June 5, 1928. 1,672,478

L. M. WIBLE

BASEBALL GAME

Filed June 11, 1927 6 Sheets-Sheet 1

Fig. 1.

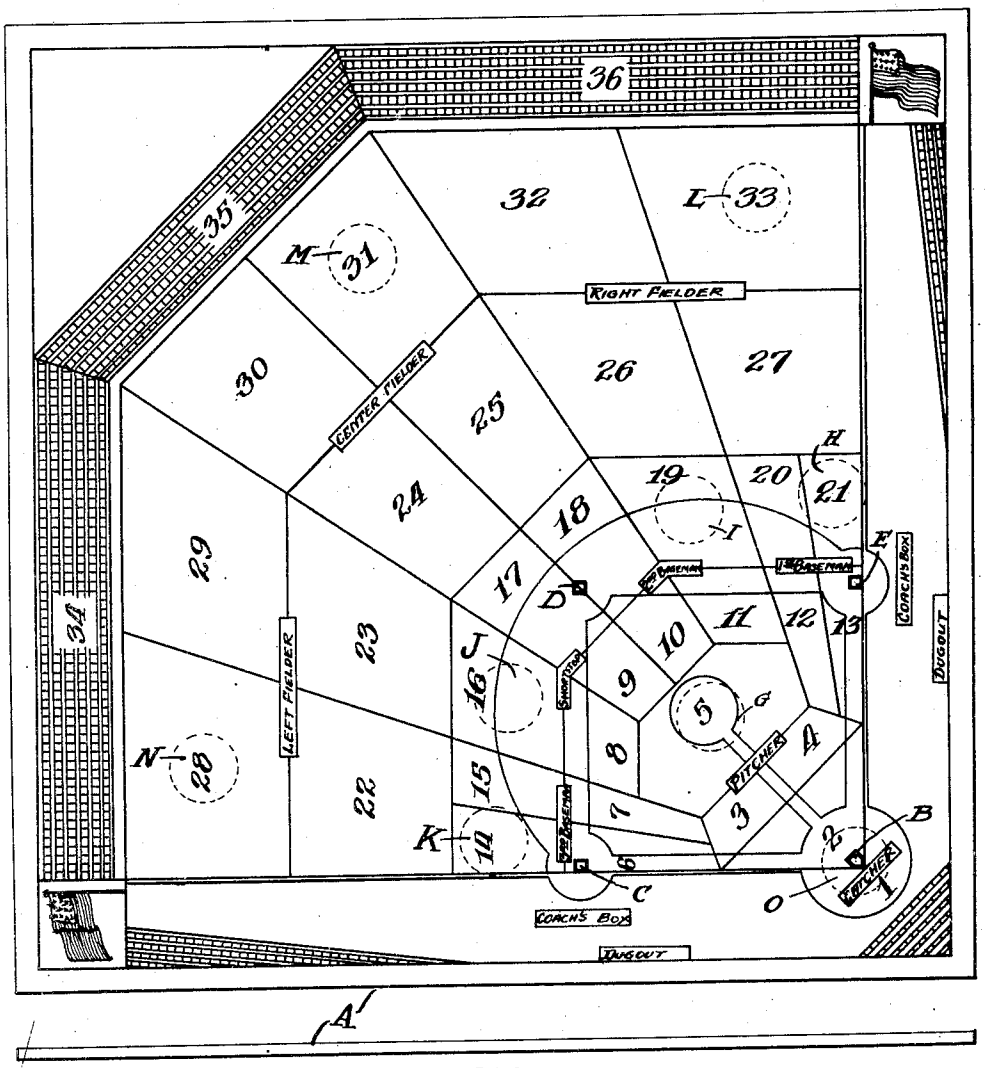


Fig. 1a

Fig. 2. 

Inventor
Lloyd M. Wible.
By H. J. Sanders
Atty.

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L. M. WIBLE

BASEBALL GAME

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BASE HIT SCHEDULE

PITCH NO.	FIELD NO.	PITCH NO.	FIELD NO.	PITCH NO.	FIELD NO.	PITCH NO.	FIELD NO.
1	BALL OR STRIKE	17	BALL OR STRIKE	33	BALL OR STRIKE	49	BALL OR STRIKE
2	BALL OR STRIKE	18	7	34	8	50	9
3	BALL OR STRIKE	19	19	35	20	51	21
4	BALL OR STRIKE	20	31	36	32	52	33
5	BALL OR STRIKE	21	34	37	35	53	36
6	BALL OR STRIKE	22	22	38	23	54	24
7	BALL OR STRIKE	23	10	39	11	55	12
8	BALL OR STRIKE	24	BALL OR STRIKE	40	BALL OR STRIKE	56	BALL OR STRIKE
9	BALL OR STRIKE	25	BALL OR STRIKE	41	BALL OR STRIKE	57	BALL OR STRIKE
10	1	26	2	42	3	58	BALL OR STRIKE
11	13	27	14	43	15	59	BALL OR STRIKE
12	25	28	26	44	27	60	BALL OR STRIKE
13	28	29	29	45	30	61	BALL OR STRIKE
14	16	30	17	46	18	62	BALL OR STRIKE
15	4	31	5	47	6	63	BALL OR STRIKE
16	BALL OR STRIKE	32	BALL OR STRIKE	48	BALL OR STRIKE	64	BALL OR STRIKE

Fig. 5. Fig. 3.

