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(54) **TOSS GAME APPARATUS HAVING A BOUNCE BACK SURFACE**

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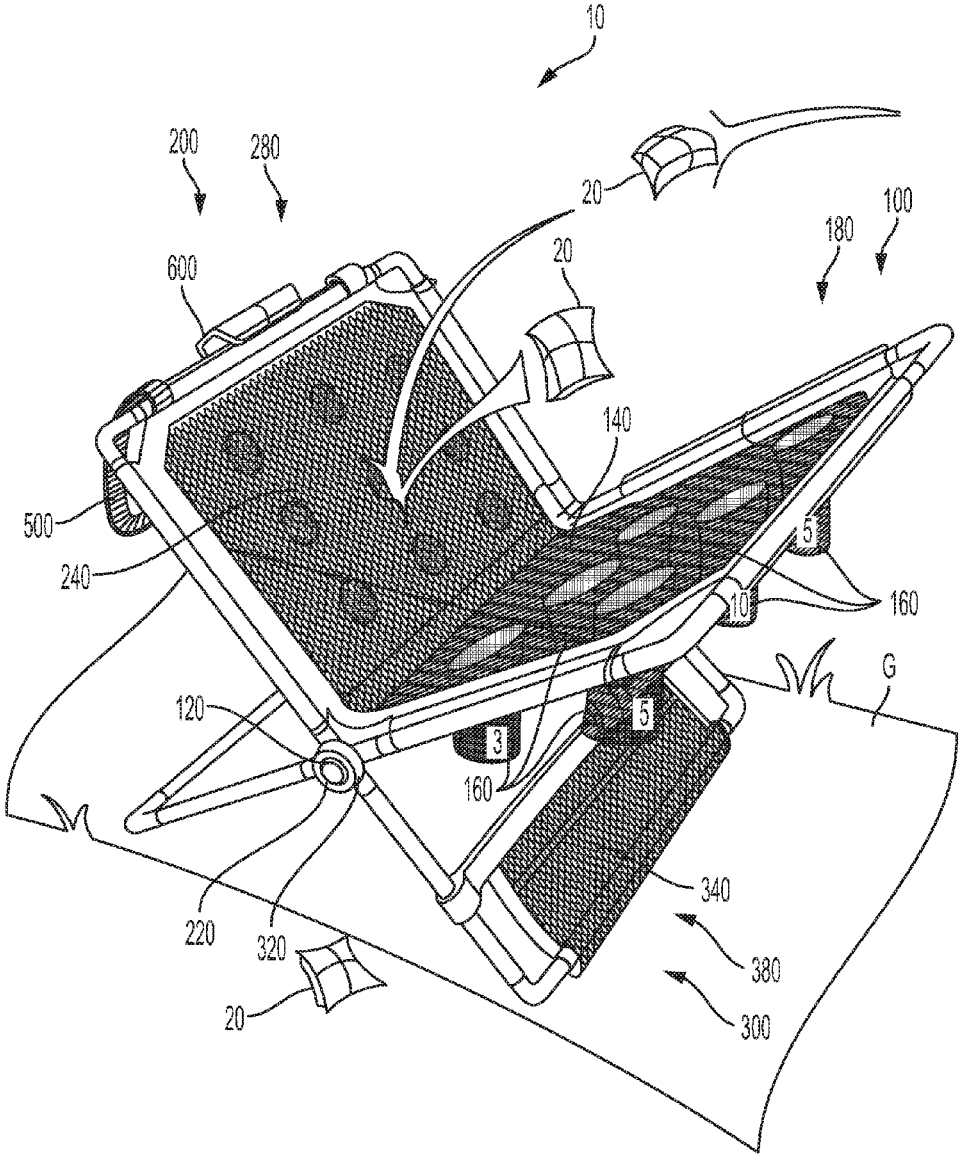
(57) **ABSTRACT**

A toss game apparatus includes a first assembly and a second assembly pivotally connected to the first assembly. The first assembly includes a first outer frame, a target surface connected to at least a portion of the first outer frame, and at least one target pocket that is recessed below the target surface. The at least one target pocket is configured to receive a toss game piece. The second assembly includes a second outer frame, and a bounce surface connected to at least a portion of the second outer frame. The target surface is configured to be positioned at an angle non-linearly relative to the bounce surface.



