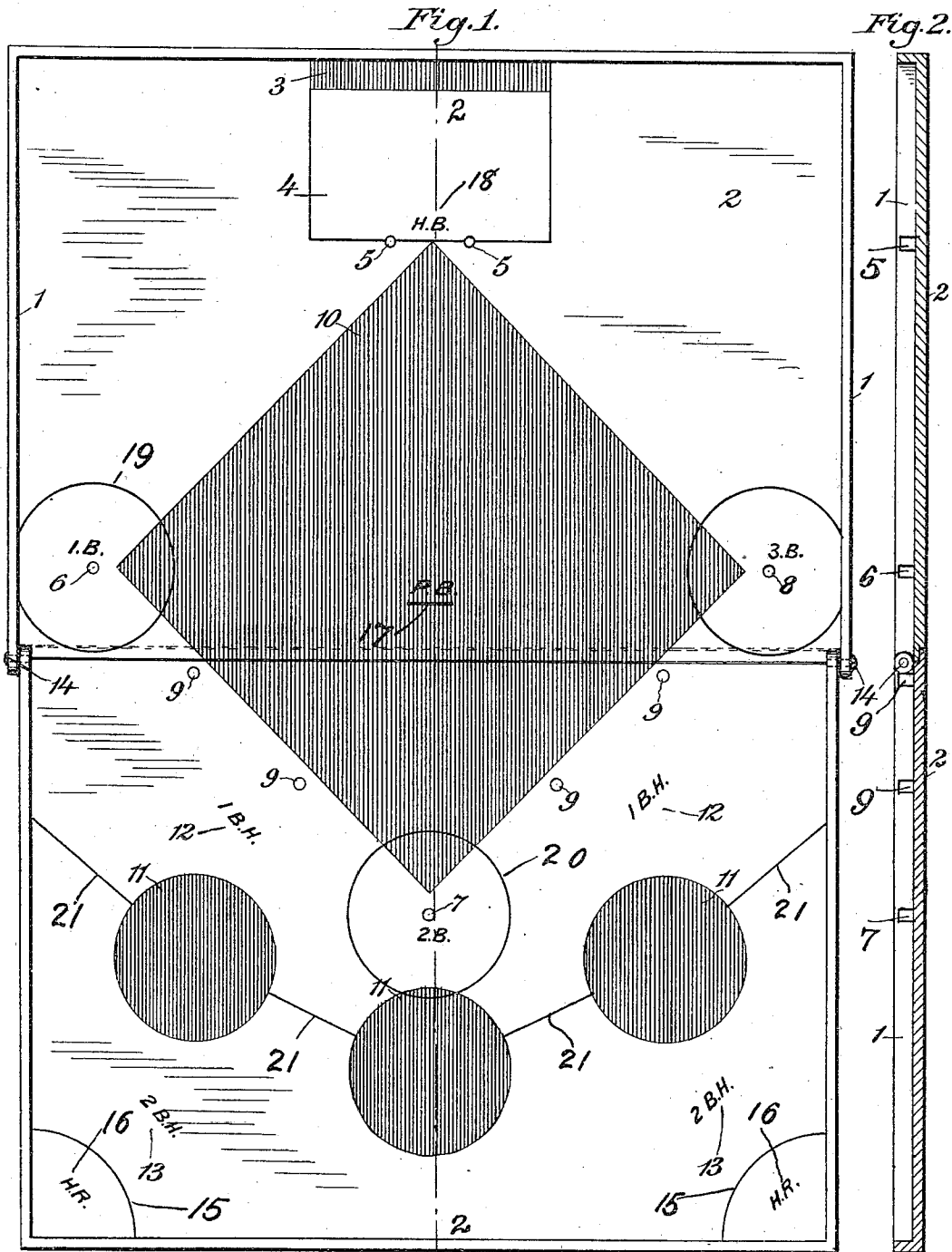


T. C. LUCE.
 GAME APPARATUS.
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Witnesses:

Oscar M. Schilling
 John B. Woodburn.

