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Rivera

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- (54) **VOCABULARY BOARD GAME**
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- (22) Filed: **May 15, 2000**
- (51) **Int. Cl.⁷** **A63F 3/00**
- (52) **U.S. Cl.** **273/271; 273/299; 273/272**
- (58) **Field of Search** **273/269, 236, 273/270, 299, 272, 271**

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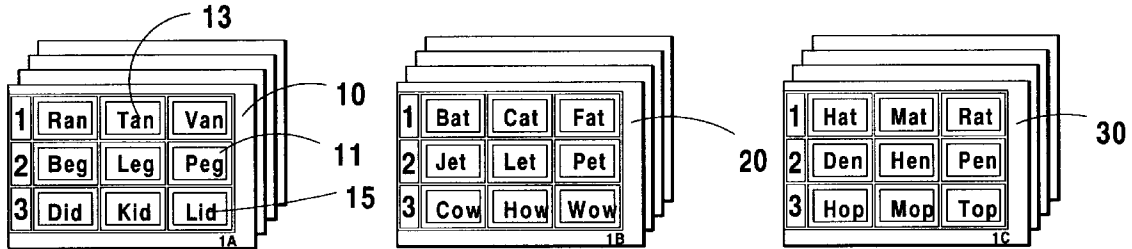
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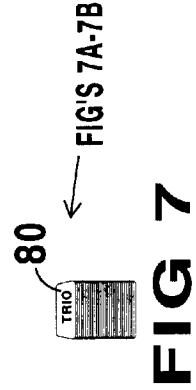
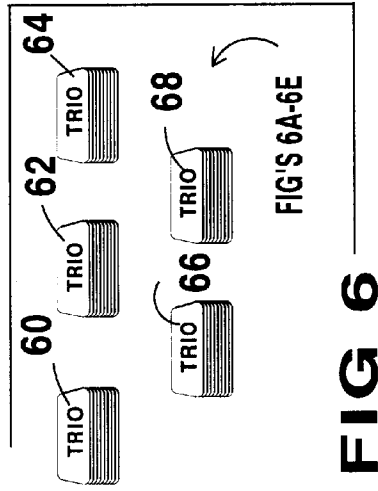
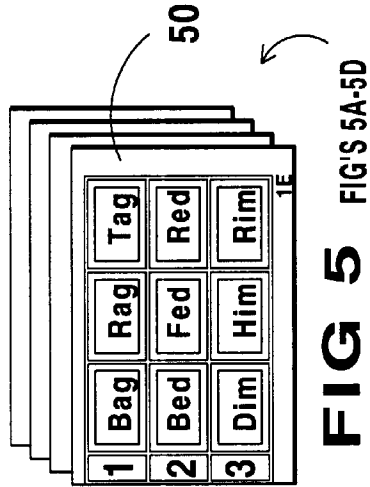
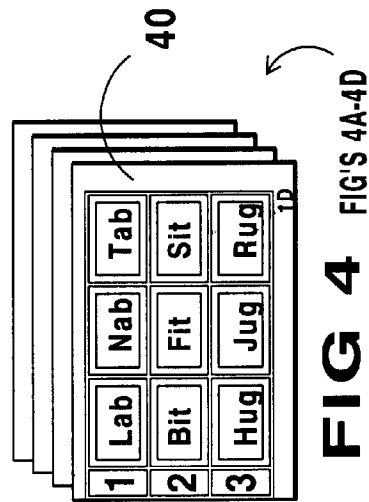
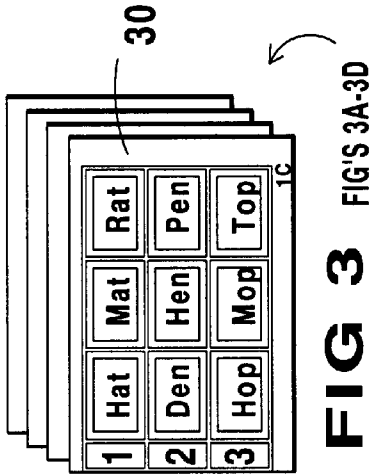
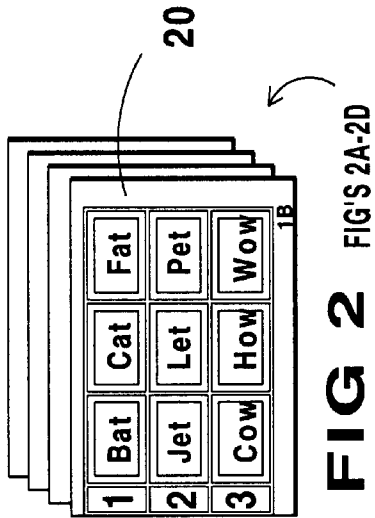
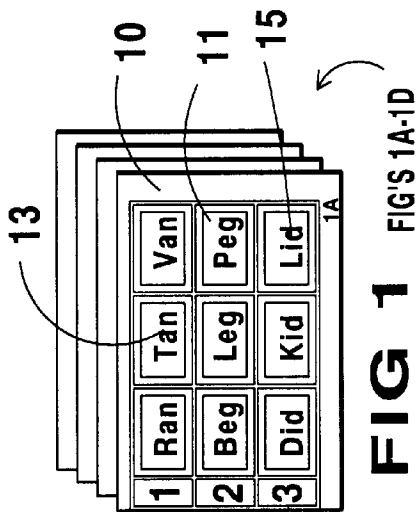
(57) **ABSTRACT**

