

A. J. KRUMEICH.
 GAME APPARATUS.
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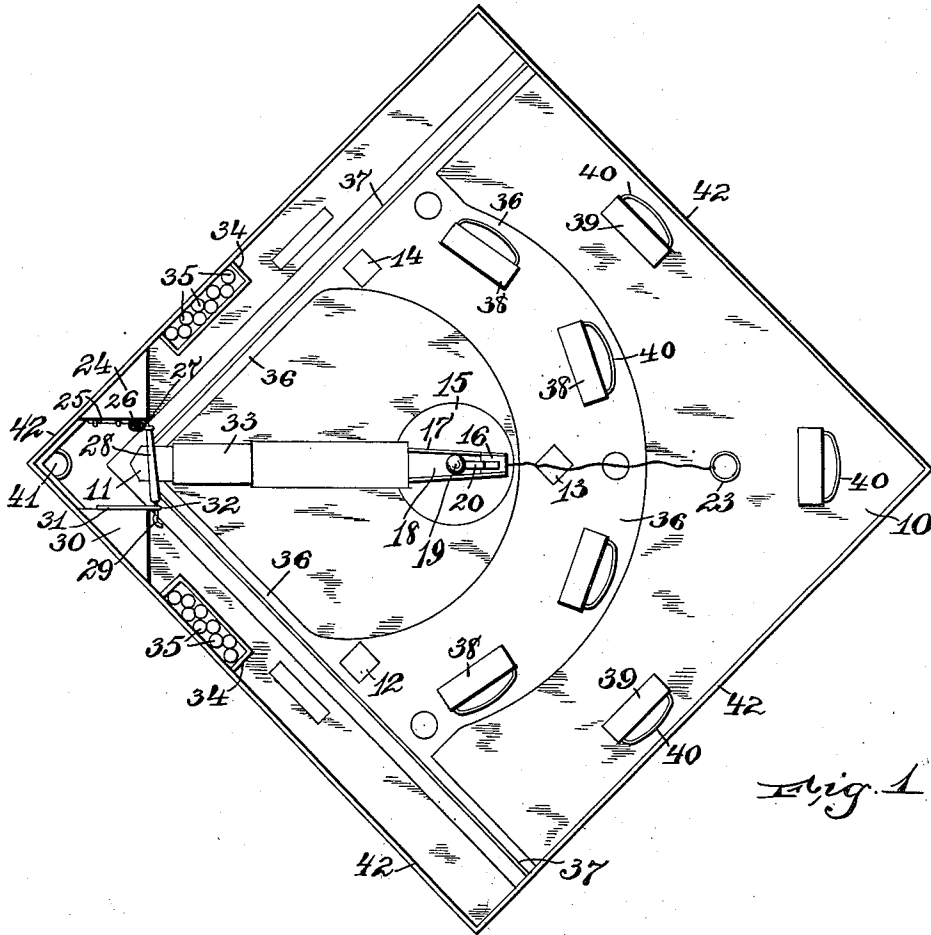


Fig. 1

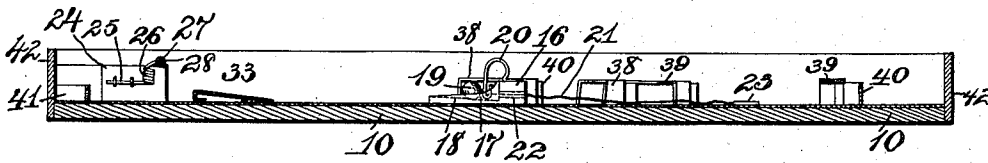


Fig. 2

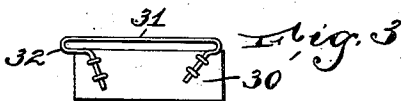


Fig. 3

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GAME APPARATUS.

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To all whom it may concern:

Be it known that I, ANTHONY J. KRUMEICH, a citizen of the United States, residing at Newark, in the county of Essex and State of New Jersey, have invented certain new and useful Improvements in Game Apparatus; and I do hereby declare the following to be a full, clear, and exact description of the invention, such as will enable others skilled in the art to which it appertains to make and use the same, reference being had to the accompanying drawing and to figures of reference marked thereon, which form a part of this specification.

