Nov. 5, 1957 H. RICHMAN 2,812,181

BASEBALL CARD GAME APPARATUS

Filed July 23, 1954 4 Sheets-Sheet 1

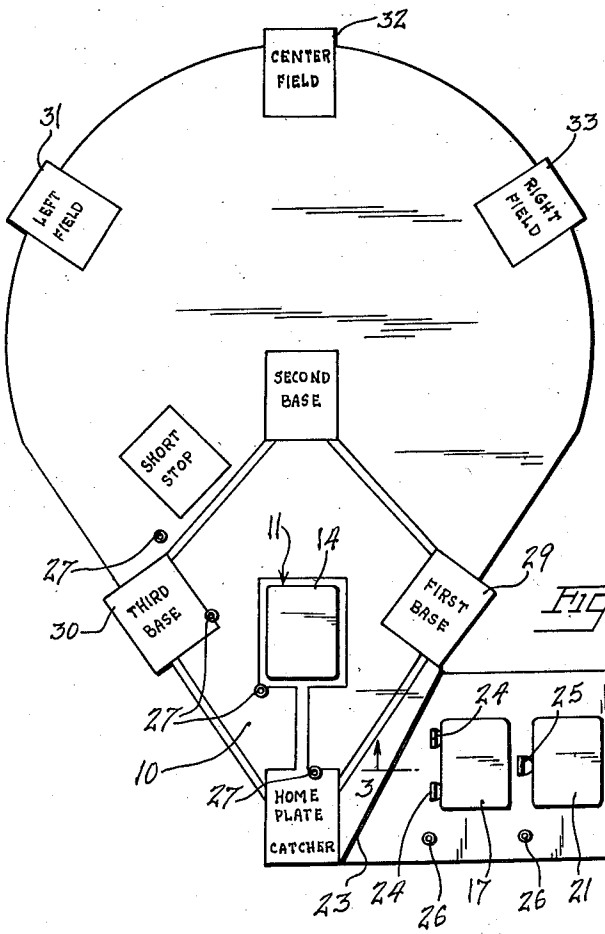


Fig. 1.

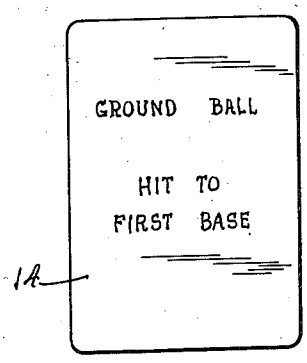


Fig. 10.

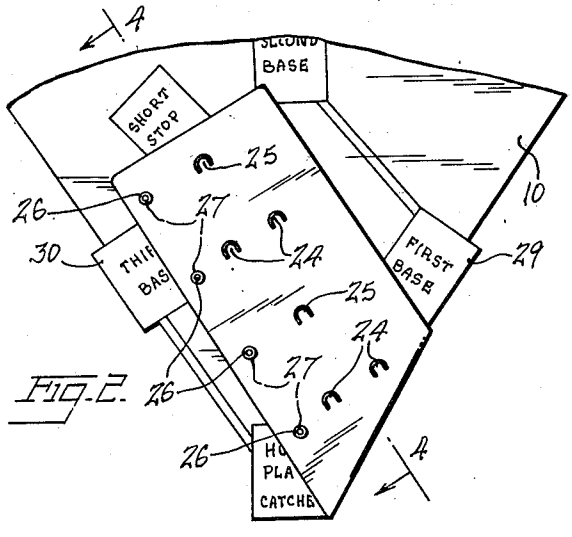


Fig. 2.

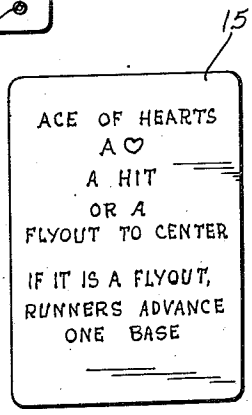


Fig. 11.

INVENTOR.
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ATTORNEY

Nov. 5, 1957 H. RICHMAN 2,812,181

BASEBALL CARD GAME APPARATUS

Filed July 23, 1954 4 Sheets-Sheet 2

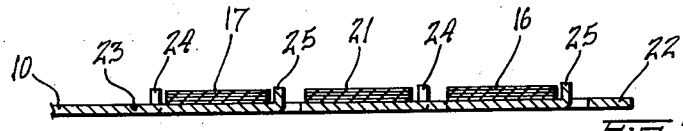


Fig. 3.

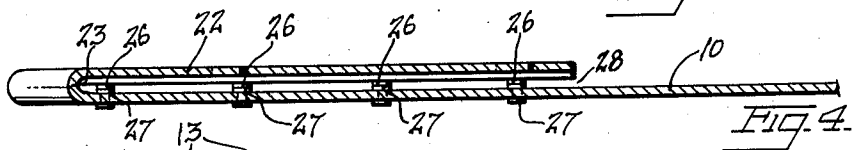


Fig. 4.

