

L. H. JONES.
MAGNETIC BASKET BALL GAME.
APPLICATION FILED JULY 12, 1911.

1,064,914.

Patented June 17, 1913.

2 SHEETS—SHEET 1.

Fig 1.

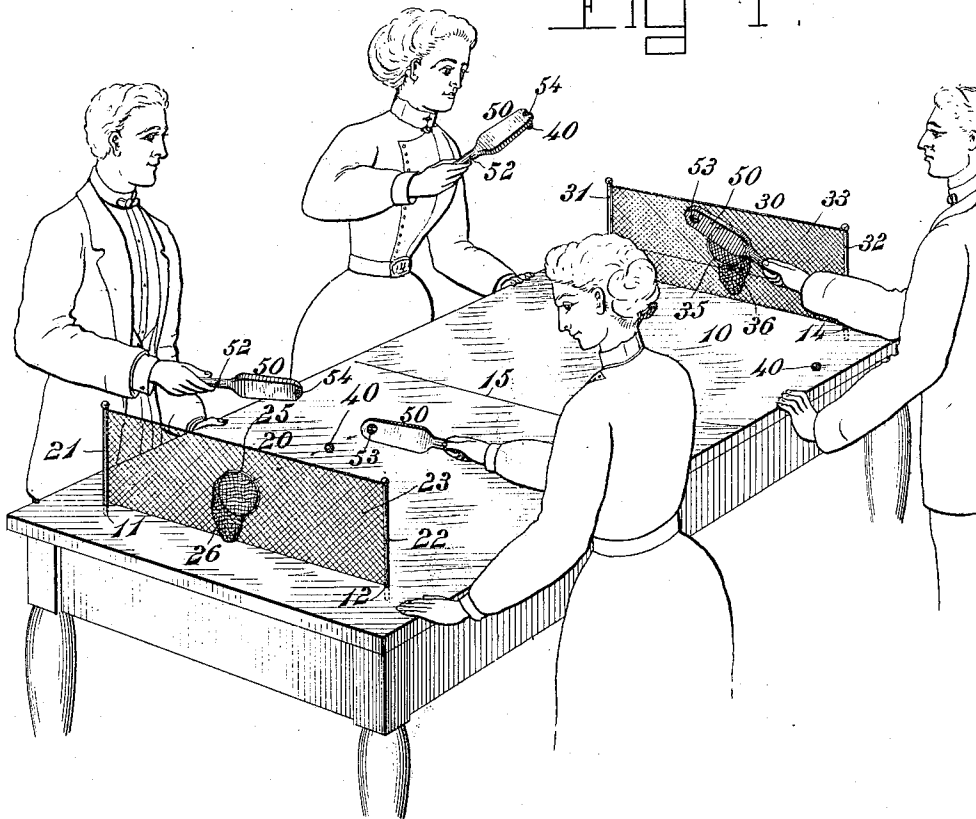


Fig 2

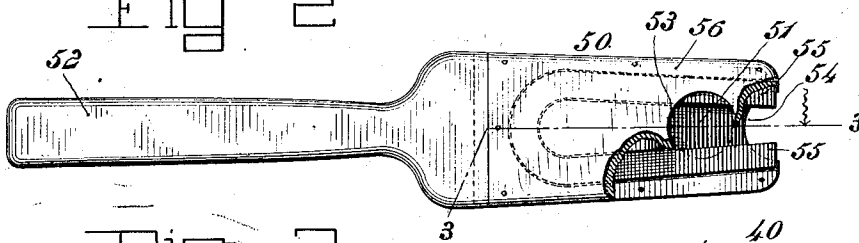


Fig 3

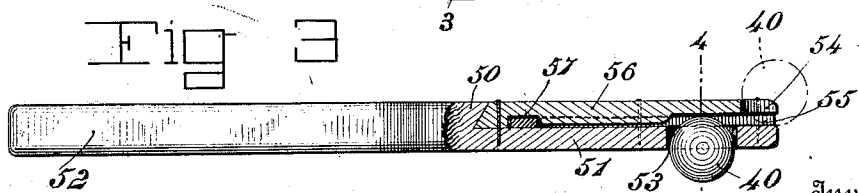
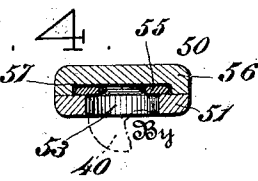


Fig 4



Witnesses

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2 SHEETS-SHEET 2.

