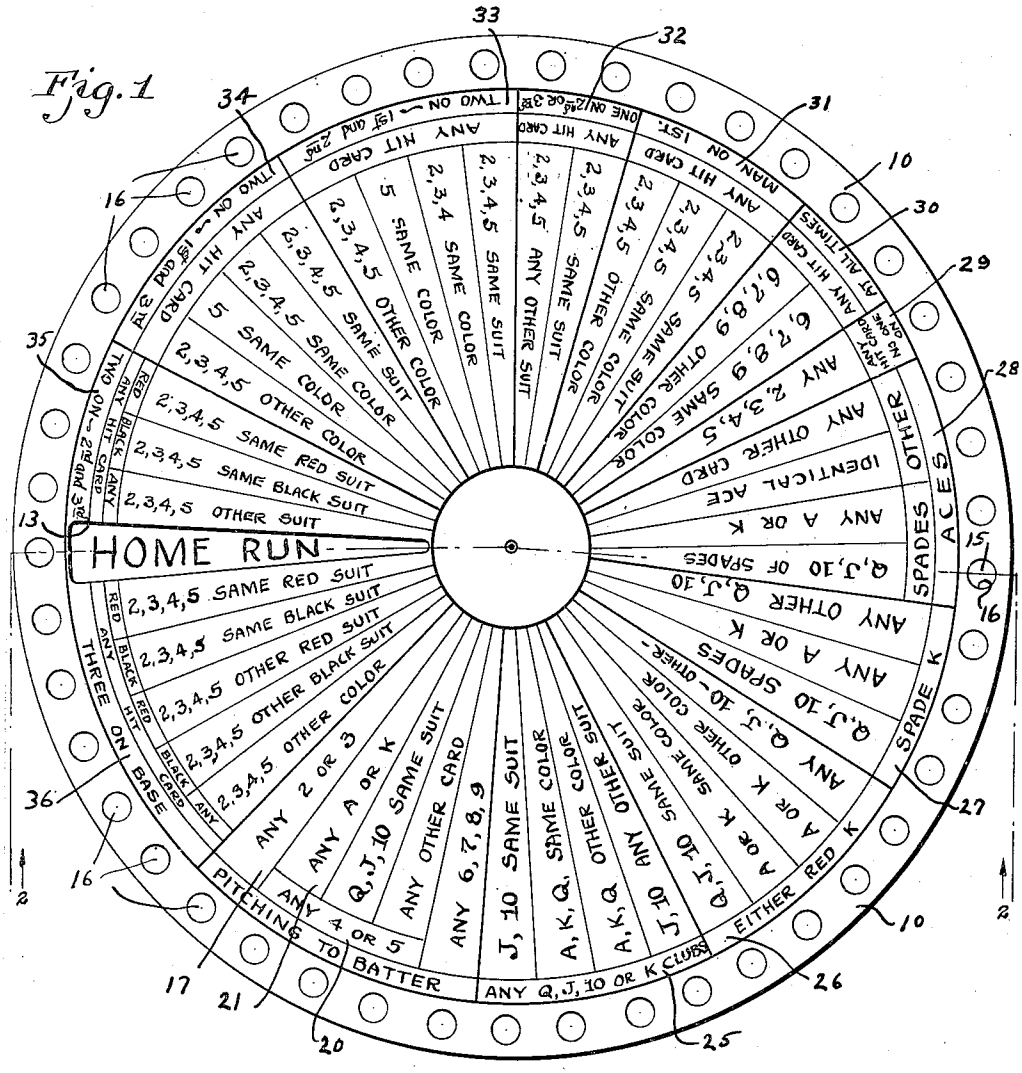
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BASEBALL GAME APPARATUS

