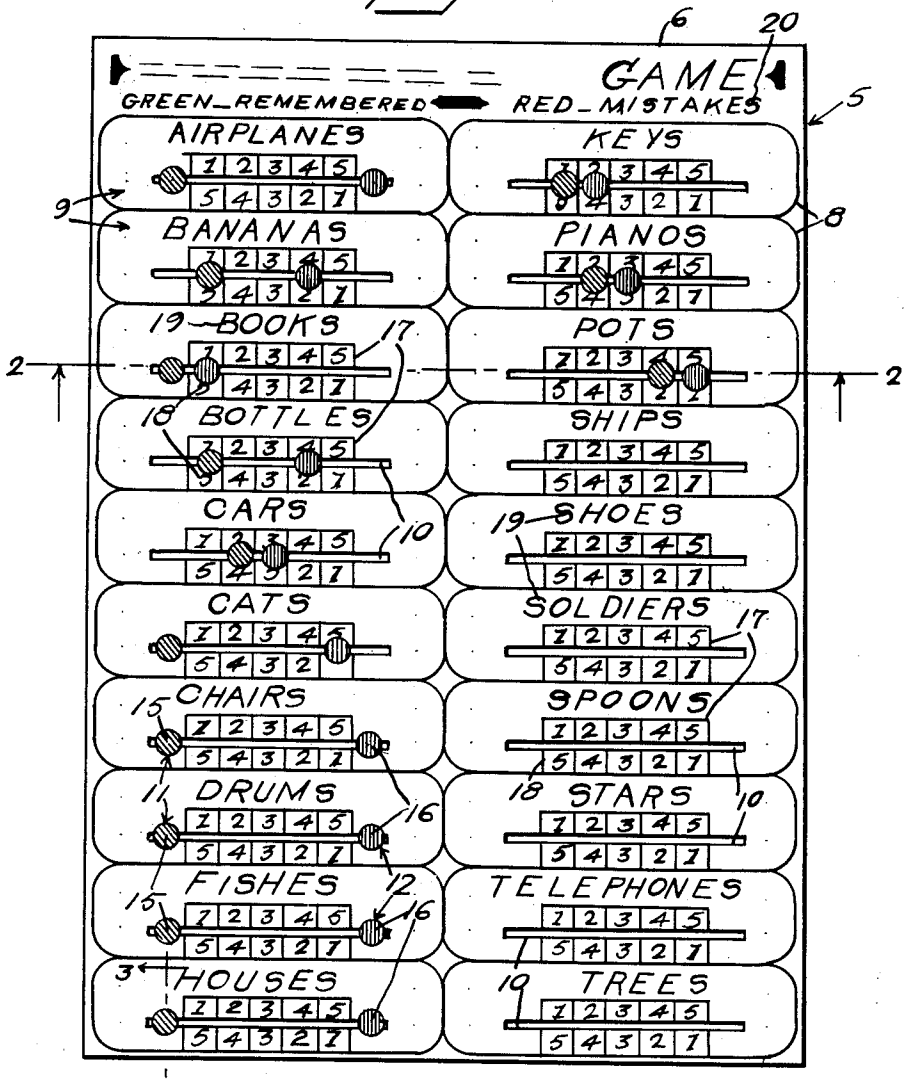
May 30, 1961 J. A. BENDITT 2,986,330

SCOREBOARD

Filed March 19, 1958

Fig. 1.



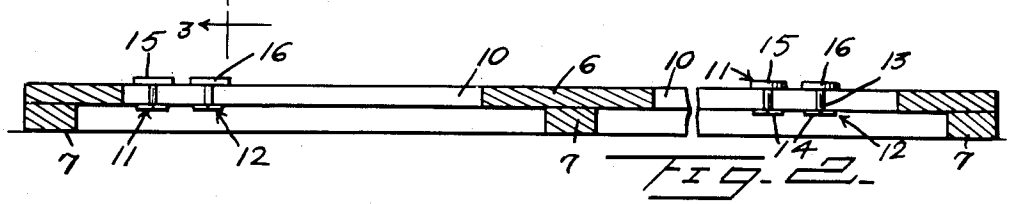
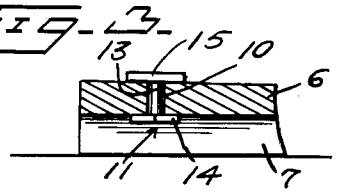


Fig. 2.

Fig. 3.



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SCOREBOARD

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3 Claims. (Cl. 235—124)

This invention relates to a novel scoreboard of simple construction especially adapted for keeping score of the results obtained in using a memory testing apparatus.

More particularly, it is an aim of the present invention to provide a scoreboard of unique construction which will indicate both correct answers as well as mistakes.

A further object of the invention is to provide a scoreboard of extremely compact construction made possible by the unique arrangement of the means employed indicating correct answers and mistakes.

Various other objects and advantages of the invention will hereinafter become more fully apparent from the following description of the drawing, illustrating a presently preferred embodiment thereof, and wherein:

Figure 1 is a plan view of the scoreboard;

Figure 2 is an enlarged fragmentary transverse sectional view taken substantially along a plane as indicated by the line 2—2 of Figure 1, and

Figure 3 is an enlarged fragmentary longitudinal sectional view taken substantially along a plane as indicated by the line 3—3 of Figure 1.

Referring more specifically to the drawing, the scoreboard in its entirety is designated generally 5 and includes a substantially flat rectangular board or plate 6 which is substantially rigid, and a plurality of cleat members 7 are secured in any conventional manner to the underside of the board 6 and extend lengthwise thereof. The upper side of the board 6 is divided by suitable markings or lines 8 into a plurality of separate spaces or sections 9. As illustrated, the individual spaces or sections 9 are elongated in a direction crosswise of the board 6 and are arranged in two longitudinal rows.

