

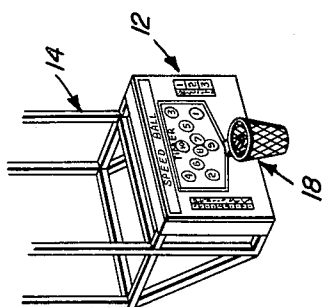
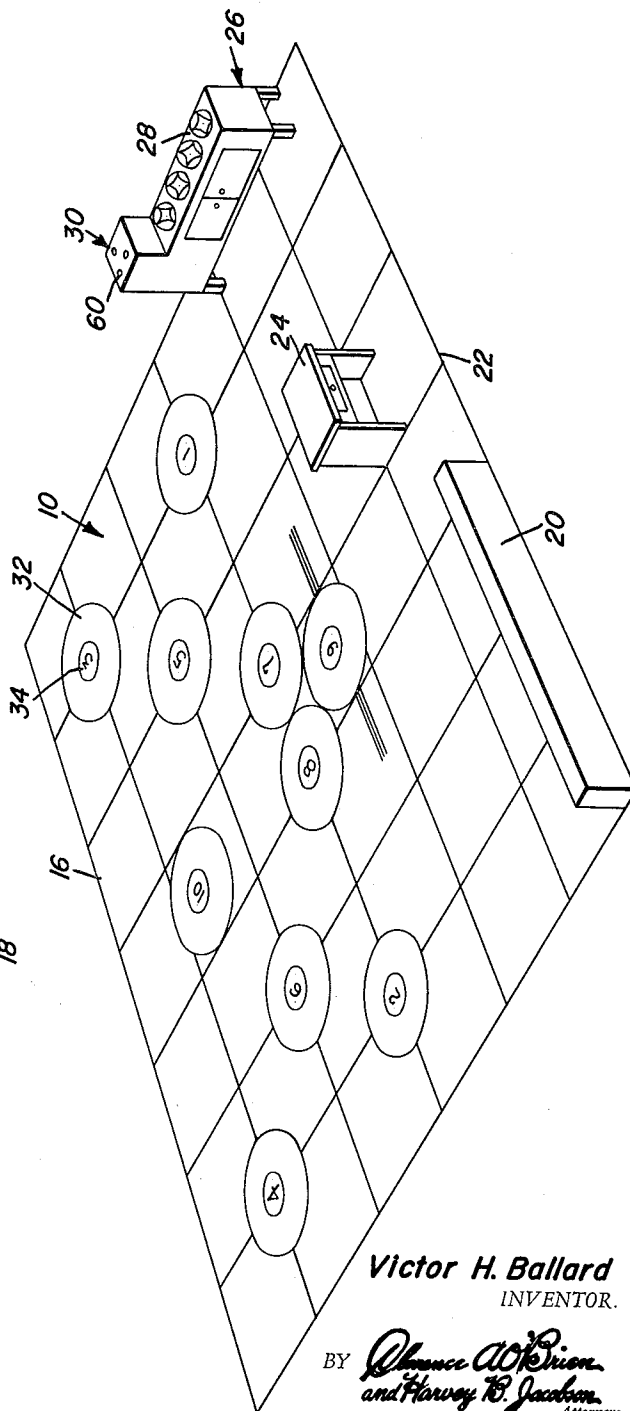
June 16, 1964

V. H. BALLARD
BASKETBALL GAME

3,137,503

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2 Sheets-Sheet 1

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Victor H. Ballard
INVENTOR.

