Oct. 1, 1963 H. E. GRAY 3,105,688

BASEBALL GAME BOARD

Filed Oct. 18, 1960

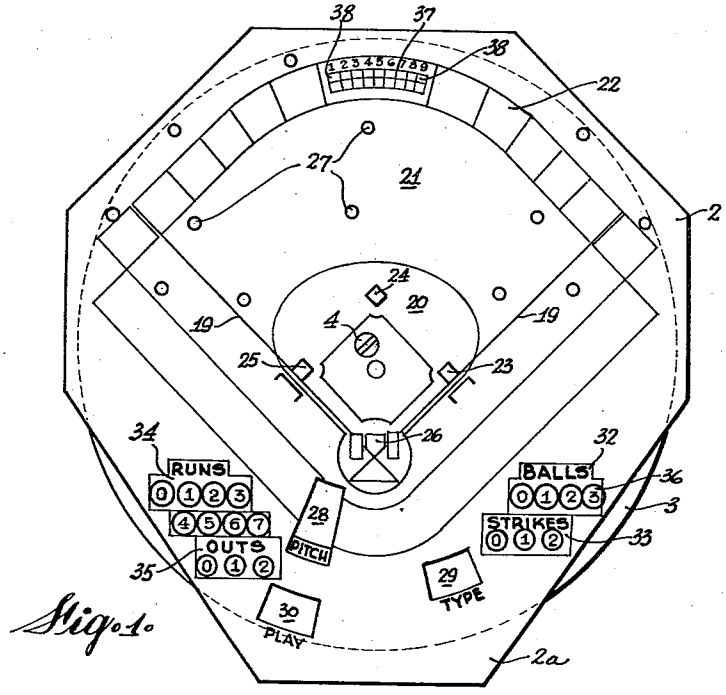


Fig. 1.

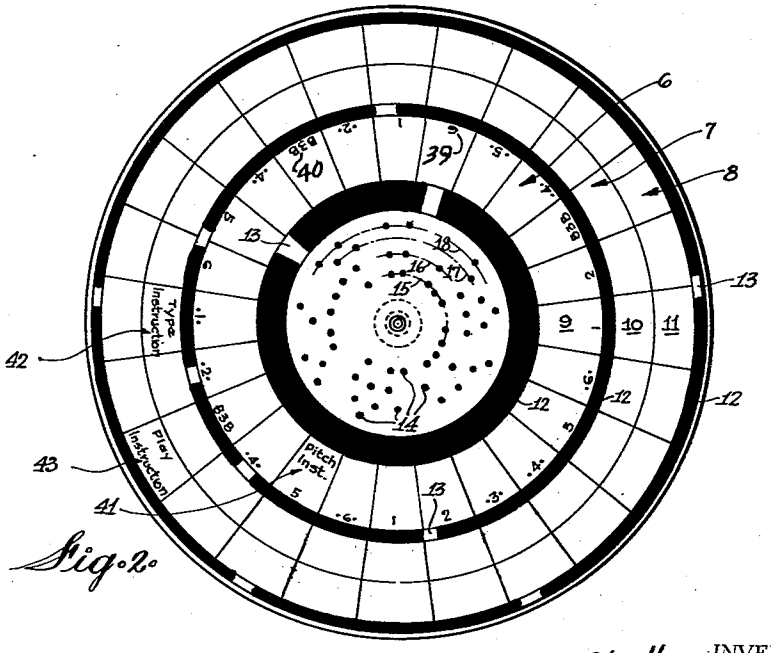


Fig. 2.

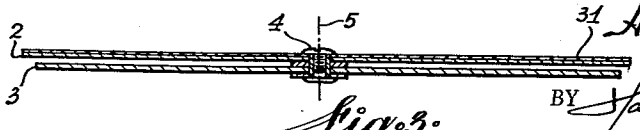


Fig. 3.

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BASEBALL GAME BOARD

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This invention relates to a game board for a baseball game.

