TOY BASEBALL GAME

FIG. 1

FIG. 2

FIG. 3

FIG. 4

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ATTORNEYS
FIG. 5

FIG. 6

FIG. 7
This invention relates to a toy baseball game. Over the years, numerous toy games have been proposed which in play form simulate the game of baseball. However a known deficiency of such games has been that their scores all too frequently have been outrageous high as compared to a real major league baseball game. Further, the number of outs, home runs, triples, doubles, singles and the like often would be out of proportion to one another and the total number of hits in a play of the game might not be anything like that found in an actual game. Further, the batting averages of individual players generated by previous baseball games usually would not be in the realistic 250 to 350 range, another characteristic of big league baseball.

One interested in the national pastime even if initially attracted to such a play game soon would be disillusioned with the game and put it aside because it did not simulate the scoring of an actual baseball game which he was so fond of. No matter how much fun a baseball-imitative game might be, in it did not result in realistic scores and a realistic ratio of outs and hits, its attraction was short lived.

Accordingly, it is a primary object of my invention to provide a toy baseball game which simulates the playing of an actual game and which results in outs and hits and a score which is quite similar to that of an actual baseball game.

It is a further object of my invention to provide a toy baseball game of the character described which may be played by two sedentary participants which will amuse and entertain the participants for long periods of play.

It is a further object of my invention to provide a toy baseball game of the character described in which outs and hits and the value of hits are determined by chance yet within the range of normal baseball values during a baseball game.

It is another object of my invention to provide a toy baseball game of the character described which, in addition, a psychological game of wits between the two participants thereof and in which each player tries to arrange a number of playing pieces of varying value on various locations on a game card in a way that his opposite number when choosing a location will only obtain a play outcome or result of null or small value. Other various objects and advantages of my invention will become apparent to the reader in the following description.

My invention accordingly consists in the features of construction, combinations of elements and arrangements of parts which will be exemplified in the toy baseball game hereinafter described and of which the scope of application will be indicated in the appended claim.

Referring now in detail to the drawings

FIG. 1 is a perspective view of my toy baseball game set up for play on a small table;

FIG. 2 is an enlarged perspective view of a playing piece;

FIG. 3 is a top plan view of several playing pieces, each with a different play direction carried thereon;

FIG. 4 is a perspective view of an eradicable playing shield;

FIGS. 5 and 6 are top plan views illustrating a set of playing sections, FIG. 5 showing a "fielding" section and FIG. 6 showing an "at bat" section and

FIG. 7 is an enlarged plan and partially cross-sectional view of a playing piece inserted into a playing location, the same being taken substantially along the line 7--7 of FIG. 6.

In general, and in accordance with the teaching of my invention, I provide a toy baseball game which in play statistically simulates a typical real major league baseball game with respect to scores, batting averages and distribution of playing events.

My baseball game includes two like sets of playing sections, one set of two sections for each of two participants. Each participant can view both of his own playing sections but only the second one, the "at bat," of the other participant's sections, the second, "fielding," of the other participant's sections being concealed from view.

Each playing section bears an identical pattern of playing locations which are preferably superimposed upon a representation of a baseball diamond. Indicia are printed upon each playing section so that each playing location can be readily identified. The same identification will designate, relatively, the same playing location on each playing section. Each participant is provided with a set of playing pieces, each set being of a number equal to the number of playing locations on a single playing section. Initially, each participant fills every playing location on one of his playing sections with a set of playing pieces.

Each playing piece has a playing direction imprinted thereon. The term "playing direction" means any base-
14. The terms "at bat" and "fielding" may be printed on the appropriate sections, and when one participant uses his "at bat" section, the other participant uses his "fielding" section, and vice versa.

