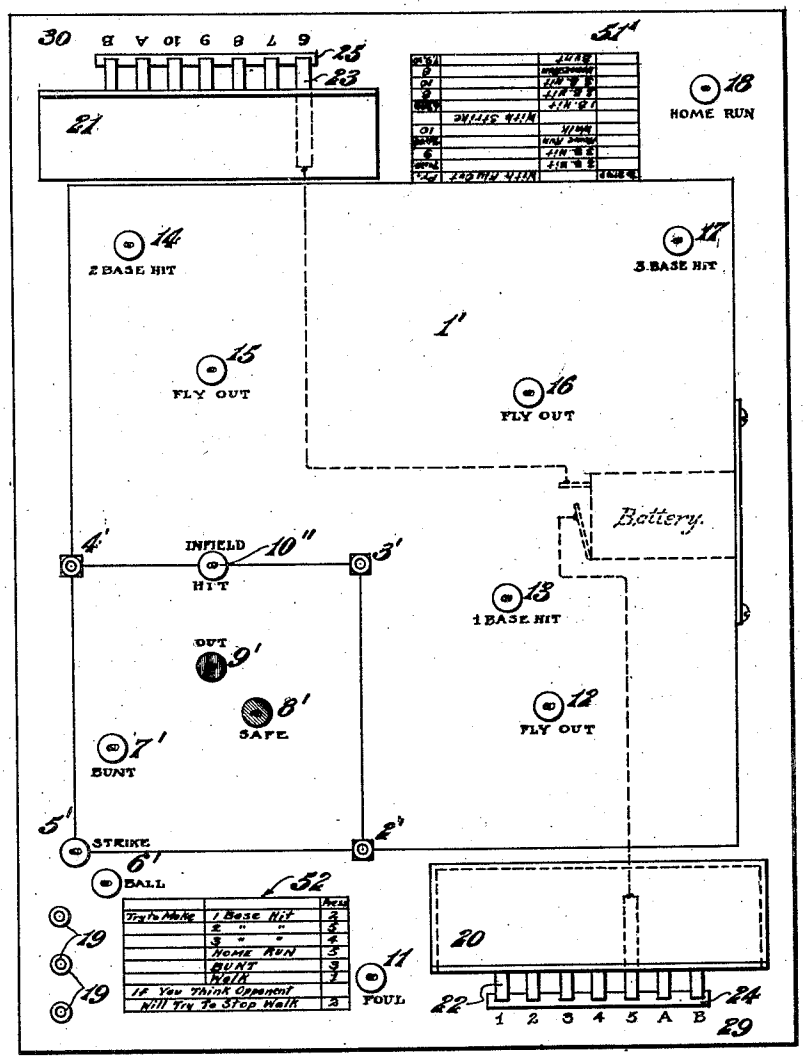
Dec. 11, 1928. 1,694,721

J. M. PRENTICE

ELECTRIC BASEBALL GAME

Filed Dec. 14, 1927 3 Sheets-Sheet 1

Fig. 1.



INVENTOR,
James M. Prentice,
BY
Harry W. Bowen.
ATTORNEY.

Dec. 11, 1928. 1,694,721

J. M. PRENTICE

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Filed Dec. 14, 1927 3 Sheets-Sheet 2

Fig. 2.