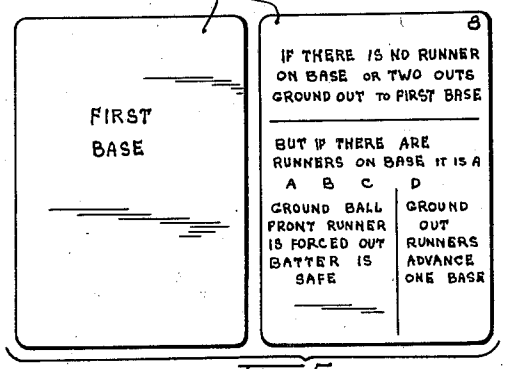


Fig. 5.

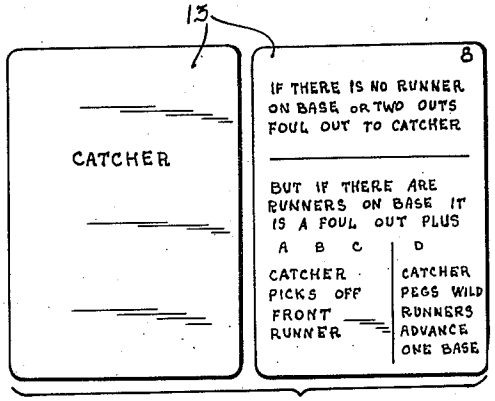


Fig. 6.

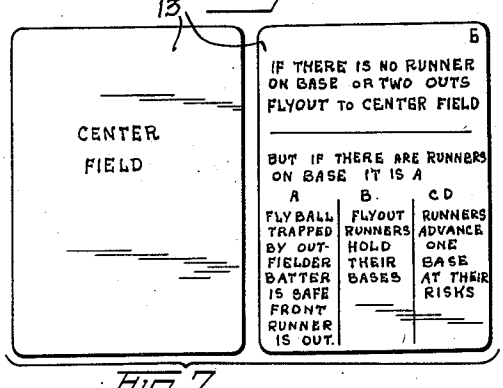


Fig. 7.

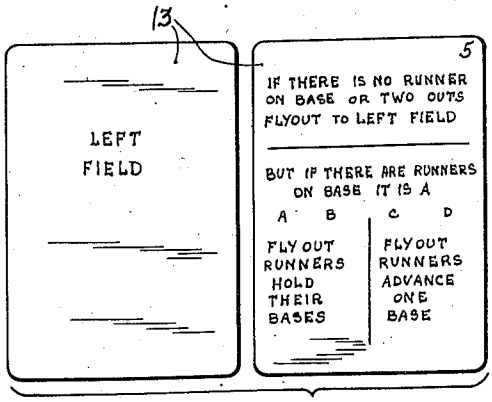


Fig. 8.

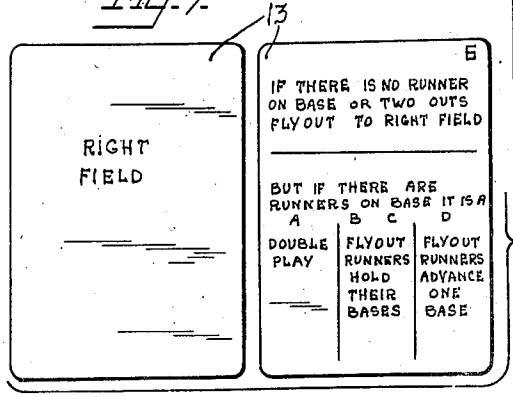


Fig. 9.

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BASEBALL CARD GAME APPARATUS

Filed July 23, 1954 4 Sheets-Sheet 3

16

SACRIFICE, BUNT

SQUEEZE PLAY

HIT AND RUN

SACRIFICE
BATTER IS OUT
RUNNERS ADVANCE
ONE BASE
SQUEEZE PLAY
BATTER IS SAFE
RUNNER ON THIRD IS OUT
OTHER RUNNERS
ADVANCE ONE BASE
HIT AND RUN
BATTER GROUNDS OUT
RUNNERS ADVANCE
ONE BASE

Fig. 12.

17

STEALS
AND
RISKS

SINGLE STEAL

SECOND	OUT
THIRD	OUT
HOME	OUT

DOUBLE STEAL

SECOND + THIRD	OUT
THIRD + HOME	OUT
SECOND + HOME	SAFE

TRIPLE STEAL

FIRST, SECOND + HOME..OUT

RISK
SAFE

Fig. 13.

18

WALK
CARD

WA	WB	WC	WD
WALK	WALK	WALK	THREE BALLS

Fig. 14.

19

11

STRIKEOUT

IF THERE ARE TWO RUNNERS OR MORE ON BASE THERE IS A PENALTY. BATTER IS PENALIZED FOR TWO GAMES.

Fig. 15.

