

Aug. 31, 1948.

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2,448,151

SIMULATED BASE BALL BOX SCORE GAME

Filed Oct. 1, 1945

2 Sheets-Sheet 1

FIG. 1

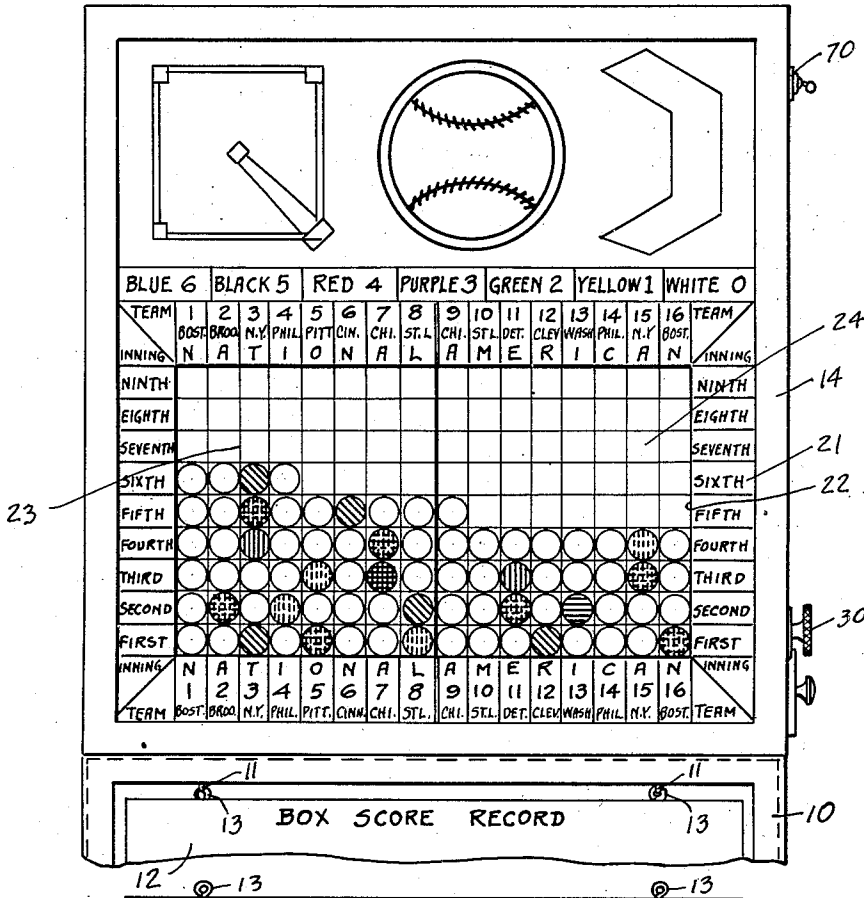
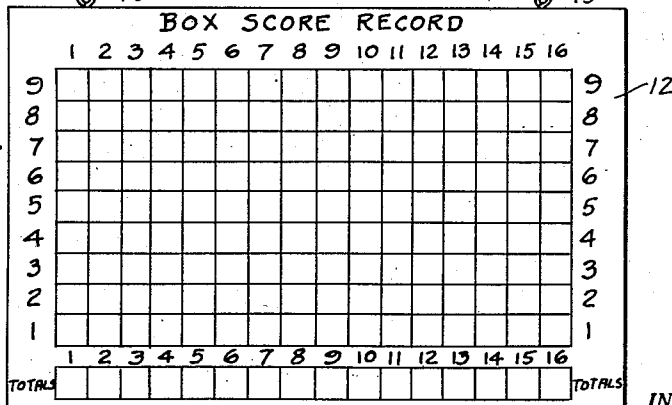