The present invention discloses a game for helping children to learn the alphabet. The game includes multiple game boards **10** with 9-3 letter words **15** thereon presented in a 3x3 matrix which game boards are given to each player. A designated player reads a vocabulary card **60** from a deck of randomly shuffled cards **60** which contain the three-letter words **15** shown on the game boards **10**. If a player's game board **10** contains the word **15** read from the vocabulary card **60**, the player places a token **80** over that word. The first player to get three tokens **80** in a row, either vertically, horizontally, or diagonally, wins the game.

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10 Claims, 8 Drawing Sheets





1	Ran	Tan	Van
2	Beg	Leg	Peg
3	Did	Kid	Lid

12

1A

FIG 1A

1	Fan	Pan	Ran
2	Hip	Lip	Zip
3	Got	Jot	Not

14

2A

FIG 1B

1	Day	Hay	Say
2	Kit	Pit	Wit
3	Fun	Run	Sun

16

3A

FIG 1C

1	Fax	Tax	Wax
2	Boy	Joy	Toy
3	Bun	Fun	Nun

18

4A

FIG 1D

1	Bat	Cat	Fat
2	Jet	Let	Pet
3	Cow	How	Wow

1B

22

FIG 2A

1	Lap	Nap	Tap
2	Jet	Met	Set
3	Cub	Rub	Tub

2B

24

FIG 2B

1	Dew	Few	New
2	Dog	Fog	Log
3	Bud	Cud	Mud

3B

26

FIG 2C

1	Fix	Mix	Six
2	Dog	Hog	Jog
3	But	Hut	Mut

4B

28

FIG 2D

1	Hat	Mat	Rat
2	Den	Hen	Pen
3	Hop	Mop	Top

1C

32

FIG 3A

1	Cap	Map	Zap
2	Pen	Ten	Yen
3	Bum	Gum	Sum

2C

34

FIG 3B

1	Bet	Vet	Wet
2	Cot	Dot	Hot
3	Cut	Nut	Rut

3C

36

FIG 3C

1	Bib	Fib	Rib
2	Hot	Pot	Rot
3	Dub	Hub	Sub

4C

38

FIG 3D

1	Lab	Nab	Tab
2	Bit	Fit	Sit
3	Hug	Jug	Rug

1D

42

FIG 4A

1	Car	Far	Jar
2	Row	Sow	Tow
3	Bug	Dug	Hug

2D

44

FIG 4B

1	Hex	Rex	Vex
