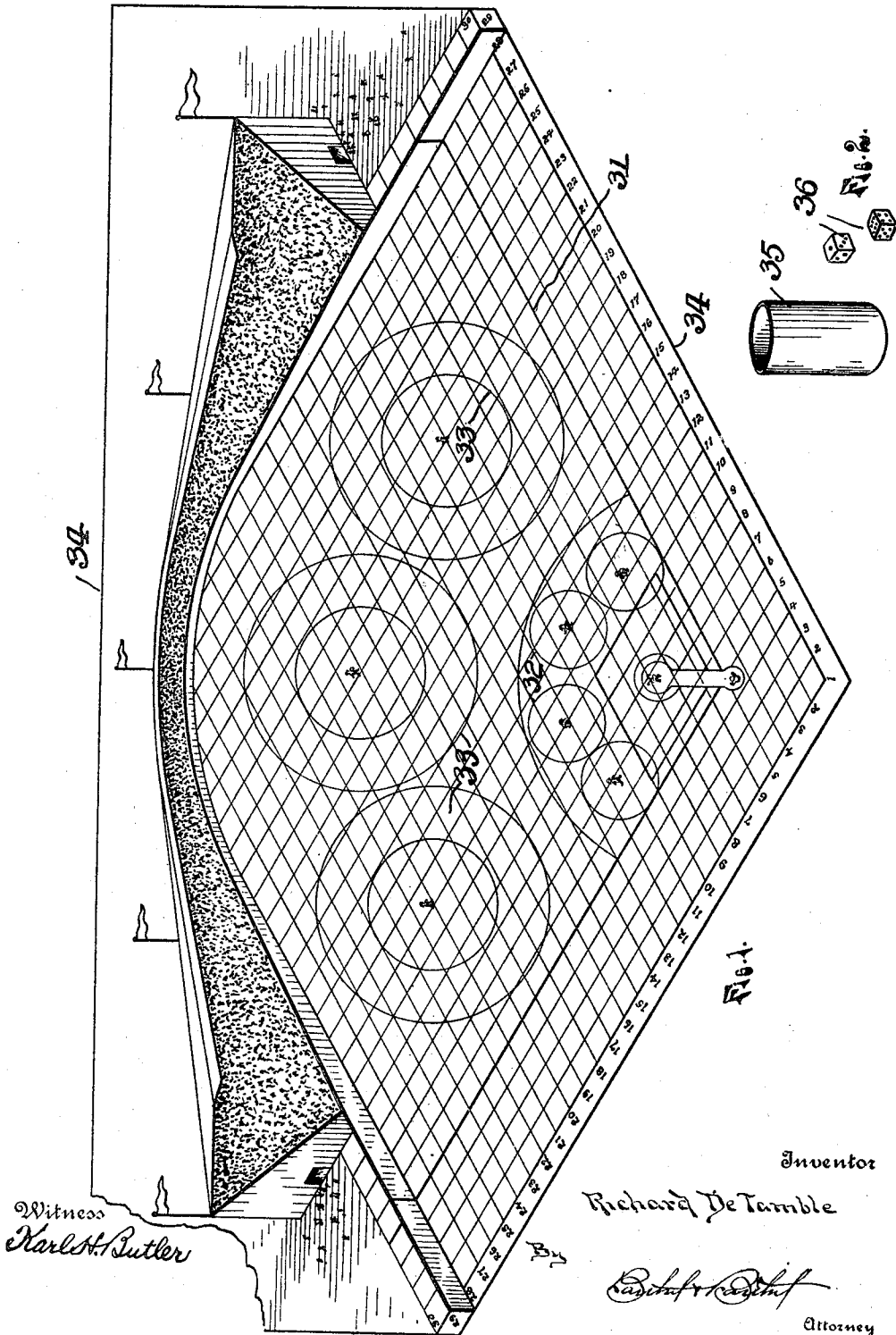


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 BASEBALL GAME APPARATUS.
 APPLICATION FILED MAR. 29, 1919.

1,324,037.

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UNITED STATES PATENT OFFICE.

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Specification of Letters Patent.

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To all whom it may concern:

Be it known that I, RICHARD DE TAMBLE, a citizen of the United States of America, residing at Detroit, in the county of Wayne and State of Michigan, have invented certain new and useful Improvements in Baseball-Game Apparatus, of which the following is a specification, reference being had therein to the accompanying drawings.

My invention aims to provide a baseball game that may be participated in by adults, as well as juveniles, the same requiring no physical skill and yet affording considerable amusement particularly to those participants who are baseball enthusiasts or familiar with the game.

My invention further aims to provide a baseball game apparatus including a board or plat laid out or divided into different territories, as the infields and outfields, and associated with the board or plat is a dice box and dice by which the participants of a game determine the various plays to be made.

The game may be participated in by any number of players divided into sides or teams, and it is by using suitable pawns, indicators and score cards, that it is possible for two persons to play the game.

Referring to the drawings,

Figure 1 is a plan of a board or plat having a perspective view of a ball park, and

Fig. 2 is a perspective view of a dice box and dice.