Fig. 5

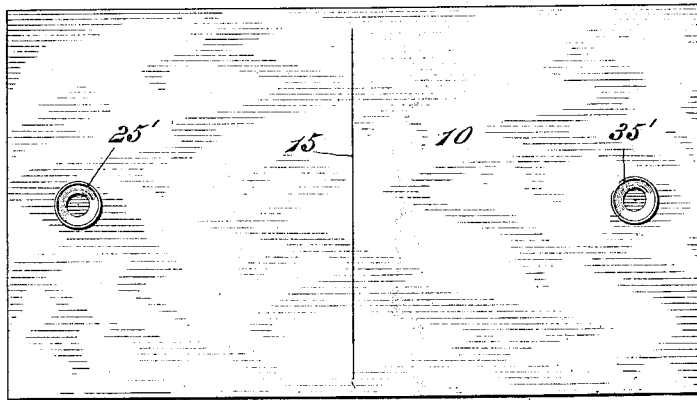


Fig. 6

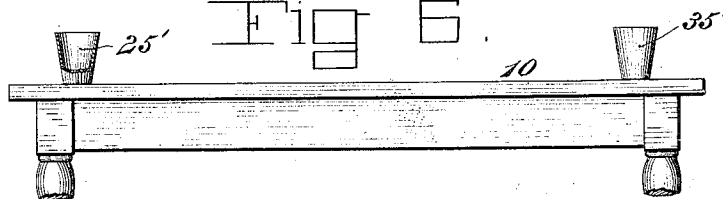


Fig. 7

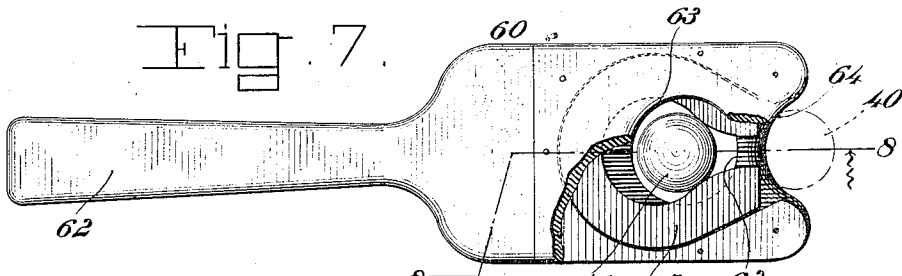


Fig. 8

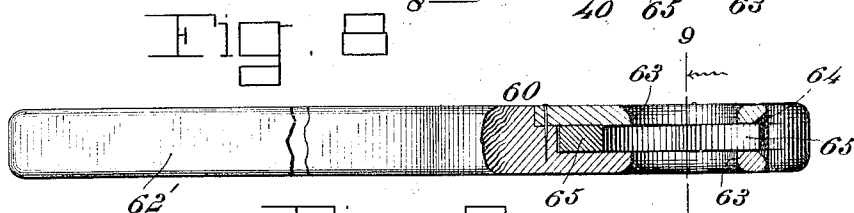
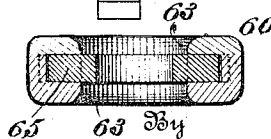


Fig. 9



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UNITED STATES PATENT OFFICE.

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MAGNETIC BASKET-BALL GAME.

1,064,914.

Specification of Letters Patent.

Patented June 17, 1913.

Application filed July 12, 1911. Serial No. 638,179.

