Nov. 6, 1956 F. E. SEALE 2,769,639

SIMULATED BASEBALL GAME

Filed June 8, 1953 3 Sheets-Sheet 1

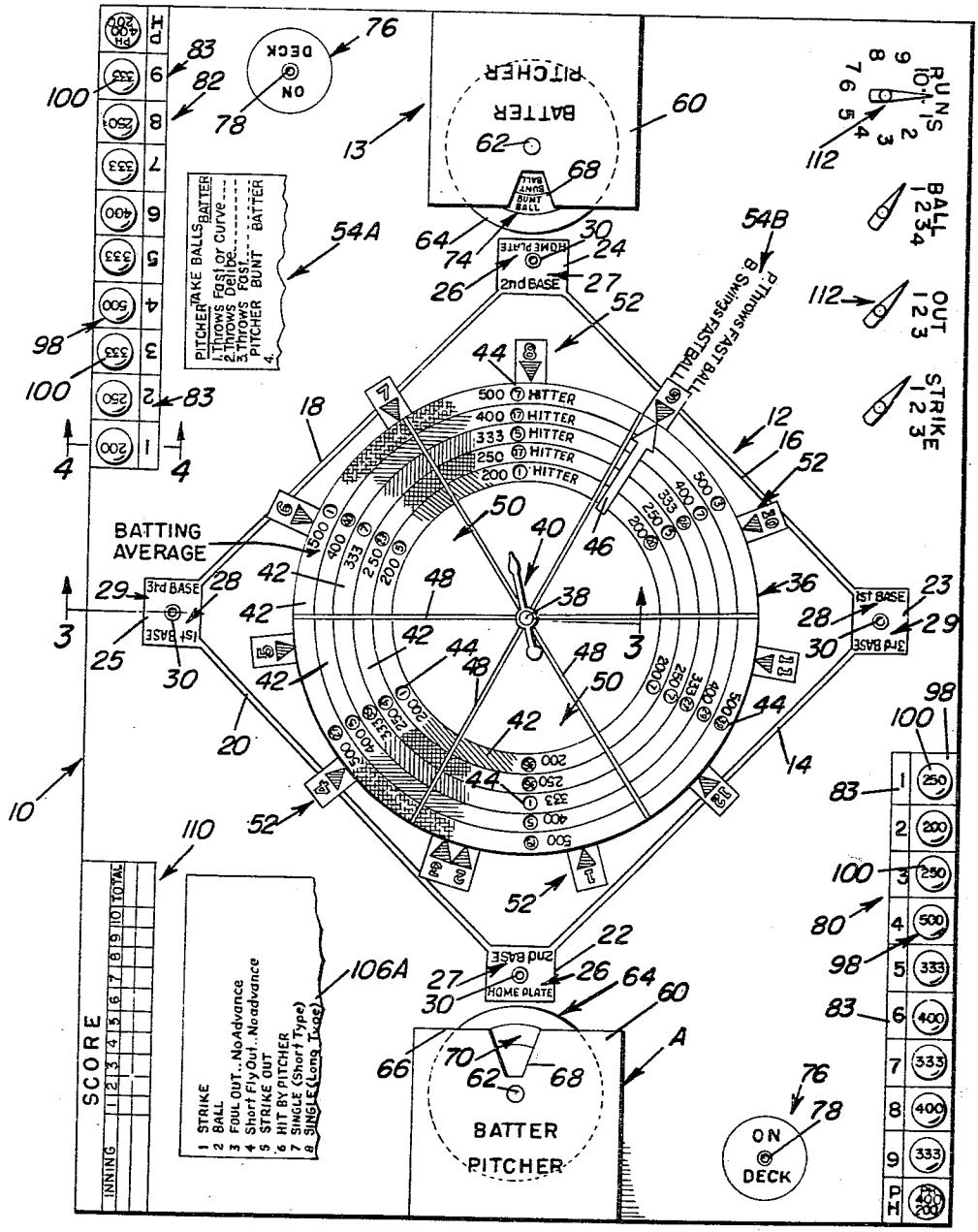


Fig. 1

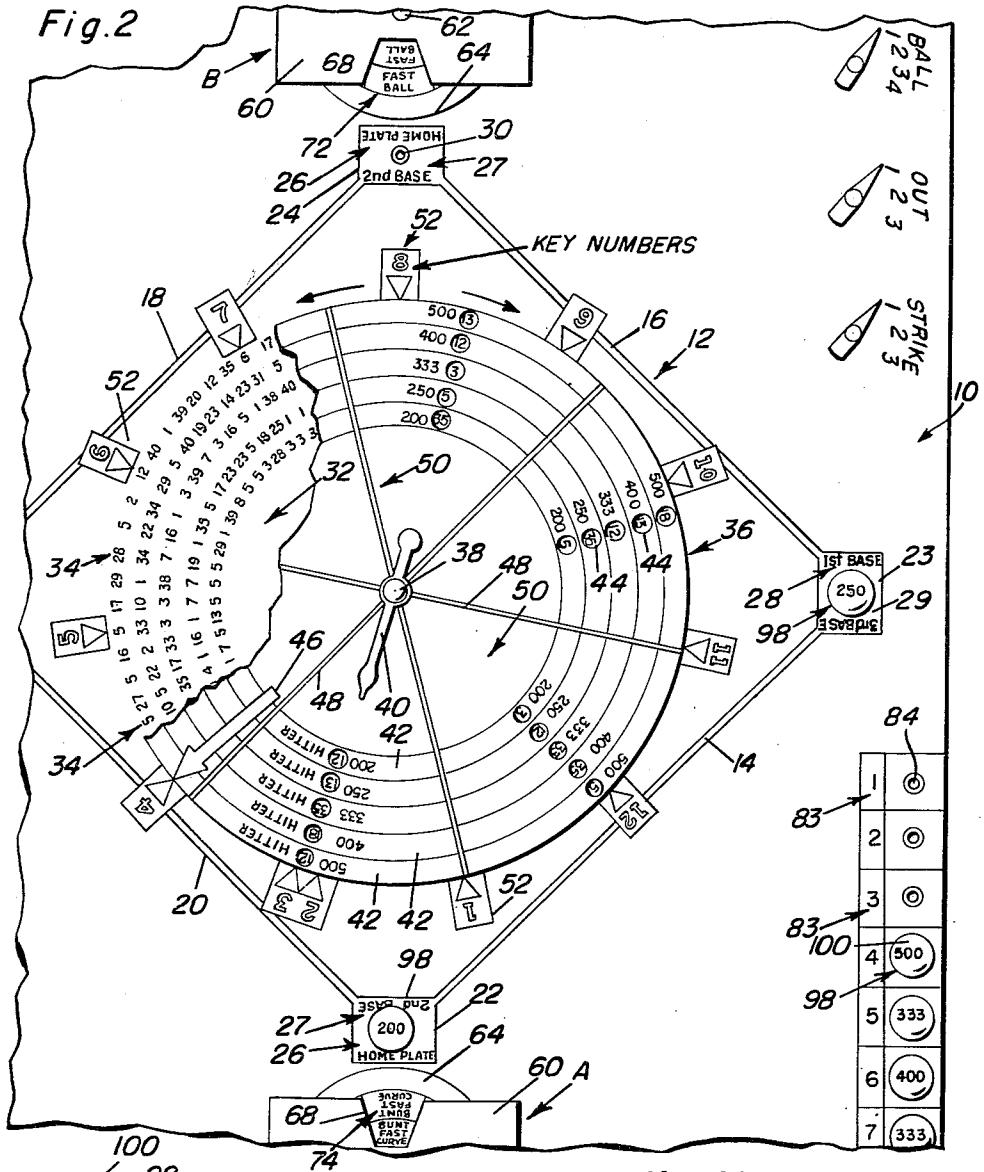
Frank E. Seale
INVENTOR.

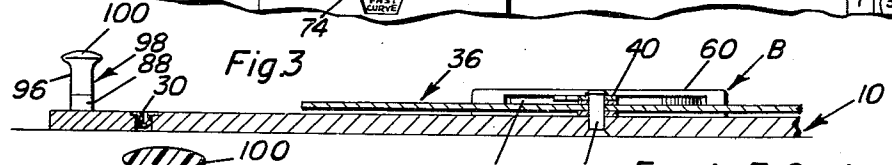
BY Thurman A. Peirson and Harvey B. Jackson
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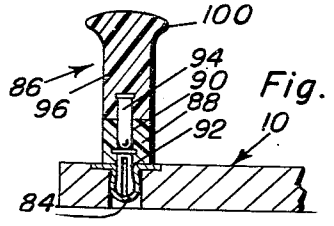
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SIMULATED BASEBALL GAME

Filed June 8, 1953 3 Sheets-Sheet 2







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SIMULATED BASEBALL GAME

Filed June 8, 1953 3 Sheets-Sheet 3

Fig. 5

FINAL RESULT TELL-TALE CHART

1. STRIKE 108
2. BALL
3. FOUL OUT...No advance 108
4. Short Fly Out...No advance
5. STRIKE OUT
6. HIT BY PITCHER
7. SINGLE (Short type)
   Runners advance ONE base only
8. SINGLE (Long type)
   All runners except batter advance TWO bases
9. TWO BASE HIT
   All runners advance TWO bases
10. THREE BASE HIT
11. HOME RUN
