining to the horizontal plane with equal angles.

[0008] In a preferred embodiment, the lower playing surfaces arranged in V-shape are inclined with respect to the floor surface with an angle of 22-32 degrees. In a further preferred embodiment, the support base comprises a horizontal foot part resting on the floor surface, and further comprises lower and upper leg parts perpendicular to the foot parts, said leg parts supporting the playing surfaces and being connected to the foot part and being connected with each other with upper and lower crossbars supporting the playing surfaces, and the crossbars being parallel with the surface of the floor, and further comprises connecting braces between the lower legs, said braces being connected to the lower crossbar. The lower playing surfaces arranged in V-shape are fixedly connected to the crossbar. Alternatively, the lower playing surfaces arranged in V-shape are formed in a foldable manner.

[0009] According to a further embodiment of the invention, the gameboard further comprises support elements connecting the lower playing surfaces arranged in V-shape to the upper leg parts.

[0010] In an other preferred embodiment, the playing surfaces are adjustable into a vertical position relative to the plane of the floor. Also, the support base may be provided with adjustment means adjusting the upper playing surface in a direction parallel with the floor.
According to the invention, it is further foreseen that the gameboard comprises a net limiting the play field from the side of the leg parts.

In every preferred embodiment, the playing surfaces are provided with different markings. preferably with colour markings.

Brief Description of Drawings

By way of example only, an embodiment of the invention will now be described with reference to the accompanying drawings, in which

Fig. 1 is a side view of the gameboard of the invention, and
Fig. 2 is a front view of the gameboard of Fig. 1.

Best Mode for Carrying out the Invention

The gameboard of the invention is essentially a means for playing a table ball game. The gameboard has a support base or support frame 1, which support frame 1 comprises a horizontal foot part 7 resting on the floor surface 14, and further comprises lower leg parts 2 and upper leg parts 4 perpendicular to the foot parts 7. The support frame supports the playing surfaces 8, 9, 10. The playing surfaces 8, 9, 10 partly limit the playing field 13. The playing surfaces 8 and 9 have an equal size, while the size of the upper playing surface 10 may have a different size. The support frame 1 further comprises connecting braces 6 between the lower legs 4 and the lower crossbar 5 connecting the lower legs 4. The braces 6 increase the stability of the gameboard of the invention (see Fig. 2.) The playing surfaces 8 and 9 are fixed to the crossbar 5 of the support frame 1, and arranged in a V-shape. The fixing of the playing surfaces 8 and 9 arranged in a V-shape may be a rigid fixation. In this case the playing surfaces 8 and 9 are always fixed in a given position. Alternatively, the fixation may be with a hinge or joint, and thus the playing surfaces 8 and 9 may be moved out of the V-shape, and closed towards each other. The playing surfaces 8 and 9 are inclined with respect to the floor surface 14 with an angle of 22-32 degrees, in the present embodiment 27 degrees. The height of the playing surface 10 above the floor surface, preferably 68 cm. The surfaces are inclined with respect to the floor surface preferably 27 degrees. The height of the playing surface 10 above the floor surface 14 is between 168-180 cm, preferably 173 cm. The plates of the playing surfaces 8, 9 and 10 are provided with colour markings, e. g. the playing surfaces 8 and 9 are painted green or blue, with white stripes on the sides, and the playing surfaces are divided in four parts with similar white stripes. The lower part of the playing surface 10 is white.

Returning to the use of the gameboard of the invention, the ball must touch each playing surface once in every turn of the game. Thus the player serving the ball hits first with the ball the playing surface in the V-shape further away from him or her, in such a manner, that the ball consequently jumps to the upper playing surface 10, and from there it rebounds to the playing surface in the V-shape closer to him or her, and from there it bounces towards the other player. The other player must then hit the ball in a manner that the ball should again touch all three playing surfaces 8, 9 and 10 as described above. The player who is not able to hit the ball back or the ball does not bounce back according to the rules, i. e. the ball does not touch all three playing surfaces, loses the point. The gameboard also may be used by one person only, to develop speed.

The gameboard of the invention offers the following advantages:

Use of the gameboard of the invention is described below.

