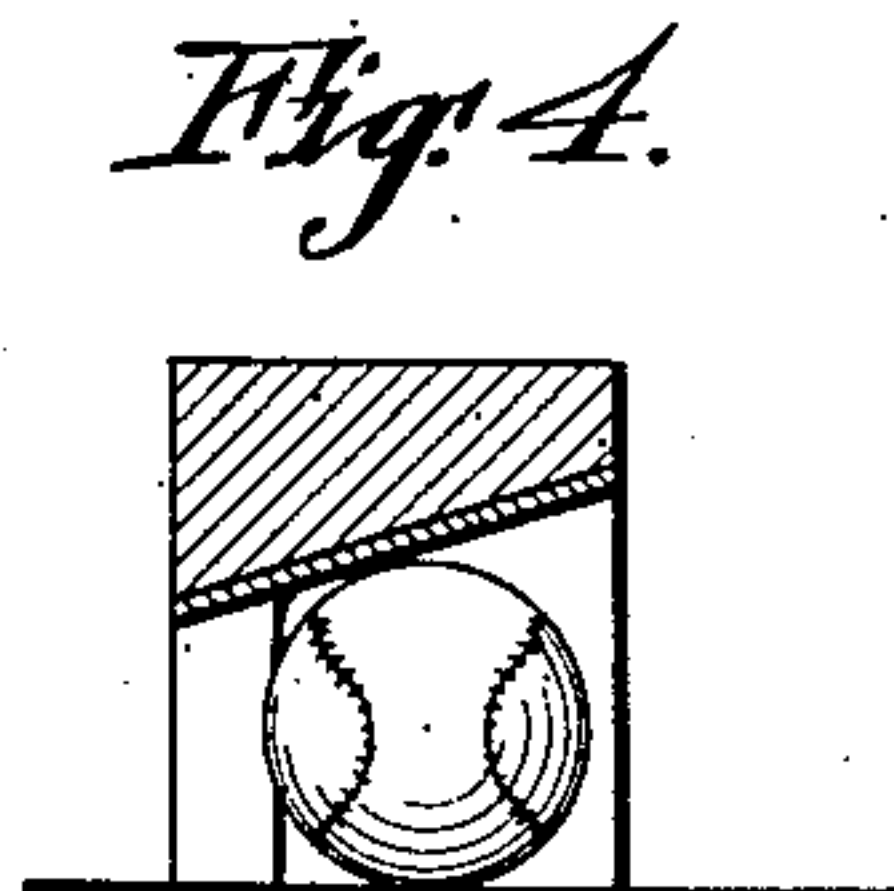
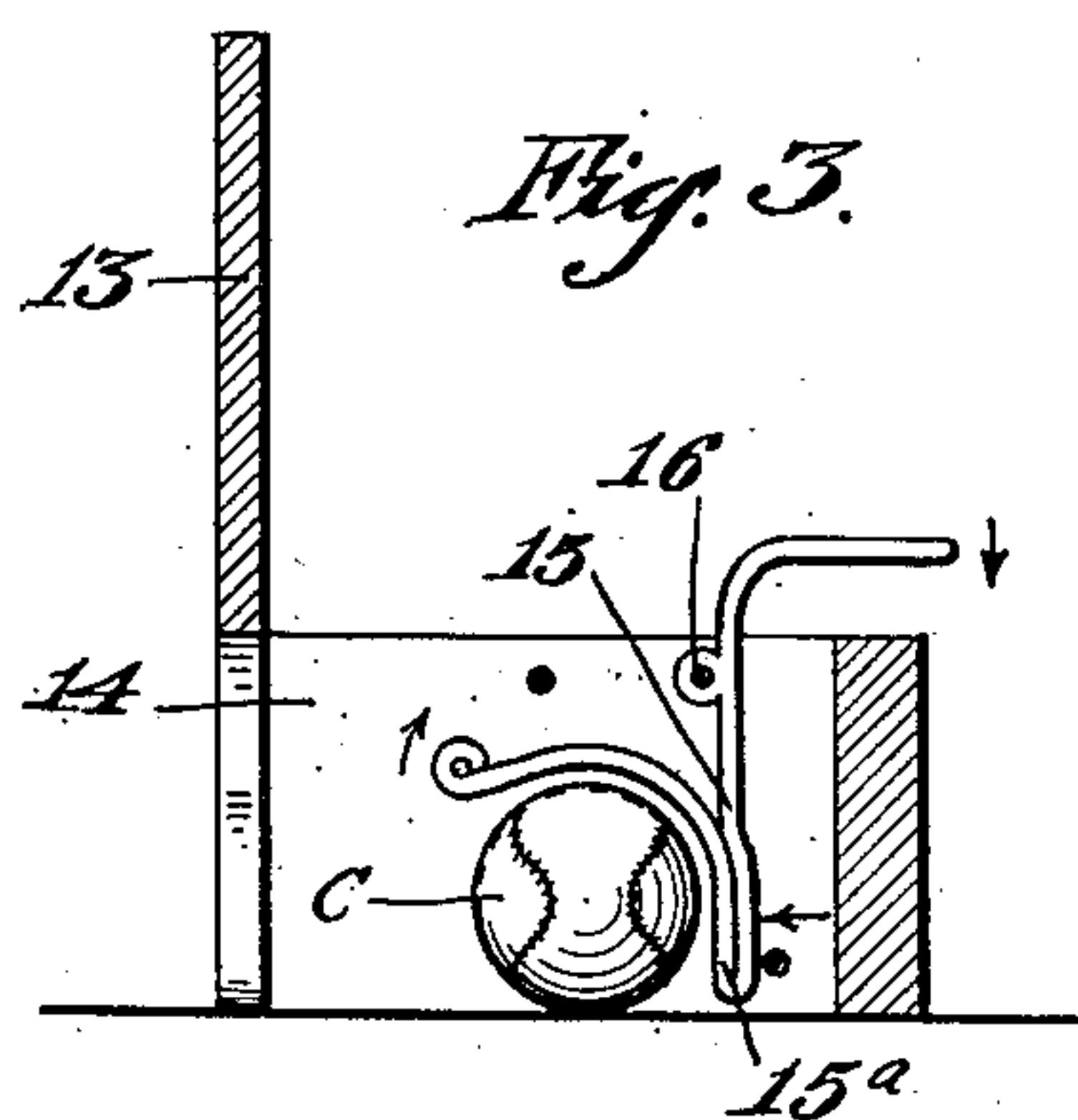