Heretofore baseball game boards have not provided adequately for the simulation of the wide variety of types of plays and situations experienced in an actual baseball game. Further in playing from fixed instructions there is normally either an undesirable complexity in the mechanics of playing the game or a predictability of the next play which detracts from the suspense and authenticity of the game.

The object of this invention is to provide a simply constructed inexpensive baseball game board capable of simulating an actual baseball game in variety and sequence of play and suspense having simple operative steps.

Broadly the invention comprises an upper disc and a lower disc centrally rotatably attached to each other about an axis, said lower disc having an annular pitch instruction band, an annular type instruction band and an annular play instruction band, each band being divided radially into equidimensional instruction segments one number of the group of numbers from 1 to 6 in each pitch segment, pitch instructions in each pitch segment, type instructions in each type segment and play instructions in each play segment, said pitch instructions directing at least one of a kind of pitch, a play dependent on the number of batters out in the inning, a hit dependent on type instructions, a hit dependent on play instructions, and a hit dependent on the number of batters out in the inning, said type instructions directing at least one of a catch, a kind of hit, and the advance of baserunners, said play instructions directing at least one of a kind of pitch, a kind of hit, a kind of play upon a hit, and an advance of baserunners, said upper disc having a pitch window, a type window and a play window each positioned therein to follow its corresponding band and to overlie a corresponding segment on rotation.

Further said lower disc has a plurality of solid colour bands each having spaced, minor radial contrasting segments therein and four series of spaced contrasting marks, each series having a different radius about said axis, and said upper disc has a representation of a baseball park thereon having base windows at each of the four bases, said representation being positioned eccentrically to said axis, the distances from the axis to the base windows each being equal to one of the radii of said series of marks and a plurality of spaced apertures in said upper disc in both fair and foul territory inside and outside of the park, each being a distance from said axis equal to the radius of one of said colour bands.

The invention is described with reference to the accompanying drawings in which:

FIGURE 1 is a plan view of the game board;

FIGURE 2 is a plan view of the lower disc of the game board; and

FIGURE 3 is a sectional elevation view of the game board.

The game board comprises a lower disc 3 and an upper disc 2. The upper disc is rotatably mounted on the lower disc about a central axis 5 as by Chicago screw 4. The upper disc 2 may be polygonal as shown and may have at least one edge portion 2*a* extending outwardly beyond the edge of lower disc 3 to provide a grip for manually rotating the upper disc 2.

The lower disc has three annular instruction bands concentric about axis 5: a pitch instruction band 6, a type instruction band 7 and a play instruction band 8. Each band is divided radially into a plurality of corresponding segments: pitch segments 9, type segments 10 and play segments 11. The lower disc also has a plurality of annular colour bands 12 concentric about axis 5, each having at least one radial contrasting colour segment 13. The contrast segments 13 are irregularly spaced. Further, the lower disc has four series of contrasting coloured marks 14: second series 15, third series 16, first series 17 and home series 18. In each series the contrast marks 14 are irregularly spaced on the circumference of a circle centered on axis 5.

The upper disc 2 carries a representation of a baseball park, having foul lines 19, infield 20, outfield 21 and outfield fence 22. Apertures are cut through upper disc 2 in the base positions providing first base aperture 23, second base aperture 24, third base aperture 25 and home plate aperture 26. The infield 20 is positioned eccentrically to axis 5 so that upon rotation of upper disc 2 the first base aperture 23 exposes the first series 17 of the contrast marks 14 on lower disc 3. Similarly the apertures 24, 25 and 26 expose series 15, 16 and 18, respectively. Further the upper disc 2 has cut therethrough a plurality of hit apertures 27 preferably circular to represent a baseball. The hit apertures are scattered in both fair and foul territory on both sides of the outfield fence 22. The distance from each hit aperture 27 to the axis 5 is equal to the radius of one of the colour bands 12 on the lower disc 3. The ball park is preferably coloured green to represent grass and the colour bands are green. Thus unless a hit aperture 27 overlies a contrast colour segment 13 the field will appear to be a solid colour.