FIG. 2



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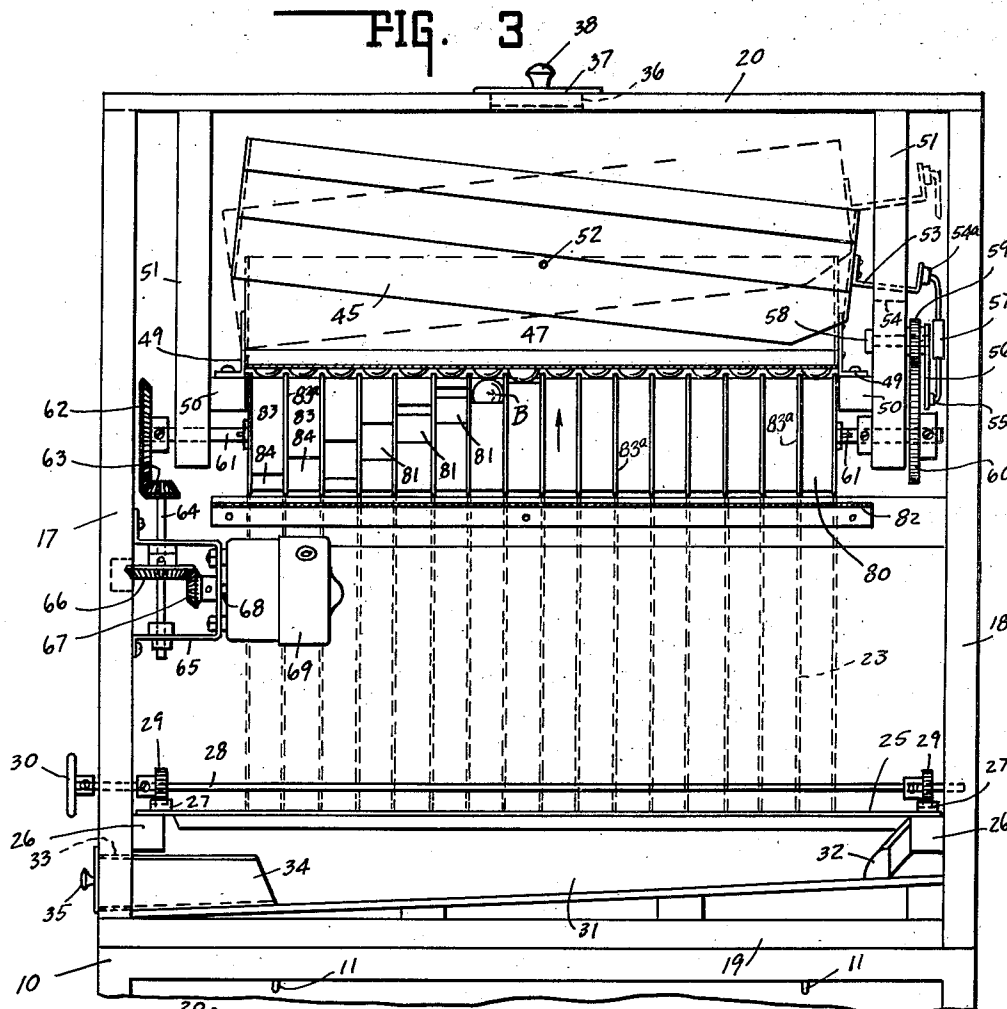
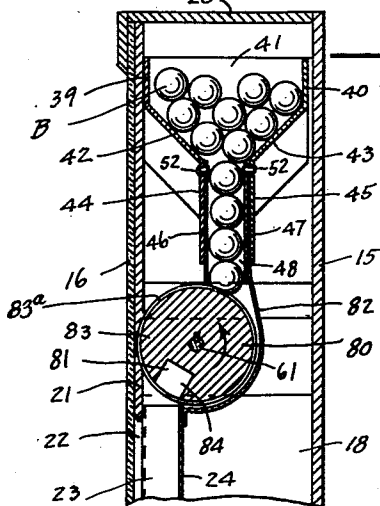
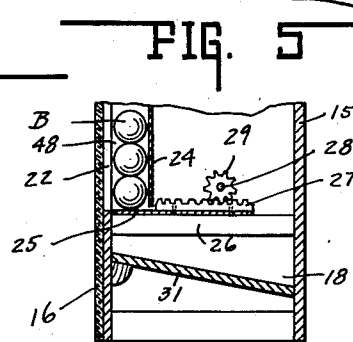
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2 Sheets-Sheet 2



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SIMULATED BASEBALL BOX SCORE GAME

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7 Claims. (Cl. 273-144)

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This invention relates to a simulated baseball game.