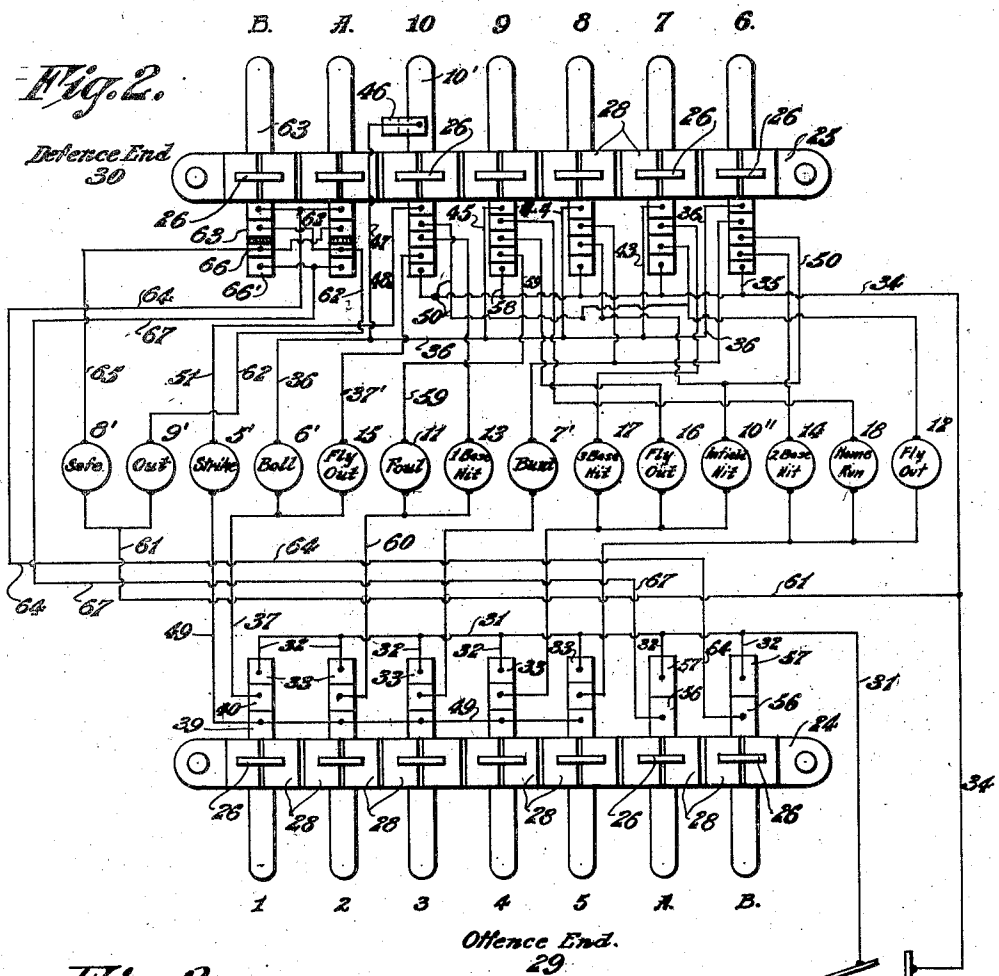


Fig. 3.

Defense.

Offence.	6	7	8	9	10	A	B
1	Ball	Ball	Ball	Ball	Fly Out		
2	Strike	Strike	Strike	Foul	1B. Hit		
3	Bunt	Strike	Bunt	Strike	Strike		
4	Inf. Hit	3B. Hit	Inf. Hit	Fly Out	Strike		
5	2B. Hit	Fly Out	Strike	Home Run	Fly Out		
A						Out	Safe
B						Safe	Out

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Fig. 4.

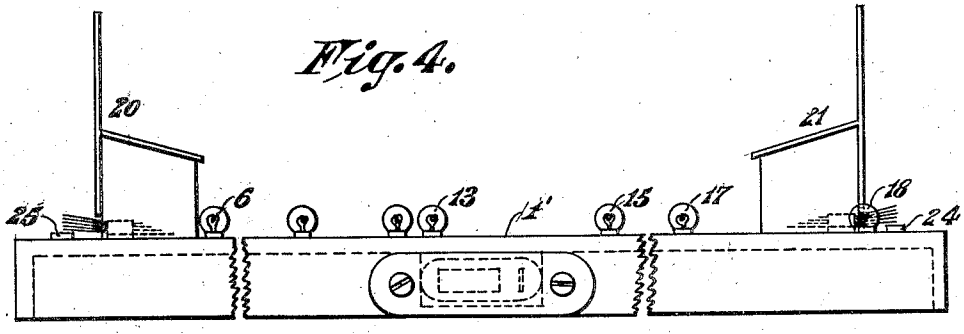


Fig. 5.