BY *Chance W. Prion*
and Harvey B. Jacobson
Attorneys

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2 Sheets-Sheet 2

Fig. 3

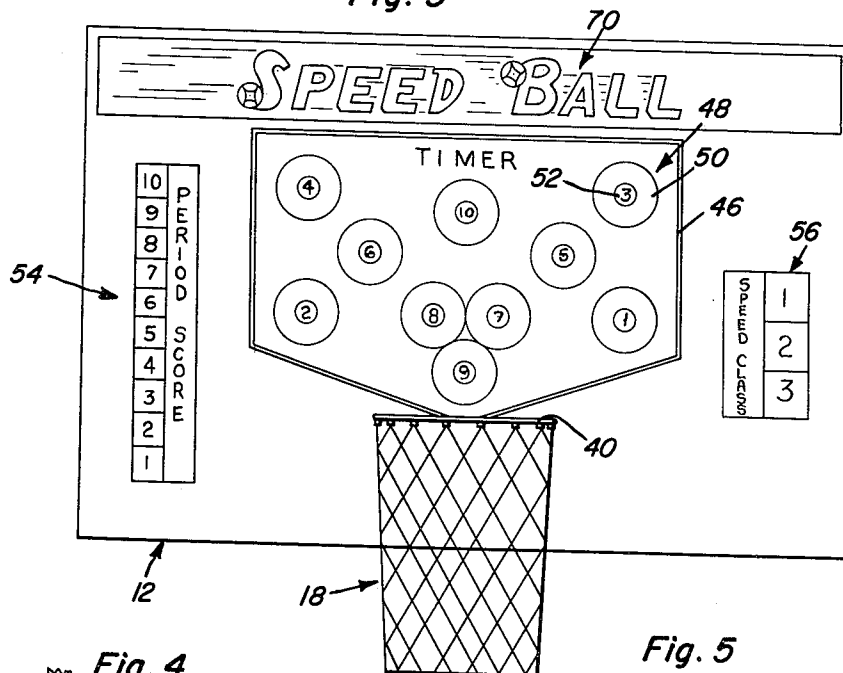


Fig. 4

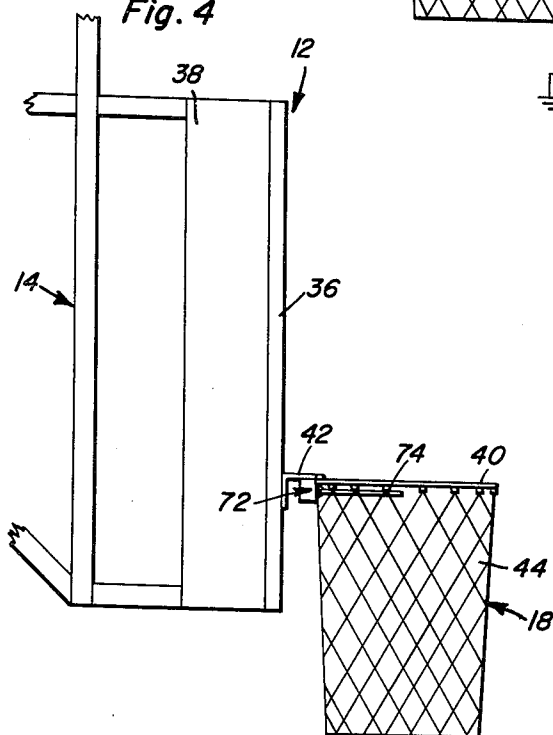
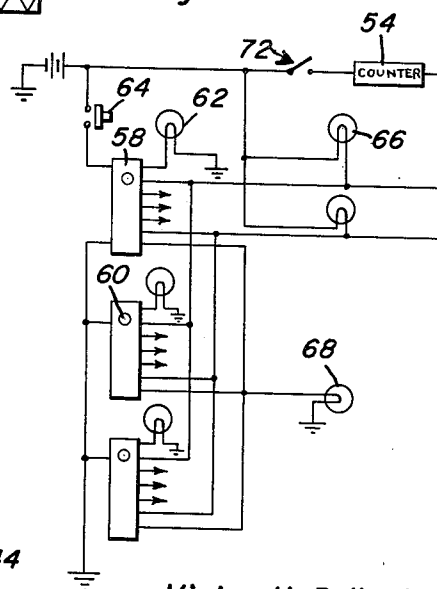


Fig. 5



Victor H. Ballard
INVENTOR.

