Sept. 19, 1950 P. GLICKMAN 2,522,782

SIMULATED BASKETBALL GAME APPARATUS

Filed June 25, 1946 3 Sheets-Sheet 1

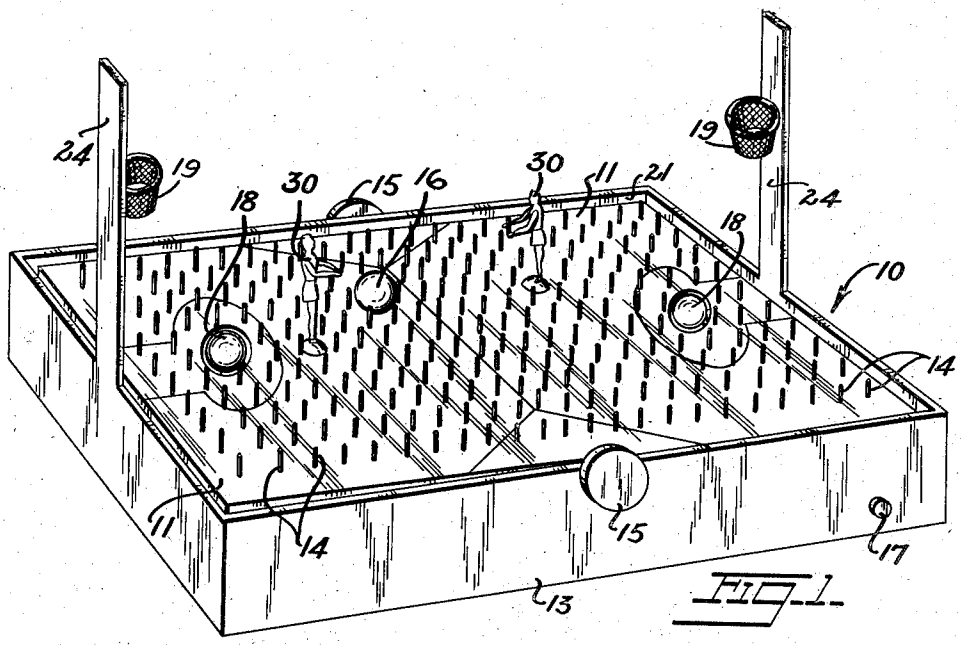


FIG. 1

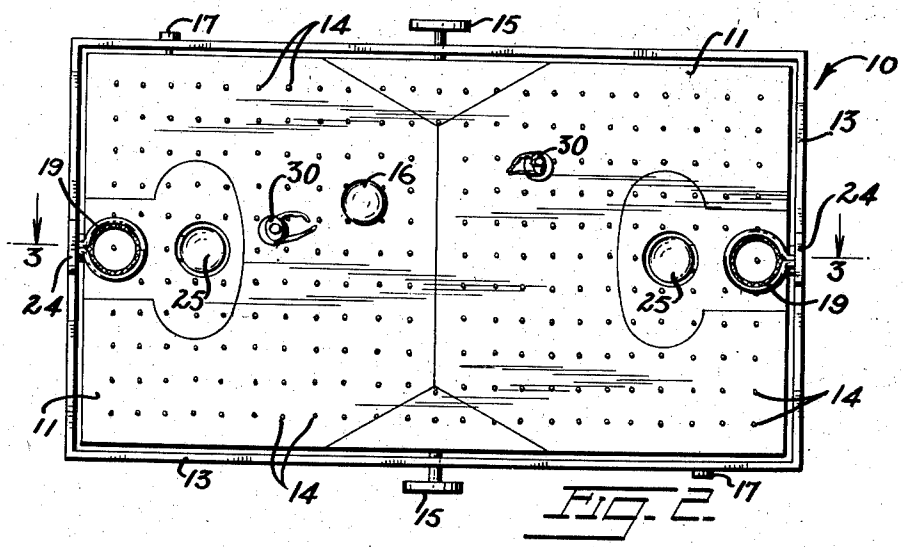


FIG. 2

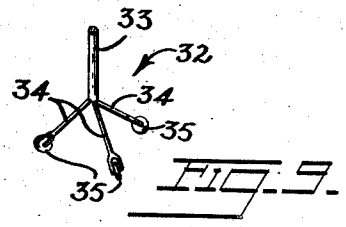


FIG. 3

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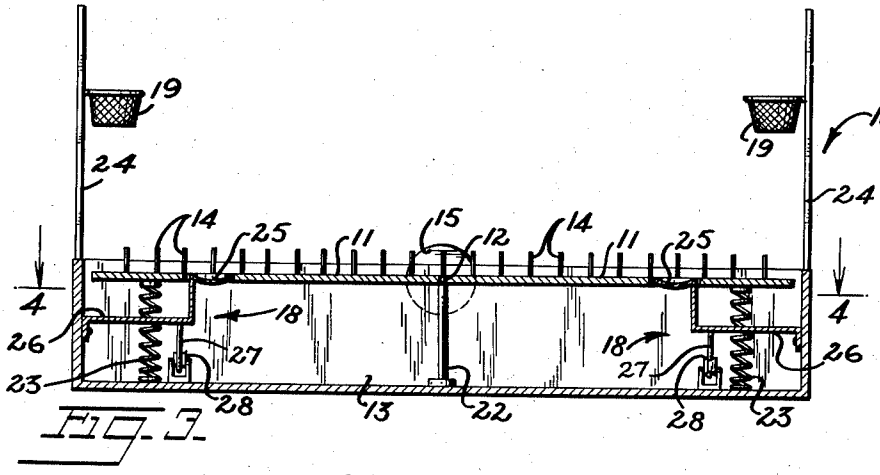


