

(No Model.)

W. F. KELLY.

GAME BOARD.

No. 370,628.

Patented Sept. 27, 1887.

Fig. 1.

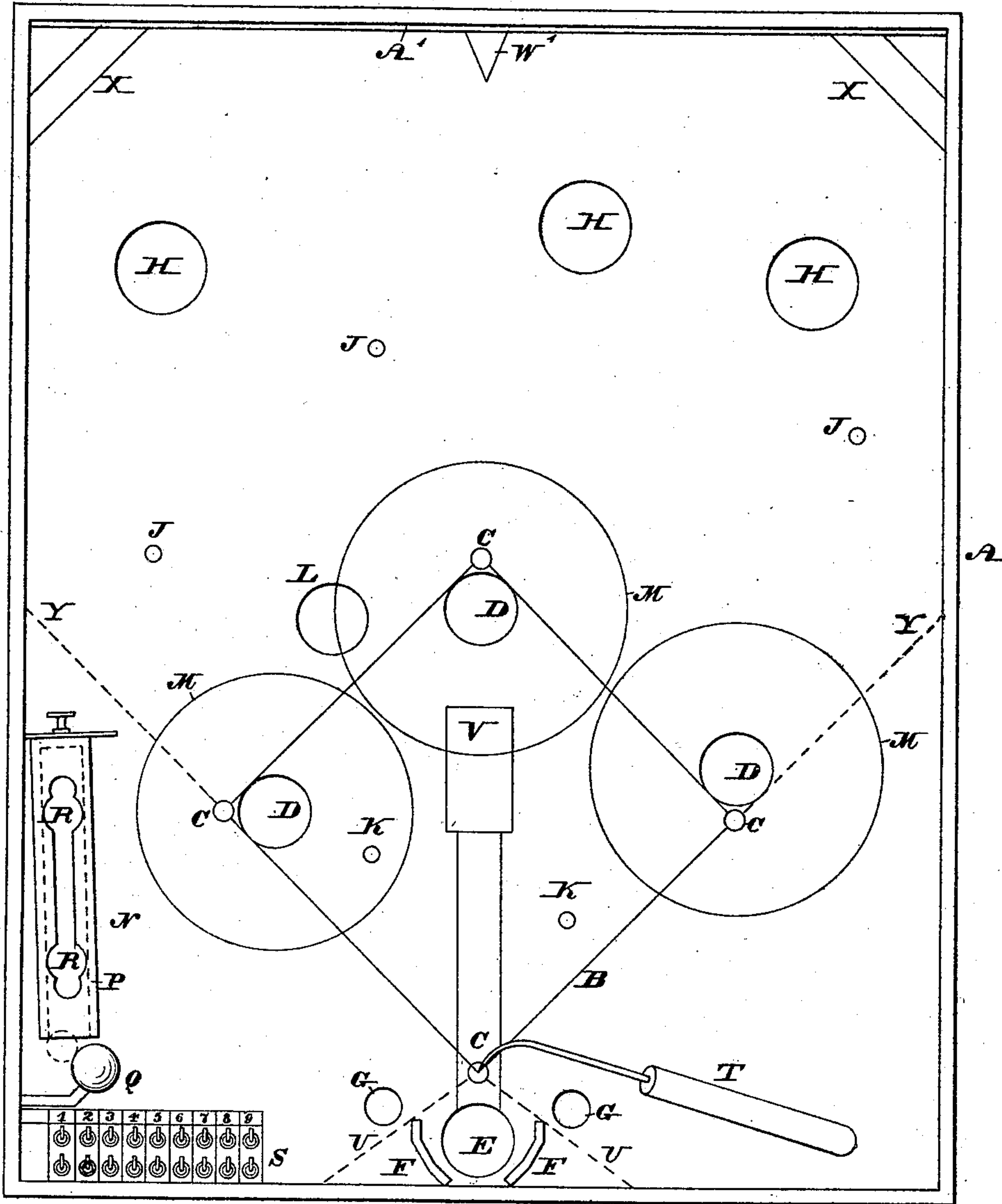
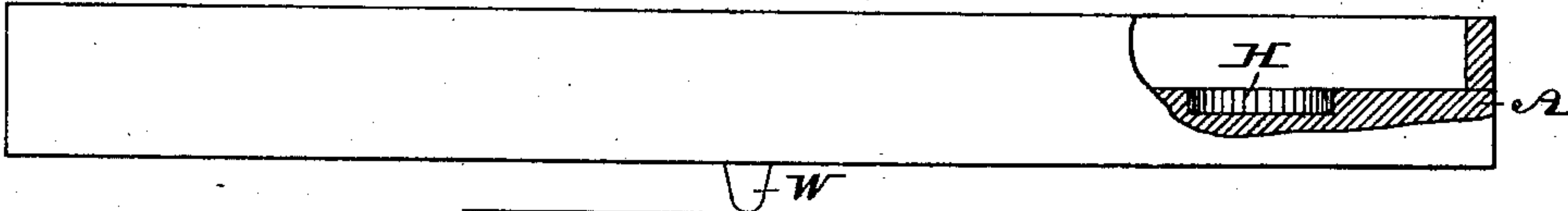