The chief object of this invention is to provide a game simulating baseball and approximating league play in that several interclub games are played simultaneously and progressively and with differently legended indicators selected by chance, such indicators herein conveniently comprising differently colored balls of a suitable diameter, each color having a definite value.

The chief feature of the present invention resides in supplying to paired columns in succession a chance selected indicator, play progressing across the board for all teams, inning by inning, successive indicators in each column indicating successive scores in successive innings for the team represented by that column.

Another feature of the invention resides in the column feeding device whereby successive columns are progressively supplied with indicators, the feeding device being continuously operable, although stoppable at will, and being arranged upon completion of one inning for all teams (columns) to immediately supply the indicator for the first team (column) for the succeeding inning.

A further feature of the invention resides in the indicator mixing or jumbling means and its association and simultaneous operation with the feeding device.

A still further feature of the invention resides in the column clearing means.

Other objects and features of the invention will be set forth more fully hereinafter.

The full nature of the invention will be understood from the accompanying drawings and the following description and claims:

In the drawings Fig. 1 is a front elevation of the invention and upper portion only of a depending scoreboard.

Fig. 2 is a front view of such a scoreboard, preferably of blackboard type.

Fig. 3 is a rear elevation of the invention with back removed and a portion of the feeder casing removed to illustrate more fully the feeding roll.

Fig. 4 is a vertical transverse sectional view of the jumbling or mixing hopper, the rotatable feeding wheel, the top of a column fed thereby and the feeding throat between the hopper and drum.

Fig. 5 is a vertical transverse sectional view of the column clearing portion of the invention.

Beginning with the present century, although not to such a great extent during the past few years with the universal use of the radio, inning

by inning scores from the several playing fields have been forwarded by telegraph throughout the country. As these reports have been received, a scorer has indicated in the proper inning space on a score sheet the total runs so scored in that inning by the several teams in the two major leagues, and usually the minor league in which the particular community may be represented by a baseball team.

Various baseball simulating games have been devised for two or more players and these invariably employ dice for space advance on a diamond path in accordance with the throw or similar members having designations such as first base or a one base hit, three base hit, out, error, etc., the diamond then only having the four base stations.

Such a game obviously closely simulates the game of baseball and depends to a considerable degree upon the skill of the player, that is, in throwing the dice or twirling the arrow on a variously numbered card. Furthermore, such a game does not readily lend itself to simultaneous play by many players, that is, four is about the greatest number that can conveniently play simultaneously and maintain interest.

The present invention has two advantages, first, since it is a game, chance is substituted for player skill, and second, any number, within the capacity of the device, may play the game, that illustrated herein, permitting simultaneous play by sixteen (16) persons, one complete cycle or game for sixteen players (teams) and for nine innings requiring but fifteen to twenty minutes to play with no loss of interest at any time until the last inning of the last team game is played.

Not only can the host award a master prize to the guest whose team accumulates the greatest total score, but also minor prizes to the guests whose team, inning by inning, scores the highest, as well as supplementary prizes to the guests whose teams are paired, which prize may be given for the highest score of the two teams so paired or the lowest score thereof. Also other prizes may be given for the greatest difference between scores either inning by inning or for the entire game.

Obviously such a game retains the interest of all players, as stated, until the final inning is played and all players, since skill is not required for playing, having an equal chance.

In Figs. 1 and 3 of the drawings 10 indicates a base frame and same by means of hook bolts 11 detachably supports a suitably lined and legended blackboard 12 through eyes 13. Normally a box

score is laid out with the names of the playing teams superposed and the successive inning progressing from left to right.

Herein the innings are arranged with the earliest at the bottom and the last at the top and the teams are arranged from left to right, all as illustrated more fully in Fig. 2. Such a scoreboard may be of blackboard type and the host may enter the individual scores, inning by inning, as the game progresses. Each player also may be supplied with a personal score card for similar entry, thus further simulating a baseball game.