12. BUNT HIT.. Runners advance ONE base
13. BUNT...OUT
    All runners advance ONE base
14. BUNT OUT

35. POP UP OUT...no advance of runners
36. TWO Base Hit...runners advance TWO bases
37. Strike.....foul tip
38. Long fly... Error....safe at first.
    All runners advance ONE base
39. Fielders choice...batter safe
    Front runner out
40. TWO Base Hit....(Ground rule double)
    ball bounced into stands.
    All runners advance TWO bases

Fig. 6

106

PITCHER-BATTER INCIDENT CHART

TAKE BALLS

56

PITCHER	BATTER
1. Throws FAST or CURVE ball	Takes FAST or CURVE
2. Throws DELIBERATE ball	Takes DELIBERATE
3. Throws FAST or Curve	Takes DELIBERATE
Throws DELIBERATE	Takes FAST or CURVE

58

KEY NUMBERS

BUNTS

56

PITCHER	BATTER
4. Throws FAST or CURVE	Bunts at FAST or CURVE
5. Throws DELIBERATE	Bunts at DELIBERATE
6. Throws FAST or CURVE ball	Bunts at DELIBERATE Ball
Throws DELIBERATE ball	Bunts at FAST or CURVE

SWINGS

PITCHER	BATTER
7. Throws FAST ball	Swings FAST ball
8. Throws CURVE ball	Swings CURVE ball