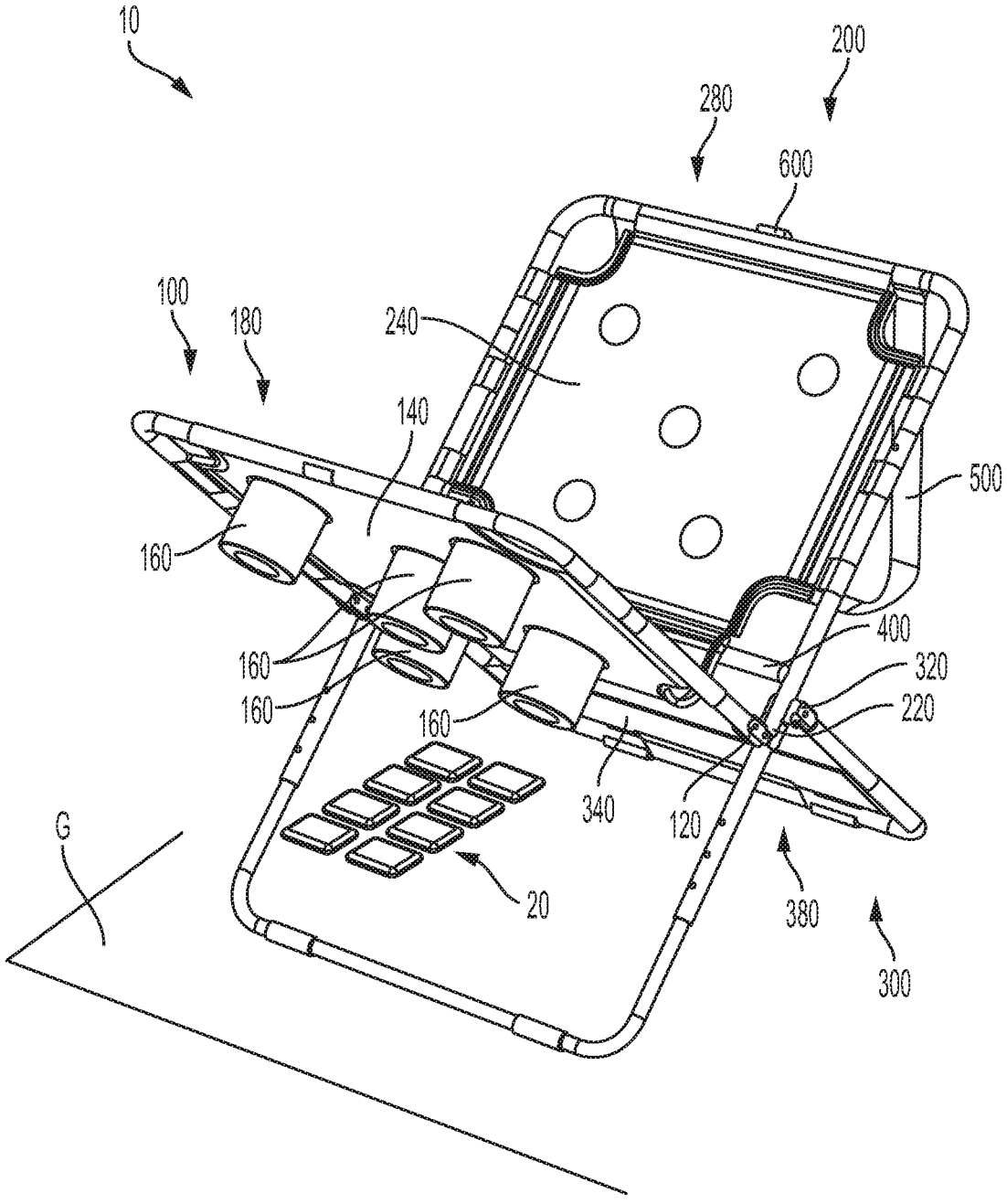

10
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FIG. 1

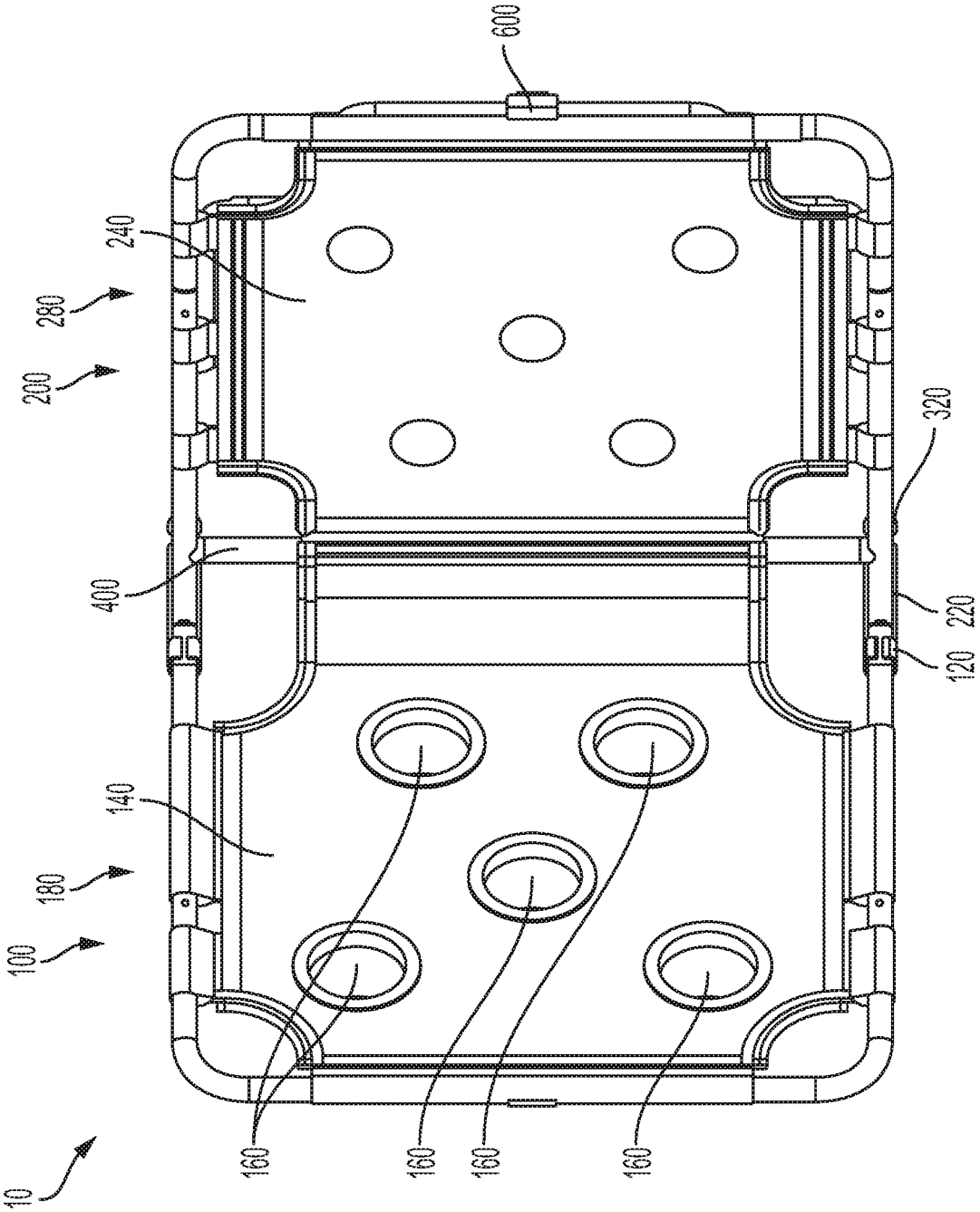

FIG. 2

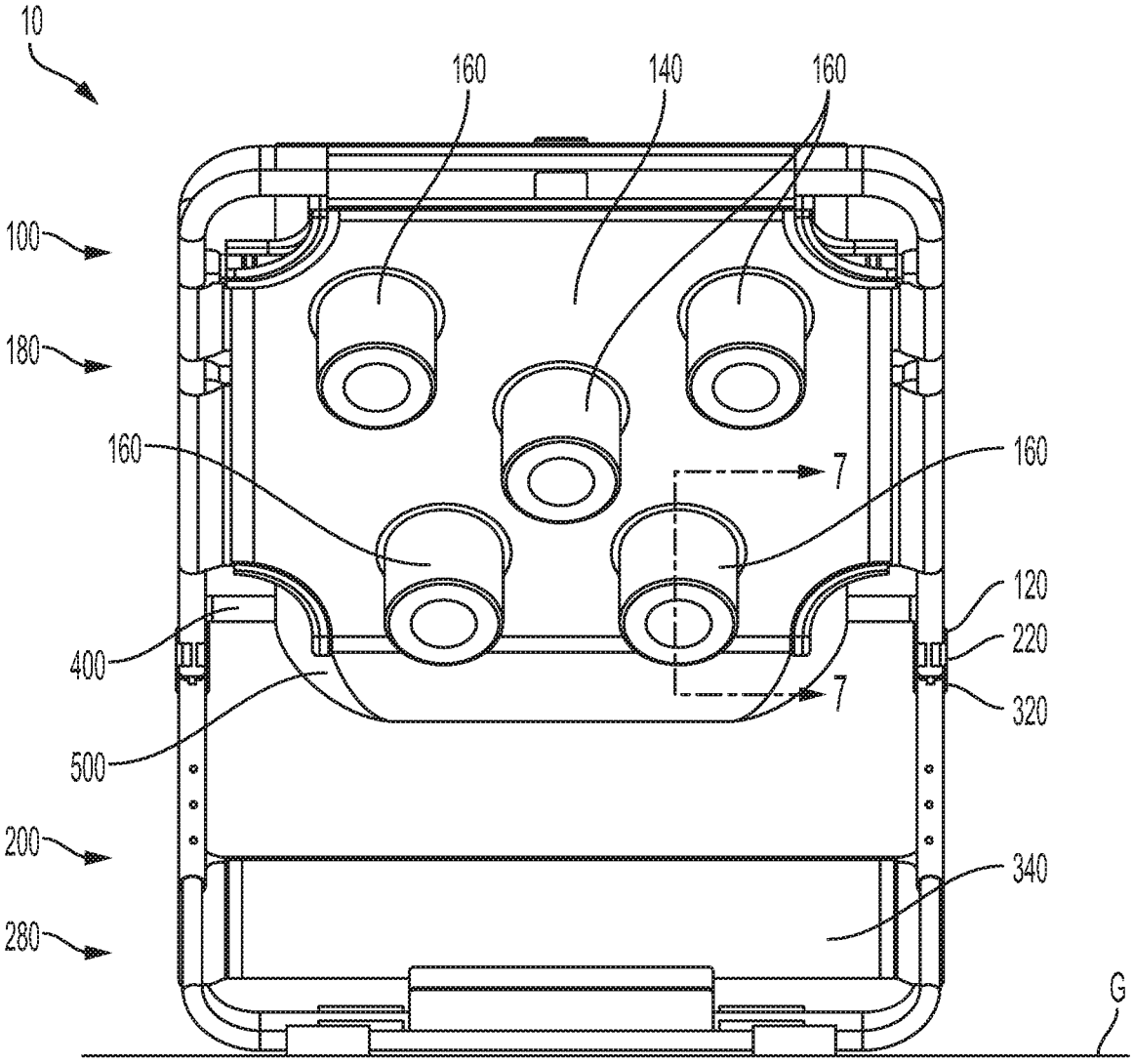
10
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FIG. 3