FIG. 3

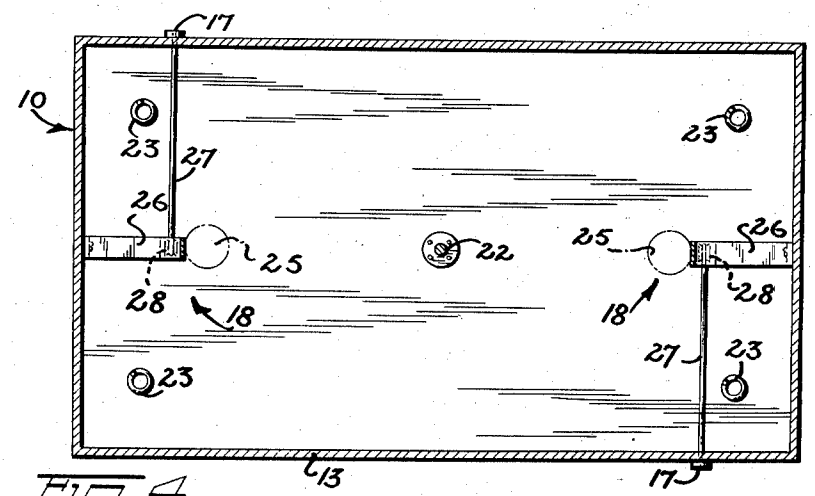


FIG. 4

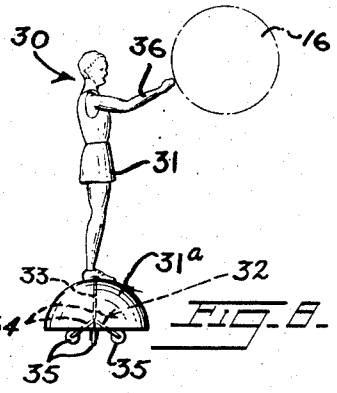


FIG. 6

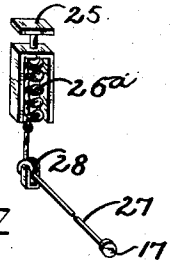


FIG. 7

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