May 21, 1940.

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2,201,560

MINIATURE BASKETBALL GAME

Filed March 8, 1938

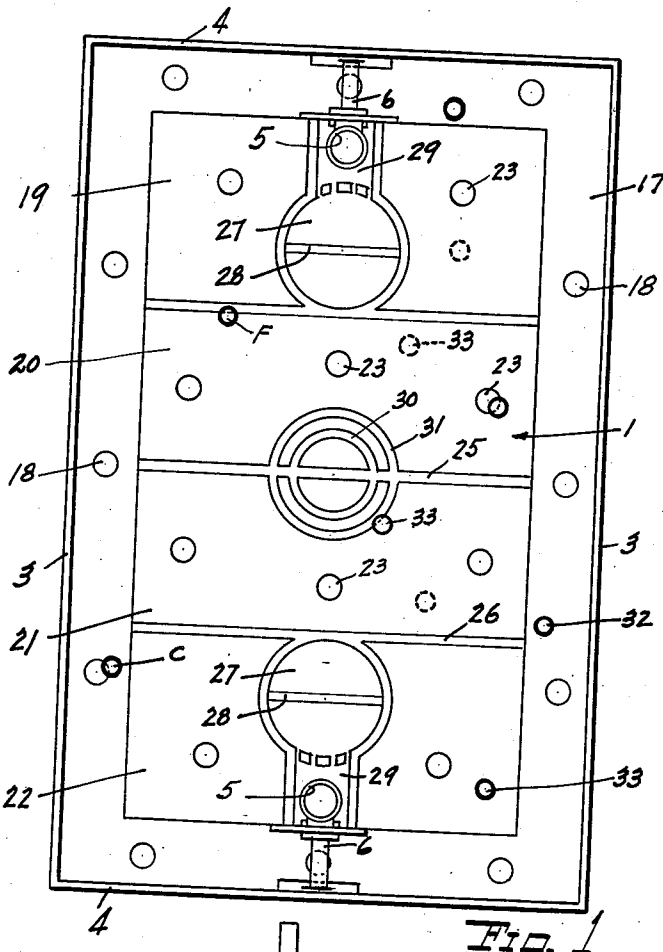


Fig. 1

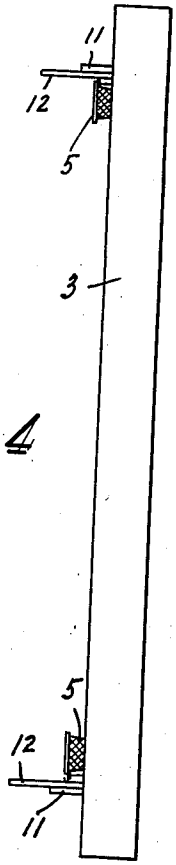


Fig. 2

Fig. 4

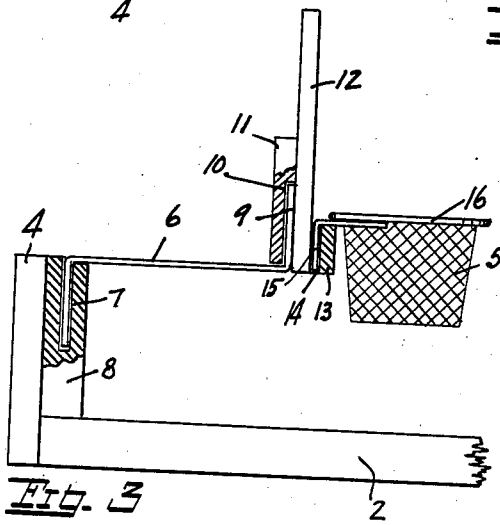


Fig. 3

Fig. 5

FOUL

OPPONENT RECEIVES ONE FREE THROW.

Fig. 6

HELD BALL

PLAY FOR ANY SPOT FROM YOUR PRESENT POSITION. LANDING ON SPOT ENTITLES YOU TO CONTINUE PLAYING.

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Patented May 21, 1940 2,201,560

UNITED STATES PATENT OFFICE

2,201,560

MINIATURE BASKETBALL GAME

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Application March 8, 1938, Serial No. 194,570

1 Claim. (Cl. 273—85)

This invention relates to improvements in table games and more particularly to a basketball game to be played with tiddle-dy-winks, and wherein a disc is snapped or jumped by a player from one end of the playing area to the other in an effort to jump the disc into or through a basket. The playing field is formed with a plurality of playing zones, intermediate foul lines and foul areas, and an offside area, and it is the purpose of the game to play a disc from the starting point to and through a basket by avoiding the foul lines, foul areas, etc.

Another object of the invention is the provision of differently colored cards and correspondingly colored areas within the playing field which, when contacted by a disc being played, will indicate which colored card the player must accept. The cards contain various printed instructions, some of which are in favor of the player and others of which represent handicaps, setbacks, etc.