Each section has, preferably within the imprinted representation 16 of a baseball stadium, a pattern 18 of playing locations 20 situated on a representation of a baseball field 21. A square 23 appropriately located on the field represents the infield diamond. In the illustrated embodiment of my invention, each location 20 constitutes a cylinder 25a in a playing section 12. Each of the bores 22 being of like diameter and depth. Each pattern 18 on each section of each set 10 is alike and constitutes an orthogonal grid of bores 22 laid out in rank and files.

Indicia are printed on each of the playing sections to identify each of the playing locations. Said indicia include a series of successive letters 24, said series being repeated on each side of a set of parallel opposed sides of the grid 18 to identify the different ranks and a series of successive numerals 26 repeated on each side of the other set of opposed parallel sides of the grid 18 to identify the different files. By way of example, the numerals may run from 1 through 8 from left to right as seen in FIG. 6, and by further way of example the letters may run from A through F from the top to the bottom of the grid as also seen in FIG. 6.

Each of the playing locations 20 can be readily identified by a reading of its rank and file coordinates formed by a combination of one letter and one numeral. For instance, the upper left hand home plate location 20a is identified by the coordinates AI. A playing location in approximately the center of the grid 18 is identified by the coordinates CE, and a location 20c in center field near the lower right hand corner of the grid is identified by the coordinates F7.

Each of the sections of both sets of sections have identical indicia thereon and the playing locations are arranged so that a playing location in a like relative position on each of the selections will be identified by the same coordinates. In the embodiment shown, which is a preferred embodiment of my game, there are 48 playing locations on each of the playing sections.

Each of the two participants is provided with an identical set of playing pieces. Each playing piece constitutes a vertically elongated peg 28 (see FIG. 2) having an upper enlarged portion 30 of square transverse cross section by which the peg may be easily gripped by the fingers of a participant. The pegs and the sections may be formed from any lightweight inexpensive material such as conventional synthetic resins, wood or pressed paper. Each peg has a flat top surface 32 which can be readily observed by a player looking at the playing piece.

Each top surface 32 of a playing piece bears one of a group of indicia 34, which indicia constitute playing directions. Each peg 28 has a lower cylindrical protrusion 36 having an axis parallel to the length of the elongated portion 30. The protrusion 36 is of the proper diameter and height to be received in and lightly frictionally engaged by the walls of an aperture 22 so as to support the remainder of the peg 28 on the section (see FIG. 7) in stable condition.

FIG. 3 illustrates in top plan view several playing pieces with different types of playing directions 34 thereon. The peg 28a bears the symbol "HI" which represents the playing direction "home run," the peg 28b bears the symbol "H" which represents the playing direction "triple," the peg 28c bears the symbol "21" which represents the playing direction "double," the peg 28e bears the symbol "11" which represents the playing direction "single," the peg 28f bears the symbol "W" which represents the playing direction "walk," the peg 28g bears the symbol "E" which represents the playing direction "extra base," the peg 28i bears the symbol "O" which represents the playing direction "out," and the peg 28i bears the symbol "D" which represents the playing direction "double play."

Within each group of playing pieces there are found at least one and usually several playing pieces with each of the above mentioned playing directions thereon. The table immediately follows sets forth the number of playing locations and the distribution of playing directions in a group of playing pieces with the associated distribution in (1) the optimal form of my invention, (2) the maximum range for my invention and (3) the preferred range for my invention.

<table>
<thead>
<tr>
<th>Playing Locations</th>
<th>(1) Optimal Distribution</th>
<th>(2) Maximum Distribution</th>
<th>(3) Preferred Distribution</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>O (out)</td>
<td></td>
<td>20-30</td>
<td>20-30</td>
</tr>
<tr>
<td>DF (double play)</td>
<td></td>
<td>20-30</td>
<td>20-30</td>
</tr>
<tr>
<td>IF (home run)</td>
<td></td>
<td>20-30</td>
<td>20-30</td>
</tr>
<tr>
<td>3 (triple)</td>
<td></td>
<td>20-30</td>
<td>20-30</td>
</tr>
<tr>
<td>2 (double)</td>
<td></td>
<td>20-30</td>
<td>20-30</td>
</tr>
<tr>
<td>1 (single)</td>
<td></td>
<td>20-30</td>
<td>20-30</td>
</tr>
<tr>
<td>W (walk)</td>
<td></td>
<td>20-30</td>
<td>20-30</td>
</tr>
<tr>
<td>E (extra base)</td>
<td></td>
<td>20-30</td>
<td>20-30</td>
</tr>
</tbody>
</table>

It will be understood that the sum of outs and double plays should allow for the completion with the allotted number of playing pieces of 27 outs in nine innings.

