Jan. 12, 1954 H. P. HUTCHINS 2,665,910

SIMULATED BASEBALL GAME

Filed Nov. 13, 1950 2 Sheets-Sheet 1

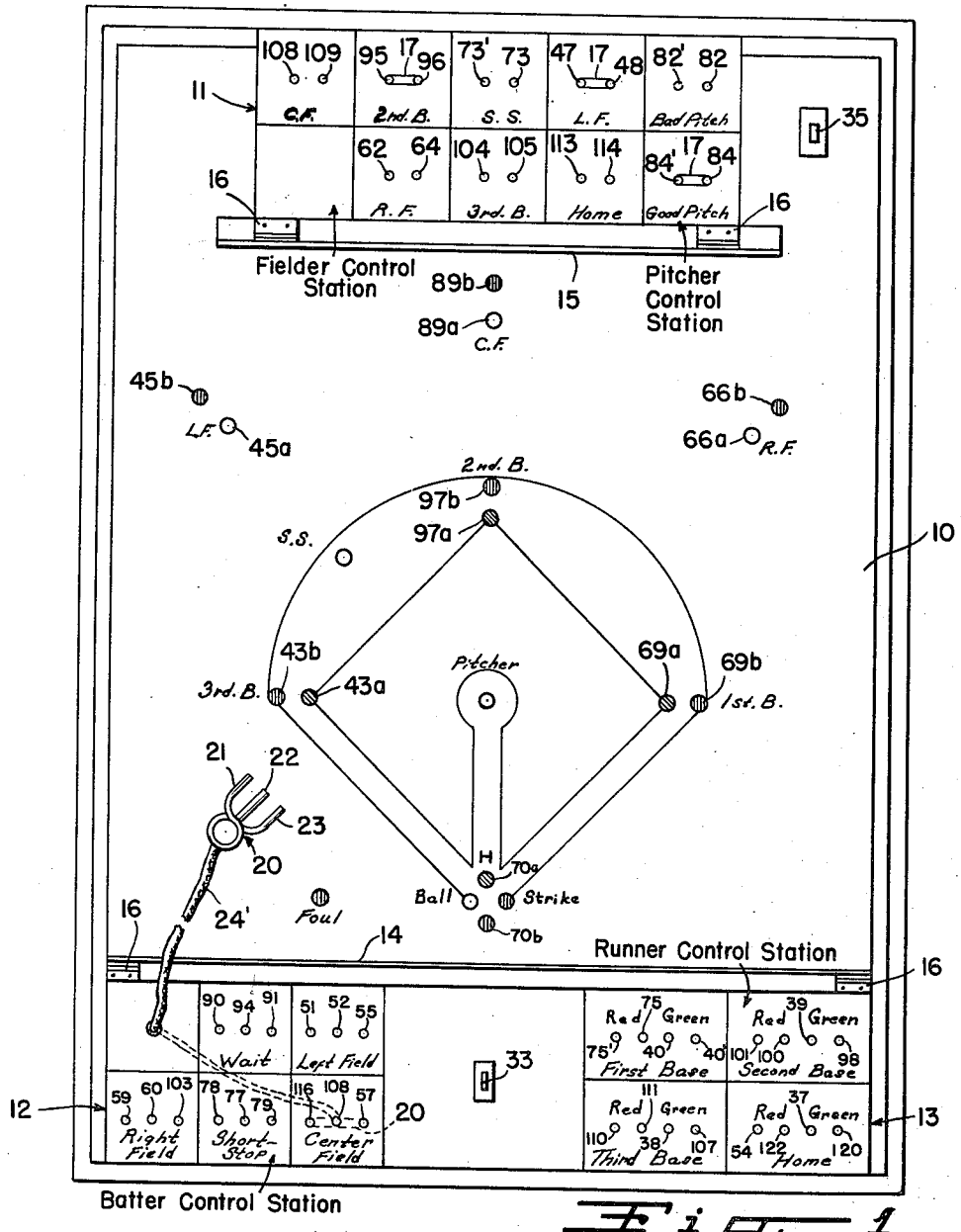


Fig. 1

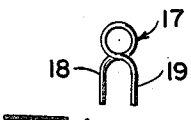


Fig. 3

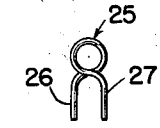


Fig. 4

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Fig. 2

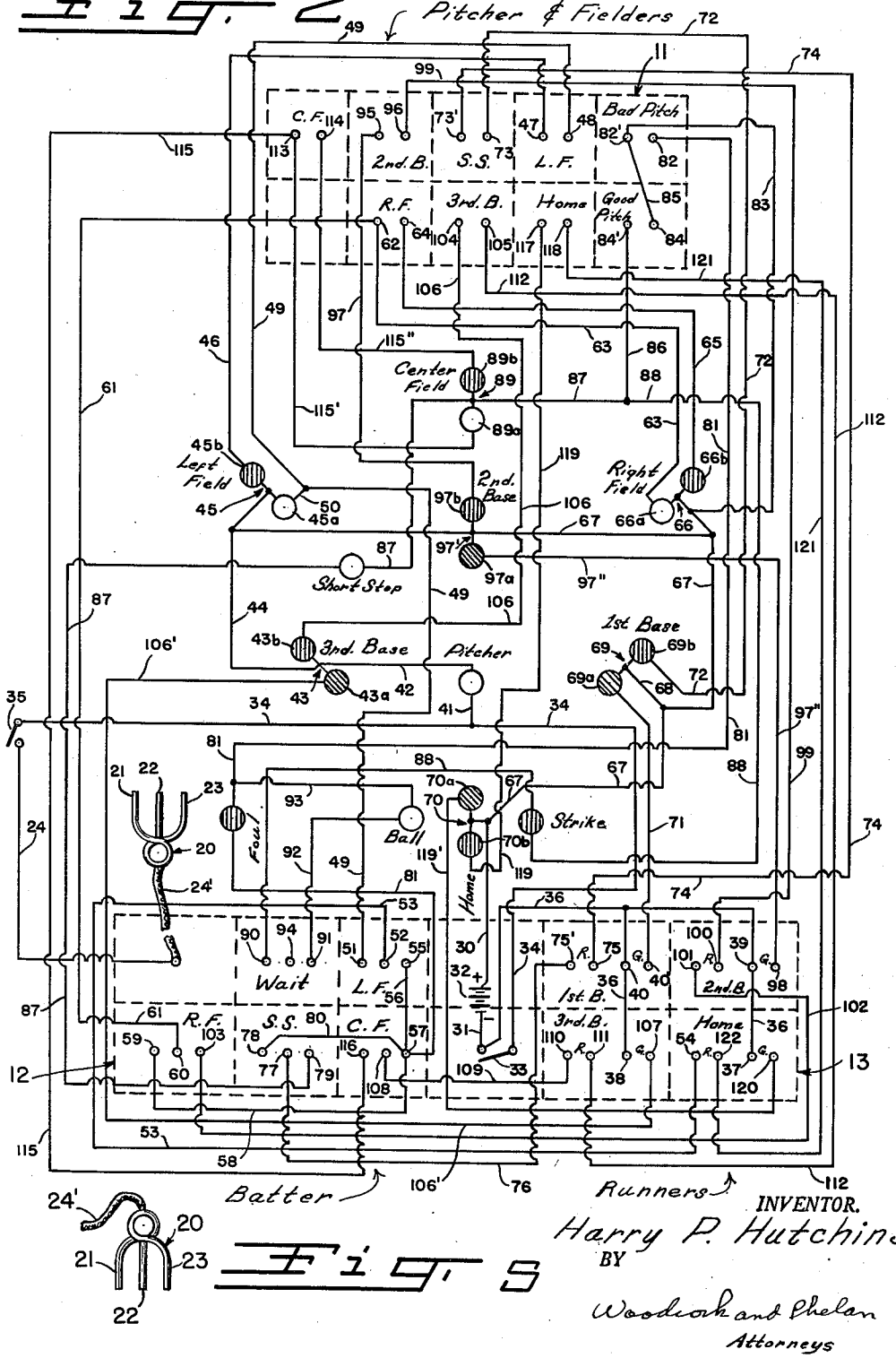


Fig. 3

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UNITED STATES PATENT OFFICE

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SIMULATED BASEBALL GAME

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11 Claims. (Cl. 273—88)

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This invention relates to a simulated game of baseball and has for an object the provision of a game in which contestants sitting opposite each other may competitively simulate the game of baseball in nearly all aspects, both for their amusement and for a better understanding of the game.

The present application is a continuation-in-part of my application, Serial No. 7,579, filed February 11, 1948, for "Game Boards," now abandoned.

While simulated baseball games have been long known in the art, they have left much to be desired in the competitive play which is not only the spice of the real sport but also which adds to the entertainment and educational value of the simulated game.

It is an object of the present invention to provide an active contest between the competitive players which increases their excitement and interest as the game progresses. Those participating in the game not only elect as between a good pitch and a bad pitch but they may also elect whether to swing at the ball or to wait. If election is made to swing at the ball, there is competition between the opposing sides as to which field area will be selected for the batting of the ball by the batter. If the fielder-player should select the same field area as that selected by the batter, there is simulation of a fly which is caught, thus retiring the batter. However, if the batter should select a field position not selected by the fielder, he makes a safe hit and makes one or more bases. If runners are already on base, they, of course, advance.

However, a competitive element is introduced as to whether or not each runner safely makes the succeeding base. Electrical circuits extending between a batter-control station and a fielder-control station are automatically completed by player-operated circuit selectors to determine the outcome of the arrival of each player at a succeeding base.

From the foregoing brief description of a few of the features of the invention it will be seen that the competitive aspects and the simulated features of the national sport make the game of unusual interest and entertainment providing many possibilities for utilizing strategy of the baseball diamond to increase the number of runs.

In accordance with a further aspect of the invention, the electrical circuits, wherein the circuit-controlling contacts operate the signaling means with relative simplicity, are foolproof in operation and low enough in cost to bring the game within a price range attractive to the public.

A further important feature of the invention is that each competitive player must change his selection of circuit-controlling contacts for selection of either field areas or base areas to protect, or as goals at which the ball is to be aimed, inasmuch as the contacts selected by one player of a particular area can by virtue of the electrical circuit arrangements be quickly countered by the opposing player and successfully by-passed by selection of other circuit-controlling contacts, depending on each player's ability to anticipate the other player's selection.

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For further features and advantages of the invention and for more detailed playing instructions as well as the manner in which the invention is constructed and arranged, reference is to be had to the accompanying detailed description taken in conjunction with the accompanying drawings, in which:

