(Specimens.)

3 Sheets—Sheet 1.

T. W. LAWSON.

PLAYING CARDS.

No. 305,315. Patented Sept. 16, 1884.

Fig. 1.

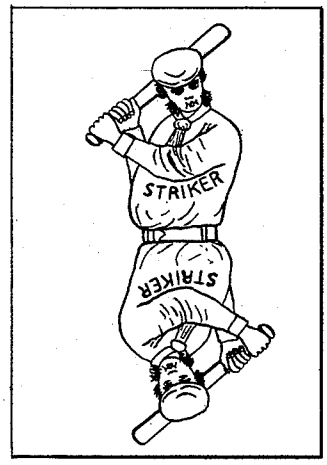


Fig. 2.

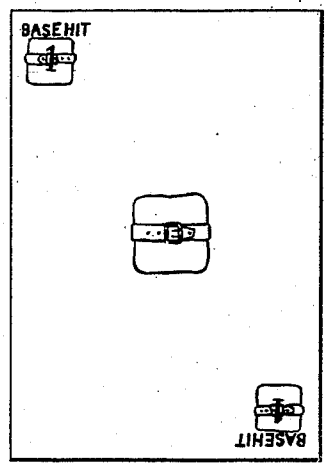


Fig. 3.



Fig. 4.



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Fig. 5.



Fig. 6.

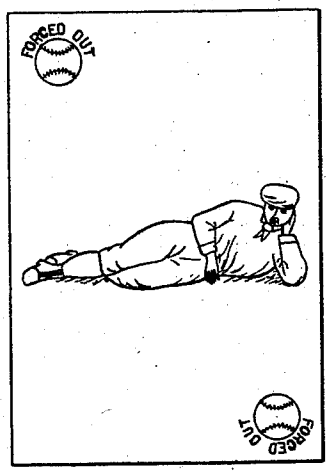


Fig. 7.

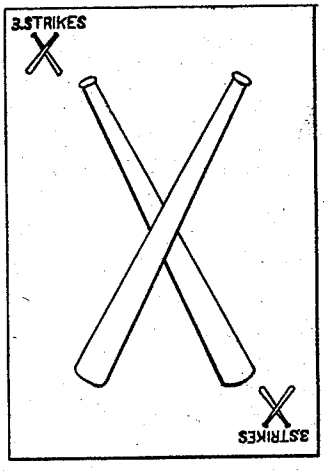
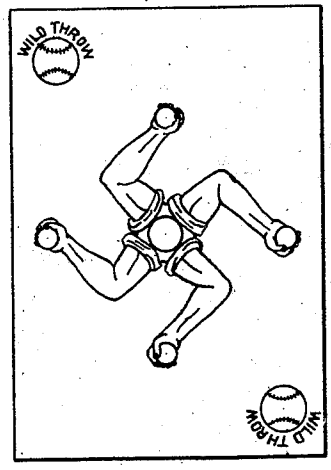


Fig. 8.



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T. W. LAWSON.

PLAYING CARDS.

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Fig. 9.

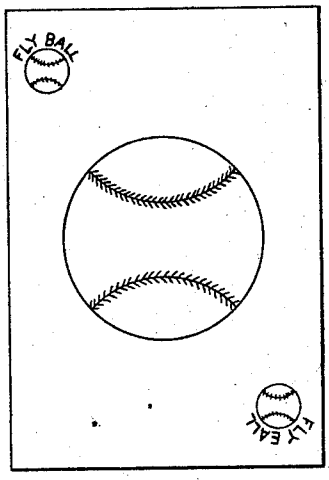


Fig. 10.

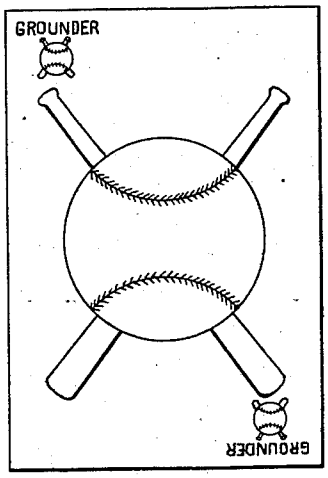
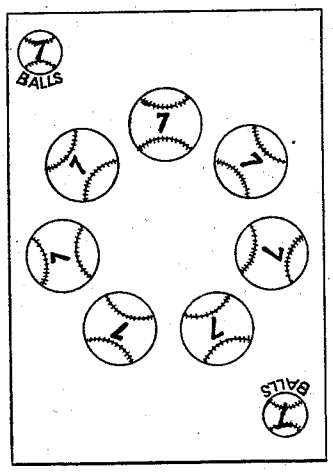


Fig. 11.



