

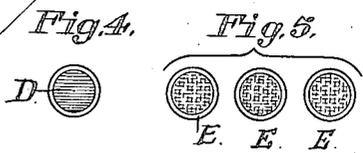
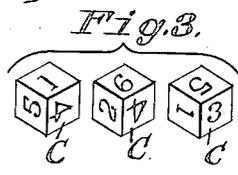
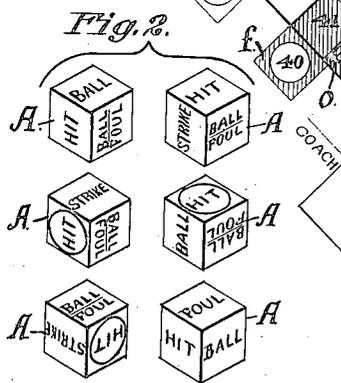
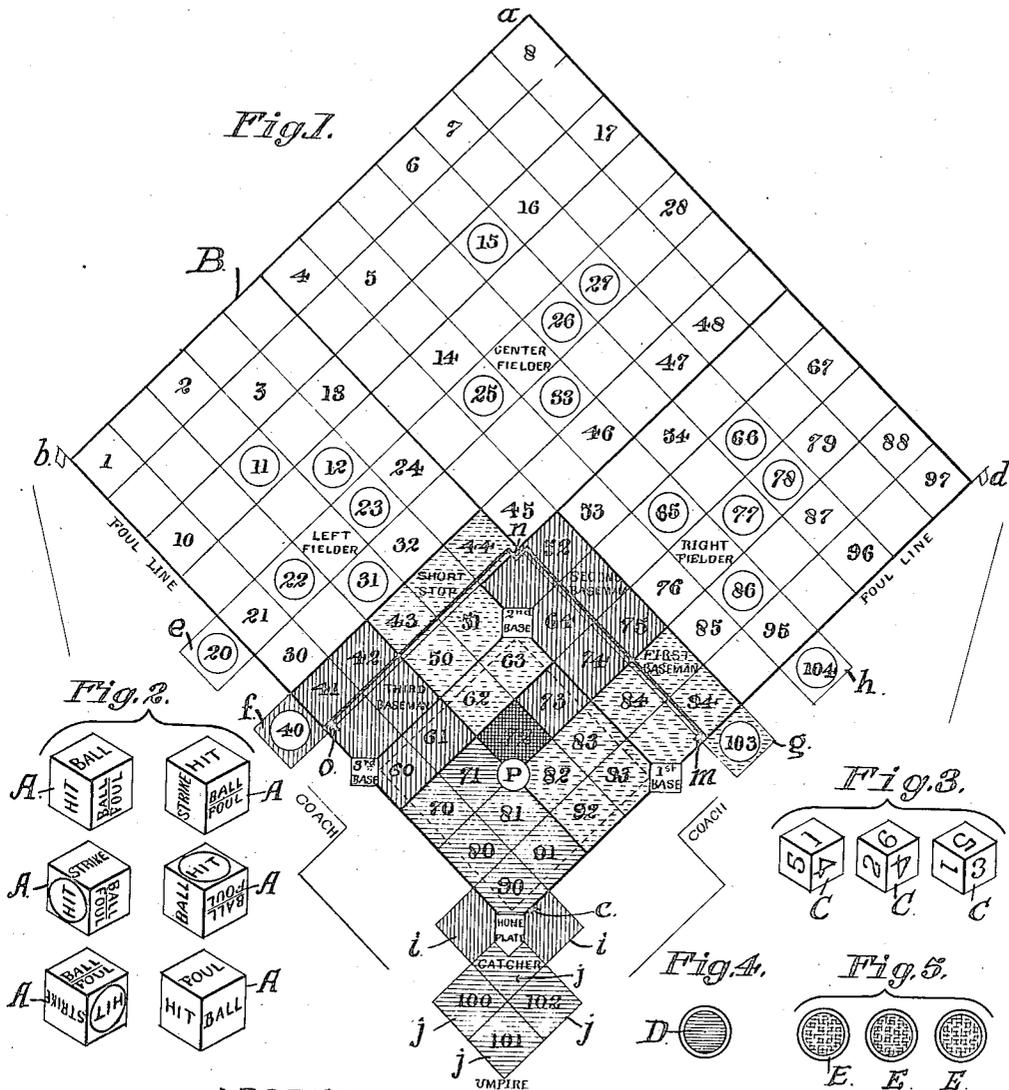
June 12, 1923.

