July 21, 1925. 1,546,449

J. LAVERY

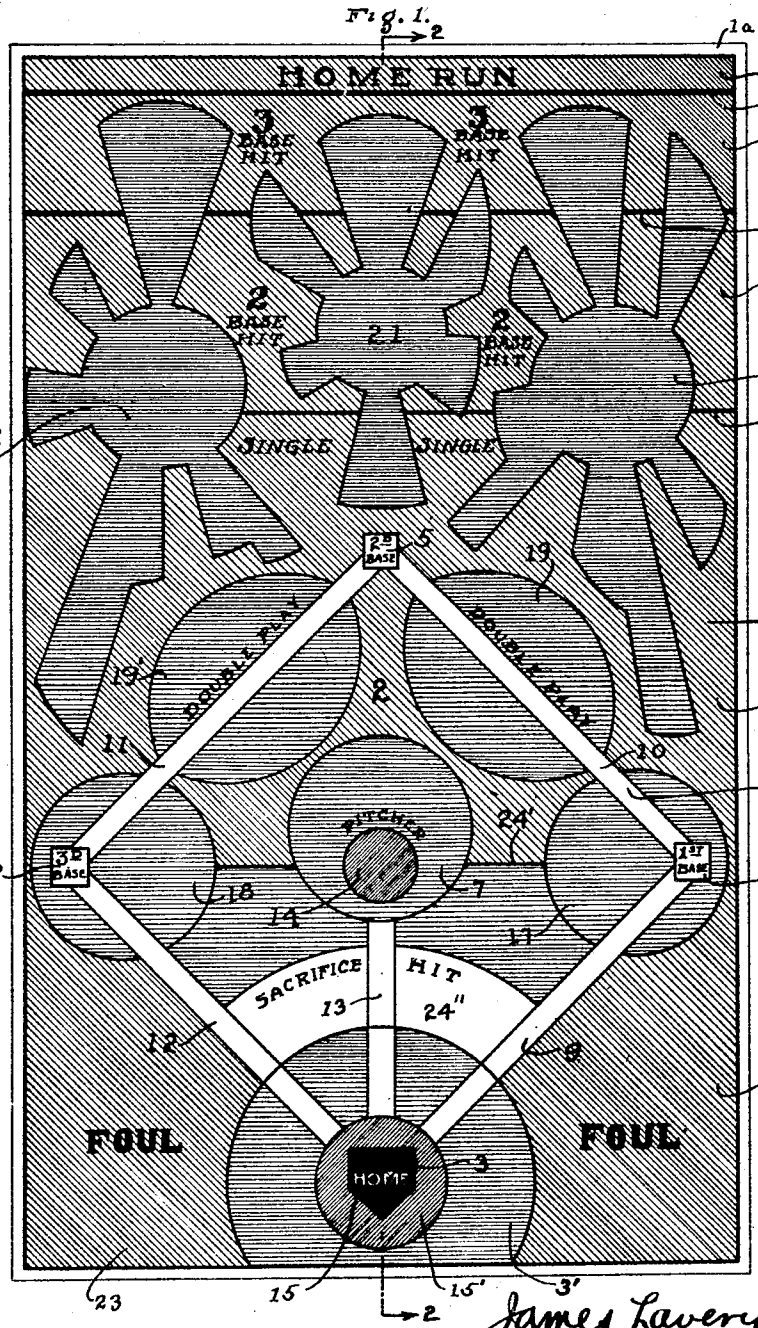
GAME

Filed May 19, 1921 2 Sheets-Sheet 1

Fig. 2.



Fig. 1.



Inventor

James Lavery

By Geo B Pitts

Attorney

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Filed May 19, 1921 2 Sheets-Sheet 2

Fig. 7.

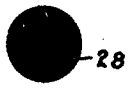

Fig. 5.

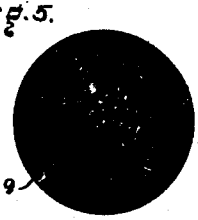

Fig. 8.



Fig. 6.

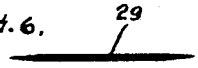

Fig. 10.

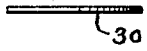

Fig. 9.

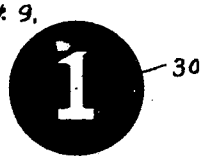

Fig. 11.

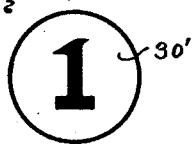

Fig. 3.