The number of playing locations and the numbers of the given playing directions are so selected and so coordinated that in the use of the game pattern of play inherently will be created that will realistically simulate a typical major league baseball game.

The "at bat" section 14 of each set further includes means for following the progress of the play. To this end, a "runs" recording unit 38 is provided to indicate the number of runs scored. Said unit 38 includes a series of printed numbers from 0 through 7 as at 40 and an arrow pointer 42 pivoted on one end on the section 14 and being located so that the tip of the arrow can be swung to indicate the total number of runs scored. The word "Runs" may be printed within said unit.

The play following means also includes an "outs" recording unit 44 which is similar in construction to the runs recording unit 38 except that the series of numbers runs from 0 to 3 so that the pointer may progressively indicate the number of outs during one half of an inning.

"Outs" may be printed thereon.

There is also provided a small "men-on-base" diamond 46 which is located between the runs recording unit 38 and the outs recording unit 44. The diamond 46 has a darkened square 48 at each of its corners to simulate the four bases of a baseball game and a pair of batter boxes to easily locate home base. Several chips or markers 50 are provided and are placed on the appropriate squares 48 to indicate the positions of runners as the play progresses.

Means is provided to conceal the fielding section of one participant from the view of the other participant. Said means comprises an erectable shield 52 including a vertical upright rectangular back wall 54 which is flanked by two triangularly forwardly and downwardly sloping side walls 56, 57. The back wall is connected to each of the side walls by fold lines 58. Each side wall has attached thereto by a fold line a bottom floor flap. The floor flaps are interlocked.

The side wall 56 has attached thereto by a fold line a bottom floor flap 62 which, when the shield is erected, has its rear edge coextensive with the bottom edge of the back wall 54. The other side wall 57 has attached thereto by a fold line, a bottom wall flap 64, said flap 64 being spaced from the back wall 54 and having its rear edge of a configuration complimentary to the forward edge of the other bottom wall flap 62. It will be apparent that each shield 52 can be readily folded into a flat condition for storage purposes and can be quickly converted to an erect stance.

During play, the "fielding" section of each player is placed over the bottom floor flaps 62, 64, the weight of
the section helping to keep the shield in its proper location and the back wall 54 and the side walls 56, 57 concealing the section from the view of the other player.

As is evident, the object of the game, as is that of a regulation baseball game, is for one participant to score more runs than the other participant at the end of nine innings or at the end of any extra innings which may be necessary to break a tie score at the end of a game of regular length.

At the beginning of play, each player arranges his 48 playing pieces to fill all of the playing locations on his field section 12 in a manner which his skill and knowledge of his opponent indicates is best suited to minimize his opponent's likelihood and ability to successfully locate hits in any one of the nine innings whereby his opponent's hits will be scattered rather than grouped and a minimum of runs thereby scored. Such selection of locations for the hits and outs presents an interesting psychological battle of search and choice with the concealed pattern of locations coming increasingly into the opponent's view as the action progresses. Each participant can see only his own field section and thus only his own arrangement of playing pieces, since the other participant's field section is concealed from view by a shield 52.