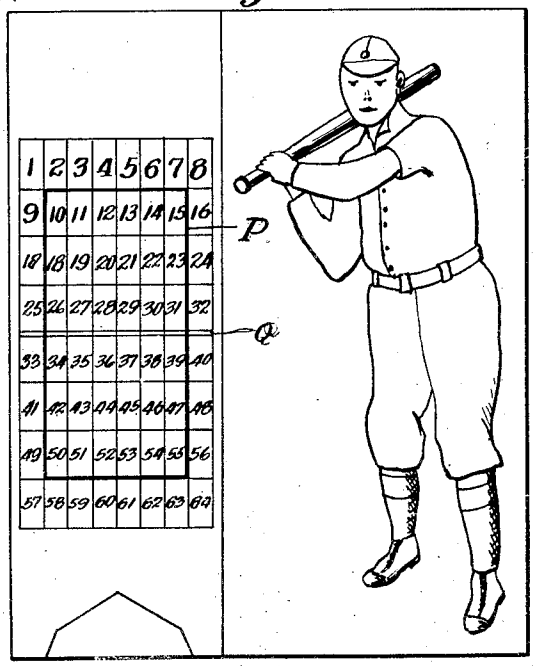


Fig. 6 Fig. 4.

Inventor
Lloyd M. Wible
By H. J. Dander
Atty.

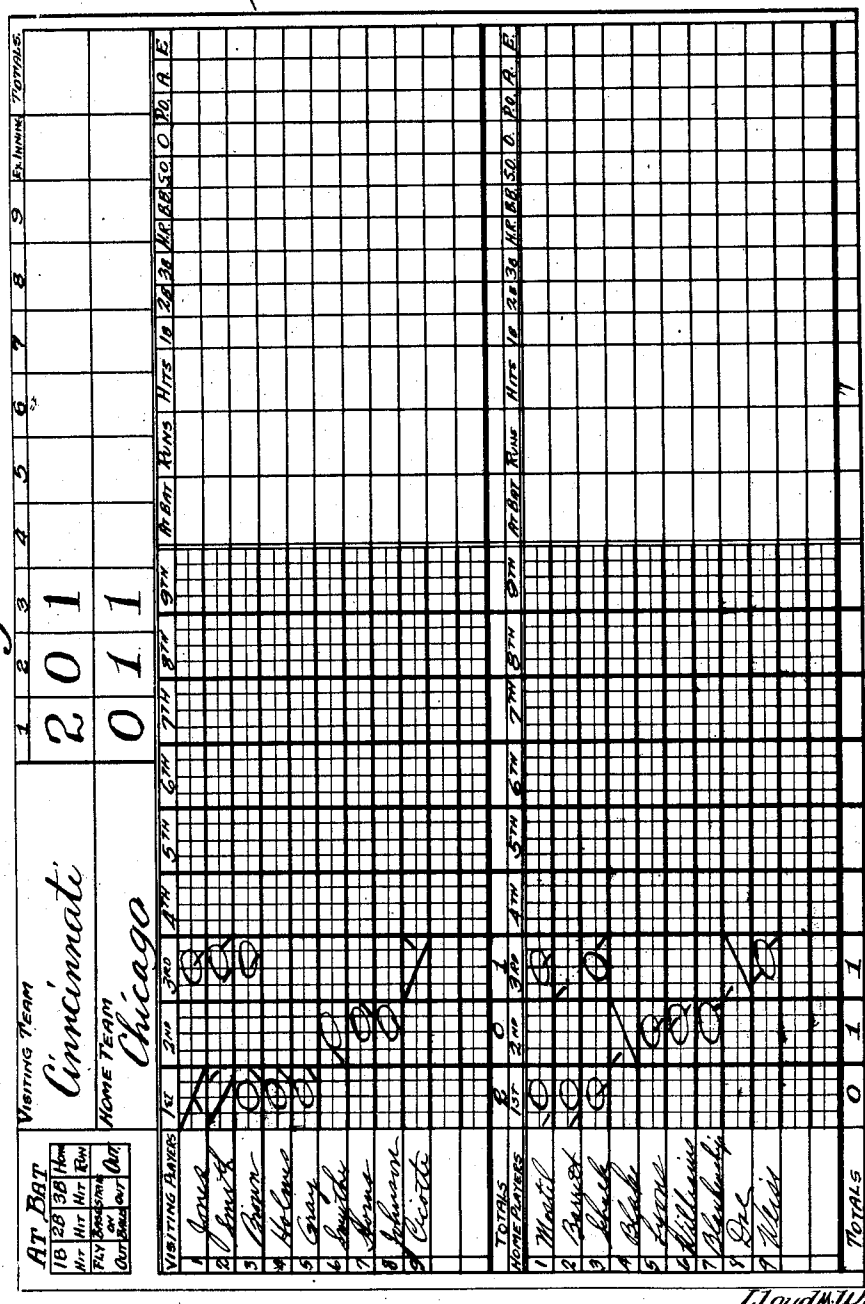
June 5, 1928. 1,672,478

L. M. WIBLE

BASEBALL GAME

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Fig. 8.



Inventor
Lloyd M. Wible,
By H. A. Davidson Attys.

