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United States Patent [19]

[11] Patent Number: **Des. 330,226**

Rojas

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[54] **AERIAL PROJECTILE FOR A GAME**

3,363,899	1/1968	Gross	273/425 X
3,594,945	4/1969	Turney	273/425 X
3,784,204	1/1974	Felber	273/128 R
4,243,229	1/1981	Huser et al.	273/402
4,819,949	4/1989	Mackey	273/424 X

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[**] Term: **14 Years**

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[21] Appl. No.: **553,146**

[22] Filed: **Jul. 16, 1990**

[52] U.S. Cl. **D21/2**

[58] Field of Search **D21/2, 3, 5, 7; 273/317, 331, 332, 336-339, 348, 415, 424, 425, 108, 126 R, 126 A, 128 R, 128 A, 128 CS**

[57] **CLAIM**

The ornamental design for a aerial projectile for a game, as shown and described.

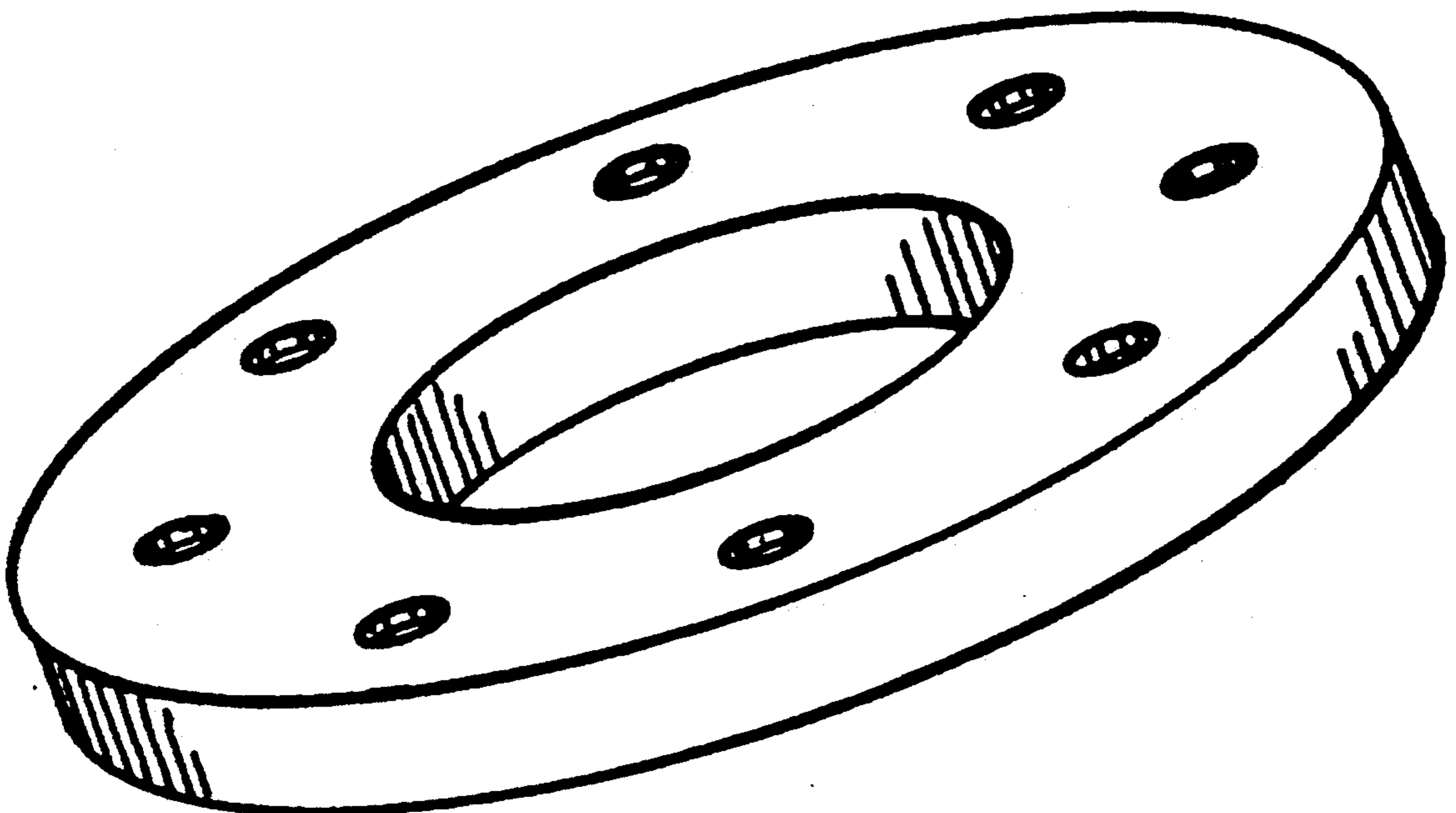
[56] **References Cited**

U.S. PATENT DOCUMENTS

DESCRIPTION

2,462,436	2/1949	Stewart	273/128 CS
2,727,744	12/1955	Watson	273/128 R
3,147,977	9/1964	Glassman	273/126 R