The upper disc has, cut therethrough, three windows, a pitch window 28, a type window 29 and a play window 30. The windows are so positioned as to each expose a complete pitch segment 9, type segment 10 and play segment 11, respectively.

The upper disc may be provided with a protective clear plastic plate 31 overlying at least the central portion thereof and the windows 28, 29 and 30. The plate may be fastened to disc 2 adjacent the edges of overlapping edge portions 6 so as not to interfere with rotation. The upper disc may be provided with progress marking areas for balls 32, strikes 33, runs 34 and outs 35, each having numbered position designations 36 for a marker. A scoreboard 37 may be provided preferably on fence 22 having squares 38 for marking the number of runs gained in each inning. The plastic plate 31 may have an abraded portion 38 thereof overlying the scoreboard which can be marked with a pencil and readily erased.

In each pitch segment 9 there is one number, 39, of the group of numbers from 1 to 6. In about half of the pitch segments there is a pitch symbol 40 which designates a class of plays. In each pitch segment there is a pitch instruction 41 which directs at least one of: a kind of pitch, a kind of pitch dependent on the number of batters out in an inning, a hit dependent on type instructions, a hit dependent on play instructions and a hit dependent on the number of batters out in an inning.

In each type segment 10 there is a type instruction 42 directing at least one of: a catch, a kind of hit, and the advance of baserunners. In each play segment 11 there is a play instruction 43 directing at least one of: a kind of pitch, a kind of hit, a kind of play upon a hit and the advance of baserunner.

By way of example, a suitable group of pitch instructions 41 is as follows, designated with reference to the number 39 and including pitch symbols 40 appearing in the same pitch segment 9:

1 Ball is hit to left side, check field, then roll and check "Type."

2 Ball is hit to left side, check field, then roll and check "Type."
.3. It's a BALL almost into the dirt.
.4. If none or 2 out it's a STRIKE. If 1 out it's a BALL wide.
5 If none or 2 out pitch is a BALL-low. If 1 out roll and check "The Play."
.6. Just missed the outside corner for a BALL.
1 If none or 2 out it's a scratch hit, turn to next No. 3 and check "Type." If 1 out roll and check "The Play."
2 Ball is hit to right side, check field, then roll and check "Type."
B3B If none out it's a BALL-high. If 1 or 2 out, roll and check "The Play."
.4. If none or 2 out it's a BALL too low. If one out go directly to "The Play" now showing.
.5. Fast ball, STRIKE all the way.
6 Ball is hit to right side, check field, then roll and check "Type."
1 If regular batter pitch is a BALL. If pinch-hitter ball is hit, go directly to "Type" now showing.
.2. If batter is waiting out the pitch, pitch is a STRIKE-called. If batter is "hitting away" turn to next No. 5 and check "The Play."
B3B If non or 2 out—it's a BALL too low. If one out roll and check "The Play."
.4. If 1 or 2 out pitch is a STRIKE. If none out go directly to "The Play" now showing.
5 Ball is hit to right side, check field, then roll and check "Type."
6 Ball is hit to left side, check field, then roll and check "Type."
.1. Curve ball, just missed the inside corner for a BALL.
.2. If none or 2 out pitch is a STRIKE called. If 1 out pitch is a BALL wide.
B3B It's a foul tip. If on 3rd strike, turn to next No. 5 and check "The Play."
.4. If batter is "waiting" out the pitch, pitch is a STRIKE. If batter is "hitting away" go directly to "The Play" now showing.
5 If 1 or 2 out it's a BALL. If none out roll and check "The Play."
.6. If batter is "waiting out the pitch," it's a called STRIKE. If batter is "Hitting away" turn to next No. 1 and check "The Play."