As an introduction it is to be noted that the gameboard of the invention is equally suited for individual play as well as for the concurrent play of more players. The gameboard is adequate for playing a ball game resembling mostly with table tennis. The rules of the game are also based on the rules of traditional table tennis, that is change of serve after every 5 points and one set ends with 21 points. An important difference is though, that with the gameboard of the invention there is no net dividing the playing surface into two halves. It must be noted that a net may also be applied to the gameboard of the invention, but the role and placement of the net is totally different from that of the net used in traditional table tennis. The play is determined by the position of the three playing surfaces 8, 9, 10 relative to each other. As mentioned above, the board planes constituting the lower playing surfaces 8 and 9 arranged in V-shape are of equal size. The connecting edges of the playing surfaces 8 and 9 are raised 60-75 cm above the floor surface, preferably 68 cm. The surfaces are inclined with respect to the floor surface preferably 27 degrees. The height of the playing surface 10 above the floor surface 14 is between 168-180 cm, preferably 173 cm. The plates of the playing surfaces 8, 9 and 10 are provided with colour markings, e. g. the playing surfaces 8 and 9 are painted green or blue, with white stripes on the sides, and the playing surfaces are divided in four parts with similar white stripes. The lower part of the playing surface 10 is white.

Best Mode for Carrying out the Invention

The gameboard of the invention in essentially a means for playing a table ball game. The gameboard has a support base or support frame 1, which support frame 1 comprises a horizontal foot part 7 resting on the floor surface 14, and further comprises lower leg parts 2 and upper leg parts 4 perpendicular to the foot parts 7. The support frame supports the playing surfaces 8, 9, 10. The playing surfaces 8, 9, 10 partly limit the playing field 13. The playing surfaces 8 and 9 have an equal size, while the size of the upper playing surface 10 may have a different size. The support frame 1 further comprises connecting braces 6 between the lower legs 4 and the lower crossbar 5 connecting the lower legs 4. The braces 6 increase the stability of the gameboard of the invention (see Fig. 2.) The playing surfaces 8 and 9 are fixed to the crossbar 5 of the support frame 1, and arranged in a V-shape. The fixing of the playing surfaces 8 and 9 arranged in a V-shape may be a rigid fixation. In this case the playing surfaces 8 and 9 are always fixed in a given position. Alternatively, the fixation may be with a hinge or joint, and thus the playing surfaces 8 and 9 may be moved out of the V-shape, and closed towards each other. The playing surfaces 8 and 9 are inclined with respect to the floor surface 14 with an angle of 22-32 degrees, in the present embodiment 27 degrees. The height of the playing surface 10 above the floor surface, preferably 68 cm. The surfaces are inclined with respect to the floor surface preferably 27 degrees. The height of the playing surface 10 above the floor surface 14 is between 168-180 cm, preferably 173 cm. The plates of the playing surfaces 8, 9 and 10 are provided with colour markings, e. g. the playing surfaces 8 and 9 are painted green or blue, with white stripes on the sides, and the playing surfaces are divided in four parts with similar white stripes. The lower part of the playing surface 10 is white.

Returning to the use of the gameboard of the invention, the ball must touch each playing surface once in every turn of the game. Thus the player serving the ball hits first with the ball the playing surface in the V-shape further away from him or her, in such a manner, that the ball consequently jumps to the upper playing surface 10, and from there it rebounds to the playing surface in the V-shape closer to him or her, and from there it bounces towards the other player. The other player must then hit the ball in a manner that the ball should again touch all three playing surfaces 8, 9 and 10 as described above. The player who is not able to hit the ball back or the ball does not bounce back according to the rules, i. e. the ball does not touch all three playing surfaces, loses the point. The gameboard also may be used by one person only, to develop speed.

The gameboard of the invention offers the following advantages:
- provides fast playing rhythm,
- forces the players to hard exercise, provides good
workout for the muscles,
- improves reflexes,
- takes little space,
- and provides varied play.

[0019] The gameboard of the invention is not limited
to the preferred embodiments illustrated in the drawings
and the description, but may be used for other „games
in space“ with minor and simple modifications.

List of references

[0020]
1- support base
2- leg part
3- upper crossbar
4- leg part
5- crossbar
6- braces
7- foot part
8- playing surface
9- playing surface
10- playing surface
11 - support element
12 - adjustment means
13 - playing field
14 - floor surface

Claims

1. Gameboard, especially for playing table ball
games, e.g. table tennis, having two lower playing
surfaces and positioned above the lower playing
surfaces one upper playing surface (10) substantially
parallel to the floor and the upper playing sur-
face (10) facing down and towards the lower playing
surfaces (8,9), the playing surfaces being disposed
with an angle with each other, in order to touch the
ball during play, and further having support base
means supporting the playing surfaces, and having
an open play field (13) formed by the three playing
surfaces (8,9,10), characterised by comprising two
substantially equal size lower playing surfaces (8,9)
arranged in a V-shape, with the lower playing sur-
faces facing up and each other, and inclining to the
horizontal plane at substantially equal angles.

2. Gameboard according to claims 1, characterised
in that the two lower playing surfaces (8,9) arranged
in V-shape are inclined with respect to the floor sur-
face (14) with an angle of 22-32 degrees.

