

July 6, 1948.

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2,444,516

APPARATUS FOR PLAYING BASEBALL GAMES

Filed Aug. 19, 1947

2 Sheets-Sheet 1

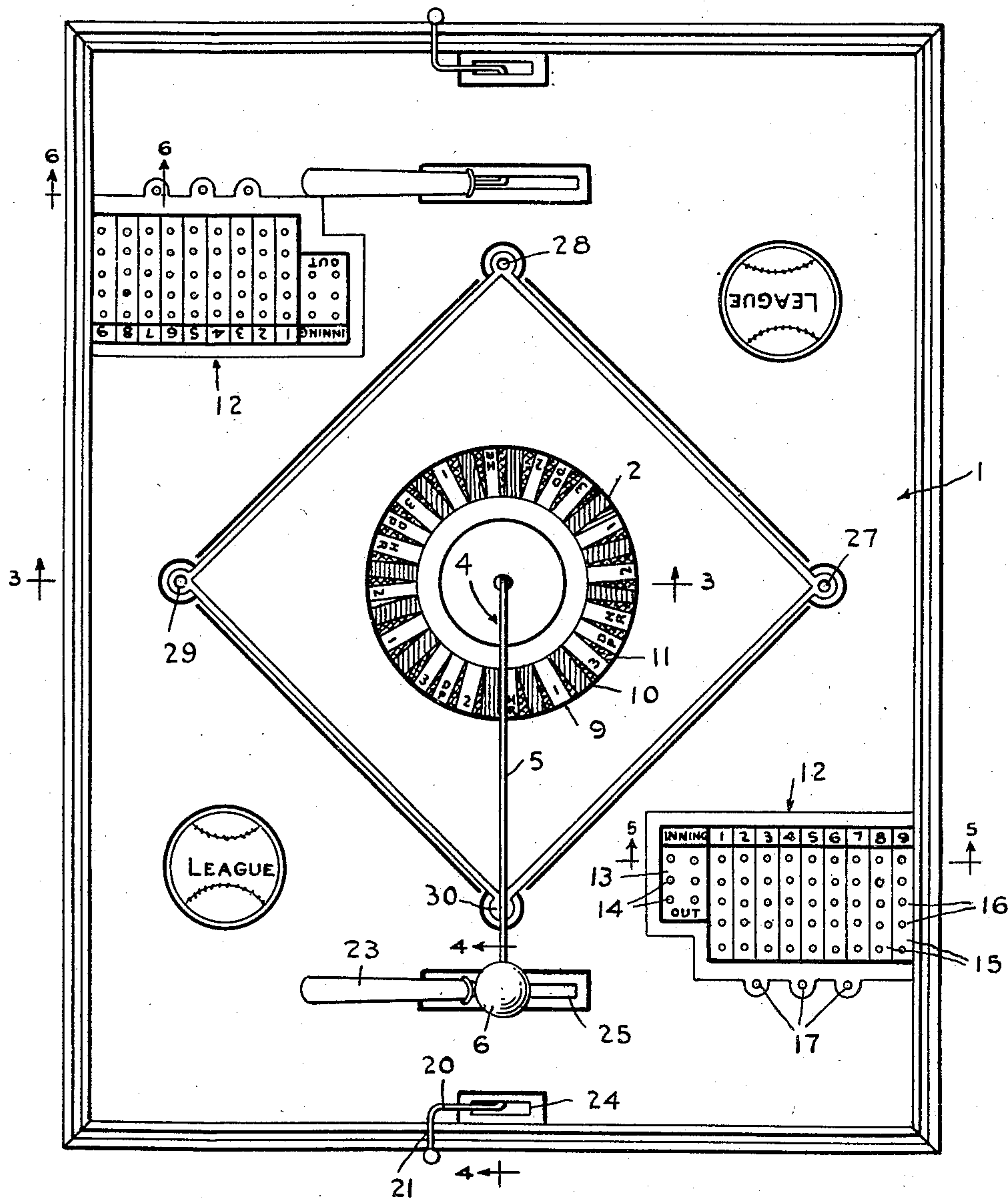
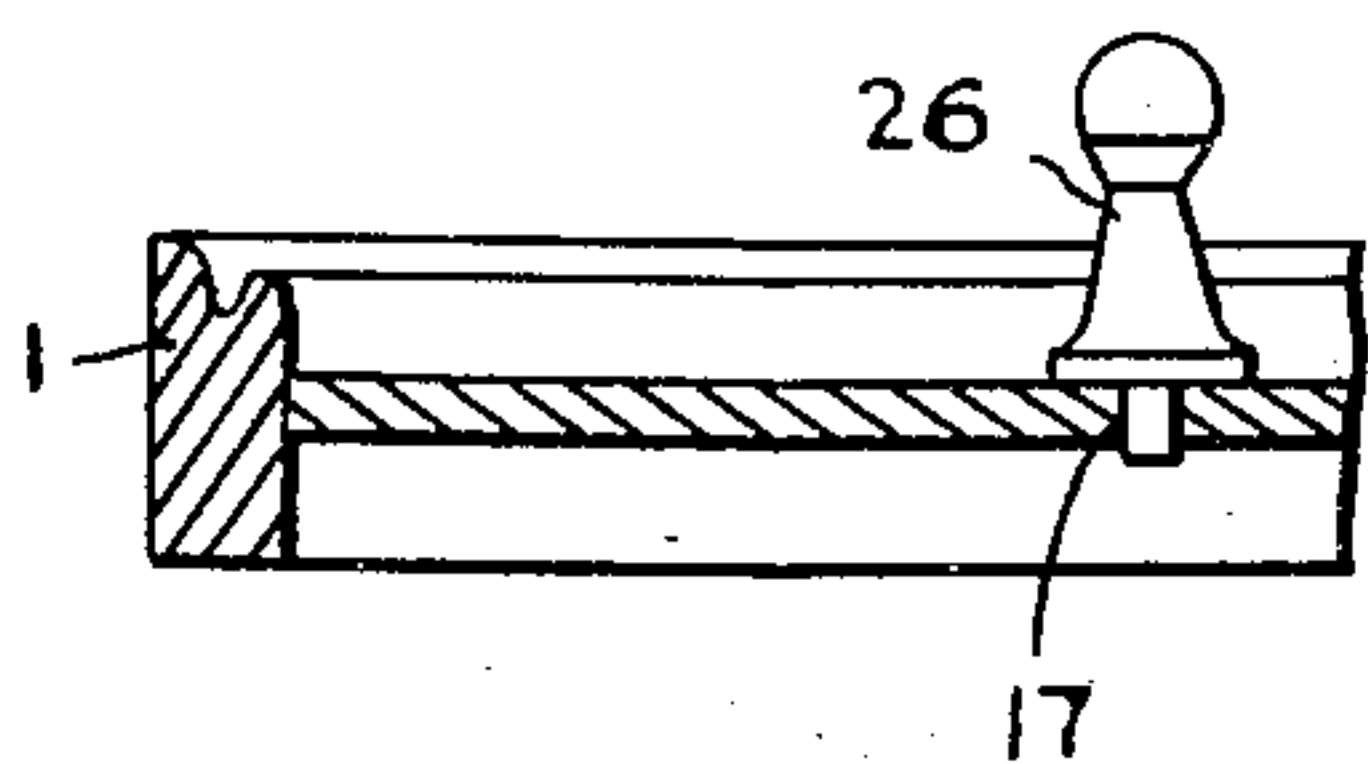