To all whom it may concern:

Be it known that I, LENORA H. JONES, a citizen of the United States of America, residing at Wichita, in the county of Sedgwick, in the State of Kansas, have invented certain new and useful Improvements in Magnetic Basket-Ball Games, whereof the following is a specification.

This invention relates to an indoor or parlor game embracing features of basket ball.

The object of the invention is to provide a game of this type or character adaptable for domestic or parlor use and which will be entertaining and amusing for either children or adults.

To this end the apparatus of the game comprises small magnetic bats and magnetizable projectiles usable in connection with a table, board or floor constituting the field of the game and with basket goals thereon.

Figure 1 of the accompanying drawings represents a perspective view of an apparatus embodying this invention adapted for the use of adults, the figure showing the apparatus in use by players of the game. Fig. 2 represents a plan view with parts broken away of one form of magnetic bat used in the game. Fig. 3 represents a longitudinal section of said bat on line 3—3 of Fig. 2 and in edge elevation at the left of said line. Fig. 4 represents a transverse section through said bat on line 4—4 of Fig. 3. Fig. 5 represents a top plan view of a table constituting a field for the game. Fig. 6 represents a side elevation thereof, parts being in section. Fig. 7 represents a plan view with parts broken out showing another form of magnetic bat usable in this game. Fig. 8 represents a side elevation and longitudinal section thereof on line 8—8 of Fig. 7. Fig. 9 represents a transverse section on line 9—9 of Fig. 8.

The same reference numbers indicate corresponding parts in the different figures, round numbers ten and multiples thereof being used for the principal elements and intermediate numbers for the subordinate features thereof respectively.

In Fig. 1 the game is illustrated in its preferred form in which the field 10 constitutes the top of a table. This field is provided near one end with socket holes 11 and 12 and near the opposite end with socket holes as 14 and centrally of its length with a

transverse line or score 15 dividing the field into two sections. Upright screens 20 and 30 are disposed at opposite ends of the field. The screen 20 is preferably composed of two posts 21 and 22 and a wire netting 23 stretched between said posts. The posts enter the socket holes 11 and 12. This screen is provided at its center or thereabout with a hole 25 adapted to serve as a goal or basket. This hole is preferably surrounded on the outer side of the screen with a flexible bag 26 for holding the projectile which passes through the goal. The bag may have a hole in its bottom for the escape of the projectile. The screen 30 may be of similar construction as the screen 20, being composed of posts 31 32 and a wire netting 33.

A projectile 40 constitutes the playing ball of the game. This projectile may be constructed in shell or solid form in spherical or other shape in whole or in part of soft iron or other magnetizable material.

A magnetic bat, which I have named a tong, is used in all forms of the game by the players on one side as an implement for throwing the ball into a goal basket and by their opponents for batting it away from or otherwise guarding such basket. The magnetic bat consists essentially of a magnetic body and a handle by which the implement is grasped by the player. When constructed as shown in Figs. 2, 3 and 4, the magnetic body 50 comprises a casing 51 provided with a handle 52 and inclosing a magnet 55. The casing is preferably constructed of protective material and is provided on one face with a central opening 53 and on the other face with an end opening 54. These openings constitute ball pockets through which the inclosed magnet 55 is exposed for contact with the playing ball 40. The casing may be recessed to receive the magnet and provided with a cover plate 56 for securing it in place. This cover plate is preferably provided with a groove 57 which fits over the magnet. The magnetic bat is thus adapted through its exposed magnetic contact or contacts 53 and 54 for picking up the ball and tossing it into a goal basket and by its bat body for opposing the entry of a playing ball into the basket.

In the use of the apparatus illustrated in Figs. 1 to 4, the players to the number of two, four or six, take places at the sides of

the table 10 as shown in Fig. 1, those playing partners being on the same side of the table and the opposing team on the opposite side thereof. The playing ball 40 is put in play by the leader of one side dropping it over the center of the table from a height of six to fifteen inches, who at the same time gives the signal "play." The same side shall continue to put the ball in play during one stage of the game, the sides alternating in successive stages. All magnets must be held at the side until the signal is given.

