Nov. 14, 1950 W. F. WOLFE 2,530,187

BASEBALL GAME

Filed May 27, 1948 6 Sheets-Sheet 1

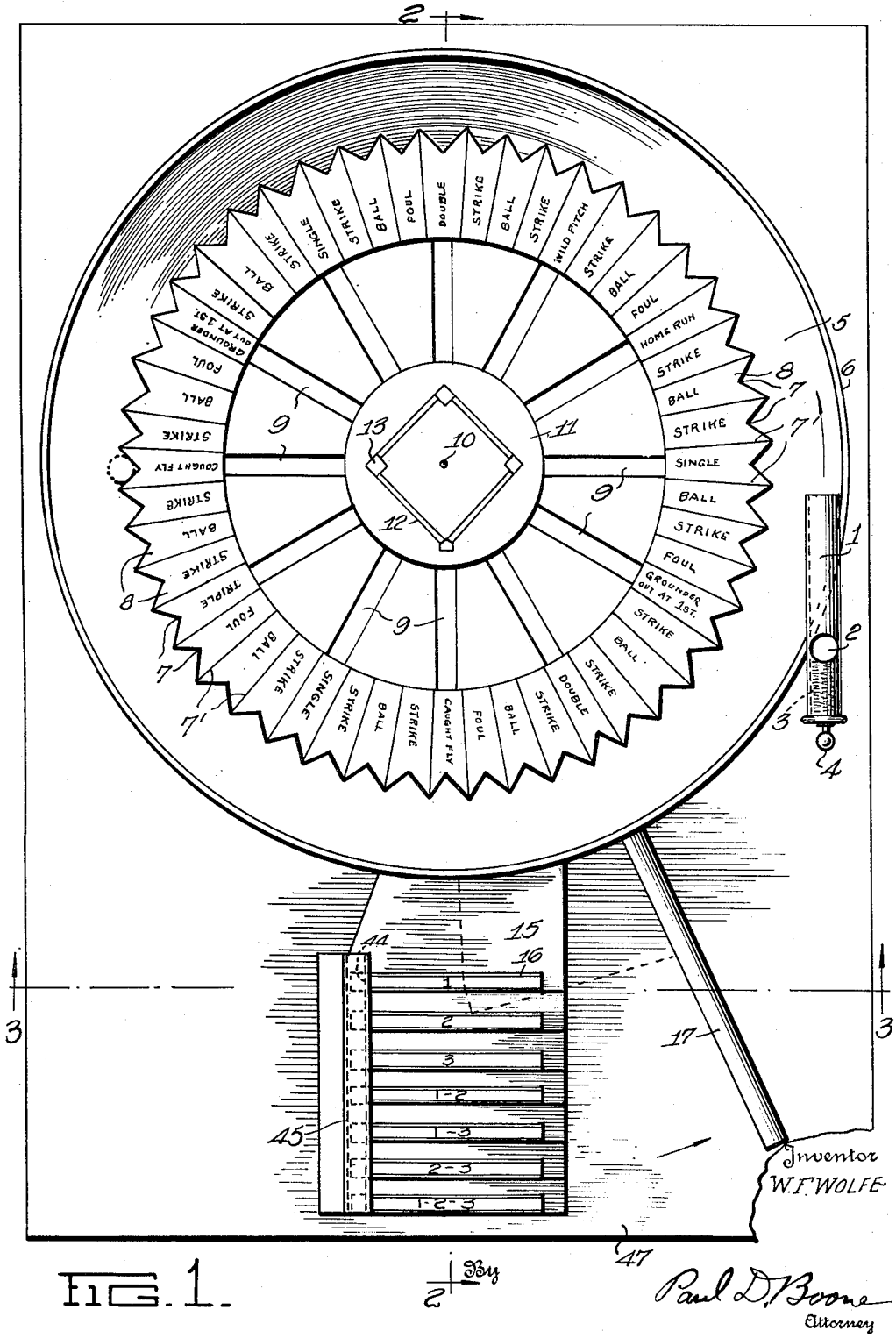

FIG. 1.

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BASEBALL GAME

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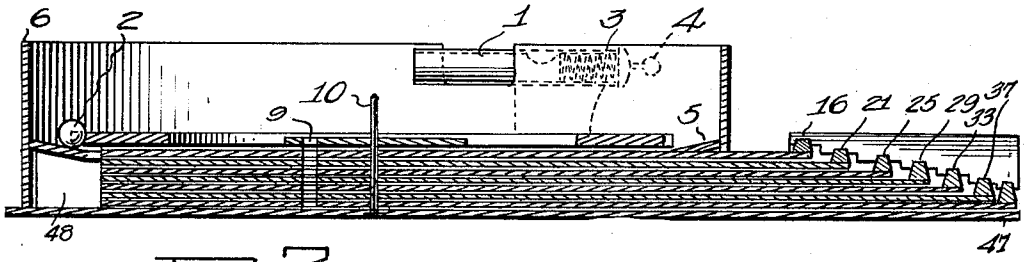

FIG. 2.

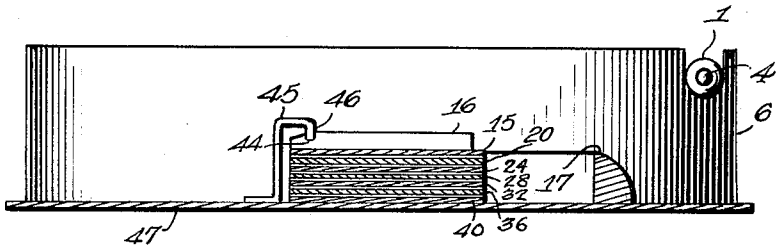

FIG. 3.

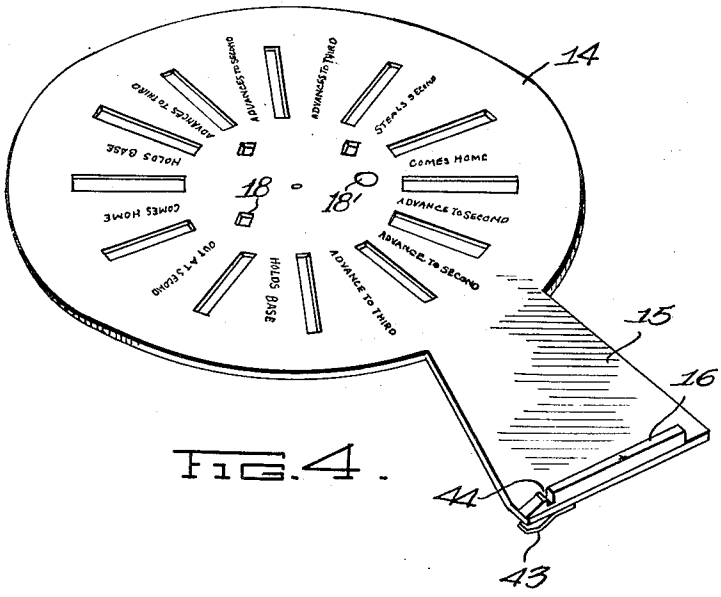

FIG. 4.

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BASEBALL GAME

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FIG. 5.

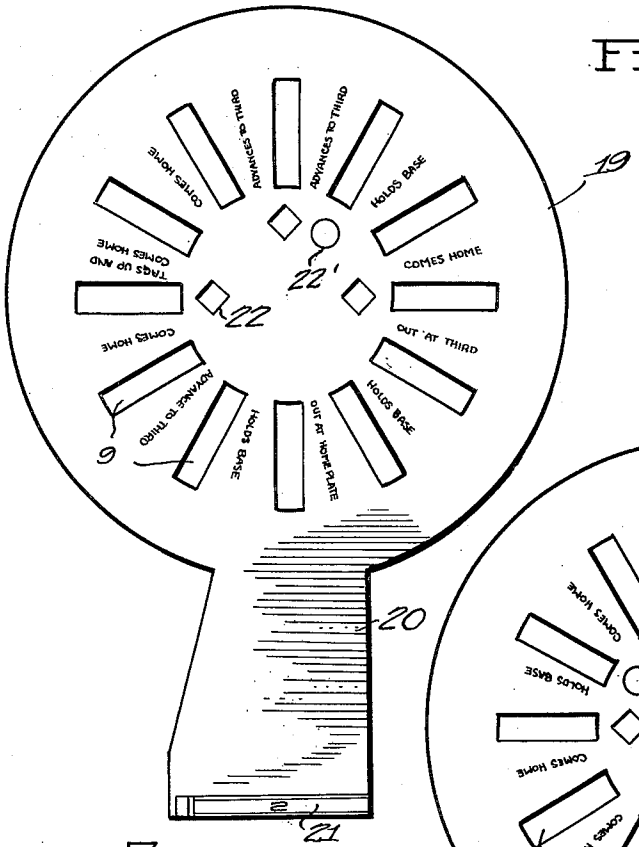


FIG. 6.

