Aug. 21, 1962 R. G. RIDEOUT 3,050,308

BASEBALL GAME

Filed April 19, 1961 3 Sheets-Sheet 1

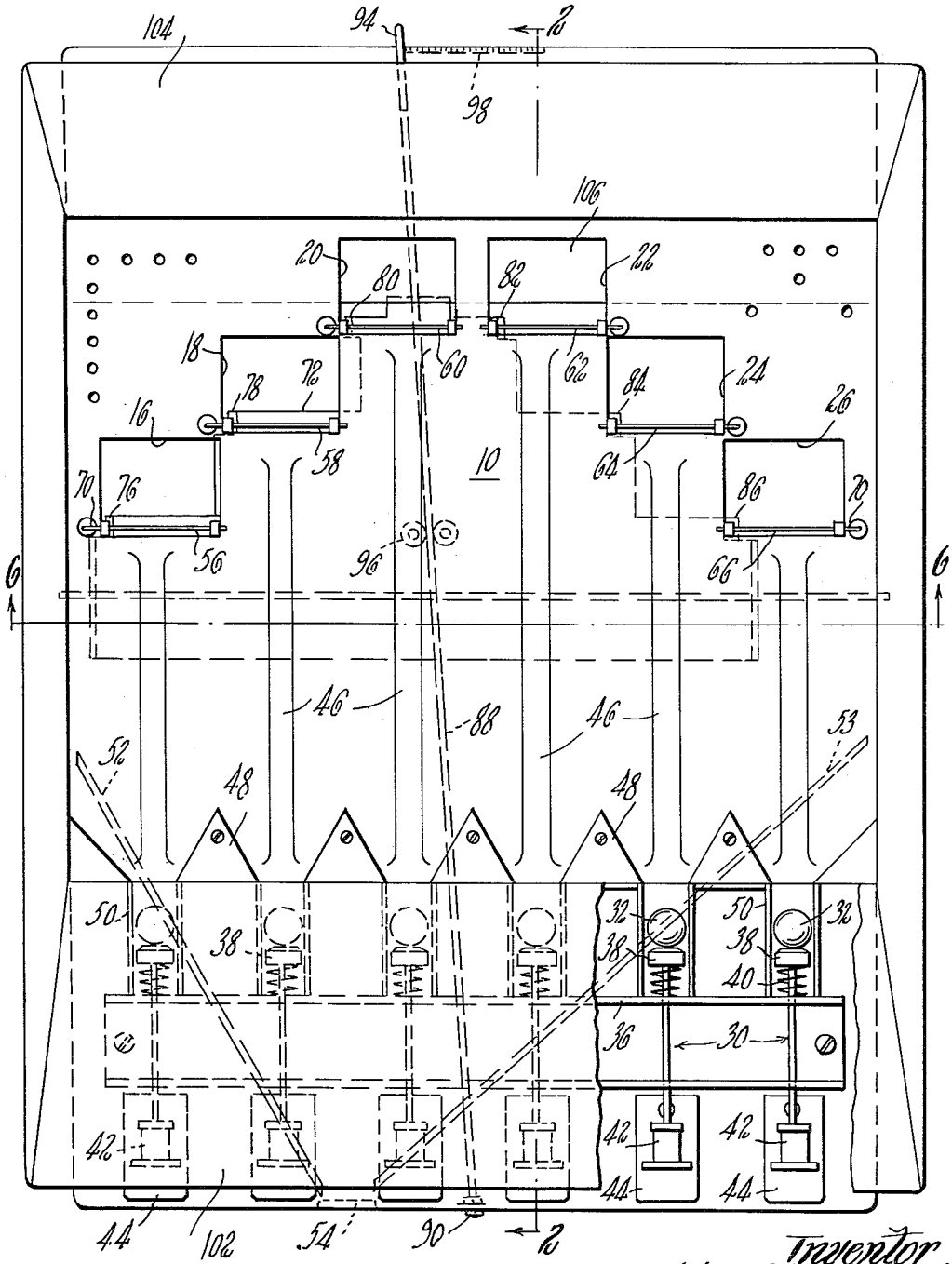


Fig. 1.