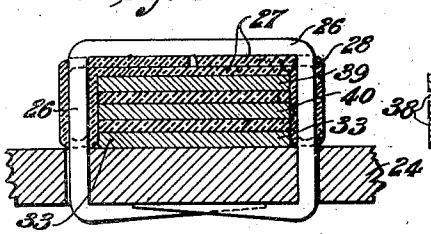


Fig. 6.

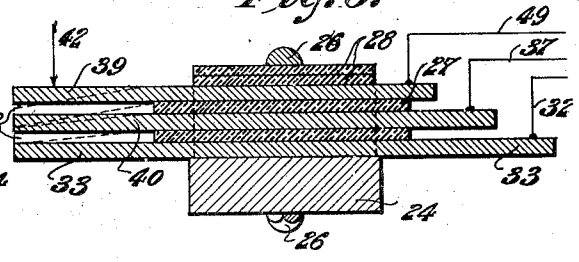


Fig. 7.

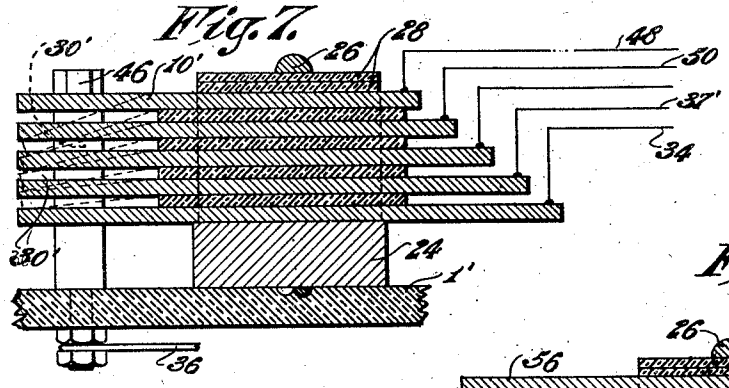


Fig. 8.

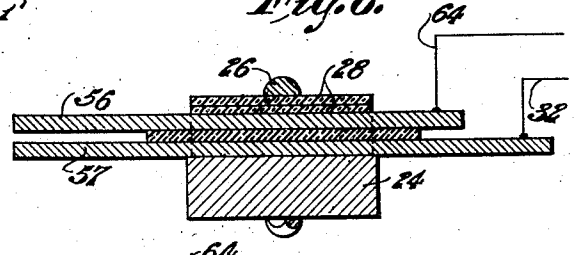
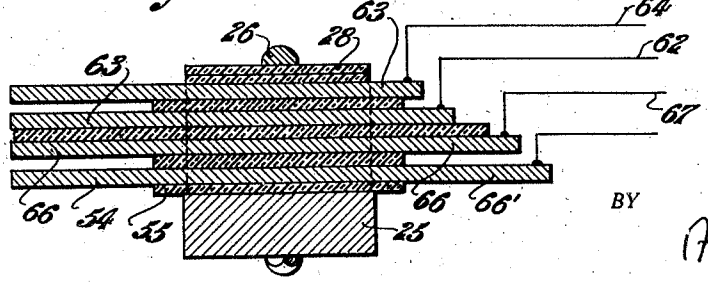


Fig. 9.



INVENTOR,
James M. Prentice.

BY

Harry W. Bowen.
ATTORNEY.

Patented Dec. 11, 1928. 1,694,721

UNITED STATES PATENT OFFICE.

JAMES M. PRENTICE, OF HOLYOKE, MASSACHUSETTS.

ELECTRIC BASEBALL GAME.

Application filed December 14, 1927. Serial No. 239,898.

The present invention is directed to an improvement in games and more particularly to a miniature baseball game for indoor use.

An object of the invention is to provide a game of this nature comprising a board marked off to represent a baseball field upon which the plays are similar to those used in the regulation outdoor game.

A further object of the invention is to provide a baseball game so constructed that the intended plays made by the defense and offense players can be made secretly or without the knowledge of each other and the result visibly produced instantly on the board.