FIG. 1.

FIG. 6.



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2 Sheets-Sheet 2

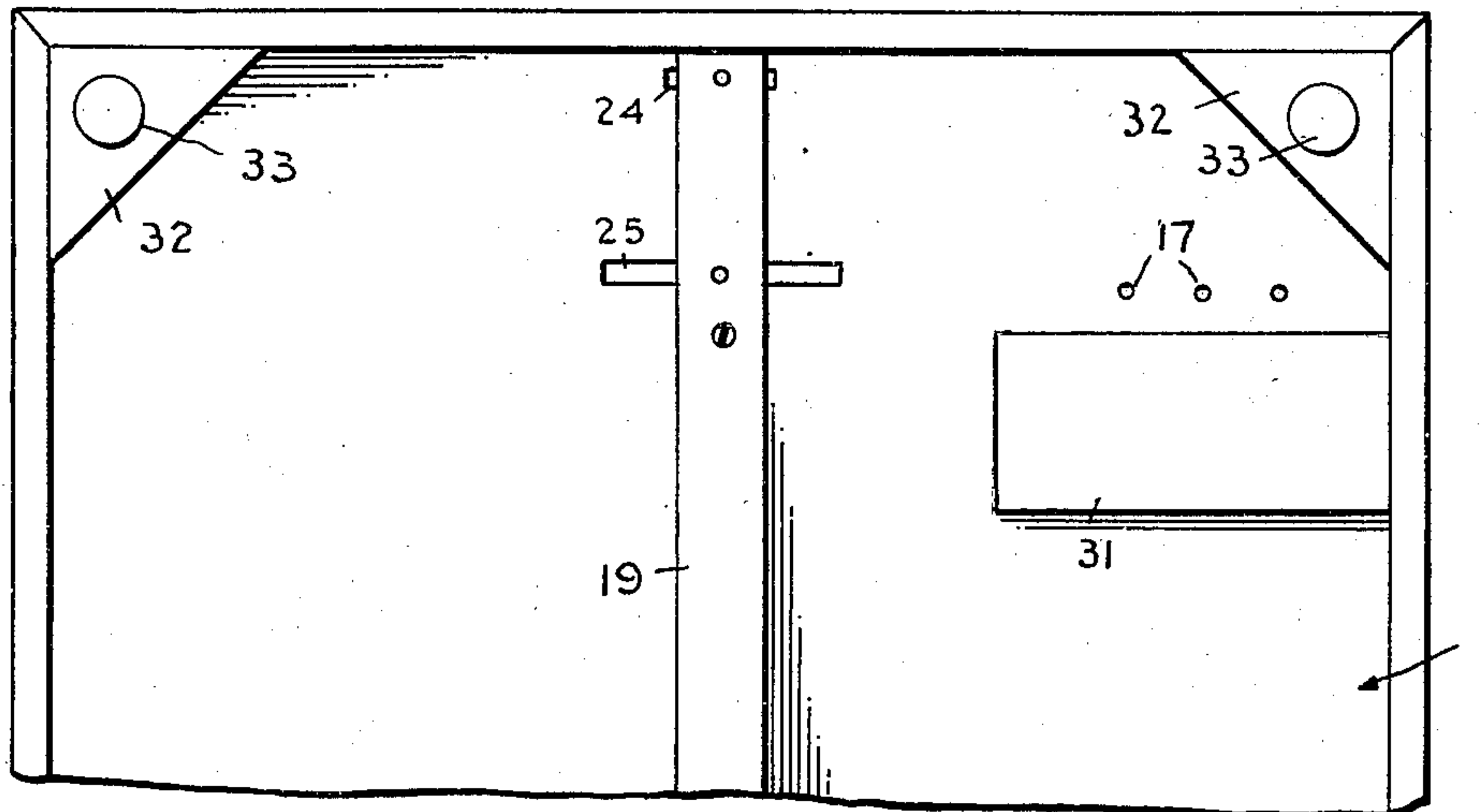


FIG. 2.