Fig. 3.  Fig. 4.

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UNITED STATES PATENT OFFICE.

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Specification of Letters Patent.

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To all whom it may concern:

Be it known that I, THOMAS C. LUCE, of Dalton, Berkshire county, in the Commonwealth of Massachusetts, have invented a new and useful Improvement in Game Apparatus, of which the following is a full, clear, and exact description.

My invention relates to game apparatus, adapted for a class of games where a disk or other movable article representing a ball is moved over a board by snapping it with the finger, and by following the rules hereinafter set forth, all the plays of a base ball game as it is carried out in the regular game, may be carried out on a smaller scale, and so that it may be used for purposes of amusement by people unskilled in the regular game of base ball.

Reference is to be had to the accompanying drawings forming a part of this specification, in which similar reference characters indicate corresponding parts in all the views.

Figure 1 is a plan view of a game board constructed in the preferred way, embodying my invention in its most complete form, and Fig. 2 is a longitudinal sectional view through the same. Fig. 3 is a plan view of one of the playing disks, and Fig. 4 is a central sectional view thereof.

I prefer to make the board in the form of a receptacle which may be folded and the parts contained therein. For this purpose and also for the purpose of retaining a disk on the board when projected during the play, I have provided a base 2, which is hinged at 14, and surrounding the board on all sides is a flange 1 suitable for retaining the disk upon the board. By providing the hinge as here shown, the board may be folded upon itself and serve as a receptacle for the disk and such other loose articles as may be used in the game.

The markings and apparatus upon the board for carrying out the purpose of my invention are as follows. A marking 10 upon the board in the form of a diamond to correspond with the diamond in a regular base ball game, and this marking may be of a solid color differing from other parts of the board, or mere outlines may be used, the exact character of the marking being immaterial. At or near the points of the diamond I have provided a home base which I have numbered 18, a first base which is repre-

sented by a pin 6 projecting from the face of the board and against which the disks are adapted to strike, as will appear hereafter, a second base represented by a similar pin 7, and likewise the third base represented by a pin 8. The bases and home plate correspond to the bases and home plate of a regular base ball diamond. On each side of the home plate I have provided pins 5 which project from the face of the board in like manner to the pins representing the bases, these pins 5 being spaced apart sufficiently to allow a playing disk to be shot between them and over the home plate. To the rear of the home plate and preferably extending out some distance on either side, I have marked off a space 4 which I will call the strike field, and immediately to the rear of this space I have designated another space 3 which extends to the flange 1 at that end of the board, and which I have termed the striking-out field. The space to the rear of bases 1 and 3 and outside of the diamond and the strike field and striking-out field, I term the foul field. Within the diamond I have marked off at 17 a space representing the pitcher's box, similar to a base ball field. Beyond the diamond I have drawn lines 21 which are spaced from the diamond 10, to provide a space therebetween, the purpose of which will fully appear in the rules of the game. Beyond this last designated space, and preferably at the corners of the board, I have marked off by the quarter circles 15, spaces 16 which count for a home run when one of the disks is shot upon either of these spaces. I have also designated by coloring or the like, the spaces 11 which are disposed at different points along the line 21 for the purpose of representing the positions of the right, left, and center fielders of the game. I have also designated by a line 19 a space around the peg 6 and a similar marking 20 around a pin 7, the spaces within the circles 19 and 20 representing the first baseman and second baseman respectively. Intermediate the first base and second base, and in alignment therewith, I have provided pins 9 for a purpose which will appear hereinafter, and I have similarly provided other pins 9 between the second and third bases, which are also on the base line.

While I have designated positions for the players by circles, it is clear that any other figure may be used to represent the same,

and that they may be designated by any kind of marking upon the board.

The rules by which the game may be played so that all the points of interest of the usual game of base ball may be realized, are as follows. The game is played by two opposing "sides". Each side may have one or more persons. The side that secures the most runs in nine innings, wins. When each side has been "at bat" once it is counted one inning. When three men are out the side is out.