12

TRIPLE
PLAY

20

Fig. 16.

17

JOHN JONES	1	OUTFIELD 2	3	(c) (f) 4	WB 5
ACES					
TWO'S					1B1-8 P09-12
SPADES	OUT	OUT	OUT	OUT	OUT
CLUBS	OUT	OUT	OUT	OUT	OUT
HEARTS	OUT	OUT	OUT	OUT	OUT
DIAM.	OUT	OUT	OUT	OUT	OUT
THREES					
SPADES	HR	HR	HR	HR	HR
CLUBS	HR1-6 3B7-12	HR1-9 2B10-12	HR	HR	HR
HEARTS	2B	2B	HR1 2B2-12	HR1-4 2B5-12	HR1-5 2B7-12
DIAM.	2B	3B1-7 2B8-12	2B1-8 2B4-12	3B1-9 2B10-12	3B1-10 2B-11-12
FOURS	2B1-9 4B10-10				
SPADES		2B	2B	2B	2B
CLUBS	1B	2B1-6 1B7-12	2B	2B	2B
HEARTS	1B	1B	2B1 1B2-12	2B1-8 1B9-12	2B
DIAM.	1B	1B	1B	1B	2B1 1B2-12
FIVES					
SPADES	1B	1B	1B	1B	1B
CLUBS	1B	1B	1B	1B	1B
HEARTS	1B	1B	1B	1B	1B
DIAM.	1B	1B	1B	1B	1B
SIXES	1B1-8 P09-12				
SPADES		1B	1B	1B	1B
CLUBS	OUT	1B1-8 P09-12	1B	1B	1B
HEARTS	OUT	OUT	1B1-8 P09-12	1B	1B
DIAM.	OUT	OUT	OUT	1B1-8 P09-12	1B

Fig. 18.

21

ERROR
CARD

1	2	3	4
DOUBLE PLAY		ERROR	

Fig. 17.

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BY

ATTORNEY

Nov. 5, 1957 H. RICHMAN 2,812,181

BASEBALL CARD GAME APPARATUS

Filed July 23, 1954 4 Sheets-Sheet 4

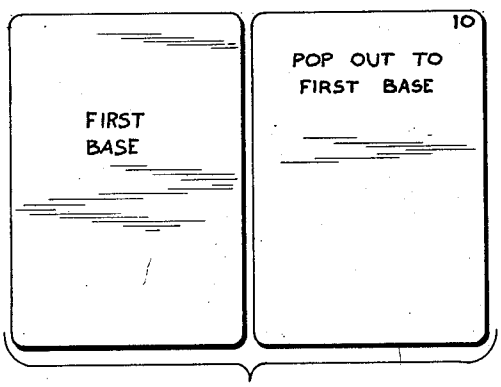


Fig. 19

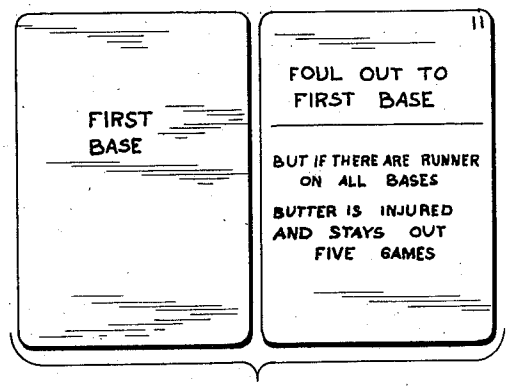


Fig. 20

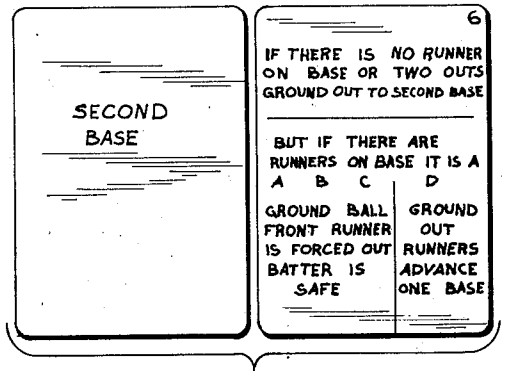


Fig. 21

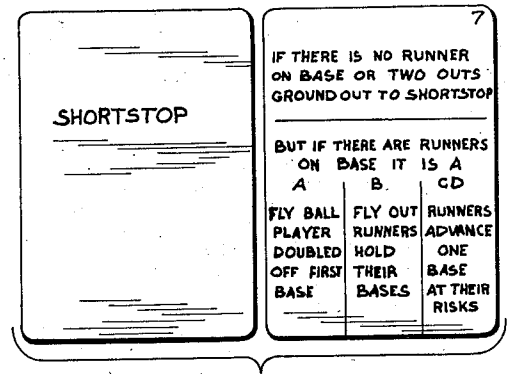


Fig. 22

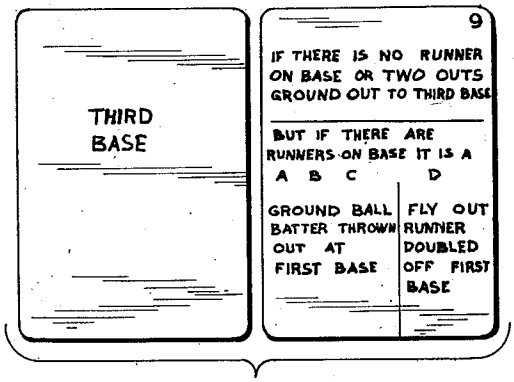


Fig. 23

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United States Patent Office 2,812,181 Patented Nov. 5, 1957