58

12. Throws FAST ball ____ Swings DELIBERATE ball
    Throws CURVE ball ____ Swings DELIBERATE ball

54

Fig. 8

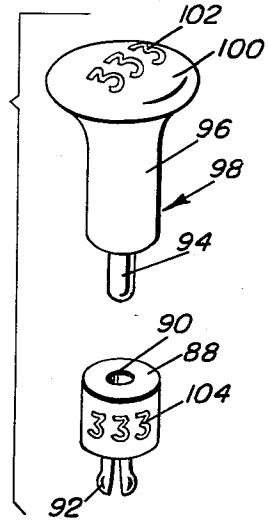
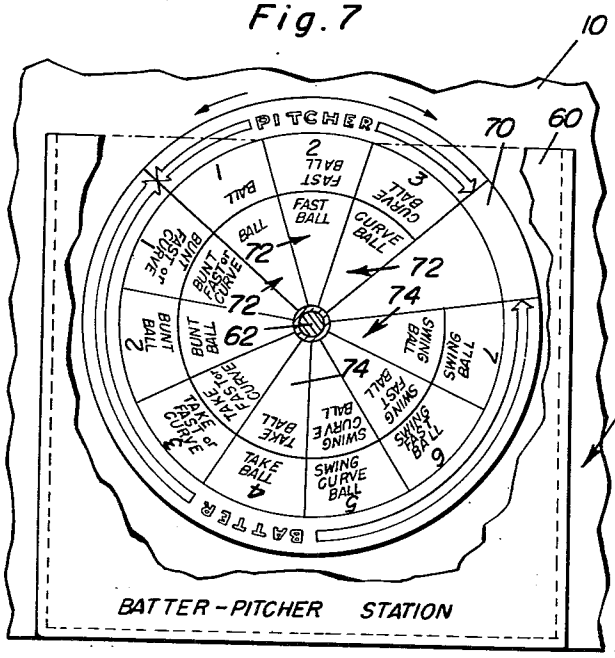


Fig. 7



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United States Patent Office 2,769,639
Patented Nov. 6, 1956

2,769,639

SIMULATED BASEBALL GAME

Frank E. Seale, Lexington, Ky.

Application June 8, 1953, Serial No. 359,998

9 Claims. (Cl. 273—93)

This invention relates to an indoor or table-type baseball game which is unique and such in construction that the contesting participants will be proficient in achieving their respective end result accomplishments in proportion to their knowledge of the rudiments and tactical maneuvers utilized and relied upon by rival managers in handling and negotiating plays in an actual game of baseball.

It is a matter of common knowledge that most prior art baseball and similar gameboards depend for scoring runs on chance devices such as a deck of printed cards, two or more throwable dice, turnable spinners and so on. With the aid of a gameboard having a baseball diamond, movable playing pieces or "men" and printed charts, the participants use the simple chance device, look to the charts for directional legends, move the men around the bases or bags, tally each play, and score the results in a now generally well known manner.

There has long existed a desire for a more thoroughgoing game construction which closely resembles and simulates the real game of baseball with the elements of chance reduced to a minimum degree. To this end and in the matter under consideration, a construction is utilized wherein each batter will, more likely than not, be rewarded in proportion to his hitting ability through the medium of mathematical reckoning dials, not merely a chance reckoner as usual, but as a genuine merit system and automatic rating calculator, whereby each batter is accorded a "reward" commensurate with his value as a "200" hitter or "500" hitter, as the case may be, and therefore contributes or functions in approximate proportion to his batting average, much as in the real game of baseball.

Then, too, in the matter at bar, special structural and allied components function, in combination with each other, to exact from the participants real skill in diagnosing team strength and weaknesses as required in playing the actual game of baseball. Each participant, depending much on baseball sense, must analyze and maneuver not only the respective pitches from pitcher to batter and vice versa, he is called upon, both offensively and defensively, to cleverly utilize and "juggle" his lineup on the basis of batting averages.

Further novelty is predicated on the ingenious choice and appropriation of structure and data wherein batting averages of the individual players are fundamentally responsible in bringing into significance certain results based on the usefulness of a unique hand turnable dial with play rating peep holes or windows alignable with specially tabulated play rating statistical numerals on a fixed dial or base underlying said turnable dial.

Another aspect of the invention has to do with a game construction, as stated, wherein the prescribed numbered data furnishing dial or base is scientifically based on information compiled and tabulated and systematically classified especially with reference to frequency occurrence and which is usable as a basis for inference and induction respecting probable trends and final results, all in relation to the varying batting averages of the individual players. The value and importance of each batter to his team is directly in ratio to his particular batting average. For example, a batter with an average of "200" will perform and achieve results in direct ratio to the fact that he is a "200" hitter, while by the same token, a batter with an average of "400" will necessarily achieve superior results (all around playing results) which may be expected because he is a "400" hitter. This ratio is worked out on all batters in using their batting average as an orienting gauge, and in relation to the batting averages of other players on their team.

Another objective of this ingenious game and its underlying unique principle is the fact that both the pitcher on one team and batter on the opposing team have an opportunity to decide exactly what they desire to attempt to do before any pitcher-batter play situation develops. Naturally, skill and instinct come into play when the pitcher and batter are attempting to outwit one another. Any decision the pitcher makes, plus any decision made by the batter develop into what will hereinafter referred to as either a pitcher-batter play situation or starting incident. The result of these pitcher-batter play incidents are worked out on a two-fold basis; namely, the batting average, or batting percentage of the batter at bat, plus the ability of the batter to anticipate correctly the pitch of the opposing pitcher.

Other objects, features, and advantages of the invention will become more readily apparent from the following description and the accompanying sheets of illustrative drawings.