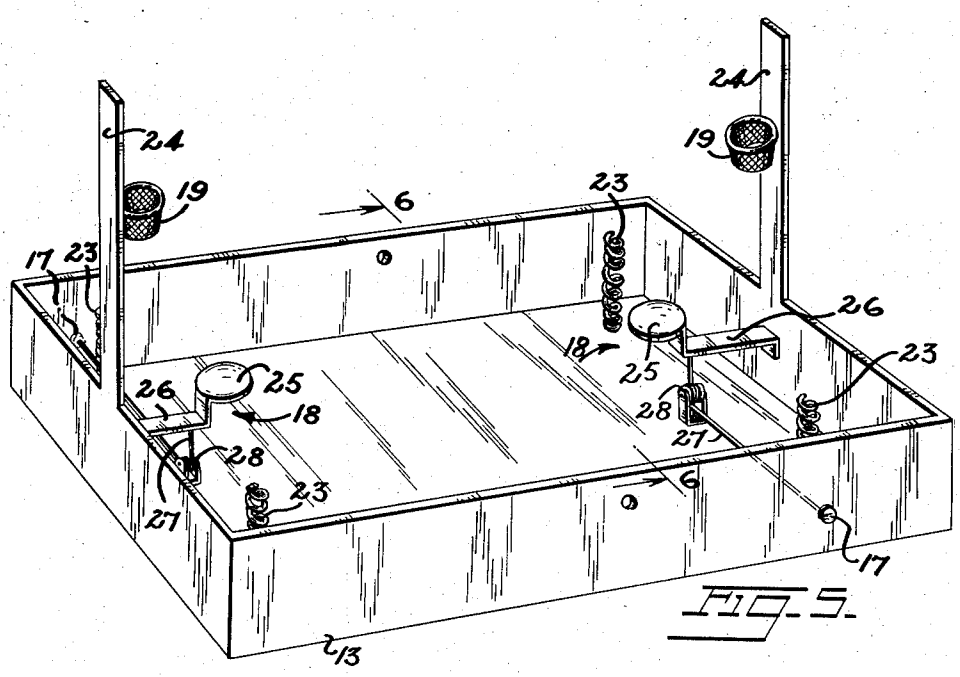


FIG. 5.

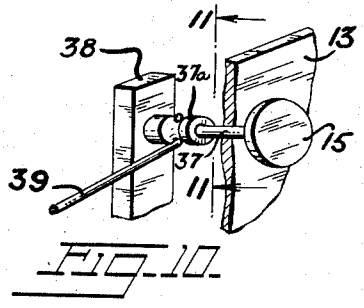


FIG. 10.

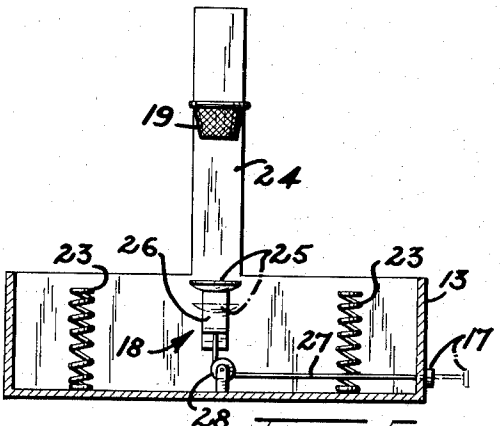


FIG. 6.

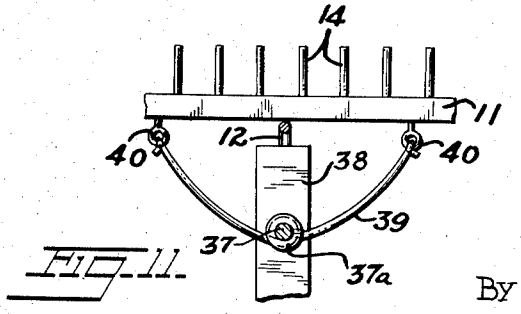


FIG. 11.