Fig. 2.



WITNESSES:

Th. Rolfe
Jas. F. Kelly.

INVENTOR:

Wm. Frazer Kelly.
BY *John D. Anderson*
ATTORNEY

UNITED STATES PATENT OFFICE.

WILLIAM FRAZIER KELLY, OF PHILADELPHIA, PENNSYLVANIA.

GAME-BOARD.

SPECIFICATION forming part of Letters Patent No. 370,628, dated September 27, 1887.

Application filed April 12, 1887. Serial No. 234,503. (No model.)

To all whom it may concern:

Be it known that I, WILLIAM FRAZIER KELLY, a citizen of the United States, residing in the city and county of Philadelphia, State of Pennsylvania, have invented a new and useful Improvement in Game-Boards, which improvement is fully set forth in the following specification and accompanying drawings.

My invention consists of a game-board adapted for playing thereon the game of baseball, as will be hereinafter set forth.

Figure 1 represents a plan view of a game-board embodying my invention. Fig. 2 represents an end view thereof, partly broken away.

Similar letters of reference indicate corresponding parts in the two figures.

Referring to the drawings, A represents the board, formed of wood or other suitable material. On the board, near the end thereof, is marked in any desirable manner a diamond, B, and bases or base-plates C, which are located at the angles or corners of the diamond, together with foul-lines Y Y, after the manner of the base-ball field.

On or adjacent to what are known as the "first," "second," and "third" bases are pockets D D D, corresponding to first, second, and third basemen, and back of the home-plate is a pocket, E, corresponding to catcher.

Secured to the board, and rising from the same at opposite sides of the pocket E, are deflectors F F, which flare at the end toward the diamond, and adjacent to said ends are pockets G G, which are denominated "foul." In the field are pockets H H H, corresponding to right, left, and center field, and spots J J, which are denominated "error-spots." Spots K K are also marked in the board within the diamond as "error-spots."

Adjacent to second base, and outside of the diamond B, is a pocket, L, similar to the pockets D, corresponding to the position of short-stop.

Encircling or inclosing each of the first, second, and third bases is a circular or other shaped line, M, which may be continuous, as in the drawings, or broken and adjoining each other, said line being denominated "wild throw."

Extending back diagonally from home-plate C on opposite sides are the foul-lines U U,

which mark the limit of foul-space contained in the angles Y C U.

N represents a time-limit, consisting of an inclined chute or gutter, P, and a bell, Q, said chute having holes R R, to receive a marble or ball, which on dropping or starting will be directed by the chute against the bell, so as to strike same, which done is the limit of time allowed for a base-runner to run the distance from one base to the next one. (Either hole in time-limit to start the marble can be used, as agreed upon.)