The participant who is "at bat" first calls out the coordinates of any playing location. In doing so he of course tries to guess where his opposing player has placed the playing piece which would entitle him to a hit, and hopefully a hit of high value. When the coordinates of a single location have been called out, the opposing player hands him the playing piece that was in said location on the opposing player's "fielding" section. This playing piece is placed on to the first player's "at bat" playing section, again in the same relative position as it occupied on the second player's "fielding" section so that at any given time each player's "fielding" section is a reverse, i.e. complementary, image of his opponent's "at bat" section. When a playing piece indicating a hit is located, the first player places a chip 50 on the "at bat" diamond 46 to indicate the proper base position which a baseball player would have taken. The first player continues calling out various sets of coordinates until he has attained three outs. By this time, he will have recorded on the outs recording unit 44 his progress of outs during his half of the inning, and he will have recorded on the runs recording unit 38 the number of runs he has achieved during his half of the inning.' By his in one half inning only as many bases as the batter and no other player may advance in the event of an out. A walk advances runners on bases only as in the case of a regulation baseball game.

It should be clear that if a particular set of coordinates has been called by a player and he has received from the opposite player the playing piece on said location, the same set of coordinates cannot be called again during the course of the game. The placement of the playing pieces, after the coordinates thereof have been called, on the pattern 18 on the "at bat" section records the playing locations which have been called by each player. In a similar manner, the opposite player is "at bat," and continues until he has achieved three outs.

The ground rules of my toy baseball game are generally similar to those of baseball. For best play, a playing piece with an "H" thereon indicating a home run as well as pegs with "3V's" thereon indicating "triples" may not be placed in the infield portion of the diamond 18.

The "E" bearing playing pieces count as a walk if no runners are on base. If there are runners on base, and an "E" is picked, each runner is advanced one base, scoring as a steal, but the batter does not move to first base and stays "up."

For a more interesting and realistic play, when runners are on either or both second and third base and the team at bat has less than two outs, call of a location in center-field corner, to wit, E8, F8 or F7, which results in the selection of an "out" peg, will advance runners on second or third one base, as in a "tagging up" situation in real baseball.

A double play occurs upon selecting a "D" peg with at least one runner on base. Thereupon the batter and the runner nearest first base are ruled out and all other runners, if any, are advanced one base. If the bases are empty selection of a "D" peg counts only as one out. A "D" peg leads to a triple play if it is located in the afore-said centerfield corner and, further, if, when called, there are at least two runners on base.

It should now be appreciated by the attentive reader that I have disclosed a toy baseball game which simulates big league baseball, which results in realistic hits, field situations, runs and batting averages and which includes the arranging of playing pieces in a way to outguess the opposite player.

If thus will be seen that I have provided a toy baseball game which achieves the several objects of my invention and which is well adapted to meet the conditions of practical use.

As various possible embodiments might be made of the above invention, and as various changes might be made in the embodiment set forth, it is to be understood that all matter herein described or shown in the accompanying drawings is to be interpreted as illustrative and not in a limiting sense.

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

1. A game for two players simultaneous of baseball and yielding a realistic proportion of "outs" and "hits" and a realistic number of runs during a nine inning play, said game including two sets of playing sections with two sections in each set and one set for each player, each section having a pattern of playing locations thereon, indicia on each section identifying each playing location, the locations on each section being similar in number, relative position and identification, two like groups of playing pieces each bearing a single one of different playing directions characteristic of baseball including "outs" and "hits" of several values, the proportions and number of playing pieces carrying various playing directions in each group being such as to yield a realistic number of "hits" and "outs" in any inning of play and yielding a realistic score after nine innings of play, the number of playing pieces in a group being equal to the number of playing locations of a section, each playing location being arranged to have removably associated therewith any one playing piece, one playing section of each set being initially without playing pieces on its playing locations and the other section of each set being provided with means concealing it from the view of the opponent and being initially filled in player selected arrangement with one group of playing pieces on its playing locations to be blindly selected from by the opponent, and means for recording the progress of a baseball game during the course of play in accordance with playing directions on the blindly selected playing pieces, wherein there is further provided shield means for concealing only one of each player's sections from the other player's view.

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