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DICE GAME

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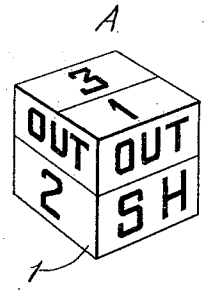


Fig. 1,



Fig. 2,

A

OUT	OUT	OUT	OUT	FO	3
2	SH	1	HR	WALK	1
1	2	3	4	5	6

Fig. 3,

B

OUT	OUT	OUT	FO	1	1
OUT	3	WALK	SH	2	HR
7	8	9	10	11	12

Fig. 4,

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DICE GAME.

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This invention is an improvement in games, and more particularly in a game in which by means of dice possibilities occurring in the game of baseball may be determined.

In every game of baseball there are certain possibilities, such as times at bat, numbers of runs, and the like, and a compilation of the results in a large number of games, gives in an average game the number of the several possibilities according to the following table:—

A.B.	R.	H.	2	3	H.R.	S.H.	S.B.	S.O.	B.B.	D.O.	
68	9	20	4	1	2	1	1	3—4	3—4	1—2	

Accepting this table as a fair average, there are nine possibilities, one of which, namely; "out" occurs much more often than any of the others. In order to provide for an interesting game, wherein the casts of the dice will give the results following fairly close the results of the usual game, the possibilities should be arranged on the dice in accordance with their relative importance in the table.

A pair of dice are necessary, in order to determine the results by matching of the faces of the dice appearing in the casts or throws, and since the results are determined by the matching, it is obvious that the data on the die faces should be the same, with, however, a different arrangement on each die to provide for variety.

One of the primary objects of the present invention is the provision of a pair of dice having upon their faces indications of possibilities or hazards pertaining to a game of baseball, so arranged that casts of the dice will give results in accordance with the law of averages in baseball games.

In the drawings forming a part hereof:—

Fig. 1 is a perspective view of one of the dice.

Fig. 2 is a similar view of the other die.

Fig. 3 is a plane view showing the arrangement of the hazards on the die of Fig. 1.

Fig. 4 is a similar view showing the hazards of Fig. 2.

In the present embodiment of the invention the dice indicated generally at A and B respectively carry each the indications for twelve possibilities or hazards. The hazards are arranged transversely of the faces, and so that all read in the same direction, that is horizontally from left to right when the dice are on a horizontal surface.

One face 1 of the die A carries the word "Out" and the numeral "2", another face 2 the word "Out" and the letters "S. H.", meaning "Sacrifice hit". A third face 3 carries the word "Out" and the numeral "1". A fourth face 4 carries the word "Out" and the letters "H. R." indicating "Home run". The fifth face 5 carries the letters "F. O." meaning "Fly out", and the word "Walk", while the sixth face 6 carries the numerals "3" and "1". Thus it will be seen that four of the hazards on the die 1 indicate "Out", and four indicate bases.

One face 7 of the die B carries two words "Out", another face 8 carries the word "Out" and the numeral "3", and another face 9 the words "Out" and "Walk". The fourth face 10 carries the letters "F. O." and "S. H.", indicating respectively "Fly out" and "Sacrifice hit". The fifth face 11 carries the numerals "1" and "2", and the sixth face 12 the numeral "1" and the letters "H. R.", indicating "Home run". Thus there are four hazards "Out" on the die 2, and four characters indicating bases.

That is, the same hazards are repeated on the two dice, but they are differently arranged, so that when the dice are thrown two similar faces can never appear, that is two faces bearing the same indications.

The improved game is played by innings, the players alternating with the dice. The first player for instance, is the first at the bat, and he throws the dice until there are three outs, after which he surrenders the dice to his opponent, and the game is continued for nine innings, or longer in case of a tie.

