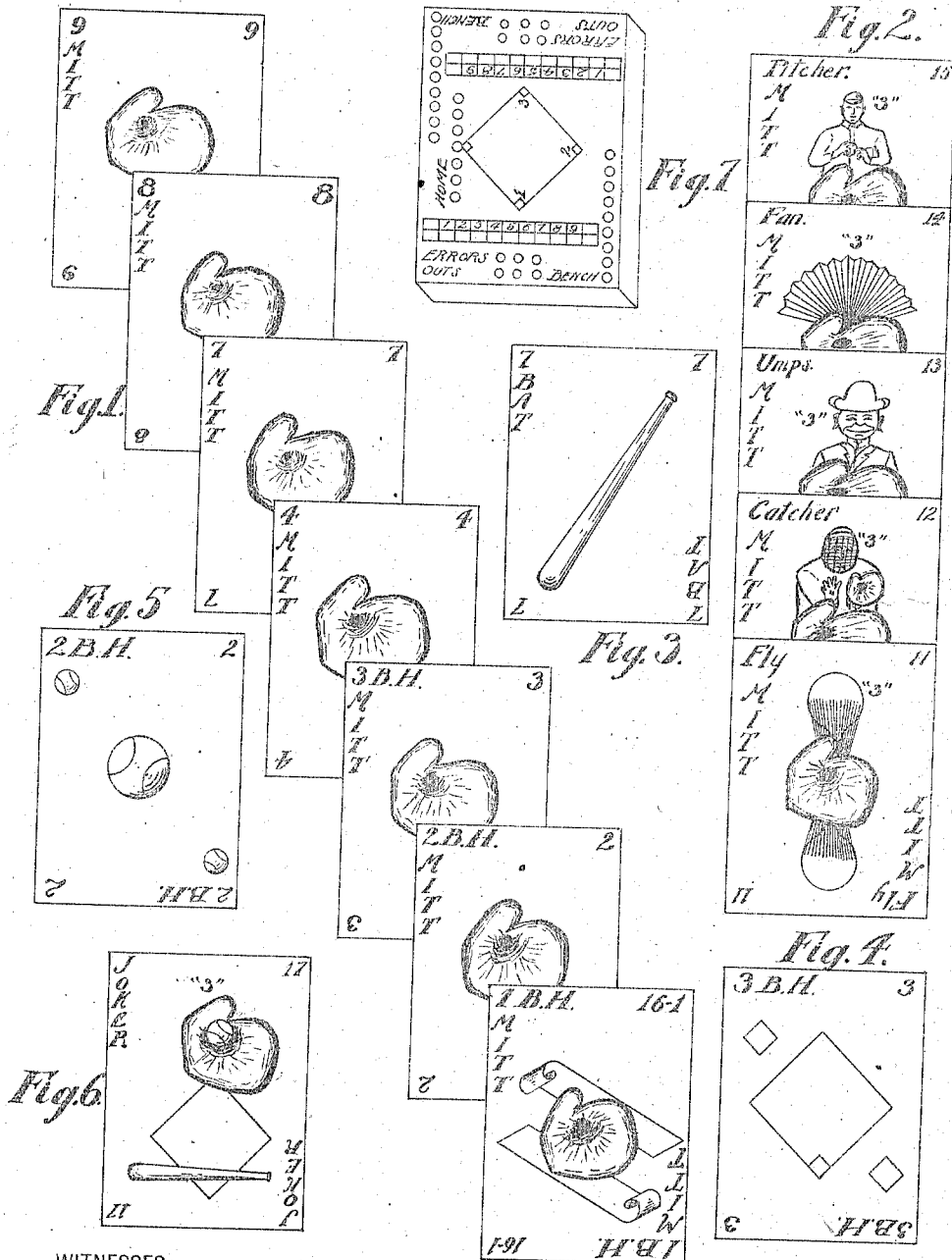


L. A. ELY.
CARD GAME APPARATUS.
APPLICATION FILED DEC. 5, 1908.

957,872.

Patented May 17, 1910.



WITNESSES:
Ward Statknecht
Ralph S. Warfield

INVENTOR
Llewellyn A. Ely
BY
Geo. S. Willcox
ATTORNEY

UNITED STATES PATENT OFFICE.