Figure 1 is a plan view of a game board embodying the present invention;

Figure 2 is a schematic diagram, top view, of the electrical circuits, contacts, and signalling means interconnected on the game board;

Figure 3 shows one of the contactors useful at the pitcher-fielder control station;

Figure 4 shows one of the contactors useful at the runner's control station; and

Figure 5 shows the batter contactor.

In Fig. 1 there is illustrated on the plane surface of a game board 10, of any suitable material, a representation of the baseball diamond together with signalling means, illustrated as electrical lamps, located at left field, center field, right field, shortstop, the four base positions, at least one in "foul territory," and as indicators for balls and strikes. Though the control stations may be remotely located with respect to the diamond or in other than the positions illustrated, it is convenient to locate the pitcher-control station to the rear of center field with the batter-control station, of course, behind home plate. A fielder-control station may be separated from the pitcher-control station or combined therewith as illustrated in Fig. 1. The runner-control station may be separate from the batter-control station as illustrated in Fig. 1, or combined therewith.

Each player-control station has a plurality of circuit-completing devices for the selective closing of various electrical circuits to energize the signalling means on the baseball diamond. These circuit-completing devices may comprise suitable electrical switches or a combination of receptacles and matching contactors, as indicated in Figs. 1, 3, 4 and 5. Additionally, each end of the board has an electrical switch in series with the source of voltage, so that either operator or player can prevent energization of any circuit, for the illumination of particular signal means, until he has selectively completed his choice of connections simulating the playing of a baseball game.

In Fig. 1, the game board is viewed from the batter-player and runner-player control stations. At the beginning of the game, the regulation game comprising nine innings, the batter and runner-player takes his position at the bottom of game board 10 and the pitcher and fielder player takes his position at the upper end of game board 10. In this position, the pitcher and fielder player has a clear view of the control station 11 for pitcher and fielder plays, but this control board 11 is concealed from the view of the batter and runner-player by screen 15. Similarly, the batter and runner-player has a clear view of batter-control station 12 and runner-control station 13, but these control stations are concealed from the view of the pitcher and fielder-player by screen 14. Screens 14 and 15 are mounted on hinges 16 and readily adapted to be moved to a lowered position, to lie flat on the game board when not in use.

The batter-player begins an inning by deciding whether he wants to swing at the pitched ball or to wait, on the estimate that the pitched ball will not be good. If he decides to wait, he inserts batter contactor 20 including prong members 21, 22 and 23 into receptacles 90, 94 and 91 on the game board clearly marked as "wait" position. If the batter-player elects to swing at a pitched ball, he places batter contactor 20 in any one of the four sets of receptacles respectively marked as "Left Field," "Right Field," "Center Field" and "Shortstop." The left field position has receptacles 51, 52 and 55 adapted to receive the prongs 21, 22 and 23 of batter contactor 20; the right field position has similar receptacles 59, 60 and 103; the center field position has similar receptacles 116, 108 and 57; and the shortstop position has similar receptacles 78, 77 and 79.