2,812,181

BASEBALL CARD GAME APPARATUS

Harold Richman, Great Neck, N. Y.

Application July 23, 1954, Serial No. 445,218

1 Claim. (Cl. 273—93)

This invention relates to card games and, more particularly, to a card game based upon the science and method of play of baseball.

A principal object of the present invention is to provide a card game by which the various plays of baseball may be represented in detail and in conformity with the nationally recognized methods and rules of the playing of baseball, and in the playing of which the players may fully utilize their knowledge of the science and strategy of baseball.

Another object of the invention is to provide a card game in the playing of which the baseball knowledge of the player is the major element of success and in which the element of chance has been reduced to a minimum.

A further object of the invention is to provide a card game by which offense and defense plays are represented in detail and are at all times fully under control of the respective players.

Yet another object is to provide a card game in which the success of the players largely depends upon their knowledge of the "official rules of baseball."

Still another object of the invention is to provide a game which so faithfully represents the various and intricate plays of baseball as to be fully adapted for use in the teaching of "inside baseball" or the conducting of what is known as "Skull-practice."

A further object of the invention is to provide a game of cards to simulate a game of baseball in which a playing field and playing cards are used, the cards being so arranged that the play of the same will closely resemble the play in an actual game of baseball.

Yet another object of the invention is to provide a card game resembling a baseball game in which the ability of the individual player to hit, walk, field, or steal, and the type of pitching encountered are factors in the game.

A still further object is to provide a game of cards to simulate a game of baseball in which a playing field is used having means for supporting the cards in stack formation, during play and for supporting the cards in storage.

It is further proposed to provide a game of this character which is simple and compact in construction and which can be manufactured and sold at a reasonable cost.

For further comprehension of the invention, and of the objects and advantages thereof, reference will be had to the following description and accompanying drawings, and to the appended claims in which the various novel features of the invention are more particularly set forth.

In the accompanying drawings forming a material part of this disclosure:

Fig. 1 is a plan view of a game board representing a baseball playing field embodying the invention.

Fig. 2 is a fragmentary plan view showing the playing field extension in folded condition for serving as a pocket for the playing cards.

Fig. 3 is a sectional view taken on the plane of the line 3—3 of Fig. 1.

Fig. 4 is a sectional view taken on the plane of the line 4—4 of Fig. 2.

Fig. 5 is a view showing both faces of a "First Base" playing card.

Fig. 6 is a view showing both faces of a "Catcher" playing card.

Fig. 7 is a view showing both faces of a "Center Field" playing card.

Fig. 8 is a view showing both faces of a "Left Field" playing card.

Fig. 9 is a view showing both faces of a "Right Field" playing card.

Fig. 10 is a face view of an offensive playing card.

Fig. 11 is a face view of an offensive playing card.

Fig. 12 is a view showing both faces of an offensive card.

Fig. 13 is a view showing both faces of an offensive card.

Fig. 14 is a face view of a "Walk Card."

Fig. 15 is a face view of a "Strikeout" card.

Fig. 16 is a face view of a "Triple Play" card.

Fig. 17 is a view showing both faces of an "Error Card."

Fig. 18 is a face view of a player's card.

Fig. 19 is a view showing both faces of another "First Base" playing card.

Fig. 20 is a view showing both faces of still another "First Base" playing card.

Fig. 21 is a view showing both faces of a "Second Base" playing card.

Fig. 22 is a view showing both faces of a "Shortstop" playing card.

Fig. 23 is a view showing both faces of a "Third Base" playing card.

The game is played on a playing field **10** in the form of a baseball field including a diamond and an outfield. A deck **11** of playing cards is used and a card **12** for each of the eighteen players on the two opposing teams. The game is played by two opponents officiating as managers of the two opposing teams and before the game the managers arrange the batting order or line-up of their respective teams.

The players represented by the cards **12** are given arbitrary numbers and are classified as to their fielding ability as players by the letters "a," "b," "c" or "d," and are further classified as to their ability to get on base by a walk when at bat by the notations "wa," "wb," "wc" or "wd."

The imaginary pitchers of the two teams are also classified as to their pitching ability by the numbers "1," "2," "3," "4" or "5."

