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A. MEYER

BASE BALL GAME

Original Filed May 8, 1926

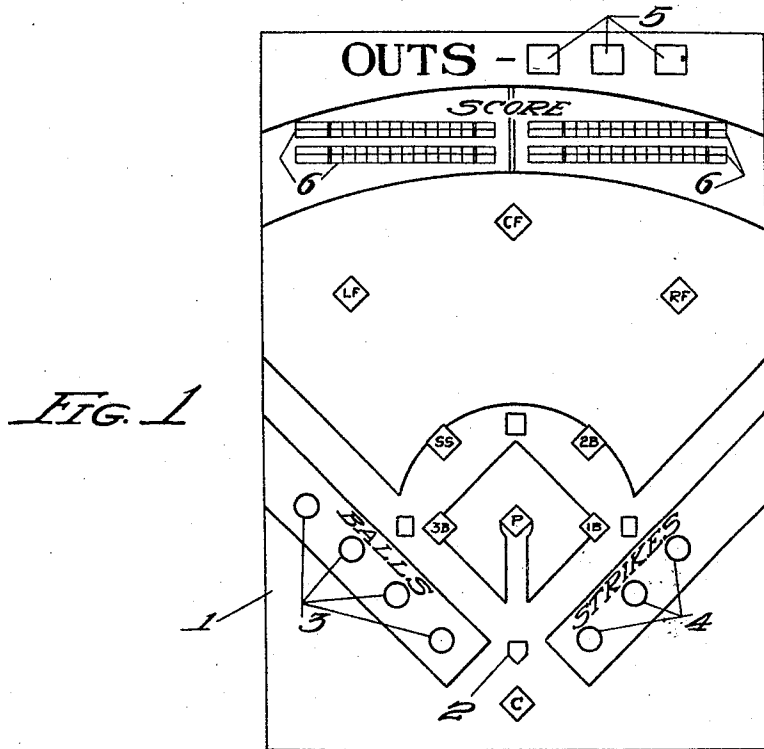
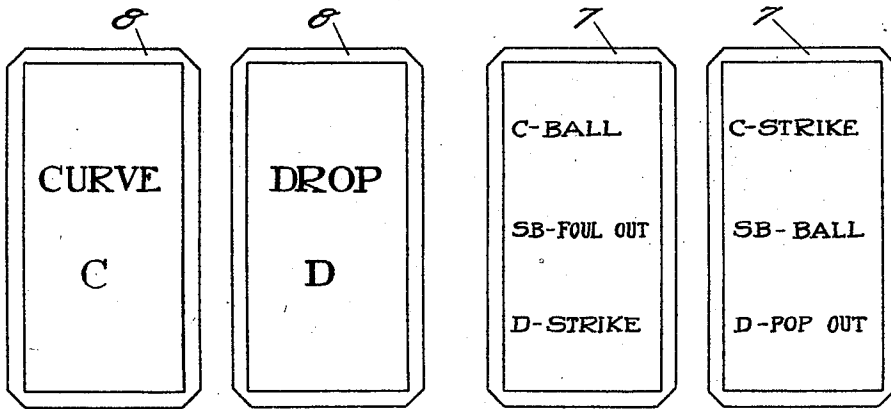


FIG. 2

FIG. 3.

FIG. 4

Fig. 5



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FIG. 6

FIG. 7

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BASEBALL GAME.

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This invention relates to improvements in games for amusement and more particularly to what may be termed a parlor base ball game. With the foregoing and other objects in view the invention consists in the combination and arrangement of parts to be hereinafter fully described, pointed out in the appended claim and illustrated in the accompanying drawing which forms a part of this application and in which—

Fig. 1 is a plan view of the game board employed.

Figs. 2 to 7 inclusive are face views of some of the playing cards employed.

Like reference characters denote corresponding parts through the several views.

This game is to be played by two people who represent the competing base ball teams, one person takes the place of the "outs" and the other player that of the "ins". The game is played upon a game board that is marked or painted to denote a base ball playing field and score board combined, the men on bases being denoted by cardboard or wooden markers similar to the conventional checker or chip and the movements, hits, outs, and the like, of the men being indicated by directions printed on the faces of the specially designed playing cards, a pack of which is provided for each player and a pack of "steal" cards for optional use by the party representing the "ins", all in a manner to be set forth.

The board 1 is of oblong shape, and may or may not be made to fold along a transverse center line for convenience, and upon the face thereof is a representation of a base ball playing field which comprises the base ball diamond wherein are the bases denoted by "1B" for first base, "2B" for second base, "3B" for third base and 2 denoting the home plate. The pitcher's box is denoted by the space at "P", the catcher at "C", short stop at "SS", left fielder, center fielder and right fielder at spaces denoted respectively by "LF", "CF", and "RF".

Spaces, four in number, are provided on the board for marking the "balls" and are denoted by the numeral 3, spaces 4, three in number for the "strikes", spaces 5, three in number for the "outs" and spaces 6 for the score made by each side during any inning.