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UNITED STATES PATENT OFFICE.

THOMAS W. LAWSON, OF CAMBRIDGE, MASSACHUSETTS.

PLAYING-CARDS.

SPECIFICATION forming part of Letters Patent No. 305,315, dated September 16, 1884.

Application filed March 18, 1884. (Specimens.)

To all whom it may concern:

Be it known that I, THOMAS W. LAWSON, of Cambridge, in the county of Middlesex and State of Massachusetts, have invented a certain new and useful Improvement in Playing-Cards, of which the following is a full, clear, and exact description, reference being had to the accompanying drawings, forming part of this specification, in which—

Figures 1 to 11 represent typical specimens of the cards employed in the game.

My invention relates to the cards employed in a new game of cards which is known as the "card-base-ball game;" and the object of my invention is to provide a series of cards bearing certain figures, whereby the various persons and objects and movements involved in a game of base-ball may be indicated, a certain relative value being given to each card or series of cards, as hereinafter described.

My invention consists in the cards adapted to be used and combined as hereinafter described in playing the game of card base-ball.

The game is played by a pack of thirty-six cards, which contains nine tricks of four cards in each trick. Like whist and certain other card-games, the game may be played by two, three, or four persons. The length of the game depends upon the number of innings agreed upon to constitute a game, there being five, seven, or nine innings allowed. Each run constitutes a trick, and the player or side scoring the highest number of tricks wins the game. A run is only counted for each trick taking more than four cards. The game is to be played according to the regular rules pertaining to card-playing. This explanation is given in order that there may be an understanding of the use to which the cards are put.

Fig. 1 represents the striker-card, of which there are nine for each pack. This card bears the figure down to the waist of a man with a bat in his hand, carried in striking position. Each card has two of these figures in inverted relative position.

Fig. 2 represents the base-hit card, in the center of which is a base-sack. There are four of these base-hit cards, the number of sacks corresponding to the number of the base. The card bearing four sacks is called the "home-run" card.

Fig. 3 represents the base-man card, of which there are three, one for each base on the field, and they are designated, respectively, by the characters "1 base-man," "2 base-man," and "3 base-man," in opposite corners. The figure is that of a man with his hands extended, as in the act of catching a ball. There are two such figures upon each card, arranged in inverted relative position, as before described.

Fig. 4 represents the catcher-card, which is like the base-man card, with the exception that the faces of the figures are masked, and that the word "Catcher" is in opposite corners of the card. There is but one such card for each pack.

Fig. 5 represents the umpire-card, which bears in its center two figures in inverted position, each figure being that of a man in shirt-sleeves and cap, and holding a watch in one hand. There is but one such card for each pack.

Fig. 6 represents the forced-out card, which bears in its center the figure of a man reclining upon his side. There is but one such card for each pack.

Fig. 7 represents the three-strikes card, in the center of which are a pair of crossed bats. There are three such cards for each pack, designated, respectively, in the opposite diagonal corners as "Three strikes," "Three strikes missed," and "Three strikes out."

Fig. 8 represents the wild-throw card, in the center of which is a whirling figure composed of four arms, each carrying a ball in its hand, and all surrounding a central ball. There are five of these cards for each pack, all being alike, and each being designated in diagonally-opposite corners by the words "Wild throw."

Fig. 9 represents the ball-card, in the center of which is a ball. There are six of these cards, which are designated, respectively, in diagonally-opposite corners by the words "Fly ball," "Fly muff," and "Fly catch," "Foul ball," "Foul muff," and "Foul catch."

Fig. 10 represents a card bearing in its center a ball behind which are two crossed bats. There are two cards of this kind for each pack, designated, respectively, in diagonally-opposite corners as "Grounder" and "Pick up."

Fig. 11 represents the seven-ball card, in the center of which are seven balls concentrically

arranged. There is one such card for each pack, designated at diagonally-opposite corners by the words "7 balls."

These various cards are printed in different colors, to accord with the several suits, as in other cards.

Having thus described my invention, I claim—

As an improvement in playing-cards, a series of cards arranged to indicate the several characters and movements in a game of base-ball, substantially as described.

THOMAS W. LAWSON.

Witnesses:

J. A. MILLER, Jr.,

M. F. BLIGH.