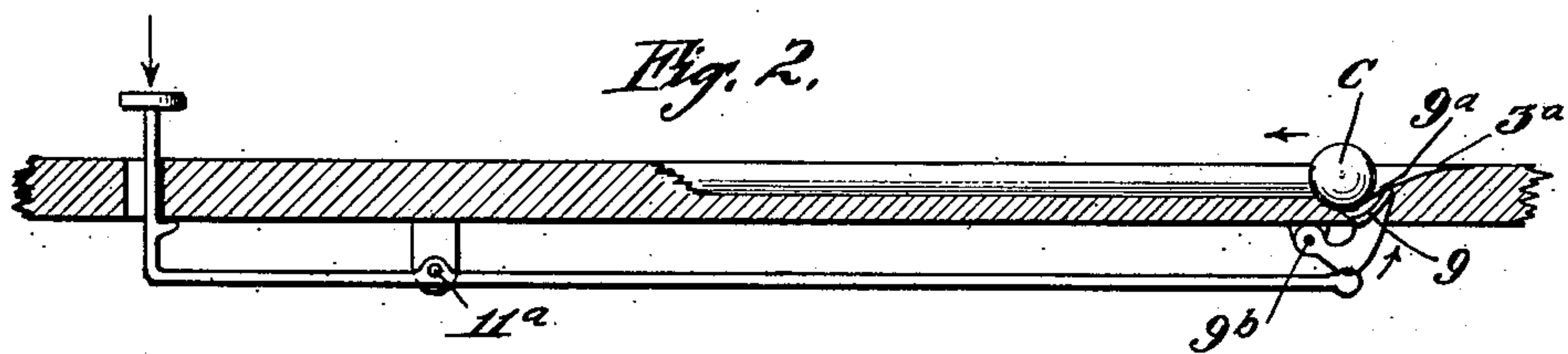


