

May 28, 1935.

R. A. LEMOYNE

2,003,207

BASEBALL GAME

Filed Dec. 26, 1934

3 Sheets-Sheet 1

Fig. 1.

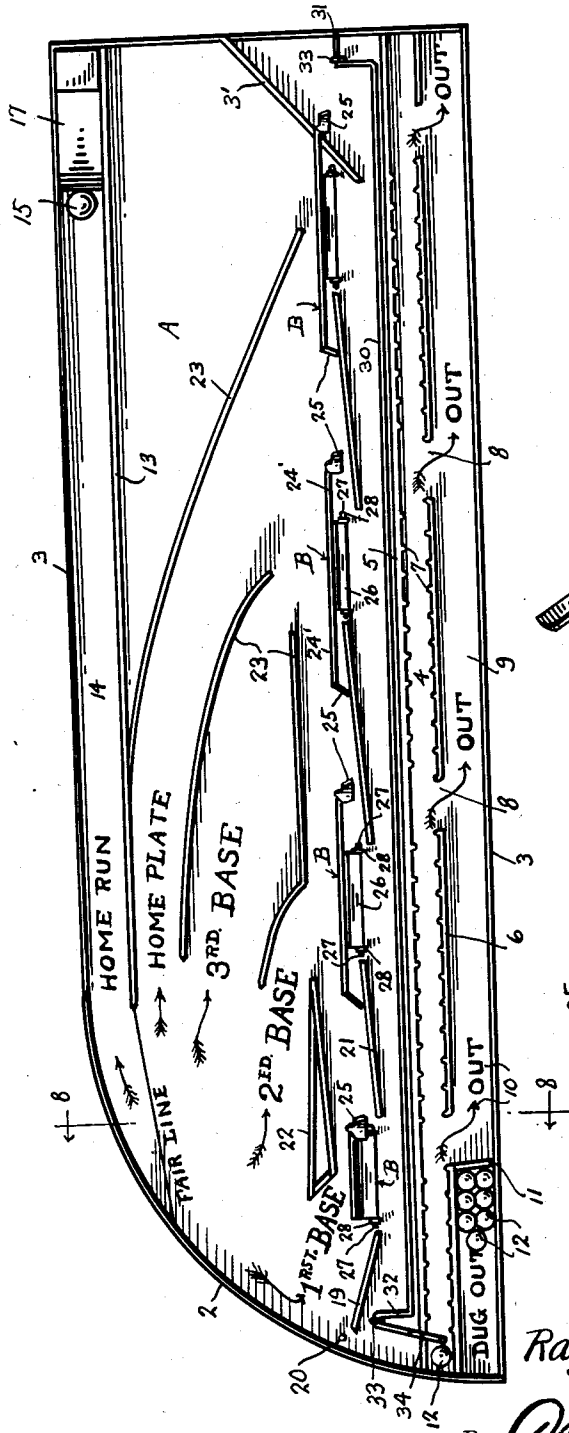


Fig. 3.

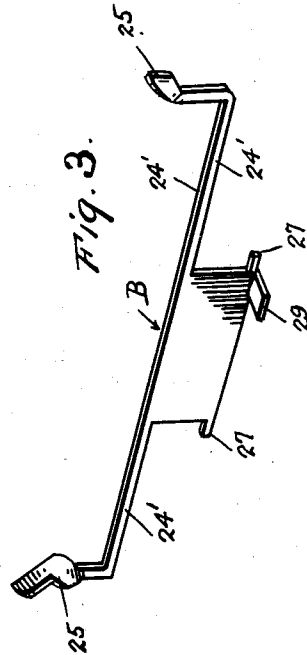
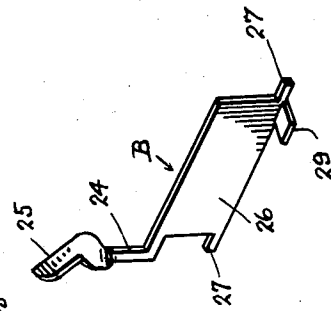


Fig. 2.



Inventor

Raymond A Lemoyne

By

Charles A. O'Brien

Attorney

May 28, 1935.

R. A. LEMOYNE

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Fig. 4.