A suitable group of type instructions **42** is as follows, being exposed in an order corresponding to the list of pitch instructions:

Ball is hit over outfielder's head then bounces off sign to the scoreboard—Runners (if any) all score, and batter pulls up at 3rd with a TRIPLE.
It's a FLY BALL. Roll the die—if roll is 1, 2, 3, 4 or 5, the fly ball is caught. If now 2 or less out runners (if any) all hold on the play. If roll is 6, ball is not caught, Runners (if any) all score. Batter safe at 2nd base.
It's a GROUND BALL. If fair, runners (if any) at 2nd and 3rd SCORE. Runner (if any) at 1st SAFE at 3rd. If you wish to try and score him, roll and check him at home. Batter SAFE at 1st and holds there.
It's a GROUND BALL. If fair—runners (if any) all advance one base only due to fast throw-in from the outfield. Batter SAFE at 1st base.
It's a FLY BALL. If foul—it lands in the stands. If fair—the fly ball is caught. Runners (if any) hold on the play.
It's a GROUND BALL. If fair and regular batter is up, runners (if any) at 2nd and 3rd score. Runner (if any) at 1st Safe at 3rd. Batter safe at 1st. If fair and pinch hitter is up runners (if any) all score. Batter safe at 3rd.

It's a FLY BALL. If foul—it lands in the stands. If fair—the fly ball is caught. If now 2 or less are out runners (if any) all advance one base safely after the catch.
It's a FLY BALL that is caught. If this does not make 3 out, runners (if any) hold on the play.
It's a GROUNDER. Forced runners only advance 1 base. Roll and check (on the 1 roll). the forced runners at the next base and the batter at 1st. If side is retired on the play no run scored will count.
It's a FLY BALL that is caught. If this does not make 3 out runners (if any) hold on the play.
It's a Texas Leaguer. All runners advance one base safely and batter is safe at 1st. If runner now on 2nd you may try to score him on the play. If you do roll and check him at home and see how he made out.
Ball is lined at the 1st baseman who catches it. If runner at 1st base and this does not make 3 out roll and check this runner at 1st and see if he was caught off the bag after the catch. Other runners (if any) hold up.
It's a CLEAN SINGLE. Runners (if any) at 2nd and 3rd score. Runner (if any) at 1st safe at 3rd. Batter safe at 1st base.
It's a FLY BALL that is caught. If this does not make 3 out runners (if any) hold on the play.
It's a FLY BALL that is caught. If now 2 or less out roll the die. If the roll is 1 or 2—it's a short fly—runners (if any) all hold on the play. If the roll is 3, 4, 5 or 6 runners (if any) all advance one base safely after the catch.
It's a HOT LINER that right fielder runs in for and catches. If not 3rd out runners (if any) hold on the play but if you have a runner at 3rd you may try to score him after the catch. If you do roll and check him at home plate.
If regular batter—it's a CLEAN SINGLE. Runners (if any) at 2nd and 3rd score. Runner (if any) at 1st safe at 3rd. Batter safe at 1st.
If pinch hitter—it's a double. All runners score. Batter safe at 1st.
It's a GROUND BALL. If fair—it's good for a double. All runners score. Batter safe at 2nd base.
It's a GROUND BALL. If fair—the ball is bobbled by infielder. Runners (if any) advance one base safely. Batter safe at 1st base. This does not score as a hit.
It's a GROUND BALL. If fair—it's a CLEAN SINGLE. Runners (if any) at 2nd and 3rd score. Runners (if any) at 1st safe at 3rd. Batter safe at 1st base.
It's a FLY BALL that is caught. If this does not make 3 out runners (if any) hold on the play.
It's a GROUND BALL. If fair—forced runners only advance one base. Roll and check forced runners at next base and the batter at first—on the one roll.
It's a FLY BALL that is caught. If this does not make 3 out runners (if any) hold on the play.
It's a LINE DRIVE at 3rd baseman who catches it. If this does not make 3 out and you have a runner at 3rd base, roll and check this runner at 3rd to see if he was "caught off the bag." Other runners (if any) hold on the play.