BY *Chance A. O'Brien*
and *Harvey B. Jackson*
Attorneys

1

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BASKETBALL GAME

Victor H. Ballard, 519 First National Bank Bldg.,
Montgomery, Ala.

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10 Claims. (Cl. 273-1.5)

This invention relates to a new and useful game and more particularly, to a basketball type of game and associated apparatus for providing recreation on a commercial basis.

It is therefore a primary object of the present invention to provide a system and arrangement of apparatus through which players may compete and develop skills for recreational purposes.

Another object of the present invention is to provide game apparatus arranged to stimulate competition and develop skills in connection with basketball playing without reliance on opposing teams nor requiring the time involved in connection with the usual basketball game so played.

An additional object of the present invention in accordance with the foregoing object, is to provide facilities for developing the skill and accuracy of a player in connection with basketball as well as to develop speed in connection therewith.

Yet another object of the present invention is to provide a basketball type of game in which competitive interest is maintained despite wide discrepancy in the skills of the players competing.

These together with other objects and advantages which will become subsequently apparent reside in the details of construction and operation as more fully hereinafter described and claimed, reference being had to the accompanying drawings forming a part hereof, wherein like numerals refer to like parts throughout, and in which:

FIGURE 1 is a perspective view of the arrangement of apparatus in accordance with the game playing procedure of the present invention.

FIGURE 2 is an illustration of a scoring card utilized in connection with the novel game of the present invention.

FIGURE 3 is an enlarged front elevational view of the backboard assembly and goal basket.

FIGURE 4 is a side elevational view of the backboard assembly and goal basket illustrated in FIGURE 3.

FIGURE 5 is a simplified, exemplary circuit diagram associated with the apparatus of the present invention.

Referring now to the drawings in detail, it will be observed from FIGURE 1, that the game of the present invention requires the use of a playing field preferably 30' x 35' sectioned into squares, the playing field being generally referred to by reference numeral 10. A backboard assembly generally referred to by reference numeral 12 is mounted approximately ten feet above the surface of the playing field 10 by any suitable suspending bracket assembly 14. The backboard assembly is also disposed approximately four feet from the rear side 16 of the playing field so as to properly position the goal basket 18 mounted thereon. Benches 20 may be placed at the peripheral portions of the playing field as for example the side 22 thereof. Also provided, is a score keeping stand 24 and a cabinet assembly 26 mounting a basketball rack 28 and a control panel 30.

The playing field 10 in addition to being lined with square sub-divisions, is provided with a plurality of circles 32, each being of a different color so as to facilitate identification of the spot locations they represent. Each of the differently colored circles 32 is therefore provided with an inner white circle 34 clearly marked with a spot location number from which a player may throw or hurl a basketball against the backboard assembly 12 in an

2

attempt to have it rebound into the goal basket 18 for scoring purposes. In the illustrated arrangement, the spot locations are numbered from 1 through 10. It will be noted, that those spot locations at the beginning of the number sequence from 1 through 10, are more widely spaced than the spot locations at the end of the number sequence. The player's attempt to have the basketball rebound into the goal basket may thereby be undertaken from a variety of different situations.