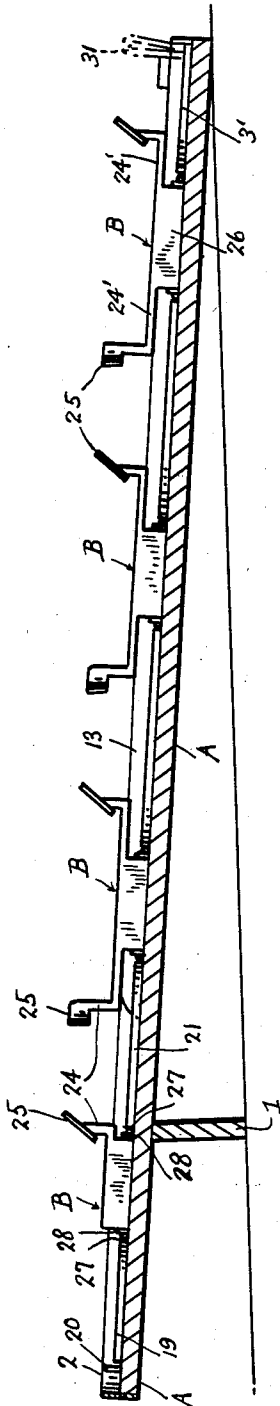


Fig. 5.

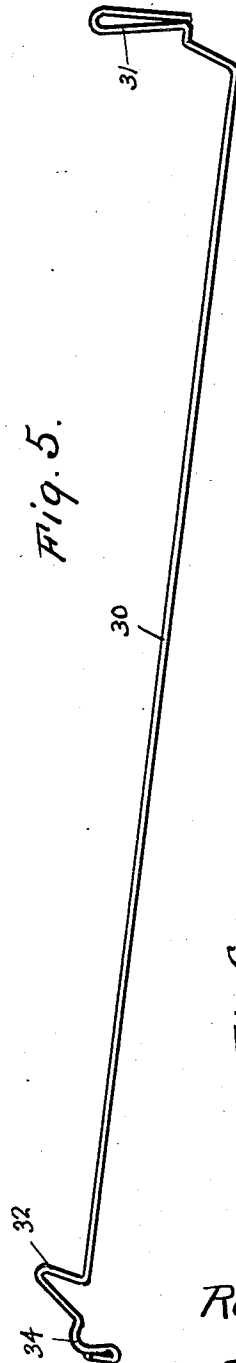


Fig. 6.

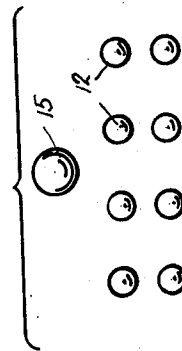
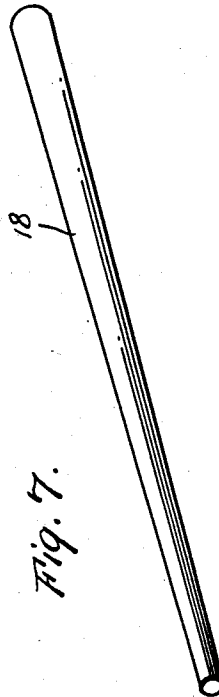


Fig. 7.



Inventor

Raymond A Lemoyne

By *Clarence A O'Brien*
Attorney

May 28, 1935.

R. A. LEMOYNE

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Fig. 8.

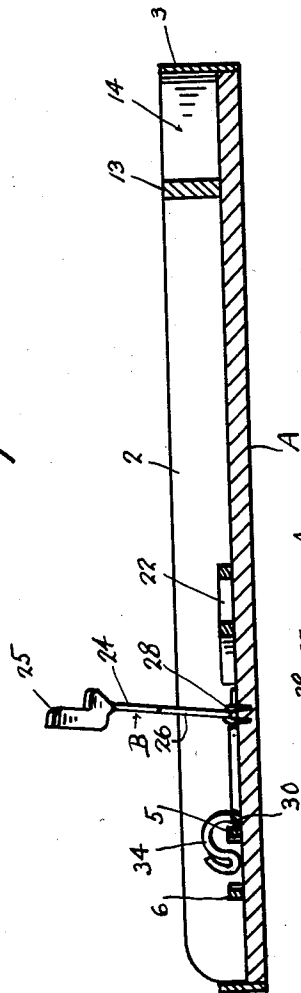


Fig. 10.