The housing 14 carried by base 10 includes a readily removable back 15, a front glass cover plate 16, two sides or ends 17 and 18, a bottom 19 and top 20. Back of the glass is a suitably legended front mask 21 having the aperture 22 therein.

Behind the glass 16 and exposed thereby are the vertical column forming portions 23 and same with back plate 24 form open front columns, the bottoms of which are all closed by plate 25. This plate lies in close proximity to the lower edge of opening 22 and is slidably supported on rails 26 carried by the ends 17 and 18.

At each end the column closing and indicator release plate 25 carries on its upper face the rack 27 and thereabove is shaft 28 which carries pinions 29 meshing with racks 27. Shaft 28 projects beyond end 17, is rotatably supported by both ends, and carries hand wheel 30. When the hand wheel is rotated counterclockwise, the plate 25 is retracted and all indicators in the columns can flow therethrough by gravity and escape therefrom. When the wheel is rotated clockwise, the plate is projected forwardly and the columns are closed at the lower ends.

Beneath closure plate 25 is a downwardly and rearwardly inclined plate 31, see Figs. 3 and 5, which also is pitched from end 18 to end 17, see Fig. 3, and has associated therewith guide 32 at the former end. End 17, see Fig. 3, is apertured at 33 and seatable therein and closing same is a scoop-like means 34 having exposed knob 35. Indicators released by plate 25 accordingly are guided by the aforesaid to the scoop and are removable from the device for subsequent play by removing the scoop with the indicators therein.

Top 20 includes aperture 36 closed by cap 37 having knob 38. Within the housing and in the upper end thereof and beneath aperture 36 is a hopper having front and rear walls 39 and 40, end walls 41 and inwardly directed bottom walls 42 and 43; the latter terminate in spaced parallel walls 44 and 45 respectively.

Indicators collected by the scoop may be supplied to this hopper through aperture 36 when the cap 37 is removed. Associated with this hopper is a guide chute having front and rear walls 46 and 47 and end walls 48. The chute is supported by brackets 49 carried by the rails 50 and carried by cover depending supports 51 adjacent ends 17 and 18 respectively.

The indicators herein are shown as balls B of a diameter slightly less than the distance between the chute portions 46-47. Same has a horizontal common discharge. Herein the previously described hopper is pivoted medianly as at 52 upon chute walls 46 and 47. The hopper at one end, and herein adjacent housing end 18 includes a bracket 53 that projects through slot 54 in support 51 and terminates in a ball and socket joint 54a for connection to a similar joint 55 carried by arm 56 and by adjustable length rod 57. Herein arm 56 is pinned to shaft 58 rotatably supported in depending support 51. Shaft 58 mounts

pinion 59 meshing with driving gear 60 to which reference will be had hereinafter.

As gear 60 rotates, crank arm 56 is rotated to raise and lower ball and socket joint 54a. Thus the hopper is tilted on pivots 52 while said gear 60 rotates. This insures scrambling, mixing or jumbling of all the balls B so that skill in the playing of the game is totally eliminated.

Beneath the throat of the stationary chute is a drum which includes shaft 61 rotatably supported in the lower ends of depending supports 50 and 51. The end of shaft 61 adjacent end 18 extends beyond support 51 and carries gear 60 aforesaid. Thus the drum is rotated and the hopper oscillated in timed relation. In the latter action the balls B above the hopper throat roll from one end of the hopper to the opposite end and vice versa, thus securing a complete mixing of the balls.

On the end of shaft 61, see Fig. 3, that projects beyond support 50 and toward housing end 17 is secured a bevel gear 62 meshing with bevel pinion 63 on shaft 64 rotatably supported in the U-shaped bracket 65 carried by housing end 17. Within the bracket and on the shaft 64 is secured bevel gear 66 meshing with bevel pinion 67 on shaft 68 of motor 69 carried by bracket 65. On the end 17 of the housing is mounted a snap "on and off" switch 70.