1,458,275

H. R. COSSITT

BASEBALL GAME

Filed March 13, 1922



LEGEND OF CUBE COMBINATIONS

ONE CUBE		TWO CUBES		THREE CUBES		
SIMPLEX		SIMPLEX	DUPLEX	SIMPLEX	DUPLEX	DUPLEX TRIPLEX
1-71		72-50	11-30	123-95	112 86	441 23 111-88
2-82		13-20	22-76	124-43	113 80	442 24 222-7
3-70		14-04	33-32	125-44	114 11	443 79 333-97
4-80		15-100	44-65	126-94	115 33	444 20 444-0
5-91		10-82	55-47	134-41	116 78	445 20 555-17
6-90		23-31	60-53	135-00	221 10	531 1 666-9
		24-104		136-46	223 27	532 13
		25-31		145-62	224 10	533 3
		26-74		146-75	225 66	534 46
		34-40		156-83	226 07	535 77
		35-101		234-72	331 12	601 2
		36-84		235-73	332 5	602 22
		40-102		236-08	334 15	603 14
		40-52		245-42	335 4	604 04
		80-108		246-06	336 21	605 28
				256-54		
				345-61		
				346-63		
				356-92		
				456-45		

L.

Inventor,  
Harold R. Cossitt  
By Booth & Booth  
attorneys

Patented June 12, 1923.

# UNITED STATES PATENT OFFICE.

HAROLD R. COSSITT, OF ALAMEDA, CALIFORNIA, ASSIGNOR TO NINETY NINE PUBLISHING COMPANY, INCORPORATED, OF CARSON CITY, NEVADA, A CORPORATION OF NEVADA.

## BASEBALL GAME.

Application filed March 13, 1922. Serial No. 543,351.

To all whom it may concern:

Be it known that I, HAROLD R. COSSITT, a citizen of the United States, residing at Alameda, in the county of Alameda and State of California, have invented certain new and useful Improvements in Baseball Games, of which the following is a specification.

My invention relates, in general, to the class of games and particularly to a game adapted for playing under rules approximating those of base-ball.

The object of my invention is to provide a game which in point of interest may closely equal that of the so-called national game, in that most of the contingencies and plays therein may be duplicated with the exercise of deliberation, skill and experience, leaving about as little an element of chance as in the real game.

To this end my invention consists in the novel game, which I shall hereinafter describe, by reference to the accompanying drawings, in which—

Fig. 1 is a plan view of the board element of my game.

Fig. 2 is a view, in perspective, of the chance element, in this case shown as a die, for determining the initial or primary results of a pitched ball, said element being shown in each of its six different disclosure positions.

Fig. 3 is a view in perspective showing the three other chance elements, here shown as dice, for determining results subsequent to the initial results of the pitched ball, as indicated by the first chance element of Fig. 2.

Fig. 4 is a view of the movable playing piece representing the ball.

Fig. 5 is a view of several of the movable playing pieces representing the base runners.

The board element of the game is shown in Fig. 1, and is designated as a whole by B. It is superficially imprinted with a large square  $a-b-c-d$ , set diamond-wise on the board and this figure which constitutes the "field" is marked off to form a content of 144 equal squares.

In the lower angular area of the main square are delineated at proportionate distances and in conventional outline the "home plate", the "1st base", the "2nd base", the "3rd base", and each is so

marked. Within the inclosure of these bases, in its proper place is a circle, with a "P", designating the pitcher's position, and behind the "Home plate" is designated the "Catcher", and still further to the rear is the "Umpire".

Upon the field, in the positions which the players normally occupy in base-ball are the several basemen, the short stop and the several fielders, each so marked as shown.

The two lines of the main square which inclose the lower angle are marked "Foul line"; and outside these lines, are the four small squares  $e, f, g,$  and  $h$ .

Also outside these lines at the lower angle, one on each side of the "home plate" are two small squares  $i$ , behind which are four small squares  $j$ .

Coach lines are also appropriately delineated as shown. Selected ones of the small squares of the main square are provided with numbers, as shown, as are also the exterior small squares  $j$ .

Certain ones of these numbers are surrounded by circles, these circled numbered squares being in groups about the three "out fielders" and serve, in the playing of the game, to mark a distinction or division in the zone of action of each out-fielder, as will presently appear.