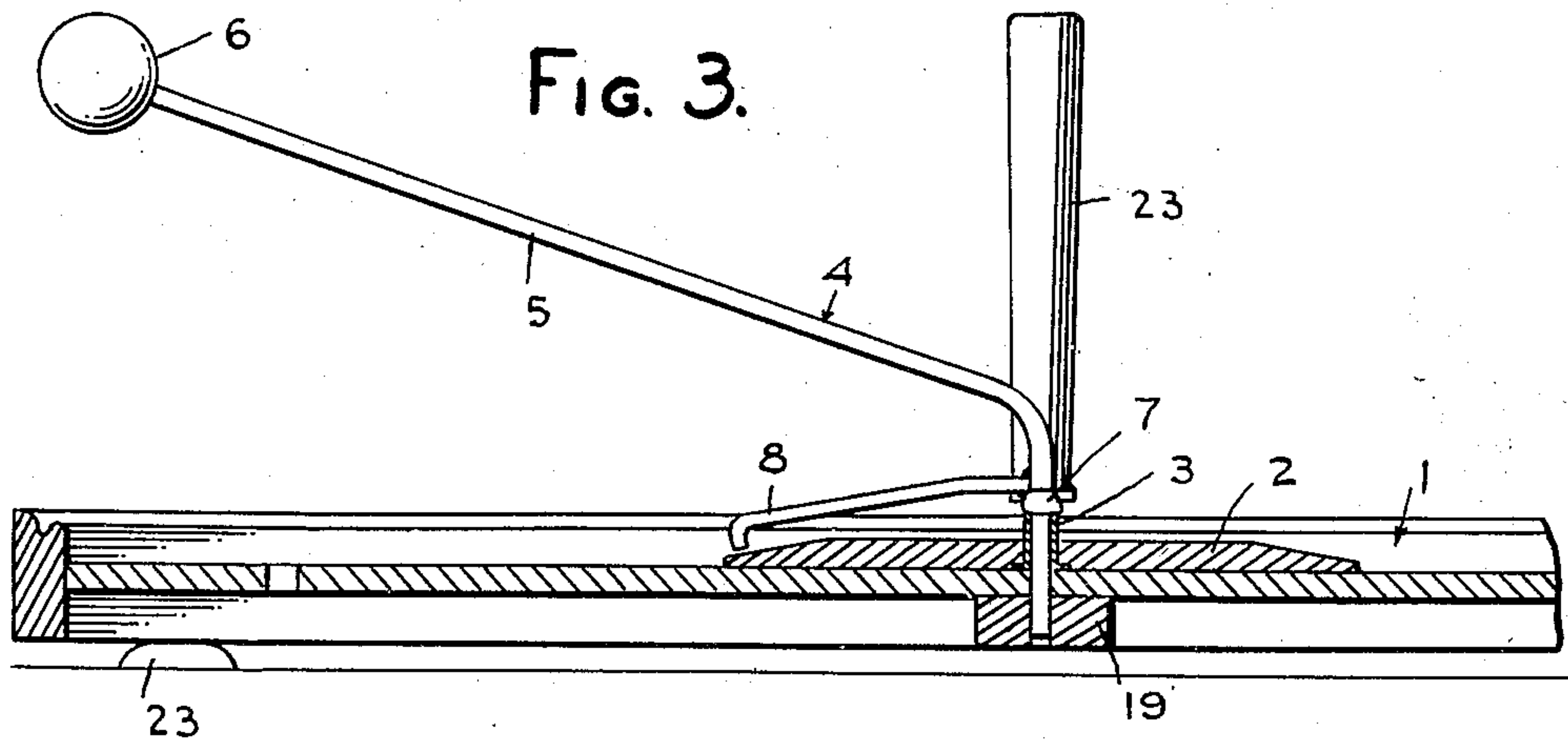


FIG. 3.