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UNITED STATES PATENT OFFICE

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SIMULATED BASKETBALL GAME APPARATUS

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Application June 25, 1946, Serial No. 679,193

4 Claims. (Cl. 273—85)

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This invention relates in general to a game and in particular to a parlor basketball game or the like.

It is an object of this invention to provide a compact and convenient game simulating in rules and general procedure a conventional basketball game and adapted for use as a parlor game or the like.

It is a further object of the invention to provide a parlor basketball game comprising a board pivotally mounted within a frame to resemble a basketball court, having simulated baskets mounted over the board at the ends thereof and having means for causing and directing motion of a ball along the surface of the board and into the baskets.

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 drawing forming a material part of this disclosure:

Fig. 1 is a perspective view of a basketball game constructed according to the present invention.

Fig. 2 is a top plan view of Fig. 1.

Fig. 3 is a longitudinal vertical cross-sectional view taken along the line 3—3 of Fig. 2.

Fig. 4 is a horizontal cross sectional view taken along the line 4—4 of Fig. 3.

Fig. 5 is a perspective view of the game with the playing board removed therefrom.

Fig. 6 is a transverse vertical sectional view taken along the line 6—6 of Fig. 5.

Fig. 7 is a perspective view of a shooting means according to a modification of the present invention.

Fig. 8 is a perspective view of a player, according to the present invention.

Fig. 9 is a perspective view of a portion of the base of the player shown in Fig. 8.

Fig. 10 is a fragmentary perspective view, partially in section, of the controlling means.

Fig. 11 is a cross sectional view taken along line 11—11 of Fig. 10 and including certain parts not shown in Fig. 10.

Referring to the figures in detail, there is shown in Figs. 1 to 6 a basketball game generally designated 10, comprising a playing board 11 pivotally mounted on a point support 12 within a frame 13. A plurality of vertical pegs 14 are positioned on the upper surface of the board 11. Handles 15 are provided for controlling pivoting of the

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board 11 for causing a ball 16 to roll over the top ends of the pegs 14. Knobs 17 are provided for operating shooting means 18, whereby the ball 16 may be caused to be shot into one of two baskets 19 mounted at either end of the playing board 11 and positioned above the surface of the board.

The frame 13 is of box-like configuration of suitable size for use as a parlor game, the size being generally a matter of personal choice or of convenience of manufacturing operations. The playing board 11 is mounted near the top of the frame but slightly below the top, so that the walls of the frame 13 rise above the surface of the board 11 to form a boundary or guard 21 thereabout.

The board 11 is a substantially flat member, slightly smaller in area than the inside area of the frame 13, whereby the board 11 is mountable substantially loosely therein. The board 11 rests substantially at its center on the support 12 which is, in turn mounted on a post 22 secured to the bottom wall of the frame 13. This support 12 may be a small ball bearing or the like, mounted on the upper end of post 22. Additionally, the board 11 rests on four resilient members or springs 23, one near each corner of the board, whereby in the normal or rest position of the game, the board is supported substantially horizontally or parallel with the bottom wall of frame 13 and is adapted to tend to resume this parallel position in the absence of a controlling force applied thereto through the handles 15.

At either end of the playing board 11 one of the baskets 19 is mounted above the surface of the board on support members 24. The height of these baskets will be in proportion to the size and area of the playing board, to simulate the height of a basket above a conventional basketball court. Slightly in front of and underneath each of the baskets 19 there is located one of the shooting means 18 which is adapted to shoot "baskets" for scoring in the game.

The ball 16 rests on the top ends of the pegs 14 of the board 11, and is adapted to travel across the top ends of the pegs 14 when propelled by the player or players 30. Players 30 are adapted to roll along the surface of the board between the pegs 14, as the board is tipped from the horizontal so that the pegs 14 guide the movement of the player 30 over the top face of the board 11, whereby the player 30 in rolling tends to contact one or more of these pegs 14 and to be deflected in its movement. The proper use of these pegs 14 or the avoidance of the pegs obviously af-

fords an opportunity for the effective use of a high degree of skill in playing the game.