The zones of action of the in-fielders, of the "out" team, that is the team not at the bat, are preferably distinguished by colors as is indicated in the drawing by the conventional shading for colors.

A line here designated by  $m-n-o$ , defines the in-field.

Referring now to Fig. 2—A indicates an element of the game which by its operation is adapted by chance to designate certain results which attend the pitching of the ball. In its present form this element is a die adapted for casting in the usual manner.

It is a hexagonal die and each of its faces bears a different inscription. I have here shown it in its six disclosure positions, from which it will be seen that its faces bear, respectively the inscriptions "Hit" "Ball" "Hit" surrounded by a circle, "Strike" "Ball" "Foul" and "Foul".

Referring to Fig. 3—C represents a group of other chance elements, preferably dice. There are three of these, of the hexagonal

pattern, each bearing on its different faces numerical indications from 1 to 6.

Referring to Figs. 4 and 5, movable playing pieces are shown, one of which indicated by D—Fig. 4, represents the ball and the others, indicated by E—Fig. 5, the base runners.

Upon the main board B is the legend L of the arbitrarily selected combinations of the numerical indices of the die elements C. This legend is in three columns and is indicative of the use of one die, two dice, and three dice, respectively.

The legend comprises, opposite each die combination, a number equivalent, which number corresponds with one of the numbers on the squares of the playing board.

To play the game, one player representing the "out" team casts the die A, to determine the result of the pitched ball. Taking first the simplest results, the inscription "strike" coming uppermost, will indicate a strike; similarly a "foul" may be indicated; like-

wise a "ball." The inscription "Ball" is also simply determinative, in that it denotes the limits of both the number of "balls" and "strikes" which may be called after which it becomes a mere foul and has no count. If, however, "hit" is shown, then the other player, representing the "in" team, now casts one, or more of the dice C, in order to determine where the ball so hit goes. It will be noted that there are two "hit" inscriptions, one distinguished from the other by being in a circle. If the plain "hit" appears, the "in" player throws two dice C; if the circled "hit" shows up, he throws three dice, or if he elects to "bunt," he may on either showing throw one die. The location of the hit ball is discovered by reading the numerical indices of said dice, and comparing the result with the equivalent numbers on the chart legend L which contains all the combinations possible with three dice, providing all simplex combinations are read in sequence beginning with the lowest number upward, and the duplex combinations are read beginning with the duplex numbers. Triplex combinations obviously are subject to but one reading. The following examples are given. Assume either plain "hit" or circled "hit" shows up, and the player decides to "bunt." He throws one die C, and it shows a 2.

Looking then at legend L, under one cube combination, it is found that 2 indicates square 81. The ball playing piece D is thereupon placed on square 81 of board B. Or again, suppose the plain "hit" appears, and the player throws two dice C, showing a 2 on one die and a 3 on the other. These numbers are read as 23; and on the legend L in the two cube column we find that 23 indicates square 31 and thereupon the ball piece D is placed on square 31 on the board. Or,

once more, suppose the circled "hit" shows up, and the player casts three dice C, showing a 2, a 2, and a 4. This, as a number 224, will be found on the legend to indicate square 16. Thereupon the ball playing piece D is placed in the square of the field which bears this number. Now the first player casts a die C to determine in what manner the "out" player into whose zone of action the ball has been hit, will field the ball. This is determined by counting the squares, in accordance with the die number, which will be required of him to reach the ball from his normal position. At this point the distinction between the squares with circled numbers and those without a circle becomes of importance, in that under the rules and the grouping of such numbers it may be easier for him to reach the ball in the squares of the circled numbers than in those without the circles. The rules of the game provide that those circled numbers in squares adjoining the normal position of the "out" player are sure "Fly outs;" those more than one square removed are probable "Fly outs;" and those which are not encircled are possible "Fly outs." It will be observed that those adjoining the normal position of any fielder, as, for example, the circle number square 31 with relation to the left fielder, require only the lowest showing of the die, that is a 1, and any cast of the die will of course show a 1 or better; wherefore a ball hit to the location circle number square 31 for example is sure to be out. Again, none of the circle number squares is more than three squares removed, and in throwing the die for reaching them, the chances are even that the throw will be as great as three, and, therefore such locations are probable outs. The other numbered squares, those without circles, require the exact number by the cast die, to enable the fielder to reach them. For instance, if the ball be in square 16 as in one of the examples given above, the die must show a 4 to reach it from the normal position of the center fielder, the count of squares being in all cases on lines parallel with their sides and not diagonal. This is therefore a possible out. These plays therefore may or may not result in an immediate "out." If not, the second player now casts the dice C to determine how many squares his base runner may run, and one of the base runner pieces E is placed correspondingly. In this cast of the die by the second player, he may use one die if the ball is in the infield, and two dice if in the outfield, the line of demarcation being *m n o*. In his effort to advance along the base lines, he places a runner piece E in a square counted in correspondence with the cast die number. The chances of a base runner, and the human element of his ability as a runner are thus reproduced in the chance cast used to deter-