A suitable group of play instructions **43** is as follows being exposed in an order corresponding to the list of pitch and type instructions:

If regular batter is up—pitch is a BALL. If pinch hitter—ball is hit. Roll the die. If 1, 2 or 3 come up—all runners advance one base safely, batter safe at 1st base. If 4, 5 or 6 come up go directly to "Type" now showing.
The pitch is swung on and missed for a STRIKE and the ball bounces from the catcher's glove. Runners (if any) at 1st and 2nd score, but if runner at 3rd and he is forced or simply tries to score roll and check him at home plate.

Batter lines ball at short-stop who catches it. If anyone on base he then throws to whatever base the team in the field decides. Roll and check runner at this base to see if he was caught off the bag after the catch. Other runners (if any) hold their bag safely on the play.

The pitch is a BALL too wide and if this does not make Ball 4 and 1 or more on base the catcher makes a wild throw to base and all runners advance one base safely.

It's a LONG DRIVE to centre. Check the field. If the ball clears the fence it's a home run. If the ball lands in centre-field roll and check "type."

It's a long hard smash to left. It looks like a—

If bases are empty pitch is a ball low. If one or more on base it is a balk by the pitcher. All runners advance 1 base safely, count remains the same on the batter.

It's a looper hit over 1st base (check field). Roll the die—If 1, 2, 3 or 4 come up the ball is caught. Batter is out. Runners (if any) all hold. If 5 or 6 come up runners (if any) all advance 1 base safely. Batter safe at 1st.

Pitch is swung on and missed for a strike. The catcher's return throw bounces from the pitcher's glove. Runners (if any) at 1st or 1st and 2nd reach the next base safely. Butts runner at 3rd and he is forced or simply tries to score. Roll and check him at home.

Pitch is a strike that catcher juggles but finally catches. If this does not make 3 out and 1st only or 1st and 3rd only are occupied the runner at 1st steals 2nd, runner at 3rd (if any) holds on the play.

It's a long hard smash to left. It looks like a—

Batter lines the ball to 1st baseman who catches it. If this makes only 2 out and there is a runner at 1st, roll and check him at 1st base and see if he was caught off the bag after the catch. Other runners (if any) hold on the play.

Batter hits ball to infield. If 1st base is occupied the side is retired on the play. If 1st base is empty the batter is thrown out at 1st base. Runners (if any) hold on the play.

It's a long, long FLY to right. It's going—going—going—it's over the fence for a—

Pitch is swung on and missed for a strike. The ball bounces from the catcher's glove. If it is the 3rd strike, batter is out unless 1st base is empty and 2 are out. In this case roll and check batter at 1st base. Runners (if any) hold on the play whether 3rd strike or not.

Roll the die. If the number you roll is 1, 2, 3, or 4 pitch is a BALL. If roll is 5 or 6 pitch is a STRIKE.

The ball is popped up. Roll the die. If roll is 1 or 2, pop fly is caught, batter is out, runners (if any) hold on the play. If the number you roll is 3, 4, 5 or 6, it's a foul pop not caught.

If regular batter is up batter is hit by pitched ball and goes to 1st base. Forced runners only advance one base safely. Other runners (if any) hold on the play. If pinch hitter is up turn to next No. 3 and check "The Play."

If first base is occupied batter hits into double play and side is retired. If first base is empty batter hits a double. Runners (if any) all score. Batter safe at second.

Batter lines ball at pitcher who catches it. If anyone on base pitcher may throw to any base he chooses to try and catch the runner off base. Roll and check the runner at base he throws to and see if he got back in time. Other runners (if any) hold.

It's a long, long fly to right. It's going—going—going—it's over the fence for a—

If regular batter is up, the pitch is fouled off into the screen. If pinch hitter—ball is hit over 2nd base

check field) for a clean single. Runners (if any) all advance 2 bases. Batter safe at 1st.