The deck includes playing cards **13** on the top side of which are printed the various positions on the playing field, such as "First Base," "Second Base," "Third Base," "Shortstop," "Center Field," "Left Field," "Right Field" and "Catcher." Each card **13** is given a number on the right-hand corner of its reverse side to indicate its value. The cards **13** are piled on the playing field at their respective positions. For example, the cards **13** labeled "First Base" are piled up on the first base position on the playing field.

There are seven "First Base" cards, four of which are numbered "8" on all of which is printed at the top of the reverse side of the following: "If there is no runner on base or two outs Ground Out to First Base." This indicates that if there is no runner on the bases or if two batters are already out, the batter has grounded out to the first baseman and the batter is scored as out. All of the "First Base" cards numbered "8" also have printed underneath various combinations of possible plays which result when the ball is grounded to the first baseman and there

are runners on the bases, each card having different plays printed thereon.

For example, one of said "8" cards has printed thereon "But if there are runners on base it is a 'a' 'b' 'c' ground ball, front runner is forced out, batter is safe 'd' ground out, runners advance one base." This indicates that if the fielder is classified as an "a" "b" or "c" player, the ball hit by the batter to the first baseman is then thrown by him to force out the front runner who is scored as out, the batter being scored as safe. If the fielder is a "d" player, the batter is considered as having grounded out to the first baseman and the batter is scored as out, and the runner or runners on the bases advance one base each. A sample "First Base" card numbered "8" is illustrated in Fig. 5.

There is a single "First Base" card numbered "10" on which is printed "Pop Out to First Base" which is self-explanatory. A sample "First Base" card numbered "10" is shown in Fig. 19.

There are two "First Base" cards numbered "11," one of which has printed thereon "Foul Out to First Base" which is self-explanatory.

The other "First Base" card numbered "11" has printed thereon "Foul Out to First Base." If there are three runners on base batter is injured and will be out for five games. But if there are two or less runners on base there is no injury. This indicates that the batter has fouled out to the first baseman and is scored as out. If there are three runners on base at the time, the batter is injured and must stay out of the next five games. This is accomplished by leaving the injured batter's card 12 out of the player's deck. If there are two or less runners on the base when the batter fouls out, there is no injury. A sample "First Base card numbered "11" is shown in Fig. 20.

There are twelve "Second Base" cards, four of which are numbered "6," two numbered "7" and one numbered "9," and five numbered "10." All of the "Second Base" cards have printed at the top of the following: "If there is no runner on base or two outs Ground Out To Second Base" and underneath is printed various combinations of possible plays which result when the ball is hit to the second baseman and there are runners on the bases, each card having different plays printed thereon, depending on whether the fielder is class "a" "b" "c" or "d." In form, each "Second Base" card is similar to the "First Base" card numbered "8" illustrated in Fig. 5, but has different combinations of plays thereon. A sample "Second Base" card numbered "6" is shown in Fig. 21.

There are fourteen "Shortstop" cards, ten of which are numbered "7," three of which are numbered "8" and one of which is numbered "9." All of the "Shortstop" cards have printed at the top the following: "If there is no runner on base or two outs Ground Out To Shortstop" and underneath is printed various combinations of possible plays, depending upon the class of the fielder, which result when the ball is hit to the player at shortstop and there are runners on the bases, each card having different plays printed thereon, the card being similar in form and appearance to the "First Base" card numbered "8" illustrated in Fig. 5, but having different plays thereon. A sample "Shortstop" card numbered "7" is shown in Fig. 22.

Nine "Third Base" cards are provided, six of which are numbered "9," one numbered "10" and two numbered "11." All of the "9" cards have the following printed at the top "If there is no runner on base or two outs Ground Out to Third Base." Underneath is printed various combinations of possible plays which result, depending upon the class of the fielder, when the ball is hit to the third baseman, each card having different plays printed thereon, and being similar in form to the "First Base" card illustrated in Fig. 5.

The "Third Base" card numbered "10" has printed

thereon the following: "Pop Out to Third Base" which is self-explanatory.

One of the "Third Base" cards numbered "11" reads "Foul Out to Third Base" which is self-explanatory.

The other "Third Base" card numbered "11" reads "Foul Out to Third Base. If there are two or more runners on base batter is out for two games. But if there are less than two runners on base there is no injury." This indicates that the batter has fouled out to the third baseman and is scored as out. Furthermore, if there were two or more runners on base at the time the batter fouled out, the batter is injured and must stay out of the next two games. If less than two men were on base, there is no injury. A sample "Third Base" card numbered "9" is shown in Fig. 23.

Nine "Catcher" cards are provided, four of which are numbered "8," one numbered "10" and three numbered "11" and one numbered "12." Two of the "8" cards have printed on the top "If there is no runner on base or two outs Strike Out." Underneath is printed various possible plays which result, depending upon the class of the fielder, when the batter strikes out and the catcher throws to the base to throw out a runner, each card having different plays printed thereon.