Pitching, batting, and running the bases.—To play the game, one person on the side that is out places a disk so that it touches the line marked pitcher's box. He then snaps it, (if the finger is placed against the disk it will not hurt) aiming to pass it between the two posts constituting the home plate before the strike field, and having it come to rest on the striking out field. If the disk reaches the strike field and fails to pass between the two posts or to come to rest wholly within the lines bounding it, it counts one ball and the disk is returned to the pitcher. If the disk passes between the posts and rests within the strike field, not touching the line between the strike field and striking out field, it counts one strike and the opposing player may then snap it to the field or return it to the pitcher as he may elect, but one strike is counted. If he snaps it and it comes to rest wholly within the one base hit field, or touches the line bordering the two base hit field, it becomes a one base hit and the striker is entitled to place his man (one of the disks) on first base and each man already on a base is advanced to the next. In like manner the two base hit field advances two bases. If the projected disk touches the home run line it counts a three base hit. If wholly within the quarter circle it counts a home run, each man passing all the bases and returning to the home plate.

Catching out the batsman.—When the batter snaps the disk and it comes to rest within or touches any line bordering the infield, or any of the fielders' circles, the striker is out. If it comes to rest on the strike field or foul field, it counts a strike, and in case it is the third strike the man is out.

Striking out the batsman.—When the pitcher snaps the disk so that it passes home plate and touches the striking outfield, it is counted a strike and the batsman cannot strike it. In case it is the third strike so placed, the batsman is out.

Base on balls and balks.—When the pitcher passes four balls before the striker is out or wins a base, he becomes entitled to first base, and all men on bases are advanced as far as necessary to give each man a base. If the pitcher snaps the disk and it

fails to go as far as home plate, it is a balk, and the batsman and all on bases are entitled to advance one base.

Stealing bases.—A man on first wishing to steal second base, places the disk representing the man at first on the next post toward second. The pitcher may then, before pitching to home plate, snap the disk representing the ball toward first base. If it comes to rest within or touches any part of the circle around first base, the man is out. In case the disk does not touch the circle, the man takes second base. In the same way a man on second may attempt to steal third. The pitcher must not move his seat in attempting to catch a man stealing bases. The man cannot steal second while a man is there or attempting to steal third from second. If a man on second attempts to steal third, a man on first cannot steal second till the pitcher has once passed the ball to the batsman. No runner can steal more than one base while the same man is at the bat.

Double play.—When the batsman snaps a disk and it comes to rest within the space of the circle about second base or touches any of the lines bordering the space lying within the infield, the batsman is out and a man occupying first base is also out. When the batsman snaps a disk and in passing to any but foul ground it touches a man on any base, a man so touched is out.

Batting and pitching order.—When there are more than one on a side, there should be the regular rotation in batting, also in pitching, though each man should pitch an entire inning in his turn.

Any movable member which can be snapped readily can be used instead of the disk shown. Attention is also called to the fact that the movable members can be given any necessary color, but the one used for the ball or snapping piece should be of a different color than the others.

Having thus fully described my invention, I claim as new and desire to secure by Letters Patent:—

1. A game apparatus comprising a board or base, said base having a home plate and bases thereon corresponding in position to the home plate and bases of a base ball field, and having a strike field to the rear of the home plate, and pins projecting from the said board or base one on each side of the home plate, and spaced apart for the passage between them of a disk.

2. A game apparatus comprising a board or base, said base having a home plate and bases thereon corresponding in position to the home plate and bases of a base ball field, and having a strike field to the rear of the home plate, and, to the rear of the said strike field a striking out field, and pins projecting from the said board or base one on each side of the home plate, and spaced

apart for the passage between them of a disk.

3. A game apparatus comprising a board having a home plate and bases thereon corresponding in position to the home plate and bases of a base ball field, a strike field to the rear of the home plate, pins projecting from the said board or base and spaced

apart at the home plate for the passage of a disk between them, projecting pins at the several bases, and spaces located around the bases and at various points in the out-field.

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Witnesses:

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