Roll the die. If the number you roll is 1, 2, 3 or 4 the foul tip is caught. Batter is out. If the number you roll is 5 or 6, the foul tip is not caught and the count remains the same on the batter.

It's a long drive to centre. Check the field. If the ball clears the fence it's a home run. If the ball lands in centre-field, roll and check "type."

To play the game the batter states whether he will hit at or wait out the pitch. He then rolls a die. He turns the upper disc **2** clockwise to the first number **39** corresponding to the number on the die. If he is waiting out the pitch he turns to the first corresponding number **39** having a pitch symbol **40**. The pitch symbol designates strike and ball instructions. The batter reads and follows the pitch instruction **41**. Where these instructions include "check field" the batter looks at the field for the position where a contrasting colour segment **13** is exposed through a hit aperture **27** to determine whether the hit is fair or foul. Where a type or play instruction **42** or **43** is directed and "check base-runners" or the like is directed then after moving the upper disc as required by the instructions he looks at the base apertures **23, 24, 25** and **26** for a contrast mark **14** at the base to which the runners should have advanced. A mark **14** may designate a runner safely advanced to the new base. Alternately, for more realism, the contrast marks **14** may appear as white areas in a circle of representations of a baseball. The exposure of a white area will appear as a white base bag and a baseball will indicate that the ball reached the base before the runner putting him out. Markers may be positioned over each base, each marker having a symbol on one side which may be turned up when there is a runner on that base. To check the base-runners after a hit the marker at the next base is raised and if the runner is safe the marker is replaced with the runner symbol up. Similarly, for realism the contrasting colour segments **13** may contain a representation of a baseball which will be appropriately displayed through a hit aperture **27**.

The game may include a further variety of plays by the provision of optional instructions which may be provided on the board or on a separate card allowing the batter in any given situation to attempt one of a group of specific plays including a bunt attempt, an attempt to hit a long ball to advance runners, an attempt to steal a base and allowing the pitcher to attempt to pick off a runner at first base. By way of example, a suitable set of instructions is as follows:

Play Card

You may use any of the following plays if—

(1) You complete the last roll you made at the wheel before coming here.

(2) You notify your opponent which play you intend to try.

Bunt Attempt

Roll the die—If the number you roll is —

1. Pitch is a BALL wide
2. Ball is bunted FOUL
3. Pitch is a BALL high
4. Ball is bunted FAIR—Turn the wheel to the first number that has a "B" on each side of it, then advance any runner or runners you wish one base. Now roll and check the batter at first base and all the runners you advanced at the base you moved them to. Check all this on the one roll.
5. Ball is popped up—Roll the die again. If roll is — 1, 2, 3 or 4—it's a FOUL pop NOT caught.
   5 or 6 the ball is CAUGHT. Batter is OUT and "runners" hold on the play.
6. Pitch is a BALL too low.

Attempt at Hitting Long Ball to Advance Runners

Roll the die—If the number you roll is —

1. Ball is popped up—Roll the die again. If roll is—1 or 2—FLYBALL is CAUGHT and Batter is OUT. "Runners" all hold on the play.
   3, 4, 5 or 6—It's a foul pop NOT CAUGHT.
2. Pitch is a BALL outside.
3. Pitch is a STRIKE right in the groove.
4. Ball is hit in the air to the outfield. Roll the die again. If the number you roll is—
   1, 2 or 3 the ball is CAUGHT. "Runners" HOLD on the play.
   4 "Runner" at 3rd SCORES after the catch. "Other runners" all ADVANCE ONE base SAFELY after the catch.
   5 and Regular batter is up the fly ball is caught. All "runners" hold on the play.
   5 and Pinch Hitter is up, the ball lands safely for a Triple. "Runners" all Score. Batter Safe at Third.
   6 and NONE is out Fly Ball is caught—"Runner" at THIRD is OUT trying to score after the catch. "Other runners" ADVANCE ONE base safely after the catch.
   6 and ONE is out the ball lands SAFELY. "Runner" at THIRD SCORES. "Other runners" all ADVANCE ONE base SAFELY. Batter SAFE at FIRST.
5. Pitch is a BALL inside.
6. And none is out Ball is FOULED OFF into the stands and someone gets a souvenir. If one out Foul Fly is caught. All "runner" Hold on the play.