In Fig. 1, batter contactor 20 is shown in solid line position not yet connected to any of the available and electable positions, and further shown in broken line position inserted into the receptacles for center field position. By so inserting batter contact 20 into receptacles 116, 108 and 57, the batter has elected to swing at the next pitch and further has elected to attempt a hit to center field.

While the batter has been making his decision and completing his circuits at the batter-control station, the pitcher-player has a choice between electing to make a bad pitch or electing to make a good pitch to the batter. If he elects to make a bad pitch, a pitcher contactor 17, shown in Fig. 3, is inserted into the receptacles labeled "Bad Pitch" in control system 11, by inserting prongs 18 and 19 of contactor 17 into receptacles 82' and 82 respectively. However, if the pitcher elects to make a good pitch, prongs 18 and 19 of pitcher contactor 17 are inserted in receptacles 84' and 84 of the "Good Pitch" position.

As indicated in Fig. 1, pitcher contactor 17 has been inserted in the good pitch position, indicating that the pitcher-player has elected to make a good pitch to the batter when the ball is played. The pitcher and fielder-player is further provided with two more contactors 17 adapted for use in the fielder-control station portion of his station 11. Any two of the positions of the fielder control station can be covered by the insertion of contactors 17 into the selected receptacles. As illustrated, the fielder positions comprise left field, right field, center field and shortstop positions, along with base positions corresponding to second base, third base and home base. As illustrated in Fig. 1, the fielder player has elected

to cover left field by the insertion of contactor 17 into receptacles 47 and 48 of the position marked "Left Field" and has elected to cover second base by the insertion of another contactor 17 into receptacles 95 and 96.

At this point, the players have made initial election of their plays and there remains only the closing of switch 33 at the batter and runner position and switch 35 at the pitcher and fielder position to initiate play. The closing of switches 33 and 35 completes the circuits partially formed by the insertion of various contactors into elected receptacles. For the selection of circuit-controlling contacts indicated for the respective players in Fig. 1, a good pitch has been simulated and the batter has swung at this good pitch, simulating the batting of the ball to center field. Since the fielder-player has not elected to cover center field, i. e., to place a contactor 17 into receptacles 108—109, the election of a batter to bat the ball to center field will result in the indication of a successful hit to center field. For the selection of contacts illustrated, in Fig. 1, the electrical lamp or bulb at the pitcher position on the diamond field will be illuminated when the pitcher player closes switch 35, and electrical bulb 89a at center field position will light when the batter player additionally closes switch 33, thus indicating a hit to center field. If in his initial selection of field positions to be covered the fielder-player had elected to cover center field, the lights just described would be energized, but in addition red bulb 89b would light, further indicating that the fielder-player had covered the field position to which the batter-player has elected to bat the ball. In that case, the illuminated signalling means would tell the players that a pitch had been made, that the batter had elected to hit the ball to center field but that the fielder had elected to cover center field and thereby simulated catching of the batter's fly ball to center field.

When successful hits to various field positions are made by the batter-player, the ground rules of the game provide for base runners to advance distances commensurate with the hits to various field positions. A hit to shortstop entitles the batter-player to run to first base; a hit to right field enables the batter to make a run to second base, a hit to center field enables the batter to make a run to third base, and a hit to left field enables the batter to make a home run. In this manner, the running of bases is initially limited to something closely similar to an actual game.

So far as the game's simulated running of bases is concerned, a further competitive selection must be made by the players, providing additional opportunity for the use of opposing strategies in the determination of the game's outcome.

As earlier described, the fielder-player has the election to cover second base, third base, home base, as well as the various field positions. If the fielder-player elects to cover a base position corresponding in the game's ground rules with a field position to which the batter-player subsequently makes a hit, then the batter-player will be indicated out at base if he elects to run to that base. In the example illustrated in Fig. 1, the fielder-player has elected to cover second base by the insertion of fielder contactor 17 into receptacles 95 and 96. Since the batter-player has elected to place a hit to center field, the fielder-player's coverage of second base will be of no avail, for he has elected to cover a base other than third base which corresponds to the

center field position to which the batter has elected to attempt a hit. If the batter-player in this example had elected to bat to right field in response to the pitcher-player's good pitch, then if the batter-player did not stop at first base but continued to simulate running to second base, he would be indicated out at second base by the lighting of red bulb 97*b* upon insertion of contactor 25 into receptacles 100 and 101. This running of bases is accomplished by placing the runner contactor 25, shown in Fig. 4, including prongs 26 and 27, into the receptacles of runner control station 13 in proper sequence, i. e., first base, second base, third base and home, and contacting the receptacles labeled "Red" at each base, first, before contacting the receptacles labeled "Green." In this way, a runner cannot be safe on a given base if he lights a red indicator at any of the base positions prior to lighting a green indicator therefor.

In Fig. 1, after switches 35 and 33 have been closed, and the white light 89*a* indicating a hit to center field has been illuminated, the batter player becomes a runner-player and operates contactor 25. Since the field position to which the batter has elected to place a simulated hit, is not the same field position as any covered by the fielder-player, the runner-player cannot be out at any base short of third base, which according to the ground rules corresponds to a hit to center field. However, at third base, the runner-player must place the prongs 26 and 27 of contactor 25 into receptacles 110 and 111 labeled "Red" prior to placing the same prongs 26 and 27 into receptacles 38 and 107 labeled "Green" for third base. If the fielder-player had elected to cover third base, the insertion of prongs 26 and 27 into receptacles 110 and 111 would have energized red bulb 43*b* at third base on the game board, thereby indicating the runner out at third base. However, in the illustrated example of Fig. 1, third base was not covered by the fielder-player, so the insertion of prongs 26 and 27 into receptacles 110 and 111 will not illuminate red bulb 43*b*—so the runner-player advances his contactor 25 to engage receptacles 38 and 107 labeled "Green," thereby indicating a man safe on third base.

When the pitcher player elects to make a bad pitch by the insertion of contactor 17 into receptacles 82′ and 82, a safe hit to one of the field positions, as previously described, is not possible in this game. If the batter-player elects to wait, i. e., inserts contactor 20 into receptacles 90, 94 and 91, a white bulb labeled "Ball" will light upon the closing of switches 33 and 35. This corresponds to the real game in that a bad pitch at which the batter does not swing (but "Waits") is counted as a ball. If, however, the batter-player does elect to swing, not knowing that the pitcher-player has elected to make a bad pitch, then a red electric bulb labeled "Foul" will light upon the closing of switches 33 and 35, regardless of the field area to which the batter attempted to make a hit by placing batter contactor 20 in appropriate receptacles representative of the elected field position. If the contactor 20 were placed in the receptacles representative of center field or representative of shortstop, it is obvious from a consideration of the real baseball game that a foul ball to those field areas would not be realistic. Only the red bulb labeled "Foul" is lighted when the batter-player has selected center field or shortstop for an attempted hit. When the batter-player elects to attempt a hit to left field or right field and a bad pitch is made, the white bulb in the appropriate field position will light along with the red bulb labeled "Foul." If the left field were elected, white bulb 45*a* would be lighted; and if right field were elected, white bulb 66*a* would be lighted.