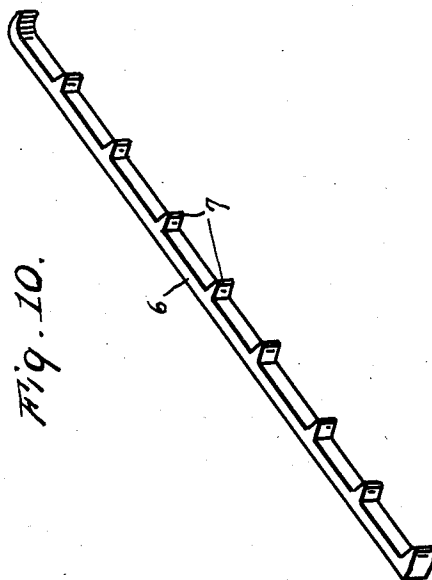
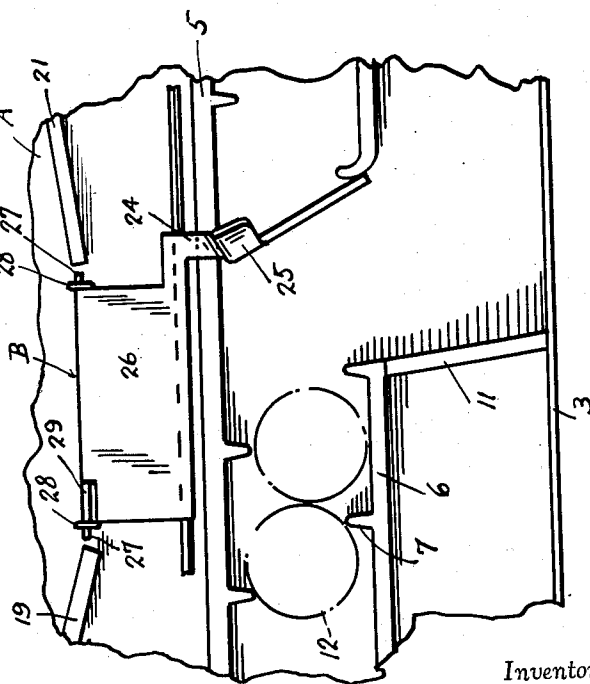


Fig. 9.



Inventor

Raymond A. Lemoyne

By *Clarence A. O'Brien*
Attorney

UNITED STATES PATENT OFFICE

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BASEBALL GAME

Raymond Adolphe Lemoyne, Rochester, N. H.

Application December 26, 1934, Serial No. 759,275

4 Claims. (Cl. 273-88)

This invention relates to a baseball game, the general object of the invention being to provide a board having a path thereon for a ball representing a runner, movable members for stopping the ball at certain points in the path, a second ball adapted to be propelled over the game by a bat and representing a baseball with guide means on the board for guiding the baseball along certain paths for causing the ball to engage certain of the movable members to move the same into position to stop the ball representing the runner.

This invention also consists in certain other features of construction and in the combination and arrangement of several parts, to be hereinafter fully described, illustrated in the accompanying drawings and specifically pointed out in the appended claims.

In describing the invention in detail, reference will be had to the accompanying drawings wherein like characters denote like or corresponding parts throughout the several views, and in which: Fig. 1 is a top plan view of the device.

Fig. 2 is a perspective view of the first movable member.

Fig. 3 is a perspective view of one of the other movable members.

Fig. 4 is a vertical sectional view through the device.

Fig. 5 is a view of the rod for releasing the ball representing the runner and for raising the movable members.

Fig. 6 is a view of the balls used in the game.

Fig. 7 is a view of the bat.

Fig. 8 is a section on line 8-8 of Fig. 1.

Fig. 9 is a large fragmentary plan view of the front part of the game.

Fig. 10 is a view of one of the strips carrying the projection and forming part of the path for the runner ball.

In these drawings, the letter A indicates the game board and strip 1 extends across the bottom of the board adjacent one end thereof to hold the board in inclined position, as shown in Fig. 4, one end of the board being curved as shown at 2 with the curve extending from one side of the board to the opposite side, this side being longer than the first mentioned side. A flange 3 extends upwardly from the edges of the board and at the straight or rear end of the board, the flange extends diagonally inwardly over a portion of the board as shown at 3'. A longitudinally extending path 4 is formed adjacent the long side of the board by a long strip 5 and a plurality of short spaced strips 6, one of the short strips being

shown in Fig. 10 and these strips are provided with inwardly extending projections 7 to act to retard the passage of a ball rolling down the path from the high or front end of the board to the low or rear end thereof. The spaces 8 between the short strips act to lead the ball into a path 9 which is formed by the short strips and the flange 3 at the long side of the board. Arrows pass through the spaces and point to the words "out" as shown at 10 in Fig. 1. The first short strip has one end abutting the curved part of the flange 3 and a short strip 11 extends from the other end of this first mentioned short strip to the flange 3 at the long side of the board so as to form a "dugout" for the balls 12 which represent the runners.