In the drawings, wherein like numerals are employed to designate like parts throughout the views:

Figure 1 is a top plan view of a table-type baseball game constructed in accordance with the principles of the present invention and disclosing the essential components and characteristics thereof;

Figure 2 is a fragmentary view, on a larger scale, with portions broken away and showing in particular a portion of the rotatable selector dial broken away and disclosing statistical data provided on the complemental stationary dial;

Figure 3 is an enlarged fragmentary section taken approximately on the plane of the line 3—3 of Figure 1, looking in the direction of the arrows;

Figure 4 is a similar enlarged sectional and elevational view taken on the plane of the line 4—4 of Figure 1, looking in the direction of the arrows;

Figure 5 is a plan view of one of the two reference charts having properly categorized information and hereinafter referred to as "final result tell-tale chart";

Figure 6 is a view, also fragmentary (to conserve space) and having categorized descriptive information and conveniently referred to as "pitcher-batter incident chart";

Figure 7 is an enlarged fragmentary plan view showing the detailed construction of one of the two pitcher-batter stations; and

Figure 8 is a perspective view, on an enlarged scale, showing the two components which go to make up one of the "men" or players hereinafter referred to.

By way of explanation and general reference to the following detail description, it will be clear that knowledge of baseball and skill and employment of this knowledge is of great importance in playing the game. It will be clear too, that the unskilled in baseball knowledge can readily grasp, absorb, and digest the simplicity of the invention and can acquire an excellent fund of baseball knowledge from the game. It will be helpful to understand that a feature of the game is that which affords the participants the real opportunity to act as big league "managers" and to "juggle" their line ups based, of course, on batting averages in any manner they see fit

regardless of the beginning or ending periods of the game. As regards the participants, usually two act as "managers" of the respective teams. However, any number of players could, of course, participate. This would be done by having the participants imaginatively act in behalf of a given one of the dummy players and to actually "bat" for these players.

Generally speaking, the game is to simulate a nine inning game of baseball with players acting as "managers." The game is unique in that it allows both "managers" on every play of batting and pitching to participate in its final result and it is a game of skill of one's ability to utilize knowledge of big league baseball, of one's ability to outguess or outfox one's opponent. In the game, the elements of chance, requiring use of a spinner are at a minimum, each club having baseball players with various batting averages. Each player will function in over-all purpose and ability and achieve a result on any play in direct proportion to his particular batting average. A "400" hitter will perform twice as effective as a "200" hitter. Each "manager" may make up his own line up in any manner that he desires and each club has the following baseball players: One player with a "500" batting average, one player with a "400" batting average, four players with a "333" batting average, two players each with a "250" batting average, one player with a "200" batting average, and one pinch hitter with two batting averages of "400," "200." The "400," batting average of the pinch hitter is used only on his first appearance at bat. During any subsequent appearances at bat, he must assume and be gauged in performance by a batting average of "200." A "manager" will achieve great value from this pinch hitter if he is inserted in the lineup at a strategic time, usually as a substitute for a player with a low batting average. This insertion is made when a manager is trying to go ahead of an opponent or to produce more runs to take care of a late rally by the opposition. However, as in real baseball, the pinch hitter may or may not "come through" or achieve the desired results.

It will be seen that the numeral **10** designates generally a suitable gameboard. This is shown here as a one-piece construction but in actual practice, the chances are that the board will be made up of hinged sections which can be folded into small compact form. Printed, or otherwise displayed at the central area at the top of the board, is a diagrammatic baseball diamond and this is denoted generally by the numeral **12** and comprises a first base line **14**, second base line **16**, third base line **18** and home base line **20**. It will be noticed that there is a rectangular base at the juncture of these respective base lines and these are consecutively denoted at **22**, **23**, **24**, and **25**. These so-called "sacks" or bases are of two-way form in that each has appropriate legends printed thereon. For example, the base **22** has the legend "Home plate" thereon at **26**. There is also another legend, in the same area, denoted at **27**, which reads "Second base." It will be noticed that the same legends appear in reverse order at the top of the diamond and by the same token, the area **23**, at the right, carries the legend "First base" **28**, and third base **29**, while these legends are reversed on third base **25** at the left. This is a feature, in that it makes it possible for the participants to read expeditiously from either end of the board. Also, in each base there is a suitable metal socket for removable support of the attachable and detachable players and these sockets are denoted by the numerals **30** on the various bases.

Closely associated with the baseball diamond **12**, will be found unique dialing means which may be said to be made up primarily, of two companion or complemental dials. While it would be possible to arrange these dials at some other place on the gameboard, the fact remains that from a structural point of view and in respect to the statistical rating information obtained therefrom, these dials are preferably constructed and centrally arranged in the manner shown. The stationary dial is best seen in Figure 2 where it is denoted by the numeral **32**. This dial is characterized by statistical data having rated numbers arranged in radial columns conveniently denoted by the numerals **34—34**. The latter numerals are arranged and based on batting averages or percentage statistics to be described later on. The relatively rotatable percentage rating dial, sometimes called the selector dial, is denoted by the numeral **36** and it comprises a disk which is non-transparent and is positioned above and therefore over the dial **32** where it is centrally pivoted, as at **38**. This arrangement is shown also in Figure 3. The same pivot serves to accommodate the spinner or indicating arrow **40** which comes into play as will be later explained. It will be noticed that concentric circular lines are printed on the face of the dial **36** and these define variously colored bands **42—42**. The use of colors is to assist in making quick "pin-point" reference to the dial **36**. Each band is provided with a plurality of equidistant circumferentially spaced holes which are herein conveniently referred to as "peep" holes and are all denoted by the numerals **44**. Along side of each hole, to the left, may be seen the distinguishing batting averages such as "200," "250," "333," "400," and "500" respectively. It follows therefore, that there is a special color band with circumferentially spaced "peep" holes for each of the indicated batting averages. A fixed indicator arrow **46** is printed on the face of the dial **36** and the latter is also divided by radial lines **48—48** into variable segments or distinctive sectors denoted conveniently by the numerals **50**. It will be noticed that the row of "peep" holes is therefore at the center of each sector and that the indicator arrow **46** is adapted to register with marginal circumferentially arranged spaces denoted by the numerals **52** but functioning as index numbers. There are six sectors **50** and twelve stationary index numbers **52**. These numbers are also referred to conveniently as key numbers, inasmuch as they are associated with corresponding key numbers on a chart, to be later referred to. In practice, as will be seen, the indicating arrow **46**, is adapted to match, or substantially so, with the circumferentially spaced equidistant key numbers **52**. The numerals in the columns **34**, are so positioned that the "peep" holes **44** are registerable therewith.