A further competitive play is provided in that the fielder-player may elect to cover various field positions even though a bad pitch is elected by the pitcher-player. If left field or right field position is covered when the batter-player attempts to hit a bad pitch, and if the batter's attempted hit elects to place the ball in the same position covered by the field player, the red bulb at the selected field position would also light upon the throwing of the bad pitch in addition to the lighting of the white bulb and the red "Foul" bulb.

For example, if the batter-player attempts to hit to left field, and the fielder-player elects to cover left field, and the pitcher-player elects to make a bad pitch, red bulb 45*b* will light in addition to the previously-described lighting of white bulb 45*a* and the red bulb labeled "Foul," upon the closing of switches 33 and 35. In this manner, batting a foul ball to a field area which realistically could result in a foul out does result in a foul out being indicated.

The remaining possibility in the batter-pitcher duel of the game is that the pitcher-player elects to make a good pitch but the batter-player feels it is going to be a bad pitch and elects to wait rather than swing. In this case the pitcher-player would insert pitcher contactor 17 into receptacles 84′ and 84 while the batter-player would insert batter contactor 20 into receptacles 90, 94 and 91. Upon the closing of switches 33 and 35 the red bulb labeled "Strike" will be lighted indicating that the batter has not swung at a good pitch. Thus, the situation in which a called strike would occur in a real baseball game is realistically duplicated in this game.

The broad possibilities of this game can be seen from a summary discussion of how given plays are established. The first phase of the game occurs as a batter-pitcher duel. If the pitcher elects to make a bad pitch and the batter elects to wait rather than swing at the pitch, a ball results and the white bulb labeled "Ball" is lit. If the pitcher elects a bad pitch and the batter elects to swing, a foul is indicated by the lighting of the red bulb labeled "Foul," with the additional indication of the field position if the batter elects to attempt a hit to left field or to right field, white bulb 45*a* lighting if the attempt is to left field and white bulb 66*a* lighting if the attempt is to right field. There is the further indication on this play of a foul out to left field or to right field if the fielder player has additionally elected to cover either of these fields to which the batter player has also elected to attempt a hit. Red bulb 45*b* is lit if the attempted hit and field coverage are for left field and red bulb 66*b* is lit if the attempted hit and field coverage are for right field. If the pitcher elects to make a good pitch and the batter elects to wait, a strike results and the red bulb labeled "Strike" is lit.

If the pitcher elects to make a good pitch and the batter elects to swing by electing an attempted hit to one of the four field positions, the hit indicator or electric bulb corresponding to the elected field position will be lit, thereby indicating that the batter has batted a good pitch into the field.

This hitting of a good pitch marks the be-

ginning of the second phase of the game wherein a batter-fielder duel occurs. If the field position to which the batter attempted to make a hit is covered by the fielder player electing to cover the same position, the red bulb for the field position elected by both batter and fielder-player will light indicating that the batter's fly to that field position has been caught by the fielder player and the batter is out. For shortstop position the white light is properly located as a shortstop field position but the corresponding out or red bulb is at first base, corresponding to the realistic situation where a hit to the shortstop field position in all probability would result in an out at first. If the fielder-player has not covered the field position to which the batter-player elects to place an attempted hit, the batter-player then becomes a runner-player and simulates a run to the base previously described as corresponding to the elected field hit.

At this point in the game the third phase of the game begins, a runner-fielder duel. As previously described the fielder-player has not only the ability to cover field positions with his contactors 17 but additionally the ability to cover second base, third base and home base. If the base corresponding to the field position to which the batter player elected to attempt a hit is not covered by the fielder player, then, when the batter player becomes a runner-player and makes his run to that base, he is safe on base. However, if the fielder-player does elect to cover the base corresponding to the field position to which the batter attempts to make a hit, then a runner arriving at that base and trying first the receptacles corresponding to a red electric bulb and then the receptacles corresponding to a green electric bulb would find that the red bulb lights indicating that he is out at that base. Thus it is seen that a runner can be put out only at a base covered by the fielder and corresponding to that field to which the batter-player attempted a hit.

An additional runner strategy is provided by the game in that a runner can stop safe at a base short of the one to which his hit as a batter player entitles him to go. That is, he can "hold in." For example, if left field and second base are covered by the fielder, and the batter has elected to attempt a hit to right field, assume that the pitcher player has elected to make a good pitch. The hit in this case is good because the fielder player has not elected to cover right field. This outcome of the batter-pitcher duel enables the batter-player to run to second, but if anything makes him suspect that second base is covered, such as a man on first running ahead of him and becoming out at second base, then he can stop on first base if he desires.

This continued competition between the players at all phases of the successive plays, wherein none of the decisive results is arbitrarily predetermined or determined as a matter of chance within the game's mechanism, keeps the realism of this game at a continuous high level closely analogous to the real baseball game.

The rules of play are similar to the regulations in the outdoor baseball game. The number of bases which a batter-runner player can make is determined by the field position to which he elects to attempt a hit during the pitcher-batter duel, although a runner can hold in and stop at a base short of the one to which he was entitled to run. Three strikes on one batter equals one out. Four balls on one batter equals one walk. Three outs on a particular player means that the players at the opposite end of the board change ends with him. Three outs equal one half inning and nine innings equal one regulation game. The player with the greatest number of runs wins.

Having now described the playing of this game in consideration of the ground rules of a regulation baseball game and of the particular rules embodied in this game, a description of the electrical circuits associated therewith will be given. Properly arranged relative to the game board 10 is an electrical system. Preferably, this electrical system will be beneath the game board 10 and, therefore, not in view. Such a system is shown in Fig. 2. A source of voltage necessary to energize the indicators of this game is located beneath the game board and may be any suitable direct-current or alternating-current source, such as battery 32.