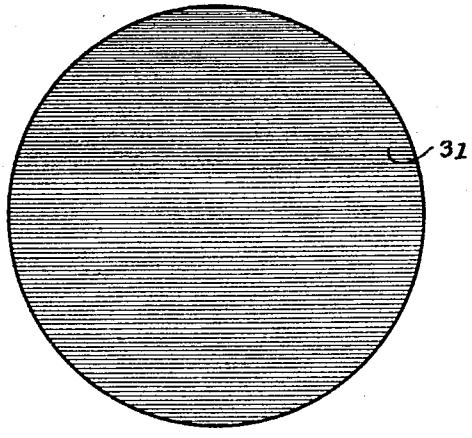

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Fig. 4.

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By Jos. B. Pitts Attorney

Patented July 21, 1925. 1,546,449

UNITED STATES PATENT OFFICE.

JAMES LAVERY, OF CLEVELAND, OHIO.

GAME.

Application filed May 19, 1921. Serial No. 470,816.

To all whom it may concern:

Be it known that I, JAMES LAVERY, a citizen of the United States, residing at Cleveland, in the county of Cuyahoga and State of Ohio, have invented certain new and useful Improvements in and Relating to Games, of which the following is a specification.

This invention relates to a game or amusement device.

One object of the invention is to provide a game comprising a board and playing devices capable of co-operation thereon and with each other to make plays which afford amusement and interest to the players.

Another object of the invention is to provide an improved game comprising devices that are co-operative in a manner to make varying plays, wherein opportunity is afforded to each player to exercise his skill and judgment to the end that much amusement, recreation and interest results.

A further object of the invention is to provide a game of the baseball type, in which substantially all of the plays of an actual baseball game may be effected and wherein the skill and judgment of the players must be exercised in batting and throwing of the ball device to insure successful plays and winning of the game.

Other objects of the invention will be apparent to those skilled in the art to which my invention relates from the following description taken in connection with the accompanying drawings.

Figure 1 is a plan view of a board or surface somewhat reduced, on which the game embodying my invention is played.

Fig. 2 is a section on the line 2—2 of Fig. 1.

Figs. 3 and 4 are full-sized plan views and edge views, respectively, of a pad which is used in playing the game.

Figs. 5 and 6 are full-sized plan and edge views, respectively, of devices used by each of the players.

Figs. 7 and 8 are full-sized plan and edge views, respectively, of the device which constitutes the ball in playing the game.

Figs. 9 and 10 are full-sized plan and edge views, respectively, of one of the devices representing a man on one side or team.

Fig. 11 is a full-sized plan view of a device representing one of the men on the other side or team.

In the drawing, 1 indicates as an entirety, a field, preferably of rectangular shape. The field 1, except for sections or portions hereinafter to be referred to, may be colored green to represent grass, thus giving the field a natural appearance in effect. 2 indicates the diamond comprising a home plate and batter's box 3, a catcher's territory or section 3′, surrounding the batter's box, a first base 4, a second base 5, a third base 6 and a pitcher's box 7, these being connected by bars 9, 10, 11, 12, 13, to represent paths or base lines whereby the usual ball diamond is represented for use in carrying out and conforming to the pre-arranged rules of the game. Each base is preferably represented by a square and suitably marked as shown in the drawings.

The pitcher's box 7 is preferably colored blue. Within the pitcher's box 7 is a pad 14, preferably of circular shape, and formed of relatively soft material, such as felt. The pad 14 is preferably fixed to the surface of the field 1 by any suitable means (such as glue) and is used for pitching or throwing the ball in the manner to be later set forth. The home plate and batter's box 3 comprises a pad 15 of relatively soft material, such as felt, for use in the manner to be later set forth, and a pad 15′ preferably of circular shape, surrounding the pad 15 and also formed of relatively soft material, such as felt. The pads 15, 15′ and catcher's section 3′ are co-operative with the playing devices of the game to permit of and effect certain plays required or desired as the game progresses. The pads 15, 15′ and section 3′ are of different colors (the latter being preferably blue), whereby the position of the ball device, when pitched to the batter, may be readily determined. 17 indicates a section or territory surrounding the first base 4 to represent the territory or portion of the field covered by the first baseman. If a batter knocks the ball and it lands on or comes to rest in or in contact with this section, the play is considered a "fly-catch" and the batter is counted "out". 18 indicates a similar section or territory for the third baseman. 19, 19′, indicate sections extending to either side of the runner's paths or base lines 10, 11, respectively, and representing the territory covered by the second baseman and short-stop, respectively; if a batter knocks the ball and it lands in or comes to rest in contact with

one of the sections 19, 19′, the batter is counted "out" and also the runner nearest "home"; if there is no runner on the bases, only the batter is counted "out." These sections are preferably designated double-play."