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Fig. 1

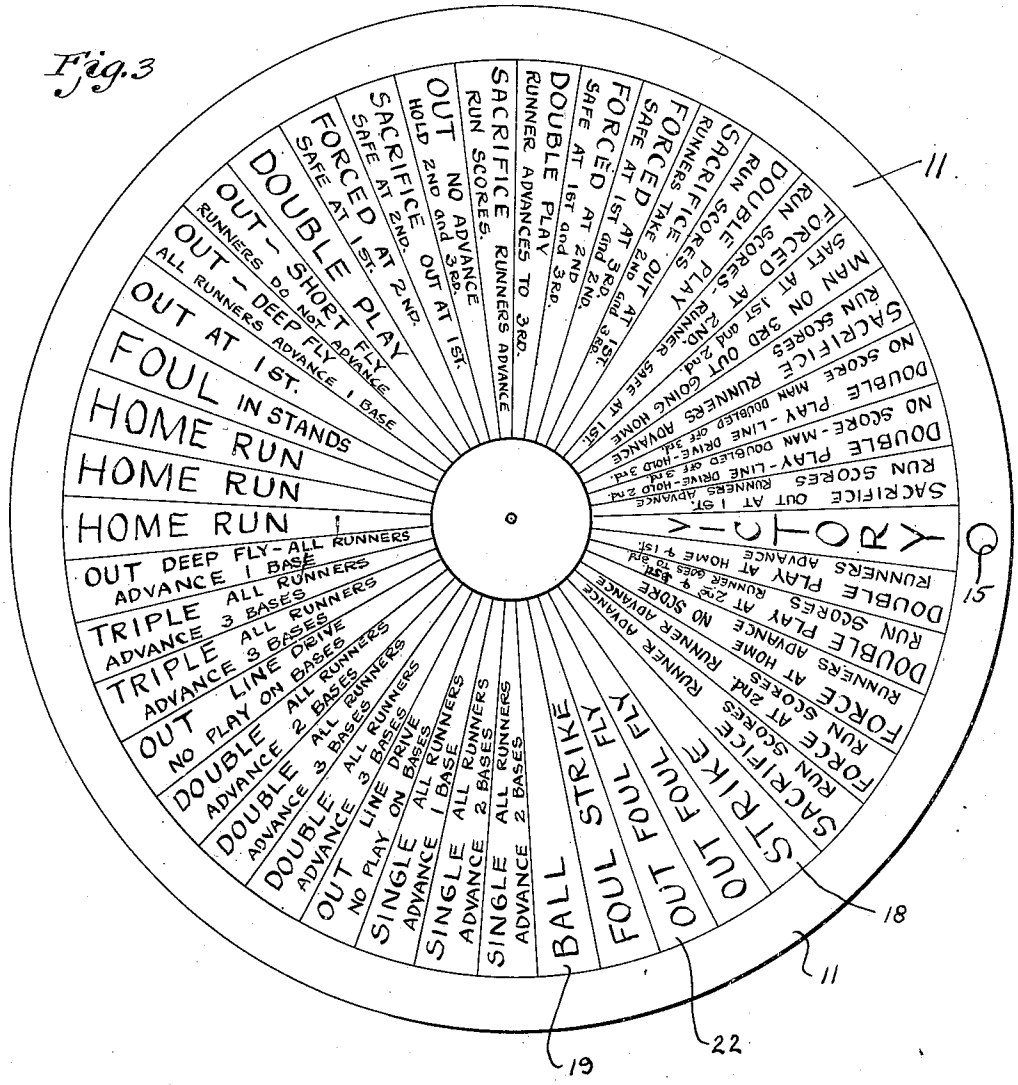

HOME RUN
2,3,4,5 SAME RED SUIT
2,3,4,5 SAME BLACK SUIT
2,3,4,5 OTHER RED SUIT
2,3,4,5 OTHER BLACK SUIT
2,3,4,5 OTHER COLOR
ANY 2 OR 3
ANY A OR K
Q,J,10 SAME SUIT
ANY OTHER CARD
ANY 6,7,8,9
J,10 SAME SUIT
A,K,Q SAME COLOR
A,K,Q OTHER SUIT
J,10 ANY SUIT
Q,J,10 SAME COLOR
ANY A OR K
ANY Q,J,10 OR K CLUBS
EITHER RED K
ANY Q,J,10 OTHER COLOR
ANY A OR K
ANY Q,J,10 SPADES
ANY OTHER Q,J,10
ANY A OR K
Q,J,10 OF SPADES
SPADE K
ACES
SPADES
ANY OTHER CARD
IDENTICAL ACE
ANY A OR K
ANY 2,3,4,5
6,7,8,9 SAME COLOR
6,7,8,9 OTHER COLOR
2,3,4,5 SAME SUIT
2,3,4,5 OTHER COLOR
2,3,4,5 SAME COLOR
2,3,4,5 ANY OTHER SUIT
2,3,4,5 SAME SUIT
2,3,4 SAME COLOR
5 SAME COLOR
2,3,4,5 OTHER COLOR
2,3,4,5 SAME RED SUIT
2,3,4,5 SAME BLACK SUIT
2,3,4,5 OTHER SUIT
ANY HIT CARD
TWO ON — 1ST AND 2ND
ANY HIT CARD
ONE ON 1ST
ANY HIT CARD
ONE ON 2ND OR 3RD
ANY HIT CARD
TWO ON — 1ST AND 2ND
ANY HIT CARD
TWO ON — 2ND AND 3RD