Another object of the invention is the provision of a game which combines the old and well-known game of tiddle-dy-winks with the modern game of basketball.

The foregoing and other objects will appear as my invention is more fully hereinafter described in the following specification, illustrated in the accompanying drawing, and finally pointed out in the appended claim.

In the drawing:

Figure 1 is a top plan view of the game showing the outline and markings of the playing field and the playing discs in various safe and foul positions.

Figure 2 is a side elevation of Figure 1.

Figure 3 is an enlarged detail view of a basket-supporting means and a backstop therefor.

Figure 4 is a plan view of a shooting disc.

Figures 5 and 6 are facsimiles of the instruction cards.

Referring now more particularly to the drawing:

Reference numeral 1 indicates generally the playing surface of the game board which is formed on a floor 2 and surrounded by side walls 3 and end walls 4. The side and end walls are secured to each other and to the floor in any suitable manner. Each end wall has a basket 5 arranged in spaced relation thereto and elevated from the floor, as best illustrated in Figure 3. The basket and its related parts comprise a removable unit consisting of a bracket 6 turned down at one of its ends for removable engagement with a slot 7 in a panel 8 secured to the inner surface of the end wall. The opposite end of the bracket 6 is turned upwardly as at 9 for removable engagement with a slot 10 formed in a panel 11 secured to the rear wall of a backstop 12. The lower edge of the backstop 12 is provided with a panel 13 slotted as at 14 to receive one leg of an angular clip 15. The other leg of the clip extends outwardly to receive the basket ring 16 which is secured to the clip by any suitable means such as soldering, riveting or the like. By this arrangement the entire basket assembly may be removed from the end wall and disassembled or collapsed and stored within the game board when not in use.

The playing surface of the board is entirely surrounded by a marginal area 17 which represents an "out-of-bounds" zone. This zone is provided with a series of discs or spots 18 all of the same color, for example, green, and are related to certain instruction cards of a similar color which will be more fully hereinafter described. The area of the playing surface within the marginal portion is formed into four playing zones 19, 20, 21 and 22. Each of these zones are also provided with discs 23 whose color, for example, brown, corresponds with other playing cards which will also be more fully hereinafter described. The zones 19 and 20 are divided by a line 24; the zones 20 and 21 are divided by a line 25; and the zones 21 and 22 are divided by a line 26.

The zones 19 and 22 are provided with circular spaces 27 which are divided by a cross-marking 28 and each circular space opens into a longitudinal space 29 directed to the basket and terminating at the outer edge of each of the sections 19 and 22.

The dividing line 25 between zones 20 and 21 is marked with two concentric circles 30 and 31. The area within these circles represents a starting point for playing the game.

The playing surface of the board within the confines of the marginal portion 17 is made of soft material such as felt or the like and may be of any suitable color. The marginal portion, the spots 18 and the various lines may be made of paper, cloth or the like. The game is played with tiddle-dy-winks which I have represented by discs 32 shown in various positions of fair and foul play. The discs 32 will be hereinafter referred to as a ball.

Both players play with one tiddle-dy-wink, but I have shown a number of them on the board merely to illustrate the various fair, foul, and "out-of-bounds" positions.

In starting the game each player will play with his own tiddle-dy-wink (ball) from the zone closest to him. For example, in Figure 1 the tiddle-dy-wink 33 will represent a player's ball in a starting position. From this position a player attempts to jump the disc to the space within the circles 30 and 31 in the center of the board. The player coming closest to the center of the circles is awarded the first play and proceeds to jump his ball from the circles into the surrounding zone. Assuming, for example, that ball 33 has been jumped into the position shown in zone 21 and is awarded the first play. From this point the player attempts to jump the ball into zone 20 and should avoid landing on any of the discs or spots 23 and on either of the dividing lines 24 and 25 and also those lines of the circle being within that zone. Assuming the ball has landed in the dotted line position shown in zone 20, the player is entitled to another play from this point. A successful play from this point should land the ball within the zone 19 into a position, for example, as shown in dotted lines therein where the ball is free from the spots 23 and the circular area 27 and the lines surrounding it. From this last position the player may then attempt to jump the ball into the basket 5. If unsuccessful in jumping the ball through the basket and the ball falls again into the zone 19 free from all of the foul spots and foul lines he is entitled to shoot again and continue to shoot after each unsuccessful attempt to shoot the basket so long as the ball lands free from any of the foul markings. If, however, the ball does land on the colored spot 23 he must then take a correspondingly colored card from the top of the pack of cards and be governed by the instructions on the card. For example,

Green card	Brown card
Foul.—Blocking,—Opponent receives one free throw.	*Held ball.*—Play for any spot from your present position. Landing on spot entitles you to continue playing.