In playing the game, the first player at bat throws the dice. If there is no matching of hazards on the upper faces of the dice, a strike is indicated, and the player throws again. Whenever there is no matching of hazards, a strike is always indicated and with the occurrence of three no-matchings, the result is an out, and another man comes to bat. Should, however, there be matching, as for instance faces 1 and 7 of the dice A and B, the batter is out, and this is true also when any face 1, 2, 3 or 4 of die A matches with a face 7, 8 or 9 of die B, so

that there are twelve possibilities of matching the words "Out" of the two dies.

Should any face 1, 2, 3 or 4, of die A match with the face 7 of die B, a double out is counted, provided that there is a man at this time in position such that a double out is possible. Otherwise, the throw is counted a single out. In other words, the double out counts only when there is a man on first base. Should there be a man on second or third, or a man on each base second and third, each man advances one base. In a "double out" throw only the batter and the man on first base are counted out.

In case the face 2 of die A should match the face 10 of die B, the throw is counted as a "sacrifice hit," provided that there is a man in such position that a hit of this character is possible. In the event that there is no man in position to profit by a sacrifice hit, the throw is counted as an "out."

Should the face 4 of die A match the face 12 of die B, the throw is counted as a home run. To lessen the number of home runs, and therefore make the relative proportion of home runs and other possibilities as nearly as possible like the real game, such a throw, that is face 4 of die A matching face 12 of die B, is counted a home run only when the man at bat has at least one strike counted against him at the time, otherwise the play is counted as a base hit.

Should the face 1 of die A match the face 11 of die B in a throw, it is counted as a two base hit, and when the face 6 of die A matches with face 11 or 12 of die B the throw is counted as a one base hit. Likewise, when the face 6 of die A matches face 8 of die B, a three base hit is counted for the player handling the dice.

Should the face 5 of die A match the face 9 of die B, the throw is counted as a "walk," that is the man at bat takes his base on balls. When the face 5 of die A matches with the face 10 of die B, the throw is counted as a "fly out," that is the batter is out on a fly.

It will be evident from the description that by means of the dice, arranged as shown, a very interesting game or contest is possible, in which the results of the throws and the possibilities or hazards occur as in a baseball game, and in which such results follow fairly close the actual course of a game.

Each player holds the dice until three outs are recorded against him, after which he surrenders them to his opponent who plays in a like manner until three outs are recorded against him. Thus, in alternation the players handle the dice through eighteen turns, nine for each player, corresponding to the innings of the game. In case of a tie, the number of runs only determining the winner or loser, the game may be continued until a preponderance of runs by one or the other player is obtained.

It will be understood that the data upon the faces of the dice may be varied, as may also the arrangement of the data. The feature of importance is that while the data is the same on both dice, the arrangement of the data upon the several dice is different. The rules as regards playing, such for instance as the occurrence of the double "out" with players on second or third, or on second and third, with none on first, may be varied. For instance, instead of advancing the players on second and third, they may be left in position. Neither is the data upon the face of the dice limited to baseball terms, as it is obvious that data relating to other sports may be substituted. Provision may also be made for other hazards in baseball, as for instance stolen bases.

What is claimed as new is:—

1. A baseball game, including a pair of dice, each die having two indications upon each face of possible occurrences or hazards in a baseball game, the indications being the same on the two dice, but differently arranged on each, to enable determination of the result of a throw by matching or non-matching of the indication, the relative frequency of occurrence of the indications on the two dice being in accordance with the law of averages in baseball games.

2. A baseball game, including a pair of dice, each having data upon each face indicating two possible occurrences in the baseball game, the data upon the dice being the same, but differently arranged on the two dice, whereby the occurrence or non-occurrence of possibilities or hazards may be determined by the matching or the non-matching of the indications, the data of the two dice being arranged in accordance with the law of averages in baseball games.

3. In a game of the character specified, a pair of dice each face thereof divided into a plurality of independent fields and data in each field of each face, the data upon the fields being the same on the two dice, but differently arranged whereby matching and non-matching of the hazards on the thrown dice may determine the results.

Signed at New York city in the county of New York and State of New York this 23rd day of September, A. D. 1927.

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