ANY HIT CARD
ANY HIT CARD
ANY HIT CAR

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BASEBALL GAME APPARATUS

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Fig. 3



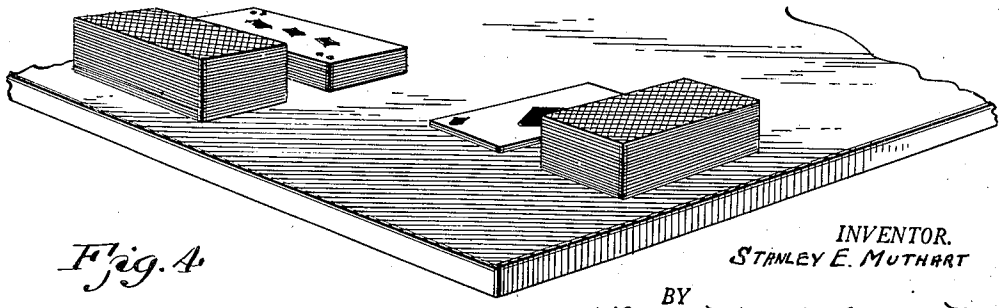


Fig. 4

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BASEBALL GAME APPARATUS

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BASEBALL

SCORE PAD.

HOME TEAM — PLAYER	1	2	3	4	5	6	7	8	9	10	11	12	13	14
1														
2														
3														
4														
5														
6														
7														
8														
9														
HITS														
RUNS														

VISITORS — PLAYER	1	2	3	4	5	6	7	8	9	10	11	12	13	14
1														
2														
3														
4														
5														
6														
7														
8														
9														
10														
HITS														
RUNS														

	RUNS	HITS	ERRORS	H.R.	3BH	2BH	BB.	STOLEN BASES.	WINNING P	LOSING P.
VISITORS										
HOME TEAM.										