FIG. 1 is a perspective view of an aerial projectile for a game showing my new design;
FIG. 2 is a top plan view thereof;
FIG. 3 is a sectional elevational view thereof; taken along line 3—3 of FIG. 2; and,
FIG. 4 is a typical elevational view thereof.



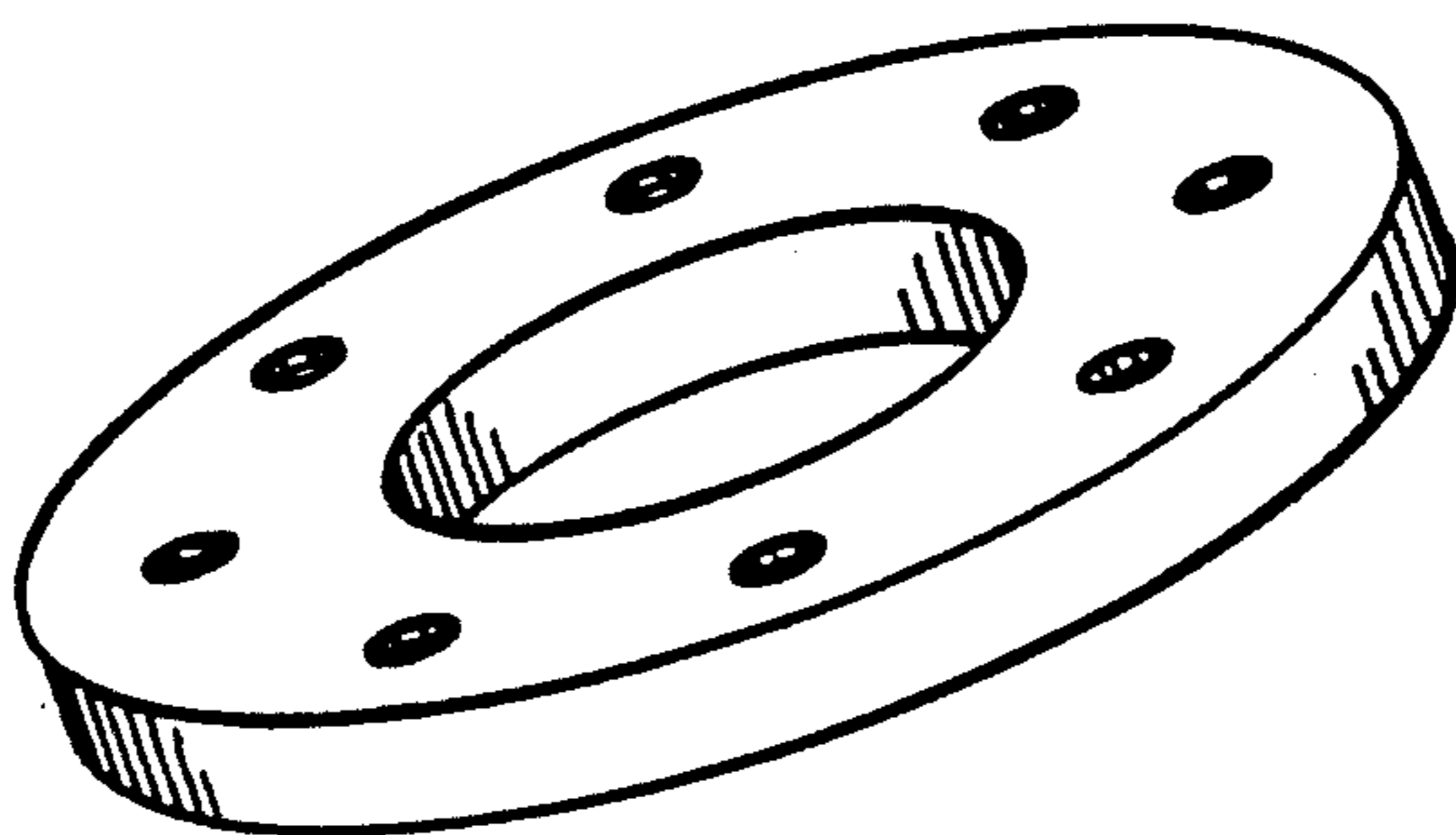


FIG. 1

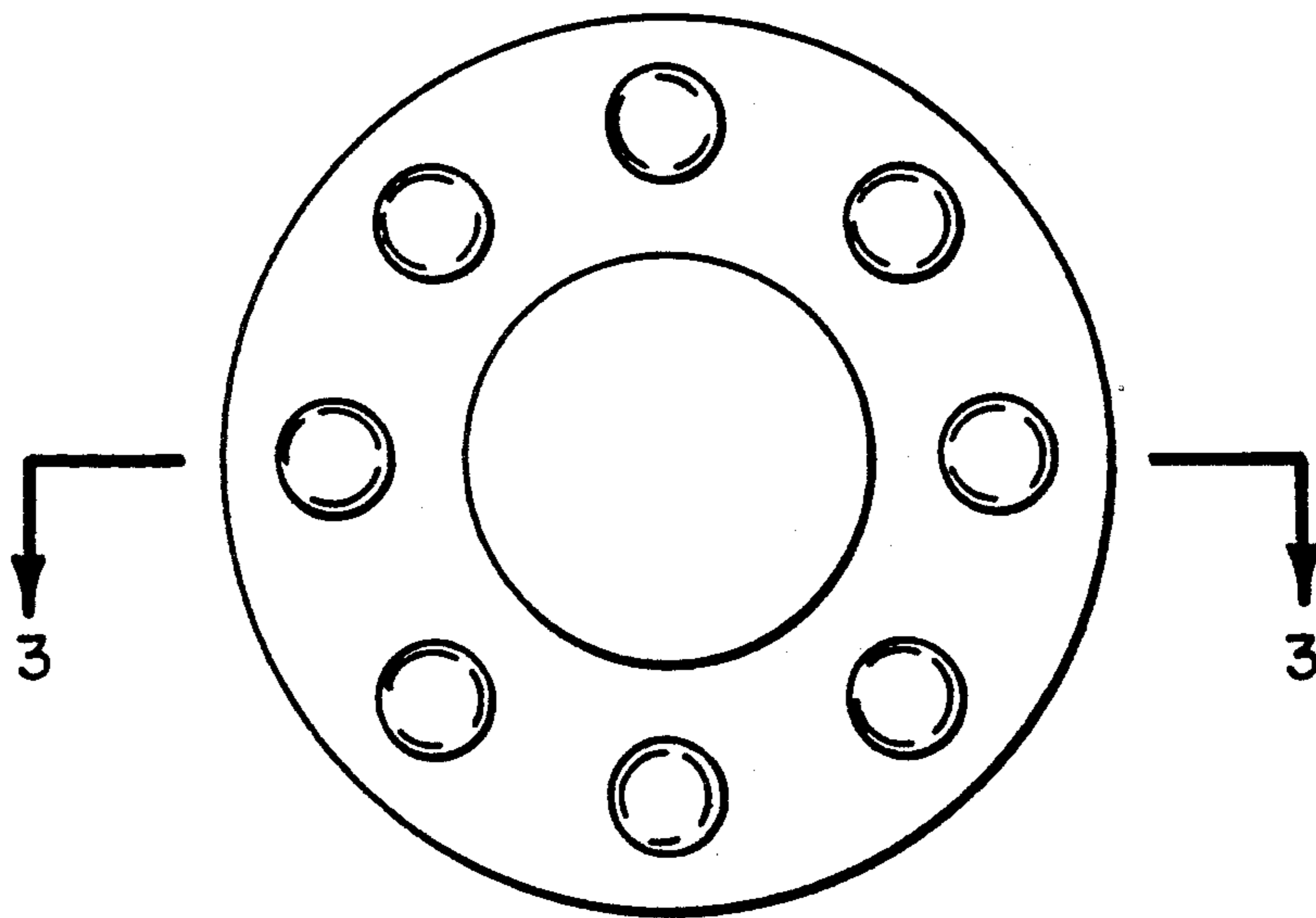


FIG. 2



FIG. 3



FIG. 4