20, 21, 22, indicate sections or territories corresponding to those portions of the field covered by the right fielder, center fielder and left fielder respectively; if a batter knocks the ball and it lands in or comes to rest in contact with one of these sections, the play is considered a "fly-catch" and the batter is counted "out." Those portions of the field at either side of the catcher's box 3′ and outside of the diamond, indicated at 23 are considered "foul" sections or territories and in the event the ball, when hit by a batter, lands or rolls into either of these sections, the play is considered a "foul strike," unless the batter has two strikes registered against him, in which event the foul "is considered a "dead ball."

24″ indicates a relatively wide section extending around the edge of that portion of the section 3′ disposed between the diamond paths or base lines 9 and 12. This section is preferably colored white and marked "sacrifice hit" and if the ball lands in or comes to rest in contact with this section it is considered a "sacrifice hit" and the batter is counted "out." In the event there are any runners on the bases, they are moved up one base, respectively.

That portion of the field extending from a transverse line cutting the first and third bases to the rear edge of the surface 1 is divided into field sections 24, 25, 26, 27, by transverse lines 24′, 25′, 26′. If the ball is batted into the section 24, and does not contact with any of the sections or territories, 17, 18, 19, 19′, 20, 21, 22, the play is counted a "single hit" and the batter takes first base, each runner on a base being moved up one base; and the runner on third base (if a runner is on this base) scoring; if the batter ball lands in section 25, it is counted a "two-base hit," the batter takes second base and each runner on a base is moved up two bases and the runners on second or third, or both (if either or both of these bases are occupied), scoring runs; likewise, if the batted ball lands in the section 26, it is counted a "three-base hit" and the batter takes third base, all runners that happen to be on bases scoring runs; in the event the batted ball lands in section 27 it is counted a "home run" for the batter and all runners that happen to be on bases score runs. The territories 24, 25, 26 and 27 may be suitably marked "single," "two-base hit," "three-base hit" and "home run," respectively.

28 indicates the device which constitutes the ball in playing the game and which is impelled by the pitcher to the batter and by the batter to different portions of the field as he may determine upon, and then impelled to any other portion of the field to carry out and produce varying plays that may and do occur in any ordinary baseball game; such operations corresponding to pitching, batting, and throwing of the ordinary baseball. The device 28 comprises a relatively small disk formed of suitable material, such as ivory or celluloid. 29 indicates the devices (only one being shown) used by the (*a*) pitcher (player representing the defensive or "out" side) to pitch or throw the ball 28, (*b*) batter (player representing each of the men on the offensive or "in" side) to bat the balls pitched by the pitcher and (*c*) the player (when representing each of the remaining men of the "out" side) to throw the ball from one base, section or territory to another base, section or territory in connection with various plays taking place as the game progresses. I preferably provide two devices 29, one for each player. The devices 29 are relatively large and preferably formed from material similar to that used for making the ball device 28. In pitching, throwing and batting the ball, the player takes the disk 29 and slidably moves its edge over the surface of the disk 28, pressing down on the disk 28 to the desired extent and thereby impels it in the desired direction for effecting a play.

30, 30′, indicate the disks which constitute and represent the men for the two teams playing (only one man for each side being shown). I prefer to provide nine disks, such as indicated at 30 and nine disks such as indicated at 30′, the disks of each set being numbered 1 to 9, respectively, and those of one set (30) colored differently from those of the other set (30′) to make them readily distinguished from each other. This arrangement permits a full "line-up" of the men on each team at the bat and a complete game to be carried out.

31 indicates a section of felt or other soft material which is preferably provided for use when the ball is to be thrown by a ball player (other than the pitcher) to a base or to the catcher. The section of material 31 is not fixed to the surface 1 but is adapted to be placed underneath the ball, wherever it is to be thrown from, in order that the player representing the "out" side may effectively use the disk 29 to impel (throw) the disk 28. It will be understood that where the surface 1 is formed from a soft material, the section of felt is not required; but in the ordinary use of my invention, I prefer to form the surface or field 1 upon a paper or cloth board 1ª, in which event the section 31 is desirable in order that the disk 28 may be operated with ease and correctly. In the exercise of the player's skill,

the board 1ª may be made in sections hinged together, whereby it may be folded into a compact space.