Another of said "8" cards has printed on the top "If there is no runner on base or two outs Foul Out To Catcher" and underneath are printed possible plays which result if there are men on the bases and the catcher throws in an attempt to throw a runner out, the results depending upon the class of the fielder.

The fourth of said "8" cards has printed on the top "If there are no runners on base or two outs Dribble Out to the Catcher" and underneath are printed possible plays when this occurs, depending upon the class of the fielder. A sample catcher's card numbered "8" is illustrated in Fig. 6.

The single "10" card is blank on the reverse side.

Two of the "11" cards each read "Foul Out to Catcher" which is self-explanatory.

The third "11" card reads "Foul Out to Catcher. If there are two or more runners on base batter is out for two games. But if there are less than two runners on base there is no injury" which is self-explanatory.

The single "12" card is blank on the reverse side.

The deck includes six "Center Field" cards, three of which are numbered "6," one numbered "7" and two numbered "12." The "6" cards and the single "7" card each reads at the top "If there is no runner on base or two outs Fly Out to Center Field" which is self-explanatory. Underneath is printed possible plays which result if the batter flies out to the center fielder and there are runners on base. A sample "6" card is illustrated in Fig. 7.

One of the "12" cards reads "Fly Out to Center Field runners advance one base" which indicates that the batter has flied out to the center fielder and the batter is scored as out, but the runner or runners advance one base each.

The other "12" card reads "Line Out to Center Field runners advance one base." This indicates that the batter lined out to the center fielder and the batter is scored as out, but the runners advance one base each.

Six "Left Field" cards are included in the deck, three of which are numbered "5," one numbered "6" and two numbered "12." The three "5" and the one "6" cards each read "If there is no runner on base or two outs Fly Out to Left Field" which is self-explanatory. Underneath are printed possible plays which result if the batter flies out to the left fielder and there are runners on base. A sample "5" card is illustrated in Fig. 8.

The two "12" cards read "Line Out to Left Field—runner on third scores, other runners hold their bases." This indicates that the batter has lined out to the left fielder and is scored as out, and that the runner on third

scores and the other runners hold their positions on the bases.

Four "Right Field" cards are provided, all of which are numbered "6" and all of which have printed on the top the following: "If there is no runner on base Fly Out to Right Field." Underneath are printed possible plays which result if the batter flies out to the right fielder and there are runners on base. A sample "6" card is illustrated in Fig. 9.

The deck also includes seventeen "offensive" playing cards **14** representing ground balls hit to the various positions on the playing field, all of said cards having numbers on their right-hand corners, indicating the values of the cards. One of the seventeen cards has printed thereon "Ground Ball Hit to First Base" and is numbered "9"; four read "Ground Ball Hit to Second Base" and are numbered "8"; five read "Ground Ball Hit to Shortstop," four of which are numbered "7" and one numbered "12"; three read "Ground Ball Hit to Third Base" and are numbered "9"; two read "Fly Ball Hit to Center Field" and are numbered "10"; one reads "Fly Ball Hit to Left Field" and is numbered "10"; and one reads "Fly Ball Hit to Right Field" and is numbered "11."

A sample card **14** is illustrated in Fig. 10.

There are also provided twenty-one offensive cards **15** of various suits, such as hearts, spades, diamonds and clubs with the representations of the suits printed thereon, and all indicating a hit or a fly out to one of the outfield positions. Of these twenty-six cards **16**, six are of the heart suit. One card of said six is labeled "Ace of Hearts" and reads "A Hit or a Fly Out to Center. If it is a fly out, runners advance one base." Another card is labeled "Two of Hearts" and reads "A Hit or a Fly Out to Right. If it is a fly out runner on third scores. Other runners hold their bases." Another card is labeled "Three of Hearts" and another "Four of Hearts" and each reads "A Hit or a Fly Out to Right." The fifth is labeled "Six of Hearts" and reads "A Hit or a Fly Out to Left."

The spade suit has six cards. One of the six spade cards is labeled "Ace of Spades" and another is labeled "Two of Spades" and each reads "A Hit or Fly Out to Left. If it is a fly out, runners advance one base." Another card is labeled "Three of Spades" and another is labeled "Four of Spades" and each reads "A Hit or a Fly Out to Left." The fifth of such cards is labeled "Six of Spades" and reads "A Hit or a Fly Out to Center."

The diamond suit includes six cards. One of said cards is labeled "Ace of Diamonds" and reads "A Hit or a Fly Out to Center. If it is a fly out runners advance one base." Another card is labeled "Two of Diamonds" and reads "A Hit or a Fly Out to Center. If it is a fly out runner on third scores. Other runners hold their bases." Two other cards, one labeled "Three of Diamonds" and one labeled "Four of Diamonds" each read "A Hit or a Fly Out to Center." Another card is labeled "Five of Diamonds" and reads "A Hit or a Fly Out to Left." The other card is labeled "Six of Diamonds" and reads "A Hit or a Fly Out to Center."