70  
75  
80  
85  
90  
95  
100  
105  
110  
115  
120  
125  
130

mine his advance. Then the first player casts to determine, by count of squares, whether the ball can be thrown to put the base runner out. He uses one die if the ball be in the outfield and two dice if it be within the infield. According to the cast he now advances the ball piece D towards the base runners objective, the number of squares indicated. If the ball does not reach the base, the runner is safe, if he has reached it; or if he has not reached it, he then throws again to try to get to it, and the first player again casts in the attempt to put him out. After the attempt of the base-runner to negotiate one or more bases and the alternating attempt of the fielder to throw him out have terminated, and it has resulted either in the base runner attaining some base or the home plate safely, or being put out by the fielder in his attempts, the out player again casts the die A and the game continues in like manner until the side at bat has accumulated three outs, either by being struck out, caught out or put out as the result of the play at the bases.

It is needless herein to continue a description of the play, as it will suffice to say that by means of arbitrary rules based more or less upon those of actual base-ball play, and by the continued alternating casting of the dice by the two players, many more contingencies and results may be had looking to a definite conclusion. In like manner rules may be established for the appearance of the remaining indices upon the main die A.

Also, it will be apparent that arbitrary rules may be established for privileges of die casting depending upon the spheres of action within the infield line *m-n-o*, as compared with those outside said line, as, for example, permitting the cast of one die outside said line and of two inside.

Also by distinguishing on the board the zones of action of the several players, a proper foundation is laid for the count of squares by the player whose zone is affected by the location of the ball.

I claim:

1. A base-ball game comprising an element adapted for the chance selection of any of a plurality of indices denoting the several initial results of a pitched ball; a second element adapted for the chance selection of any of a plurality of indices to determine the location of and the plays following a hit ball; a board element provided with surface delineations dividing it into areas some of which are differentially inscribed with indices to denote the fielding location of the hit ball and all furnishing counting means to determine the location of said hit ball; a legend of indices corresponding with the indices of said second element, said legend having

also other indices corresponding both with its first named indices and with the differentially inscribed areas of the board element; and a plurality of independent pieces adapted for movement upon the board element to visually signalize the plays and the positions gained.

2. A base-ball game comprising an element adapted for the chance selection of any of a plurality of indices denoting the several initial results of a pitched ball; a plurality of casting cubes with differentially numbered faces adapted for the chance selection of any of a plurality of indices to determine the location of and the plays following a hit ball; a board element provided with surface delineations dividing it into areas, some of which are differentially numbered to denote the fielding location of the hit ball and all furnishing counting means to determine the plays following the location of said hit ball; a legend of numbered combinations corresponding with the possible combinations of the numbered faces of the casting cubes, said legend having also other numbers corresponding both with its combination numbers and with the differentially numbered areas of the board element; and a plurality of independent pieces adapted for movement upon the board element to visually signalize the plays and the positions gained.

3. A base-ball game comprising an element adapted for the chance selection of any of a plurality of indices denoting the several initial results of a pitched ball; a plurality of casting cubes with differentially numbered faces adapted for the chance selection of any of a plurality of indices to determine the location of and the plays following a hit ball; a board element provided with surface delineations dividing it into areas, some of which are differentially numbered to denote the fielding location of the hit ball and all furnishing counting means to determine the plays following the location of said hit ball; a legend of numbered combinations corresponding with the possible combinations of the numbered faces of the casting cubes, said legend having also other numbers corresponding both with its combination numbers and with the differentially numbered areas of the board element; means associated with said board element and said first chance element for determining the use of one or more of said casting cubes; and a plurality of independent pieces adapted for movement upon the board element to visually signalize the plays and the positions gained.

In testimony whereof I have signed my name to this specification.

HAROLD R. COSSITT.