This invention relates to a game and is designed to provide a game that can be played by opposing players, one assuming the duties of a pitcher, through a manually operated mechanical contrivance, to propel a ball which can be in turn struck by his opponent through the medium of a manually operated snapping device. The snapping device is adapted to send the ball to different points on the board, and I have provided pockets at separated points, these pockets being preferably placed in the positions occupied by the infield and outfield players in a base-ball game. I have also devised a base path which connects the different stations, that is, connects first, second and third base and the home plate, the stations in the base path being used to regulate the progress of counters or "players," the base path forming a limit for the identification of hits of more value.

The invention is illustrated in the accompanying drawing, in which—

Figure 1 is a plan of the game board. Fig. 2 is a central section of the same, and Fig. 3 is a detail of a guide for the bat or snapping device.

The playing board 10 is preferably square so that its opposite corners can be used as the ends of a diamond, the board being printed or otherwise suitably marked to represent a base-ball field on which are located the home plate 11, first base 12, second base 13 and third base 14. In a place corresponding to the pitcher's box of a base-ball field is a manually operated propelling device consisting of a block 16 with forwardly projecting flanges 17 which form a chute with a backwardly and downwardly inclined bottom 18 on which rests the ball 19 which is used as a projectile or ball in the game.

Mounted on the block 16 is a spring 20 to which is attached a cord or similar strand 21 which passes through the perforation 22 in the block and is fastened at one end to the spring, and has on its other end a handle 23. Flanking the home plate are the blocks 24 and 30, and to one block 24 is fastened a wire 25 which is twisted into a coil 26 and then extends across in the form of a spring-arm 27 which can be covered as at 28 so that it resembles a bat, and terminates at its end into a hook 29, the bat thus being elevated above the board. To the block 30 is fastened a wire bent into a strand 31 parallel with and slightly above the surface of the block so that it forms a keeper, the front end 32 of which acts as a stop to limit the forward movement of the snapping device in the form of a bat 28. In front of the snapping device and between the propelling device and the snapping device is an inclined plate 33. I arrange suitably disposed receptacles 34 which are adapted to hold the counters 35, which counters are in turn used by the opposing players to represent the progress of men on the bases.

The outfield and infield spaces are printed or colored so that they are a different shade from the color of the base path 36, the preferred colors being green for the outfield and infield, and a brown or buff for the base path 36 which extends from the home plate around all the bases, being widened from first to third base, and being provided, on the straight portions from the home plate to first and third base, with foul lines 37. Within the base path 36 but outside of the line of the stations 12, 13 and 14, are the pockets 38 approximately placed at the points occupied by players at infield positions, that is, first base, second base, short-stop and third base are represented by pockets. Similar pockets 39 are placed to represent right field, center field and left field, and are approximately in the place of these outfield players. Each pocket preferably consists of an arch made of pasteboard which is open at the front and back but has closed sides which act to support the arch, the back of the arch being formed of pliable material forming a stop 40, these stops being preferably made of canvas strips so as to deaden the impact of the ball when it comes into a pocket, and also permitting the ball to be easily pushed from the back and ejected

from the pocket. In rear of the snapping device and between the two blocks 24 and 30 is a cup 41 which acts as a catcher and is used under certain conditions, as will be explained hereinafter. Around the board 10 I place a marginal flange 42 which can be marked to have the appearance of a fence around a ball field.