The club suit includes six cards. One card is labeled "Ace of Clubs" and reads "A Hit or a Fly Out to Center. If it is a fly out, runners advance one base." A second card is labeled "Two of Clubs" and reads "A Hit or a Fly Out to Center. If it is a fly out, runner on third scores. Other runners hold their bases." Two cards, one labeled "Three of Clubs" and one labeled "Four of Clubs" each read "A Hit or a Fly Out to Center." A fifth card is labeled "Six of Clubs" and reads "A Hit or a Fly Out to Right."

A sample card **15** is illustrated in Fig. 11.

The playing deck also includes five offensive cards **16** labeled "Sacrifice, Bunt, Squeeze Play, Hit and Run." One of said cards, for example, reads "Sacrifice—Batter is out. Runners advance one base. Squeeze Play—Batter pops out. Runners hold. Hit and Run—Batter grounds out. Runners advance one base. Batter is safe. Front runner is out. Other runners advance one base." A sample of one of said cards **16** is illustrated in Fig. 12.

Three offensive cards **17** labeled "Steals and Risks" are also included in the deck. Said cards **17** show the results of attempted single steals, double steals, triple steals and other risks attempted by the players. A sample card **17** is illustrated in Fig. 13 and is self-explanatory.

The offensive cards also include nine cards **18** labeled "Walk Cards," each card being divided into four columns headed "wa" "wb" "wc" and "wd" indicating the classes into which the players of the teams are divided according to their ability to obtain a walk when at bat. A sample card **18** is illustrated in Fig. 14 and is self-explanatory.

Four cards indicated at **19** and labeled "Strike Out" are also included in the deck. The cards are numbered at the right-hand corners to indicate their values. Two of the cards are labeled "Strike Out" and are numbered "0." One is labeled "Strike Out" and numbered "11." It reads "If there are two runners or more on base there is an injury. Batter is out with injuries for two games." This indicates that if the batter strikes out when there are two runners or more on the bases, he is injured and cannot play for the next two games. A fourth card is labeled "Strike Out" and numbered "12" and reads "If there are three runners on base, batter is injured five games." In this case, the batter cannot play in the next five games. A sample "Strike Out" card is illustrated in Fig. 15.

Another card indicated at **20** and labeled "Triple Play" and numbered "12" is included in the playing deck. The card **20** is illustrated in Fig. 16.

The playing deck also includes three cards **21** labeled "Error Card," which signifies that a player is to pick out a card from the Error pack. A sample "Error Card" is illustrated in Fig. 17.

A player's card **12** is illustrated in Fig. 18 and has printed thereon at the top the name of the player, his position on the field, his rank by letter as a fielder, the number he has been assigned and his rank as a walker when at bat. The card is divided into five vertical columns numbered at the top from left to right, "1" "2" "3" "4" and "5" indicating the class or type of pitching encountered by the player when at bat. The card is further divided into six horizontal columns representing from top to bottom, respectively, the aces, twos, threes, fours, fives and sixes of the various suits shown on playing cards **15** and opposite the names of the various suits in each vertical column appears the word "out" or suitable abbreviations indicating that the batter made a one base hit, a two base hit, a three base hit, a home run, a pop out, etc. The player's card can only be viewed if the deck card says "A Hit" or "A Fly Ball." On the card **12** the abbreviations stand for the following: "1b" a one base hit; "2b" a two base hit; "hr" home run; "hr 1–6" home run if cards numbered "1" to "6" are picked; "3b 1–12" three base hit if cards numbered "1" to "12" are picked; "po" pop out; "po 9–12" pop out if cards numbered "9" to "12" are picked, etc.

In playing the game, the numbers assigned to the players of each team are totaled. For example, the numbers of the players on each team might total forty-two, for example. The following arbitrary table has been fixed for designating a team's standing as to its liability to commit errors in fielding:

Team totals:	Rating
49–57	first
45–48	second
40–44	third
1–39	fourth

This indicates that the team whose players numbers total from 49 to 57, inclusive, have the best record for

playing errorless ball, the team whose total is from 45 to 48, inclusive, the second best, the team with totals 40 to 44, inclusive, is next, and the team with totals 1 to 39, inclusive, the fourth.