3. Gameboard according to claim 1 or 2, characterised
in that the support base means (1) comprises a hor-
izontal foot part (7) resting on the floor surface (14),
and further comprises lower and upper leg parts
(2,4) perpendicular to the foot part (7), said leg
parts (2,4) supporting the playing surfaces (8,9,10)
and being connected to the foot part (7), and being
connected with each other with upper and lower
crossbars (3,5) supporting the playing surfaces
(8,9,10), the crossbars (3,5) being parallel with the
surface of the floor (14), and further comprises con-
necting braces (6) between the lower leg parts (4),
said braces (6) being connected to the lower cross-
bar (5).

4. Gameboard according to any one of the claims 1 to
3, characterised in that the lower playing surfaces
(8,9) arranged in V-shape are fixedly connected to
the crossbar (5).

5. Gameboard according to any one of the claims 1 to
3, characterised in that the lower playing surfaces
(8,9) are attached to the support base in a foldable
manner.

6. Gameboard according to any one of the claims 1 to
5, characterised in that it further comprises support
elements (11) connecting the lower playing surfac-
es (8,9) arranged in V-shape to the upper leg parts
(2).

7. Gameboard according to any one of the claims 1 to
6, characterised in that the playing surfaces (8,9,10)
are adjustable into a vertical position relative to the
plane of the floor surface (14), thereby saving room
space when not used for playing.

8. Gameboard according to any one of the claims 1 to
7, characterised in that the support base (1) is pro-
dvided with adjustment means (12) adjusting the up-
per playing surface (10) in a direction parallel with
the floor surface (14).

9. Gameboard according to any one of the claims 1 to
8, characterised by further comprising a net limiting
the playing field (13) from the side of the leg parts
(2,4).

10. Gameboard according to any one of the claims 1 to
9, characterised in that the playing surfaces (8,9,10)
are provided with different markings, preferably with
colour markings.

Patentansprüche

1. Spielplatte, insbesondere zum Spielen von Tisch-
ballspielen, z.B. Tischtennis, mit zwei unteren
Spielflächen und einer oberen Spielfläche (10), die
über den unteren Spielflächen angeordnet ist, die
1. Spielplatte nach Anspruch 1, dadurch gekennzeichnet, daß sie des weiteren mit einem Trägerbasiselement, welches die Spielflächen trägt, und mit einem offenen Spielfeld (13), das durch die drei Spielflächen (8, 9, 10) gebildet wird, dadurch gekennzeichnet, daß es zwei im wesentlichen gleich große untere Spielflächen (8, 9) umfaßt, die in einer V-Form angeordnet sind, wobei die unteren Spielflächen nach oben und zueinander weisen, und zu der horizontalen Ebene in im wesentlichen gleichen Winkeln geneigt sind.

2. Spielplatte nach Anspruch 1, dadurch gekennzeichnet, daß die beiden unteren Spielflächen (8, 9), die in V-Form angeordnet sind, in bezug auf die Bodenfläche (14) mit einem Winkel von 22-32 Grad geneigt sind.

3. Spielplatte nach Anspruch 1 oder 2, dadurch gekennzeichnet, daß das Trägerbasiselement (1) ein horizontales Fußteil (7) umfaßt, das auf der Bodenfläche (14) ruht, und des weiteren untere und obere Beinteile (2, 4) senkrecht zu den Fußteilen (7) umfaßt, wobei die Beinteile (2, 4) die Spielflächen (8, 9, 10) tragen und mit dem Fußteil (7) verbunden sind, und durch obere und untere Querstangen (3, 5), welche die Spielflächen (8, 9, 10) stützen, miteinander verbunden sind, wobei die Querstangen (3, 5) parallel zu der Oberfläche des Bodens (14) liegen, und des weiteren Verbindungsstreben (6) zwischen den untern Beinteilen (4) umfaßt, wobei die Streben (6) mit der unteren Querstange (5) verbunden sind.

4. Spielplatte nach einem der Ansprüche 1 bis 3, dadurch gekennzeichnet, daß die unteren Spielflächen (8, 9), die in V-Form angeordnet sind, fest mit der Querstange (5) verbunden sind.

5. Spielplatte nach einem der Ansprüche 1 bis 3, dadurch gekennzeichnet, daß die unteren Spielflächen (8, 9) an der Trägerbasis zusammenklappbar befestigt sind.

6. Spielplatte nach einem der Ansprüche 1 bis 5, dadurch gekennzeichnet, daß sie des weiteren Stützelemente (11) umfaßt, welche die unteren Spielflächen (8, 9), die in V-Form angeordnet sind, mit den oberen Beinteilen (2) verbinden.