The shooting means 18 comprises a pair of cups 25, one mounted near each end of the board 11 on springs 26 or the like to direct the ball upward from the board toward the baskets 19. One form of controlling device for the shooting means 18 comprises a cord 27 or the like having an intermediate portion passing around a pulley 28 and being secured at one end to the mounting spring 26 and having its other end secured to one of the knobs 17. In the normal position, knob 17 rests against the side of frame 13, and cup 25 is substantially flush with the surface of the board 11; when knob 17 is pulled away from the frame 13, cup 25 is depressed against the urging of spring 26 and is cocked and ready to spring upward when the knob is released.

Numerous changes and variations are possible in the arrangement of the parts to this invention. For example, in one simple form of the invention there may be employed the simple spring mountings 26 for the cups 25, as shown in Fig. 5, wherein the cups 25 are supported springably directly by their spring mountings. According to another form of the invention, as shown in Fig. 7, spring 26 may be replaced by a coil spring 26a or the like.

Similarly, according to one form of the invention, the pegs 14 may be mounted on the board 11 according to a regular pattern, or alternatively, these pins may be irregularly arranged on the board. Additionally, according to one form of the invention, pegs 14 are spaced apart by a distance greater than the diameter of the ball 16, whereas according to another form of the invention the pegs may be closer together than the diameter of the ball. In either of these cases, and particularly in the latter, at least one and preferably several players or "men" 30 may be movably positioned on the board 11. Since the pins are closer together than the diameter of ball 16, it will be obvious that an external push will generally be necessary, in addition to the slight tilt of the board, to cause ball 16 to move from the "pocket" formed by one set of pegs into another pocket; the men 30 serve the purpose of supplying this push, by colliding with the ball and urging it into motion.

The use and operation of the game according to Figs. 1 to 6 is readily apparent from the figures and from the foregoing description. The ball is placed on the board at a desired position, for example in the center of the board, and by moving handles 15, the motion of the ball 16 and men 30 is controlled. In the preferred use of the game, there are two opponents, each one controlling one handle 15; if desired, other methods of using the game may be devised. In any event, the motion of the ball is controlled until the ball sinks into one of the cups 25, whereupon the corresponding knob 17 is properly and skillfully pulled and released.

If the proper skill is used, the ball is projected into basket 19, thus scoring for the correct player. The manual control of handles 15, with the additional effect of pegs 14 and men 30, causes this to become a game requiring a high degree of skill for its successful operation.

In Figs. 8 and 9 there is shown a man or player 30 adapted to be used in connection with the game as shown in the previous figures. The man 30 comprises a molded body 31 or the like, adapted to simulate in appearance a toy basketball player, mounted on a base 31a. The base 31a is shaped

and constructed to fit between and pass easily between the pegs 14 on the board 11. The body and base of man 30 are mounted on a triangular frame 32, shown in Fig. 9, by means of a rod 33 or the like secured to or integrally formed with the base and having three arm members 34 extending radially therefrom. At the end of each arm 34 is a small wheel 35, on which the man 30 is adapted to roll as the board 11 is tilted. Preferably the man 30 has arms 36 stretched before him to simulate a player handling a ball in a basketball game, the arms 36 being stretched at a level to meet ball 16 as it rests on the tops of the pegs 14.

In Figs. 10 and 11, there is shown the mechanism for controlling the level of board 11. The board rests on the pivot point 12, with supporting springs (refer to previous figures) at the corners. Each control handle 15 is mounted at the end of an axle 37, passing through frame 13, the other end of axle 37 being mounted in a stud 38 mounted within the frame to the bottom thereof.

A spool 37a is mounted on the axle 37 to rotate therewith, and a cord 39 or the like passes once or more around the spool 37a and has its ends secured to eyes 40 mounted on the underside of board 11, one on either side of the handle 15. When handle 15 is rotated, spool 37a is rotated, causing cord 39 to tip the board 11 in one direction or the other. One of these control mechanisms is mounted on either side of frame 13, whereby dual control of the tilt of board 11 is provided.