Lead 30 is connected to the one terminal such as the positive pole of battery 32 and runs to a common connection 70 between lamps 70*a* and 70*b* which are the signalling means or indicators for home base. This connection to battery 32 continues along conductors 67 and 68 to a common connection 69 to bulbs 69*a* and 69*b* at a first base position, which bulbs serve as signalling means or indicators for first base. The voltage from battery 32 is further conducted from the junction between conductors 67 and 68 along a continuation of conductor 67 to a common connection 66 between bulbs 66*a* and 66*b* which bulbs are the signalling means for right field position. At this point the line branches into conductor 83, providing voltage for the receptacles at the pitcher control station and continues along conductor 67 to a common connection 97' between bulbs 97*a* and 97*b* which bulbs are the signalling means at second base. Conductor 67 continues from the common connection at second base to a common connection 45 between bulbs 45*a* and 45*b* which bulbs are the signalling means for left field position. The voltage from battery 32 then continues along conductor 44 to the common connection 43 between bulbs 43*a* and 43*b* at third base position, and continues along conductor 42 to pitcher's position, lighting the bulb at that position when the line is energized by closing switch 33 to indicate pitcher is ready. After passing through the bulb at pitcher's position, the circuit is at the potential of the other terminal of battery 32 and continues on conductor 41 to a conductor 34, one end of which connects to a switch 33 and through switch 33 to conductor 31 and back to battery 32, while the other end of conductor 34 connects to switch 35 and then to conductor 24—24' and batter's contactor 20.

The circuit for the green signalling means at each base now will be described. Starting at the negative pole of battery 32, lead 31 connects to lead 36 and through it to a receptacle for each of the green light runner-control positions; that is, lead 36 is common to receptacle 40 of first base position, to receptacle 39 of second base position, to receptacle 38 of third base position, and to receptacle 37 of home position. Receptacle 40' of first base position at the runner control station is connected to green bulb 69*a* through lead 71, receptacle 98 of second base position is connected through lead 97'' to green bulb 97*a* at second base, receptacle 107 is connected through lead 106' to green bulb 43*a* at third base, and receptacle 120 at home position is connected through lead 119' to green bulb 70*a* at home; and the other terminals of bulbs 69*a*, 97*a*, 43*a*, and 70*a* respectively

connect through the already described conductors or leads 44, 67 and 30 to the other terminal of battery 32. Each of the described circuits is completed upon the insertion of runner contactor 25 into the green-bulb position receptacles thereof identified above and by the letter "G." Thus if the batter-player uses the runner contactor 25 to complete any one of the circuits for green bulbs at the various bases, the green bulb at the corresponding base position will immediately light regardless of the settings of switches and other contacts of the game.

These green bulbs serve primarily to indicate a man occupies a base and will always light if a contactor 25 is inserted into receptacles at a corresponding base position of the runner control station. The runner-fielder duel is conducted by competitive closing of contacts at the respective stations as will be more fully explained hereinafter.

The circuits for the pitcher-batter duel now will be described. The negative pole of battery 32 further connects through lead 31 to switch 33, lead 34, switch 35, lead 24 and lead 24' to batter's contactor 20. The positive voltage from battery 32 is applied to the pitcher-control station through a circuit previously traced and including lead 83, common to receptacles 82' and 84. If the pitcher-player places pitcher contactor 17 in receptacles 82'—82, the positive voltage of battery 32 is applied through lead 81 to the 'Foul" signalling means, and through lead 93 to the "Ball" signalling means. From the "Foul" signalling means, the battery voltage continues along conductor 81 to a common connection comprising one contact at each of the four batting positions available to the batter-player. Specifically, receptacles 55 at left field position along lead 56, 57 at center field position, 78 at shortstop position along lead 80, and 59 at right field position along lead 58 are so connected. It is to be noted that the pitcher completes a part of the circuit by electing to throw a bad pitch, in which case the batter's election to swing at the ball completes the circuit through batter's contactor 20 and the associated leads or conductors commonly connected to conductor 81 and back to the negative pole of battery 32, thus causing the "Foul" signalling means to light. If the batter elects to wait, he places contactor 20 in receptacles 90, 94, and 91; which completes the circuit through lead 92 and lights the "Ball" signalling means.

Returning to the simulation of a bad pitch, at which the batter has elected to swing, the various field results thereof realistically represent the results of an actual baseball game. If the batter attempts a hit to shortstop, the circuit from contactor 20 through receptacle 78, lead 80, and lead 81 to the "Foul" bulb, and continuing through lead 81 to bad-pitch receptacle 82, is completed, indicating a foul but no field position. If the batter selects center field, the circuit from contactor 20 through receptacle 57, and lead 81 to the "Foul" bulb is again completed, indicating a foul but no field position. The circuit for the bulb at shortstop and for bulbs 89*a*—89*b* at center field is through leads 87 and 86 to receptacle 84' at the pitcher's "Good Pitch" position, and is not completed when the pitcher has elected to make a "Bad Pitch." Hence, neither of these field positions will be illuminated when a "Foul" is indicated and shortstop or center field has been selected by the batter.

If the batter attempts a hit to right field and the pitch is bad, the foul is realistically indicated

in right outfield, and the additional possibility of a fielder catching the foul ball for a foul out is provided by this game. The batter selects right field by inserting contactor 20 into receptacles 59, 60 and 103. Contact with receptacle 60, through lead 61 and lead 63 to white bulb 66*a*, and continuing on leads 67 and 30 to battery 32 energizes bulb 66*a* at the same time that contact with receptacle 59 completes the "Foul" bulb circuit. This combination of signalling means indicates a foul to right outfield when switches 33 and 35 are closed. If the fielder player has covered right field, his insertion of a contactor 17 into receptacles 62 and 64 puts red bulb 66*b* in parallel with white bulb 66*a*. This indicates a field player has caught the foul ball, for a foul out.

Similarly, if the batter attempts a hit to left field and the pitch is bad, the foul is realistically indicated in left outfield. Again, there is simulation of a field player catching the foul ball for a foul out. The batter inserts contactor 20 into receptacles 51, 52, and 55. Contact with receptacle 51, through leads 49 and 50, white bulb 45*a*, lead 67, and lead 30 to battery 32 energizes the circuit and illuminates bulb 45*a* when switches 33 and 35 are closed. Illumination of the "Foul" bulb, together with illumination of bulb 45*a*, indicates a foul ball to left outfield. If, in addition, the fielder player has elected to cover left field by insertion of a contactor 17 into receptacles 47 and 48 then red bulb 45*b* is connected in parallel with white bulb 45*a* through leads 46 and 49 and receptacles 47 and 48. Illumination of bulb 45*b* indicates a foul to left outfield has been caught for a foul out.

If the pitcher elects to throw a good pitch, he would place pitcher contactor 17 in receptacles 84' and 84, placing the positive voltage of battery 32 on lead 86. The battery circuit is then connected from lead 86 along lead 87 to a common connection 89 between electric bulbs 89*a* and 89*b* at center field position, and continues along lead 87 to the electric bulb labeled "Shortstop" in series with lead 87. Lead 87 then continues to receptacle 79 on the "Shortstop" position of the batter control station. Lead 86 also connects through lead 88 to a red electric bulb labeled "Strike." From this electric bulb, the circuit continues along lead 88 to receptacle 90 of the "Wait" position of the batter-control station.