If the ball lands on a foul line then it is the opponent's turn to take possession of the ball and shoot it from its last position into the next adjoining zone. For example, if the ball lands into the position "F" shown on the dividing line 24 the opponent may start shooting the ball from that point toward his basket at the opposite end of the board by advancing the ball from zone to zone being careful, as aforesaid, to avoid the colored spots and the foul lines. If at any time throughout the game the ball of either player contacts one of the colored spots 18 within the marginal area, as shown at "C", he must take a correspondingly colored card from another pack and be guided by the instructions printed on that card.

The instructions and rules for playing the game are as follows:

The game is played by two players. The purpose of each player is to score as many points as possible by jumping the ball into his basket. The equipment used for playing the game consists of one large tiddle-dy-wink shooting disc as shown in Figure 4, and one small tiddle-dy-wink disc which is referred to as the ball. Two packs of cards are provided. One pack of cards is colored to correspond with the color of the spots 18 and the other stack is colored to correspond with the color of the spots 23. The packs of cards may be placed on either side of the game board within convenient reach of both players.

To determine which player is to receive the tip-off or, in other words, to start his respective ball in progress, each player will play from the zone closest to him, either in zone 19 or 22. From the starting zone the player attempts to jump the ball on to the center of the board defined by the circles 30 and 31. The player whose ball arrives nearest the center, as previously pointed out, receives the tip-off at that point and plays from thereon from zone to zone toward his objective basket, being careful throughout each play to avoid landing on a dividing line, or on a penalty disc or out-of-bounds, as aforesaid. In shooting at the center of the board (circles 30 and 31) each player uses his own ball, but following the tip-off and the start of the game one ball is removed and both players play with the one remaining ball.

Upon receiving the tip-off the player jumps his ball towards the basket with the shooting disc and if he shoots progressively from zone to zone he must not remain in any zone for more than one turn except when shooting for the basket. Failing to jump out of a zone on one shot the player loses possession of the ball and his opponent starts playing from that point. The center circle and the two end circular areas are regarded as zones during the play of the game. A player can only score a basket from any position beyond the transverse centerline 25. A basket made from behind the centerline does not score and the opponent takes possession of the ball as out-of-bounds.

When a ball lands on any of the circles or the spots 18 or 23 it is the equivalent of a referee blowing a whistle and the player must then stop and pick a card whose color corresponds with the circle with which his ball is in contact.

All fouls are listed on the referee cards except that of shooting the ball off the board which, of course, constitutes a foul and entitles the opponent to one free throw. To score a foul shot the player receiving the foul places the ball behind the foul line in the space 27 and shoots from there. If he makes the basket his opponent takes possession out-of-bounds nearest him. If the basket is missed the same player continues playing unless, of course, the ball touches a line, or spot or is out-of-bounds. When two free throws are taken, the ball is dead on the first shot and play is continued only after the second shot has been taken. When a technical or double foul is taken the two players play for the tip-off as at the start of the game.

Each basket made from the floor counts two points. A free throw counts one point.

The players have their choice of any time limit agreed upon for the length of the game. If the limit is twenty minutes the two players should change baskets at the end of the half (ten minutes). If the players decide to play to a number of points they should change baskets when one player has scored half of the total.

Further examples of the cards are as follows:

GREEN CARDS

Personal fouls.—Tripping, charging, holding, blocking—opponent receives one free throw.

Technical fouls.—Too many times out, talking back to officer—opponent receives one free throw.

Double fouls.—Off, charging, defence blocking—both players receive one free throw.

Continue playing.—Opponent touched ball before it went out.

BROWN CARDS

Personal fouls in act of shooting.—If not in scoring position one free throw. You were checked in the act of shooting. Take a shot from your present position. If it is good the basket counts and you get one free throw, otherwise two free throws, held—pushed.

Steps, broken dribble.—Opponent takes possession nearest out-of-bounds.

Held ball.—Play for any spot on court, if it touches continue playing, otherwise opponent takes possession.

Fouls.—Blocking, holding by opponent. You receive one free throw.

Out-of-bounds—Over three seconds in keyhole—opponent takes possession at out-of-bounds nearest him.

While I have shown a particular form of embodiment of my invention I am aware that many minor changes therein will readily suggest themselves to others skilled in the art without departing from the spirit and scope of the invention. Having thus described the invention, what I claim as new and desire to protect by Letters Patent is:

A game comprising a game board whose surface contains a representation of a playing field for the game of basketball, an out-of-bounds zone surrounding the field, side and end walls secured to and entirely surrounding the outermost edges of the board, a basket disposed at each end of the playing field, means for removably securing the baskets to the end walls in an elevated and overhanging position with respect to the playing field and the out-of-bounds zone, said means consisting of a panel secured to the end wall at the center thereof, a bracket secured to the top of the panel and extending inwardly therefrom, a vertically disposed wall removably secured to the inner end of the bracket, and a basket removably secured to the lower end of said wall.

CLARE GEORGE NELSON.