A still further object of the present invention is to provide a baseball game in which the element of luck is to an extent removed, and in which the winning of the game depends on out guessing one's opponent and to play to win as one would do in an outdoor regulation game.

With these and other objects in view, which will appear as the description proceeds, the invention consists in the novel features of construction, combination of elements and arrangements of parts, hereinafter set forth to be fully described and pointed out in the appended claims.

The invention consists of a small sized baseball diamond which is drawn or laid out on about a 12 by 16 inch board so that the "home plate" is about 2½ inches from the nearest end of the board and 1 inch from the nearest side. The line from home plate to first base being parallel to the ends of the board. If one is at the end of the board nearest home plate, the home plate is to the left of the center of the board. Placed on this board are 2 to 5 volt electric bulbs which are inserted in positions on the board according to their meaning or label. The bulbs are labelled or indicated as follows: strike, ball, foul, bunt, infield hit, 1 base hit, 2 base hit, 3 base hit, home run, fly out, fly out, fly out, safe and out. At each end of the field in the diagonally located corners there is placed a small shed which conceals the operation of the electric switches by the two players and which switches control the current to the bulbs. There are seven switches located at each shed. These switches when pressed send, in effect, the play which the offense player decides to try. The switches and bulbs are electrically connected by circuit wires underneath the board and a battery is inserted in the wires so as to furnish current for the lighting of the bulbs.

At each base a hole is drilled so that pegs may be inserted to represent a base runner when such is needed. There are three pegs and these are normally retained in holes on the side lines of the field, when not in use. At each end of the board there is located a printed chart or legend for assisting a player to select the play which he intends to make when the switches are simultaneously pressed down or operated by the two players.

The offense player has seven switches which are marked in number or letter. Reading from left to right, first is 1, second is 2, third is 3, fourth is 4, fifth is 5, sixth is A, and seventh is B. The defense player has seven switches which are marked in number or letter. Reading from left to right, first is 6, second is 7, third is 8, fourth is 9, fifth is 10, sixth is A, seventh is B.

An important feature of the invention is that the same switch does not always light the same bulb and it is impossible to know which play will occur or be indicated before both defensive and offensive players have pressed their switch.

The offensive player sees by the accompanying chart that he may press any one of the switches 1, 2, 3, 4 or 5 but not A or B.

The defensive player sees by the accompanying chart that he may press any one of the switches 6, 7, 8, 9 or 10, but not A or B.

None of the bulbs will light up until switches on both sides are pressed at the same time.

The rules of play are similar to the regulations in the outdoor baseball game. Three strikes on one batter or offense player equals one out. Four balls on one batter or offense player equals one walk. Three outs on an offense player means the players at the opposite ends of the board change ends with the board. Three outs equal one half inning and nine innings equal one game. The player with the greatest number of score wins. A 1 base hit means that a runner "peg" is placed in the first base opening and all of the other runners "pegs" will be moved one base ahead. When a runner reaches home it is a score. A 2 base hit means that a runner "peg" is placed in the second base opening and all other runners "pegs" are moved two bases. A 3 base hit means a runner "peg" is placed in the

third base opening and all other runners "pegs" score. A home run will score all of the runners and the batter. A fly out equals an out.

When a bulb marked foul lights, as when 2 and 9 are pressed the two players push either one of the A or B switches, and one of the bulbs marked safe or out will glow. If the same bulb glows it is a foul which was not caught and goes for a strike unless it is a third strike then it is considered null; but if the out bulb glows, it equals an out.

When a bulb marked bunt glows, the two players push either one of the A or B switches and a bulb marked "Safe" or "Out" will glow. All base runners move one base. If the safe bulb glows a peg is placed on first. If the out bulb glows it equals an out. When an infield hit is played the operation is the same as when a bunt is played, either safe or out.

Referring to the drawings:

Fig. 1 is a top plan view of the upper surface of the game board showing the lay-out of the diamond field, with the switches for playing the game located at opposite diagonal corners of the board and the charts for directing the plays of the two players.

