Nov. 22, 1932. R. I. MAYORGA 1,888,537

GAME

Filed July 24, 1929 3 Sheets-Sheet 1

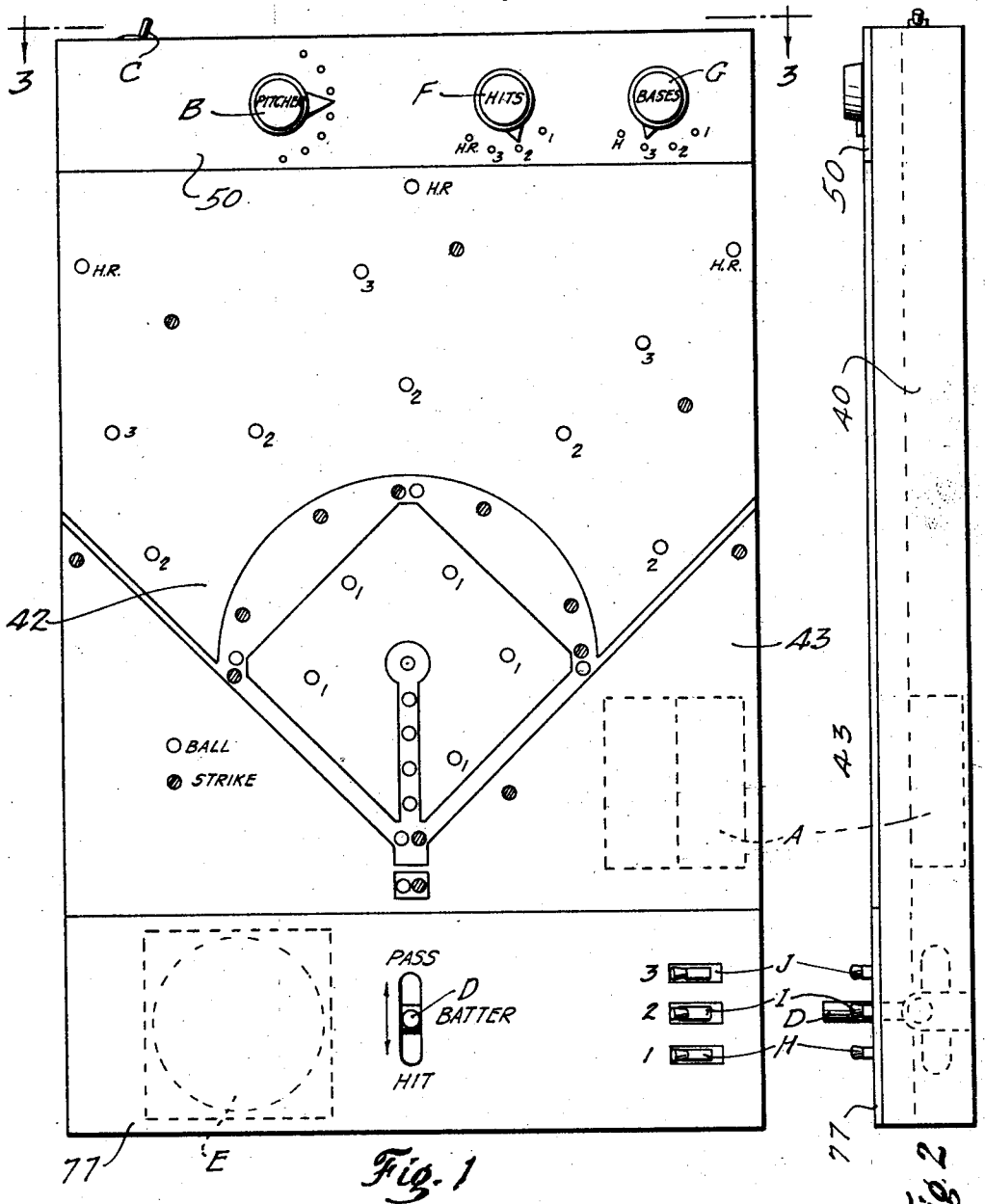


Fig. 1

Fig. 2