The game according to this invention has been particularly described and disclosed in connection with a basketball game; however, it is to be understood that the game may also be adapted to simulate other athletic contests such as football, hockey, baseball, and the like. The features of design required to convert the board or playing field 11 into a field simulating any one of those other games will be obvious to those skilled in the art, and accordingly such variations and modifications will be within the scope of this invention. For example, a football field may be simulated on the upper surface of the board, with goals placed at the ends of the field. The use and operation of the game for simulation of other athletic contests will be essentially the same as described herein, with the men 30 and the ball 16 being controlled in their motion by the tilting of the board, and with the score in the game being made by properly propelling the ball to a selected area.

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

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

1. In a basket ball game, a frame open across its top, a pivot point located within said frame at the center thereof, a board mounted across the open top of said frame and pivotally resting on said pivot point, a plurality of springs yieldingly supporting said board in a substantially horizontal position, a plurality of vertical pegs mounted on the top face of said board for having a ball rested on the top ends thereof, a member movably rested on said board to roll between said

pegs as said board is pivoted, and dual means to be operated in opposition by two competing players for pivoting said board against the action of said springs, said board being formed adjacent its ends with holes, and means mounted within said frame and operable through said holes for shooting a ball vertically upwards.

2. In a basket ball game, a frame open across its top, a pivot point located within said frame at the center thereof, a board mounted across the open top of said frame and pivotally resting on said pivot point, a plurality of springs yieldingly supporting said board in a substantially horizontal position, a plurality of vertical pegs mounted on the top face of said board for having a ball rested on the top ends thereof, a member movably rested on said board to roll between said pegs as said board is pivoted, and dual means to be operated in opposition by two competing players for pivoting said board against the action of said springs, said dual means comprising an axle rotatively supported beneath opposed sides of said board, a spool mounted on each of said axles, eyes mounted on the bottom face of said board on opposite sides of said axles, and cords having their intermediate portions wound once about said spools and their ends secured to said eyes, whereby when said axles are turned in one direction or the other said cords will be pulled pivoting said board.

3. In a basket ball game, a frame open across its top, a pivot point located within said frame at the center thereof, a board mounted across the open top of said frame and pivotally resting on said pivot point, a plurality of springs yieldingly supporting said board in a substantially horizontal position, a plurality of vertical pegs mounted on the top face of said board for having a ball rested on the top ends thereof, a member movably rested on said board to roll between said pegs as said board is pivoted, and dual means to be operated in opposition by two competing players for pivoting said board against the action of said springs, said dual means comprising an axle rotatively supported beneath opposed sides of said board, a spool mounted on each of said axles, eyes mounted on the bottom face of said board on opposite sides of said axles, and cords having their intermediate portions wound once about said

spools and their ends secured to said eyes, whereby when said axles are turned in one direction or the other said cords will be pulled pivoting said board, and handles mounted on the outer ends of said axles by which they may be conveniently manually turned.

4. In a basket ball game, a frame open across its top, a pivot point located within said frame at the center thereof, a board mounted across the open top of said frame and pivotally resting on said pivot point, a plurality of springs yieldingly supporting said board in a substantially horizontal position, a plurality of vertical pegs mounted on the top face of said board for having a ball rested on the top ends thereof, a member movably rested on said board to roll between said pegs as said board is pivoted, and dual means to be operated in opposition by two competing players for pivoting said board against the action of said springs, said board being formed adjacent its ends with holes, and means mounted within said frame and operable through said holes for shooting a ball vertically upwards, said shooting means comprising springs having one of their ends secured to said frame and the other of their ends projected into said holes, cups mounted on the other ends of said springs within said holes for having the ball rested therein, and means for flexing said springs and releasing them for shooting the ball upwards and out of said cups.

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