Attempt at Stealing a Base

Roll the die and follow the rolls as below—

If attempting to steal SECOND when third base is OCCUPIED.
   If roll is 1 or 2 Runner is OUT at SECOND.
   If roll is 3, 4, 5 or 6 Runner is SAFE at SECOND.
If attempting to steal SECOND when THIRD base is EMPTY
   If roll is 1, 2 or 3 Runner is OUT at SECOND.
   If roll is 4, 5 or 6 Runner is SAFE at SECOND.
If attempting to steal THIRD.
   If roll is 1, 2, 3 or 4 Runner is OUT at THIRD.
   If roll is 5 or 6 Runner is SAFE at THIRD.
If attempting to steal HOME.
   If roll is 1, 2, 3, 4 or 5 Runner is OUT at HOME
   If roll is 6 Runner is SAFE at HOME.

Pitcher Attempts to Pick Off Runner at First Base

Roll the die. If the number you roll is —

1, 2, 3, 4 or 5—The runner gets back to the bag in time.
6, Roll the die AGAIN.—If the number you roll is —
   1, 2, 3 or 4—The pitcher manages to pick off the runner at first. "Other runners" Hold on the play.
   5 or 6—The pitcher makes a wild throw to first and "ALL runners" ADVANCE ONE base SAFELY.

Note: Only 3 pick-off attempts may be made by each team in their half of each inning.

It will be apparent that the present invention closely simulates the play of an actual baseball game with simplicity and yet a maximum of suspense providing for determination of kinds of plays by the players to involve skill as well as chance.

I claim:

A baseball game board comprising a lower disc, an upper disc surmounting said lower disc, and a pivot pin extending through and securing said discs together, each said disc being rotatable with respect to the other of said discs about the axis of said pivot pin, said upper disc having therein first, second, third and home base apertures defining in part, a representation of a baseball field, said representation also including two straight foul lines extending at right angles to each other from said home base aperture to and extending beyond said first and third base apertures, respectively, and a fence joining the termination of said foul lines, said foul lines and fence enclosing an area constituting an infield and an outfield, said second base aperture being located at the intersection of two perpendiculars of said respective foul lines, said perpendiculars passing through said first and third base apertures, respectively, said axis being located at a different distance from each said base aperture and within the square defined by straight lines joining said base apertures and offset from the diagonals of said square, said fence being spaced from the adjacent edge of said upper disc, a plurality of spaced short field apertures disposed in said upper disc each at substantially the same distance from said axis, a plurality of spaced long field apertures disposed in said upper disc on both sides of said foul lines each at substantially the same distance from said axis, a plurality of spaced over the fence apertures disposed in said upper disc all between said fence and said adjacent upper disc edge and on both sides of said foul lines, each at substantially the same distance from said axis, and three instruction windows being a pitch window, a type window and a play window disposed in said upper disc, each at a different distance from said axis, three radially spaced annular colour bands on said lower disc concentric about said axis, each underlying one of said plurality of short field apertures, said plurality of long field apertures and said plurality of over-the-fence apertures, and each of said bands having a plurality of irregularly spaced hit indicia of contrasting colour thereon, four series of irregularly spaced runner indicia on said lower disc, each series being positioned between said axis and the short field colour band on a concentric circle registering with one of said base apertures and three annular instruction bands being a pitch, a type and a play instruction band on said lower disc each concentric about said axis and registering with one of said instruction windows and positioned between two of said colour bands and being divided radially into a common number of equal instruction segments, said number being a multiple of 6, a segment identifying indicia in each segment of one of said instruction bands, a strike-ball class of play symbol, in a plurality of segments of said one of said instruction bands, and instructions in each of said instruction segments.

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