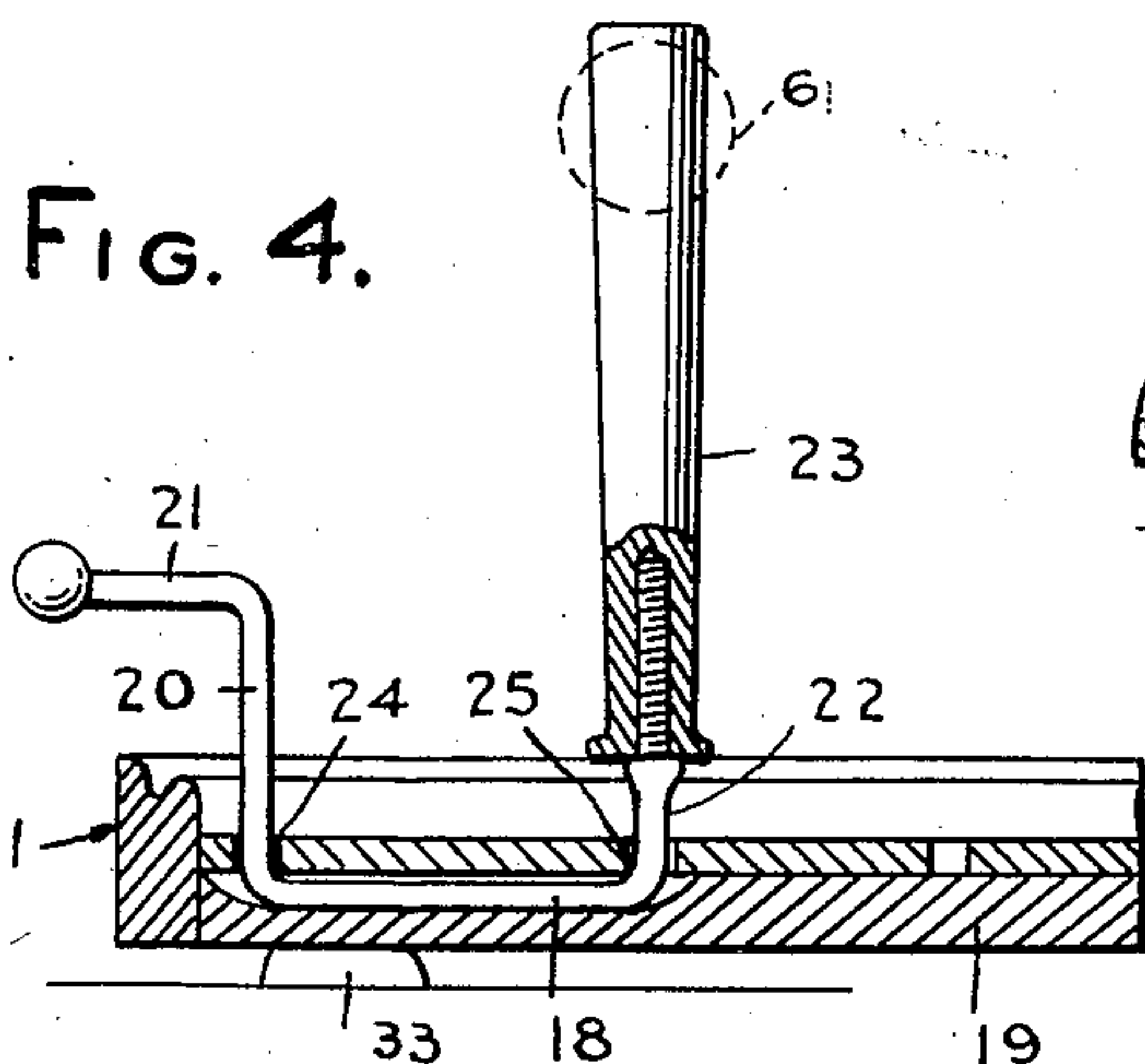


FIG. 4.