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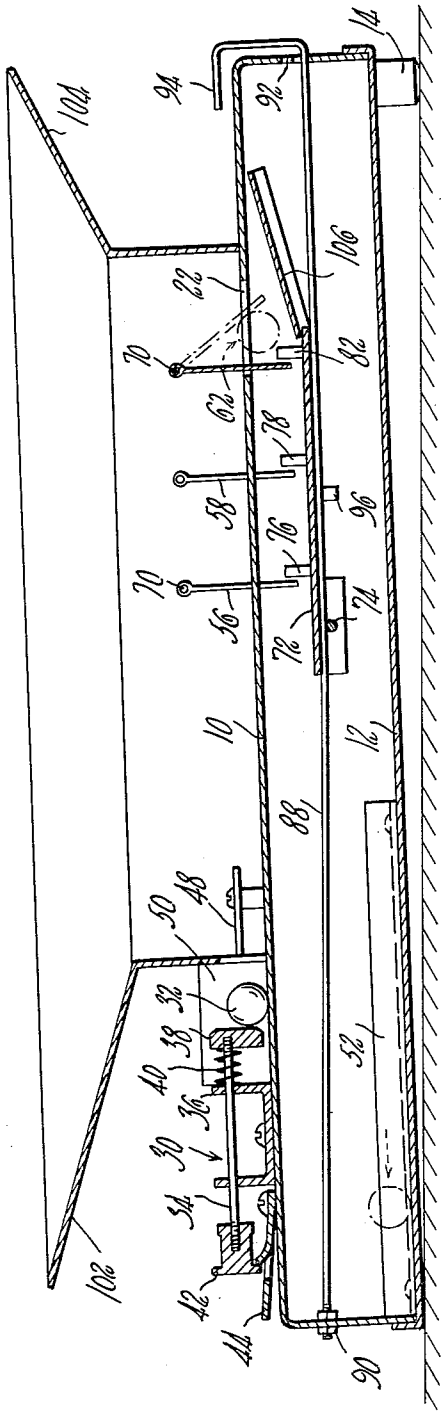


Fig. 2.

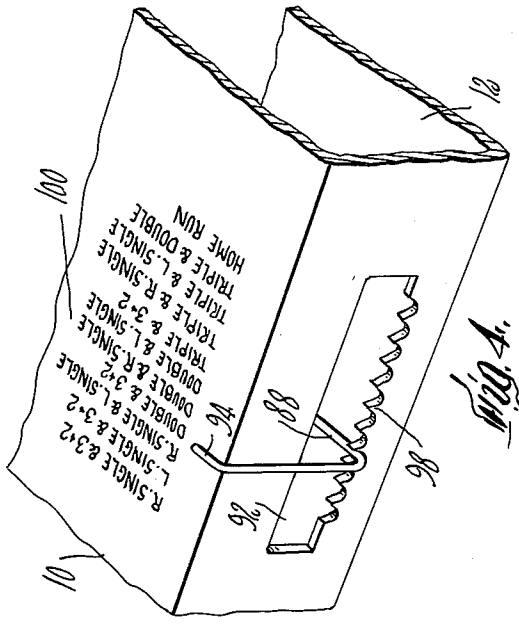


Fig. 4.

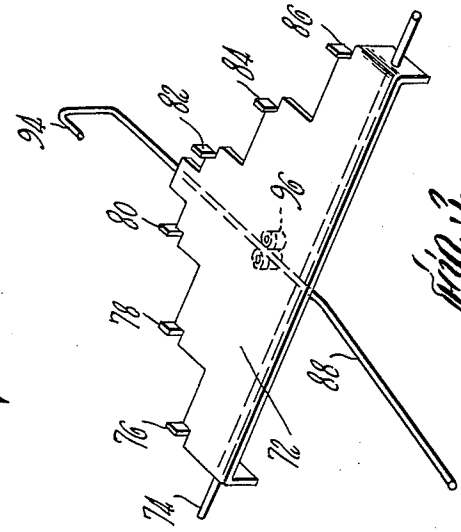


Fig. 3.