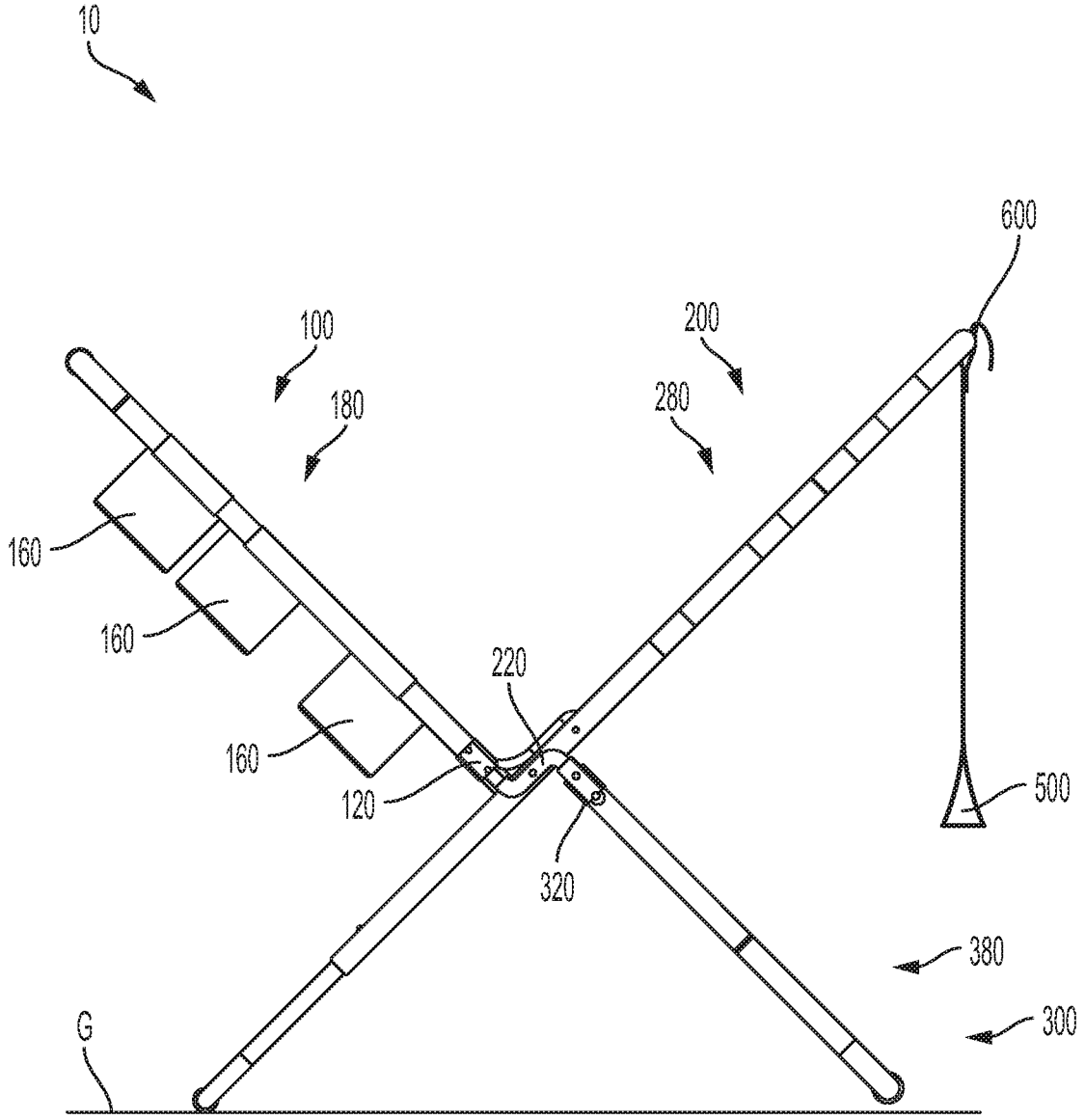


FIG. 4

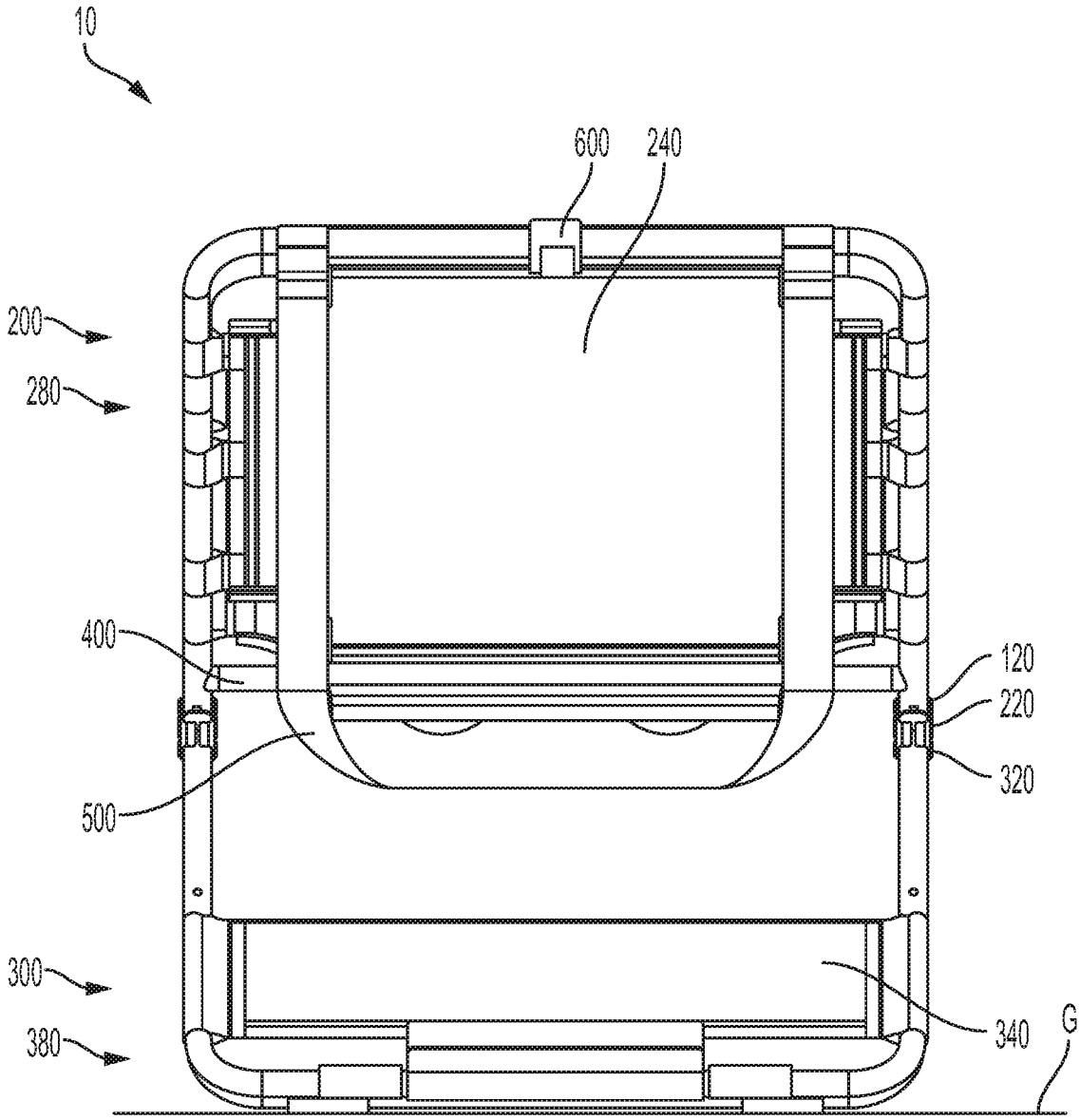
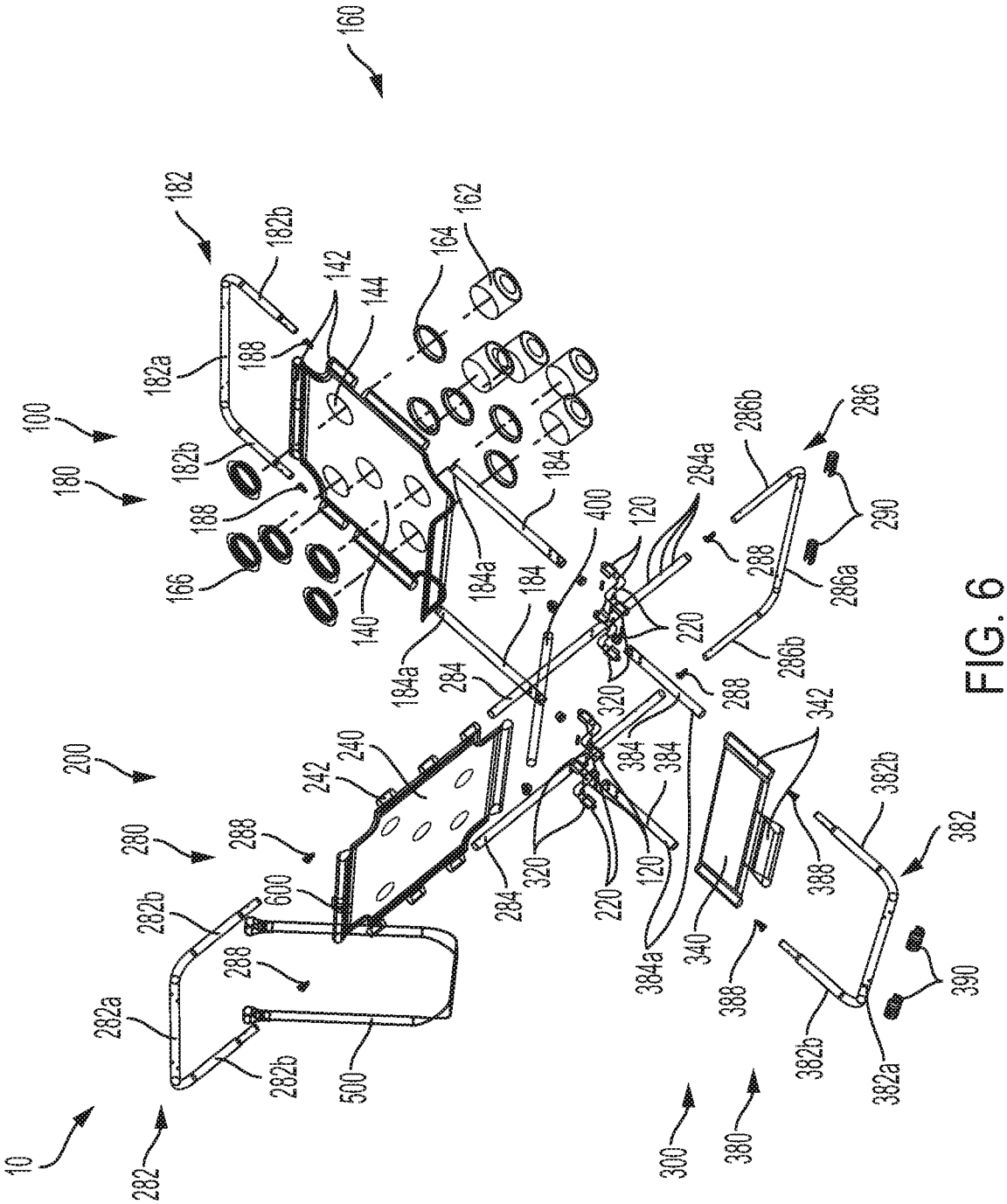


FIG. 5


160
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182b
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144
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162
182a
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100
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182b
188
166
140
184a
184
400
120
284a
286b
286
290
288
286a
220
286b
284
320
288
342
200
240
242
384
384
280
288
600
282b
288
284
320
220
120
384a
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382b
382
388
390
282a
282b
500
382b
382a
10
282
300
380