Each space or section 9 is provided with a slot 10, formed in the board 6 and which extends longitudinally of said space 9. Each slot 10 is provided with two indicator elements 11 and 12 which slidably engage the slot and which are thus mounted for sliding movement longitudinally of the section 9. Each indicator element 11 and 12 preferably includes a restricted stem 13 which extends through and is loosely disposed in the slot 10 and which has an enlargement 14 at its lower end which slidably engages the underside of the board and which is too large to pass through the slot 10. The indicator element 11 has a head 15 fixed to the upper end of the stem which is slidably mounted on the upper side of the board 6 and each indicator element 12 has a head 16 at its upper end which is likewise slidably mounted on the upper side of the board 6. The enlargements 14 can be secured to the lower ends of the stems 13 after said stems are passed through the slots 10. The indicator elements 11 are all disposed to the left of the indicator elements 12 of each space or section 9, and the heads 15 and 16 are distinguishably marked. For example, the heads 15 are preferably green and the heads 16 are preferably red. However, if desired, the entire indicator element 11 may be red and the entire indicator element 12 may be green.

Each section or space 9 is provided with numbered boxes 17 above the slot 10 thereof and numbered boxes 18 beneath said slot. The numbered boxes are disposed directly opposite one another and may be suitably inscribed in any conventional manner on the upper surface of the board 6. The numbered boxes 17 are of a color to correspond to the color of the head 15 and the lower numbered boxes 18 are of the same color as the head 16. The boxes 17 are numbered consecutively from "1" to "5" from left to right while the numbers of the lower boxes 18 are in reverse order from "1" to "5," as seen in Figure 1. The slots 10 extend to beyond the ends of the numbered boxes 17 and 18. The different spaces or sections 9 are identical except that the spaces are distinctively titled or designated to designate different objects, for example, as shown in Figure 1, such as airplanes, bananas, books, bottles, cars, cats, chairs, drums, fishes, houses, keys, pianos, pots, ships, shoes, soldiers, spoons, stars, telephones and trees, said designations being indicated at 19. The upper end portion of the upper surface of the board 6 may contain suitable indicia 20.

The scoreboard 5 is especially adapted for use with a memory testing apparatus which may be employed as a game or for educational purposes. Such a device is disclosed in my co-pending application, Serial No. 720,326, filed March 10, 1958, now Patent No. 2,890,527. After the player or student has examined the exposed objects, as fully described in my co-pending application, for a prescribed period of time and the objects have then been concealed from view, the player then attempts to remember how many of each object was visible. Assuming that he recalls seeing one object simulating a banana, he would move the green indicator 11 from the left hand end of its slot 10 into alignment with the green numeral 1 of the upper numbered boxes 17. This same procedure would then be followed as to each of the other objects identified on the scoreboard 5 by the titles 19.

The objects would again be exposed and the results checked. Assuming that this check disclosed that there were actually three rather than one of the simulated "bananas" exposed, the player or student would then move the other indicator element 12 of the proper space 9 from the right hand end of the slot 10 to position the head 16 thereof in alignment with the numeral "2" of the lower box 18 to indicate that two mistakes were made. If the scoreboard is used with the memory testing apparatus in my co-pending application as a game, the number of mistakes made may be deducted from the number of correct answers to obtain the player's score.

A proper tallying may require movement of both indicator elements 11 and 12 after the viewing apparatus is exposed for checking. For example, if the player had concluded that five simulated "cars" were exposed and the check showed only two, the indicator element 11 would be moved back into alignment with the numeral "2" of the upper numbered boxes 17 and the indicator 12 would be moved to the left into alignment with the numeral "3" of the lower numbered boxes 18 so that the player would have a minus 1 score as to the "cars."

It will be apparent that the total correct and incorrect answers as represented by any space 9 of the scoreboard could not exceed five, since if a player is correct as to four objects designated by any space he could not be incorrect as to more than one, or if correct as to three objects he could not be incorrect as to more than two, etc. Thus, there will be no interference between the two indicator elements 11 and 12 which occupy each slot 10 in tallying the score.

It will be readily apparent that the cleats 7 in addition to reinforcing the board 6 also are adapted to rest on a suitable supporting surface such as a table for supporting the board 6 elevated, as seen in Figure 2, so that the indicator elements 11 and 12 may slide freely in the slots 10

without contacting the surface on which the scoreboard is resting.

Various modifications and changes are contemplated and may be resorted to, without departing from the function or scope of the invention as hereinafter defined by the appended claims.

I claim as my invention:

1. A game scoreboard comprising a substantially flat board having at least one elongated slot, one side of said board having two rows of numbers inscribed thereon and between which the slot extends, the numbers of one row being in reversed order relative to the numbers of the other row, and two indicator elements slidably movable within said slot, said indicator elements being distinctively marked, and the numbers of one row being marked to correspond with the marking of one indicator element and the numbers of the other row being marked to correspond with the marking of the other indicator element, the position of each indicator element indicating a score with respect to its row of numbers, the combined position indicating over-all progress of the game scored.

2. A scoreboard as in claim 1, said slot being of a length to extend beyond the ends of the rows of numbers whereby said indicator elements may be accommodated in the end portions of the slots and out of alignment with the numbers.

3. A scoreboard as in claim 1, the numbers of the two rows of numbers being disposed in transverse alignment relative to the slot.

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