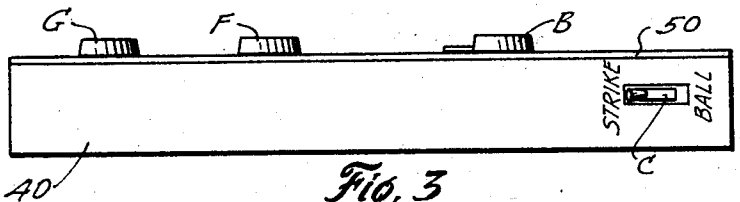


Fig. 3

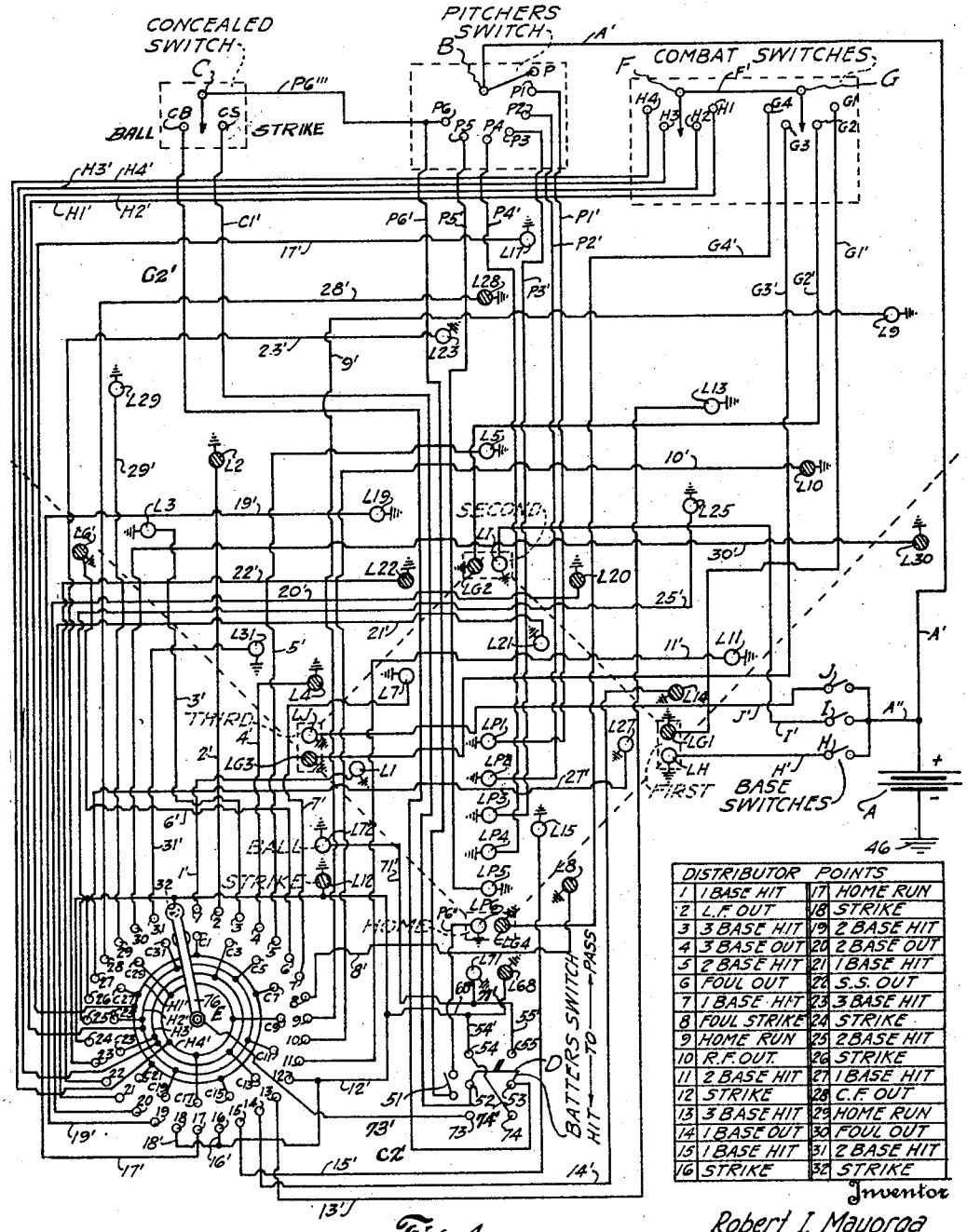
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GAME