2	Big	Dig	Wig
3	Boo	Moo	Zoo

3D

46

FIG 4C

1	Led	Med	Wed
2	Jig	Pig	Wig
3	Hum	Mum	Yum

4D

48

FIG 4D

1	Bag	Rag	Tag
2	Bed	Fed	Red
3	Dim	Him	Rim

1E

52

FIG 5A

1	Bag	Wag	Zag
2	Dip	Nip	Sip
3	Mob	Nob	Rob

2E

54

FIG 5B

1	Fem	Gem	Hem
2	Fin	Pin	Win
3	Box	Fox	Sox

3E

56

FIG 5C

1	Get	Net	Yet
2	Bin	Kin	Win
3	Lug	Mug	Tug

4E

58

FIG 5D

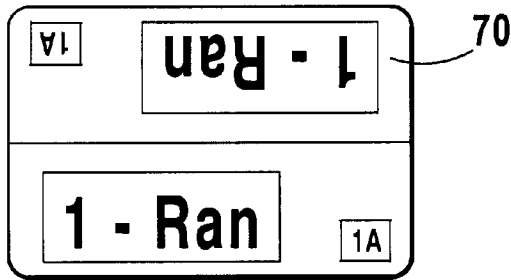


FIG 6A

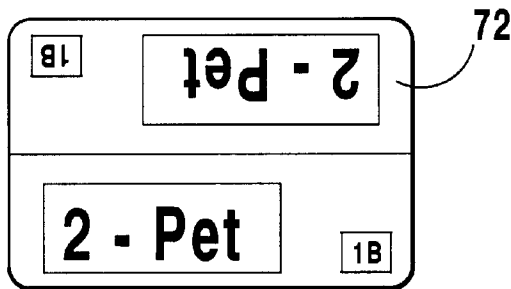


FIG 6B

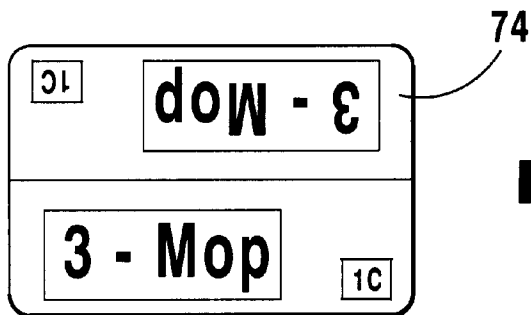


FIG 6C

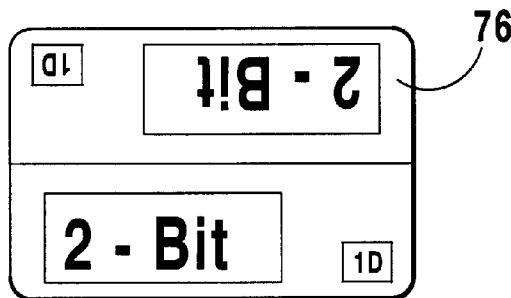


FIG 6D

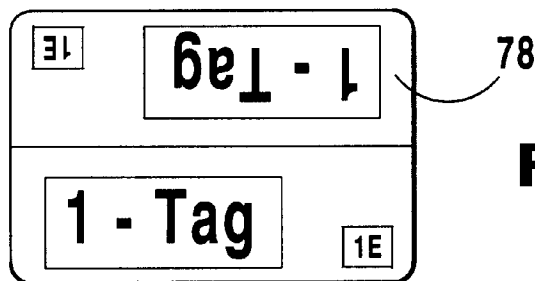


FIG 6E

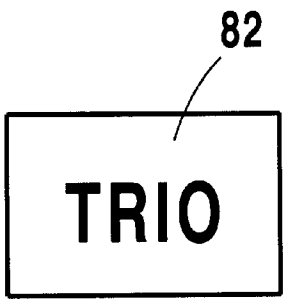


FIG 7A

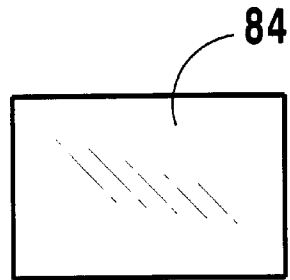


FIG 7B

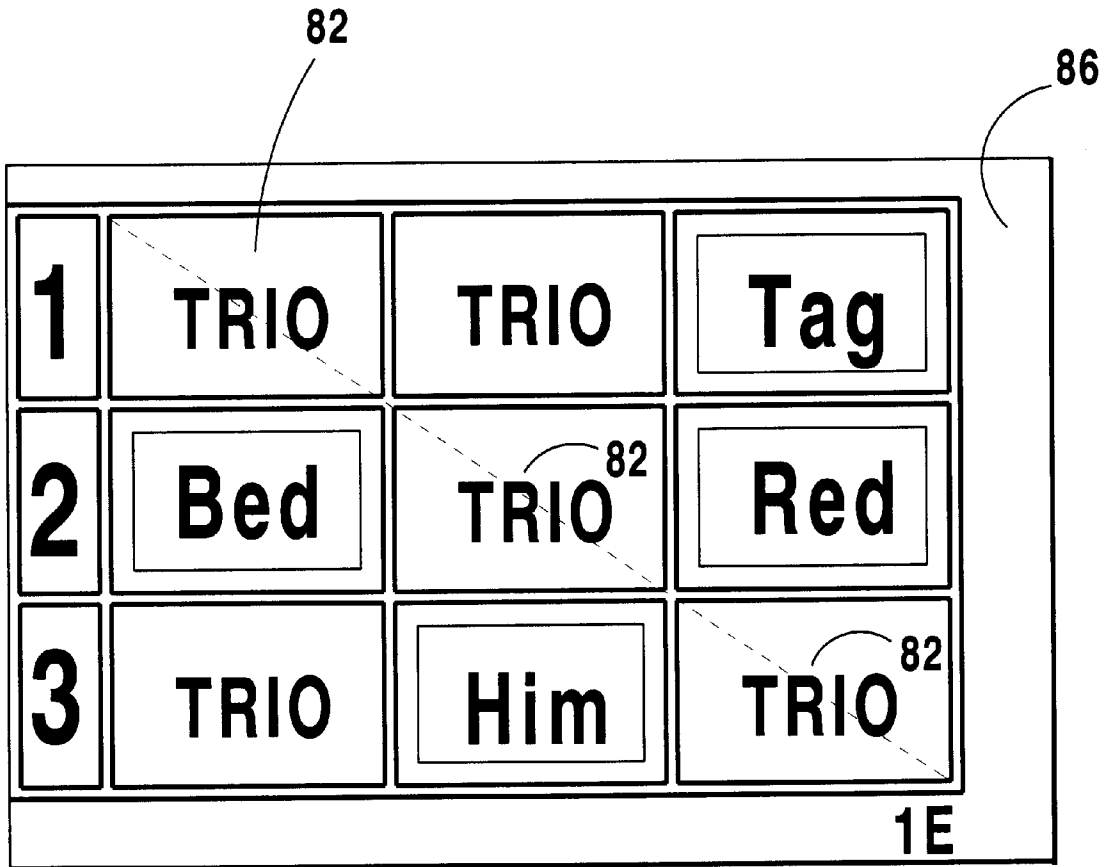


FIG 8

VOCABULARY BOARD GAME**BACKGROUND OF THE INVENTION**

1. Field of the Invention

The present invention relates generally to board games and, more specifically, to a vocabulary board game using one or more boards, a deck of vocabulary cards for each board set and a deck of placement cards to be used for all board sets.

2. Description of the Prior Art

There are other vocabulary board games. Typical of these is U.S. Pat. No. 4,684,136 issued to Turner on Aug. 4, 1987.

Another patent was issued to Bryson on May 31, 1994 as U.S. Pat. No. 5,316,482. Yet another U.S. Pat. No. 5,601,288 was issued to White et al. on Feb. 11, 1997 and still yet another was issued on Mar. 18, 1997 to Ehrenfeucht as U.S. Pat. No. 5,611,538.