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BASEBALL GAME

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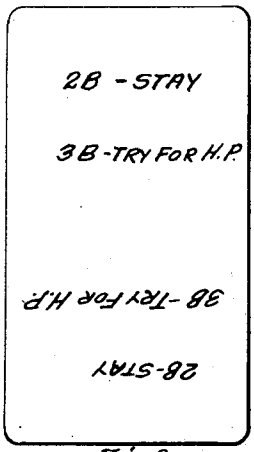


Fig. 9.

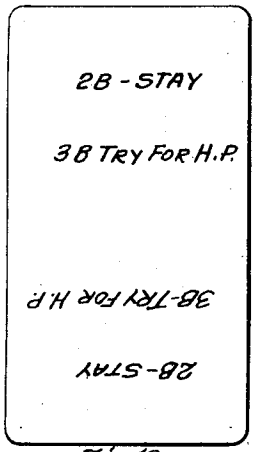


Fig. 10.

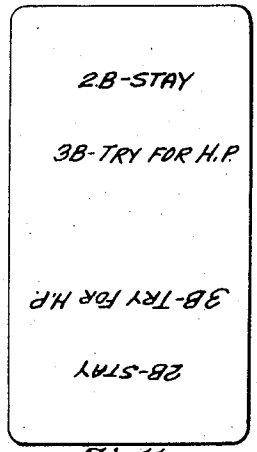


Fig. 11

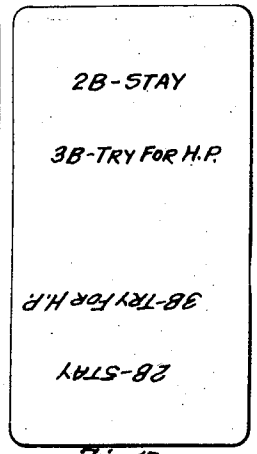


Fig. 12.

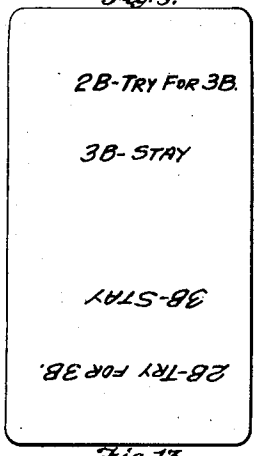


Fig. 13.

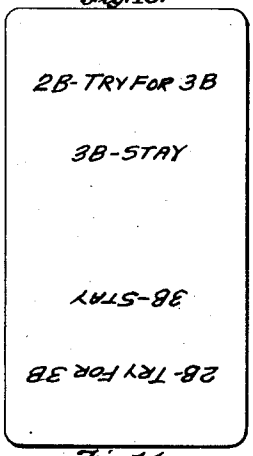


Fig. 14.

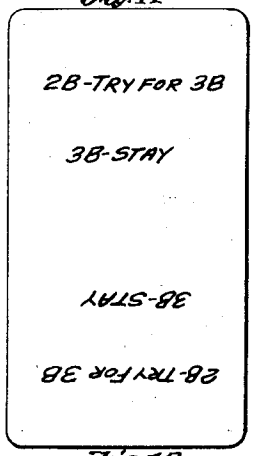


Fig. 15.

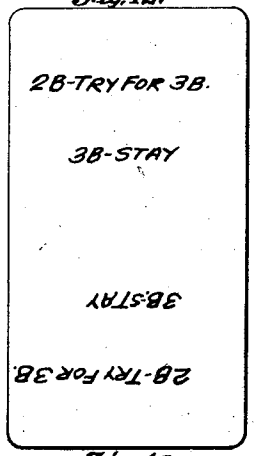


Fig. 16.

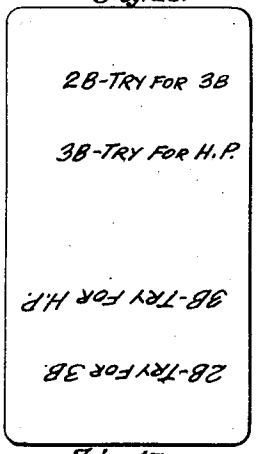


Fig. 17.

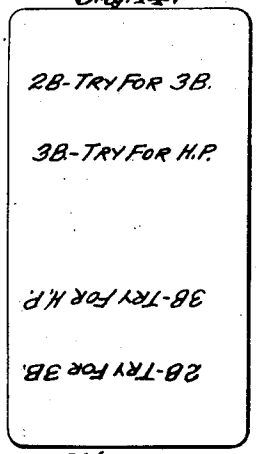


Fig. 18.

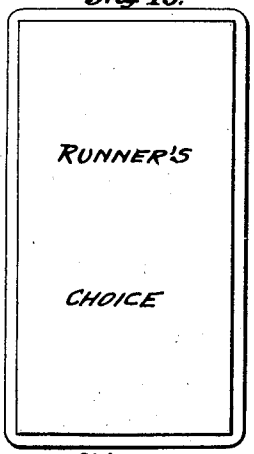


Fig. 19.

Fig. 20.

Inventor
Lloyd M. Wible
By H. J. Sander
Atty.