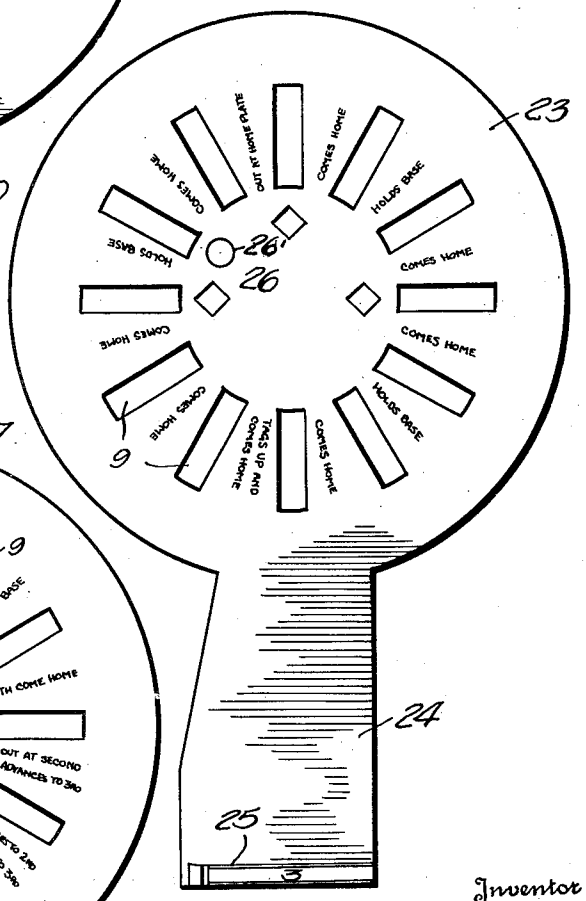
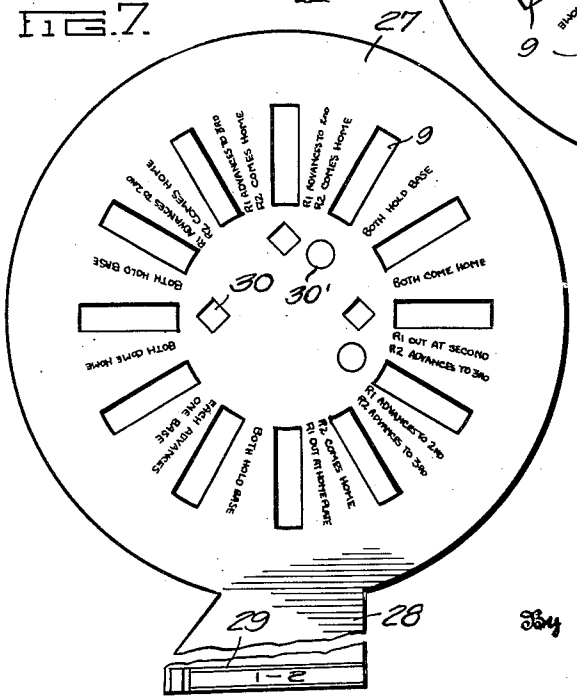


FIG. 7.



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BASEBALL GAME

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FIG. 8

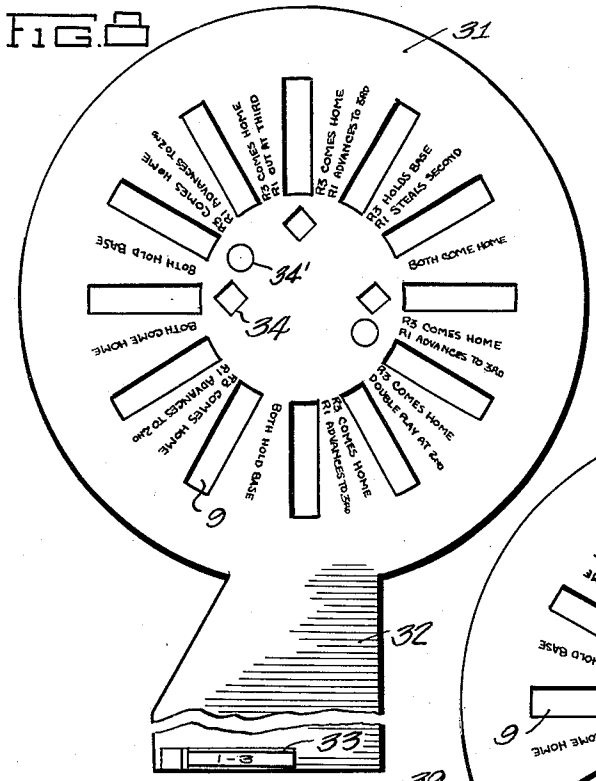


FIG. 11.

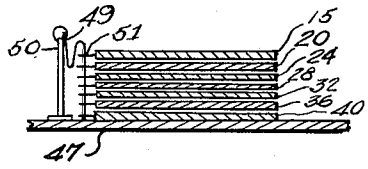


FIG. 9.

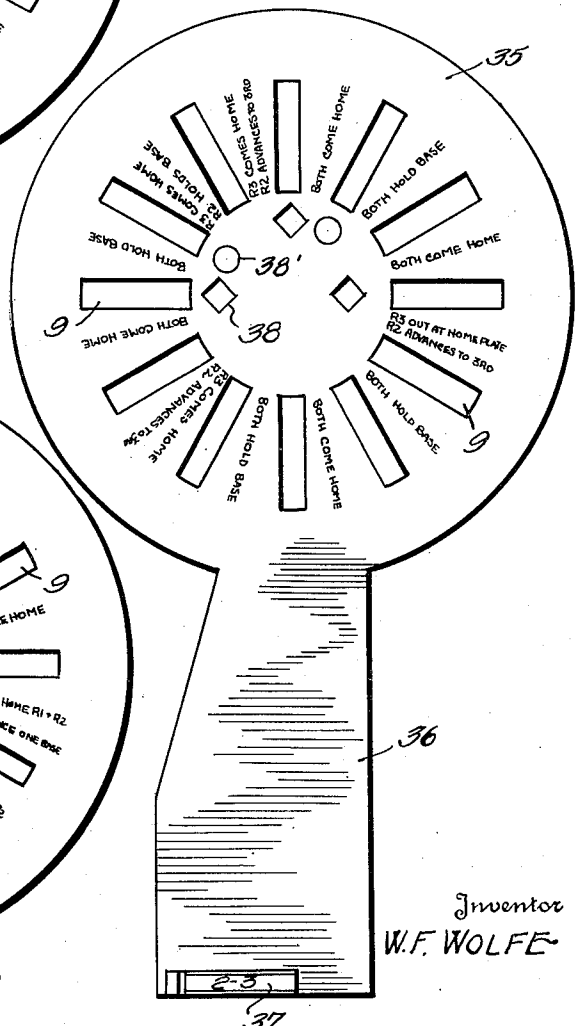
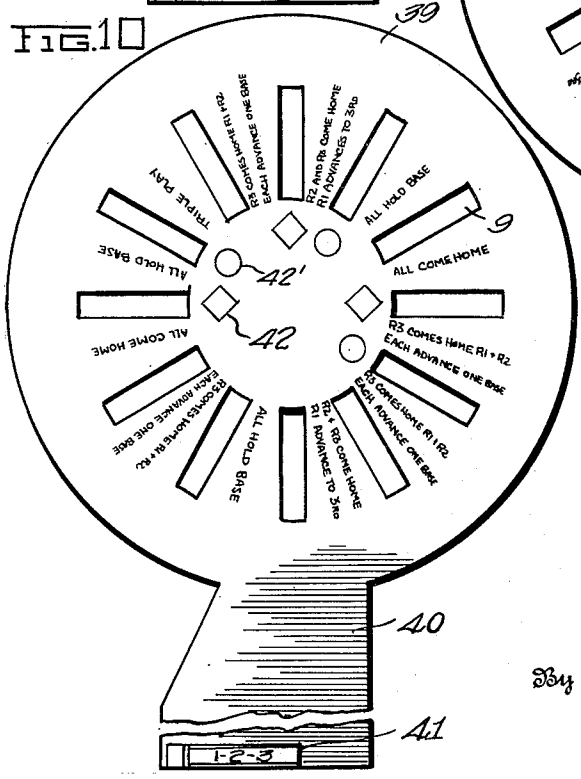