A game apparatus is provided and consists of nine tic-tac-toe arrangements whereby two teams answer questions until three tic-tac-toe arrangements are won in a vertical, horizontal or diagonal row to completely win the game.

A vocabulary board game is provided which consists of a game board, vowel cube playing pieces, a die, a color cube, a star cube, free pass tokens, point tokens, scoring method cards, vocabulary cards, playing position cards, a timer, pencils, pads of paper and storage files for the vocabulary cards. The object of the game is for a player to accumulate as many points as possible to beat the opponent by knowledge of vocabulary words, stopping on the player's own vowel space on the game board by the roll of the die and rolling a star on the star cube.

A game board defining a playing surface that has a plurality of box-like spaces. The box-like spaces have a color and numerical indicia printed thereon. Each box-like space is adjacent at least one other box-like space. Included are a plurality of red chips that have a top side and a bottom side. The red chips are positionable on the box-like spaces of the game board. A plurality of blue chips are included. The blue chips have a top side and a bottom side and a positionable on the box-like spaces of the game board. Lastly, two decks of playing cards are provided. Each deck consists of a plurality of cards that have an underside. One of the cards of the plurality of cards is pulled from one of the decks of cards. The underside of some of the cards have numerical indicia thereon for matching the numerical indicia on the game board to initiate placement of one of the red or blue chips on the box-like spaces.