From the common connection at 89 to lead 87, center field bulbs 89*a* and 89*b* are connected by leads 115' and 115'' to receptacles 113 and 114 at the center field position of the fielder control station. The connection from bulb 89*a* continues along lead 115 to receptacle 116 at the center field position of the batter control station. Insertion of a contactor 17 into receptacles 113 and 114 places red bulb 89*b* in parallel circuit with white bulb 89*a*.

If the batter player elects to wait when a good pitch is made, batter contactor 20 is inserted in the receptacles at the "Wait" position, and the circuit through receptacle 90 and lead 88 to the "Strike" signalling means is completed upon the closing of switches 33 and 35. However, if the batter elects to hit a good pitch, one of several possible plays follows. This is the next phase of the game already described as a batter-fielder duel.

The circuits of the batter-fielder duel now will be described. Assume the pitcher has elected to make a good pitch by inserting contactor 17 into receptacles 84—84'. If the batter-player

elects to bat a good pitch to center field, he inserts contactor 20 into the receptacles of his center field position, closing the circuit for bulb 89a through receptacle 116, lead 115, and lead 115'. If the fielder player has covered center field position by inserting a contactor 17 into receptacles 113 and 114 of his center field position, then red bulb 89b is put in parallel circuit with bulb 89a through receptacles 113—114, and is lighted when switches 33 and 35 are closed, indicating that the batter has flied out to center field. If the fielder has not covered center field, then only bulb 89a will light, indicating a hit to center field.

Similarly, if the batter player elects to bat a good pitch into right field, he inserts contactor 20 into his right field receptacles 59, 60, and 103. The circuit from receptacle 60 through conductor 61, receptacle 62, conductor 63, white bulb 66a and conductors 67 and 30 to the positive terminal of battery 32 partially completed by contactor 20 is then energized upon the closing of switches 33 and 35. If the fielder player has elected to cover right field, he has inserted a contactor 17 into receptacles 62 and 64, causing red bulb 66b to be connected in parallel with bulb 66a, and to light it. This would indicate a fly out in right field. If the fielder has not covered right field, only bulb 66a will light, indicating a hit to right field.

If the batter elects to try for a hit into left field, he inserts contactor 20 into his left field receptacles 51, 52 and 55. Receptacle 51 connects to lead 49 and through white bulb 45a to conductor 67. Conductor 67 leads through conductir 30 to the terminal of battery 32 that is opposite to the battery terminal connected through various leads to contactor 20. Bulb 45a is thus energized when switches 33 and 35 are closed. If the fielder player elects to cover left field, he inserts a contactor 17 into receptacles 47 and 48 at his left field position before closing switch 35, putting red bulb 45b in parallel with white bulb 45a. This indicates a fly out to left field. If the fielder does not cover left field, only white bulb 45a lights, indicating a hit to left field.

If the batter elects to try for a hit to shortstop he places contactor 20 into receptacles 77, 78, and 79, and the fielder may elect to cover shortstop position by inserting contactor 17 into his receptacles 73 and 73'. Then the shortstop signalling means will be connected by leads 86 and 87 to batter and pitcher positions and will light upon the closing of switches 33 and 35, as described; but there will be no immediate out indication. Only when the batter advances a runner contactor 25 into first-base receptacles 75—75' of the runner-control station will he close a circuit from receptacle 77 through lead 76, receptacles 75'—75, lead 74, receptacles 73'—73 and lead 72 to first base red bulb 69b. Since opposite terminals of battery 32 are connected to ends of this circuit when switches 33 and 35 are closed, bulb 69b will be lighted when contactor 25 is inserted into receptacles 75' and 75. This indicates that the batter's hit to shortstop was caught and resulted in an out at first. If the fielder had not covered shortstop position, the runner contactor when inserted into receptacles 75—75' would not cause red bulb 69b to light and the runner would be safe at first.

Electrical circuits utilized for the fielder-runner duel now will be described. The positive terminal of battery 32 is commonly connected by the conductors 30, 67 and 44 to the electric bulbs at home base, first base, second base and third base. The other terminals of the respective red bulbs at each base position are connected to appropriate receptacles at their respective base positions in the fielder-control station: Red bulb 69b at first base connects through conductor 72 to receptacle 73 at the shortstop position, red bulb 97b at second base connects through conductor 97 to receptacle 95 at the second base position of the fielder control station, the red electric bulb 43b at third base connects through conductor 106 to receptacle 104 at the third base position, and red bulb 70b at home base connects through conductor 119 to receptacle 117 at the home position of the fielder-control station.

From the fielder-control station, each of these base coverage circuits is connected to an appropriate receptacle at the runner-control station. The fielder-control station position for shortstop is arranged so that the fielder-player placing a contactor 17 into receptacles 73—73', completes a circuit through conductor 74 to receptacle 75 at the first base position of the runner control station. Insertion of a fielder contactor 17 into receptacles 95 and 96 at the second base position completes a circuit through conductor 99 to receptacle 100 at the red second base position of the runner-control station. Similarly, insertion of a contactor 17 into the fielder's third base receptacles 104 and 105 completes a circuit through conductor 112 to the runner's receptacle 111 at the red third base position of the runner-control station and insertion of a contactor 17 into receptacles 117—118 of the fielder's home position completes a circuit through conductor 121 to receptacle 122 at the red home base position of the runner-control station. The placement of a contactor 17 in a fielder's receptacle associated with a like receptacle at the runner-control station will be seen to be necessary for the completion of a circuit through the contacts at a red position, R.

Completion of a circuit by contactor 25 in a red position, R, continues the circuit from a base position of the fielder control station through a base position of the runner-control station and thence to a corresponding field position of the batter-control station. Specifically, insertion of runner contactor 25 into receptacles 75—75' of the first base R position at the runner control station continues the circuit from receptacles 73'—73 of the fielder-control shortstop station and lead 74 through conductor 76 to receptacle 77 of the shortstop position at the batter-control station. Similarly, insertion of contactor 25 into runner-control second base R receptacles 100—101 continues the circuit from second base receptacles 95—96 of the fielder-control station by way of lead 99 to conductor 102 and to receptacle 103 of the batter-control right field position. Insertion of contactor 25 into receptacles 110—111 of the runner-control third base position R continues the circuit from third-base receptacles 104—105 of the fielder control station and lead 112 through conductor 109 to receptacle 108 at the center field position of the batter-control station. Insertion of contactor 25 into runner-controlled receptacles 54, 122 continues the circuit from home receptacles 117—118 of the fielder-control station and lead 121 through conductor 53 to receptacle 52 at the left field position of the batter-control station. Summarizing, a runner can be put out only at a base covered by the fielder and correspond-

ing to that field to which the batter-player elected to hit.

While the playing of the game and the circuits thereof have been described as using a plurality of contactors 17 and 25, it is to be understood that the fielder-player is limited to two contactors 17, while the pitcher has an additional contactor 17 for use in alternate positions, and the runner-player has three contactors 25 for the possibility of 3 men on base. Further, the batter-player has only one contactor 20 with its three prongs 21, 22, and 23.