Fig. 5

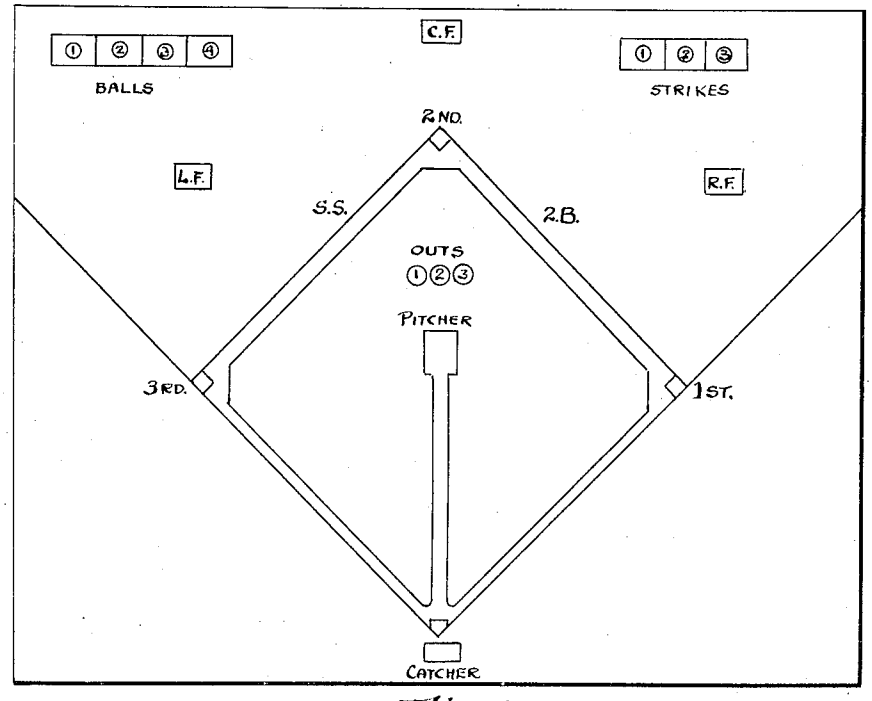


Fig. 6

Fig. 7

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UNITED STATES PATENT OFFICE

2,490,737

BASEBALL GAME APPARATUS

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Application October 4, 1944, Serial No. 557,068

2 Claims. (Cl. 273—93)

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This invention relates to a baseball game apparatus and has particularly to do with a game which combines the use of the standard playing card deck with a novel combination of apparatus and indicia.

It is an object of the present invention to provide a game which calls to mind the various plays that take place in a baseball game and in which the element of skill is supplanted by the use of chance in the turning up of playing cards. Other objects and features of the invention relating to the details of construction will be found in the following description and claims.

In the drawings:

Fig. 1 is a plan view of one embodiment of the apparatus that may be used in playing of the game showing indicia thereon.

Fig. 2 is a sectional view on line 2—2 of Fig. 1.

Fig. 3 is a plan view of the lower portion of the apparatus showing the indicia thereon.

Fig. 4 shows playing cards as they may be arranged on a table for turning and the playing of the game: any other suitable arrangement may be used at the discretion of players.

Fig. 5 shows a baseball score pad.

Fig. 6 shows a diamond layout.

Fig. 7 illustrates a marker representing base runners to be used on the diamond layout. Three of these markers are required.

One embodiment of the invention shown in the drawings consists of two superposed discs 10 and 11 pivoted together at 12 for relative rotation. The lower disc is sectorially divided and in each sector is indicated a baseball play such as a home run or a foul in the stands, double play, a strike or a ball. The upper disc is sectorially divided but also annularly divided and in the divisions are found playing card designations. A sectoral opening 13 is formed in the upper disc 10 positioned and dimensioned to expose one at a time the sectoral divisions of the lower disc 11.

Certain cards in a playing deck are designated as hit cards and certain cards are designated as strike cards or ball cards. In the outer annular divisions of the top disc 10 hit cards are marked or indicated. In the inner sectoral divisions other cards are designated and these may be called play consummation or "cover" cards. In the device illustrated the following designations have been made:

a. Any 2 or 3 is a strike and requires no "cover" card.

b. Any 6, 7, 8, 9 is a ball and also requires no "cover" card.

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c. All 4's and 5's are foul balls which have been hit by the batter and these cards do require a "cover" card which is placed directly over the first card, and the play discovered by use of the dials 10 and 11 which will interpret the play that has been indicated.

d. All aces except the ace of spades are also foul balls and require a "cover" card and reference to the dials 10 and 11.

e. All 10, J, Q, K cards and the ace of spades are "hit" cards and each one requires a "cover" card to complete the play, which will be revealed by the dials.

f. The deck is never cut except at the start of the game to determine which one of the players is "home" team, and at those certain times when

1. Relief hurler is put into the game.
2. Pinch hitter is used by offensive team.
3. When men are on base or a hit card is exposed, and the cards have been dealt except for the last card (which is not played) and the entire two packs are again shuffled preparatory to continuing the play—then the offense has the right for a straight cut of the deck in order to eliminate any chance of a favorable "fix" of the top card or cards.