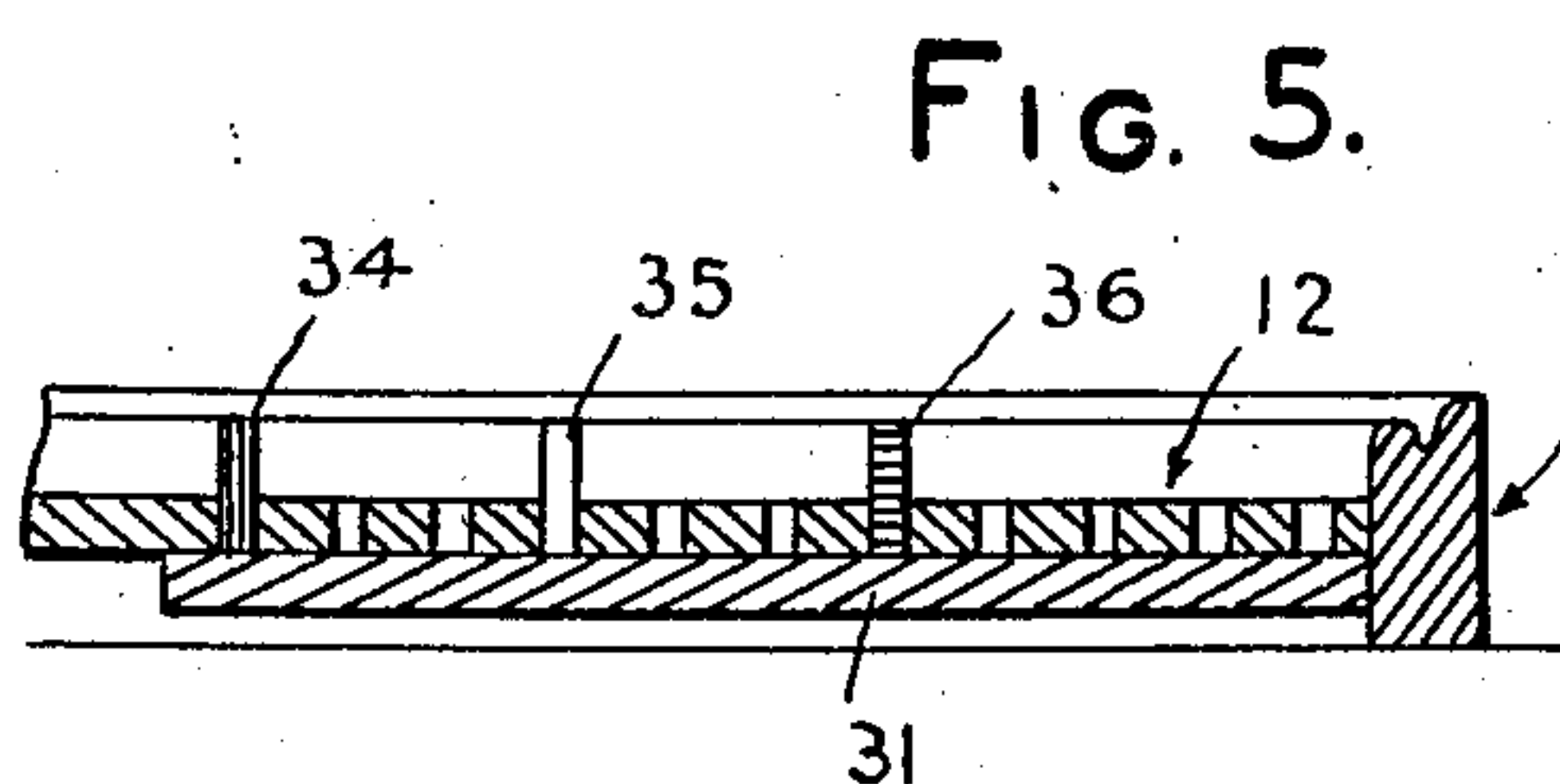


FIG. 5.

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APPARATUS FOR PLAYING BASEBALL GAME

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2 Claims. (Cl. 273—90)

1

This invention relates to an apparatus for playing a baseball game.

An object of the invention is to provide novel and efficient means, whereby players can conveniently play baseball indoors or outdoors, as the players desire.

Another object of the invention is the construction of a novel and efficient game-board upon which is mounted a novel dial, together with scoring units, and suitable and novel bat devices.

A still further object of the invention is the provision of efficient means for playing league baseball, by two people or by choosing-up teams; workup baseball can also be played.

With the foregoing and other objects in view, my invention comprises certain novel constructions, combinations, and arrangements of parts as will be hereinafter fully described, illustrated in the accompanying drawings, and more particularly pointed out in the appended claims.

In the drawings:

Fig. 1 is a top-plan view of an apparatus constructed in accordance with the present invention.

Fig. 2 is a fragmentary bottom-plan view of the apparatus.

Fig. 3 is an enlarged, vertical sectional view taken on line 3—3, Fig. 1, and looking in the direction of the arrows.