FIG. 6

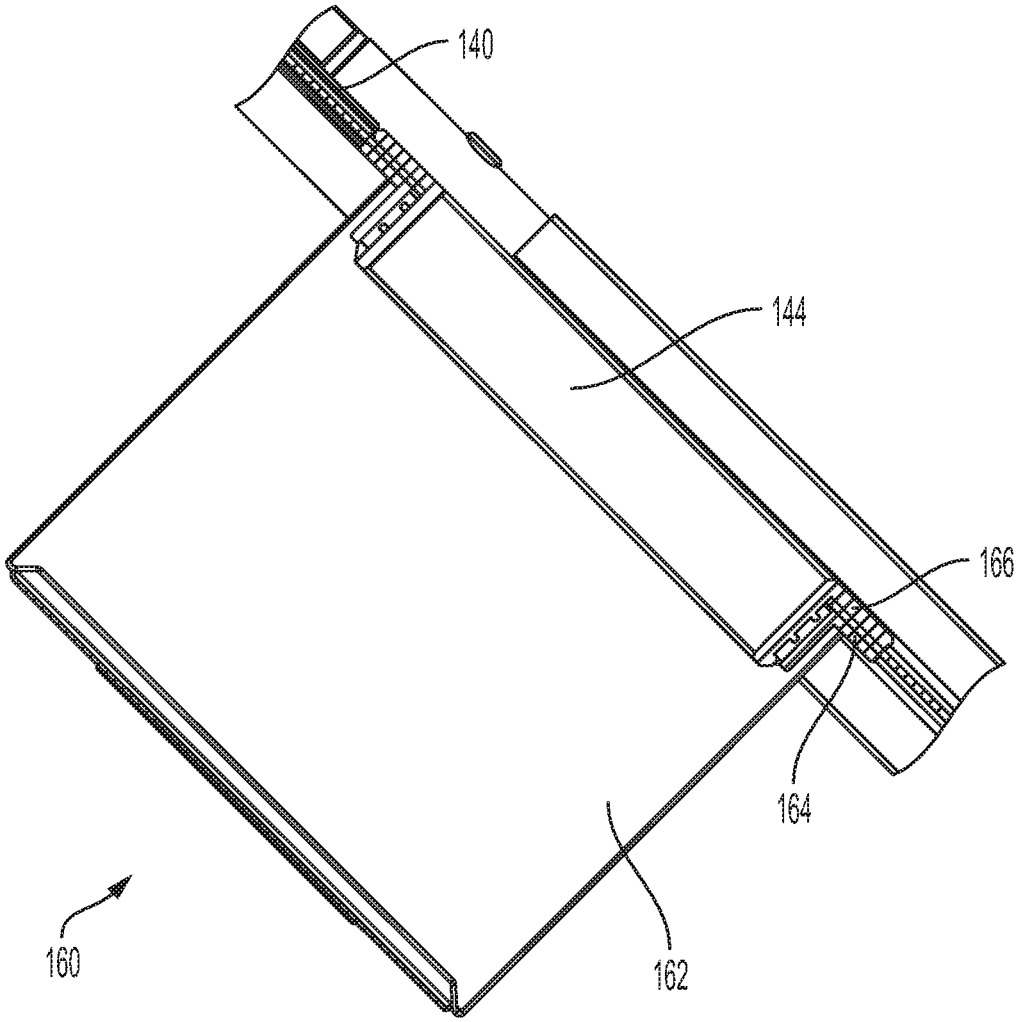
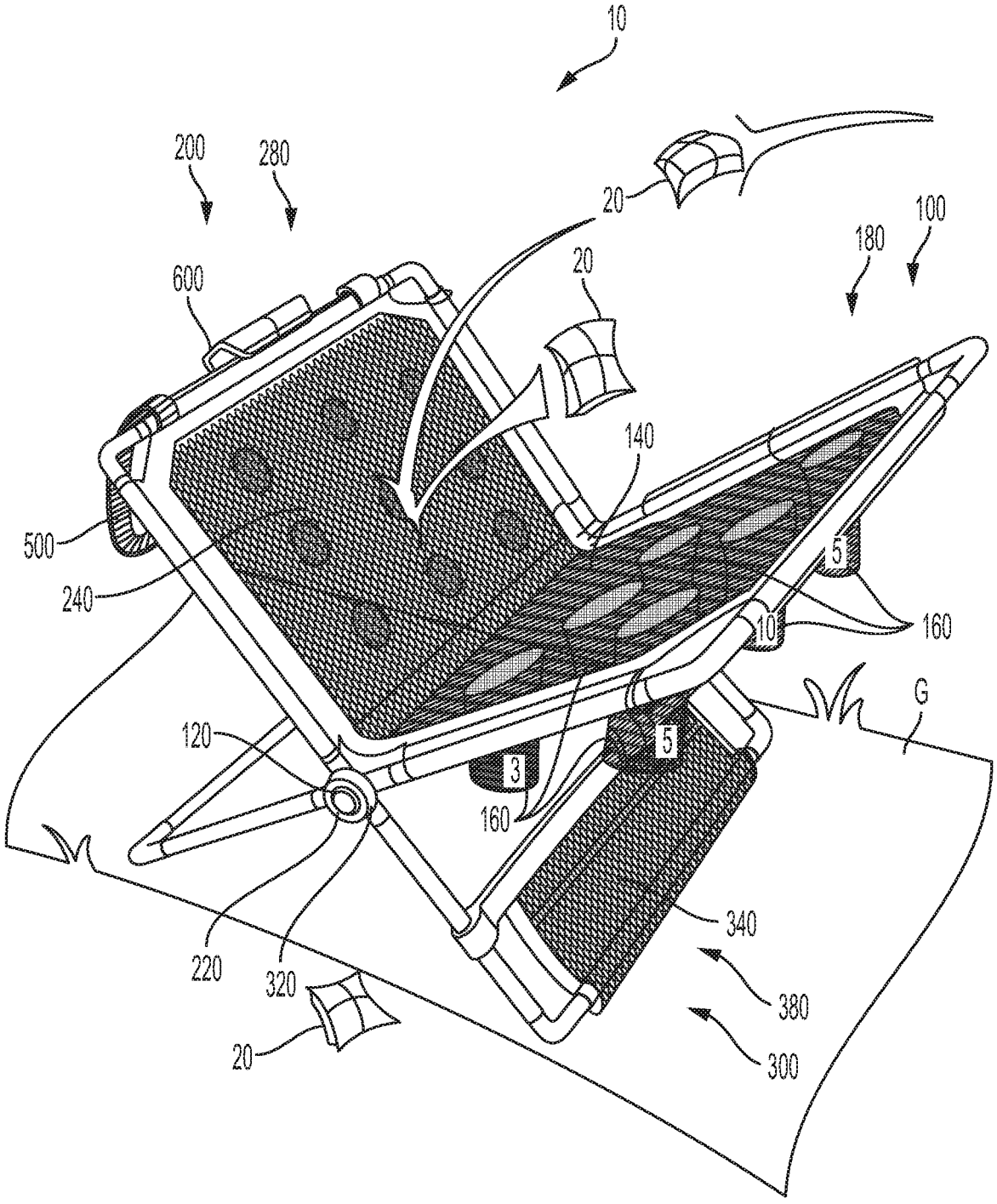


FIG. 7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380
20
300

FIG. 8

TOSS GAME APPARATUS HAVING A BOUNCE BACK SURFACE

BACKGROUND

[0001] The disclosure relates generally to games, and in particular to toss games.

[0002] Toss games provide competitive entertainment to players and include, for example basketball, bocce and beanbag toss games. Players of toss games compete with accuracy skills to place a game object closest to a target and accumulate scoring points until a tally goal is reached. One example is the toss game of darts. The more accurate the player, the quicker the accumulation of points to reach an agreed upon total to win the game. Other toss games are enjoyed by attempting to place a game object within an opening, such as a basketball within a basketball goal or a beanbag through a hole in a surface.

[0003] The majority of toss games require throwing a game object directly at a target. To improve the challenge of the common toss game, there is a desire to add a difficulty of play. Introducing a bounce back surface to a toss game improves the challenge of the toss game.

SUMMARY

[0004] In an embodiment, a toss game apparatus includes a first assembly and a second assembly pivotally connected to the first assembly. The first assembly includes a first outer frame, a target surface connected to at least a portion of the first outer frame, and at least one target pocket that is recessed below the target surface. The at least one target pocket is configured to receive a toss game piece. The second assembly includes a second outer frame, and a bounce surface connected to at least a portion of the second outer frame. The target surface is configured to be positioned at an angle non-linearly relative to the bounce surface.

[0005] Optionally, a target pocket may be collapsible. A target pocket may be removably attached to at least a portion of the target surface. Alternatively, a target pocket is fixedly attached to at least a portion of the target surface.

[0006] Optionally, the bounce surface is formed of a resilient material. The bounce surface may include one or more visual markings indicating a target location as to where the toss game piece should be tossed.

[0007] The toss game apparatus may further include a third assembly that is pivotally attached to the second assembly. One or more of the second assembly or the third assembly may include a pouch configured to store the one or more toss game pieces.

[0008] The second outer frame may include an upper member, a lower member, and a pair of leg members that are configured to connect to one or more of the upper member or the lower member. The bounce surface may be at least partially connected to the upper member.