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DISTRIBUTOR	POINTS		
1	1 BASE HIT	17	HOME RUN
2	L.F. OUT	18	STRIKE
3	3 BASE HIT	19	2 BASE HIT
4	3 BASE OUT	20	2 BASE OUT
5	2 BASE HIT	21	1 BASE HIT
6	FOUL OUT	22	S.S. OUT
7	1 BASE HIT	23	3 BASE HIT
8	FOUL STRIKE	24	STRIKE
9	HOME RUN	25	2 BASE HIT
10	R.F. OUT	26	STRIKE
11	2 BASE HIT	27	1 BASE HIT
12	STRIKE	28	C.F. OUT
13	3 BASE HIT	29	HOME RUN
14	1 BASE OUT	30	FOUL OUT
15	1 BASE HIT	31	2 BASE HIT
16	STRIKE	32	STRIKE

Fig. 4

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GAME

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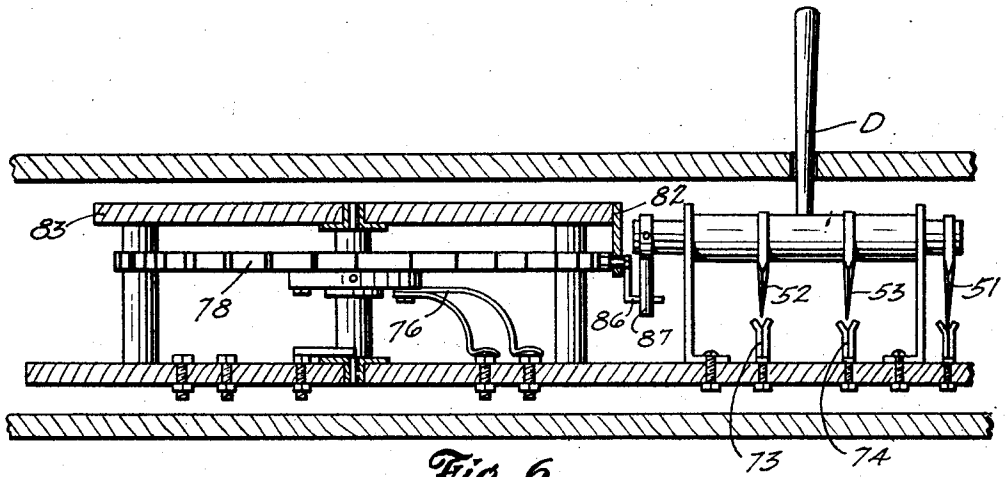