Fig. 4 is an enlarged, fragmentary, vertical sectional view taken on line 4—4, Fig. 1, and looking in the direction of the arrows.

Fig. 5 is an enlarged, vertical sectional view taken on line 5—5, Fig. 1.

Fig. 6 is an enlarged, vertical sectional view taken on line 6—6, Fig. 1.

Referring to the drawings, in which the preferred embodiment of this invention is illustrated, 1 designates a gameboard which is provided at its center, and on its top, with a dial 2 of suitable raised material for the players to be able to read the characters and symbols thereon, as hereinafter described.

Extending upwardly from the center of said dial 2 is a hollow sleeve 3. A ball and pointer device 4 is rotatably mounted upon said sleeve 3. This ball and pointer device comprises an inclined arm 5, made of suitable wire, the arm being provided on its outer raised end with a ball 6, while the inner end of said arm 5 is positioned vertically and extends into said sleeve 3. The arm 5 is provided with a slightly enlarged portion 7 that prevents the arm from slipping down too far in sleeve 3; it keeps the integral pointer 8 in perfect condition for movement over the dial 2.

2

The dial 2 is provided with plain spaces 9, red spaces 10 and yellow triangular spaces 11. Designating symbols are placed only on the plain spaces 9. The numerals used are 1, 2 and 3, while the symbols used are HR, meaning home-runs; DP, meaning double play.

When the ball 6 is batted, the device 4 rotates, and when it stops rotating, the pointer 8 rests over one of the spaces on the dial, registering the value of the play to the player who has caused the bat device to hit the ball, as will be hereinafter more fully explained.

On the gameboard 1 are two scoring units 12. It will only be necessary to specifically describe one of these units, as both are alike. The scoring unit 12 includes a box 13 that has apertures or sockets 14 for receiving pegs, as shown in Fig. 5. The main part of the scoring unit is preferably divided into nine innings divisions, as shown at 15. In each inning, there are several apertures or sockets 16 to receive the pegs that represent players who have reached one of the bases, or who have scored. The scoring unit is also provided with three base-runner apertures 17 for the purpose hereinafter described.

Each bat device is within the marginal edges of the gameboard 1 and comprises a rocker section 18 (Fig. 4) which is positioned under the gameboard 1 and held in a rocking position by means of the longitudinally-extending strip 19 fastened to the bottom of the gameboard 1. Integral with the rocker section 18 is an upstanding primary section 20 that has on its upper end an outwardly-extending horizontal knob-carrying section 21. Extending upwardly from the inner end of rocker section 18 is an auxiliary section 22. Threaded on the auxiliary section 22 is a wood bat 23. The bat 23, sections 20 and 22, all rock or swing transversely of gameboard 1. The sections 20 and 22 work in elongated transversely-extending apertures 24 and 25, respectively, Fig. 1.

The ball 6 is capable of being moved in position to be struck by the wood bat 23. After the ball 6 is struck, the bat 23 is rocked to a low position so that the ball 6 can pass freely over the bat 6 while rotating.

There are preferably six pegs 26, Fig. 6, three preferably red in color, and three preferably silver in color. Presuming that there are two players, each player is given three of these pegs 26, the players selecting the color of their preference. These pegs 26 are to be placed in the base runner apertures 17, and when a hit has been made, one of these pegs 26 is placed in aperture 27, representing first base; aperture or socket 28 represents

3

second base; aperture or socket 29 represents third base; and aperture 30 represents home plate. As hits are made, the base runner pegs are taken from apertures or sockets 17 of the scoring unit 12, and placed around the diamond, according to the value of the hit or hits.

On the bottom of the gameboard 1 are placed braces 31, each under a scoring unit 12, which so closes the apertures in the scoring unit, whereby the pegs will not drop through the gameboard 1. On the bottom of the gameboard 1 are also blocks 32, each located on the corner of the gameboard. On each block 32 is secured a rubber cup 33. These cups 33 act as a pad or support, to prevent scarring of the piece of furniture supporting the apparatus.