[0009] In an embodiment, a toss game apparatus includes a first assembly, and a second assembly pivotally connected to the first assembly. The first assembly includes a first outer frame, a target surface connected to at least a portion of the first outer frame, and at least one target pocket that is recessed below the target surface. The at least one target pocket is configured to receive a toss game piece. The second assembly includes a second outer frame having an upper member having a first portion and a second portion, a lower member having a first portion and a second portion, a first leg member, and a second leg member. A first end of the first leg member is configured to connect to the first portion of the upper member, and a second end of the first leg member is configured to connect to the first portion of the lower member. A first end of the second leg member is configured to connect to the second portion of the upper member and a second end of the second leg member is configured to connect to the second portion of the lower member. A bounce surface is connected to at least a portion of the upper member. The target surface is configured to be positioned at an angle non-linearly relative to the bounce surface.

[0010] Optionally, the at least one target pocket may be collapsible. The at least one target pocket may be removably attached to at least a portion of the target surface. At least one target pocket may be fixedly attached to at least a portion of the target surface.

[0011] The bounce surface may be formed of a resilient material. The bounce surface may include one or more visual markings indicating a target location as to where the toss game piece should be tossed.

[0012] The toss game apparatus may further include a third assembly that is pivotally attached to the second assembly. One or more of the second assembly or the third assembly may include a pouch configured to store the one or more toss game pieces.

BRIEF DESCRIPTION OF THE DRAWINGS

[0013] FIG. **1** is an isometric view of an example toss game apparatus with toss game pieces in an opened, in-use state.

[0014] FIG. **2** is a top view of an example toss game apparatus.

[0015] FIG. **3** is a front view of an example toss game apparatus.

[0016] FIG. **4** is a side view of an example toss game apparatus.

[0017] FIG. **5** is a back view of an example toss game apparatus.

[0018] FIG. **6** is an exploded view of an example toss game apparatus.

[0019] FIG. **7** is a sectional view along a cutline of an example target pocket of a toss game.

[0020] FIG. **8** is an isometric view of another example toss game pieces in use with a toss game apparatus.

DETAILED DESCRIPTION

[0021] As used in this document, the singular forms "a," "an," and "the" include plural references unless the context clearly dictates otherwise. Unless defined otherwise, all technical and scientific terms used herein have the same meanings as commonly understood by one of ordinary skill in the art. As used in this document, the term "comprising" means "including, but not limited to." When used in this document, the term "exemplary" is intended to mean "by way of example" and is not intended to indicate that a particular exemplary item is preferred or required.

[0022] In this document, when terms such "first" and "second" are used to modify a noun, such use is simply intended to distinguish one item from another, and is not intended to require a sequential order unless specifically stated. The term "approximately," when used in connection with a numeric value, is intended to include values that are

close to, but not exactly, the number. For example, in some embodiments, the term "approximately" may include values that are within +/−10 percent of the value.

[0023] When used in this document, terms such as "top" and "bottom," "above" and "below", "upper" and "lower", or "front" and "rear," are not intended to have absolute orientations but are instead intended to describe relative positions of various components with respect to each other. For example, a first component may be an "upper" component and a second component may be a "lower" component when a device of which the components are a part is oriented in a first direction. The relative orientations of the components may be reversed, or the components may be on the same plane, if the orientation of the structure that contains the components is changed. The claims are intended to include all orientations of a device containing such components.

[0024] FIG. **1** presents an isometric view of an example toss game apparatus **10**. A toss game apparatus **10** may include a first assembly **100** having a target surface **140** and a first outer frame **180**, a second assembly **200** having a bounce surface **240** and a second outer frame **280**, a third assembly **300** having a toss game piece storage pouch **340** and a third outer frame **380**, and/or a crossmember **400**. The toss game apparatus **10** may be utilized with one or more toss game pieces **20**. A player tosses a toss game piece **20** against an angled bounce surface **240** and then onto another angled target surface **140** with the goal of having the toss game piece **20** remain in a target pocket **160**. The target surface **140** and bounce surface **240** are similar in shape and size but differ in that the target surface **140** includes one or more openings **144** sized to receive target pockets **160**. Alternatively, the target surface **140** and bounce surface **240** may have different shapes and/or sizes.

[0025] A toss game piece **20** refers to a movable object that is capable of being tossed at and received by one or more target pockets **160**. Example toss game pieces **20** may include, without limitation, beanbags, rings, discs, spheres (for example tennis balls, baseballs, golf balls, or ping pong balls) or other objects. The toss game pieces **20** may be organized into two or more groups. In an embodiment, toss game pieces **20** may be organized into groups based on a characteristic of a toss game piece **20** such as, for example, color, shape, size, markings or the like. For example, toss game pieces **20** may be organized into groups of pieces in which each piece in a group shares one or more characteristics, but those characteristics differ from group to group to differentiate between players or teams. As another example, toss game pieces **20** may be grouped by color or by markings to assist players with color-blindness. The markings on one or more toss game pieces **20** may be numbers, characters, symbols, images, or any combination thereof. For example, a marking may be a number between 1 and 8 or an 'X' and an 'O'. While a single player may enjoy the toss game apparatus, two or more players may utilize a toss game apparatus in teams (designated by toss game piece color or markings) for more competitive play. The toss game pieces **20** may be stored when not in use in the toss game piece storage pouch **340**.

[0026] FIGS. **2-5** present a top, front, side, and back view, respectively, of the toss game apparatus **10** in relation to a game support surface G. A game support surface G refers to a surface on which the toss game apparatus **10** may be positioned for game play. Examples of game support surface G may include, without limitation, a ground surface (for example grass, dirt, or sand), a floor surface (for example concrete, wood, or tile) or an elevated surface (for example a chair, bench, table, or desk), and/or the like. As illustrated in FIG. **4**, the target surface **140** and the bounce surface **240** may be placed at an angle with respect to each other, to the game support surface G, and/or to the horizon if the game support surface G is not a level surface. The target surface **140** and the bounce surface **240** may be angled non-linearly with respect to each other in the range of 45° to 180°. FIG. **4** illustrates a 90° angle. The target surface **140** may be angled with respect to the game support surface G in the range of 0° to 90°. FIG. **4** illustrates a 45° angle. The bounce surface **240** may be angled with respect to the game support surface G in the range of 0° to 135°. FIG. **4** illustrates a 45° angle.

[0027] As illustrated in FIG. **6**, the first assembly **100** may include a first outer frame **180** having an upper member **182** that extends substantially horizontally between a first and a second end of the upper member **182**, and two leg members **184** extending substantially vertically from the ends of the upper member **182**. The upper member **182** and the leg members **184** may be a unitary frame member. Alternatively the upper portion **182** and the leg portions **184** may be connected in any suitable way such as, for example, via screws, pins, or other fasteners or connectors.

[0028] The upper member **182** may include two portions **182***b* that are connected via a connection member **182***a*. As illustrated in FIG. **6**, one or more of the portions **182***b* may have a curved, rounded, or bent shape. One or more leg members **184** may connect to one or more of the portions **182***b* of the upper member **182**. For example, one end of a leg member **184** may telescopically connect to a portion **182***b* of the upper member **182**. Further, one or more of the portions **182***b* of the upper member **182** may include an adjustment pin **188** and one or more of the leg members **184** may include an aperture **184***a*, wherein the adjustment pin **188** on the upper member **182** may be received in the aperture **184***a* on the leg member **184**. This telescopic attachment may allow adjustment of the upper member **182** relative to the leg members **184**. Alternatively, one or more leg members **184** may be integrally fixed to one or more of the portions **182***b* of the upper member **182**. For example, one end of a leg member **184** may be welded to a portion **182***b* of the upper member **182** such as by swag welding or the like. Other means for attachments may be employed, such as adhesives, screws, bolts, rivets, or the like.