A long strip 13 is slightly spaced from the flange at the short side of the board to form a "home run" path 14 for the large ball 15 which represents the baseball, this strip 13 terminating an appreciable distance from the curved end 2 of the board and a "fair line" 16 extends from this end of the strip 13 slightly diagonally to the curved part of the flange 3. A block 17 is placed in the rear end of the path 14 and has a part of its upper face sloping, this block acting as a rest for the ball 15 and facilitates the ball being struck from one end of a bat 18 as shown in Fig. 7.

A short strip 19 is placed at the high end of the board and is slightly spaced at one end from the curved part of the flange and slopes slightly from this curved end toward the long side of the board and this strip is spaced from the path 4 and a pin 20 extends upwardly from the board and is located in the space between the curved part of the flange 3 and the upper end of the strip 19. Other strips 21 extend upwardly from the board and are placed in a longitudinally extending row which is spaced from the long strip 5 and slightly slope as shown in Fig. 1 with their ends spaced apart and the first of these strips 21 are spaced from the strip 19 with the last strip 21 spaced from the part 3' of the flange. A plurality of upstanding strips 22 are attached to the board and form a substantially triangular-shaped figure, the wide end of which forms with the strip 19 a first base path and other strips 23 are attached to the board and form paths indicated as "home plate" and "third base" and one of these strips 23 forms with a part of the triangular-shaped figure 22 a second base path.

These first base, second base, third base and home plate paths act to lead the ball 15 against the movable members B and when a ball strikes

one of these movable members it will knock the member down into horizontal position as shown in Fig. 9.

The member B which controls the first base path has a single arm 24 at one end thereof while all the other members B are formed with an arm 24' at each end thereof and each arm has an upstanding part which carries an angle plate 25. Each member is formed of a plate 26 having trunnions 27 at its ends, these trunnions being rotatably mounted in the staples 28 driven into the board and each member is provided with a stop projection 29 on its lower edge which acts to hold the member in upright position with the plate slightly sloping upwardly and toward the short edge of the board. When a member is struck by a ball, it will be knocked down into horizontal position with the angle member 25 extending across the path 4 as shown in Fig. 9.

A long rod 30 has one end bent twice at right angles and its extremity looped as shown at 31 to form a handle and its other end is bent to provide a substantially V-shaped part 32, the bight of which is attached to the board by a staple 33 and the free limb of the V-shaped part is bent to form a stop 34 which acts to hold a ball 12 at the upper end of the path 4 as shown in Fig. 1. The handle 31 permits the rod being rotated on the staple 33, and this rod when moved in one direction will raise all the members B but when in its other position, will permit the members to be knocked down to extend across the path 4 with the stop 34 holding the balls 12 in the top part of the path 4 as shown in Fig. 1. The handle end 31 of the rod is located about the lower end of the board so that it can be readily grasped by the player using the bat to propel the ball 15 over the surface of the board.

The game is adapted to be played by two players, one player being the fielder for using the bat 18 to propel the ball 15 and the other the coach when placing the balls 12 from the dug-out into the upper end of the path 4. Of course, the players alternate as fielder and coach.

The game is played in the following manner. The coach places one of the balls in the upper end of the path 4, it of course being necessary that all of the movable members B are in raised position and the rod 30 is in a position holding the ball 12 in the upper end of path 4. The other player places the ball 15 against the block 17 and then strikes the ball with the bat to propel the ball along and out of the path 14. Immediately after the ball has passed the "fair" line, the player batting the ball turns the rod 30 by the handle 31 so as to release the ball 12. This permits the ball 12 to run down the path 4, the projections 7 acting to retard or check the passage of the ball down the path. When the ball 15 strikes one of the movable members, it will knock the member down and unless the ball 12 has passed the member so knocked down, said member will stop the ball 12 or direct it through a space 8. If the first arm of one of the double members B stop the ball 12, in the path 4, the runner is safe but the rear arm of the double members and the arm of the single member will direct the ball 12 through one of the "out" spaces 8, and when this occurs, the runner will be thrown out. The upper arms of the end, 3rd and 4th members hold the runners at 1st, 2nd and 3rd bases. If ball 15 strikes the first member B, the single arm of this member will direct the runner ball through the first space 8 and thus the runner will be out at 1st. If ball 15 strikes the next

