Sept. 30, 1941. J. O. TICE 2,257,518

SCOREBOARD

Filed April 10, 1940

Fig. 1.

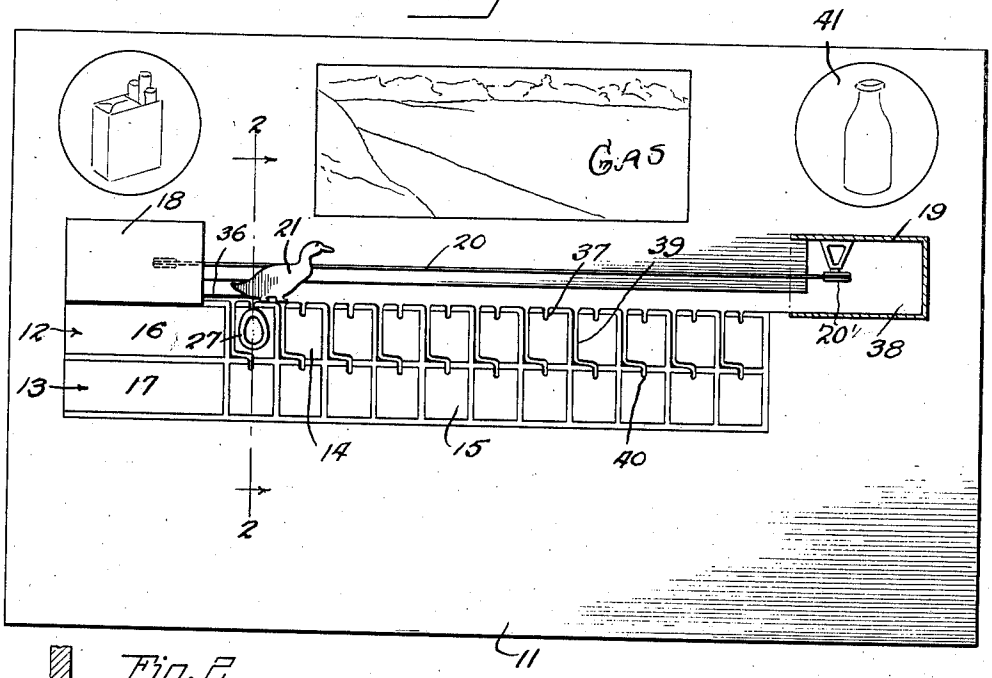


Fig. 2.

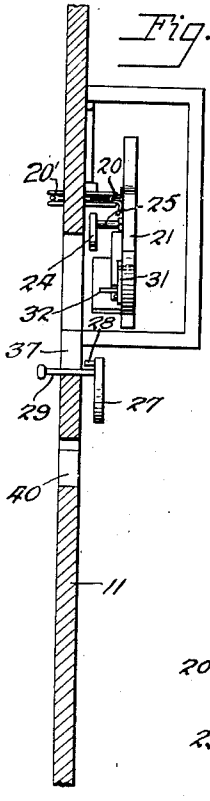
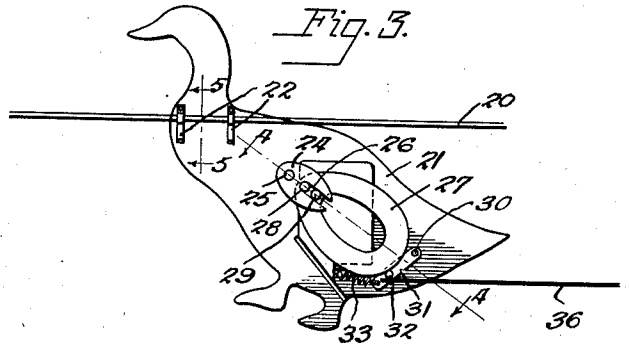


Fig. 3.



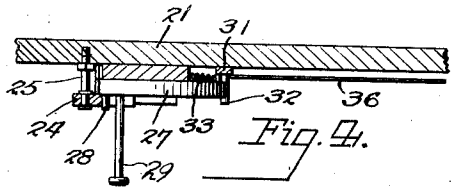


Fig. 4.