In playing the game, the cards are thoroughly shuffled and distributed and stacked on their respective positions on the playing field **10** with the top labeled sides uppermost. The playing cards are thoroughly shuffled and stacked on the pitcher's box. The "Sacrifice, Bunt, Squeeze Play, Hit and Run Cards" **16**, and the "Steals and Risks" cards **17** are piled in separate stacks off of the playing field but convenient to the player. The manager of the team at bat selects the card of the player who is first at bat, as appears from the batting order, and with this player's card as a guide he picks the top card off of the pack of cards **14** on the pitcher's box. He reads and follows the instructions on the reverse side of the card and on the player's card. For example, if the card **14** picked reads "Ground Ball Hit to First Base" he picks the top card marked "First Base" piled up at the first base position. If it is a "First Base" card numbered "8" reading, for example, "If there is no runner on base or two outs Ground Out to First Base," the batter is considered to have grounded out to the first baseman and is scored as out. Another player's card is then selected and a card picked from the stack on the pitcher's box and the instructions and results printed on such card and on the player's card are followed. For example, this second card picked might be a "Second Base" card numbered "6" reading in part as follows: "But if there are runners on base, it is an 'a' 'b' 'c' or 'd' ground out, runners advance one base." If we suppose there are runners on base, we look at the fielder's card **12** and if he is an "a" "b" "c" or "d" class player, he is considered to have grounded out to the second baseman and he is scored as out, but the runners advance one base each. The picking of cards continues until three batters are scored as out.

The manager of the opposing team takes his turn at picking the cards off of the pitcher's box and following instructions until three of his batters are scored as out when the inning is considered as over.

If a walk card **18** is picked for the batter, the batter's ranking is found from his card, whether "wa" "wb" "wc" or "wd," and the result is found underneath his respective rank.

If the batter desires to attempt to steal, a "Steals and Risks" card **17** is taken from the top of such deck of cards **17** and the result will be read on the card.

In order to sacrifice, bunt, pull a squeeze or a hit and run play, a card **16** is taken from the top of the deck of "Sacrifice, Bunt, Squeeze Play, Hit and Run" cards and the results will appear on the card.

After each inning the main deck of cards are reshuffled and stacked in their respective positions.

In order to change a pitcher, the manager of the team on the defensive merely cuts the deck of cards on the pitcher's box.

To ascertain if a batter advances two bases on a base hit and three bases on a double, the next card on the top of the deck on the pitcher's box is pulled. If the card is numbered "6" or over, the runner or runners advance two bases on a single and three bases on a double. If the card is numbered "5" or lower, the runners one base on a single and two bases on a double.

The printing matter on the different cards is so arranged that when the game is played intelligently and skillfully the play closely follows the play in a regular outdoor baseball game. A complete box score may be kept showing the hits, runs, errors, etc. of each play. Suitable coins, disks, buttons or the like may be used to indicate base runners and which are to be placed on the proper base or bases and moved from base to base or to the home plate as the play on the card or cards indicate and as the game proceeds.

An important feature of the invention is the provision of an extension to the playing field, indicated at **22**. This extension is rectangular in shape and is formed integrally with the playing field, the extension being separated therefrom by a groove **23** to permit folding of the extension. It provides ready means for supporting decks of playing cards in stacked formation in spaced relation during the playing of the game. The spacing or separating means for the stacks takes the form of pairs of tabs **24** outstruck from the material of the extension and aligned crosswise of the extension with alternating single outstruck tabs **25** therebetween and centrally of the pairs of tabs. This construction divides the extension for supporting in spaced relation three stacks of cards such as the "Error" cards **21**, the "Steals and Risks" cards **17** and the "Sacrifice, Bunt, Squeeze Play, Hit and Run" cards **16**.

When the game is not being played, the extension **22** may be folded over the playing field **10** as shown in Fig. 2, and the bottom edge fastened to the playing field **10** by means of socket fasteners **26** mounted on the bottom edge of the extension coacting with stud fasteners **27** mounted on the playing field. The upper edge of the extension is unattached whereby the extension is converted into a pocket **28** for storing the playing cards when not in use.

The playing field **10** is also formed with lateral projections **29** and **30** forming extensions of the "First Base" and "Third Base" positions, respectfully, and with projections **31**, **32** and **33** forming extensions of the "Left Field," "Center Field" and "Right Field" positions, respectively. These projections can be readily grasped by the fingers of the user to facilitate manipulation of the game board.

While I have illustrated and described the preferred embodiment of my invention, it is to be understood that I do not limit myself to the precise construction herein disclosed and the right is reserved to all changes and modifications coming within the scope of the invention as defined in the appended claim.

Having thus described my invention, what I claim as new, and desire to secure by United States Letters Patent is:

In a baseball card game, a game board bearing a representation of a diamond and outfield, each having a plurality of playing positions, the playing positions on the diamond comprising a home plate, a first base, second base and third base, the outfield playing positions comprising left field, center field, and right field, said game board having an extension projecting laterally of the diamond adjacent the home plate, said game board being formed with a groove for dividing the extension from the game board proper and for facilitating folding of the extension over the game board, a plurality of tabs struck out from the material of the extension and spaced from each other and arranged to retain decks of playing cards in spaced stacks thereon, and a plurality of coacting stud and socket fasteners on the game board and bottom edge of the extension respectively for fastening the extension to the game board proper in folded condition over the stacks of cards, whereby the folded extension may serve as a pocket for cards retained between said tabs, said game board having short projections adjacent the first base, third base, left field, center field, and right field playing positions for facilitating handling of the game board.

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9

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10