S represents the score keeper or register, consisting of upright pins with hooks or heads on the ends, allowing rings to be placed over them, counting them as runs and numbers for the nine innings. The tail end of board is faced with rubber, as at A', to cause balls to rebound.

T represents the bat, which is of the form of a curved pin, the point of which may be flattened and enlarged, with a suitable handle, said bat being in the hands of the batsman or batter, and having its point located on or adjacent to the home base or plate C, so as to strike the ball thrown by the pitcher at V.

As the players change sides, it is desirable to turn the board. For this purpose I secure or place to the outside of same a pivot, W, whereby the table may be rotated or reversed.

At the end of the table opposite to the home-base, and at the center thereof, is a V-shaped mark, W', indicating a home-run if the batted ball stops on it, and at the corners are diagonal lines, X, indicating a second and third base hit if the batted ball stops on them.

The base-ball used is of the form of a disk—a coin similar to a penny answering admirably for the purpose—and the same is placed at Y and then struck or batted toward the bat T, the holder thereof endeavoring to strike the ball. If he accomplishes this and makes a fair hit beyond foul-lines, and the ball is not caught in any pocket or stops on any error-spot, the ball is then thrown to a pocket corresponding to the proper base to put the man out.

The object of the batter is to get to all the bases in succession, ending at home-base, from where he started, in order to score a run.

Should the ball glance from the bat T, it may strike either of the deflectors F and be directed by them into pocket E, and would be then caught out according to the rules of the game. If the glance has a greater angle, it may be caught out in foul-pockets G G, according to the rules of the game.

While the game is played on the general principles of base-ball, the following substantial rules are to be observed:

Start the time-limit after a fair hit beyond foul-lines.

Batted balls caught in the pockets are out, (indicating caught on the fly.)

Field the ball by sliding by the use of hand or finger from where it stops, giving it a start only.

Send the ball after a fair hit (if ball is not caught in pocket or does not stop on error-spots) from where it stops to pocket corresponding to proper base. The ball must reach pocket within time-limit to put the man out. If thrown to outside of circle, (indicating a wild throw,) it gives the man an extra base.

On a fair hit any other men on bases take a base.

If a man is on a base, he can steal another base at any moment by the in-player calling the base run to and starting the time-limit.

The out-player must send the ball from where it is the moment base is called, and must reach that base before the end of time-limit in order to put the man out. If the ball misses the pocket and stops beyond the circle, it gives the man an extra base.

A man on base and obliged to run after a fair hit can be put out by sending ball to pocket corresponding to base run to, if within time-limit. A man on base not obliged to run cannot be put out in same manner, but can be forced to remain on base he is on.

Balls caught in catcher's hole or stopping between the foul-lines are fair. Balls stopping outside those lines or between them and the diamond are foul.

Batted balls stopping on error-spots give the man his base.

Batted balls stopping on second, third, and home-run places give base accordingly.

Balls are judged by where they stop. 50

Having thus described my invention, what I claim as new, and desire to secure by Letters Patent, is—

1. A game-board having the characteristics of a game of base-ball, consisting of the outlines of a diamond, and bases with foul-lines extending from right and left corners of the diamond, and pockets in the board at or adjacent to the bases, substantially as described. 55

2. A game-board for playing base-ball, having wild-throw lines around the base, substantially as described. 60

3. A game-board for playing base-ball, having error-spots marked thereon, substantially as described. 65

4. A game-board for playing base-ball, having the marks W' X at one end and corners of the board, substantially as described.

5. A game-board for playing base-ball, having bases and a time-limit device, substantially as and for the purpose set forth. 70

6. A game-board for playing base-ball, having the time-limit N, consisting of an inclined chute, a ball, and a bell, substantially as and for the purpose set forth. 75

7. A game-board for playing base-ball, having a pivot-point on its under side, or removable by being secured to an accompanying stick or handle.

8. A game-board for playing base-ball, having opposite foul-lines U U, running diagonally back of home-base, substantially as described. 80

WM. FRAZIER KELLY.

Witnesses:

JOHN A. WIEDERSHEIM,
JAS. F. KELLY.