Board game apparatus of the Tic Tac Toe variety consisting of a pair of square matrix grid game boards each containing a square grid playing area defined by a plurality of grid units existing in a number of criss cross and diagonal rows. Each of the grid units is capable of containing a game playing piece or other designation for at least partially covering the grid unit in which logical deployment of a plurality of game playing pieces are used by players during alternating designated turns to cover an entire row of the grid units on one of the boards to determine the winner of the game. Each of the boards contains sixteen grid units identification symbols, all of the symbols on each board being different from each other and both boards containing the same number of grid units, thus the same number of symbols. The symbols are arranged in a random pattern on one of the boards and in a different pattern on the other board so that none of the symbols on the second board are located on the same grid unit as on the first board.

While these board games may be suitable for the purposes for which they were designed, they would not be as suitable for the purposes of the present invention as heretofore described. It is thus desirable to provide a vocabulary board game where a number of boards comprising a set with a matching set of vocabulary cards, can be substituted and rotated between the players after each game thereby eliminating any player from memorizing a sound to a position on the board as well as providing for a more diverse vocabulary list.

SUMMARY OF THE PRESENT INVENTION

The present invention discloses a game for helping children to learn the alphabet. The game includes multiple game boards with 9-3 letter words thereon presented in a 3x3 matrix which game boards are given to each player. A designated player reads a vocabulary card from a deck of randomly shuffled cards which contain the three-letter words shown on the game boards. If a player's game board contains the word read from the vocabulary card, the player places a token over that word. The first player to get three tokens in a row, either vertically, horizontally, or diagonally, wins the game.

The present invention relates generally to board games and, more specifically, to a vocabulary board game using one or more boards, a deck of vocabulary cards for each board set and a deck of placement cards to be used for all board sets.

A primary object of the present invention is to provide a vocabulary game whereby children can be taught vocabulary in an entertaining way.

Another object of the present invention is to provide a vocabulary game board which can be used either for a small or a large group of children.

A further object of the present invention is to provide a vocabulary board game with a number of game boards that are divided into sets with a matching set of vocabulary cards. Since the cards are associated to a set of board less time is spent reading vocabulary cards for board set which are not being used.

Additional objects of the present invention will appear as the description proceeds.

To the accomplishment of the above and related objects, this invention may be embodied in the form illustrated in the accompanying drawings, attention being called to the fact however, that the drawings are illustrative only, and that changes may be made in the specific construction illustrated and described within the scope of the appended claims.

BRIEF DESCRIPTION OF THE DRAWINGS

Various other objects, features and attendant advantages of the present invention will become more fully appreciated as the same becomes better understood when considered in conjunction with the accompanying drawings, in which like reference characters designate the same or similar parts throughout the several views.

FIG. 1 is a perspective view of the first set of vocabulary game boards.

FIG. 1A is a top plan view, taken from FIG. 1 as indicated, showing one of the vocabulary boards in the first set of the vocabulary board game.

FIG. 1B is a top plan view, taken from FIG. 1 as indicated, showing another of the vocabulary boards in the first set of the vocabulary board game.

FIG. 1C is a top plan view, taken from FIG. 1 as indicated, showing another of the vocabulary boards in the first set of the vocabulary board game.

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FIG. 1D is a top plan view, taken from FIG. 1 as indicated, showing another of the vocabulary boards in the first set of the vocabulary board game.

FIG. 2 is a perspective view of the second set of vocabulary game boards.

FIG. 2A is a top plan view, taken from FIG. 2 as indicated, showing one of the vocabulary boards in the second set of the vocabulary board game.

FIG. 2B is a top plan view, taken from FIG. 2 as indicated, showing another of the vocabulary boards in the second set of the vocabulary board game.

FIG. 2C is a top plan view, taken from FIG. 2 as indicated, showing another of the vocabulary boards in the second set of the vocabulary board game.

FIG. 2D is a top plan view, taken from FIG. 2 as indicated, showing another of the vocabulary boards in the second set of the vocabulary board game.

FIG. 3 is a perspective view of the third set of vocabulary game boards.

FIG. 3A is a top plan view, taken from FIG. 3 as indicated, showing one of the vocabulary boards in the third set of the vocabulary board game.

FIG. 3B is a top plan view, taken from FIG. 3 as indicated, showing another of the vocabulary boards in the third set of the vocabulary board game.

FIG. 3C is a top plan view, taken from FIG. 3 as indicated, showing another of the vocabulary boards in the third set of the vocabulary board game.

FIG. 3D is a top plan view, taken from FIG. 3 as indicated, showing another of the vocabulary boards in the third set of the vocabulary board game.

FIG. 4 is a perspective view of the fourth set of vocabulary game boards.

FIG. 4A is a top plan view, taken from FIG. 4 as indicated, showing one of the vocabulary boards in the fourth set of the vocabulary board game.