Operation or manner of playing: Two persons may play the game, one representing and playing for each of the men on one side or team and the other representing and playing for each of the men on the other side or team. As already set forth, the disk 28 represents the ball. Each player is provided with one of the disks 29 and operates it upon the disk 28 to pitch, throw or bat it, as the case may be.

Pitching: The defensive or "out-side" player, when pitching the ball, places the disk or ball on the section of felt 14 in the pitcher's box; he then presses his large disk 29 on the ball, moving it thereover toward its rear edge, such operation serving to impel the ball 28 to or toward the batter's box 3. The primary aim of the pitcher is to strike the batter "out", as three such "outs" will retire the "in" or offensive side. If the pitched ball lands or comes to rest wholly or partly on the pad 15, which is "home plate", the play is counted a "strike". If three "strikes" are registered against the batter, he is counted "out". If the pitched ball lands or comes to rest wholly or partly on the pad 15′, which surrounds the "home plate" 15, the batter may bat or hit the ball; in the event he does not bat the ball, the play is counted a "strike". If the pitched ball lands or comes to rest on some portion of the surface 1 other than upon or in contact with the pad 15 or pad 15′, the play is counted a "ball", and if four "balls" are pitched, the batter, that is, one of the men or runners 30 or 30′ representing the "in" side is given first base.

Batting: Batting is effected by the player for the offensive or "in" side, the batting for each of the nine men 30 or 30′ whom he represents, as each inning progresses. To bat the ball, the player presses his large disk 29 on the ball, moving it thereover rearwardly, and such operation impels the ball in the direction intended by the player. The player at the bat waits until the pitcher pitches a ball that is eligible to be batted, that is, a ball which lands or comes to rest on the pad 15′, unless he is first struck "out". Upon receiving an eligible ball, the player bats or impels the ball in the manner above described to any desired portion of the field 1, depending upon his judgment and skill. If a batted ball rolls or and comes to rest in a foul section 23, it is a "foul strike", unless the batter already has two strikes registered against him, in which event it is counted a "dead ball". If the batted ball comes to rest in or in contact with any of the sections designated 14, 17, 18, 19, 20, 21 or 22, it is counted an "out"; also, if the ball rolls off the field or surface 1, it is counted an "out". If three "outs" are scored, the "in" side retires; that is, the player who has been batting, pitches and the player who has been pitching and representing the other men on the "out" side, bats. If a batted ball lands or comes to rest in one of the field sections 24, 25 or 26, free from contact with any of the sections or territories 17, 18, 19, 20, 21 or 22, the play is counted a "single", a "two-base hit", or a "three-base hit", according to the section where the ball lands, and the batter is given a base corresponding to the play, that is, one of the runners 30 or 30′ is placed on the corresponding base; in the event there are any runners on the bases, they move up or advance accordingly and score if the play carries any or all of them "home". If a batted ball lands in the section or territory 27, the batter is credited with a "home run"; likewise, all runners on bases are advanced and counted as scoring runs. In the event the balked ball, when coming to rest, overlaps or rests on two adjacent sections 24, 25, 26 or 27, I prefer that the play be counted for that section which gives the batter the smaller number of bases.

Sacrifice hit: If at any time the player for the offensive or "in" side decides that he wishes to make a "sacrifice hit," he bats the ball 28 into the section or territory 24′. If he succeeds, the batter is counted out, but each runner on a base is advanced one base; if the ball comes to rest in some other section or territory of the field 1, the play is counted accordingly.

Sacrifice fly: If after a batted ball lands in one of the sections 20, 21 or 22, the player for the offensive or "in" side wishes to advance a runner on a base to the next base or home plate 3, he informs the player for the defensive or "out" side of such play; the defensive player then places the section of felt 31 underneath the ball, and by the use of his disk 29 impels the ball to the base to which the advance is to be made, and if the ball lands or comes to rest on the section or territory surrounding that base, the runner is counted "out"; otherwise, he is "safe."

Stolen bases: If the player for the offensive side decides to have a runner on a base "steal" to the next base, he informs the player for the defensive side; the defensive player then throws the ball from either the pitcher's box or the catcher's box to the base which is being stolen and if the ball lands or comes to rest in the section surrounding that base, the runner is "out"; otherwise, he is counted "safe."

From the foregoing description it will be seen that the field 1 and the playing devices 28, 29, 30, 30′, co-operate to provide a game in which substantially all the plays of a real baseball game may be effected; and further,

that in playing the game the full complement of men for each side may be utilized in playing the game inning by inning and the plays of each man noted and recorded, as in an ordinary game. It will also be seen that successful plays depend entirely upon the skill and judgment of each player in causing a co-action between a disk 29 and the disk 28 to impel the ball from the pitcher's box to the home plate or from the home plate to some desired territory in the field, or from the latter to another territory, whereby much interest, recreation and amusement is afforded.