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L. M. WIBLE

BASEBALL GAME

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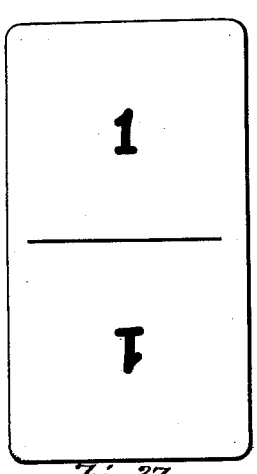


Fig. 27.

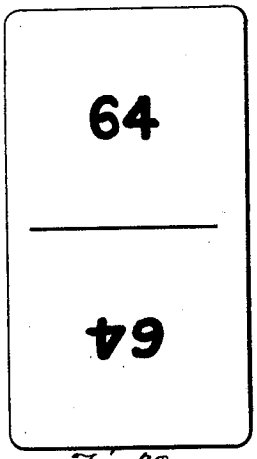


Fig. 28.

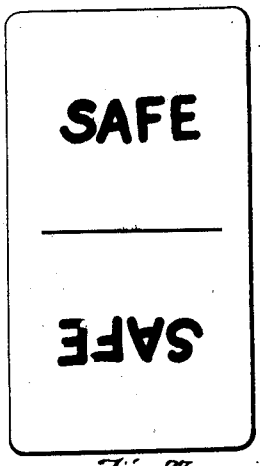


Fig. 23.

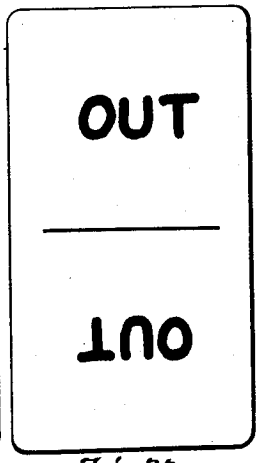


Fig. 22.

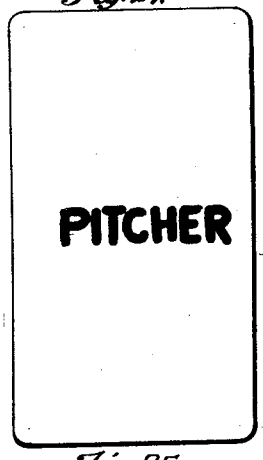


Fig. 25.

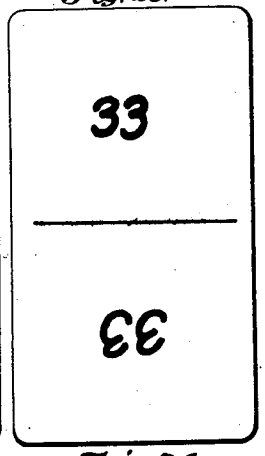


Fig. 26.



Fig. 24.



Fig. 21.

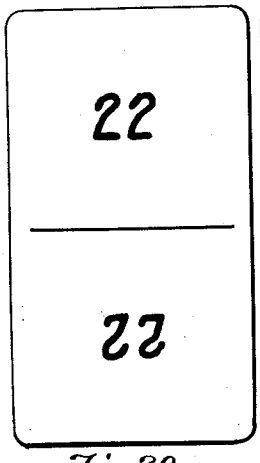


Fig. 29.

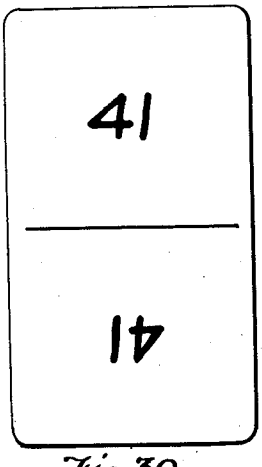


Fig. 30.

Inventor
Lloyd M. Wible
By H. J. Sanders
Atty.

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L. M. WIBLE

BASEBALL GAME

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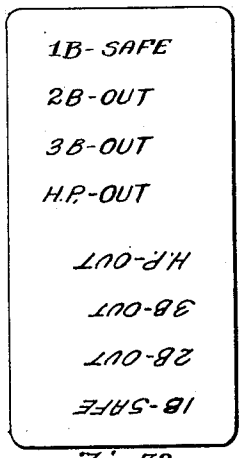


Fig. 32.

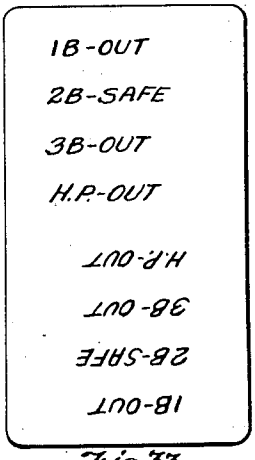


Fig. 33.

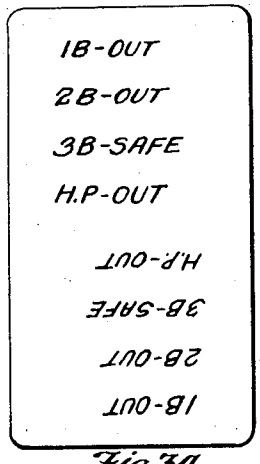


Fig. 34.