FIG. 10



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BASEBALL GAME

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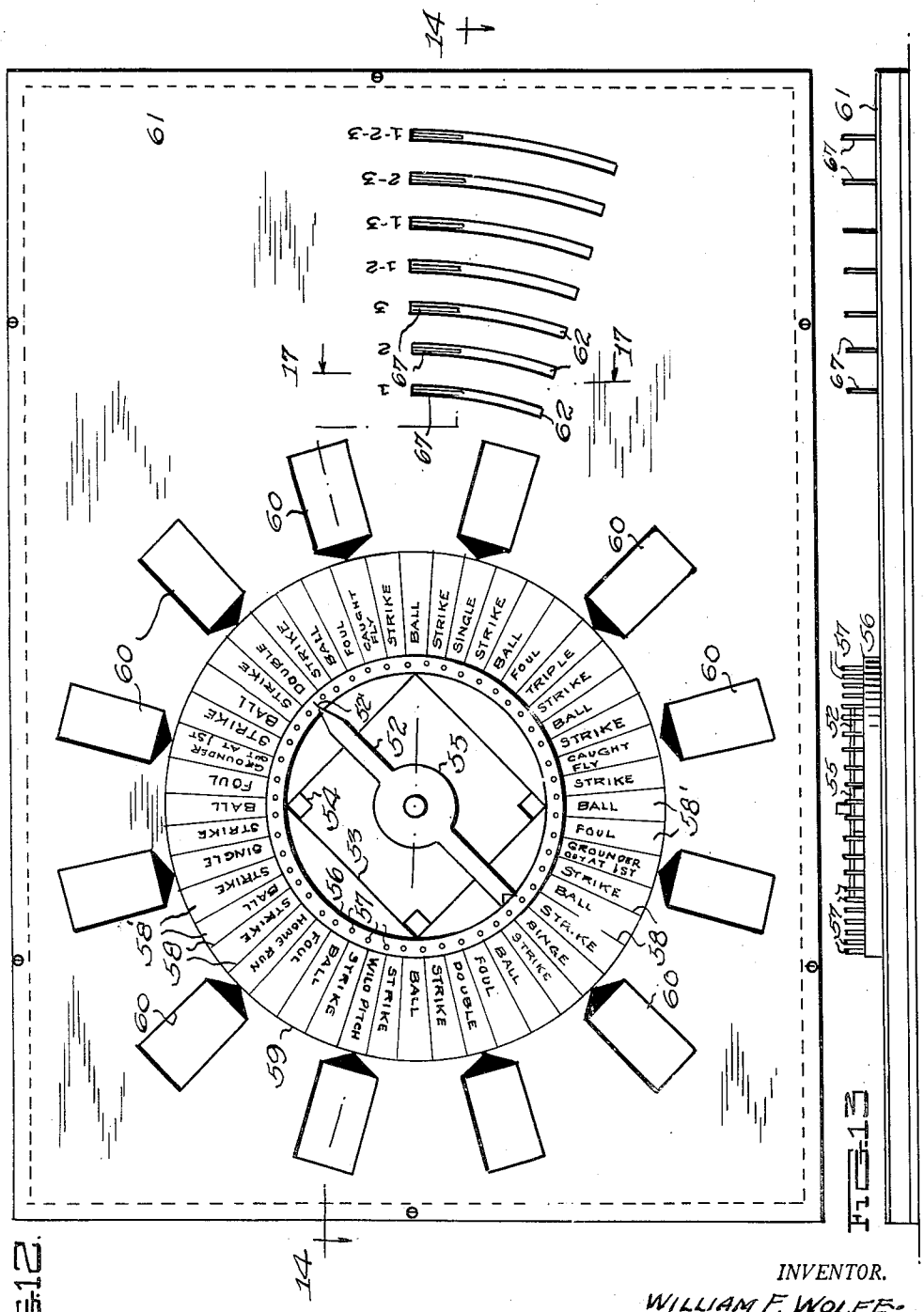

FIG. 12.

FIG. 13.

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BASEBALL GAME

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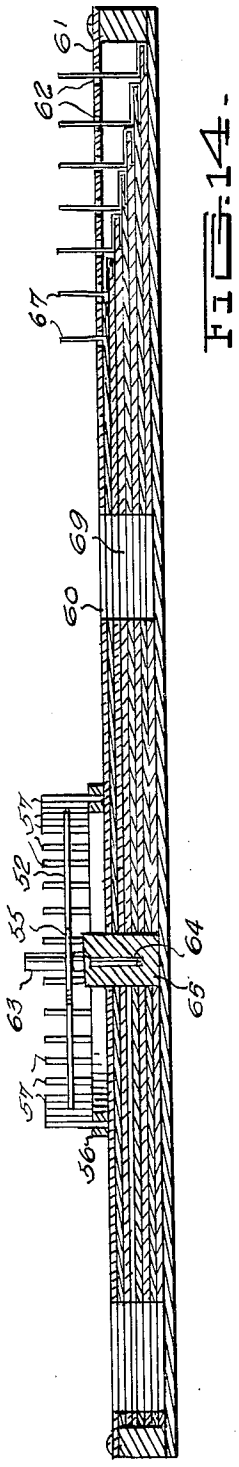

FIG. 14.

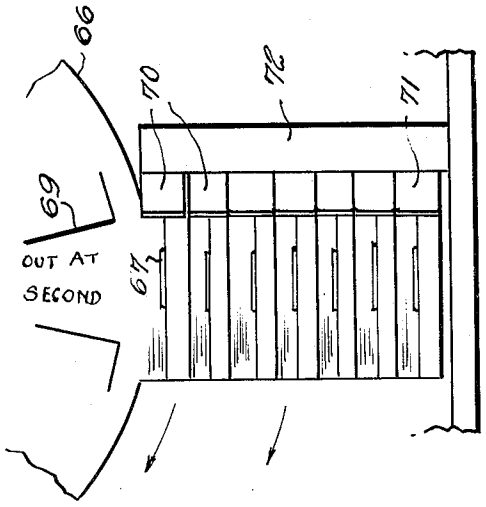

FIG. 16.

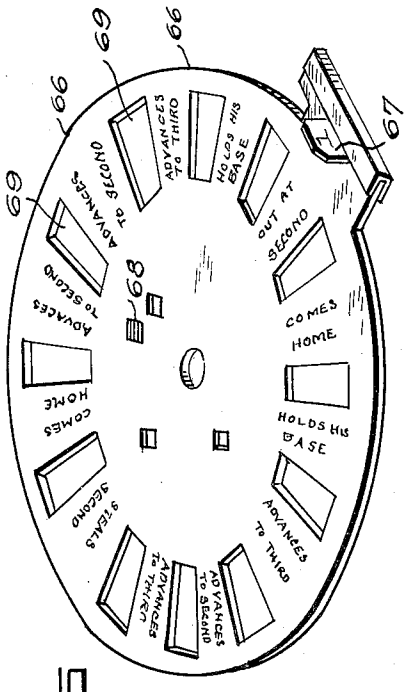

FIG. 15.

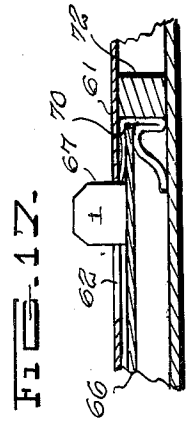

FIG. 17.

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UNITED STATES PATENT OFFICE

2,530,187

BASEBALL GAME

William Futch Wolfe, Decatur, Ga.

Application May 27, 1948, Serial No. 29,539

20 Claims. (Cl. 273—93)

1

This invention relates to games with specific progression of plays, and more particularly a miniature baseball game.

The purpose of this invention is to provide a miniature baseball game that is superior from the standpoint of simplicity, inexpensive of construction, yet provides action which simulates that afforded in a real game of baseball.