The sections or territories 7, 17, 18, 19, 19′, 20, 21 and 22 are preferably colored alike, the color blue being shown in the drawings. To provide for various plays and conditions of the ordinary game, definite rules may be provided for playing the game; for example, in throwing the ball to a base or home plate in an attempt to put a runner out, if the ball comes to rest entirely on a base or a base line, it may be counted an "error" and the runner counted "safe."

It will also be seen that the playing devices and operation thereof are relatively simple and inexpensive, but due to their co-operation and adaptability for effecting pitching, batting and throwing of the ball from point to point, I have provided a novel game wherein practically all the plays of an ordinary baseball game can be effected and at the same time create much interest and amusement by reason of the fact that the success of these plays depends entirely upon the skill of the two players and thus makes the outcome of the game constantly uncertain due to the varying plays and the uncertain results which may fall therefrom.

To those skilled in the art of making devices of the class described, many alterations in construction and widely differing embodiments and applications of my invention will suggest themselves, without departing from the spirit and scope thereof. My disclosures and the description herein are purely illustrative and are not intended to be in any sense limiting.

What I claim is:

1. In a game, the combination of a surface representing a baseball field having a diamond and sections or territories corresponding to the positions of the respective members of a team or side, an impelling device to be used by a player, a device representing a baseball adapted to be engaged by said impelling device and impelled from any one section on said field to any other section thereon to effect consecutive plays, and a pad adapted to be positioned underneath said baseball device wherever the latter may come to rest.

2. In a game, the combination of a surface representing a baseball field having a diamond and sections or territories corresponding to the positions of the respective members of a team or side, an impelling device to be used by a player, a device representing a baseball adapted to be engaged by said impelling device and impelled from any one section on said field to any other section thereon to effect consecutive plays and pads, one of which is movable, on which said baseball device is positioned prior to operation.

3. In a game, the combination of a surface representing a baseball field having a diamond and sections or territories for the positions of the respective members of a team or side, an impelling device to be used by a player, a device representing a baseball adapted to be engaged by said impelling device and impelled from any one section on said field to any other section thereon, and a plurality of devices representing runners adapted to be positioned on the bases of the diamond and advanced thereabout in accordance with the movements of the device representing a baseball.

4. In a game, the combination of a surface representing a baseball field having a diamond including a conventional pitcher's box and catcher's box, sections of relatively soft material in each of said boxes, an impelling device to be used by a player, and a device representing a baseball arranged to be positioned on said sections of material and adapted to be engaged by said impelling device and impelled from either of said sections to any portion of said field or diamond.

5. In a game, the combination of a surface representing a baseball field having a diamond including a pitcher's box and a catcher's box, a section of relatively soft material in said catcher's box, an annular section of relatively soft material in said catcher's box and surrounding said first-mentioned section of material, an impelling device to be used by a player, and a device representing a baseball arranged to be positioned in said pitcher's box, to be received in said catcher's box and adapted to be engaged by said impelling device and impelled from each of said boxes to any portion of said field or diamond.

6. In a game, the combination of a surface representing a baseball field having a diamond including a pitcher's box and a catcher's box comprising a territory and superimposed sections of relatively soft materials one within the other centrally disposed in said territory, an impelling device to be used by a player, and a device representing a baseball arranged to be positioned or received in said boxes and adapted to be engaged by said impelling device and impelled from each of said boxes to any portion of said field or diamond.

7. In a game, the combination of a surface representing a baseball field having a diamond including a pitchers' box and a catcher's box, a section of relatively soft material in one of said boxes, an impelling device to be used by a player, a device representing a baseball arranged to be positioned in said boxes and adapted to be engaged by said impelling device and impelled from each of said boxes to any portion of said field or diamond, and a pad arranged to be positioned underneath said baseball device at the place where it comes to rest whereby it may be engaged by said impelling device and impelled to another portion of said field to effect consecutive plays.

8. In a game, the combination of a gameboard having a surface representing a baseball field having a diamond including a pitcher's box and a catcher's box and sections or territories corresponding to the positions of the respective members of a team or side, an impelling device to be used by a player, and a device representing a baseball adapted to be engaged by said impelling device and impelled over the surface to effect consecutive plays, certain plays being determined by the character of the section occupied at the end of the preceding move by the device representing the baseball.

In testimony whereof I affix my signature.

JAMES LAVERY.