FIG. 4B is a top plan view, taken from FIG. 4 as indicated, showing another of the vocabulary boards in the fourth set of the vocabulary board game.

FIG. 4C is a top plan view, taken from FIG. 4 as indicated, showing another of the vocabulary boards in the fourth set of the vocabulary board game.

FIG. 4D is a top plan view, taken from FIG. 4 as indicated, showing another of the vocabulary boards in the fourth set of the vocabulary board game.

FIG. 5 is a perspective view of the fifth set of vocabulary game boards.

FIG. 5A is a top plan view, taken from FIG. 5 as indicated, showing one of the vocabulary boards in the fifth set of the vocabulary board game.

FIG. 5B is a top plan view, taken from FIG. 5 as indicated, showing another of the vocabulary boards in the fifth set of the vocabulary board game.

FIG. 5C is a top plan view, taken from FIG. 5 as indicated, showing another of the vocabulary boards in the fifth set of the vocabulary board game.

FIG. 5D is a top plan view, taken from FIG. 5 as indicated, showing another of the vocabulary boards in the fifth set of the vocabulary board game.

FIG. 6 is a perspective view of a number of sets of vocabulary reading cards.

FIG. 6A is a top plan view, taken from FIG. 6 as indicated, showing one of the vocabulary cards belonging to the first set of vocabulary boards.

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FIG. 6B is a top plan view, taken from FIG. 6 as indicated, showing one of the vocabulary cards belonging to the second set of vocabulary boards.

FIG. 6C is a top plan view, taken from FIG. 6 as indicated, showing one of the vocabulary cards belonging to the third set of vocabulary boards.

FIG. 6D is a top plan view, taken from FIG. 6 as indicated, showing one of the vocabulary cards belonging to the fourth set of vocabulary boards.

FIG. 6E is a top plan view, taken from FIG. 6 as indicated, showing one of the vocabulary cards belonging to the fifth set of vocabulary boards.

FIG. 7 is a perspective view of a deck of placement cards which are placed on the vocabulary board to cover the words which have been read.

FIG. 7A is a top plan view, taken from FIG. 7 as indicated, showing one of the placement cards which are used to cover vocabulary words which have been read from the vocabulary cards.

FIG. 7B is a bottom plan view, taken from FIG. 7 as indicated, showing one of the placement cards which are used to cover vocabulary words which have been read from the vocabulary cards.

FIG. 8 is a top plan view of a vocabulary board in use taken from set E as shown in FIG. 5A. Shown is a number of the words located on the vocabulary board have been covered by placement card. Once a player has covered three words in a row or column or diagonally than that player yells out "TRIO" and the game is over.

LIST OF REFERENCE NUMERALS

With regard to reference numerals used, the following numbering is used throughout the drawings.

- 10 first set of game boards
- 11 playing surface
- 12 game board
- 13 block
- 14 game board
- 15 word
- 16 game board
- 16 game board
- 18 game board
- 20 second set of game boards
- 22 game board
- 24 game board
- 26 game board
- 28 game board
- 30 third set of game boards
- 32 game board
- 34 game board
- 36 game board
- 38 game board
- 40 fourth set of game boards
- 42 game board
- 44 game board
- 46 game board
- 48 game board
- 50 fifth set of game boards
- 52 game board
- 54 game board
- 56 game board
- 58 game board
- 60 vocabulary cards
- 62 vocabulary cards
- 64 vocabulary cards
- 66 vocabulary cards

- 68 vocabulary cards
- 70 vocabulary cards
- 72 vocabulary cards
- 74 vocabulary cards
- 76 vocabulary cards
- 78 vocabulary cards
- 80 token
- 82 token top
- 84 token bottom
- 86 game board

DESCRIPTION OF THE PREFERRED EMBODIMENT(S)

Turning now descriptively to the drawings, in which similar reference characters denote similar elements throughout the several views, FIGS. 1 through 8 illustrate the present invention being a game for helping children to learn how to read through sound patterns.

The name of the game is "Trio". It is designed for children in the age range of 4-6 years. The game contents include the following: (1) 20 game boards organized into 5 sets having 4 boards to each set. Set "A" comprises 4 boards designated and having imprinted thereon 1A-4A; Set "B" comprises 4 boards designated and having imprinted thereon 1B-4B; Set "C" comprises 4 boards designated and having imprinted thereon 1C-4C; Set "D" comprises 4 boards designated and having imprinted thereon 1D-4D; and, Set "E" comprises 4 boards designated and having imprinted thereon 1E-4E; (2) 180 game vocabulary cards. Each vocabulary card displays a word and an alpha-numeric designation matching one of the game boards (example: game card 1A is a match to game board 1A). There are 9 vocabulary cards to each game board; and, (3) 180 tokens.