It is an object of the present invention to provide a miniature baseball game which takes into account the performance of the batter in reference to the pitched ball, and the action of the base-runner or runners in conjunction with the performance of the batter. And it is distinctive in applicant's invention that the action of the base runner is determinable practically simultaneously in conjunction with the action of the batter without taking the operator's eyes from the playing board.

Several baseball games have been devised whose aim has been to have an approximation of the game as played by men or boys on the ball diamond, wherein the action of both the person or persons on the bases and that of the individual at bat facing the opposing side is taken into account. But those which have been devised previously and which bear some semblance to this interesting American sport have the disadvantage of a series of charts or scales to disclose the plays for the different base conditions. It is an object to eliminate the use of such supplementary devices which may be considered the key to working the game.

It is a still further object to avoid the extreme complications of those types of miniature indoor ball games where such arrangement as a series of circles or discs is utilized, each of which is visible, tending to confuse the operator.

Further objects and advantages of the invention will appear from the description which appears hereinafter.

For a better understanding of the present invention reference should be made to the accompanying drawing, which illustrates two forms of this invention, in which:

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Figure 1 is a plan view of a preferred form of the device or game.

Figure 2 is a sectional view of line 2—2 of Figure 1.

Figure 3 is a sectional view on line 3—3 of Figure 1.

Figure 4 is a detailed perspective view of the top indicator movable disc in the aforesaid embodiment.

Figures 5–10 are face views of the remaining indicator movable discs of the aforesaid embodiment.

Figure 11 is a sectional view of a device for automatically returning a lever.

Figure 12 is a plan view of a less expensive embodiment.

Figure 13 is a side elevation of this second embodiment.

Figure 14 is a sectional view taken on line 14—14 of Figure 12.

Figure 15 is a perspective view of the top indicator movable disc in the second embodiment.

Figure 16 is a plan view of a holding construction for the levers on the movable discs.

Figure 17 represents a sectional view of this holding mechanism, taken on line 17—17 of Figure 12.

Referring to the drawings, the baseball game shown as illustrative of a preferred form of the invention is to be found in Figures 1–11 inclusive. It comprises a shooter-mechanism 1 which ejects a marble or small ball 2 with the aid of spring 3 attached to the trigger 4 onto a circular runway 5 which ball is kept from leaving this circular runway by an upstanding wall 6 circumscribing it. The runway slopes upwardly toward the outside, thus both assisting in keeping the marble on its forward course and in coming to rest in one of the niches or recesses 7 in a stationary, circular outer band of dial 8. This band is marked with radial lines which are spaced equally, affording forty-eight (48) sub-divisions 7'. There is a recess for each subdivision.

As seen from Fig. 1 these sub-divisions bear titles or legends which correspond to performance

of the batter in reference to the pitched ball and opposing players on the baseball field. The ratio of strikes to balls, fouls, single-, double- and triple base hits, home runs, wild pitches, caught flies, grounders out at first, etc. have been selected to correspond approximately to plays called on the batters in professional league baseball. Between the inner circumference of the outer band of said circular, stationary dial and the hub thereof there is a series of sight openings or windows **9** radiating outwardly and extending about half the distance from the inner boundary of the dial toward the hub or axis **10**. These windows are not located contiguous the sections or sub-divisions bearing the designations or legends "strike," "ball" or "foul," but only alongside the sub-divisions or sections which represent a batter reaching a base, or being put out. In the circular solid area surrounding the axis there is located a small circular disc **11** on which is formed a baseball diamond **12** with openings **13** at the location of first-, second- and third bases, but none at the location of home plate.

Beneath the top stationary disc or dial with its legends which represent the performance of the batter facing the opposing players there is a rotatable disc **14** having an arm **15** extending from the segment or sector in the rear of home plate thru a cutout portion in the base of the circumscribing wall **6**. On the base of this extension there is a small block **16** having written or imprinted thereon the numeral "1" (meaning: runner on first base), which block can be readily grasped by the operator playing the game. Because the disc **14** is movable about the axis **10** by grasping the block **16**, the lever or extension can be moved to the right until it abuts a bar or barrier **17**. In this operative position a red dot **18'** or other symbol comes into view at first base on the inside diamond. In this operative position the legends or designations printed radially at spaced intervals upon this disc also come into view, one at each of the twelve windows of the stationary dial. These designations represent different plays which can be made when the runner of the side at bat is on first base. In the inoperative position these legends are hidden from view and blank spaces appear thru the windows. This condition indicates no runners are on base.

As referred to supra briefly these designations represent the different plays which can be made when the runner of the side at bat is on first base and there is no other man on base. By reference to Figs. 1 and 4 it will be seen that the designations denoting the runner bear the following relation to the performance of the batter in conjunction with his opponents, reading counter clockwise from the position of home plate:

TABLE I

Man on first only

Performance of Batter	Runners' Movements
Caught Fly	Holds Base.
Double	Advances To Third.
Grounder Out At 1st	Advances To Second.
Single	Do.
Home Run	Comes Home.
Wild Pitch	Steals Second.
Double	Advances To Third.
Single	Advances To Second.
Grounder Out At 1st	Advances To Third.
Caught Fly	Holds Base.
Triple	Comes Home.
Single	Out At Second.

In the non-operative position of this movable disc that portion of the inner area directly below the three square openings in the hub portion of the outer, fixed dial and the openings at first-, second, and third bases in the ball diamond above this, has openings **18** of corresponding size and shape.

Fig. 5 represents the movable disc with cooperating parts which lies directly below that in Fig. 4. In Fig. 5 the disc is denoted by the numeral **19** and the arm or lever connected thereto by the numeral **20**. The small block **21** fastened thereto on top has written thereon the numeral "2" (meaning: runner on second base). The angle thru which disc **19** turns to the right by the movement of lever or arm **20** is the same as that for the movement of disc **14**. When placed in operative position the arm **20** likewise abuts the barrier **17**. In the operative position a red dot **22'** or other symbol thereon comes into view at second base on the inside baseball diamond. In this position the legends or designations, hidden while in the inoperative position, come into view. A legend appears at each of the twelve windows of the stationary dial. These designations represent different plays which can be made when the runner of the side at bat is on second base. By reference to Figs. 1 and 5 it will be seen that the designations denoting the runner bear the following relation to the performance of the batter in conjunction with his opponents, reading counter clock-wise from the position of home plate:

TABLE II

Man on second only

Performance of Batter	Runners' Movements
Caught Fly	Holds Base.
Double	Out At Home Plate.
Grounder Out At 1st	Holds Base.
Single	Out At Third.
Home Run	Comes Home.
Wild Pitch	Holds Base.
Double	Advances To Third.
Single	Do.
Grounder Out At 1st	Comes Home.
Caught Fly	Tags Up and Comes Home.
Triple	Comes Home.
Single	Advances To Third

Fig. 6 represents the movable disc with cooperating parts which lies directly below that described immediately preceding. In this figure the disc is denoted by the numeral **23**, the red dot by **26'** and the three openings therein by **26**, and the arm connected thereto by the numeral **24**. The small block **25** fastened thereto at the base has written thereon the numeral "3" (meaning: runner on third base). When moved into operative position by pushing the arm **24** as previously described a red dot comes into view at third base on the inside baseball diamond. In the inoperative position it too, like the legends or designations is hidden beneath the solid portions of the outside stationary disc and the two superimposed movable discs. When moved into operative position the legends or designations appear, one at each of the twelve windows of the stationary dial. These designations represent different plays which can be made when the runner of the side at bat is on third base. By reference to Figs. 1 and 6 it will be seen that the designations denoting the runner bear the following relation to the performance of the batter in conjunction with

the opponents, reading in the same manner as previously mentioned:

TABLE III

Man on third only

Performance of Batter	Runners' Movements
Caught Fly	Tags Up and Comes Home.
Double	Comes Home.
Grounder Out At 1st	Holds Base.
Single	Comes Home.
Home Run	Do.
Wild Pitch	Holds Base.
Double	Comes Home.
Single	Out At Home Plate.
Grounder Out At 1st	Comes Home.
Caught Fly	Holds Base.
Triple	Comes Home.
Single	Do.