Referring now to FIGURES 3 and 4 in particular, it will be noted that the backboard assembly 12 includes a forward rebound surface member 36 which is made of transparent material through which an illumination mounting score box assembly 38 is exposed. An 18" diameter basketball hoop 40 is mounted by the bracket 42 on the rebound surface member 36 adjacent the lower side thereof, and a net 44 may be suspended from the hoop 40 in the usual manner. Exposed through the transparent member 36 is an area having a border 46 disposed just above the goal basket 18. A plurality of spot indicators 48 are positioned within the area enclosed by the border 46 in relative locations corresponding to the spot locations on the playing field 10. Accordingly, each of the spot indicators 48 may be defined by an annular or circular portion 50 colored the same as the color of the spot location portion 32 with which it is associated and having an inner illuminated number portion 52. The basketball when thrown from any of the spot locations on the playing field may therefore rebound into the goal basket 18. Illumination of one of the numbered inner portions 52 of the spot indicators may therefore serve to both direct the player to the corresponding spot location on the playing field from which the ball is to be thrown and also provide an indication of the time elapsed. Therefore, each of the spot indicators will be illuminated for a predetermined interval of time and sequentially following each other. A total of ten such intervals represented by the sequential illumination of the spot indicators 48, represents a period during which the player may score each time the basketball enters through the goal basket 18. Accordingly, a period score indicator generally referred to by reference numeral 54 is also mounted on the assembly 38 for exposure through the transparent member 36 to one side of the area enclosed within the border 46. A cumulative score may thereby be tallied on the score indicator 54 as indicated by the boxes numbered 1 through 10. Mounted on the assembly 38 for exposure through the transparent member 36 on the side of the area enclosed by the border 46 opposite the score indicator 54, is a speed class indicator 56. The speed class indicator 56 is designed to indicate by illumination of the appropriate numbered box, the time interval during which each of the spot indicators 48 is illuminated. It will be appreciated, that players within different speed classes, are capable of moving from one spot location on the field to the other while dribbling the ball and then successfully throwing the ball onto the backboard assembly 12 for rebound into the goal basket 18. The game may therefore be set in accordance with the skill of the player by regulating the speed with which the player must shoot from each of the spot locations.

Referring therefore to FIGURE 5 in particular, an exemplary circuit diagram is illustrated wherein a plurality of timing circuit assemblies 58 are diagrammatically illustrated, each of said assemblies including the appropriate relays and switches through which a plurality of circuits are sequentially energized and de-energized with predetermined time intervals therebetween which are different with respect to each of the different timing circuit assemblies. Accordingly, each of the timing circuits is provided with a start button 60 so that the timing intervals may be selected by the player. The control buttons

60 may therefore be conveniently mounted on the control panel 30 as hereinbefore indicated. The particular timing or speed so selected will therefore illuminate the appropriate numbered box of the speed class indicator 56 through energization of one of the lamps 62 associated with each of the timing circuit assemblies 58. After making the selection, energization of the indicators and the beginning of play may start when the start button 64 is depressed. A plurality of lamps 66 will then be illuminated and extinguished so as to sequentially illuminate the spot indicators 48 providing both direction to the player as to the spot location from which he is to shoot and also to provide an indication of the time elapsed within the period for which the game is set upon selection of the timing circuit assembly 58. At the end of the period, the lamp 68 will be illuminated so as to illuminate the top sign portion 70 of the backboard assembly indicating the end of a period. A cumulative score will be maintained by the counter device 54 registering through the backboard assembly by illumination of the proper numbered box. A score will of course occur when a ball enters the goal basket 18. Accordingly, mounted on the bracket 42 is a trigger switch assembly 72 from which the switch lever 74 extends adapted to be actuated by a ball entering the basket 18. Thus, during each period representing the operative cycle of the selected timing circuit assembly 58, closure of the trigger switch 72 will produce a counting pulse and thereby maintain through the counter 54, a cumulative tally of the score during the period.

The score at the end of a period may therefore be recorded on an appropriate score card such as the score card 76 illustrated in FIGURE 2. The player may therefore play ten periods and accumulate a score up to a maximum of 100 points where ten spot locations are involved. Various rules may also be formulated in connection with the playing of the game including for example requirements that the player forfeit the score of a period should he not shoot within the time interval indicated by the spot indicators 48 or if he shoots from the improper spot location corresponding to the illuminated spot indicator 48. Depending upon the skill of the player, the length of the time intervals between shooting may be selected so as to provide a more competitive game when two players having a wide discrepancy in skill are playing together.