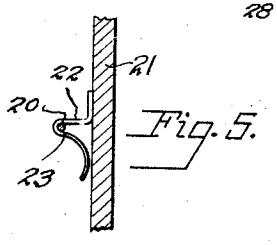


Fig. 5.

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SCOREBOARD

James Olin Tice, Columbia, S. C.

Application April 10, 1940, Serial No. 329,002

8 Claims. (Cl. 116—120)

The invention comprises a score board and markers for the score board to indicate the score at any given period of the game.

The invention finds application in score boards for games and athletic contests of various kinds and is especially adapted to baseball games and score boards used at baseball games. Accordingly the preferred embodiment of the invention is shown as applied to score boards for keeping the score of baseball games.

In baseball games, as is well known, the periods of play are divided into innings during which innings each team has an opportunity to score runs. The score boards conventionally used at baseball games have spaces indicative of the several innings, usually arranged in two rows, the respective rows being employed to indicate the score made by the respective teams during the several innings played. It is common practice to place a digit on such a score board in the place indicative of the inning and of the team which made the score. Thus the number of runs made by a given team in a given inning are indicated by a corresponding digit placed in the space for that team indicative of that inning.

The purpose of my invention is to add to a score recording board an element which characterizes the nature of the score made by the team in any given inning. For example, and as illustrated in the embodiment shown, if a team has failed to score in a given inning the indication made at the space indicative of that inning for that team is a zero which is frequently colloquially referred to as a "goose egg."

Using this situation as an example, the purpose of my invention is to supply the character of a goose which can be transported along the score board in view of the spectators, and which will carry with it a digit member representing a zero, or a "goose egg," hidden until the goose is opposite the space indicative of the particular inning, at which point the goose will release the zero and lay the egg in the space indicative of that inning.

The device of my invention will add humor to the game and will attract attention to the score board accordingly. It is common practice to use a score board at a baseball game, as well as at other contests, for advertising purposes. The value of my invention lies in this, that the attention of the spectators will be more readily attracted to the score board and to the advertising displayed thereon.

This being the nature of my invention as explained in general terms, attention is now directed to the drawing in which:

Figure 1 is a front elevation of the invention;

Figure 2 is a cross-sectional elevation through the board taken on line 2—2 of Figure 1;

Figure 3 is a rear elevation of the character as attached to the conveyor;

Figure 4 is a cross-sectional elevation taken on line 4—4 of Figure 3; and

Figure 5 is a cross-sectional view on line 5—5 of Figure 3 showing a detail of one element of the invention.

As illustrated in Figure 1 the invention comprises a board 11 set upright at the site of the game. In the instant case the board 11 is similar to what is conventionally seen at baseball games and comprises two rows 12 and 13 of score indicating spaces, each space 14 and 15 representing an inning and the respective spaces 14 and 15 indicating the score of the opposing teams, the names of which are presented in the spaces 16 and 17. At each end of the score board at 18 and 19 there is a housing arranged in front of an opening in the score board, each housing being open at its end facing the other housing.

Between the housings 18 and 19 there is provided the endless conveyor 20 in the embodiment shown comprising a strand which travels through the openings in the housings and score board and over the sheaves 20' across the face and back of the score board. The conveyor is manually manipulated to carry a traveler or character member 21 along the line of spaces 14 and 15 and to bring it above and in registry with any of said spaces. A score recording attendant is positioned in rear of the score board or in one of the housings 18 or 19, preferably in the housing 18, or one or more attendants may be positioned in each of the housings 18 and 19, hidden from view of the spectators of the game. At the close of any period of the game, for example, in the case of a baseball game at the close of the inning of one or the other of the sides, an attendant attaches the desired digit member or score indicating element to the conveyor 20, the character member used being the proper one to indicate the score made by that team during its inning. He thereupon transports the character member, with the digit member attached thereto, across the score board by manually manipulating the conveyor 20. When the character member reaches a position opposite the particular space corresponding to the inning, the attendant releases the digit member from the character member by manual means to be de-

scribed more fully hereinafter, and the digit member is thereupon deposited in the proper space to provide a record of the score made during that inning.