Fig. 2 is a diagrammatic view of the electrical wiring connections illustrating the switches of each player and the connections to the electric bulbs of the different plays.

Fig. 3 is a chart which discloses the plays made when the different switches of the offensive and defensive sides are operated.

Fig. 4 is a side elevational view of the board showing the two sheds which shield the two sets of electric switches from the opposite players.

Fig. 5 illustrates the staple for attaching the spring leaf switches to the metallic bar and insulating them from each other and from the staples.

Fig. 6 is a side elevational view of Fig. 5 showing the three leaves stepped one above the other.

Fig. 7 is a sectional view showing five leaf switches in stepped relation to each other for closing switches 6, 9, 10 and having five leaves insulated from each other.

Fig. 8 is a sectional view illustrating two conducting leaves and the offense "B" station, and

Fig. 9 is a sectional view illustrating four conducting leaves at the defense "B" station, insulated from each other.

Referring to the drawings in detail:

1′ designates as a whole the upper surface or layout of the game. At the lower and left hand portion of the chart is laid out the lines representing the diamond. The 1st base being indicated at 2′; second base at 3′; third base at 4′. Located on the upper surface of the board are the various electric bulbs. 5′ indicates the strike bulb; 6′ a ball; 7′ the bunt; 8′ the safe; 9′ an out bulb; 10′′ is an infield hit; 11 foul ball; 12 the fly out; 13 is a one base hit; 14 a 2 base hit; 15 another fly out; 16 a third fly out; 17 a three base hit and 18 a home run. 19 designates the pegs which are designed to be inserted in the openings of the second, third and fourth bases. Located at the opposite corners of the game board, are the sheds, or shields 20 and 21, for the purpose of concealing the two series of switches 22 and 23. 24 and 25 are the metallic bus bars to which all of the switches are electrically connected except the A and B switches at the defense end (see Fig. 9). The switches at the right hand corner are numbered respectively 1, 2, 3, 4, 5, A and B; and at the upper left hand corner 6, 7, 8, 9, 10 A and B.

The construction of the switches shown in Figs. 5 and 6 are those indicated by the numerals 1, 2, 3, 4, 5. They are constructed with three spring leaves which are insulated from each other but electrically connected to the bus bar. The switches indicated at 7 and 8 have four leaves and the switches indicated at 6 and 9 have five leaves which are the same in construction as these shown in Figs. 5 and 6; the difference being in the number of the contact leaves.

Fig. 7 illustrates the special switch which is indicated at 10. Fig. 8 is a sectional view of the offense switches A and B. Fig. 9 shows the switches which are located at the defense A and B and insulated from the bus bar 25.

The spring leaves are secured to the metallic bus bars 24 and 25 by means of the metallic staples 26. 27 and 28 represent pieces of rubber which insulate the staples from the leaves of the switches.

Referring to Fig. 2 and the chart at Fig. 3, when switch 1 is closed at the offense end 29, and either one of the switches 6, 7, 8 or 9 is closed at the defense end 30, the bulbs marked or labeled strike and ball will glow, as shown by the circuits, since wire 31 is electrically connected to the switches 1, 2, 3, 4 and 5 by means of the short branches 32 which are connected to the lowermost leaves 33 of each of the switches 1, 2, 3, 4, 5. The leaves 33 are electrically connected to bus bar 24, a detail view of which is shown in Fig. 5, and in Fig. 7 as to switch 10.

If the circuits are traced, it will be seen that the strike bulb 5′ is lighted. The circuits are: switch 1, wire 49, bulb 5′; wire 51, wire 48, upper leaf 10′ of switch 10, special switch piece 46, which is normally in contact with upper leaf 10′; wire 47, wires 36, 43, 44, 45 to either one of the switches 6, 7, 8 or 9 and return wire 34, battery 33′, wire 31 back to switch 1.