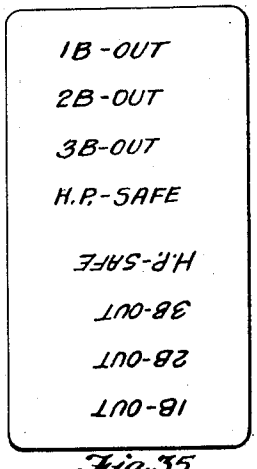


Fig. 35

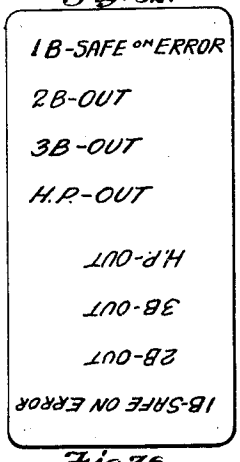


Fig. 36.

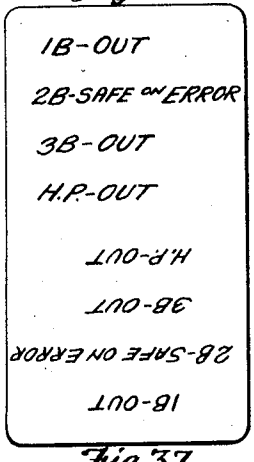


Fig. 37.

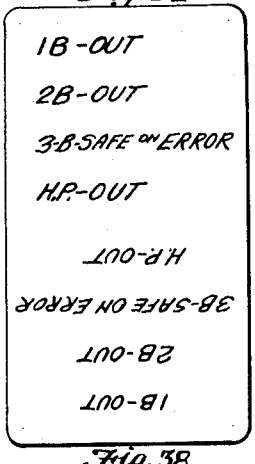


Fig. 38.

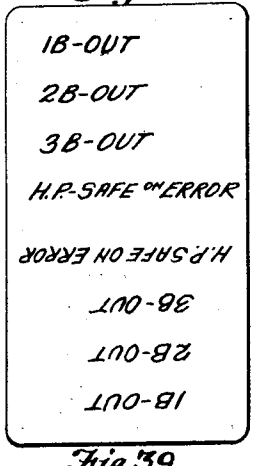


Fig. 39.

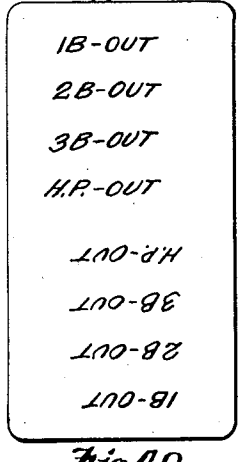


Fig. 40.

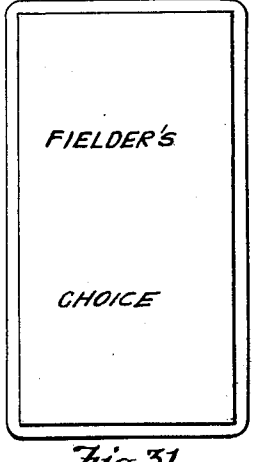


Fig. 31

Fig. 41.

By Inventor
Lloyd M. Wible
H. J. Sanders
Atty.

Patented June 5, 1928. 1,672,478

UNITED STATES PATENT OFFICE.

LLOYD M. WIBLE, OF CHICAGO, ILLINOIS.

BASEBALL GAME.

Application filed June 11, 1927. Serial No. 198,063.

This invention relates to games and more particularly to imitation games of base ball. One object is to provide a game that is highly novel and amusing and at the same time scientific inasmuch as many opportunities are frequently offered to each of the players and his success in the game will depend upon his sharp perception of the same.

To admirers of the game of baseball the present game is a never failing source of interest and due to this fact it is a mental stimulant to the brain weary as well as a welcome diversion to all the find their daily routine more or less monotonous.

The invention consists in the combination and arrangement of parts to be hereinafter fully described, pointed out in the appended claims and illustrated in the accompanying drawings which form a part of this application and in which—

Fig. 1 is a plan view of the game board employed.

Fig. 1ª is an edge view of Fig. 1.

Fig. 2 shows a plan and edge view of the type of marker employed.

Fig. 3 is a plan view of a chart employed.

Fig. 4 is a similar view of another chart.

Figs. 5 and 6 are edge views, respectively, of Figs. 3 and 4.

Fig. 7 is a plan view of the score chart or board.

Fig. 8 is an edge view of Fig. 7.

Figs. 9 to 19 inclusive are plan views of the several cards comprising a deck known as the "runner's choice" deck.

Fig. 20 is an edge view of one of the cards of that deck.

Figs. 21, 22 and 23 are plan views of cards comprising a "steal" deck.

Fig. 24 is an edge view of Fig. 21.

Figs. 25 to 30 inclusive are plan views of the "pitcher's" deck.

Figs 31 to 40 inclusive are plan views of a deck known as the "fielders' choice".

Fig. 41 is an edge view of Fig. 31.

Many imitation base ball games have been devised but for one reason or another they fail to be of absorbing interest after one is thoroughly familiar with them or has played them over a period of time. Due to the great variety of possible plays in the present game, its close adherence to the established rules of the real game, and the often totally unexpected manner in which tight situations may develop and work out the present game will doubtless prove to be a vehicle capable of arousing and sustaining the acute interest of all "fans" who become acquainted with it.