Fig. 6

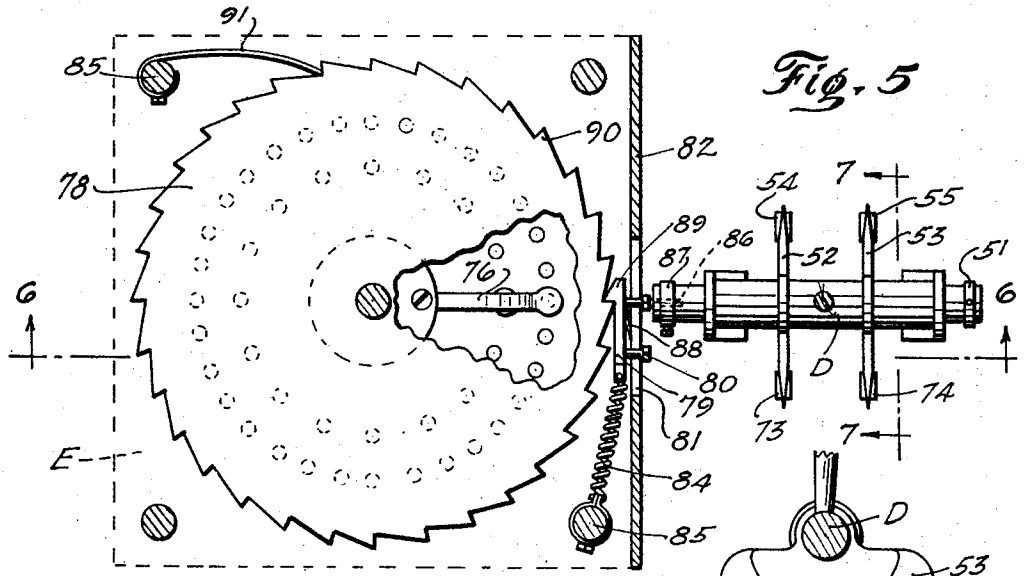


Fig. 5

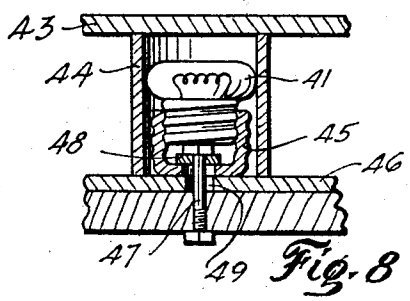


Fig. 8

Fig. 7

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Patented Nov. 22, 1932

1,888,537

UNITED STATES PATENT OFFICE

ROBERT I. MAYORGA, OF DALLAS, TEXAS

GAME

Application filed July 24, 1929. Serial No. 380,727.

This invention relates to a new and novel game and particularly to a baseball game.

The invention has for an object to provide a baseball game designed for play either by individual players or by teams.

Another object of the invention is to provide a baseball game board that is electrically operated, and so arranged as to carry out the playing in a realistic manner.

A further object of the invention is to provide a pitcher's switch in connection with a series of lamps for simulating the throwing of the ball.

A still further object of the invention is to provide a concealed pitcher's ball and strike switch for the purpose of permitting the pitcher the decision of throwing either a ball or a strike, together with a batter's switch for the purpose of permitting the batter to anticipate a ball or strike, thus making for competitive play.

Another object of the invention is to provide a distributor for the purpose of determining the play when the batter hits at a pitched strike, and means whereby this latter action closes the electrical circuit to the distributor.

A further object is to provide combat switches for the purpose of combat play thru the pitcher's anticipation of the hits and base running.

A still further object of the invention is to provide a means whereby the distributor is intermittently operated upon the operation of the batter's switch in such a manner that the batter cannot monopolize the position of said distributor.

Another object of the invention is to provide base switches for the purpose of registering a runner on first, second or third base, as the case may be.

A construction designed to carry out the invention will be hereinafter described, together with other features of the invention.

The invention will be more readily understood from a reading of the following specification and by reference to the accompanying drawings in which an example of the invention is shown, and wherein:

Figure 1 is a plan view of a game board in accordance with my invention,

Figure 2 is a side elevation of the same,

Figure 3 is an end elevation taken on the line 3—3 of Figure 1,

Figure 4 is a wiring diagram showing relative position of the switches, the 2-cell battery, the distributor and the lighting units,

Figure 5 is an enlarged plan view of the distributor and the bat showing their relation to each other,

Figure 6 is an enlarged cross-sectional view of the distributor and the bat taken on the line 6—6 of Figure 5,

Figure 7 is an enlarged cross-sectional view of the double throw bat switch taken on the line 7—7 of Figure 5, and

Figure 8 is a detail sectional view showing the mounting of the lamps.

In the drawings the numeral 40 designates a base board having the plays, hits, balls, strikes and men portrayed by low volt lamps 41, which are mounted under a glass top 43. The glass is colored to represent a baseball diamond 42 and is transparent only over the lamps which are shielded radially by guards such as rubber tubes 44, so that the light rays are directed upwardly to indicate the play.

The lamps 41 are screwed into lamp sockets 45 which are mounted on a metal plate 46 and each held securely in place by a headed bolt 47. Within the socket and under the bolt head is a fibre washer 48 serving as an insulator. The bolt 47 passing through a hole 49 in the plate 46 serves as a conductor for one side of an electric current. Therefore, a wire leading to the lamp needs only to be connected to the bolt, the plate serving as a common ground for all sockets.

The plate 46 is connected to the negative side of dry cells A, while the positive side of the cells has a lead wire A′ to a pitcher's switch B, which is mounted on a panel 50 situated at one end of the game board.

The pitcher's switch has seven contact points P, P1, P2, P3, P4, P5 and P6. The contact point P is dead so that when the switch is in contact with this point there is no connection between the lamps and the bat-

tery. The contact points P1, P2, P3, P4, and P5 have leads P1′, P2′, P3′, P4′ and P5′, respectively, to lamps LP1, LP2, LP3, LP4 and LP5, which are situated in and between the pitcher's box and the home base. The contact point P6 has a lead wire P6′ to a single throw switch 51, the other side of which has a lead wire P6″ to a lamp LP6 situated in the home base. Also the contact point P6 has a lead wire P6‴ to a pitcher's control switch C which is mounted in a concealed position from the batter's eyes.