In the playing of the game a perforation 15 in lower disc 11 is arranged to correspond with annularly positioned perforations 16 registering with each sectoral division of the top disc 10. After the cards are shuffled and the deck has been cut to determine which player represents the home team, the person who represents the fielding team will turn up cards one at a time.

As shown on disc 10 when any two or three is turned up in pitching to the batter, a movement of the top disc 10 will result whereby the sector indicated 17 will be shifted to the hole 15. The sectoral opening 13 will be shifted so that it falls over the sectoral division 18 of disc 11. See Fig. 3. This indicates a strike. Similarly, if any 6, 7, 8 or 9 is turned up in pitching to the batter the sectoral opening 13 will register the sectoral division 19 of Fig. 3, thus calling for a ball. If any 4 or 5 is turned up, as the first card of a a play, in pitching to the batter, as indicated in the annular division 20 of Fig. 1, then another card must be turned up to indicate how the play is consummated. Assuming that a 4 is turned up. If the following card, which may be called a "cover" card, is an ace the sectoral division 21 will be shifted to correspond to the hole 15 and sectoral opening 13 will correspond with sectoral division 22 of Fig. 3 indicating a foul fly out.

Carrying on with the game, the cards specified as "hit" cards, may be ten, jack, queen or king. When a "hit" card is turned up in pitching to the batter, indicates ball has been hit by batter and calls for a "cover" card which will indicate the movement of the top disc relative to the lower disc. The play will then be indicated on disc 10 and the player may move his marker on Fig. 6 to correspond therewith. The score may be kept on any standard score card such as that shown in Fig. 5. As each team is retired in an inning, the other player takes the field by turning the cards.

It is considered unnecessary to follow through in the description with all the plays shown on the two discs 10 and 11. They will be obvious from an examination of the dial. Certain sectors on disc 10 indicate special "hit" cards such as 25, 26, 27 and 28. Other sectors indicate various conditions during the play. These sectors numbered 29, 30, 31, 32, 33, 34, 35 and 36 will govern the plays that follow when a "cover" card is turned after a "hit" card. When, for example, there is no one on base as in sector 29 or there are three on base as in sector 36, the cover card turned up will govern the play after a "hit" card has been turned up.

In Fig. 2 friction discs 50 mounted on the bottom of disc 11 prevent the rotation of disc 11 when disc 10 is being moved about its central pivot 12. These friction discs may be made of rubber, plastic or any other material which has a high frictional co-efficient.

To embellish the game certain specific plays not shown may be provided on a directional card. Likewise, instead of using a standard playing card deck, special cards may be developed to cooperate with the apparatus. Similarly, the game may be simplified or embellished depending on the type of player such as children or adults and may be adapted to other games than baseball such as football, golf, etc.

I claim:

1. A game apparatus to be used with standard playing cards comprising superposed discs relatively movable, the lower disc being sectorially divided with indicia showing a baseball play in each sector, the upper disc being sectorially and annularly divided with playing card denominations designated in the radially outer divisions and in the inner sectors, a sectoral opening formed in the upper disc positioned and dimensioned to register with each sectoral division of the lower disc, and a marking on the lower disc to which a sector of the upper disc is to be moved according to indicia on the upper disc corresponding to the reading on a second card turned by a player after a specified first card is turned.

2. A game apparatus to be used with standard playing cards comprising superposed discs relatively movable, the lower disc being sectorially divided with indicia showing a baseball play in each sector, the upper disc being sectorially and annularly divided with playing card denominations designated in the radially outer divisions and in the inner sectors, a sectoral opening formed in the upper disc positioned and dimensioned to register with each sectoral division of the lower disc, a perforation near the periphery of the lower disc, and perforations around the upper disc to correspond with each inner sectoral division designed to be moved by a player to register with the lower disc perforation according to indicia on the upper disc corresponding to the reading on a second card turned by a player after a specified first card is turned.

STANLEY E. MUTHART.

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