The game comprises a board whereon the ball field is depicted, colors preferably being used to contrast the infield against the outfield and the diamond against both; a chart representing the score board, a chart comprising a so-called "base hit schedule"; a chart known as the "over the plate" chart or schedule which is used to determine the luck or fate of the man at bat, four sets or decks of cards and two sets of "men" or markers whereby the game is advanced through the several innings.

The game is played upon a game board A preferably square and divided into nine principal sections, each of which is dominated by a player and each section is divided into two or more parts. The catcher dominates the parts 1 and 2 of the section at the home plate B. The pitcher from his box at 5 dominates the parts 3, 4 and 5. The third baseman dominates the section about third base C comprising the parts 6, 7, 14 and 15. The shortstop dominates the section to one side of second base D and comprising the parts 8, 9, 16 and 17. The second baseman dominates the section to the opposite, or right, side of second base comprising the parts 10, 11, 18, 19. The first baseman dominates the section about first base E and comprising the parts 12, 13, 20 and 21. The left fielder dominates the section comprising the parts 22, 23, 28 and 29. The center fielder dominates the section comprising the parts 24, 25, 30 and 31, and the right fielder dominates the section comprising the parts 26, 27, 32 and 33. The bleachers are denoted by the numerals 34, 35 and 36.

Two individuals play the game and each is provided with a complete set of twelve markers F, each set representing the players of one ball team, the markers of one set being of one color to distinguish them from the markers of the opposing set, all of which are, of course, of another color. One set or team is playing in the field while the opposite set or team is at bat.

The team in the field may have one man in the catcher's box, one man in the pitcher's box, denoted by the dotted circle G. The first baseman may occupy either the part 20 or 21 but he must select and occupy one of

said parts as denoted by the dotted circle H, although during the game at any time he may move to the part 20 if desired. Second baseman may occupy either the part 18 or 19 as denoted by the dotted circle I. Shortstop may occupy either the part 16 or 17 as denoted by the dotted circle J. Third baseman may occupy either the part 14 or 15 as denoted by the dotted circle K. Right fielder may occupy either the part 32 or 33 as denoted by the dotted circle L. Center fielder may occupy either the part 30 or 31 as denoted by the dotted circle M and the left fielder may occupy either the part 28 or 29 as denoted by the dotted circle N. The foregoing is the preferred location of the field team although positions somewhat closer in may be selected if desired so long as one man is not located outside the section he dominates.

The team at bat may place a man, denoted by the dotted circle O upon the home plate. The team in the field is provided with three decks of cards, the pitcher's deck, the steal deck and the fielder's choice deck. The pitcher's deck is composed of sixty-four cards, each of which upon one side bears the word "Pitcher" and upon the opposite side, or the face, in duplicate, some number from one to sixty-four inclusive as shown in Figs. 25 to 30 inclusive. The steal deck is composed of ten cards, each of which bears upon its back the word "Steal"; five of said cards having the word "Safe" duplicated upon each face and five have the word "Out" duplicated upon each face. The fielder's choice deck comprises ten cards, each of which has upon its back the words "Fielder's choice". Two of these cards have upon their faces, in duplicate, the abbreviations "1B—Out", "2B—Out", "3B—Out", "H. P.—Out", the abbreviations standing for —first base—, —second base—, —third base—, and —home plate—, this card being shown in Fig. 40. The remaining cards shown from Fig. 32 to Fig. 39 inclusive have in duplicate upon their faces: "1B—Safe", "2B—Out", "3B—Out", "H. P.—Out", in Fig. 32. "1B—Out", "2B—Safe", "3B—Out", "H. P.—Out", in Fig. 33. "1B—Out", "2B—Out", "3B—Safe", "H. P.—Out", in Fig. 34. "1B—Out", "2B—Out", "3B—Out", "H. P.—Safe", in Fig. 35. "1B—Safe on error", "2B—Out", "3B—Out", "H. P.—Out", in Fig. 36. "1B—Out", "2B—Safe on error", "3B—Out", "H. P.—Out", in Fig. 37. "1B—Out", "2B—Out", "3B—Safe on error", "H. P.—Out", in Fig. 38. "1B—Out", "2B—Out", "3B—Out", "H. P.—Safe on error", in Fig. 39.

The team at bat is provided with one deck of ten cards entitled the "Runner's choice" and each card has upon its back the words "Runner's choice." Four of said cards bear upon their faces the notations, in duplicate, "2B—Stay," "3B—Try for H. P." as shown in Figs. 9 to 12 inclusive. Four cards bear upon their faces the notations, in duplicate, "2B—Try for 3B," "3B—Stay," as shown in Figs. 13 to 16 inclusive. Two cards bear upon their faces the notations, in duplicate, "2B—Try for 3B," "3B—Try for H. P.," as shown in Figs. 17 and 18.

Rules for playing the scientific baseball game.

The playing field is divided into nine sections, (one for each player), and each section divided into two or more parts.

The space (over the plate) is divided into the same number of squares as there are total parts in the nine sections.

This space is divided into two parts (high and low) divided by double horizontal line in center.

A ball pitched over the plate must be inside the heavy line that runs parallel with the four sides of the diagram.

The pitcher's deck contains the same number of cards as there are squares in the space (over the plate)—64.

Each card tells whether the ball is hit or not by referring to the space (over the plate).