LEWELLEN A. ELY, OF DAYTON, OHIO, ASSIGNOR OF ONE-FOURTH TO WILLIAM H. ENNIS AND LILLIE G. ENNIS, OF SAGINAW, MICHIGAN.

CARD-GAME APPARATUS.

957,872.

Specification of Letters Patent. Patented May 17, 1910.

Application filed December 5, 1908. Serial No. 466,139.

To all whom it may concern:

Be it known that I, LEWELLEN A. ELY, a citizen of the United States, residing at Dayton, in the county of Montgomery and State of Ohio, have invented certain new and useful Improvements in Card-Game Apparatus; and I do hereby declare the following to be a full, clear, and exact description of the invention, such as will enable others skilled in the art to which it appertains to make and use the same.

My invention relates to improvements in card games.

It has been my endeavor to produce a card game, the playing of which shall simulate the playing of a game of ball with its attendant interest and entertainment. To this end I have provided a pack of playing cards bearing representations of articles used in base-ball, to differentiate the suits, the values being in part indicated by the titles of players and terms used in a base-ball game. Suitable rules are provided by which the game is to be played and a score card typifying a base-ball field is also necessary for the proper counting of points.

My invention further consists of certain other novel features such as will be more fully described hereinafter and particularly pointed out in the claim.

In the accompanying drawings, Figures 1 and 2 illustrate one suit of cards, Figs. 3, 4 and 5 individual cards of the remaining three suits, Fig. 6 a "joker", and Fig. 7 is a perspective view of the scoring card.

I prefer to provide a deck or pack of playing cards comprising 49 cards divided into four suits with an extra high card or joker. The four suits may be conveniently designated as the "mit", "bat", "ball", and "diamond" suits respectively, two suits as the "ball" and "bat" suits having their suit designations printed a color contrasting with the color in which the remaining two suit designations are printed.

In describing the cards, I prefer to call the cards of each suit, hereinafter designated as the fly, catcher, ump, fan, pitcher and joker, "picture" cards to differentiate from

the 1, 2, 3, 4, 7, 8 and 9, which I prefer to call "point" cards. Thus, I provide suits each composed of point and picture cards.

The point cards, so called, are most instrumental in counting "point assists", a term used to designate the count as used in cribbage and which is applied by me in this card game to permit one side or the other to obtain an advantage similar to an advantage obtained by an "assist" in the sport of base ball, I have combined the terms "point" and "assist" to indicate such count. The point cards, therefore, bear preferably centrally thereof, a suit designation, with the "trick" or "strike" taking value and its position in the suit indicated at all four corners. The numerals indicating the strike or trick taking values are utilized in counting "point assists", a term hereinafter explained and its object fully described.

At least one of the point cards of each suit as the "1 B.H." whose trick or strike taking value depends upon whether its suit is trump or not, is provided in two diagonally opposite corners with a numeral to indicate its value when that suit is trump, in addition to the numeral defining its position in the suit.

The picture cards are each provided with a numeral indicating its value as a point assist card, such numeral being located substantially centrally of the card.

The picture and at least one of the point cards in each suit bear rebuses indicative of terms used in base-ball and which assist the players in recognizing the trick or strike taking value as well as embellish the appearance of the cards themselves and lend interest to the game.

The suits each contain an equal number of cards. In the present instance, each suit is shown as comprising twelve cards. The several cards of each suit are designated as the "one base hit", the "two base hit", the "three base hit", the 4, 7, 8, and 9, the "fly", the "catcher", the "umps", the "fan" and the "pitcher."

The 1 base hit is provided with a symbol indicating a "slide" which symbol, in the

present instance, is a representation of a toboggan. The "fly" card bears a symbol indicating a fly in base-ball terminology. This may either be the representation of a fly (insect) or preferably the representation of a "balloon". The "umps" card may bear a caricature of an umpire or a strike indicator, the "catcher" card may bear the representation of a man's face as seen through a catcher's mask, and the "pitcher" card may bear the representation of a bust of a man in base-ball costume posed as a pitcher.

The joker or card having the highest value preferably bears a combination of the suit designations as illustrated.