The reference numeral 34 denotes a board or plat having printed or otherwise marked thereon the representation of a ball park, showing the bleachers in the outfield, with the main grandstand eliminated. The park is crossed by a multiplicity of intersecting lines and these lines, at the two sides of the park are numbered 1 to 30 inclusive. The lines at one side of the park are at an angle to the lines at the opposite side of the park and by observing the numbers it is possible to determine what lines intersect at a desired position in the park.

Foul lines are designated 31, and the infielders' positions are indicated by circles designated 32. The outfielders' positions are indicated by inscribed circles designated 33, and these various positions may be made more realistic by showing the various players on the board or park.

One or more, not to exceed five, dice are employed and the dice may be thrown

on the board or plat or on a suitable support in proximity thereto. A dice box may be used, if desired, and as cited in the beginning any number of players may participate in the game. The players may be divided into teams, each having a captain and others may be known as a "pitcher", and a "batter". The pitcher may manipulate the dice for certain plays and the batter the other plays, and the participants may assume the duties of a pitcher or batter, depending on written rules and regulations adopted prior to starting the game.

As an instance of such rules and the manner in which the game may be played, the following rules and regulations set forth the preferable method of carrying my invention into effect:

How to PLAY.

How to pitch.

Player deciding to pitch throws one die called "pitching die". Totals count as follows:

- 1—pitch is "over."
- 2—1 "ball" for batter.
- 3—over.
- 4—1 ball.
- 5—over.
- 6—over.

If the batter secures four "balls" he goes to first base. This is a "base on balls."

How to bat.

When pitch shows "over" batter may or may not try to hit. If he does not try to hit he is charged with 1 strike. If he tries to hit he throws 1 die called "batting die". Total of this throw shows kind of hit batter has made, as follows:

- 1—pop-fly.
- 2—high fly.
- 3—missed—1 strike.
- 4—grounder.
- 5—grounder.
- 6—grounder.

When batter hits.

When batter "hits" he then locates where ball is hit by making two separate throws of

- 3 dice to locate "pop-fly."
- 3 dice to locate "grounders."
- 5 dice to locate "high-fly."

The total of the first throw denotes the

number of the line numbered at the left border of the field, the second throw that of the line numbered at the right border. The point at which these two lines intersect is the answer.

Pop-fly or high-fly hit in any outfielder's circle is out.

Pop-fly or high-fly hit anywhere within the infield is out.

10 Pop-fly or high-fly hit within fair outfield territory and not in any outfielder's circle is a safe hit.

Pop-fly or high-fly hit in foul outfield territory is a strike, except on third strike.

15 Pop-fly or high-fly hit in foul infield territory is out.

Doubtful hits.

Grounders hit in any infielder's circle batter is out.

20 Grounders hit in the infield but not in any infielder's circle is a "doubtful" hit. Players then make one throw each of two dice. Unless batting player throw majority of two or more batter is out.

Extra base-hits.

Any safe hit made on or beyond either of lines 23 is a two base hit; on or beyond lines 26^a three base hit; on or beyond lines 28 or outside boundaries of the field is a "home run."

Rules for base runners.

35 Base runners advance same number of bases as batter on any safe hit. (Runner occupying second base always scores on a safe outfield hit.)

40 Base runner occupying third base scores on "fly ball" hit on or beyond either of lines 20 whether batter is safe or out, except on third out. If runner scores on fly out batter is credited with a "sacrifice fly." No other runners can advance on a fly out.

45 Base runners always advance one base on a "doubtful" hit whether batter is safe or out.

Double plays.

60 Base runners cannot advance on any grounder hit in any infielder's circle unless "forced" to do so, to make room for a following runner. If any runner or runners are forced on such a hit fielding player may try for a double play, as follows: opponents 55 each throw two dice, unless batting player throws total of at least one more than fielding player the farthest advanced forced

runner is out. A similar throw is then made to retire the batter at first base, the batting player again having to throw a majority. In case the fielding player did not try for a double play the batter would be out at first automatically.

Stealing bases.

65 Base runners may try to advance by stealing. To steal the batting player announces his intention and the action occurs on the following pitch. Opponents each throw two dice. Batting player must throw total 70 of one more than opponent to steal second; two more to steal third and three to steal home. If more than one runner try to steal at same time play is always on the farthest advanced runner, the other runners always 75 being safe. If batter should hit the pitch on which runners are stealing the play would be governed by rules covering the hit.

Errors.

80 If fielding player throw two aces in trying to retire any runner on a doubtful hit, steal or double play it is an error and all runners advance one base.

From the foregoing it will be observed 85 that if the rules are followed out or any slight variations thereof that the game will be very interesting to those familiar with the usual baseball game, and while in the drawing there is illustrated a preferred 90 form of board or plat, it is obvious that the same may be finished to represent a ball park more or less elaborate than that shown.

What I claim is:—

A baseball game apparatus, comprising a 95 board or plat having printed or otherwise marked thereon the in and outfields of a baseball park, the board or plat having concentric circles printed or otherwise marked thereon to indicate the players' positions in 100 the outfield and single circles in the infield, intersecting lines traversing the in and outfields at the sides of said in and outfields where said lines are consecutively designated starting at that angle of the board 105 nearest the infield, and the use of means adapted to determine the different plays and positions of the players.

In testimony whereof I affix my signature in the presence of two witnesses.

RICHARD DE TAMBLE.

Witnesses:

LEWIS E. FLANDER,
ANNA M. DORR.