Before the pitcher turns over his card, the batter guesses whether the pitcher is going to throw the ball high or low (calling high or low). Then the pitcher turns over his card. If the batter guessed right, and the ball came over the plate, the ball is hit. Refer the number pitched to the hit schedule card which denotes where the ball is hit. If the batter guesses right, but the ball does not come over the plate it is a foul ball. If the batter guesses wrong, it is a strike. The batter can call "pass," and if the ball is off-side of the plate it is a ball, but if it is inside it is called a strike. If batter hits to a number that a fielder is occupying, it is a flyout.

The runner's choice deck contains ten cards. This is used when a batter hits to an infielder where a play is to be made. If the runner is forced to run, it is not necessary to use the deck, but if he is not forced to run, the top card should be turned over denoting whether the runner is trying to reach the next base or not. (After this is done, the fielder's choice deck is used to complete the play). This deck is not to be used for stealing. The steal deck is used for that purpose.

The fielder's choice deck contains ten cards, telling whether the batter is out at first or runner out at 2nd, 3rd or the home plate after the man playing the defense names which he is going to play on.

Double plays can be made on 1st and 2nd, 2nd and 3rd and home plate or home plate and 1st according to fielder's choice. Two cards must be turned over for a double play. The fielder's choice deck is to be used only

when a ground ball is hit to an infielder, and is never used for picking men off base "napping."

Playing on batter or runner.—If the ball is hit in front of the pitcher or in either of the spaces in front of any infielder, the fielder has the right to play on the batter or any runner if there are any on base.

The steal deck contains ten cards. If the runner chooses to steal a base, the top card is turned over denoting whether he is safe or out.

How hits are made.—If the ball is hit to the side of an infielder, it is a single. If hit directly in front of an outfielder, it is a single. If hit to the front and side of an outfielder it is double. If hit on the side of an outfielder, it is a triple. If hit in the bleachers #34, #35, or #36, it is a home run. If fouled to the catcher—#1, it is a foul out.

Advancing of runners.—If the batter hits a single, if runner is on base, he advances one base. If a double, he advances two bases. If a triple, he advances to home plate, scoring. If a home run, every runner on base scores ahead of the batter.

Positions of fielders.—The fielders may be placed on the following numbers: catchers, #1; pitcher, #5; first baseman, #20 or #21; second baseman, #18 or #19; shortstop, #16 or #17; third baseman, #14 or #15; left fielder, #28 or #29; center fielder, #30 or #31; right fielder, #32 or #33.

Markers for playing field.—This game is equipped with twenty-four markers (two colors—twelve each). The two different colored chips represent the two opposing teams. When batter is up, the marker representing his team is placed on the home plate. When runner is on base, a marker is placed on that base. Markers are also placed on the numbers given for the infielders and outfielders.

Shuffling of cards.—The runner's choice deck, fielder's choice deck, and steal deck are shuffled each time a card is turned over of any of those decks. The pitcher goes straight through his deck until there are three outs.

The score card describes play by play of the game. At the left side are numbers 1 to 9 to the right of which are put the names of the players, otherwise known as the "lineup". To the right of the "lineup" is found nine columns, one for each inning of the game where the plays are tabulated. In every column after each player's name are oblong spaces each comprising eight squares in which the plays are marked. In the upper left hand corner is a key to the marking of the score card, namely: "One base hit", "Two base hit", "Three base hit", "Home run", "Fly out", "Base on balls", "Strikeout" and "Out". The "Out" being used only when a batter hits a "ground ball" and is thrown out at first base, or if a runner is run down on a forceout or when a doubleplay is executed. When a batter hits a "ground ball" and a runner is forced out, the batter is safe at first base, an X being marked in the square one base hit after his name as it was not a single, but a forceout. Other plays are marked with a dash through the square designated for the play, thus /. To the right of the nine columns are the individual totals of players and at the bottom of these totals, the team totals are marked. At the top the score by innings is kept.

"Play ball".—The player playing the field team takes the pitcher's deck in his hand, faces down. He is about to turn over the top card of the deck to determine the move of the "man at bat". The player first guesses whether the pitcher is about to deliver a high ball or a low ball and his guess is expressed by speaking audibly either the word "high" or the word "low." By reference to the "Over the plate" chart, Fig. 4 a diagram having rows of numbers thereon is found beside the figure of the batter.

A heavy line P running parallel with the four sides of the "Over the plate" diagram separates the figures known as over the plate from the figures that are offside. A double line Q running horizontally in the center of the diagram separates the figures, namely—high from low.

Assuming the player guesses high and turns over the top card of the deck and upon its face is found the number "1", by referring to the chart in Fig. 4 he finds the number 1 is outside the line P. The player has therefore won his guess, as the ball came over high, but as the ball came over offside the plate it is a foul ball, in effect, a strike.

The player now makes another guess and assuming that he now again guesses "high" and the next card of the deck is turned over which is found to carry the number "28" which, by reference to the over the plate chart is found above the line Q showing that it is high, and inside the line P showing that the ball was pitched over the plate. Therefore, the batter guessed right, and as the ball came over the plate the ball was hit. Now, by referring to the "Base hit schedule", Fig. 3, the number "28" in the "Pitch No." column is found and immediately to the right in the "Field No." column the number "26" is found. This number is referred to the ball field, Fig. 1, where the space "26" is found denoting a part of the section 32 and 33 dominated by the right fielder but who happens to be playing in the part 33. He was therefore unable to get the ball and the batter hit a double which is marked to his credit upon the score board, Fig. 7. If the home team, Fig. 7 was the team at bat at the time and the first batter was "Mostil",

he would have registered one hit as there tabulated, and he would now be on second base.