When the switch is closed, the drum is continuously rotated and the hopper is oscillated and such actions continue at the will of the operator. Moving the switch to "off" position stops the device. Then the indicator release gate is opened, the indicators collected and redeposited in the hopper as described, and another game can be played. Obviously the device can be stopped at any time, as at the end of each inning, when so desired.

Reference will now be had more particularly to the feeding drum carried by shaft 61 and interposed between the throat of the chute and the top or open upper ends of the several columns. Basically, this drum 80 has a spirally arranged series of pockets 81 therein, one for each column or channel and of a width corresponding thereto.

Each pocket 81 has a depth at least equal to diameter of ball indicators B. As shown in Fig. 3, the chute throat exposed balls B ride the drum periphery until such time as a pocket 81 registers with the throat. Thereupon the indicator drops by gravity into the registering pocket and another indicator replaces that dropped. A cover 82 may be provided, see Fig. 4, although as illustrated, same is unnecessary for the drum axis is offset relative to the channel mouths and chute throat, or between the same so that, for counterclockwise rotation, no ball retainer is required. When rotation in the opposite direction is preferred, however, such ball retaining drum cover 82 is required.

Panel 21 conceals the hopper, the chute, the drum and mouths of the channels so that with or without the cover 82 no one can see what indicator is to be supplied to the several columns except by removing back plate 15 and cover 82, if present, and observing the ball as it is dropped into the pocket 81.

Obviously the easiest method of drum fabrication comprises a series of notched discs separated by circular dividing discs 83a of slightly greater diameter and just clearing the lower edge of the chute throat and upper edges of the channel mouths. The several discs 83, each with a

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notch 84 therein, are secured in progressively offset relation with discs 83^a therebetween. Various locking connections may be utilized between the disc and the shaft. For example, the side faces of the pocket discs may be radially serrated and the circular disc complementarily serrated. The circular disc may be toothed for shaft locking in grooves therein. This permits annular offsetting of successive discs 83 and shaft driving thereof through the circular discs.

It will be equally obvious that as the drum is rotated each pocket 81, upon registration with the throat, receives an indicator, carries it around to the corresponding channel mouth, whereupon it drops by gravity into that channel and to the bottom thereof on plate 25 or on a previously deposited indicator. As soon as one horizontal row has been filled, a ball at the opposite end of the drum is dropped so that a second row is dropped, etc.

In this connection it is to be observed that balls may be numbered as in rotation pool or may be differently colored. When colored, the value designation will always be visible through glass 16. For example, blue may indicate a value of six, black a value of five, red a value of four, purple a value of three, green a value of two, yellow a value of one, and white a zero value.

Obviously anywhere from 144 or more balls for sixteen or more teams for nine innings will be required. Approximately two hundred balls will fill all columns, and what might be termed the filled pockets of the drum, and the throat to a depth of three to four balls so that loading of the chute by selected balls is impossible.

It is equally obvious that the various colored balls will vary in number, such as for two hundred balls, seventy-five may be white, forty-five yellow, thirty green, twenty purple, fifteen red, ten black and five blue.

If these two hundred balls be used and so colored, the largest grand total of runs possible is 305 and the minimum is 93. The possibility of obtaining either total or one very close thereto is quite remote. The largest possible individual team score is 50 and the probability of obtaining that is utterly fanciful for it means all the blue balls and two-fifths of the black balls must drop into any one channel for these nine balls only produce that score. The lowest possible team score is obviously zero and surprisingly enough, it is difficult to attain.

Variations of the combinations, permutations, scores, etc. may be utilized for prize winning purposes at the host's election, and if couples are playing, same may be paired, thus extending the range of the game as desired by the host.

While the invention has been illustrated and described in great detail in the drawings and foregoing description, the same is to be considered as illustrative and not restrictive in character.

The several modifications described herein as well as others which will readily suggest themselves to persons skilled in this art, all are considered to be within the broad scope of the invention, reference being had to the appended claims.