**945,511.**

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# UNITED STATES PATENT OFFICE.

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BASE-BALL AND LIKE GAME.

945,511.

Specification of Letters Patent.

Patented Jan. 4, 1910.

Application filed April 1, 1909. Serial No. 487,198.

*To all whom it may concern:*

Be it known that I, PAUL P. GARBARINO, citizen of the United States, residing at San Jose, in the county of Santa Clara and State of California, have invented new and useful Improvements in Base-Ball and Like Games, of which the following is a specification.

My invention relates to field games, and particularly such games as base-ball, cricket and the like.

It consists of a field having mechanical means for pitching, catching, striking, or batting the ball; means for advancing the runners to their bases, and fielders located and movable upon the field to correspond with the ordinary conditions of the game to be played.

It also comprises details of construction which will be more fully explained by reference to the accompanying drawings, in which—

Figure 1 is a perspective view of the invention. Fig. 2 is a detailed view of the ball propelling mechanism. Fig. 3 is a vertical section of the figures showing the ball catching and propelling device. Fig. 4 is a sectional view of the catcher's box.

In the present device I have indicated a ball-field A, and a diamond B which is inclosed by grooves or channels 2 of sufficient depth and any desired length to allow of small balls rolling in them. At each angle of this diamond is a pocket or base 3 of sufficient depth to stop and retain the ball when it reaches that point. These balls may be of different colors, and represent the players or base-runners D; thus one set of balls, or base-runners, may be red to indicate a nine, and another may be blue to indicate the opposing nine; and these base-runners may, if desired, be marked or named after prominent players.

Grooves or channels 4 serve to contain the base-runners D, and represent the players' benches. From these grooves or channels, guides or inclined slots or channels, or other equivalent contrivance, connects with the batter's box 3' so that the base-runners representing the players of the side having the inning, will be allowed to move one by one into the batter's box, and when the playing or base-ball C is struck, a base-runner is moved from this point to the succeeding bases 3 as will be hereafter described.

Pockets or equivalent devices 5 may be arranged at the sides of the field, and marked

to indicate the runs, and number of innings, etc., of each side, and the score may thus be kept.

The pitcher consists of a mechanical device for impelling the ball. This device is located at 9.

The bat 7 is pivoted as shown at 7<sup>a</sup>, or may be mounted and actuated in any suitable manner, the pivot point being out of line and to the rear of the bat so that the bat in swinging around this pivot, will have a movement more nearly resembling that of a batsman. The bat 7 may either be actuated by a spring as at 7<sup>b</sup>, or it may be swung by the fingers of the operator. When actuated by the spring, the handle may be pushed forward, thus swinging the outer end of the bat backwardly, and when the ball C arrives, by releasing or pushing the bat 7 to meet the ball, the stroke will be given and the ball C will be impelled over the field.

A shallow and somewhat imperfect groove or channel may be made from the pitcher's box to the line of the home-plate 8 over which the bat 7 swings, the imperfection of this groove being sufficient to allow the ball C to make such variations as are ordinarily given to it by an ordinary pitcher.

At least two persons may play at the game, one actuating the pitching mechanism and the fielders, to be hereafter described; and the batting and running mechanism will be actuated by the party representing the other side.

The pitching mechanism consists of a plate 9 which is fulcrumed so that it normally lies below the pocket 9<sup>a</sup> just in front of the upwardly extending arm of the plate. The plate is actuated by means of a push button 10 which is located at a suitable point at the outer side of the field, and within reach of the party representing the side which is pitching and fielding. The push button 10 is connected by a rod 11 with the plate 9, and this rod may be pivoted or fulcrumed, as shown at 11<sup>a</sup>, so that it will act to raise the plate 9, and as this plate is preferably in the form of a bell-crank pivoted at 9<sup>b</sup>, the lifting movement of 9 will also produce a forward movement which, acting upon the ball lying in the pocket 9<sup>a</sup>, will impel it in the direction of the bat. The forward surface of this plate 9 may be slightly concaved so that as it contacts with the ball, it will act to drive the ball in the proper direction.



At the batter's box and at each of the bases 3, are similarly inclined or beveled plates so pivoted that the raising of the plates will impel the ball from the base where it lies, to the next one. This may be effected by push buttons *a*, *b*, *c* and *d*, located preferably near the catcher's position, and capable of being operated by the party representing the side which has its innings. One of these buttons, as *a*, is connected by a lever to impel a ball lying in the pocket representing the batter's box, to the first base; another as *b*, to impel from the first to the second; another from the second to the third, and a final one from the third to the home plate.