It will be observed that the cards of each suit are numbered from 1 upward, in two diagonally opposite corners to assist the player in determining the strike (or trick) taking value of the respective cards, but these numbers do not always correspond with the values of the cards in counting points as will be hereinafter described. Thus, though for instance, the 7 of each suit bears the number "7" of the series of numbers in the upper right hand corner, the "umps" is numbered 13 for its trick or strike taking value, and bears the figure "3" for counting points.

The prevailing idea of the game is the provision of a series of suitable cards combined with rules which will enable the contestants to play a table game corresponding as nearly as possible with the national sport of base-ball.

In playing the game with four players, the cards are first shuffled and dealt, four to each player, one card at a time. The next or 17th card may be turned for the trump or a "ground rule" made that the four players shall each be known by one of the respective suits. Thus, when the player at the north is dealing, the mitt suit shall be trumps. When the player at the east is dealing, the "bat" suit is trumps, and so on. In the first case given, should the "joker" be turned, "no trump" rules may prevail for the ensuing half-inning, or the trump may be "made". In any event, the players seated opposite each other are partners. The dealer and his partner are "in" or at bat, and their opponents are "out" or fielders. The dealer leads, the play passing to the left in the usual manner, the card of highest value taking the "strike or trick."

In playing the game, the following definitions and rules are to be observed: The joker is the "high card" and may be played fourth hand to complete a straight flush, taking that "strike" (trick) even if the led suit is held. The joker may be played to fill

a flush when that flush is of trumps. In counting the cards as played, for "assists" points to the "ins" or as "errors" against the fielders, the joker, pitcher, fan, umpire, catcher and fly each count as three, the remaining cards being counted as of their respective values, to reach 13 or 23 in one strike of four cards. 13 or 23 points reached during any one strike by an "in" permits the "in" to advance a man one base or places a runner on first base, if the bases are empty. When 13 or 23 is reached by a fielder, it counts as an error against the fielders and three errors by the fielders during any one half-inning permits the "ins" to place a runner on first base. If there is a man on first, this would operate as a forced play, to advance the first runner to second. Three strikes (tricks) taken by the "ins" in any one hand permits them to advance a runner or place a man on first, if the bases are empty. Three strikes (tricks) taken by the fielders in any one hand scores an out against the "ins".

When a suit is trump, I prefer to designate the card known as "umps" as "right batter" and the "umps" card of the suit opposite the trump suit, as the "left batter", these terms being somewhat similar to the terms "right" and "left bower" in euchre, but being more appropriate to the game of base ball wherein batters play an important part.

The card values in taking strikes (tricks) are as follows: In the trump suit, joker, right batter, left batter, one base hit, pitcher, fan, catcher, fly, 9, 8, 7, 4, 3 base hit, and 2 base hit. In suits not trump, the card values run one base hit, pitcher, fan, umpire, catcher, fly, 9, 8, 7, 4, 3 base hit and 2 base hit.

To simulate the catching of a fly, the following rule is provided: An "in" may play any catcher, regardless of suit led, at any time on any fly played by a fielder and thereby advance a runner, if on base, or place a new man on first base, if the bases are empty. The catcher may be played by an "in" on a partner's fly and is then called a short stop, operating to prevent a fielder from scoring, should he play a catcher. The playing of a catcher by a fielder on a fly played by any "in," counts as an out against the "ins."

To simulate the making of a home run, the following rule is provided. Any straight flush taken by an "in," clears the bases and scores a home run as in the regular base-ball game. If the strike (trick) containing the straight flush is taken by a fielder, it scores an out against the "ins" and in addition thereto, takes the front runner off, making a total of two outs.

The one base hit of the ball suit, if led by an "in" and taking the strike (trick), operates to place a runner on first base. If led by a fielder and taking the strike (trick), it scores one out against the "ins" and takes a runner off first base, if first base is occupied. If led by a fielder and lost to the "ins," it permits the "ins" to place a new runner on first base.

If the two base hit of the ball suit is led by an "in" and takes the strike (trick), it operates to place a runner on second base, clearing the bases to second. If led by an "in" and lost, it counts as an out against the "ins." If the two base hit of the ball suit is led by a fielder and takes the strike (trick), it scores an out against the "ins" and takes a runner off second base, if second is occupied. If led by a fielder and lost, it permits the "ins" to place a new runner on first base.