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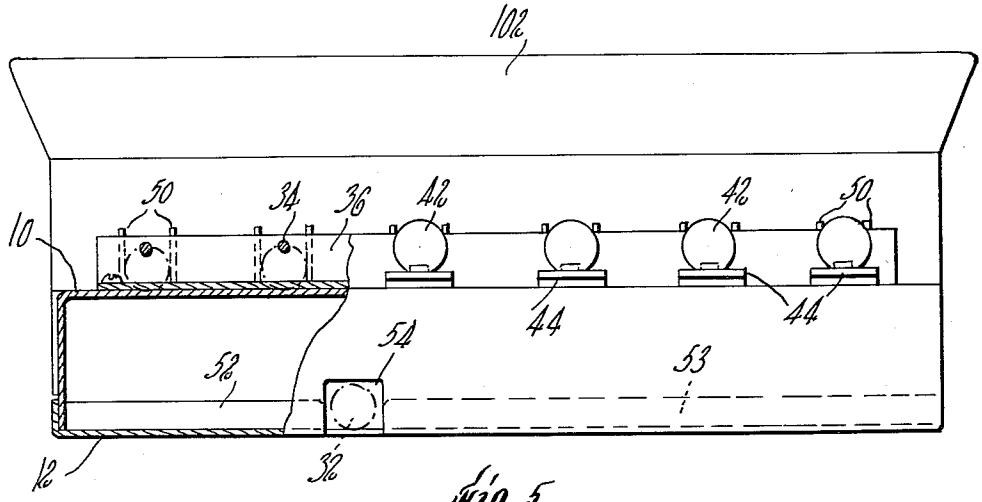


Fig. 5.

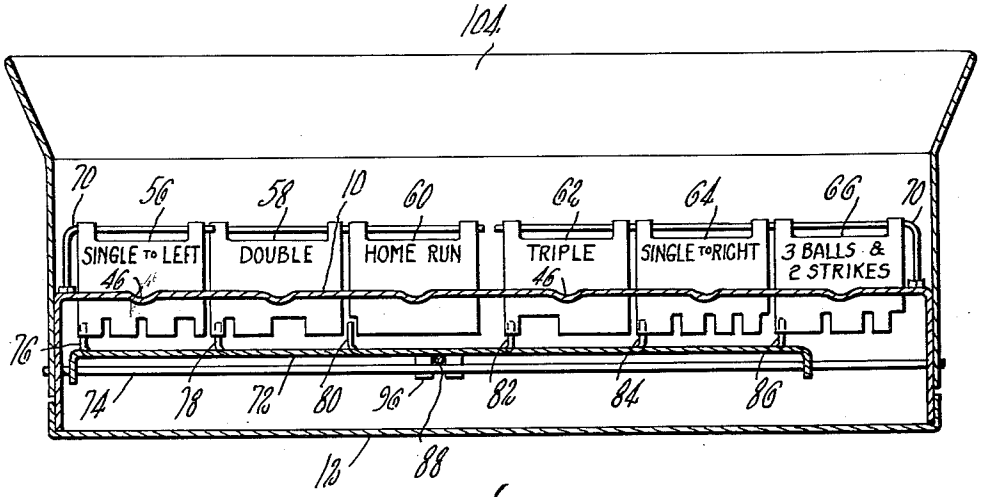


Fig. 6.

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BASEBALL GAME

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5 Claims. (Cl. 273—122)

This invention relates to a baseball game apparatus designed to be used by two players who try to outguess each other in manipulating the movable parts of the apparatus. As hereinafter explained in detail, a series of targets are suspended in front of respective apertures in the playing field. Each target represents a particular play (e.g. a two-base hit). The player who is behind the targets manipulates control apparatus to lock all the targets against rocking movement except for two selected targets. The player in front of the targets then projects a ball across the field to a target of his selection. If the selected target is locked, it is an "out" and the ball rolls back to its starting point, the field being slightly inclined for this purpose. If the ball hits an unlocked target, it swings the target and falls through the aperture behind the target to return under the playing field.