The game can be played by 2-20 players. The following rules explain how to play the game: (1) each player receives 1 game board; (2) each player receives 9 tokens; (3) one of the players is chosen to read the game vocabulary cards; (4) use only the game vocabulary cards that match the alpha-numeric designation on the game boards that are being used by each player; (5) shuffle the cards and place them in one pile with game vocabulary word facing down; (6) the player chosen to read the vocabulary cards will begin by picking up a card and reading it (example: 3-Hug), giving all players enough time to look on their board to see if they have the word on their board; (7) if a player has the word on their board, they place a token over the word; (8) if a player doesn't have the word on their board, they will have to wait for the next word to be read; (9) continue process 6 through 8; and, (10) the first player to get three tokens in a row be it vertically, horizontally, or diagonally wins, and can be the first to say "TRIO" wins.

Turning to FIG. 1, shown therein is a perspective view of the first set of game boards 10. Each board has a playing surface 11 having nine spaces or blocks 13 thereon arranged in a 3x3 matrix having a simple three letter word 15 in each block.

Turning to FIG. 1A, shown therein is a top plan view, taken from FIG. 1 as indicated, showing one of the game boards 12 in the first set of the board game.

Turning to FIG. 1B, shown therein is a top plan view, taken from FIG. 1 as indicated, showing another of the game boards 14 in the first set of the board game.

Turning to FIG. 1C, shown therein is a top plan view, taken from FIG. 1 as indicated, showing another of the game boards 16 in the first set of the board game.

Turning to FIG. 1D, shown therein is a top plan view, taken from FIG. 1 as indicated, showing another of the game boards 18 in the first set of the board game.

Turning to FIG. 2, shown therein a perspective view of the second set of game boards 20.

Turning to FIG. 2A, shown therein is a top plan view, taken from FIG. 2 as indicated, showing one of the game boards 22 in the second set of the board game.

Turning to FIG. 2B, shown therein is a top plan view, taken from FIG. 2 as indicated, showing another of the game boards 24 in the second set of the board game.

Turning to FIG. 2C, shown therein is a top plan view, taken from FIG. 2 as indicated, showing another of the game boards 26 in the second set of the board game.

Turning to FIG. 2D, shown therein is a top plan view, taken from FIG. 2 as indicated, showing another of the game boards 28 in the second set of the board game.

Turning to FIG. 3, shown therein is a perspective view of the third set of game boards 30.

Turning to FIG. 3A, shown therein is a top plan view, taken from FIG. 3 as indicated, showing one of the game boards 32 in the third set of the board game.

Turning to FIG. 3B, shown therein is a top plan view, taken from FIG. 3 as indicated, showing another of the game boards 34 in the third set of the board game.

Turning to FIG. 3C, shown therein is a top plan view, taken from FIG. 3 as indicated, showing another of the game boards 36 in the third set of the board game.

Turning to FIG. 3D, shown therein is a top plan view, taken from FIG. 3 as indicated, showing another of the game boards 38 in the third set of the board game.

Turning to FIG. 4, shown therein is a perspective view of the fourth set of game boards 40.

Turning to FIG. 4A, shown therein is a top plan view, taken from FIG. 4 as indicated, showing one of the game boards 42 in the fourth set of the board game.

Turning to FIG. 4B, shown therein is a top plan view, taken from FIG. 4 as indicated, showing another of the game boards 44 in the fourth set of the board game.

Turning to FIG. 4C, shown therein is a top plan view, taken from FIG. 4 as indicated, showing another of the game boards 46 in the fourth set of the board game.

Turning to FIG. 4D, shown therein is a top plan view, taken from FIG. 4 as indicated, showing another of the game boards 48 in the fourth set of the board game.

Turning to FIG. 5, shown therein is a perspective view of the fifth set of game boards 50.

Turning to FIG. 5A, shown therein is a top plan view, taken from FIG. 5 as indicated, showing one of the game boards 52 in the fifth set of the board game.

Turning to FIG. 5B, shown therein is a top plan view, taken from FIG. 5 as indicated, showing another of the game boards 54 in the fifth set of the board game.