The concealed switch C has two contact points, CS which is marked "Strike" and CB which is marked "Ball", thus giving the pitcher the decision of throwing either a ball or a strike. The strike contact point CS has a lead wire C1′ to a switch 52 of a double thrown bat switch D, and the ball contact point CB has a lead wire C2′ to a switch 53 of the double throw bat switch D.

When the bat switch is moved forward to a position marked "Pass" the switch 52 of the double throw bat switch makes contact with a contact point 54 and the switch 53 of the same double throw bat switch makes contact with a contact point 55. The contact point 54 has a lead wire 54′ to a lead wire 68′ between a colored lamp L68 situated in the catcher's box, and a lamp L12 that is marked "Strike". The contact point 55 has a lead wire 55′ to a lead wire 71′ between a lamp L71 situated in the catcher's box and a lamp L72 that is marked "Ball".

When the bat switch is moved backward to a position marked "Hit", the switches 52 and 53 of the double throw bat switch make contact with contact points 73 and 74 respectively. The contact point 73 has a lead wire 73′ to a distributor arm 76 of a distributor block E. The contact point 74 has a lead wire 74′ to the contact point 54. Therefore, when the concealed switch is on the "strike" contact point CS and the bat switch is moved forward to the position marked "Pass" the colored lamp L12 which is marked "Strike" and the colored lamp L68 situated in the catcher's box, are lighted, thereby registering a strike. But when the switch C is on the "ball" contact point CB, the lamp L72 that is marked "Ball", and the lamp L71 situated in the catcher's box, are lighted, thereby registering a ball.

When the bat switch is moved backward to the position marked "Hit" and the switch C is on the "ball" contact point CB the colored lamps L12 and L68 are lighted, thereby registering a strike. But when the switch C is on the "strike" contact point CS the electric circuit leading to the distributor arm 76 is closed.

The distributor block E has 32 contact points 1 to 32 inclusive, with lead wires 1′ to 32′ inclusive, consecutively to lamps L1 to L32 inclusive, situated within the playing field. Ten of the 32 contact points [2, 4, 6, 8, 10, 14, 20, 22, 28 and 30] have lead wires 2′, 4′, 6′, 8′, 10′, 14′, 20′, 22′, 28′ and 30′ respectively to colored lamps L2, L4, L6, L8, L10, L14, L20, L22, L28 and L30, seven of which [L2, L4, L10, L14, L20, L22 and L28] indicate outs at the positions of the fielders, two of which [L6 and L30] indicate foul outs, and one of which [L8] indicates a foul strike. Six of the 32 contact points [12, 16, 18, 24, 26 and 32] have lead wires 12′, 16′, 18, 24, 26 and 32] have lead wires 12′, 16′, 18′, 24′, 26′ and 32′ to a lead wire 68′ between the colored lamp L12 which is marked "Strike" and the colored lamp L68 situated in the catcher's box. And the 32 contact points, the odd numbers of which [1 to 31 inclusive] of which there are 16, have lead wires of odd numbers 1′ to 31′ inclusive to lamps L1 to L31 inclusive, situated in the field and which indicate the hits. Five of these 16 lamps [L1, L7, L15, L21 and L27] indicate one base hits, five [L5, L11, L19, L25 and L31] indicate two base hits, three [L3, L13, and L23] indicate three base hits, and three [L9, L17 and L29] indicate home runs.

Opposite the 16 odd numbered distributor contact points are 16 distributor combat contact points of odd numbers from C1 to C31 inclusive. The five distributor contact points C1, C7, C15, C21 and C27, which are opposite the one base hit distributor contact points 1, 7, 15, 21 and 27 have a common lead wire H1′ to a contact point H1 of a combat switch F, which is marked "Hits". The five distributor combat contact points C5, C11, C19, C25 and C31, which are opposite the two base hit distributor contact points, 5, 11, 19, 25 and 31, have a common lead wire H2′ to a contact point H2 of the combat switch F. The three distributor combat contact points C3, C13, and C23, which are opposite the three base hit distributor contact points 3, 13, and 23, have a common lead wire H3′ to a contact point H3 of the combat switch F. The three distributor combat points C9, C17, and C29, which are opposite the home run hit distributor contact points 9, 17 and 29, have a common lead wire H4′ to a contact point H4 of the combat switch F.