The circuit connections when all of the leaves of switches 1 and 6 are both closed is; wire 31, battery 33′, wire 34, wire 35, switch 6, wire 36, bulb 6′ also, bulb 5′, as described later on and wire 37 and back to switch 1.

The construction of the switches being such that when the normally open leaves are all closed by pressure they contact with each other and close the circuit. This is indicated in Fig. 6 by the dotted lines 38 where the three leaves 39, 40 and 33 are electrically shown in contact with each other. The downward pressure being indicated by the arrow 42.

When switch contacts 1 and 7 are closed the circuit is the same except the current is now through the wire 43 to the same wire 36 and bulb 6′ to switch 1. Also when contact switches 1 and 8, or, 1 and 9 the circuit is the same but the current is through the wires 44 and 45 of switches 8 and 9 to wire 36.

When the switches 1 and 10 are closed, the circuit is broken with the special contact piece 46 which opens the circuit with the wire 47 to the wire 36 and "ball" bulb 6′, and closes the circuit with the wire 48 to the "strike" bulb 5′, wire 49, thus completing the circuit to the strike. In this way, the defense player at 30 causes a flyout to occur against the batter at the offense end 29, instead of a ball. The circuit would then be through wire 37, flyout bulb 15, wire 37′, through the switch 10 and return wire 34, battery 33′ and wire 31. Upon the closure of the switch contacts 2 and 6, it is possible to make a strike through the circuit wires 31, battery 33′, wires 34 and 35, switch 6, wire 36, special contact piece 46, upper leaf 10′ of switch 10, which is normally closed with the piece 46, and wires 48 and 51, strike bulb 5′, back to switch 2 by the common wire 49. In the same way the closure of contact switches 2 and 7 or 8 a strike bulb illuminates or is played, or 2 and 9 a foul; or 2 and 10 a 1 base hit. In the same way the different plays on the chart shown in Fig. 3 may be played by the offense.

In order for the defense player at 30 to prevent the plays shown in the chart in Fig. 3 the chart shown at 51′ is used by the player at that end of the game board. By way of illustration, assume that the offense player at 29 tries to make a one (1) base hit. He closes the switch at 2. Should the defense player now close switch contacts at 10 the offense player will make a one (1) base hit (see Fig. 3). Should, however the defense player close any one of the switches 6, 7, 8, or 9 the result will count as a strike, strike, strike, or foul against the offense player, (see Fig. 3). In the same way should the offense player at 29 try to make a home run; he presses switch at 5. At the same time should the defense player press the switch at 9 a home run bulb is lighted up. If the defense player presses switch at 8 a strike is the result which counts against the offense player.

It should be stated that when the switches at the offense and defense ends are played at the same time as shown by the chart in Fig. 3 and A and B switches at both ends of the boards are in open circuit since the lower most leaf 54 is insulated from the bus bar 25 by means of the insulation 55. The upper and lower leaves 56 and 57 of the A and B switches of offense end are shown in section in Fig. 8, and the A and B switches of the defense end are shown in Fig. 9. These two sets of switches are used as follows; Assume the offense player tries for foul when contact switches 2 and 9 are closed. The two players push either the A or B switches which light up either the safe or out bulb. The circuits for the foul hit is as follows; contact switch 2, lower leaf 33, wire 31, battery 33′ wire 34, wire 58, wire 59, foul bulb 11, wire 60 back to switch 2.

The circuits for the safe and out plays of the two sets of A and B switches is as follows. Assume B, at both ends, are pressed. Current goes through wire 32, wire 31, battery 33′, wire 34, wire 61, "out" bulb 9′, wire 62, switch B defense end, leaf 63, (see Fig. 9) wire 64, leaf 56, (Fig. 8) offense B end. Should, however, the offense player instead of pressing his B switch he presses his A switch, this will give him a "safe" play. The circuits then would be: wire 32, wire 31, battery 33′, wire 34, wire 61, safe bulb 8′, wire 65, leaves 66 and 66′ of B defense, wire 67 to leaf 56 of offense switch A.