Out-fielders consist of figures represented at 13 with small cages 14 located between the legs of the fielders, as shown. These cages have within them levers formed as shown at 15, and pivoted at 16. The upper portion of the lever 15 projects forwardly, and at such a height that a ball *C* rolling into the cage will pass under this portion and be retained by the shape of the front end of this arm. The rear portion of the lever projects downwardly, as shown at 15<sup>a</sup>, and the ball is arrested against this portion. In order to eject the ball *C*, pressure may be applied to the upwardly projecting end of the part 15<sup>a</sup> which is just behind the fulcrum point, and this movement tilts the lever so that raising the horizontal portion, and at the same time throwing the vertical portion forward, the ball will be impelled out of the box and in any direction toward which the fielder faces. These fielders 13 with their boxes are loosely placed on the field, and may be moved by the party controlling this portion of the game so that if the base-ball is impelled by the bat in the direction of either fielder he may, if moved quickly enough, be placed in such position that the ball will enter the box and be held there, which will indicate a catch and the batter out. The base-ball *C* may then be thrown by the mechanism just described toward either of the bases 3. These bases preferably have short diverging guide lines or grooves 3<sup>a</sup> so that when the ball approaches the base, it will be directed into the pocket of that base, if the pocket is vacant by reason of a runner having left it, or not having arrived.

At the outer angles of the field and diagonally opposite each other are located pockets 16. These pockets are outside of the extension of what are known as the "foul" lines, and a ball entering one of these pockets would indicate a foul out. Directly in line from the home-plate 8 to the pitcher's box and at the farthest angle of the field, is located a pocket 17, which if the ball is so struck as to enter this pocket, will indicate a home run. Other pockets 18, such as

shown, may be located along the sides of the field between the pocket 16 and pocket 17, and of these pockets one may indicate a two base hit, and the other a three base hit, in case the ball enters either of them.

To play a game of table base ball, it requires at least two persons. When two persons are playing, the person whose side is at the bat 7, manipulates the base buttons *a*, *b*, *c*, and *d* and the bat. The person representing the opposite side manipulates the pitcher's button, marked 10, and all of the movable fielders 13.

The catcher's box is located at 19 just behind the home-plate. I have here shown it as consisting of an arched piece, the arch having a height sufficient to allow the ball to enter, and the roof of the arch is inclined sufficiently to cause the ball to stick if it enters fairly, which will constitute a catch. Any ball that is caught and held by the catcher's box is equivalent to and counted as a strike.

The game is then played as follows:

First,—Place the colored balls or runners (blue and red), which represent the nine men in each team, on the players' bench.

Second,—Place the ball *C* in the pitcher's box.

Third,—Place the outfielders 13 in their respective positions in the field *A*, but not in direct line of pockets 16, 17, or 18, in the outfield.

Fourth,—The players *D* being in their positions, the first up to bat is to be placed in the batsman's box 3'.

Fifth,—The ball *C* is delivered to the batsman by pressing button 10.

Sixth,—To use the bat 7 properly, place the thumb of the left hand on the handle of bat, and slip thumb off end of bat when striking the ball.

Seventh,—If the hit be fair, the base-runner *A* is advanced to first base by pressing base button *a*, and when advancing runner to second base, press button *b*; when advancing runner to third base, press button *c*, and when advancing runner to home plate, press button *d*.

Eighth,—If the ball *C*, when struck, enters any of the three center pockets in the outfield, the batsman is entitled to as many bases as the pockets indicate. This rule applies only when ball goes direct from bat to pocket.

Ninth,—If ball goes direct from bat to either of the two "foul" pockets 16 in corners, the batsman is out.

Tenth,—If ball *C* goes direct from bat to either of the three base pockets 3 and stays there, the batsman is out, and if the ball, when going direct from bat, hits pitcher 9, the batsman is out.

Eleventh,—If the ball goes direct from the bat and hits a runner on base, the batsman is



out, and also the base runner on base, as this is considered a "double play"

Twelfth,—As each man is declared "out", he is placed back on the players' bench 4 in their order.

Thirteenth,—A ball C that is hit and does not go beyond the base lines, is a "foul".

Fourteenth,—The figures 13, representing the outfielders, are not to be considered as stationary, but are to be moved in any position on the outfield when fielding the ball C by the persons manipulating them.

Fifteenth,—A ball C coming direct from the bat 7 to the pocket attached to outfielders and stays there, is a fair catch, and the batter is out, but if the ball does not stay in pocket, it is an error, and batter is safe.