In Fig. 7 the relation of the movable disc to the arm **28** and block **29** attached thereto is the same as described supra. On the block **29** there are written the numerals "1—2" (meaning: runner on first base and runner on second base). In the inoperative position the twelve designations or legends and the two red dots are not visible to the operator. When the disc has been moved into operative position by means of the lever the red dots **30'** become visible at first base and second base respectively on the inside baseball diamond. As is true of the previously described figures, the legends or designations of the runner appear, one at each of the twelve windows of the stationary dial. These designations represent different plays which can be made when the runners of the side at bat are on first and second bases respectively. By reference to Figs. 1 and 7 it will be seen that the designations denoting the runners bear the following relations to the performance of the battery in conjunction with the opponents, reading in the same fashion as previously set out:

TABLE IV

Men on first and second only

Performance of Batter	Runners' Movements
Caught Fly	Both Hold Base.
Double	R#2 Comes Home.
	R#1 Out At Home Plate.
Grounder Out At 1st	R#1 Advances To Second.
	R#2 Advances To Third.
Single	R#1 Out At Second.
	R#2 Advances To Third.
Home Run	Both Come Home.
Wild Pitch	Both Hold Base.
Double	R#1 Advances To Second.
	R#2 Comes Home.
Single	R#1 Advances To Third.
	R#2 Comes Home.
Grounder Out At 1st	Do.
	R#1 Advances To Second.
Caught Fly	Both Hold Base.
Triple	Both Come Home.
Single	Each Advance One Base.

Fig. 8 represents the movable disc with its co-operating parts which lies immediately below that represented in the Fig. 7. The disc **31**, side arm **32**, block **33** do not differ structurally from the other superimposed corresponding members. The three square openings **34** coincide with the openings **30**, **26**, **22** and **18** in the four superimposed movable discs, and the openings **13** at first-, second- and third bases in the baseball diamond. On block **33** are written the numerals 1—3 (meaning: runner on first base and runner on third base). In the inoperative position the twelve designations and the two red dots are not visible to the operator. When this disc has been turned thru that arc into operative position the red dots **34'** become visible at first base and third base, respectively, on the inside baseball diamond. The legends or designations on this disc appear, one at each of the twelve windows of the stationary dial. These designations represent different plays which can be made when the runners of the side at bat are on first- and third bases respectively. By reference to Figs. 1 and 8 it will be seen that the designations denoting the runners bear the following relations to the performance of the batter in conjunction with the opponents, when read in the same direction as previously set out:

TABLE V

Men on first and third only

Performance of Batter	Runners' Movements
Caught Fly	Both Hold Base.
Double	R#3 Comes Home.
	R#1 Advances To Third.
Grounder Out At 1st	R#3 Comes Home.
	Double Play At Second.
Single	R#3 Comes Home.
	R#1 Advances To Third.
Home Run	Both Come Home.
Wild Pitch	R#3 Holds Base.
	R#1 Steals Second.
Double	R#3 Comes Home.
	R#1 Advances To Third.
Single	R#3 Comes Home.
	R#1 Out At Third.
Grounder Out At 1st	R#3 Comes Home.
	R#1 Advances To Second.
Caught Fly	Both Hold Bases.
Triple	Both Come Home.
Single	R#3 Comes Home.
	R#1 Advances To Second.

Fig. 9 represents the movable disc with co-operating parts which lies immediately below that represented in the preceding figure. The disc **35**, side arm or lever **36** and block **37** do not differ structurally from the other superimposed corresponding members. The three square openings **38** coincide with openings **34** above them. On block **37** is written the numerals 2—3 (meaning: runner on second base and runner on third base). In the inoperative position the twelve designations and the two red dots are not visible to the operator. When this disc has been turned counter clock-wise into operative position the red dots **38'** become visible at second base and third base, respectively, on the baseball diamond. The legends or designations now appear, one at each of the twelve windows of the stationary dial. These designations represent different plays which can be made when the runners of the side at bat are on second- and third bases respectively. By reference to Figs. 1 and 9 it will be seen that the designations denoting the runners bear the following relations to the performance of the batter in conjunction with the opponents, when read in the same direction as previously set out:

TABLE VI

Men on second and third only

Performance of Batter	Runners's Movements
Caught Fly	Both Hold Base.
Double	Both Come Home.
Grounder Out At 1st	Both Hold Base.
Single	R#3 Out At Home Plate.
	R#2 Advances To Third.
Home Run	Both Come Home.
Wild Pitch	Both Hold Base.
Double	Both Come Home.
Single	R#3 Comes Home.
	R#2 Advances To Third.
Grounder Out At 1st	R#3 Comes Home.
	R#2 Holds Base.
Caught Fly	Both Hold Base.
Triple	Both Come Home.
Single	R#3 Comes Home.
	R#2 Advances To Third.

Fig. 10 represents the movable disc with co-operating parts which lies immediately below that represented in the preceding figure. The disc **39**, side arm or lever **40** and block **41** do not differ structurally from the other superimposed corresponding members. The three square openings **42** coincide with openings **38** above them. On block **41** are written the numerals 1—2—3 (meaning: runner on first base, runner on second base and runner on third base). In the inoperative position the twelve designations and the two red dots are not visible to the operator. When the disc has been turned counter clock-wise thru that arc into operative position the red dots **42'** become visible at first base, second base and third base, respectively, on the baseball diamond. The legends or designations now appear, one at each of the twelve windows of the stationary dial. These designations represent different plays which can be made when the runners of the side at bat are on first-, second-, and third bases, respectively. By reference to Figs. 1 and 10 it will be seen that the designations denoting the runners bear the following relations to the performance of the batter in conjunction with the opponents, when read in the same direction as previously indicated:

TABLE VII

Men on first, second and third

Performance of Batter	Runners's Movements
Caught Fly	All Hold Bases.
Double	R#2 and R#3 Come Home. R#1 Advances To Third.
Grounder Out At 1st	R#3 Comes Home. R#1 and R#2 Each Advance One Base.
Single	R#3 Comes Home. R#1 and R#2 Each Advance One Base.
Home Run	All Come Home.
Wild Pitch	All Hold Base.
Double	R#2 and R#3 Come Home. R#1 Advances To Third.
Single	R#3 Comes Home. R#1 and R#2 Advance One Base.
Grounder Out At 1st	Triple Play.
Caught Fly	All Hold Bases.
Triple	All Come Home.
Single	R#3 Comes Home. R#1 and R#2 Each Advance One Base.

In the device which has been described the side arms or levers **15, 20, 24, 28, 32, 36** and **40**, attached to discs **14, 19, 23, 27, 31, 35** and **39**, respectively, are successively longer as is clearly seen from Figs. 1 and 2. This is expedient to enable the operator to grasp the upstanding blocks without interference with the other levers.

There is a certain amount of friction attending the movement of each disc and lever from the inoperative to its operative position, tending to drag along at least the upper and lower contiguous disc and lever respectively. For this reason means are provided to hold each of the non-operated levers and blocks in inoperative position during the movement of the lever by the operator of the game through its arc and whereupon the lever abuts strip **17**. One such mechanism is represented in Figs. 3 and 4 and still another in Figs. 16 and 17. The former will now be described, the latter's description appearing subsequently, although the latter because of its simplicity yet effectiveness seems preferable at least from the cost aspect.

On the rear side of lever **15** near the base and at the lower left end thereof there is a curved metallic member **43**. This acts like a spring. Block **16** has a niche **44** near the left end and tapers off to the end. The niche in the block is caught by the detent **46** of the channel portion of the holder **45** which in turn is fastened to the base plate **47** which supports the entire device. On this base plate are a series of supporting blocks **48** which elevate the runway **5** previously referred to.

It is of course understood that the normal position for each disc and lever is that where the blocks are gripped or held by the detent **46**. Only one lever should at any one time be in the operative position. Accordingly, when any block bearing that numeral or combination of numerals representing the runners on bases is moved into operative position any other lever and block in operative position should be returned prior to such movement. Otherwise an error will arise in reading the position taken by the runners from the action or performance of the batters.

To obviate such errors due to carelessness on the part of the operator, a device for automatic control of the levers has been worked out. This is shown in Fig. 11. In this a ribbon **49** with only sufficient slack for one lever and block in operative position is fastened to the top of a peg **50**. It passes through a channel in an extension **51** attached to each block and is anchored at the bottom to base plate **47**. When any one lever is moved into operative position and the operator then moves another lever, the first lever is returned to inoperative position. This is due to the fact that there is insufficient length of the ribbon to permit more than one lever to be in the operative position.