[0029] As illustrated in FIG. **6**, the second assembly **200** may include a second outer frame **280**. The second outer frame **280** may have the shape of a loop, for example the shape may be a rectangular loop. The second outer frame **280** may be a fixed loop, or a loop formed by two U-shaped members. In an embodiment, as shown in FIG. **6**, the second outer frame **280** may include an upper member **282**, a lower member **286**, and one or more leg members **284**

[0030] Attorney Docket No. **182123.02601** connected in any suitable way such as, for example, via screws, pins, or other fasteners or connectors.

[0031] The upper member **282** may include two portions **282***b* that are connected via a connection member **282***a*. In various embodiments, the lower member **286** may also include two portions **286***b* that are connected via a connection member **286***a*. As illustrated in FIG. **6**, one or more of the portions **282***b*, **286***b* may have a curved, rounded, or bent

shape. One or more leg members **284** may connect to one or more of the portions **282***b* of the upper member **282** and/or one or more portions **286***b* of the lower member **286**. For example, one end of a leg member **284** may telescopically connect to a portion **282***b* of the upper member **282** while the other end of the leg member **284** may telescopically connect to a portion **286***b* of the lower member **286**. Further, one or more of the portions **282***b* of the upper member **282** and/or one or more of the portions **286***b* of the lower member **286** may include an adjustment pin **288** and one or more of the leg members **284** may include an aperture **284***a*, wherein the adjustment pin **288** on the upper member **282** and/or lower member **286** may be received in the aperture **284***a* on the leg member **284**. This telescopic attachment may allow adjustment of the upper member **282** and/or the lower member **286** relative to the leg members **284**. This adjustable feature allows a player to orient the bounce surface **240** at an angle relative to the game support surface G. The second assembly **200** may also be supported by a crossmember **400**. In an alternative embodiment, the upper member **282** and the lower member **286** may be fixedly connected to one or more leg members **286**.

[0032] As illustrated in FIG. **6**, the third assembly **300** may include a third outer frame **380** having a lower member **382** extending substantially horizontally between a first and a second end of the lower member **382**, and two leg members **384** extending substantially vertically from the ends of the lower member **382**. The lower member **382** and the leg members **384** may be a unitary frame member. Alternatively the lower portion **382** and the leg portions **384** may be connected in any suitable way such as, for example, via screws, pins, or other fasteners or connectors.

[0033] The lower member **382** may include two portions **382***b* that are connected via a connection member **382***a*. As illustrated in FIG. **6**, one or more of the portions **382***b* may have a curved, rounded, or bent shape. One or more leg members **384** may connect to one or more of the portions **382***b* of the lower member **382**. For example, one end of a leg member **384** may telescopically connect to a portion **382***b* of the lower member **382**. Further, one or more of the portions **382***b* of the lower member **382** may include an adjustment pin **388** and one or more of the leg members **384** may include an aperture **384***a*, wherein the adjustment pin **388** on the lower member **382** may be received in the aperture **384***a* on the leg member **384**. This telescopic attachment may allow adjustment of the lower member **382** relative to the leg members **384**.

[0034] Providing adjustable connections for both the second assembly **200** and the third assembly **300** may allow a player to orient the target surface **140** and/or the bounce surface **240** at varying elevations above the game support surface G as well as tilting the target surface **140** and/or the bounce surface **240** forward and rearward.

[0035] The toss game piece storage pouch **340** may be attached to the second assembly **200**, or as shown in FIG. **6**, to the third assembly **300**. In various embodiments, a toss game piece storage pouch **340** may be attached to the second assembly **200** and/or the third assembly **300** in any suitable manner such as, for example, using hook and loop fasteners or sewn in loops **342**.

[0036] The first outer frame **180**, second outer frame **280**, and third outer frame **380** may be formed from various materials such as, for example, plastics, metals, or other rigid materials. In various embodiments, the first outer frame **180**, second outer frame **280**, and third outer frame **380** may be formed from tubular metal parts and may be connected in any suitable way such as, for example, via screws, pins, or other fasteners or connectors.

[0037] In various embodiments, a third assembly **300** may be releasably connected to a first assembly **100** and/or a second assembly **200**. The first assembly **100** may include a first attachment portion **120**, the second assembly **200** may include a second attachment portion **220**, and the third assembly **300** may include a third attachment portion **320**. An attachment portion may be a bracket assembly, a pin assembly, a screw assembly, or other fastener or connector. The first and third attachment portions **120**, **320** may be separate portions each having a separate pivot point. Alternatively, as shown in FIG. **6**, the first and third attachment portions **120**, **320** may each be a unitary portion having one pivot point. The second attachment portion **220** may have multiple pivot points or, as shown in FIG. **6**, a single pivot point. The first attachment portion **120** may allow attachment of the first assembly **100** to the second assembly **200** at the second attachment portion **220** and/or to the third assembly **300** at the third attachment portion **320**. The third attachment portion **320** may allow attachment of the third assembly **300** to the second assembly **200** at the second attachment portion **220** and/or to the first assembly **100** at the first attachment portion **120**.

[0038] At least a portion of the target surface **140** may be attached to at least a portion of the first outer frame **180** of the first assembly **100** along at least a portion of the upper member **182** and/or the two leg members **184**. In various embodiments, at least a portion of the target surface **140** may also be attached to at least a portion of the crossmember **400**. The target surface **140** may provide one or more targets allowing a player to bounce a toss game piece **20** off of the bounce surface **240** toward the target surface **140** with the goal of landing the toss game piece **20** into a target pocket **160** of the target surface **140**. In various embodiments, a bounce surface **240** may include one or more visual markings that indicate a target location on the bounce surface where a player should toss a toss game piece **20** in order to bounce the toss game piece **20** into a target pocket **160**. The visual markings may include, without limitation, a character (e.g., an "x"), a symbol (e.g., a single ring or a group of concentric rings forming a bullseye target), an image, a graphic and/or the like. In various embodiments, the toss game apparatus **10** may be placed at various elevations above the game support surface G for increased difficulty in play. For example, the toss game apparatus **10** may be placed at a height above the game support surface G where the target surface **140** would obstruct the view of the bounce surface **240**. The player, in this instance, would look through the target surface **140** in order to aim the toss game piece **20** toward the visual marking on the bounce surface **240**. In various embodiments, the target surface **140** may be a fabric or other resilient material pulled taut onto the first assembly **100** and crossmember **400** via any suitable manner such as, for example, using hook and loop fasteners, straps, or sewn in loops **142**. The resilient target surface **140** may be formed of transparent, opaque, or tinted materials, may include a sheer weave, and/or a pattern of apertures of various diameters (i.e., perforations). For example, the resilient target surface may be formed of NO-SEE-UM SCREEN™ material having a pattern of perforations allowing a player to see through the target surface **140**. Alternatively, the target

surface **140** may be a substantially rigid surface fixed to the first outer frame **180** of the first assembly **100** and/or the crossmember **400**. The rigid target surface **140** may be transparent, semitransparent, tinted, colored, painted, or the like. For a variation of play, the target surface **140** may be one of a set of interchangeable target surfaces **140** having varying properties (resilient or rigid, transparent or darkened, perforated or obstructed, or any combination thereof). The players may place the toss game apparatus **10** at various elevations and/or interchange the target surfaces **140** to increase the difficulty in play.