These contactors are inserted into positions elected by the players, and then the play switches 33 and 35 are closed to energize whatever circuit the players have formed. It is to be noted that none of the important results of the game are arbitrarily predetermined or as a matter of chance, but are determined by the competitive operations of the players.

It shall be understood the invention is not limited to the specific arrangements shown, and that changes and modifications may be made within the scope of the appended claims.

What is claimed is:

1. In a baseball game having the representation of a diamond field on a game board, the combination of individual signaling means suitably designated and located on said game board to represent at least right field, center field, and left field, means including a plurality of circuit-controlling electrical contacts at a fielder-control station respectively designated to represent said field positions through which electrical circuits may be selectively and partially completed by a fielder-player, means including a plurality of circuit-controlling electrical contacts disposed at a batter-control station designated to represent said field positions and through which electrical circuits may be selectively and partially completed by a batter-player, said electrical circuits extending directly between said contacts and said signaling means and when completed selectively controlling the energization of said signaling means, the partial completion of a circuit by each player through contacts of like field designations completing a circuit to one of said signaling means to indicate said batter-player has flied out, and the partial completion by each player of a circuit through said contacts corresponding respectively to different field positions completing an electrical circuit for energization of a different one of said signaling means to indicate a hit to the field position selected by the batter-player.

2. In a baseball game having the representation of a diamond field on a game board, the combination of a strike signalling means, a ball signaling means and individual out and safe-hit signaling means suitably designated and located on said game board to represent at least right field, center field, and left field, means including a plurality of circuit-controlling electrical contacts at a fielder-control station respectively designated to represent a good pitch and a bad pitch and to represent said field positions through which electrical circuits may be selectively and partially completed by a fielder-player, means including a plurality of circuit-controlling electrical contacts disposed at a batter-control station respectively designated to represent an election to wait on a pitch and to represent said field positions and through which electrical circuits may be selectively and partially completed by a batter-player, said electrical circuits extending directly between said contacts and said signaling means and when completed selectively controlling the energization of said signaling means, the partial completion of a circuit through said good-pitch contacts and by each player through contacts of like field designations completing a circuit to an out-signaling means at such field position to indicate said batter-player has flied out, the partial completion by each player of a circuit through said contacts corresponding respectively to different field positions and through said contacts representing a good pitch completing an electrical circuit for energization of a safe-hit signaling means to indicate a hit to the field position selected by the batter-player, the partial completion by each player of a circuit through said contacts representative of a bad pitch and of waiting on a pitch completing a circuit for said ball signalling means, and the partial completion of a circuit by said fielder player through said good pitch contacts and the partial completion of a circuit through said contacts representing the waiting on a pitch completing an energizing circuit for said strike signalling means.

3. In a baseball game having the representation of a diamond field on a game board, the combination of individual signaling means for signaling safe-hits, outs and balls and suitably designated and located on said game board to represent a plurality of field positions, a plurality of circuit-controlling electrical contacts at a fielder-control station respectively designated to represent said field positions and to represent a good pitch and a bad pitch, electrical circuits connected to said contacts by means of which they may be selectively and partially completed by a fielder-player, a plurality of circuit-controlling electrical contacts disposed at a batter-control station respectively designated to represent waiting on a pitch and to represent said field positions, said electrical circuits interconnecting said last-named contacts through which they may be selectively and partially completed by a batter-player, said electrical circuits also extending directly between said contacts and said signaling means and when completed selectively controlling the energization of said signaling means, the partial completion of a circuit by one player through said good-pitch contacts and by both players through contacts of like field designations completing one of said circuits to one of said signaling means to indicate said batter-player has flied out, the partial completion by each player of a circuit through said contacts corresponding respectively to different field positions and through said contacts representing a good pitch completing one of said electrical circuits for energization of one of said signaling means to indicate a hit to the field position selected by the batter-player, and the partial completion by a player of a circuit through his said bad-pitch contacts and the partial completion of a circuit through said waiting contacts completing one of said circuits to one of said signaling means to indicate a ball.

4. A baseball game having in combination a game board representing a baseball diamond, safe indicators at each base and other play indicators suitably designated and located on said game board to represent outs, balls, strikes, fouls, field positions, and bases, means including a plurality of circuit-controlling contacts at a fielder-pitcher control station through which electrical circuits may be selectively and partially com-

pleted by a fielder-pitcher player to simulate good and bad pitches of a ball and to simulate coverage of field and base positions, means including a plurality of circuit-controlling contacts disposed at a batter-control station through which electrical circuits may be selectively and partially completed by a batter-player to simulate the waiting on a pitch, the hitting of a pitch to elected field positions and the running of bases after a hit, said partial completion by both players of circuits through said contacts selectively completing circuits to energize one of said ball, strike, safe, out and foul play indicators in simulation of the corresponding baseball play, and competitive partial completion of electrical circuits through contacts representative of bases completing a circuit to energize a base out indicator in response to selection by both players of the same base-representing contacts, and completing a circuit to energize a safe-indicator at a base in response to closure only at said batter station of base-representing contacts corresponding with said safe-indicator.

5. In a baseball game, including a game board having electric indicators located thereon and designated to indicate the several bases of a baseball diamond, the combination of means including electrical circuits having a plurality of electrical contacts located at a runner-station arranged to be closed in sequence for energizing in sequence indicators located at first base, second base, third base and home, and means including electrical circuits having therein a plurality of contacts at a fielder-control station corresponding with said bases for selectively energizing certain of said indicators, the selective closure of said contacts at said stations representing the same base completing one of said circuits for energization of one of said indicators located at said same base to indicate an out, and the selective closure at said runner station of contacts representing a runner-selected base for which contacts are not closed at said fielder station completing one of said circuits for energization of another of said indicators located at said runner-selected base to signal the runner is safe at said base.

6. In a baseball game including a game board having electrical indicators located thereon, some of them being designated to indicate the several field positions of the baseball diamond, the combination of electrical circuits including a plurality of selectors at a pitcher-control station to represent good and bad pitches and a plurality of selectors at a fielder-control station to represent defensive coverage of field positions, a plurality of selectors at a batter-control station, one of which represents waiting on a pitch and others of which represent the hitting of the ball to selected field positions, said selectors being operable when said bad-pitch selector is operated partially to complete electrical circuits selectively to illuminate certain of said indicators for a ball, or a foul, and when said good-pitch selector is operated said selectors being operable partially to complete electrical circuits selectively to illuminate certain of said indicators to represent the safe hitting of the ball to a selected field position or to represent a strike, a plurality of base-representing electrical contacts located at said batter-control station arranged to be selectively closed after election of a simulated hitting of the ball to one of the field positions, and a plurality of electrical contacts located at the fielder-control station representing said base positions adapted to be selectively operated, a safe indicator and an out indicator at each said base position, circuits interconnecting said base-representing contacts and said indicators, closure at said stations of said contacts representing the same base completing one of said circuits to illuminate said out-indicator at said base and closure at said batter-control station only of said contacts representing a particular base completing one of said circuits to illuminate said safe indicator at said particular base.