The game is played by one player taking the position of the pitcher, and his opponent taking the position of the batter. One player grasps the handle 23 and when the ball is in the position shown in Figs. 1 and 2, the ball is propelled toward the bat or the snapping device and the speed at which it travels must be judged by the person operating the snapping device so as to meet the ball at the proper time to send it over the board to make a hit of some value. The speed at which the ball travels also regulates the height the ball will have when it is engaged by the snapping device, since the plate 33 is inclined, and it might be possible for a ball to go over the plate and drop under the bat, if the snapping device is released too late to permit it to engage the ball. In this way it becomes largely a matter of skill and of watching and divining the intentions of the opponent. As a player proceeds he marks his progress with the counters 35, placing them on the stations 12, 13 and 14 or on the home plate, as he makes his progress in the game. For instance, in playing the game the following rules might be used. Three strikes or three foul strikes puts the batter out. A line drive or a fly in any pocket puts the batter out. A ground ball in the infield or a foul fly in the catcher's cup 41 also puts the batter out. A one-base hit, or single, as it is known, is a safe hit between or over the infield pockets, even if it afterward enters an outfield pocket. A two-base hit or double is a line drive or fly ball making its first bounce beyond the infield dirt line, that is, beyond the line forming the boundary between the base path 36 and the outfield. A three-base hit is a line drive or a fly ball hitting the fence or marginal flange 42 with only one bounce on the ground. A home run is any safe hit that goes over the fence. Double play is a ground ball, line drive or fly ball hit into short-stop or second base pockets with first base occupied. Triple play is a line drive into first base pocket with first and second bases occupied.

It will be understood that the rules may be altered and the above or similar suggestions used as to playing the game, but the above rules are the preferred ones.

The device is cheap and the game is so constructed that it is not merely a matter of chance, but it is the skill of the opponents playing the pitcher and catcher that must be considered.

Having thus described my invention, what I claim is:—

1. A game apparatus comprising a board to represent a base-ball field, stations to represent first base, second base, third base and home plate, a base path connecting the stations, pockets to represent the infield and outfield players in their playing positions, a manually operated propelling device in the pitcher's position, a spring-actuated, manually operated snapping device at the home plate, the snapping device being elevated from the plane of the board, an inclined plate in front of the snapping device, counters to be used on the stations, and a ball of a size to be used in the snapping device and in the pockets.

2. A game apparatus comprising a board to represent a base-ball field, stations to represent first base, second base, third base and home plate, a base path connecting the stations, pockets to represent the infield and outfield players in their playing positions, a manually operated propelling device in the pitcher's position, a spring-actuated, manually operated snapping device at the home plate, the snapping device being elevated from the plane of the board, an inclined plate in front of the snapping device, counters to be used on the stations, a ball of a size to be used in the snapping device and in the pockets, and a cup behind the snapping device and approximately at the catcher's station.

3. A game apparatus comprising a board having a marginal flange to form a boundary, the board being marked to represent a base-ball field, stations to represent first base, second base, third base and home plate, blocks flanking the home plate, a snapping device mounted on the blocks and being elevated from the board, the snapping device having a spring arm to represent a bat, an inclined plate in front of the home plate, a chute in the pitcher's box, a spring in the chute, means for tripping the spring, a ball adapted to be placed in the chute and to be propelled by the spring, pockets disposed to represent the infield and outfield players, each pocket comprising an arch with an open front and a back on each pocket of pliable material, and counters for use on the stations.

4. A game apparatus comprising a board having a marginal flange to form a boundary, the board being marked to represent a base-ball field, stations to represent first base, second base, third base and home plate, blocks flanking the home plate, a snapping device mounted on the blocks and being elevated from the board, the snapping device having a spring arm to represent a bat, an inclined plate in front of the home plate, a chute in the pitcher's box, a spring in the chute, means for tripping the spring, a

ball adapted to be placed in the chute and to be propelled by the spring, pockets disposed to represent the infield and outfield players, each pocket comprising an arch with an
5 open front and a back on each pocket of pliable material, counters for use on the stations, and a cup in rear of the snapping device and between the blocks.

10 5. A game apparatus comprising a board marked to resemble a base-ball field, pockets resting on the board in the fielders' po-

sitions, each pocket consisting of an arch with an open front, and a back on each pocket, the back being made of pliable material.

In testimony that I claim the foregoing, I hereunto set my hand this 31st day of October, 1912.

ANTHONY J. KRUMEICH.

Witnesses:

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