Two packs of playing cards comprising twenty-five cards each are provided and a third pack of ten cards. One of the larger packs is used by the player representing the "ins" and is known as "up-to-bat" cards which

phrase is printed upon the back of each, these cards being denoted by the numeral 7, only two of these cards being illustrated and comprising Figs. 4 and 5 of the drawing. Upon the face of each card 7 appears an abbreviation "C" followed by a hyphen and by a command or indicated action to the batter at the plate. The abbreviation "C" stands for "curve". Centrally of each card 7 is printed an abbreviation "SB" for "straight ball", then a hyphen and a command or indicated action of the batter at the plate. Upon each card 7 is a third abbreviation "D" for "drop" and thereafter hyphen and a command to the batter.

Six of the cards 7 carry the command "Ball" after the abbreviation "C"; three of the cards 7 carry the command "Foul ball"; one carries the command "Sacrifice"; two carry the command "Single"; one carries the command "Hit by pitcher, take base"; three carry the command "Foul out"; one carries the command "Wild pitch, runners advance one base"; four carry the command "Strike"; two carry the command "Double"; one carries the command "Triple"; one carries the command "Double play, runner on farthest base and batter put out"; and one carries the command "Fly out".

Ten of the cards 7, after the abbreviation "SB" carry the command "Ball"; one carries the command "Sacrifice"; two carry the command "Out at first"; three carry the command "Fly out"; five carry the command "Strike"; one carries the command "Foul out"; one carries the command "Foul ball"; one carries the command "Single"; one carries the command "Double play, batter and runner on farthest base put out"; and one carries the command "Home run".

Three of the cards 7, after the abbreviation "D" carry the command "Foul ball"; one carries the command "Passed ball, runners advance one base"; one carries the command "Out at first"; two carry the command "Single"; eight carry the command "Strike"; six carry the command "Ball"; two carry the command "Fly out"; one carries the command "Sacrifice"; one carries the command "Double"; and one carries the command "Double play, batter and runner on farthest base put out".

The other pack of 25 cards 8 have the word "Pitching" printed upon their backs, and upon their faces ten of them have the word "curve" and therebelow the abbreviation "C";

nine of them have the word "Drop" and therebelow the abbreviation "D"; and six of them have the words "Straight ball" and therebelow the abbreviation "SB".

5 The pack of ten small cards has the word "Steal" printed upon the backs; five of them have the word "Safe" printed upon the face, and five have the word "Out".

10 In play, the two packs of 25 cards each are individually shuffled thoroughly. The player holding the cards 8, face down, turns the top card of the pack face up and this exposes the word "Drop", it is assumed; the player holding the pack of cards 7 now turns one of
15 them up and his marker at the home plate is governed by the word appearing after the abbreviation "D" thereon; this word may be the word or command "Strike" which indicates that the batter has one strike against
20 him and this strike is promptly marked in a strike space 4, Fig. 1. The players now alternate in turning over one card of their packs. Assuming the next card 8 turned over reads "Curve" a card 7 is turned which may read,
25 after abbreviation C, "Strike". Two strikes are now against the batter, which are recorded. The third card 8 may read "Straight ball" and when the next card 7 is turned over the command after the abbreviation "SB" is
30 found to be "Ball".

35 In this manner the game proceeds. When a batter has three strikes against him one "Out" is marked in a space 5 and all runs are marked in the spaces 6 of which sufficient
40 are provided for both players. When three outs are scored against the "ins" the players change packs and play is resumed. Each time three outs are scored one half inning has been played. All base ball rules are followed and consequently nine innings constitute a game unless a tie results and in this
45 event the tie is played off in extra innings.

In the event of a home run the batter scores and all men then on base score with him. In
45 the case of a triple the batter gets a three base hit and all men on bases score. In a double

the batter gets a two base hit and men on base advance two bases. In a single the batter gets a one base hit and the runners advance one base. A foul ball counts as a strike unless the batter is already under two strikes. Batter takes his base on four balls. If batter is hit by a pitched ball he takes first base. In case of a sacrifice the batter is out and all runners on base advance one base. If batter
55 is out at first base no base runners advance unless a runner was then on first.

At any time the "ins" have a man on base they may chose to attempt a steal. The "in" player then turns over one steal card and if
60 this card indicates "safe" the man on base is advanced one base; if the steal card indicates "out" the runner is out.

What is claimed is:—

65 In a base ball game, a game board representing a base ball playing field comprising the diamond and score spaces, certain of said score spaces being located adjacent the home plate and receiving indicia denoting the individual plays as made, the remaining score
70 spaces being located in the outfield and receiving indicia denoting the cumulative results of the indicia of the home plate score spaces, markers adapted for movement over the diamond, playing cards comprising separate
75 packs, the cards of said packs having inscriptions on their faces, the cards of two of said packs being adapted to be turned face up, one card at a time, alternately; the inscriptions upon the exposed faces of the cards
80 of one pack being readable through reference to the exposed faces of the other pack, and a third pack of cards adapted for optional play by one of the contending parties to the game, the exposed card inscriptions determining
85 the movements of the markers over the board and the score indicia, substantially as set forth.

In testimony that I claim the foregoing as my own I have hereto affixed my signature.

ALBERT MEYER.