Another form of the invention will herewith be described. This is represented in Figures 12–17 of the drawings.

This second form like the first embodiment is characterized by a plurality of subdivisions which as an assemblage possess an annular pattern, and these subdivisions have legends contiguous thereto, one to each subdivision showing possible occurrences with respect to the player at bat. However unlike the first form, the series of windows is not between these sub-divisions and the center of the dial but encompassing the subdivisions. They may be considered as adjacent the circumference or in reverse relation to the position of those in the first form of the game. In either embodiment each window is adjacent to and corresponds to a sub-division on the stationary dial, but the number of windows is less than the total number of legends. In the embodiments described, the number of subdivisions and likewise the number of legends is **48**, whereas the number of windows is 12 respectively. In this second form there is a pivoted, arrow shaped pointer mechanism. And there is an inner circular elevated band or ring from which the subdivisions radiate, or what is perhaps the more accurate designation, the radial lines forming the sub-divisions radiate. This inner band has upstanding radially spaced pegs, each peg corresponding to the position of the inner terminus of the radial lines. This presents in some degree the picture of a large number of spokes radiating from a hub.

Having endeavored to cover the over-all points of differentiation that this second embodiment has from the first form of this invention and which was initially presented, attention will now be given to an analysis of it in more detail.

The arrow **52** is pivoted in the center of a baseball diamond **53** with openings **54** at the location

of first-, second- and third bases, but none at the location of home plate. The arrow has an enlarged circular shaped mid-portion **55** the purpose of which will be explained subsequently. It may also have attached to its tip a somewhat flexible protruding member **52'**. Circumscribing the four points of the baseball diamond is an elevated circular band **56** in which are positioned headless nails **57** which total forty-eight (48) in the embodiment shown. Radiating outwardly from this band are an equal number of equally spaced lines **58** forming forty-eight (48) subdivisions **58'**.

As seen from Fig. 12 these subdivisions have titles or legends just like in Fig. 1 which correspond to performance of the batter in reference to the pitched ball and opposing players on the baseball field. The radial lines **58** terminate in the circumference **59**. There are a series of twelve (12) equally spaced sight windows **60** circumscribing in position the circumference and radiating outwardly. Like in Fig. 1 they are not located contiguous the sections of sub-divisions bearing the designations "strike," "ball" or "foul," but only alongside the sub-divisions or sections which represent a batter reaching a base, or being put out. In that portion of the surface of the playing board **61** which is normally nearest the operator there are a series of seven slots **62** protruding through which are a like number of handles, one to each slot.

Beneath the top stationary disc or dial just described there are seven rotatable discs, one superimposed upon the other as shown in Fig. 14. This is just like the arrangement in the other form of the game previously described, in as much as each embodiment is on a game comprising three bases and a home plate. In such a game there are only seven possible base conditions and each disc corresponds to one of those, to wit: man on 1st base only, man on 2nd base only, man on 3rd base only, men on 1st and 2nd bases, men on 1st and 3rd bases, men on 2nd and 3rd bases and men on 1st, 2nd and 3rd bases.

From Fig. 14 it can be seen that arrow **52** is mounted upon a small tube **63**, depending from which is a pivot **64** extending into a recess in the cylindrical block **65**. The seven revolvable discs turn in an arc about this cylindrical block.

In Fig. 15 is depicted the rotatable disc **66** which lies directly below the top stationary disc or dial. It has an arm or handle **67** extending upwardly from the end portion of the tongue-like segment in the rear of the words "out at second." This arm **67** extends through the first of the slots **62**; and there is imprinted thereon the numeral "1" indicating that the runner is on first. This disc can turn to the left in an arc until this arm **67** impacts the other end of slot **62**. In this operative position a red dot **68** comes into view at first base on the ball diamond. Also in this operative position the twelve legends printed upon the movable disc **66** come into view, one in each of the twelve windows of the stationary dial. As in the first form of the game, these legends are hidden from view in the inoperative position and only windows **69** appear i. e. blank space coextensive with upper windows **60**.

By referring to Figs. 13 and 15 it will be noted that the designations denoting the runner (imprinted upon the movable disc **66**) bear the same relation to the performance of the batter in conjunction to his opponents (printed upon the top stationary dial) as appears in Table I in reference to the first form of the game. Reading should be made counter-clockwise from the position of home plate in verifying this.

In the inoperative position it will also be noted that there are vacant places at the position of 1st, 2nd and 3rd bases.

In this second embodiment there is a variation in the holding mechanism from that shown in the first form of the invention described, as is apparent by reference to Figs. 16 and 17, making comparison with Figs. 5–11. The right side rear of the tongues attached to these seven movable discs slide between seven cooperating pairs of oppositely curved metal grippers. The pair **70** for the top movable disc **66** has an almost flat top coacting metal tab and a very convex metal tab below it, whereas the pair **71** for handle **1—2—3** has a very concave upper tab and an almost flat lower cooperating members. The gradation is from that just described for holding the uppermost rotatable disc and its tongue to that also described for holding the seventh rotatable disc and its tongue. These metal coacting pairs are fitted into a piece of wood **72**. And the tension between the metallic members of each pair is sufficiently great that each of the handles can be separately moved without dislodging or dragging along any other handle and disc. For it is imperative that only one disc move into the operative position at a time.

Operation of the game

The operation of the two embodiments depicted in Figs. 1–11, and Figs. 12–17 respectively will each be now described. The former will be presented first and in greater detail because from the standpoint of many operators or "fans of the game" that form of the game using a marble and an ample runway has unique appeal.

At the beginning of the game all movable discs are in the inactive position. The spaces in the sight openings of the stationary dial are blank. The player representing the team at bat operates the gun, ejecting the small ball or marble. Each discharge of the gun represents the pitched ball. The ball travels around the circular runway, coming to rest in one of the notches or recesses in the outer perimeter of the circular dial. When a "ball," "strike" or "foul" is made no change is made in the position of any movable disc but the operator keeps tallies thereof. If the ball or marble comes to rest in a recess showing a designation which would place the batter on base, the movable disc corresponding to the play is placed in its active position. To illustrate, if the batter gets a single it places him on first base and the movable disc **14** indicating the "runner on first" is placed in active position by pulling down the block marked #"1." Thereupon the possible performance of the player who has reached first base comes into view through the sight windows. If the next batter gets a single the operator glances at the designation appearing in the corresponding opening in the stationary dial contiguous thereto. This indicates the performance of the runner. This may be "advance to second," "out at second," etc. If the runner advances to second this places runners on first base and second base, in which event the disc designated "runner on first and second" is placed in active position by the block "1—2" and the first disc is returned to inactive position.

In this fashion the game is played until there are three outs on the team at bat. This retires that side, whereupon the side in the field then

comes to bat. The play by play continues until this side in turn has three outs. The game continues throughout nine innings or until one or the other side is the winner as in professional baseball.

The operator must keep a record of the balls, strikes, also the outs made, including strike-outs, and put-outs of any type. He must also keep track of tallies or scores made by the batter. This he can do by any conventional device, such as a score card. Then the operator must of course shift the levers after each play to correspond to the placement or bases presently occupied by runners after the play has been made.

Instead of having recesses in the perimeter of the band or the stationary dial, pegs or pins could be placed at regular intervals on the runways in such a manner that the spaces between the pins coincides with the sub-divisions between the radial lines; the recesses would be thereby eliminated. The ejected ball would then come to rest within a space between two pins.

In the operation of the second form of the invention, which is that represented in Figs. 12-17, the player representing the team at bat spins the arrow by striking it forceably. Each spin of the arrow represents a pitched ball. Upon coming to rest the point of the arrow or the feather-edge protruding member on its tip extending between the pegs indicates the action of the batter. The protruding member serves to avoid arguments since it always resides between the pegs upon coming to rest, whereas the arrow may not. The operation other than that just described is the same as for the first form of the invention.

In the embodiments aforesaid where there are three bases and a home plate the number of movable discs and lever is seven. However, if the number of bases is two the number of movable discs would be only three.

There can be any desired number of legends on the band of the stationary disc, instead of the forty-eight as shown in the drawing. However, in order to simulate a baseball game there should be a proportionate number of "strikes," "balls," "fouls" and hits of various types. But the actual number thereof on this disc can vary. Of course when the number of the legends thereof is increased or decreased the number of windows would be changed accordingly.