In the present case, and for the purpose of illustration, the character member shown is in the form of a figure representing a goose, and it is equipped with attaching means 22, Figure 3, which grips the conveyor 20, and holds the character to a predetermined position along the endless conveyor 20. As more clearly illustrated in Figures 2 and 5, the attaching means used in the preferred practice of the invention comprises spring clips 22 which function to support the character on the conveyor 20 and in addition provide gripping surfaces 23 which clamp the character member to the conveyor and hold the character member at a predetermined position along the conveyor.

On the back of the character member is the swinging keeper member 24 pivoted to the character member at 25 and having the keeper notch 26. The member 27 is provided at its upper portion with spaced apart pins 28 and 29 arranged in the line of its major axis and which are adapted to engage the notch 26 to hold the digit member in axial alinement with the pivot 25. Pin 29 is a supporting pin designed to engage a notch 37 or notch 39 to suspend the digit member in an indicating space on the score board, while pin 28 serves as a detent or stop pin to hold the keeper and digit member from relative swinging or tilting movement when they are in engagement. Pivotally attached to the character member at 30 is a clamping member 31 carrying a pin 32 adapted to engage the lower portion of the digit member to hold the same pressed toward the keeper member with its pins 28 and 29 seated in the notch 26. See Figure 3. The spring 33 urges the member 31 to the left in Figure 3 to hold the member 31 normally in clamping position. The parts 24 and 21, as shown, are arranged to hold member 27 inclined in one direction or at an angle to the vertical. Retraction of the clamping member 31 releases the member 27 which is thereupon free to swing with member 24 to a vertical position to adapt it to drop by gravity into an indicating space.

The character member 21, with the digit member 27 attached thereto in the manner described, is now ready to be transported along the score board and along the rows of score indicating spaces 14 and 15 by manually manipulating the conveyor 20 in a manner as will appear clear. When the character member has arrived at the proper space indicative of the inning of the game during which the score was made, the draw string 36, which extends into the housing 18, is pulled manually by the attendant. This moves the latch or trippable clamping member 31 to the right in Figure 3 against the tension of the spring 33, and permits the keeper member 24 to swing to a vertical position on the pivot 25 under the weight of the digit member 27. The pins 28 and 29 will then be free to slide out of the notch 26 in the keeper member and permit the digit member to drop by gravity into supported position at the selected indicating space. At the top of each space 14 there is a notch 37 and when the digit member falls away from the character member the pin 29 falls into the notch 37. The pin 29 is elongated and projects through the score board 11, Figure 2, and is counterbalanced to counterweight the digit member as it hangs suspended from the notch 37. The character member 21 thereupon is transported in either direction along the board, preferably continuing in its original direction to the housing 19 at which point it passes through an aperture 38 to the rear of the board to be transported back to the housing 18 hidden behind the board during transit. A similar aperture 38 in the housing 18 enables the character member to be transported to the face side of the board ready for continued use.

The notches 37 support the digit member 27 to indicate the score made by the team recorded in space 16. Additional notches 39 are provided to direct the pin 29 past the upper space 14 and to the midpoint at 40 along the top of the space 15. In the instant embodiment shown the character member 21 represents a goose which is used to transport the digit member representing naught or zero and simulating in its appearance a goose egg. This digit member, for example, is used to indicate that the team failed to score or, to use the colloquial expression, has "laid an egg," the action of the goose character member in dropping the zero digit member simulating the action of a goose in laying an egg. The attendant in the housing 18 may be equiped with noise makers and sound devices also indicative of the nature of the score. To illustrate, in the case of the goose he could be equipped with a noise maker indicating the honk of a goose.

The combination of the character and the digit, the character being indicative of the score to be marked by the digit, adds a touch of humor to the game and to the score marking which attracts attention to the score board 11, and to the advertising matter 41 placed on the board.

Having described the invention in detail and presented a practical embodiment of the invention as practiced, the invention is not limited to the specific structure shown and described but its scope is determined by the scope of the accompanying claims.