[0039] At least a portion of the bounce surface **240** may be attached to at least a portion of the second outer frame **280** of the second assembly **200** along at least a portion of the upper member **282** and/or the two leg members **284** of the second assembly **200**. In an embodiment, at least a portion of the bounce surface **240** may also be attached to at least a portion of the crossmember **400**. The bounce surface **240** may allow a player to bounce a toss game piece **20** off of the bounce surface **240** toward the target surface **140**. The bounce surface **240** may be a fabric or other resilient material pulled taut onto the second assembly **200** and/or crossmember **400** via any suitable manner such as, for example, using hook and loop fasteners, straps, or sewn in loops **242**. Alternatively, the bounce surface **240** may be a substantially rigid surface fixed to the second outer frame **280** of the second assembly **200** and/or the crossmember **400**.

[0040] In an embodiment, the toss game apparatus **10** may be fixed with no moving parts in a simple orientation allowing for the target surface **140** to be adjacent to the bounce surface **240**. Alternatively, the toss game apparatus **10** may be at least partially collapsed into a stored orientation. In a stored orientation, the first assembly **100** and third assembly **300** may be placed co-planar to the second assembly **200**. The toss game apparatus **10** may be opened to the play orientation where the first assembly **100** and third assembly **300** are placed at an angle in relation to the second assembly **200**. In the stored orientation, the first assembly **100** and third assembly **300** may be secured to the second assembly **200** via a fastener **600**, such as, for example, magnets, latches, mating hook and loop material and/or the like. The fastener **600** may be placed between the upper member **182** of the first assembly **100** and the upper member **282** of the second assembly **200** and/or between the lower member **382** of the third assembly **300** and the lower member **286** of the second assembly **200** (not shown). The toss game apparatus **10** may further include an optional carrying strap **500**, such as, for example, one attached to the second assembly **200**, in order to allow a player to support the weight of the toss game apparatus on his or her shoulder when in the stored orientation. In the play orientation, the second assembly **200** and third assembly **300** may include a non-slip material **290**, **390** able to contact the game support surface G in order to reduce movement of the toss game apparatus **10** when toss game pieces **20** bounce against the bounce surface **240** and target surface **140**.

[0041] A target pocket **160** on the target surface **140** may be a single target pocket **160** or multiple target pockets **160**. As seen in the sectional view of FIG. **7** along the cutline 7-7 found in FIG. **3**, the target pocket **160** is recessed below the target surface **140**. A target pocket **160** may be fixed to or removable from the target surface **140**. A target pocket **160** may be formed of a rigid material, such as a replaceable cup (not shown) placed within a fixed aperture **144** on the target surface **140**, or may be formed by a collapsible material integral with the target surface **140**. For example, target surface **140** may be formed from a fabric or other resilient material. Likewise, the target pocket **160** may be formed with the target surface **140** or may be attached to the target surface **140**, e.g., by sewing, gluing, sonic welding, or the like. Alternative and/or additional target pockets **160** and connection methods may be used within the scope of the disclosure. One method of attachment of a collapsible target pocket **160** is to capture the distal ends of the open pocket material between an upper and lower ring **166**, **164** onto the target surface **140**. The target pockets **160** may be sized to receive one or more of the toss game pieces **20**. In various embodiments, each target pocket **160** may have the same size. Alternatively, one or more target pockets **160** may have a different size relative to one or more other target pockets **160**. The target pockets **160** may be spaced in a pattern to provide varying stages of difficulty for the player to achieve. For example, easy to hit target pockets **160** may be placed down low near the bounce surface **240** while more difficult to hit target pockets **160** may be placed higher near the upper corners of the target surface **140**. In an embodiment, one or more of the target pockets **160** may include a color or marking to designate the difficulty. For example, the target pocket marking associated with the target pocket **160** may be a number placed in the bottom of the target pocket **160**, or alternatively on the sides of the target pocket **160** as seen in FIG. **8**. The target pocket **160** may be recessed at an angle relative to the target surface **140** or, as shown in FIGS. **4** & **7**, the target pocket **160** may be recessed normal to the target surface **140**.

[0042] As illustrated in FIG. **8**, the bounce surface **240** and target surface **140** may be formed from a single sheet of material.

[0043] The above-disclosed features and functions, as well as alternatives, may be combined into many other different apparatuses or applications. Various presently unforeseen or unanticipated alternatives, modifications, variations or improvements may be made by those skilled in the art, each of which is also intended to be encompassed by the disclosed embodiments.

1. A toss game apparatus comprising:

a first assembly having:

a first outer frame,

a target surface connected to at least a portion of the first outer frame, and

plurality of target pockets that are each recessed below the target surface, wherein each target pocket is configured to receive a toss game piece; and

a second assembly pivotally connected to the first assembly, wherein the second assembly comprises:

a second outer frame, and

ounce surface connected to at least a portion of the second outer frame,

wherein:

the target surface is configured to be positioned at an angle non-linearly relative to the bounce surface; and

the bounce surface comprises a plurality of visual markings, wherein each visual marking:

corresponds to one of the plurality of target pockets, and

indicates a target location as to where the toss game piece is to be aimed in order to bounce the toss game piece into the target pocket that corresponds to the visual marking.

2. The toss game apparatus of claim **1**, wherein each target pocket is collapsible.

3. The toss game apparatus of claim **1**, wherein each target pocket is removably attached to at least a portion of the target surface.

4. The toss game apparatus of claim **1**, wherein each target pocket is fixedly attached to at least a portion of the target surface.

5. The toss game apparatus of claim **1**, wherein the bounce surface is formed of a resilient material.

6. (canceled)

7. The toss game apparatus of claim **1**, further comprising a third assembly that is pivotally attached to the second assembly.

8. The toss game apparatus of claim **7**, wherein one or more of the second assembly or the third assembly comprises a pouch configured to store the one or more toss game pieces.

9. The toss game apparatus of claim **1**, wherein the second outer frame comprises:

an upper member;

a lower member; and

a pair of leg members that are configured to connect to one or more of the upper member or the lower member.

10. The toss game apparatus of claim **9**, wherein the bounce surface is at least partially connected to the upper member.

11. A toss game apparatus comprising:

a first assembly having:

a first outer frame,

a target surface connected to at least a portion of the first outer frame, and

a plurality of target pockets that are each recessed below the target surface, wherein each target pocket is configured to receive a toss game piece; and

a second assembly pivotally connected to the first assembly, wherein the second assembly comprises:

a second outer frame comprising:

an upper member having a first portion and a second portion,

a lower member having a first portion and a second portion,

a first leg member, wherein a first end of the first leg member is configured to connect to the first portion of the upper member and a second end of the first leg member is configured to connect to the first portion of the lower member,

a second leg member, wherein a first end of the second leg member is configured to connect to the second portion of the upper member and a second end of the second leg member is configured to connect to the second portion of the lower member, and

a bounce surface connected to at least a portion of the upper member,

wherein:

the target surface is configured to be positioned at an angle non-linearly relative to the bounce surface; and

the bounce surface comprises a plurality of visual markings, wherein each visual marking:

corresponds to one of the plurality of target pockets, and

indicates a target location as to where the toss game piece is to be aimed in order to bounce the toss game piece into the target pocket that corresponds to the visual marking.

12. The toss game apparatus of claim **11**, wherein each target pocket is collapsible.

13. The toss game apparatus of claim **11**, wherein each target pocket is removably attached to at least a portion of the target surface.

14. The toss game apparatus of claim **11**, wherein each target pocket is fixedly attached to at least a portion of the target surface.

15. The toss game apparatus of claim **11**, wherein the bounce surface is formed of a resilient material.

16. (canceled)

17. The toss game apparatus of claim **11**, further comprising a third assembly that is pivotally attached to the second assembly.

18. The toss game apparatus of claim **17**, wherein one or more of the second assembly or the third assembly comprises a pouch configured to store the one or more toss game pieces.

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