For a more complete understanding of the game, reference may be had to the following description thereof, and to the drawings, of which

FIGURE 1 is a plan view of the game apparatus embodying the invention, a portion being broken away;

FIGURE 2 is a section on the line 2—2 of FIGURE 1;

FIGURE 3 is a perspective view of the locking device for the targets;

FIGURE 4 is a fragmentary perspective view of the control station for the locking mechanism;

FIGURE 5 is an end elevation of the apparatus, a portion being broken away to show in section; and

FIGURE 6 is a section on the line 6—6 of FIGURE 1.

The game is designed for two players one of whom sits in front of the game board, the other sitting behind the board and facing the first player whose team is "at bat." As shown the board itself is the top 10 of a shallow box having a bottom 12. The box is slightly tilted downward toward the front so that a ball on either the top or bottom will roll toward the front of the box if free to do so. For this purpose the rear of the box may be slightly elevated by a couple of studs 14 under the rear corners, as indicated in FIGURE 2.

The top 10 has a series of apertures 16, 18, 20, 22, 24, 26 therethrough, each aperture being shown as rectangular. These apertures are transversely offset from one another and are respectively opposite an equal number of ball-projecting devices 30 mounted on the front margin of the game board 10 to project a ball 32 toward the corresponding aperture which is opposite to it. For convenience, a ball may be provided for each projector.

As indicated in FIGURE 2, each projector may comprise a horizontal stem 34 slidable in a bracket 36 which is mounted on the game board 10 near the front edge thereof. At the rear end of the stem 34 is a head 38 which is arranged to push the ball 32 when the projector is released. A compression spring 40 bears against the head 38 and the bracket 36. At the forward end of the stem 34 is a finger knob 42 by which the projector can be retracted or cocked. A trigger 44 is mounted on the board 10 in position to catch on a shoulder of the knob to hold the projector in cocked position until released. When the trigger 44 is depressed, the spring 40 impels the head 38 to project the ball 32 toward the corresponding aperture in the board 10. As indicated in FIGURE 1, there are six projectors 30, all made alike to project its ball 32 toward an aperture. To guide the balls, a groove 46 may be formed in the board 10 running

straight from each projector 30 to its corresponding aperture. If a projected ball is stopped, it rolls back to its projector which in the meantime has been cocked again by the player. Additional guiding means may be provided to get the returning ball back to its respective projector, such means being triangular horizontal plates 48 between successive grooves 46, and pairs of vertical partition members 50 between successive projectors. If a ball 32 falls through one of the apertures in the board 10, it rolls back toward the front of the game on the bottom 12 and is guided by diagonal barriers 52, 53 to an exit hole 54 in the front wall of the box. Here it is picked up by the player and replaced in its initial position against the head 38 which projected it.

Obstructions 56, 58, 60, 62, 64, 66 are placed in front of the respective apertures to stop a ball if locked or to yield to a projected ball if not locked. The locking and unlocking of the obstructions are controlled to a limited extent by the player sitting at the rear of the board as hereinafter explained.

Various means for supporting and locking the obstructions can be employed. The obstructions shown on the drawings are targets consisting of vertically suspended plates at the front edges of the respective apertures. Each target swings on a bracket 70 which is a rod bent to an L-shape and secured to the board 10, the top of each target being swingably mounted on the horizontal portion of the respective bracket 70. The lower portion of each target is within the box and below the level of the board 10. To lock the targets against a rearward swing when struck by a projected ball, a locking plate 72 is slidably mounted on a transverse rod 74 which is secured at its ends to the side walls of the box. The locking plate carries six upstanding ears 76, 78, 80, 82, 84, 86 which are located respectively behind the lower margins of the targets 56, 58, 60, 62, 64, 66 so as to lock the targets against rearward swings. These lower margins, however, are notched as indicated in FIGURE 6 so that when a notch is in line with one of the ears on the locking board 72 that target is free to swing when hit by a projected ball 32, thus permitting the ball to fall into the aperture behind that target. The locking plate 72 can be shifted laterally to bring different notches into line with respective ears, the shifting being done by manipulation of a lever 88 which is fulcrumed at 90 in the front wall of the box, the other end of the lever projecting through a slot 92 in the rear wall of the box and being bent up, as indicated in FIGURE 4, to provide a convenient handle 94. The lever 88 passes between a pair of pins 96 on the locking plate 72 so that when the handle 94 is moved to the right or left, the locking plate 72 is laterally shifted. The lower edge of the slot 92 is notched as at 98 to ensure accurate placement of the ears on the locking plate with respect to the notches in the targets.