The combat switch F has a lead wire F′ to a combat switch G that is marked "Bases", and which has four switch points G4′ respectively, to colored lamps LG1, LG2, LG3 and LG4 situated at first, second, third and home bases in consecutive order. Thus when the circuit to the distributor arm is closed or a batter hits at a strike, the hit or play registered depends on the position of the distributor arm. If the arm is on contact point 1, a one base hit is registered; if the arm is on contact point 2, an out to left field is registered; if the arm is on contact point 3, a base hit is registered, and if the

arm is on contact point 4, an out at third base is registered, etc.

But, as all odd numbered distributor contact points are hits and have distributor combat contact points opposite each of them, the pitcher may, by anticipating the hit to be made, set the combat switch F on the proper contact point and the combat switch G on the base contact point at which he desires the runner out, thereby causing the colored light to register at the proper base which indicates the runner is out. This combat play must be kept within the rules of baseball as a man who makes a three base hit could not legally be thrown out at first base; but if a runner is on first base a three base hit can be thrown home and catch the runner out, etc.

Three single thrown base switches H, I and J are mounted on a panel 77 situated at one end of the game board and have a common lead wire A'' to the positive side of the batteries A and also have lead wires H', I' and J' in respective order, to lamps LH, LI and LJ situated in each of the first, second and third bases so that when these switches are closed the proper lamp will light, thereby registering a man on first base, second base, or third base, as the case may be.

The distributor arm 76 is attached to a gear 78 which is actuated by a ratchet 79. This ratchet rides in a horizontal position upon two attached pins 80 which slide in a slot 81 in an apron 82 that is secured to a top plate 83 of the distributor box E. The length of the slot 81 is twice the space between each of the gear teeth so that when the ratchet is actuated the full length of the slot 81 the gear and its attached distributor arm is rotated two contact point spaces.

A spring 91 attached to an upright 85 makes frictional contacts with the gear teeth 90 in such a manner that the distributor arm, attached to the gear, is centered on the contact points. A spring 84 is attached between the ratchet and an upright 85 in such a manner that the ratchet is pulled backward by the tension of the spring. A spring 88 is attached near the forward end of the ratchet between said ratchet and the apron, thereby causing the ratchet head 89 to engage the gear teeth 90. A lever 87 attached to one end of the batter's switch actuates a depending arm 86 that is attached to the forward pin 80.

Thus the movement of the bat switch backward to the position marked "Hit" causes the lever 87 to move the ratchet forward until the ratchet head engages the preceding gear tooth so that when the bat switch is returned to an upright position the ratchet through the tension of the spring 84 rotates the gear until the ratchet arm 86 strikes the lever 87. When the bat switch is moved forward to the position marked "Pass" the lever 87 is removed from contact with the ratchet arm allowing the spring 84 to pull the ratchet backward until it is stopped at the end of the slot 81. When the bat switch is returned to an upright position the lever 87 engages the ratchet arm and moves it forward until the ratchet engages the preceding gear tooth. In this manner the batter cannot monopolize the position of the distributor arm.

The distributor may be operated in any suitable manner and the various switches may be of any construction suitable for the purpose.

Various changes in the size and shape of the different parts as well as modifications and alterations, may be made within the scope of the appended claims.

What I claim, is:

1. In a ball game, a baseboard having a playing field thereon and provided with electric lamps for indicating the elements of the game, means for closing an electric circuit to illuminate certain of the lamps to simulate the throwing of a ball, a concealed switch having selectable points of contact for differently designating the play of the ball, a batter's switch having selectable points of contact for closing the electric circuits to anticipate the play simulating the throwing of a ball, and a distributor having electrical connection with both the lamps indicating the elements of the game and the batter's switch and arranged to be intermittently operated to close certain pre-determined electrical circuits to indicate a variation of the plays made upon the operation of the batter's switch.

2. In a ball game, a baseboard having a playing field thereon and provided with electric lamps for indicating the elements of the game, means for closing an electric circuit to illuminate certain of the lamps to simulate the throwing of a ball, a concealed switch having selectable points of contact for designating the play, a batter's switch having selectable points of contact for closing the electric circuits to anticipate the play, a distributor having electrical connection with the lamps indicating the elements of the game and arranged to be intermittently operated to close certain pre-determined electrical circuits to indicate plays made upon the operation of the batter's switch, and a combat switch electrically connected to anticipate and nullify gains made by the operation of the distributor.