Turning to FIG. 5C, shown therein is a top plan view, taken from FIG. 5 as indicated, showing another of the game boards 56 in the fifth set of the board game.

Turning to FIG. 5D, shown therein is a top plan view, taken from FIG. 5 as indicated, showing another of the game boards 58 in the fifth set of the board game.

Turning to FIG. 6, shown therein is a perspective view of a plurality of sets of vocabulary cards 60, 62, 64, 66 and 68.

Turning to FIG. 6A, shown therein is a top plan view, taken from FIG. 6 as indicated, showing one of the vocabulary cards 70 belonging to the first set of game boards.

Turning to FIG. 6B, shown therein is a top plan view, taken from FIG. 6 as indicated, showing one of the vocabulary cards 72 belonging to the second set of game boards.

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Turning to FIG. 6C, shown therein is a top plan view, taken from FIG. 6 as indicated, showing one of the vocabulary cards 74 belonging to the third set of game boards.

Turning to FIG. 6D, shown therein is a top plan view, taken from FIG. 6 as indicated, showing one of the vocabulary cards 76 belonging to the fourth set of game boards.

Turning to FIG. 6E, shown therein is a top plan view, taken from FIG. 6 as indicated, showing one of the vocabulary cards 78 belonging to the fifth set of game boards.

Turning to FIG. 7, shown therein is a perspective view of a deck of tokens 80 which are placed on the game board to cover the words which have been read and matched.

Turning to FIG. 7A, shown therein is a top plan view, taken from FIG. 7 as indicated, showing one of the tokens 82 which are used to cover vocabulary words which have been read from the vocabulary cards.

Turning to FIG. 7B, shown therein is a bottom plan view, taken from FIG. 7 as indicated, showing one of the tokens 84 which are used to cover vocabulary words which have been read from the vocabulary cards.

Turning to FIG. 8, shown therein is a top plan view of a game board 86 in use taken from set E as shown in FIG. 5A. Shown are three words located on the vocabulary board covered by tokens 82. Once a player has covered three words in a row or column or diagonally than that player calls out "TRIO" and the game is over.

What is claimed is:

1. An method of playing a board game to teach the alphabet to at least two players in the age group of 4-6 years of age, consisting of the steps of:

- a) providing a game board to each player in the designated age group defining a playing surface, said playing surface having a 3x3 matrix of spaces thereon, each of said spaces having a three-letter word imprinted therein, the words in each row having a common vowel;
- b) providing vocabulary cards, each of said vocabulary cards containing a three-letter word, said three-letter word matching said three-letter word on at least one of said game boards;
- c) shuffling said vocabulary cards, said shuffling producing a random order;
- d) reading said vocabulary cards, said reading done aloud, said reading done by a player;
- e) designating a player to read said vocabulary cards aloud;

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- f) providing a plurality of tokens to each player;
- g) matching said word read from each vocabulary card to said word on said game board;

- h) placing a token over each of said words read from each vocabulary card which match said word on said game board; and,

- i) repeating steps d, g and h until a player accumulates three tokens in a straight line.

2. The method of claim 1, further comprising-the step of providing five sets of game boards.

3. The method of claim 2, further comprising the step of providing one set of game boards numbered 1A, 2A, 3A and 4A.

4. The method of claim 2, further comprising the step of providing one set of game boards numbered 1B, 2B, 3B and 4B.

5. The method of claim 2, further comprising the step of providing one set of game boards numbered 1C, 2C, 3C and 4C.

6. The method of claim 2, further comprising the step of providing one set of game boards numbered 1D, 2D, 3D and 4D.

7. The method of claim 2, further comprising the step of providing one set of game boards numbered 1E, 2E, 3E and 4E.

8. The method of claim 1, further comprising the step of providing 180 vocabulary cards each of said vocabulary cards matching one of said game boards.

9. The method of claim 1, further comprising the step of providing 180 tokens.

10. A game for teaching the alphabet to children in the age group of 4-6 years consisting of:

- a) a plurality of sets of game boards, each set having a number of said game boards, each game board having a playing surface with spaces formed into an equal number of rows and columns, each space containing a three letter word, and all of the words in the spaces in any single row having a common vowel in which the vowel is in the middle of each word;
- b) a deck of randomly arranged vocabulary cards, each vocabulary card having a three-letter word corresponding to a three-letter word on one or more of said game boards; and
- c) a plurality of tokens.

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