It seems proper before leaving this phase of the description to refer now to Figure 6, wherein a complemental chart is shown. This chart is denoted by the numeral **54** and it has consecutively numbered self-explanatory or descriptive inscriptions **56** thereon with marginal numbers **58** which are consecutively numbered from one to twelve and correspond with the aforementioned fixed numbers **52** around the margin of the stationary dial **32**. This is the chart to which each batter refers after each batter-pitcher incident. Therefore, it is called the pitcher-batter incident chart and it will be noticed that it is printed so that there are three categories "take balls," "bunts," and "swings," these being the three things that the batter will ordinarily do. While this particular chart **54** may be a separate item or piece of the over-all paraphernalia, it will be clear that it is within the purview of the invention to display these numbered legends in other ways. For example, this chart may be printed directly on the face of the gameboard, as at **54A**, in Figure 1. It is also within the purview of my concept to print these legends (one shown as at 54B) around the fixed dial and in alignment with the proper key numbers. In the latter instance, the separate chart of Figure 6, would of course, be dispensed with. The expression "chart media" is to be construed accordingly. With reference again to Figure 1, the aforementioned pitcher-batter stations are conveniently denoted by the letters A and B, respectively. These may be of varied constructions but each one is preferably in the form of a fixed cover or shield **60**, having a center pivot **62**, mounting a rotatable disk **64** thereon. The disk projects beyond the

open edge portion **66** where there is a substantially V-shaped sight opening, which is conveniently referred to as a window **68**. The nature of the disk **64** is best shown in Figure 7, wherein it will be seen that it is divided by radial printed lines into equal sectors or segments, one of which is blank, as at **70**. Since the pitcher has only three types of pitches that he can ordinarily deliver to the batter, his three sectors are denoted by the numerals **72** (numbered 1, 2, 3, consecutively) with the word "Pitcher" appearing in the margin. Specifically, these three spaces or sectors are intended to designate, as is clear, the fast ball, curve ball, and either the accidental or deliberately thrown ball. Obviously, by rotating the disk **64**, the pitcher can make any one of these three (1, 2, 3) selections. The batter, on the other hand, has seven selections and his particular sectors are conveniently denoted at **74**, and these are marked along the margin "Batter" and the inscriptions are "Take fast or curve ball," "Take ball," "Bunt fast or curve ball," "Bunt ball," "Swing fast ball," "Swing curve ball," "Swing ball," are printed on the rotatable disk **64**. By rotating the latter, the batter can make any one of these seven decisions or selections (1 to 7 inclusive). It is important that both pitcher and batter make their selections with secrecy. This means that it is advisable to hold the hand over the window **63** at the time of selecting either the throw from the pitcher or accepting the throw by the batter. As already stated, the combination of the pitcher and the selection of the batter is called pitcher-batter incident. These same incidents are printed on the chart in the three categories stated, that is the chart **54** in Figure 6. To one side of each station A or B, is a circle **76** having a retaining socket **78** therein and bearing the legend "on deck" which comes in handy in playing the game as will be seen. There is a printed line-up in each corner, that is the lower right-hand corner and the upper left-hand corner and since these are structurally the same, a description of one will suffice for both. One line-up, however, is conveniently denoted by the numeral **80** and the other by the numeral **82**, merely for the sake of drawing a team distinction. There are numbered spaces **83**, running from one to nine (1 to 9) and an extra space for the abbreviation (PH) of the pinch hitter. In each space, a receiving socket (see Figure 4) **84** is provided. These are to accommodate the attachable and detachable game pieces or "men," generally denoted by the numerals **86**. Each man (Fig. 8) comprises a base **88** with an axial socket **90**, at the top, and retaining prongs **92**, at the bottom. These prongs snap into the retaining socket **84** in the manner shown in Figure 4. The socket **90** is adapted to receive an axial stud **94**, on the lower end of the body **96** of the man proper **98**. Each player has an enlarged circular or equivalent head **100**, having embossed or otherwise displayed thereon the particular batting average **102**, a corresponding number **104** appearing on the base **88**. Each base and its complemental portion **98** will be correspondingly colored and all of the men on one team will have an identical color.

The second and also the final chart, is denoted by the numeral **106** and it has marginal consecutive numbers and it is entitled "Final result tell-tale chart," as seen in Figure 5. This may be a separate item as shown in this figure or it may be printed directly on the board where it is denoted by the numeral **106A**, in Figure 1. The descriptive directives are conveniently denoted by the numerals **108** and they read "Strike," "Ball," "Foul out" and so on.