3. In a ball game, a baseboard having a playing field thereon and provided with electric lamps for indicating the elements of the game, a selective pitcher's switch for closing an electric circuit to illuminate successive lamps to simulate the throwing of a ball, a batter's switch having selectable points of contact for closing the electric circuit to indicating lamps to anticipate the play, a dis-

tributor having electrical connection with the lamps indicating the elements of the game and arranged to be intermittently operated to close certain pre-determined electrical circuits to indicate plays made upon the operation of the batter's switch, and a combat switch electrically connected to anticipate and nullify gains made by the operation of the distributor.

4. In a ball game, a baseboard having a playing field thereon and provided with electric lamps for indicating the elements of the game, means for closing an electric circuit to illuminate successive lamps to simulate the throwing of a ball, a concealed selective pitcher's switch having selectable points of contact for closing the electric circuit to indicating lamps for designating the play, a batter's switch having selectable points of contact for closing the electric circuit to indicating lamps to anticipate the play, a distributor having electrical connection with the lamps indicating the elements of the game and arranged to be intermittently operated to close certain pre-determined electrical circuits to indicate plays made upon the operation of the batter's switch, a combat switch electrically connected to anticipate and nullify gains made by the operation of the distributor, and a batter's switch and distributor electrically connected with the individual lamps for closing the circuits thereto to indicate individual plays when the batter's switch is operated.

5. In a ball game, a baseboard having a playing field thereon and provided with electric lamps for indicating the elements of the game, means for closing an electric circuit to illuminate successive lamps to simulate the throwing of a ball, a concealed selective pitcher's switch having selectable points of contact for closing the electric circuit to indicating lamps for designating the play, a batter's switch having selectable points of contact for closing the electric circuit to indicating lamps to anticipate the play, a distributor having electrical connection with the lamps indicating the elements of the game and arranged to be intermittently operated to close certain pre-determined electrical circuits to indicate plays made upon the operation of the batter's switch, a combat switch electrically connected to anticipate and nullify gains made by the operation of the distributor, a batter's switch and distributor electrically connected with individual lamps for closing the circuits thereto to indicate individual plays when the batter's switch is operated, and means by which the distributor is operated by the batter's switch.

6. In a ball game, a baseboard having a playing field thereon and provided with electric lamps for indicating the elements of the game, means for closing an electric circuit to illuminate successive lamps to simulate the throwing of a ball, a concealed selective pitcher's switch having selectable points of contact for closing the electric circuit to indicating lamps for designating the play, a batter's switch having selectable points of contact for closing the electric circuit to indicating lamps to anticipate the play, the combat switch having selectable points of contact electrically connected with certain distributor contact points and with individual lamps to close certain pre-determined electrical circuits to indicate plays made upon the operation of the batter's switch in connection with selective pitcher's switch, a distributor having electrical connection with the lamps indicating the elements of the game and arranged to be intermittently operated to close certain pre-determined electrical circuits to indicate plays made upon the operation of the batter's switch, a combat switch electrically connected to anticipate and nullify gains made by the operation of the distributor, a batter's switch and distributor electrically connected with individual lamps for closing the circuits thereto to indicate individual plays when the batter's switch is operated, and means by which the distributor is operated by the batter's switch.

7. In a ball game, a baseboard having a playing field thereon and provided with electric lamps for indicating the elements and plays of the game, means for successively closing an electric circuit to illuminate certain successive lamps to simulate a pitched ball, a concealed selective pitcher's switch having selectable points of contact electrically connected with indicating lamps and batter's switch to designate the play, the selective batter's switch having selectable points of contact electrically connected with the indicating lamps and with the distributor to anticipate the play, the distributor having selectable points of contact electrically connected with indicating lamps and with the combat switch for closing the circuits thereto to indicate individual plays, means by which the distributor is operated by the batter's switch, the combat switch having selectable points of contact electrically connected with indicating lamps and with certain distributor contact points to anticipate and nullify gains made by the operation of the distributor.

In testimony whereof I affix my signature.

ROBERT I. MAYORGA.