The three base hit of the ball suit, if led by an "in" and taking the strike (trick), operates to place a new runner on third and clears the bases to third. If led by a fielder and taking the strike, it scores an out against the "ins" and takes a runner off third base, if occupied, scoring two outs against the "ins."

Any flush or straight run of cards is called "a base on balls." If the strike forming the flush or straight is taken by an "in," it operates to place a runner on first base. If taken by a fielder, it scores an out against the "ins."

A passed or lost ball is simulated when the high ball (one base hit) or the low ball (two base hit) of the ball suit is led and lost. If led and lost by the fielders, it permits the "ins" to place a new man on first base. If led by an "in" and lost to the fielder, it constitutes an out against the "ins."

A steal or slide is simulated when a one base hit of any suit is led by an "in" and is not raised by the next card played. This operates to advance a runner one base. If raised by the next card played and again raised by the partner of the "in" playing and not raised by the fourth hand, a two-base advance is secured by the "ins."

Advances of the runners on bases always operate on the rear runner with an open base ahead of him.

A squeeze play is simulated when any one base hit is played fourth hand by an "in" and takes the strike (trick). This operates to advance a runner one base.

Three strikes (tricks) taken by the "ins" during one deal of 16 cards, advances a runner one base. If taken by the fielders, it scores an out against the "ins." If the four strikers or tricks are evenly divided between

the two sides, there is no advantage to either side.

Any earned advance places a new runner on first, if the bases are empty.

A double (a card of the same value as a card previously played) may be played at any time on opponent's card to advance a runner one base if played by an "in," or score an out against the "ins" if played by a fielder. In this play the double does not constitute a suit card. If played on a card dropped by one's partner, it constitutes a short stop.

From the foregoing, it is obvious that suit must be followed if held, except that any catcher may be played at any time to catch any fly or to act as a short stop to prevent the opponents from catching the fly, and that any double may be played at any time to score an advance or to act as a short stop.

The same player deals and leads the first card of a strike (trick) until the fielders score three outs, reshuffling all the cards except trump, if necessary. The half-inning ends with three outs, the deal passing to the left.

Nine full innings constitute a regular game in any contest. Any number of even innings may be agreed upon, however, except that in case of a tie, the game must be continued until the tie is broken as in regular ball games.

The score is decided by the number of runs secured by each side.

Points for assists are counted by adding the card values as cards are played to reach 13 or 23.

The cards are played face upward before the person playing so that all can count the points and the total should be announced aloud by each player as the card is dropped.

The score board is supplemented by a separate card or sheet ruled as is a regular score board, to receive the total runs of each half and full inning.

In order to properly record the runs and errors as well as the positions of the men on the bases, it is necessary to provide a score board, such as is shown in Fig. 7, for instance. Such score board may consist of a representation of a base-ball diamond having the four bases indicated, holes for the pegs being formed in the board at the respective bases. Preferably a series of holes is formed adjacent the "home plate" to receive the pegs, denoting the runs made by the side "at bat". At opposite diagonal corners are a series of holes adjacent which is the word "bench". These holes are to receive the pegs of the side which is in the field. The board also bears score forms at opposite ends of the diamond divided into

innings to enable the players to record the runs made each inning. In addition, the board bears the words "errors" and "outs" followed by a series of holes to enable the
5 players to record the errors and outs made during any one half-inning.

Having thus fully disclosed my invention, what I claim as new, is:—

10 A playing card pack comprising a series of cards divided into suits, the respective suits bearing representations respectively of a catcher's mitt, a base ball diamond, a bat, and a ball respectively, as suit designations,

each suit consisting of cards bearing designations indicating a one base hit, a two base 15 hit, a three base hit, four, seven, eight and nine, respectively, and cards bearing designations indicating a fly ball, a catcher, an umpire, a "fan" and a pitcher, respectively.

In testimony whereof, I affix my signature 20 in presence of two witnesses.

LEWELLEN A. ELY.

Witnesses:

RALPH S. WARFIELD.

CHRISTINE A. BRAIDEL.