An appropriate score-tallying device is provided as at the left, in Figure 1, and this is denoted by the numeral **110**. Pivoted complemental registering arrows are provided as at **112**, in the upper right-hand corner, in Figure 1, to cooperate with numbers signifying runs, ball, strike, and out. Such features as **110** and **112** are necessary for systematic play but are not herein particularly claimed.

Actually, all batting percentages of any of the men are determined with known factors, as they appear in part on the board. Each batter, whether he is a 400 hitter, 250, or 200 hitter has 72 possible play results. (The 12 play situations are denoted as fixed numbers **52** on the outer margin of the stationary dial **32**. When these play situations are multiplied by 6, the number of possible play results per play situation, the result is 72.)

Now, if we want to statistically prove the batting average of any player we can take his 72 play results and eliminate balls, strikes, wild pitches, or all play results which do not constitute a time at bat and divide this number into the number of hits and we have his batting average.

For example, let us take the shortstop whom we have stated is a 250 hitter. Without counting on the board, take his 72 possible plays or play results and say that twelve of these are balls, strikes, etc. This leaves 60 play results are countable times at bat. Let's further assume that of the 60 countable times at bat, 15 are hits of some nature. By dividing 60 into 15 we find that the shortstop has a batting average of 250. Now this 250 is his average for all types of plays. It is not intended to imply that he is a 250 hitter on every play situation. On certain situations he is better than 250 and on others he is less than 250.

For instance, if the shortstop at bat "Swings fast ball" and the throwing pitcher throws "Fast ball" the play situation placed on the board for this combination makes him better than a 250 hitter. How much better is not important, but it could be 300 or 350. By following this statistical logic if the shortstop at bat "Swings fast ball" and the throwing pitcher throws "Curve ball" it is obvious that the pitcher has fooled the batter with the pitch. Therefore, the overall batting average does not hold and he becomes less than a 250 hitter. How much lower is not important, but it could be 166. But he still has an overall batting average of 250.

Briefly, here is a step-by-step approach to the manner of bringing about a play and carrying it through. Note how the disks **64** of the pitcher-batter stations A and B function and the multicolor dial **36** and the stationary dial **32** and the spinner **40**, work together. Let's assume a "333" hitter is at bat, the pitcher decides to throw a fast ball to the batter, so, he cups his hand over and secretly dials the pitcher section of the disk **64** until the words "Fast ball" appears in the V-shaped window **68** (Figures 1, 2, and 3). Now, the batter is trying to anticipate what the pitcher might throw, so he decides to "Swing fast ball." He selects this situation by dialing. Both pitcher and batter remove their hands, expose their selections at the same time. The pitcher-batter incident that has been concluded is "Pitcher throws fast ball—batter swings fast ball." This terse statement is imprinted upon the chart **54**, in Figure 6. Now, look at the multicolor dial **36** and find the stationary arrow **46** imprinted on it. Manually rotate this multicolor dial until you line up the stationary arrow **46** on it with the key number 9. (The terse statement "Pitcher throws fast ball—batter swings fast ball" is imprinted by the number 9.) Look through the "peep" holes by a "333" hitter in the six different sectors, and there are exposed six numbers, they are, 8, 39, 11, 5, 9, and 17. One of these six numbers will be your final play result. Now spin the spinner **40**. Let's assume the spinner **40** stops in the sector by a "333" hitter, exposing number 11. By referring to the result chart, we find that number 11 is a "Home run." All picher-batter incidents must be carried out in this way. Master and understand this operation and the game is simple.

Each "manager" chooses a team, call your team by any name you desire, such as "Reds," "Blues" etc., decide by mutual consent or by flip of coin who will be listed on score board as "Home team" and "Visitors,"

visiting team bats first, home team bats last, each team has the following players, 1 500 hitter, 1 400 hitter, 4 333 hitters, 2 250 hitters, 1 200 hitter, and 1 pinch hitter with a batting average of "400" for use on his first time at bat and a "200" batting average for subsequent trips at bat, each manager may arrange his line up as he desires. Be sure that the double pegs of the various players or men match ("333" hitter top with a "333" hitter bottom peg), this allows the manager to get his players back in their right line-up holes.

Let's assume the following is the line-up of two teams:

Team A (Blues)—Home team
- No. 1—333 hitter
- No. 2—333 hitter
- No. 3—400 hitter
- No. 4—500 hitter
- No. 5—250 hitter
- No. 6—333 hitter
- No. 7—333 hitter
- No. 8—250 hitter
- No. 9—200 hitter

Team B (Reds)—Visitors
- No. 1—333 hitter
- No. 2—333 hitter
- No. 3—333 hitter
- No. 4—500 hitter
- No. 5—400 hitter
- No. 6—250 hitter
- No. 7—333 hitter
- No. 8—250 hitter
- No. 9—200 hitter

The pinch hitters are put in the pinch hitter holes in the line up.