The object of the game is to pick up the playing ball 40 with the tong 50 through the magnetic action thereof and deliver it with a quick jerking motion into the basket as 25 at the left of the party in play. This is done only by the player standing next to the basket; the other player or players on same side simply pass the ball along to table with a light tap of the tong. The opponent attempts to prevent a player from scoring by guarding the basket and by knocking the ball from his opponent's tong by lightly striking the latter on the top or otherwise with his own. Each playing ball delivered in the basket may count two points and the first side scoring ten points shall be the winner in the game and the side first winning five games shall be the final winner.

In the scientific game played with nets, a much harder game and one requiring more skill can be played by making the shot from a point back of the center line. The shot is preferably made after picking up the ball by striking the bat against the fingers of the left hand, as a much truer shot can be made in this way.

The hand must be wholly on the handle of the magnetic bat, and it shall be a foul to strike the hand of an opponent when so held, to strike the basket when attempting to score, to touch the ball with any part of body as hands and to invert the magnetic bat when carrying the ball. Each foul counts one for the opposite side. When the ball falls from the table it shall be put in play as in the beginning of the game.

In Figs. 5 and 6 the table is provided near opposite ends with cup-like baskets 25' and 35' and the screens 20 and 30 are dispensed with.

A tong 60 shown in Figs. 7, 8 and 9 is of the same general construction as the tong 50, being provided however with double ball pockets 63 and 64 opening through both

faces of the bat. The magnet 65 is slightly different in shape from the magnet 55 having converging heels which are exposed at both sides of the tong in the central pocket 63 and on both sides at the end pocket 64. In the use of the tong 60 the rule against the inversion thereof is dispensed with.

Fig. 5 may be considered as representing a floor field. In the use of a floor field the tongs are provided with elongated handles 62' indicated in Fig. 8 and the ball pockets in the side faces may be omitted, the end pockets being sufficient for this use of the device.

I claim as my invention:

1. A game apparatus comprising a bat provided with a magnetic body, and a projectile adapted for magnetic engagement with said bat.

2. A game apparatus comprising a bat provided with a magnetic body and a protective handle, and a projectile adapted for magnetic engagement with said bat.

3. A bat consisting of a handle and a magnetic body composed of a magnet and a protective casing provided with an opening forming a magnetic projectile pocket.

4. A bat consisting of a handle and a magnetic body composed of a magnet and a protective casing provided with an opening in its face forming a magnetic projectile pocket.

5. A bat consisting of a handle and a magnetic body composed of a magnet and a protective casing provided with an opening at one end forming a magnetic projectile pocket.

6. A bat consisting of a handle and a magnetic body composed of a magnet and a protective casing provided with side and end openings forming magnetic projectile pockets.

7. A bat consisting of a handle and a magnetic body composed of a magnet and a protective casing provided with openings at its opposite sides forming a magnetic projectile pocket.

8. A bat consisting of a handle and a magnetic body composed of a magnet and a protective casing provided with openings at its opposite sides and at its outer end forming magnetic projectile pockets.

LENORA H. JONES.

Witnesses:

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W. H. STANLEY.

It is hereby certified that the residence of the assignee in Letters Patent No. 1,064,914, granted June 17, 1913, upon the application of Lenora H. Jones, of Wichita, Kansas, for an improvement in "Magnetic Basket-Ball Games," in the grant and in the heading to the printed specification was erroneously given as "Sedgwick, Kansas," whereas said residence should have been given as *Wichita, Kansas*; and that the said Letters Patent should be read with this correction therein that the same may conform to the record of the case in the Patent Office.

Signed and sealed this 8th day of July, A. D., 1913.

[SEAL.]

C. C. BILLINGS,
Acting Commissioner of Patents.