7. A baseball game having in combination a game board, electrical indicators suitably designated and located on said game board to represent positions and plays on a diamond field, a plurality of circuit-controlling electrical contacts at a first-control station adapted to be selectively closed by a player to simulate a good pitch and a bad pitch, a plurality of circuit-controlling electrical contacts disposed at a second control station adapted to be selectively closed by another player to simulate waiting on a pitch and electing to hit to a selected one of several field positions, electrical circuits interconnecting said indicators and said contacts, said electrical contacts at said stations interconnecting said circuits in manner such that if one of said players selects and operates contacts corresponding to the throwing of a good pitch and the other of said players selects and operates contacts corresponding to a particular field position an electrical circuit will be completed for one of said indicators to signal a hit to said particular field position, and when said contacts corresponding with a bad pitch and the waiting on a pitch are selected by both of said players an electrical circuit is completed for energization of one of said indicators to indicate a ball.

8. In a baseball game having a representation of a diamond field on a game board, the combination of signaling means for indicating an out, a strike, a ball or a hit to the field, certain of said signaling means being suitably designated and located on said game board to represent at least right field, center field, and left field, a plurality of circuit-controlling electrical contacts at a fielder-control station designated to represent said field positions and the pitching of a good pitch and a bad pitch adapted to be selectively closed by a fielder-player, a plurality of circuit-controlling electrical contacts disposed at a batter-control station designated to represent said field positions adapted to be selectively closed by a batter-player in an endeavor to select contacts representative of a field position other than those selected by said fielder-player and certain of said contacts being designated to represent the guess of the batter to wait on a pitch or to hit at a pitch, electrical circuits extending directly between said contacts and said signaling means, said electrical contacts at said stations interconnecting said circuits in manner such that if both players select and operate contacts corresponding with the same field position of the diamond upon closure of said good pitch contacts an electrical circuit will be completed to operate one of said signaling means to indicate said batter-player has hit a fly ball to said field position which is caught to put out the batter, closure of electrical contacts at said stations by said players representing different field positions completing an electrical circuit upon closure of said good-pitch contacts for operating one of said individual signaling means to indicate that the batter-player has safely hit to the field position

selected by him and not selected by said fielder-player, closure of said good-pitch contacts by the fielder-player with closure of contacts by said batter-player representing waiting on a pitch completing a circuit to energize one of said signaling means representing a strike, and closure by both players of contacts respectively representing a bad pitch and waiting on a pitch completing a circuit for that one of said signaling means representing a ball.

9. In a baseball game having a representation of a diamond field on a game board, the combination of signaling means for indicating an out, a strike, a ball, and representing base-positions, certain of said signaling means being suitably designated and located on said game board to represent at least right field, center field, and left field, a plurality of circuit-controlling electrical contacts at a fielder-control station designated to represent said field positions and the pitching of a good pitch, a plurality of circuit-controlling electrical contacts disposed at a batter-control station designated to represent said field positions, electrical circuits extending directly between said contacts and said signaling means, said electrical contacts at said stations interconnecting said circuits in manner such that if both players operate contacts corresponding with the same field positions of the diamond upon operation of said good pitch contacts an electrical circuit will be completed to operate the corresponding one of said signaling means representing an out to indicate said batter-player has hit a fly ball to said field position which is caught to put out the batter, operation of electrical contacts by said batter-player representing a different field position than selected by the fielder-player completing an electrical circuit upon operation by said fielder-player of said good pitch contacts for operation of the corresponding one of said signaling means representing a hit to indicate that the batter-player has safely hit to the selected field position, and additional electrical circuits extending between said stations including base runner contacts at said batter-control station and base representing contacts at said fielder-control station for controlling said base signaling means to indicate whether each base runner safely advances or is out, said additional circuits being selectively completed by closure of said base-runner contacts and said base-representing contacts after a batter-player safely hits to his selected position.

10. In a baseball game having a representation of a diamond field on a game board, the combination of signaling means for indicating a pitch as a strike or a ball, certain of said signaling means being suitably designated and located on said game board to represent outs and hits at least at right field, center field, and at left field, a plurality of circuit-controlling electrical contacts at a fielder-control station designated to represent said field positions and to represent a good pitch through which electrical circuits may be selectively and partially completed by a fielder-player, a plurality of electrical contacts disposed at a batter-control station designated to represent said field positions through which electrical circuits may be selectively and partially completed by a batter-player in an endeavor to select field positions other than those selected by said fielder-player, electrical circuits interconnecting said contacts and said signaling means, the partial completion by each player of a circuit through contacts respectively corresponding with the same field positions of the diamond and through said good-pitch contacts completing one of said electrical circuits to operate the corresponding one of said out signaling means to indicate said batter-player has hit a fly ball to said selected field position which is caught to put out the batter, partial completion of circuits through electrical contacts by said players corresponding with different field positions and through said good pitch contacts completing one of said electrical circuits for operation of the corresponding one of said signaling means to indicate that the batter-player has safely hit to the field position selected by him, additional electrical contacts at said batter-control station corresponding respectively to the four bases of said diamond, safe signaling means and out signaling means at each of said bases, signaling circuits through said base-representing contacts being adapted to be partially completed in succession, additional base-representing electrical contacts at the fielder-station, signaling circuits through said last-named contacts adapted to be partially completed, the partial completion of one of said signaling circuits through contacts representing the same base position at said stations completing an energizing circuit for the corresponding one of said out-signaling means at that base, and the partial completion at said stations of other of said circuits through contacts representative of different bases completing an energizing circuit for that one of said safe-signaling means representing the base selected only by said batter-player.

11. A baseball game having in combination a game board, electrical indicators suitably designated and located on said game board to represent positions and plays on a diamond field, a plurality of circuit-controlling electrical contacts at a pitcher-control station through which electrical circuits may be selectively and partially completed by a pitcher-player to simulate a good pitch and a bad pitch, a plurality of circuit-controlling electrical contacts disposed at a batter-control station through which electrical circuits may be selectively and partially completed by a batter-player to simulate the waiting out of a pitch and the hitting of a pitch to a selected field position, electrical circuits interconnecting said indicators and said contacts, the partial completion by the pitcher-player of certain of said circuits through said contacts representative of the throwing of a bad pitch, and the partial completion by the batter-player of certain of said circuits through said contacts representative of a particular field position thereby completing a circuit energizing one of said indicators to show a foul ball and simultaneously energizing another of said electrical indicators to show an out, thus indicating the catching of the foul ball.

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