As before stated, three of the pegs 26 are furnished for each side, or each player, as base runners. Three red small pegs 34, Fig. 5, are furnished to keep track of men out for each side. These pegs 34 are placed in the box 13, in the left-hand row, then as each player is out, these pegs are moved to the right-hand row of apertures in box 13. As the score-board is divided into nine columns 15, if the player scores one in an inning, a white peg 35 (Fig. 5) is placed in the column of the inning being played; if the score is more than five, take out white pegs and put in a blue peg 36 which designates five runs, and then continue playing with white until and when necessary to use a blue peg.

If only two are playing, the players preferably seat themselves opposite one another, and with a bat device in front of him or her. The pitching is done with the bat. Striking the ball to the left so the ball spins clock-wise, is pitching left-handed. Striking the ball to the right is pitching right-handed. The player at bat must be alert if he wants a hit with the bat in front of him. The person pitching can put over a fast ball or slow ball, thus fooling the person at bat and striking him out. If the ball is hit and spins in the direction that it was hit, the pointer 8 indicates on the dial the resulting play. The red spaces 10 on the dial 2 indicates "out." Numbers 1, 2 and 3 are base hits, and a base runner should be placed in apertures on the diamond to indicate the value of the hit. If the pointer stops on "DP," then a double play is considered to have been made, which result in two men being out, these men being represented by the pegs in box 13. If the pointer 8 stops on a yellow space, it indicates a ball. If the pointer stops on a yellow mark four times, then it is equivalent to a base on balls.

If the ball 6 is not hit hard enough, and it comes back instead of moving in the direction of the blow, it is called a "strike." However, in such an instance, if the pointer 8 stops on a red space, the batter is out, the same as if a foul ball is caught by a catcher.

More than two persons can play this game because several may play, dividing up in teams of two, each player taking his turn at the bat device, equivalent to pitching the ball.

In playing the game, the player at each end of the game-board can consider the aperture or socket on the diamond nearest him as home plate, the movement in principle for the base runners being the same.

It is to be noted that the ball and pointer device 4 is removably mounted on the upstanding sleeve 3, and that the wood bats 23 are screwed upon the sections 22. Therefore, the device 4

4

and bats 23 can be removed and stored away, when it is desired to ship the device, or to place it in a small space during the time it is idle.

While I have described the preferred embodiment of my invention and illustrated the same in the accompanying drawings, certain minor changes or alterations may appear to one skilled in the art to which this invention relates during the extensive manufacture of the same, and I, therefore, reserve the right to make such changes or alterations as shall fairly fall within the scope of the appended claims.

What I claim is:

1. In an apparatus of the class described, the combination of a gameboard, said gameboard provided near each end with two transversely-extending elongated apertures, a pair of bat devices within the marginal edges of said gameboard, each bat device provided with a rocker section under said gameboard, said rocker section provided at its inner end with an upwardly-extending auxiliary section projecting through one of said transversely-extending elongated apertures, a bat on said auxiliary section above said gameboard, said rocker section provided at its outer end with an upstanding primary section projecting through one of said transversely-extending elongated apertures, said primary section provided with an outwardly-extending horizontal section, said gameboard provided between said sets of transversely-extending elongated apertures with a diamond, a ball and pointer device pivotally mounted on said gameboard at the center of said diamond, and the ball of said ball and pointer device adapted to be placed in position to be struck by said bat to rotate said ball and pointer device.

2. In an apparatus of the class described, the combination of a gameboard, a pair of bat devices within the marginal edges of said gameboard, each bat device provided with a rocker section under the gameboard, a strip under said gameboard and supporting said rocker section, said rocker section provided at its inner end with an upstanding auxiliary section projecting through said gameboard, a bat threaded upon said auxiliary section, said rocker section provided at its outer end with an upstanding primary section projecting through said gameboard, said primary section provided at its upper end with a horizontal outwardly extending knob-carrying section projecting over one edge of said gameboard, a dial having numerals and symbols on said gameboard, a rotatable ball and pointer device on said gameboard with the pointer above the dial, and said ball and pointer device being adapted to be positioned on said gameboard so as to place said ball in the path of movement of said bat to be struck by said bat to rotate said ball and pointer device.

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