member B, the first arm of this member will hold the runner safe at 1st. If the ball 15 strikes the third member B, the first arm of this member will hold the runner safe at 2nd and if the ball 15 knocks down the last member B, the first arm of this member will hold the runner safe at third. If the batter strikes the ball too hard, it will hit the nail 20. When this occurs the rebound movement of the ball will send it back into the home-run path 14 and pitcher's box and of course this will prevent the ball 15 from knocking down any of the members B and this will count as a home-run. A home-run will also result if the batter does not strike the ball hard enough to get it out of the pitcher's box or it rolls back into the pitcher's box or path 14. If the batter forgets to lift the rod 30, after the ball 15 has crossed the fair line, and if there is one or more players on the bases, the players or runners will be allowed to advance a base and the fielder or the person batting the ball will be charged with an error. If the batter does not hit the ball hard enough to cross the fair line, the ball goes back into the pitcher's box 14, this will count as a foul ball and if there is a runner on base, he will have to go back to the base that he started from when the rod was lifted. The player taking the coach part has the right to knock down any of the members B with his finger to hold a runner on a base. For instance, if there is a runner at first and one at second, and the ball 15 knocks down the lowermost member B, the coach can knock down next to the last member B after the runner at second has passed the third out space so as to hold the runner coming from first at second. Otherwise, he would have two runners at third. If there is one or more runners on bases, the coach will try to save the runner and if he lets two runners get on the same base, one of them will be out on a forced play. If the coach is trying to save two runners at the third base, and they should run down the base line or path 4, they will be declared out on a double play. If there is a runner on third base and the ball 15 takes the direction of the other bases, the runner at third will have time to be safe but if the ball comes directly at the home plate, the runner will be out. The ball 15 may take any direction but will always knock down the home plate member B. Of course, every time a runner reaches the home plate, a score is made, the player making the highest score winning the game. After three "outs" the players change places.

It is thought from the foregoing description that the advantages and novel features of the invention will be readily apparent.

It is to be understood that changes may be made in the construction and in the combination and arrangement of the several parts, provided that such changes fall within the scope of the appended claims.

I claim:—

1. A game of the class described comprising an inclined board, a pair of parallel longitudinally extending strips forming a path for a ball, members hinged to the board and adapted to be knocked down by a second ball propelled over the board, said members having projections for extending across the path when knocked down, and guiding strips on the board for guiding the second ball against the movable members.

2. A game of the class described comprising an inclined board, a pair of parallel longitudinally extending strips forming a path for a ball, one

strip having spaces therein, members hinged to the board and adapted to be knocked down by a second ball propelled over the board, said members having projections for extending across the path when knocked down, some of the projections acting to guide the first ball through the spaces in said one strip, guiding strips on the board for guiding the second ball against the movable members, a rod pivotally connected with the board and having a handle at one end thereof, and a projection at its other end for holding a first ball in the path at the upper end thereof, said rod when moved in a certain direction lifting the hinge members and releasing the first ball.

3. A game of the class described comprising an inclined board, a pair of parallel longitudinally extending strips forming a path for a ball, one strip having spaces therein, members hinged to the board and adapted to be knocked down by a second ball propelled over the board, said members having projections for extending across the path when knocked down, some of the projections acting to guide the first ball through the spaces in said one strip, guiding strips on the board for guiding the second ball against the movable members, a rod pivotally connected with the board and having a handle at one end thereof, and a projection at its other end for holding a first ball in the path at the upper end thereof, said rod when moved in a certain direction lifting the hinge members and releasing the first ball, a

second longitudinally extending path at that side of the board opposite to the first path for receiving the first ball and means for propelling the said ball.

4. A game of the class described comprising a board, means for holding the board in an inclined position, strips on the board placed parallel to each other and arranged longitudinally of the board and adjacent one side thereof, one strip having spaces therein for permitting a ball to pass from the path, inwardly extending projections on the strips for retarding the passage of the ball down the path, a rod pivotally connected with the board and having a handle at one end, and a projection at the other end for holding a ball in the upper end of the path, a parallel strip adjacent the other side edge of the board and terminating short of the upper end thereof, the second ball adapted to be propelled through the space between said last mentioned strip and the adjacent side of the board, members hinged to the board adjacent the first mentioned strips and having projections for extending across the strips when the members are knocked down, guiding strips on the board for guiding the second ball against the movable members to knock said members down, some of the projections acting to guide the first ball through the spaces in said one strip, the rod when raised to release the first ball acting to raise the hinge members.

RAYMOND ADOLPHE LEMOYNE.