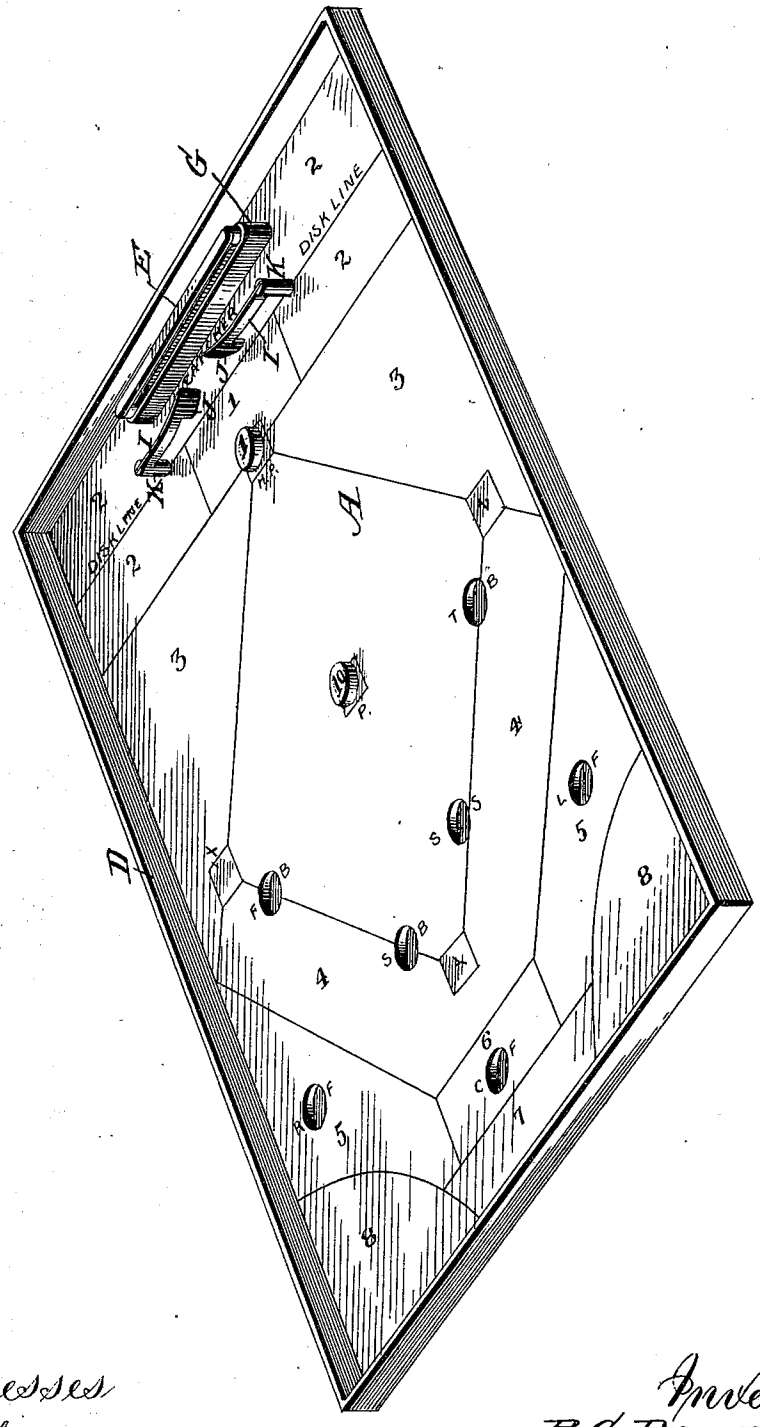
No. 672,821. Patented Apr. 23, 1901.

B. C. BROWN.

GAME APPARATUS.

(Application filed Feb. 18, 1901.)

(No Model.)



Witnesses
C. M. Williamson.
M. L. Goodwin

Inventor
B. C. Brown.
per Chas. H. Fowler.
Attorney.

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UNITED STATES PATENT OFFICE.

BERT C. BROWN, OF AVOCA, NEW YORK.

GAME APPARATUS.

SPECIFICATION forming part of Letters Patent No. 672,821, dated April 23, 1901.

Application filed February 18, 1901. Serial No. 47,815. (No model.)

To all whom it may concern:

Be it known that I, BERT C. BROWN, a citizen of the United States, residing at Avoca, in the county of Steuben and State of New York, have invented certain new and useful Improvements in Game Apparatus; and I do hereby declare that the following is a full, clear, and exact description of the same, reference being had to the annexed drawing, making a part of this specification, and to the letters and figures of reference marked thereon.

The present invention has for its object to provide a game apparatus especially designed to play a toy game of base-ball; and it consists in an apparatus of the character named and constructed substantially as shown in the drawing and hereinafter described and claimed.