The invention claimed is:

1. In a game device having a plurality of side by side elongated upwardly directed channel-like compartments open at opposite ends and means normally closing the lower ends thereof, the combination therewith of an elongated cylindrical structure of a length at least as great as the summation width of said compartments and pro-

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vided with a helical series of pockets upon its periphery, means for rotating said structure for operatively registering the pockets with successive compartments for releasing indicators thereto, and hopper means coextensive with and superposed relative to the cylindrical structure for gravity supply of indicators to the pockets for subsequent individual release to the compartments, the hopper means being common to all pockets, the hopper means comprising a pivoted hopper having a depending discharge portion and a relatively stationary tubular member telescopically associated with the latter portion, the lower end of the tubular member opening upon cylindrical structure periphery for indicator supply to the pockets thereof when the pockets are successively registered with said tubular member lower end, and means for rocking said hopper on its pivot for mixing of the indicators therein.

2. A game device as defined by claim 1 wherein the hopper rocking means is operable by the said rotating means.

3. A game device as defined by claim 2 wherein the helical series of pockets of the cylindrical structure being of single series type whereby for one rotation thereof, one series of indicators will be supplied to all compartments.

4. A game device as defined by claim 3 wherein the cylindrical structure rotating means is of a continuously operable type for continuous multiple rotation of that structure for repetitious intermittent supply of indicators to the same compartment.

5. In a game device having a plurality of side by side elongated upwardly directed channel-like compartments open at opposite ends and means normally closing the lower ends thereof, the combination therewith of an elongated cylindrical structure of a length at least as great as the summation width of said compartments and provided with a helical series of pockets upon its periphery, means for rotating said structure for operatively registering the pockets with successive compartments for releasing indicators thereto, and hopper means coextensive with and superposed relative to the cylindrical structure for gravity supply of indicators to the pockets for subsequent individual release to the compartments, the hopper means being common to all pockets, the hopper means comprising a pivoted hopper having a depending discharge portion and a relatively stationary tubular member telescopically associated with the latter portion, the lower end of the tubular member opening upon cylindrical structure periphery for indicator supply to the pockets thereof when the pockets are successively registered with said tubular member lower end, and means for rocking said hopper on its pivot for mixing of the indicators therein, the helical series of pockets of the cylindrical structure being of single series type whereby for one rotation thereof, one series of indicators will be supplied to all compartments.

6. In a game device having a plurality of side by side elongated upwardly directed channel-like compartments open at opposite ends and means normally closing the lower ends thereof, the combination therewith of an elongated cylindrical structure of a length at least as great as the summation width of said compartments and provided with a helical series of pockets upon its periphery, means for rotating said structure for operatively registering the pockets with successive compartments for releasing indicators thereto, and hopper means coextensive with and super-

posed relative to the cylindrical structure for gravity supply of indicators to the pockets for subsequent individual release to the compartments, the hopper means being common to all pockets, the hopper means comprising a pivoted hopper having a depending discharge portion and a relatively stationary tubular member telescopically associated with the latter portion, the lower end of the tubular member opening upon cylindrical structure periphery for indicator supply to the pockets thereof when the pockets are successively registered with said tubular member lower end, and means for rocking said hopper on its pivot for mixing of the indicators therein, the helical series of pockets of the cylindrical structure being of single series type whereby for one rotation thereof, one series of indicators will be supplied to all compartments, the cylindrical structure rotating means being of continuously operable type for continuous multiple rotation of that structure for repetitious intermittent supply of indicators to the same compartment.

7. A game device having a plurality of side by side elongated upwardly directed channel-like compartments open at opposite ends, means closing the lower ends of said compartments, an elongated cylinder of a length at least equal to the combined widths of all of said compartments and disposed above the latter, said cylinder having in its periphery a helical series of pockets, a

single chamber hopper disposed above said cylinder and having an elongated tubular discharge means, a relatively stationary tube having its lower discharge end communicating with said cylinder throughout the entire length thereof, the said tube and tubular discharge means having a nested relationship therebetween, the hopper being common to and for indiscriminate indicator supply to all the pockets in said cylinder, means for mixing indicators in the hopper, and means for rotating said cylinder for successively registering the pockets thereof with successive compartments for releasing indicators thereto.

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