7. Spielplatte nach einem der Ansprüche 1 bis 6, dadurch gekennzeichnet, daß die Spielflächen (8, 9, 10) in eine vertikale Position in bezug auf die Ebene der Bodenfläche (14) einstellbar sind, wodurch Raum gespart wird, wenn sie nicht zum Spielen verwendet werden.

8. Spielplatte nach einem der Ansprüche 1 bis 7, dadurch gekennzeichnet, daß die Trägerbasis (1) mit Einstellelementen (12) versehen ist, welche die obere Spielfläche (10) in eine Richtung parallel zu der Bodenfläche (14) einstellen.

9. Spielplatte nach einem der Ansprüche 1 bis 8, dadurch gekennzeichnet, daß sie des weiteren ein Netz umfaßt, welches das Spielfeld (13) von der Seite der Beinteile (2, 4) begrenzt.

10. Spielplatte nach einem der Ansprüche 1 bis 9, dadurch gekennzeichnet, daß die Spielflächen (8, 9, 10) mit verschiedenen Markierungen, vorzugsweise mit Farbmarkierungen, versehen sind.

**Revendications**

1. Table de jeu, en particulier pour jeux de balles de table, p.ex. tennis de table, présentant deux surfaces de jeu inférieures et, au dessus des surfaces de jeu inférieures, une surface de jeu supérieure (10) sensiblement parallèle au plancher, ladite surface de jeu supérieure (10) étant orientée vers le bas et vers les surfaces de jeu inférieures (8, 9), les surfaces de jeu étant disposées à angle les unes par rapport aux autres, de façon à être en contact avec la balle pendant le jeu, et présentant en outre un dispositif de base de support soutenant les surfaces de jeu, et présentant un champ de jeu ouvert (13) constitué des trois surfaces de jeu (8, 9, 10), caractérisé en ce qu’elle comprend deux surfaces de jeu inférieures (8, 9) de dimensions sensiblement égales affectant une conformation en forme de V, les surfaces de jeu inférieures étant orientées vers le haut et se faisant face et s’inclinant vers le plan horizontal à des angles sensiblement égaux.

2. Table de jeu selon la revendication 1, caractérisée en ce que les deux surfaces de jeu inférieures (8, 9) affectant une conformation en forme de V sont inclinées vis-à-vis de la surface du plancher (14) avec un angle de 22-32 degrés.

3. Table de jeu selon la revendication 1 ou 2, caractérisée en ce que le dispositif de support de base (1) comprend un pied horizontal (7) reposant sur la surface de plancher (14), et des jambes supérieure et inférieure (2, 4) perpendiculaires aux pieds (7), les- dites jambes (2, 4) supportant les surfaces de jeu (8, 9, 10) et étant raccordées au pied (7) et entre elles avec des barres transversales (3, 5) supérie- re et inférieure supportant les surfaces de jeu (8, 9, 10), lesdites barres transversales (3, 5) étant paral- llelès à la surface du plancher (14), et en ce qu’il
comprend encore des étais de raccordement (6) entre les jambes inférieures (4), lesdits étais (6) étant raccordés à la barre transversale inférieure (5).

4. Table de jeu selon l'une des revendications 1 à 3, caractérisée en ce que les surfaces de jeu inférieures (8, 9) disposées en forme de V sont raccordées fixement à la barre transversale (5).

5. Table de jeu selon l'une des revendications 1 à 3, caractérisée en ce que les surfaces de jeu inférieures (8, 9) sont attachées à la base de support d'une manière pliable.

6. Table de jeu selon l'une des revendications 1 à 5, caractérisée en ce qu'elle comprend encore des éléments de support (11) raccordant les surfaces de jeu inférieures (8, 9) disposées en forme de V aux jambes supérieures (2).

7. Table de jeu selon l'une des revendications 1 à 6, caractérisée en ce que les surfaces de jeu (8, 9, 10) sont ajustables en position verticale par rapport au plan de la surface de plancher (14), en économisant ainsi de l'espace pour la pièce lorsqu'elle n'est pas utilisée pour le jeu.

8. Table de jeu selon l'une des revendications 1 à 7, caractérisée en ce que la base de support (1) est munie de dispositifs d'ajustement (12) ajustant la surface de jeu supérieure (10) dans une direction parallèle à la surface de plancher (14).

9. Table de jeu selon l'une des revendications 1 à 8, caractérisée en ce qu'elle comprend encore un filet délimitant le champ de jeu (13) du côté des jambes (2, 4).

10. Table de jeu selon l'une des revendications 1 à 9, caractérisée en ce que les surfaces de jeu (8, 9, 10) sont munies de marquages différents, de préférence des marquages de couleur.
FIG. 2.