From the foregoing description, the apparatus and the playing of the game of the present invention will be apparent. It will therefore be appreciated, that to play a game, the player will firstly actuate one of the speed control buttons 60 on the control panel 30 to thereby select the time interval between shooting. A start button 64 may then be depressed and the player may proceed to the first spot location on the playing field attempting to shoot the ball into the basket during the time that the spot indicator 48 bearing the number 1 is illuminated. Should the player then score, a point will be registered by illumination of the appropriate box on the score indicator 54. The player will then dribble the ball to the next spot location and attempt to again cause the ball to rebound from the backboard into the goal basket within the time allotted. Each time the player scores a tally will be maintained by the score indicator 54. At the end of a period, the final tally will appear on the score indicator 54 and the upper portion 70 of the score board assembly will be illuminated so as to indicate the end of the period. The player's score for that period may then be recorded on the score card 76 as illustrated in FIGURE 2. Each player may so play ten periods and the scores compared. Players having more skill, will of course be handicapped by the selection of a more rapid time interval between the spot locations. It will also be appreciated, that two players may play at the same time as a team by one player shooting from the even numbered spot locations and the other player of the same team from the odd numbered spot locations. Also, two players competing with each

other may play in succession after completion of a playing period for each player.

The foregoing is considered as illustrative only of the principles of the invention. Further, since numerous modifications and changes will readily occur to those skilled in the art, it is not desired to limit the invention to the exact construction and operation shown and described, and accordingly all suitable modifications and equivalents may be resorted to, falling within the scope of the invention as claimed.

What is claimed as new is as follows:

1. In combination with apparatus for playing basketball or the like having a playing field and a backboard on which a goal basket is mounted above the playing field adjacent one side thereof; a plurality of spot indicators mounted on the backboard at positions corresponding to numbered spot locations on the playing field from which a player may hurl a ball against the backboard for rebound into the goal basket, timing means for sequentially rendering the spot indicators operative to show elapse of time and direct the player and score counting means rendered operative in response to a ball entering said goal basket when a spot indicator is operative.

2. The combination of claim 1, wherein said timing means includes selectively controlled speed means for varying the time interval during which each spot indicator is rendered operative and means for indicating the speed selection made.

3. The combination of claim 2, wherein sequentially numbered spot locations are closer to each other at the end of the number sequence on the playing field.

4. The combination of claim 3, wherein said score counting means comprises, trigger switch means mounted in the goal basket for actuation by a ball, and tally indicating means mounted on said backboard and operatively connected to the switch means.

5. The combination of claim 4 wherein said backboard comprises a transparent rebound surface member to support the goal basket thereon, and illumination mounting means protectively disposed rearwardly of the rebound surface member for supporting the spot indicators, the tally indicating means and the speed selection indicating means.

6. The combination of claim 1, wherein said score counting means comprises, trigger switch means mounted in the goal basket for actuation by a ball, and tally indicating means mounted on said backboard and operatively connected to the switch means.

7. The combination of claim 6 wherein said backboard comprises a transparent rebound surface member to support the goal basket thereon, and illumination mounting means protectively disposed rearwardly of the rebound surface member for supporting the spot indicators, and the tally indicating means.

8. The combination of claim 1 wherein said backboard comprises a transparent rebound surface member to support the goal basket thereon, and illumination mounting means protectively disposed rearwardly of the rebound surface member for supporting the spot indicators.

9. The combination of claim 1, wherein sequentially numbered spot locations are closer to each other at the end of the number sequence on the playing field.

10. In combination with apparatus for playing basketball or the like having a playing field and a backboard on which a goal basket is mounted above the playing field adjacent one side thereof; a plurality of spot indicators mounted on the backboard at positions corresponding to numbered spot locations on the playing field from which a player may hurl a ball against the backboard for rebound into the goal basket, timing means for sequentially rendering the spot indicators operative to show elapse of time and direct the player and score counting means rendered operative in response to a ball entering said goal basket when a spot indicator is operative, said timing means including selectively controlled speed means for

5

varying the time interval during which each spot indicator is rendered operative and means for indicating the speed selection made, said backboard comprising, a transparent rebound surface member to support the goal basket thereon, and illumination mounting means protectively disposed rearwardly of the rebound surface member for sup-

porting the spot indicators, and the speed selection indicating means.

6

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