In the accompanying drawing, which represents a perspective view of the game apparatus, A designates a flat board, preferably of rectangular shape and provided with an upwardly-extending rim D around its four sides. The surface of the board is marked off to represent the diamond of a base-ball field, with the first, second, and third bases as indicated, respectively, at X Y Z, the home plate being represented by the letters "H. P." and the pitcher's position by the letter "P." at about the center of the diamond. The fielders' positions are indicated as follows: "F. B." represents first base; "S. B.," second base; "S. S.," short stop; "T. B.," third base; "R. F.," right field; "L. F.," left field, and "C. F.," center field.

The several bases, home plate, and pitcher's position are simply represented by squares and are flush with the surface of the board, while the fielders' and basemen's positions are in the form of depressions or mortises a sufficient distance below the surface of the board to receive the men (represented by disks) and hold them therein when the disks are projected over the board and pass in line and over the depressions.

At one end of the board is a buffer comprising an upright frame E and a rubber band G, sprung onto said frame to hold it in place, said band being of any suitable form and construction found best adapted to the purpose, and when injured or broken the band may be readily removed and a new one substituted. In front of the buffer herein described are two springs I, with wings J, adjustably connected to upright posts K, suitable slots being formed in the upper ends of the posts to receive the springs, so that said springs may slide in and out to adjust their position. The end of the board on which the buffer is located is divided off into a space (indicated by 2 2,) and a line termed the "disk-line" separates the space by three other spaces 2, 1, and 2. Around the diamond are divided off spaces 3 3 and 4 4, and joining the spaces 4 4 are spaces 5 5 and 6, and joining the latter spaces are spaces 7 and 8 8. The board divided off into these several spaces is to provide a limited space into which the disk representing the player may be projected and which counts for or against said player.

The person playing the club at bat must sit at the field end of the board, and the one playing the club in the field must sit at the catcher's end of the board, turning the board when the clubs change their position, the game being governed by league rules as far as possible, score-cards, names of favorite players, &c., being used, if desired, and a series of games may be played, giving the games additional interest.

In playing the game there should be eleven disks representing the players of both clubs, 1 to 9, inclusive, representing the players at bat of either nine, 10 indicating the pitcher of the opposing nine and which is placed in position at the center of the diamond, as shown in the drawing, the player at the bat being indicated by disk 1, as shown, and placed on home plate. A disk 11, which is not shown in the drawing, is used as a propelling-disk. When the disks are in position, as shown in the drawing, the disk 1, which represents the first player at the bat on home plate, if caromed against by projecting or snapping the disk 10 with thumb and finger against the batter, said batter will be forced forward, and if it passes between or through the springs I it is called a "strike" and caught by the catcher, and if a third strike the batter is out. Now if the batter is not projected onto the space marked "catcher" and stops on space 1 in front of the springs I, or if the batter is projected against the rubber buffer and rebounds or returns onto the space 1, it is simply called

a "strike" and not caught by the catcher, and if a third strike the batter is placed on first base. To put out the runner at any base, a disk (marked 11) is brought into use and placed on the disk-line and snapped with thumb and finger against the runner, caroming said runner into the space marked 8 on either side of the board, which will be out for the runner; but if you fail to make the runner stay on the space 8 the runner will be safe and is to be placed on first base.

There is a double means provided for rebounding the batter in the buffer comprising the rubber band G and the yielding springs I, the two together forming a very simple and practical device to return the projected batter in its course when striking either the buffer or springs.

If the batter should be caromed or strike the springs or rubber buffer and return on the board, the play would be defined by the numbered space where the runner stopped, and if on a space giving the runner a base your opponent should play by using disk 11 on the disk-line, as hereinbefore described.

When a runner is forced from one base to the next, the runner should be moved first, and then your opponent can play on either the runner or the player that has been forced from base.

When a disk representing the batter stops on the board, it defines the play as follows: On spaces 2 it is a ball, and three balls give the batter first base. On spaces 3 it is a foul ball, on diamond advances the batter to first base, on spaces 4 advances the batter to first base, on spaces 5 advances the batter to second base, on space 6 advances the batter to third base, on spaces 8 advances the batter to third base, and on space 7 gives the batter a home run.

With a little practice the game can be played according to the rules governing any ball-game, and I do not wish to be confined to any particular form of rules or any particular manner of playing the game, this being left entirely to the judgment and pleasure of the players.

The board may be of any size, shape, and of any material found most desirable, the depressions or mortises being somewhat larger in diameter than the disks, so that they will readily drop therein when passing on line with and over the same.

Having now fully described my invention, what I claim as new, and desire to secure by Letters Patent, is—

A game apparatus comprising a suitable board laid off to represent a ball-field, a buffer at the catcher's end of the board comprising an upright frame and an elastic band around the same, and suitable posts located in front of the buffer and spring-arms connected thereto and terminating at their inner ends in wings, and suitable disks to represent the players, substantially as and for the purpose set forth.

In testimony that I claim the above I have hereunto subscribed my name in the presence of two witnesses.

BERT C. BROWN.

Witnesses:
H. E. BUTLER,
R. C. CLARK.