The batter now makes a third guess and this time guesses "low". The next card is turned over and is found to be number "42". He has guessed right. By referring to the "Over the plate" chart, Fig. 4, it is found to be below the line Q and inside the line P, therefore the ball was hit. By referring now to the "Base hit schedule", Fig. 3, the figure "42" in the "Pitch No." column has to the right of it in the "Field No." column the number "3". This number is referred to the ball field, Fig. 1, where the space "3" is found denoting a part of the section 5 dominated by the pitcher, who is playing in section 5. He was therefore unable to get the ball on the "fly". It is a "ground ball" to the pitcher. In this instance, we have a runner on second base and the pitcher who has picked up the "ground ball" hit has the privilege of either trying to throw the batter out at first base or the runner out at third base should the runner choose to try for third base. As there is no runner on first base, the runner on second is not forced to run, therefore he can have his choice whether to remain at second or try for third. The runner's choice deck now is used. The deck is shuffled and the top card turned over. After 2—B is found "Try for 3rd". The runner has chosen to try for third base. The pitcher now names the man he is going to play on. Naturally he would play on the runner going to third base. The "fielder's choice" deck is shuffled and the top card turned over. After 3—B is found the word "Out". Therefore he was forced out by the batter, an out being marked against his name on the "score board", Fig. 7. The batter is safe at first base, being credited with a force-out on the score board, Fig. 7, an X being marked in the square designated for a one base hit.

Another guess is now made, this time the batter calls "high." The next card of the pitcher's deck is turned over showing the number "29." By referring to the "Over the plate" chart, Fig. 4, the number "29" is found above the line Q and inside the line P. Therefore the batter won his guess and the ball was hit. By referring to the "base hit schedule," Fig. 3, to the right of number "29" in the "Pitch No." column is found the number "29" in the "Field No." column. Now, by referring to the ball field the number "29" is found to be a part of the section 28 and 29 and which is dominated by the left fielder N, but who happens to be playing in section 28. Therefore he was unable to get the ball and the batter has registered a three base hit which is credited to him on the score board. The runner who was on first base has scored a run. He is given credit for a run on the score board.

In this manner the player having the team at bat continues to guess while one card of the pitcher's deck is turned over at a time until his team makes three outs. The sides then change and the score is marked upon the board, Fig. 7 and the player having the field team takes the "pitcher's deck" and carries on.

The rules of the well known game of base ball prevail otherwise and, of course, the side to score the greatest number of runs in nine innings wins the game.

What is claimed is:—

1. In an imitation base ball game, a game board representing a base ball field comprising the infield, outfield, bleachers and diamond visually distinguishable one from the other, two sets of visually distinguishable markers for play over the field, a base hit schedule chart, an over the plate chart, said charts being readable one upon the other in connection with said game board, and a plurality of decks of cards having facial indicia readable in connection with said game board and with said over the plate chart.

2. In an imitation base ball game, a game board having indicia thereon and representing a base ball field comprising the infield, outfield, bleachers and diamond visually distinguishable from each other, two sets of visually distinguishable markers for play over the field, a base hit schedule chart having indicia thereon, an over the plate chart having indicia thereon readable in connection with the indicia of said base hit schedule chart and of the said game board, and a plurality of decks of cards having facial indicia readable in connection with the indicia of said game board and of said over the plate chart.

3. In an imitation base ball game, a game board representing a base ball field comprising the infield, outfield, bleachers and diamond visually distinguishable from each other, two sets of visually distinguishable markers for play over the field, a base hit schedule chart, an over the plate chart, said charts being readable one upon the other in connection with said game board, a plurality of decks of cards having facial indicia readable in connection with said game board and with said over the plate chart, and a score board for tabulating the progress and totals resulting from the said readings.

4. In an imitation base ball game, a game board having indicia thereon and representing a base ball field comprising the infield, outfield, bleachers and diamond visually distinguishable from each other, two sets of visually distinguishable markers for play over the field, a base hit schedule chart hav-

ing indicia thereon, an over the plate chart having indicia thereon readable in connection with the indicia of said base hit schedule chart and of said game board, an element dividing out certain of the indicia of said over the plate chart in a predetermined manner, and a plurality of decks of cards having facial indicia readable in connection with the indicia of said game board and of said over the plate chart.

5. In an imitation base ball game, a game board having facial indicia thereon and representing a base ball field comprising the infield, outfield, bleachers and diamond visually distinguishable from each other, two sets of visually distinguishable markers for play over said board, a base hit schedule chart having indicia thereon, an over the plate chart having indicia thereon readable in connection with the indicia of said base hit schedule chart and of said game board, an element dividing the indicia of said over the plate chart, a plurality of decks of cards having facial indicia readable in connection with the indicia of said game board and of said over the plate chart, and a score board for tabulating the progress and totals resulting from the said readings.

In testimony that I claim the foregoing as my own I have hereto affixed my signature.

LLOYD M. WIBLE.