The legends on the movable discs can vary somewhat depending upon the type of plays to be desired. To illustrate, instead of the legend "advances to second" as shown in Fig. 4 this could be shown as "out at second."

The movable discs could be moved by other means than arms or levers. But windows for all the discs would have to coincide. And the windows must never appear alongside the legends "ball," "strike" or "foul."

This invention is a continuation in part of application, Ser. No. 682,885, filed July 11, 1946, now abandoned.

Although this invention has been described with reference to a particular embodiment thereof, it is, of course, not to be limited thereto except insofar as is necessitated by the scope of the appended claims.

I claim:

1. A baseball game comprising a stationary dial having a plurality of subdivisions arranged in a substantially ring-shaped pattern, said subdivisions having legends contiguous thereto, a legend to each sub-division, showing possible occurrences with respect to the player at bat in a baseball game, a series of windows but less than the total number of legends, each window being adjacent and corresponding to a sub-division and its legend on the stationary dial, a series of movable discs at least equal in number to the sum of the bases and home plate, which discs are below the said stationary dial and each having a rest and operative position, each movable disc having windows which coincide with the windows in the stationary dial in rest position, each movable disc having legends which are displayed in the above-mentioned windows by the movement of the disc into operative position and representing possible action of players on base, and means affixed to the playing board to indicate subject to the action of the operator of the game, by coming to rest at some position corresponding to a sub-division and its corresponding legend, the action of the player at bat.

2. A baseball game comprising a stationary dial having a plurality of subdivisions arranged in a substantially ring-shaped pattern, said subdivisions having legends contiguous thereto, a legend to each sub-division, showing possible occurrences with respect to the player at bat in a baseball game, a series of windows but less than the total number of legends, each window being adjacent and corresponding to a sub-division and its legend on the stationary dial, a series of seven movable discs below said stationary dial and each having a rest and operative position, each movable disc having windows which coincide with the windows in the stationary dial in rest position, each movable disc having legends which are displayed in the above-mentioned windows by the movement of the disc into the operative position and representing possible action of players on base, and means affixed to the playing board to indicate subject to the action of the operator of the game, by coming to rest at same position corresponding to a sub-division and its corresponding legend, the action of the player at bat.

3. A baseball game comprising a stationary dial having a plurality of subdivisions arranged in a substantially ring-shaped pattern, said subdivisions having legends contiguous thereto, a legend to each sub-division, showing possible occurrences with respect to the player at bat in a baseball game, a series of windows each of which is adjacent and corresponding to a sub-division and its legend on the stationary dial, said windows never appearing contiguous the legends "strike," "ball" and "foul" but are adjacent and correspond to the other subdivisions and legends on the stationary dial, a series of movable discs at least equal in number to the sum of the bases and home plate, which discs are below the said stationary dial and each having a rest and operative position, said movable discs having windows which coincide with the windows in the stationary disc in the rest position, each movable disc having legends which are displayed in the above-mentioned windows by the movement of the disc into operative position and representing possible action of players on base, and means affixed to the playing board to indicate subject to the action of the operator of the game, by coming to rest at some position corresponding to a sub-division and its corresponding legend, the action of the player at bat.

4. A baseball game comprising a stationary dial having a plurality of subdivisions arranged in a substantially ring-shaped pattern, said sub-

divisions having circumferentially spaced legends, one to each sub-division showing possible occurrences with respect to the player at bat in a baseball game, a series of windows between said subdivisions and the center of the said dial but less than the total number of legends, each window being adjacent and corresponding to a subdivision and its legend on the stationary dial, four places upon the dial which correspond with three bases and home plate, a series of seven movable discs associated with said stationary dial, said movable discs each having a rest and operative position, each movable disc having windows which coincide with the windows in the stationary dial in the rest position, each movable disc having legends which are displayed in the above mentioned windows by the movement of the disc into operative position and representing possible action of players on base, a runway circumscribing the stationary dial, means affixed to the playing board to eject a spherical object onto said runway and means to retain at rest said spherical object in a position adjacent and corresponding to each sub-division.

5. A structure as specified in claim 1, said stationary dial having openings through which areas are visible representing first-, second- and third bases of a baseball diamond, said movable discs each having distinctive areas thereon displayed in the said openings representing base runners, upon movement of the disc into operative position but not visible in rest position.

6. A baseball game comprising a stationary dial having a plurality of subdivisions arranged in a substantially ring-shaped pattern, said subdivisions having circumferentially spaced legends, one to each sub-division showing possible occurrence with respect to the player at bat in a baseball game, a series of windows in said dial between said sub-divisions and the center thereof but not exceeding one-third the total number of legends, each window being adjacent and corresponding to a sub-division and its legend on the stationary dial, four places upon the dial which correspond with the three bases and home plate a series of seven movable discs beneath said stationary dial, said movable discs each having a rest and operative position, each movable disc having windows which coincide with the windows in the stationary dial in the rest position, each movable disc having legends which are displayed in the above mentioned windows by the movement of the disc into operative position and representing possible action of players on base in a game, a runway circumscribing the stationary dial, means affixed to the playing board to eject a spherical object onto said runway, and means to retain at rest said spherical object in a position adjacent and corresponding to each sub-division.

7. A baseball game comprising a stationary dial having a plurality of subdivisions arranged in a substantially ring-shaped pattern, said sub-divisions having circumferentially spaced legends, one to each sub-division showing possible occurrences with respect to the player at bat in conjunction with the opposing players in a baseball game, a series of windows between said sub-divisions and the center of the said dial, which windows total one-fourth of the total number of legends, each window being adjacent and corresponding to a sub-division and its legend on a stationary dial, four places upon the dial which correspond with the three bases and home plate a series of seven movable discs associated with said stationary dial, said movable discs each having a rest and operative position, each movable disc having windows which coincide with the windows in the stationary disc in the rest position, each movable disc having legends which are displayed in the above mentioned windows by the movement of the disc into operative position and representing possible action of players on base, a runway circumscribing the stationary dial, means affixed to the playing board to eject a spherical object onto said runway and means to retain at rest said spherical object in a position adjacent and corresponding to each sub-division.

8. A baseball game comprising a stationary dial having a plurality of subdivisions arranged in a substantially ring-shaped pattern, said subdivisions having circumferentially spaced legends, one to each sub-division showing possible occurrences with respect to the player at bat in conjunction with the opposing players in a baseball game, a series of windows between said sub-divisions and the center of the said dial, which windows never appear contiguous the legends "strike," "ball" and "foul" but are adjacent and correspond to the other subdivisions and legends on the stationary dial, four places upon the dial which correspond with three bases and home plate a series of seven movable discs associated with said stationary dial, said movable discs each having a rest and operative position, each movable disc having windows which coincide with the windows in the stationary disc in the rest position, each movable disc having legends which are displayed in the above mentioned windows by the movement of the disc into operative position and representing possible action of players on base, a runway circumscribing the stationary dial, means affixed to the playing board to eject a spherical object onto said runway and means to retain at rest said spherical object in a position adjacent and corresponding to each sub-division.

9. A baseball game comprising a stationary dial having a plurality of subdivisions arranged in a substantially ring-shaped pattern, said subdivisions having circumferentially spaced legends, one to each sub-division showing possible occurrences with respect to the player at bat in a baseball game, a series of windows in said dial between said sub-divisions and the center thereof but not exceeding one-third the total number of legends on the stationary dial, each window being adjacent and corresponding to a subdivision and its legend, a series of seven movable discs beneath said stationary dial, said movable discs each having a rest and operative position, each movable disc having windows which coincide with the windows in the stationary disc in the rest position, each movable disc having legends which are displayed in the above mentioned windows by the movement of the disc into operative position and representing possible action of players on base in a game, a runway circumscribing the stationary dial, means affixed to the playing board to eject a spherical object onto said runway, means associated with the stationary dial to retain at rest said spherical object in a position adjacent and corresponding to each sub-division, an extension arm firmly attached to a sector of each movable disc, and means associated with the playing board for retaining each of six extension arms in rest position while the seventh is permitted to move into operative position.