Team A (Blues) go to the field, manager takes over pitching duties, team B (Reds) are at bat, manager takes first man in line-up a "333" hitter and places him at bat at home plate in appropriate hole, manager of Reds takes over batting duties as outlined on batter dial or disk, Blues manager decides (secretly) his first pitch will be a fast ball, he turns dial to fast ball, manager Reds decides he will take fast or curve ball, he sets dial, both managers expose selections, the pitcher incident is "Pitcher throws fast ball—batter takes fast or curve ball." This is pitcher incident No. 1 on chart in Figure 6. Turn the multicolor dial **36** until the stationary arrow **46** coincides with the arrow at No. 1. Spin the spinner **40**. It stops in one of the six designated sectors, by looking by a "333" hitter peep hole, we find the number 1, by referring to the result chart, we find 1 is a strike. The strike indicator is moved to strike one and continue play to this "333" hitter. This time the pitcher selects a ball, he sets dial, batter desides to "Swing curve ball," he makes selection, on exposure the pitcher incident is "Pitcher throws ball," "Batter swings curve ball" or pitcher incident No. 11, the turnable multicolor dial is moved so that stationary dial coincides with 11, now spin the arrow or spinner **40**, the latter stops in the "333" sector that exposes the number 3. By looking on the result chart (Fig. 5) we find that number 3 is "Foul out," "Batter out." The hitter is removed from home plate and put back in his line-up hole, the "Out" indicator is moved to show "One" out. The number 2 man, a "333" hitter, is brought to bat, pitcher throws fast ball, batter swings fast ball, this is pitcher incident number 7, as imprinted on board, so move dial as before to number 7, and spin spinner, the spinner stops in "333" sector that exposes number 9, the result chart shows this as a "Two base hit," the batter is moved to first, then is stationed at second bae. The third man in line up a "333" hitter come to bat, pitcher throws curve ball, batter bunts fast or curve ball, this is pitcher incident number 4, stationary dial is lined up with number 4, as imprinted on board and spinner revolved, spinner stops in "333" sector that exposes number 3, by referring to result chart, we find that this is "Foul out," no advance of runners, runner on second remains there, two are out, "Out" indicator is moved to show two men are out, batter is returned to place in line-up. The fourth man in line up, a "500" hitter, comes to bat, pitcher throws curve ball, batter swings curve ball, this is pitcher incident number 8, move stationary dial to coincide with number and spin spinner, spinner stops in "500" sector that exposes the number 9, the result chart shows this to be "Two base hit," the batter is placed on first, then is stationed at second, the runner on second goes to third, then home, the score board is marked to show "One" run. The next batter is a "400" hitter, pitcher throws ball and the batter swings fast ball, this is pitcher incident number 11, dial is set to coincide with number 11 and arrow is spun, this time the spinner stops in the "400" sector exposing the number 17, the result chart shows this to be "Long fly—out." All men are replaced in their proper places in the line-up, and the number 6 batter, a "250" hitter, is removed from the regular line-up position and placed in the "On deck" circle to indicate he is first batter when his team returns to bat. The score at this point is Reds—1, Blues—0.

Team B (Reds) to the field, Team A (Blues) come to bat.

Team A manager puts his first man a "333" hitter in position to bat. Pitcher throws ball, batter swings fast ball, this is pitcher-batter incident number 11, dial is set to 11 and arrow is spun, it stops in "333" sector, the number 3, the result chart shows this to be a "Foul out" batter out, he is replaced in line-up. The second man in line-up is brought to bat, a "333" hitter. Pitcher throws fast ball and the batter bunts fast or the pitcher-batter incident is number 4, the dial is set to coincide with number 4 and arrow is spun, it stops in "333" sector exposing the number 12, the result chart shows this to be a "Bunt hit," player is placed on first base. The third man a "400" hitter comes to bat. Pitcher throws fast ball and batter swings fast ball, this is pitcher incident number 7, dial is moved and arrow spun, it stops in "400" sector exposing the number 11, the result chart shows this to be "Home run," the man on first scores, the batter scores, the score board registers 2 runs for the Blues. Only one man is out and the next batter is a "500" hitter. Pitcher throws ball, batter swings fast ball, this is pitcher-batter incident number 11, dial is turned to coincide with number 11, and arrow is spun it stops in "500" sector that exposes the number 24, the result chart shows "Batter interferes with catcher," batter "Out." The number 5 hitter a "250" man comes to bat. Pitcher throws ball, batter swings fast ball, this is pitcher-batter incident number 11. The turnable dial is moved to coincide with number 11 and the arrow is spun, it stops at "250" sector that exposes the number 5, the result chart shows this to be a "Strike out." (This situation is true in a number of cases, where a man will be declared to be a strike out victim on one pitcher incident, this is to speed the game.) Since this is the third out, the man at bat is replaced in his proper batting hole in line-up and the number 6 hitter, a "333" man, is placed in the "On deck" circle to indicate he is first batter in next inning. A full inning has been played and the score is Team B (Red) 1—Team A (Blues) 2. The game continues in this manner until 9 innings have been played.

Anyone with the actual knowledge of playing baseball, after studying the drawings, the description, and all herein the described features and phases, will fully comprehend the same and will be able to appreciate the novel aspects thereof.

From the foregoing, the construction and operation of the device will be readily understood and further explanation is believed to be unnecessary. However, since numerous modifications and changes will readily occur to those skilled in the art, it is not desired to limit the

invention to the exact construction shown and described, and accordingly, all suitable modifications and equivalents may be resorted to, falling within the scope of the appended claims.