What I claim is:

1. In a game score indicating apparatus, a score board having appropriately delineated score indicating spaces and supporting means at said spaces, a traveling character member, means for moving said character member to bring it in proximity to any of the score indicating spaces, a digit member adapted to be held upon and transported by the character member to a selected indicating space and to be released therefrom for deposit at said space and having supporting means for engagement with the supporting means at said space to hold it in display position, and means for holding the digit member on the character member for transportation thereby and releasing it therefrom for transfer to and engagement with the supporting means at the selected space.

2. In a game score indicating apparatus, a score board having appropriately delineated score indicating spaces and supporting means at said spaces, a traveling character member, means mounting said character member for travel to bring it in proximity to any of the indicating spaces, releasable holding means on the character member, a digit member adapted for engagement with said holding means to support it for travel with the character member and to be released therefrom when brought by the character member into register with a selected indicating space, said digit member being adapted when released to drop by gravity into said space and having supporting means to engage the sup-

porting means at the space to hold it in display position, and means for actuating the holding means to release the digit member.

3. In a game score indicating apparatus, a score board having a row of appropriately delineated score indicating spaces and supporting means at said spaces, a traveling character member, an endless conveyor for suporting and moving said character member to bring it in proximity to any of said indicating spaces, a digit member adapted to be held on and transported by said character member to a position to be dropped into a selected indicating space and provided with supporting means to engage the suporting means at the selected space and support the digit member therein for display, means on the character member for releasably holding the digit member thereon, and means for actuating said holding means to release the digit member.

4. In a game score indicating apparatus, a score board having a row of appropriately delineated score indicating spaces and means at each space for supporting a score indicating element for display, a score indicating element, a character member mounted for travel to bring it into registering position with any of the score indicating spaces, holding means on the character member comprising a keeper and a clamping member for holding the score indicating element in engagement with said keeper to adapt the score indicating element to be transported by the character member to a selected indicating space and then released for deposit in the space, and means for actuating said clamping member to release the indicating element and adapt it to drop and bring its supporting means into engagement with the supporting means at the selected space.

5. In a game score indicating apparatus, a score board having a row of appropriately delineated score indicating spaces, supporting means at said spaces, a character member, means for moving said character member to bring it in proximity to any of the score indicating spaces, a digit member adapted to be transported by the character member in a path parallel with the row of spaces to a selected indicating space and having supporting means for engagement with the supporting means in the selected space, and means comprising a keeper member for holding the digit member in position on the character member for transportation and releasing it for transfer to and engagement with the supporting means at the selected space.

6. In a game score indicating apparatus, a score board having a row of appropriately delineated score indicating spaces, supporting means at said spaces, a character member, means mounting said character member for travel to bring it in proximity to any of the indicating spaces, a keeper on the character member, a digit member adapted to be supported by the character member and transported thereby to any indicating space, said digit member having a supporting element for engagement with said keeper and with the supporting means at any indicating space, a clamp on the character member for holding the digit member in engagement with the keeper and adapted to be retracted to release the digit member for movement into a selected indicating space, said digit member being adapted when released to drop by gravity into said space, and means for retracting the clamping member.

7. In a game score indicating apparatus, a score board having a row of appropriately delineated score indicating spaces, a character member, means for supporting and moving said character member along said row so as to bring it into registry with any of said indicating spaces, a score indicator adapted to be transported by said character member to a selected indicating space and to be released therefrom so as to drop into said space, means on the character member for releasably holding the score indicator thereon, and means for actuating said holding means to release the score indicator.

8. In a game score indicating apparatus, a score board having a row of appropriately delineated score indicating spaces, a character member mounted for travel in a path above and along said row so as to bring it into position above any of the score indicating spaces, a score indicator adapted to be transported by said character member to a selected indicating space and to be released therefrom so as to drop into said space, holding means on the character member comprising a keeper and a clamping member for holding the score indicator in engagement with said keeper to adapt the score indicator to be transported by the character member to a selected indicating space and in position to drop into said space, and means for actuating said clamping member to release the score indicator.

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