10. A baseball game comprising a stationary dial having a plurality of subdivisions arranged in a substantially ring-shaped pattern, said sub-

divisions having circumferentially spaced legends, one to each sub-division showing possible occurrences with respect to the player at bat in a baseball game, a series of windows between said subdivisions and the center of the said dial but less than the total number of legends, each window being adjacent and corresponding to a sub-division and its legend on the stationary dial, three places upon the dial which correspond with two bases and home plate of the baseball game, a series of three movable discs beneath said stationary dial and each having a rest and operative position, said movable disc having windows which coincide with the windows in the stationary disc in the rest poistion, each movable disc having legends which are displayed in the above mentioned windows by the movement of the disc into operative position and representing possible action of players on base, a runway circumscribing the stationary dial, means affixed to the playing board to eject a spherical object onto the runway, and means associated with the stationary dial to retain at rest said spherical object in a position adjacent and corresponding to each subdivision.

11. A baseball game comprising a stationary dial having a plurality of subdivisions arranged in a substantially ring-shaped pattern, said subdivisions having circumferentially spaced legends, one to each sub-division showing possible occurrences with respect to the player at bat in a baseball game, a series of windows between said subdivisions and the center of the said dial but less than the total number of legends, each window being adjacent and corresponding to a sub-division and its legend on the stationary dial, a series of movable discs at least equal in number to the sum of the bases and home plate in the baseball game, which discs are beneath said stationary dial, said movable discs each having a rest and operative position, each disc having windows which coincide with the windows in the stationary dial in rest position, each movable disc having legends which are displayed in the above-mentioned windows by the movement of the disc into operative position and representing possible action of players on base, a runway circumscribing the stationary dial and its annular sub-divisions, means affixed to the playing board to eject a spherical object onto the runway and into some position adjacent and corresponding to each sub-division.

12. A baseball game comprising a stationary dial having a plurality of sub-divisions arranged in a substantially ring-shaped pattern, said subdivisions having circumferentially spaced legends, one to each sub-division showing possible occurrences with respect to the player at bat in the baseball game, a series of windows between said sub-divisions and the center of the said dial but less than the total number of legends, each window being adjacent and corresponding to a subdivision and its legend on the stationary dial, a series of movable discs at least equal in number to the sum of the bases and home plate in the baseball game, which discs are beneath said stationary dial, said movable discs each having a rest and operative position, each disc having windows which coincide with the windows in the stationary dial in rest position each movable disc having legends which are displayed in the above-mentioned windows by the movement of the disc into operative position and representing possible action of players on base, means affixed to the playing board to indicate subject to the action of the operator of the game, by coming to rest at same position corresponding to a sub-division and its corresponding legend, the action of the player at bat.

13. A structure as specified in claim 9, said stationary dial having openings through which said areas are visible representing the bases of a baseball diamond, said movable discs each having distinctive areas thereon displayed in the said openings representing base runners, upon movement of the disc into operative position but not visible in rest position.

14. A baseball game comprising a stationary dial having a plurality of sub-divisions arranged in a substantially ring-shaped pattern, said subdivisions having circumferentially spaced legends, one to each sub-division showing possible occurrences with respect to the player at bat in a baseball game, a series of windows between said subdivisions and the center of the said dial, which windows never appear contiguous the legends "strike," "ball" and "foul" but are adjacent and correspond to the other sub-divisions and legends on the stationary dial, a series of movable discs at least equal in number to the sum of the bases and home plate in the baseball game, which discs are below said stationary dial, said movable discs having windows which coincide with the windows in the stationary dial when in the rest position, each movable disc having legends which are displayed in the above-mentioned windows by the movement of the disc into operative position and representing possible action of players on base, means affixed to the playing board to indicate subject to the action of the operator of the game, by coming to rest at same position corresponding to a sub-division and its corresponding legend, the action of the player at bat.

15. A baseball game comprising a stationary dial having a plurality of subdivisions arranged in a substantially ring-shaped pattern, said subdivisions having circumferentially spaced legends, one to each sub-division showing possible occurrences with respect to the player at bat in a baseball game, a series of windows in said dial between said sub-divisions and the center thereof but not exceeding one-third the total number of legends on the stationary dial, each window being adjacent and corresponding to a sub-division and its legend on the stationary dial, a series of movable discs at least equal in number to the sum of the bases and home plate, which discs are beneath said stationary dial and each having a rest and operative position, each movable disc having windows which coincide with the windows in the stationary dial in the rest position, each movable disc having legends which are displayed in the above-mentioned windows by the movement of the disc into operative position and representing possible action of players on base, means affixed to the playing board to indicate subject to the action of the operator of the game, by coming to rest at same position corresponding to a legend, the action of the player at bat.

16. A baseball game comprising a stationary dial having a plurality of subdivisions arranged in a substantially ring-shaped pattern circumscribing an equal number of pegs, the location of the pegs corresponding to the points of divisions between the subdivisions, said sub-divisions having legends contiguous thereto, a legend to each subdivision showing possible occurrences with respect to the players at bat in a baseball game, a series of windows but less than the total number of legends, each window corresponding to a subdivision and its legend, said windows being locat-

ed between said sub-divisions and the periphery of the said dial, a series of movable discs at least equal in number to the sum of the bases and home plate, which discs are below the said stationary dial and each having a rest and operative position, each movable disc having legends which are displayed in the above-mentioned windows by the movement of the disc into operative position and representing possible action of players on base, and an arrow pivotally mounted within the area bounded by the pegs.

17. A baseball game comprising a stationary dial having a plurality of subdivisions arranged in a substantially ring-shaped pattern circumscribing an equal number of pegs, the location of the pegs corresponding to the points of divisions between the subdivisions, said sub-divisions having legends contiguous thereto, a legend to each subdivision showing possible occurrences with respect to the player at bat in a baseball game, a series of windows but less than the total number of legends, each window corresponding to a subdivision and its legend, said windows being located between said sub-divisions and the periphery of the said dial, a series of seven movable discs, which discs are below the said stationary dial and each having a rest and operative position, each movable disc having legends which are displayed in the above-mentioned windows by the movement of the disc into operative position and representing possible action of players on base, and an arrow pivotally mounted within the area bounded by the pegs.

18. A baseball game comprising a stationary dial having a plurality of subdivisions arranged in a substantially ring-shaped pattern circumscribing an equal number of pegs, the location of the pegs corresponding to the points of division between the subdivisions, said sub-divisions having legends contiguous thereto, a legend to each subdivision showing possible occurrences with respect to the player at bat in a baseball game, a series of windows located between said sub-divisions and the periphery of the said dial, which windows never appear contiguous the legends "strike," "ball" and "foul" but are adjacent and correspond to other subdivisions and legends on the stationary dial, a series of seven movable discs, which discs are below the said stationary dial and each having a rest and operative position, each movable disc having legends which are displayed in the above-mentioned windows by the movement of the disc into operative position and representing possible action of players on base, and an arrow pivotally mounted within the area bounded by the pegs.

19. A baseball game comprising a stationary dial having a plurality of subdivisions arranged in a substantially ring-shaped pattern circumscribing an equal number of pegs, the location of the pegs corresponding to the points of division between the subdivisions, said sub-divisions having legends contiguous thereto, a legend to each subdivision showing possible occurrences with respect to the player at bat in a baseball game, a series of windows located between said sub-divisions and the periphery of the said dial, which windows never appear contiguous the legends "strike," "ball" and "foul" but are adjacent and correspond to other subdivisions and legends on the stationary dial, a series of seven movable discs, which discs are below the said stationary dial and each having a rest and operative position, each movable disc having legends which are displayed in the above-mentioned windows by the movement of the disc into operative position and representing possible action of players on base, and an arrow pivotally mounted within the area bounded by the pegs, an extension arm firmly attached to a prolonged sector of each movable disc, and cooperating members for retaining each of the extension arms in rest position while the one held by the operator of the game is permitted to be moved into operative position.

20. A baseball game comprising a stationary dial having a plurality of subdivisions arranged in a substantially ring-shaped pattern, said subdivisions having legends contiguous thereto, a legend to each sub-division, showing possible occurences with respect to the player at bat in a baseball game, a series of windows totaling one-fourth the total number of legends on the stationary dial, each window being adjacent and corresponding to a subdivision and its legend on the stationary dial, a series of seven movable discs below said stationary dial and each having a rest and operative position, each movable disc having windows which coincide with the windows in the stationary dial in rest position, each movable disc having legends which are displayed in the above-mentioned windows by the movement of the disc into the operative position and representing possible action of players on base, and means affixed to the playing board to indicate subject to the action of the operator of the game, by coming to rest at some position corresponding to a sub-division and its corresponding legend, the action of the players at bat.

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