What is claimed as new is as follows:

1. A table-type baseball game wherein the performance and resultful effectiveness of each player, while batting, is predicated on and proportional to his known batting average comprising: a game board, a baseball diamond delineated for use on the surface of said game board, a plurality of manually maneuverable playing pieces representing the aforementioned players and sufficient in number to provide at least two full opposing teams, the players of one team being markedly different from the players of the other team to differentiate the players of the home team from those of the visiting team, each player carrying a permanently displayed number, 200, 250 or 400, for example, indicative of his known batting average, sequentially numbered lineup boxes provided on the surface of said board and having spaces for placement of the players of the respective teams, concealable pitcher-batter incident stations cooperable with said baseball diamond and players and usable by the participants, one of said stations being usable by the participant "pitcher" and having selectively and separately exposable legends such as "Fast ball," "Curve ball" and "Deliberate ball," the other station being simultaneously usable by the participant "batter" and having prescribed legends such as "Takes fast ball," "Bunts curve ball," "Swings deliberate ball" and so on also selectively and separately exposable, said stations being thus adapted to be utilized in such a way that the ability of the "batter" to correctly guess the kind of pitch being delivered by the "pitcher" increases the expectancy of a favorable play result for the "batter," and vice versa, if the "pitcher" outwits the "batter," the legend selected by the "pitcher" and legend selected by the "batter" serving, when they are both brought to light, to define the combined incident, for example, "Pitcher throws a fast ball—batter bunts fast ball," a pitcher-batter incident chart having corresponding combined incidents thereon, for example, "Pitcher throws fast ball—batter bunts fast ball," each incident having a key number, 4 for example, dialing means including a stationary statistical data dial made up of rated numbers based on known batting averages or percentage statistics, key numbers corresponding to like key numbers on said pitcher-batter incident chart arranged around the margin of said stationary dial, a manually rotatable percentage finder dial mounted for rotation on and above said stationary data dial and having peepholes therein registrable with said rated numbers and also having a fixed indicating arrow registrable with the marginal key numbers and serving to direct the "batter" to an intended self-explanatory directive on a final tell-tale chart.

2. The structure defined in claim 1, wherein each pitcher-batter incident station comprises a rotary disk carrying the stated legends, and a shield for said disk, said shield having a restricted window with which the selected legends are individually registered.

3. The structure defined in claim 1, wherein said rotatable dial is provided with concentric bands each indicative of a given batting average, for example, a 200 band, a 250 and a 400 band and so, each band having one of the circumferentially spaced peepholes therein for confined cooperation therewith and to assist in spotting the rated numbers.

4. The structure defined in claim 3, wherein said rotatable dial is divided by radial lines into separate sectors each having a radial line of peepholes for each sector, and a spinner mounted for independent rotation at the center of the indeterminately rotatable dial and cooperable with a single sector as a result of each spin of the spinner.

5. The structure defined in claim 4, and wherein the sequentially numbered spaces of the respective lineup boxes are provided with readily attachable and detachable hold-down and anchoring devices, said players being each provided with means for detachable connection with its particular hold-down device.

6. The structure defined in claim 1 and the combination therewith of a final tell-tale chart provided with forty, more or less, self-explanatory directives, for example, "1, Strike," "2, Ball," "3, Foul out" and so forth, which singly, or collectively, and as the case may be, decide the required step-by-step handling of each batter.

7. The structure defined in claim 1, wherein each lineup box embodies the usual nine spaces for the regular players, pitcher, catcher, first baseman, and so on, and also includes an extra space for at least one extra man identified as a pinch hitter, each regular player carrying the aforementioned permanently displayed batting average number, said pinch hitter having two such designations; namely, a 400 average for the first time at bat and a 200 average which is applicable to him for each time he comes to bat after said first time.

8. The structure defined in claim 7, and wherein each player is provided with means cooperable with the space allotted thereto for detachably mounting the player in his elected space, the players and the spaces being standardized and interchangeable so that the participants in the game may shift and change the batting order from time-to-time in relation to batting averages and may also insert the pinch hitter either at his high average or low average at some crucial or other stage in the game, whereby to employ this "juggling" of the lineup and players, just as is done in a real baseball game, and for purposes of achieving favorable results which might not otherwise be attainable without having this changeable power hitting feature.

9. A table-type baseball game wherein the performance and resultful effectiveness of each player, while batting, is predicated on and proportional to his known batting average comprising: a game board, a baseball diamond delineated for use on the surface of said game board, a plurality of manually maneuverable playing pieces representing the aforementioned players and sufficient in number to provide at least two full opposing teams, the players of one team being markedly different from the players of the other team to differentiate the players of the home team from those of the visiting team, each player carrying a permanently displayed number 200, 250 or 400, for example, indicative of his known batting average, sequentially numbered lineup boxes provided on the surface of said board and having spaces for placement of the players of the respective teams, concealable pitcher-batter incident stations mounted at the respective ends of said board and cooperable with said baseball diamond and players and simultaneously usable by the participants, each station having a rotatably mounted disk provided with selective self-explanatory inscriptions for the pitcher such as "Ball," "Fast ball" and "Curve ball" and distinguishable selective inscriptions for the batter such as "Takes fast ball," "Bunts curve ball," "Swings deliberate ball" and so on, said stations being thus adapted to be utilized in such a way that the ability of the "batter" to correctly guess the kind of pitch being delivered by the "pitcher" increases for him the expectancy of a favorable play result, and vice versa if the "pitcher" outwits the "batter," the inscription selected by the "pitcher" and inscription selected by the "batter" serving, when they are collectively brought to light, to define the combined pitcher-batter incident, for example, "Pitcher throws a fast ball—batter bunts fast ball," a pitcher-batter incident chart having corresponding combined incidents displayed thereon, for example, "Pitcher throws fast ball—batter bunts fast ball," and each incident having a complemental identifying key number, 4, for example, dialing means including a stationary statistical

data dial made up of rated numbers based on known batting averages, key numbers corresponding to like key numbers on said pitcher-batter incident chart and arranged around the margin of said stationary dial, a manually rotatable percentage finder dial mounted for rotation on and about said stationary data dial and having openings registrable with said rated numbers and also having a fixed indicating arrow registrable with the marginal key members and intended to direct the attention of the "batter" to a self-explanatory predetermined directive on a final tell-tale chart, for example, "Hit—runners advance one base."

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