In other words, if both of the A switches are pressed the offense player is out. If both of the B switches are pressed the player is out. If the A and B switches are pressed the play is safe.

The circuits may be similarly traced for the other plays shown in the chart in Fig. 3 without the necessity of doing so in view of those already traced.

To sum up the plays it may be stated that if the offensive player presses any one of the switches 1, 2, 3, 4 and 5 any one of the plays indicated in the horizontal line opposite these numerals represents the possible plays as shown in Fig. 3. If the defensive presses any one of the switches 6, 7, 8, 9 and 10 the plays indicated in the vertical columns is possible, as shown in Fig. 3. For example under numeral "6" the possible defensive plays are ball, strike, bunt, infield hit, two base hit. The possible defensive plays under the numerals 7, 8, 9, and 10 are tabulated in this figure.

It should be stated that the strike bulb 5′ lights up every time both defense and offense players press one of their number switches but it does not count as a strike only when the strike bulb alone is illuminated, as for example—when switches 3 and 6 are pressed, both the bunt and strike bulbs glow. This play is called a bunt. When switches 3 and 7 are pressed, the strike bulb 5′ lights alone. This play is called a strike. When switches 3 and 7 are both closed, the circuit is as follows: Switch 3, wires 32, 31, battery 33′,

wire 34. Switch 7, wires 43, 36, 47, piece 46, upper leaf 10', wire 48, wire 51, strike bulb 5', wire 49 to switch 3.

What I claim is:

1. A baseball game comprising in combination, a game board, electric bulbs located thereon and designated to indicate different plays of the game, a diamond field represented on the game board, electrical connections connected to the electric bulbs, two series of player switches located at the opposite ends of the board and with which the said connections are made, a shield for each series of switches for concealing the operation of the switches from the players.

2. In a game of the kind described a game board, a baseball diamond laid out on the same, two series of switches having spring leaves which are insulated from each other, a bus bar to which the two series of switches are electrically connected, a series of electric bulbs for indicating the plays of the game, electrical connections between the leaves of the two series of switches and said bulbs, a source of electrical energy in the connections, the connections with the switches being such that a switch in each series must be both closed before the circuit to a predetermined bulb is closed, and means for concealing the operation of the two series of switches from each player.

3. A baseball game having in combination, a game board, electrical bulbs suitable designated for indicating the plays where the circuit is closed to the same, circuit closing devices, electrical connections from the said closing devices and the bulbs a battery in the connections, and means comprising independent circuits for changing the play of the offensive to indicate either a safe or out play previously made.

4. A baseball game comprising a game board, two series of switches, a bus bar to which the switches are electrically connected, a series of electrically connected bulbs for indicating the plays, a chart associated with the switches for indicating which switches are to be operated for making a predetermined play, a shield for concealing the switches from each player, and electrical connections for changing some of the plays.

5. In combination, in a baseball game, a game board, bus bars attached to the board, a plurality of switches having a plurality of leaves which are insulated from each other, electrical connections extending from each leaf, electric bulbs included in the connections for indicating predetermined plays of the game when the leaves of certain designated switches are closed, and a reference chart for indicating which switches are to be closed for effecting a predetermined play and other switches and connections for changing the plays already made.

6. In combination, two electric bulbs designated "safe" and "out", electrical connections including the bulbs, two sets of designated leaf spring switches to which the connections are made, one of the switches having two insulated leaves and the other switch having four insulated leaves in which the two innermost leaves are insulated throughout their length to prevent their contacting, a chart for indicating which of the two designated switches are to be operated to close the circuit to either the "safe" or "out" bulbs.

7. In a baseball game, the combination, means for designating all of the plays of the game comprising electric bulbs which are labelled to indicate the plays, electrical connections to the bulbs, a battery in the connections, two series of switches, to which the connections are made, one series being designated with numerals from 1 to 5 and with the letters A and B and the other series being designated with the numerals 6 to 10 and the letters A and B, a chart for directing the plays of both series, the two A and B switches of each series being for the purpose of indicating a safe or out play as described.

JAMES M. PRENTICE.