The notches in the targets are prearranged to permit the player at the rear of the board to unlock a certain single target or any pair of targets by manipulating the handle 94 to shift the locking plate 72. The several targets are labeled to indicate plays in a baseball game, the target 56 representing a base hit, the target 58 representing a double, the target 60 representing a home run, and so on. The notches in the lower margins of the targets are located so that the home run traget 60 can be unlocked by itself, leaving all the other targets locked. The other positions of the locking plate permit the unlocking of any two of the other targets, as indicated at 100 in FIGURE 4.

In order to shield the moves of each player from being seen by the other player, suitable shields 102, 104 are mounted near the front and rear, respectively, of the board and the rear portion of the locking plate 72 is cut away

so that no part of the board will be visible through the apertures to the player in front of the board. A transverse shield **106** is also mounted within the box to conceal any portion of the lever **88** which might otherwise show through the apertures **20** or **22**.

When playing the game, the player representing the team at bat sits at the front end of the board, the player representing the team in the field sitting at the rear. The latter selects a position of the locking plate **72** and moves the plate to the selected position to unlock either the home run target **60** or any two of the other targets. The player in front of the board then projects a ball **32** at a target which he thinks may have been unlocked. If he guesses correctly, the ball swings the target and falls into the aperture behind it, the play represented by that target is noted and the ball is recovered from the exit opening **54** and replaced against its projector head **38**. If the ball hits a target that is locked, it counts as an "out." If a ball falls into the aperture **26**, the batter is credited with 3 balls and 2 strikes. If the ball drops through the same aperture on the next play, the batter gets a base on balls but is out if the next play is to that target but the target is locked. The progress of the game may be recorded by any convenient means (not shown). For example, a baseball diamond can be painted on the surface of the **board 10** for use with counters (not shown) which can be put on the bases to indicate base-runners. The shields **102, 104** can be appropriately ornamented to resemble grandstands.

While the game apparatus has been hereinbefore described in terms of baseball, it can be used for other games by changing the legends on the targets and adopting appropriate rules, the essence of the game consisting of the player in front of the board guessing which targets the other player has released, and acting accordingly.

I claim:

1. A game apparatus for two players, comprising a board having a plurality of apertures therethrough, a target swingably suspended at the front of each said aperture, locking means adjustable to prevent rocking movement of said targets, control means at the rear end of the board operable to unlock targets selected by one player, a ball, and means at the front of the board for projecting the ball toward a target selected by the other player.

2. Apparatus as described in claim 1, and means shielding the parts manipulated by each player from being seen by the other player.

3. Apparatus as described in claim 1, and means below said board for returning to the front of the board balls which have fallen through one of said apertures.

4. A game apparatus for two players, comprising a board having a series of apertures therethrough transversely offset from one another, a ball, means at the front of the board for projecting said ball toward any selected one of said apertures, an obstruction in front of each said aperture normally locked to prevent access of a projected ball to the aperture behind it, but adapted when not locked to let a ball pass into the aperture behind it, and means manually operable to lock any one of a number of predetermined groups of said obstructions.

5. Apparatus as described in claim 4, said apparatus also including shielding means over said ball-projecting means, and shielding means over said locking means, whereby to conceal said ball-projecting means and said locking means from the players at the ends of the table respectively opposite thereto.

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