Sixteenth,—Persons playing the game must not use their hands, when throwing the ball to bases, but by tipping the figures (referring to fielders 13 which are not provided with means for ejecting the ball) a little forward so as to release the ball, and shoving it toward the base desired, constitutes a thrown ball by the outfielder.

In playing other games of a similar character, such as cricket, it will be understood that the bat would be suspended to swing in an approximately vertical plane instead of a horizontal one so as to be deflected from the wicket.

If a simpler and less expensive game is desired, the pitched ball may be impelled by the finger, and the return balls from the outfielders in the same way, by eliminating the mechanical devices so that by a smart push on the part of the outfielder, the ball may be impelled. The bat may, in the same manner, be swung by the action of the fingers instead of by a spring. Also the base-runners may be impelled by the fingers instead of the levers above described.

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

1. In an apparatus of the character described, a field, a pitcher's and a batter's box, a swinging bat and means for impelling it, means for impelling the ball from the pitcher's box in the direction of the bat, movable outfielders with means for catching an impelled ball, and ball impelling means associated with said outfielders.

2. In an apparatus of the character described, a field, a pitcher's and a batter's box, a bat, means by which said bat may be swung, means by which the ball may be impelled from the pitcher's box toward the bat, movable out-fielders with means for catching an impelled ball, ball impelling means associated with said out-fielders, and pockets located in positions around the outside of the field to represent the number of bases gained when the ball enters either of said pockets.

3. In an apparatus of the character described, a field, pitching, batting and catching boxes, movably located outfielders with pockets adapted to receive and hold the ball, and means connected therewith whereby the ball may be impelled in any direction.

4. In an apparatus of the character described, a pitching device, said device consisting of a bell-crank lever fulcrumed at one of its ends and below the field level, means by which the other end is moved upwardly and forwardly about the pivot, and means for holding the ball in position to be impelled by said moving lever.

5. In an apparatus of the character described, a pivoted bell-crank lever normally located below the plane of the field, means on said field for temporarily retaining a ball in front of the lever, means for raising and advancing the lever about its fulcrum point, said means consisting of a push button located in or near the field margin, and a rod connecting said push button with the lever.

6. In an apparatus of the character described, out-fielders including open-mouthed boxes adapted to receive a ball, a lever fulcrumed in each box, said lever having means for retaining a ball, and means by which the ball may be again ejected from the box.

7. In an apparatus of the character described, movable outfielders having open mouthed pockets, a lever fulcrumed at the rear of each of said pockets, said lever having a forwardly projecting arm adapted to catch and retain a ball, a downwardly projecting arm against which the ball rests, and means by which the lever may be moved to simultaneously raise the holding arm and impel the ball out of the pocket.

8. In an apparatus of the character described, pitching, batting and catching boxes, a diamond having pockets representing bases and guiding grooves or channels between said pockets, manually actuated mechanism contiguous to each of the pockets whereby balls representing players may be impelled from one pocket to another, said mechanism including a bell crank lever fulcrumed at one of its ends and below the field level, and means for raising and advancing the lever about its fulcrum point.

9. In an apparatus of the character described, pitching, batting and catching boxes, a diamond having pockets at the angles, and connecting grooves or channels, means for delivering balls representing players successively into the first or batter's box pocket, independent means by which either of the balls may be impelled from its pocket to the next one in advance, said means including a bell crank lever fulcrumed at one of its ends and normally located below the field level, and means for moving the lever about its fulcrum.

10. In an apparatus of the character de-



scribed, a field, stationary run indicating  
pockets located about the field, outfielders  
movable upon the field, said outfielders pro-  
vided with pockets adapted to receive and  
hold the ball, and means connected there-  
5 with whereby the ball may be impelled in  
any direction, pitching, batting and catch-  
ing boxes, a bat located between the pitch-  
ing and catching boxes, and means for  
swinging the bat, receptacles to hold the  
10 players in their order, means by which the

players may be successively advanced to the  
batter's box, means for advancing the  
players to indicate runs, and means for keep-  
ing the tally of the runs and of the score. 15

In testimony whereof I have hereunto set  
my hand in presence of two subscribing wit-  
nesses.

PAUL P. GARBARINO.

Witnesses:

J. H. RUSSELL,  
ELMER J. WARE.