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BALL PITCHING CHANCE DEVICE

Robert S. Somerville, 22331 Avalon St., St. Clair Shores, Mich., and Gilbert S. Magraw, 4891 Farmbrook, Detroit, Mich.

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This invention relates to a marble pitching game wherein the marbles are pitched upon a resilient apertured sheet or netting that is stretched tautly across a game board frame. The apertures in the netting are slightly smaller than the marbles to be pitched on the netting so that under normal circumstances the marbles bounce about on the resilient netting in an unpredictable manner until they finally come to rest nestled in one of the netting apertures. The positions in which the pitched marbles finally come to rest can be used as the basis for a large number of interesting and competitive games that have proven extremely enjoyable to both children and adults of all ages.

While the basic game, which is known as "Marbelleno," can be played with merely the frame supported resilient netting and a group of marbles, still, many additional interesting variations of the basic game are achieved when game board insert panels are mounted in the frame beneath the resilient netting so that patterns on the insert boards can be utilized in combination with the positions of the overlying marbles to determine the game points and principles. A number of well-known games such as poker, craps, war, baseball, and innumerable others, that are merely dependent on the imagination of the players, after they learn the fundamentals of "Marbelleno," will be readily apparent to players of all age ranges. In fact it is one of the principal advantages of this game apparatus that it lends itself to modifications of all sorts so that it will never become monotonous and lose its appeal. At the same time the game equipment remains simple and inexpensive in design.

Other objects and advantages of this invention will be readily apparent from a reading of the following description and a consideration of the related drawings wherein:

FIG. 1 is a top plan view of one form of game board embodying this invention, portions of the netting being broken away to disclose the underlying game board insert panel used for various card games such as poker;

FIG. 2 is a side elevational view of the game board shown in FIG. 1;

FIG. 3 is an end elevational view looking at the left end of the FIG. 1 game board;

FIG. 4 is an enlarged sectional elevational view taken along the line and in the direction of the arrows 4-4 of FIG. 1;

FIG. 5 is another enlarged sectional elevational view taken along the line and in the direction of the arrows 5-5 of FIG. 1; and

FIG. 6 is a fragmentary plan view of the game board in use.

FIG. 1 shows a plan view of one form of "Marbelleno" game board which consists of a rectangular frame F that supports a resilient netting or perforated sheet N. The netting N is tautly stretched across the frame F at the lower portion thereof so that the frame walls provide an upstanding enclosure about the netting N. The netting N, as shown, has diamond-shaped apertures that are of such a shape that the conventional glass marble will normally be supported in the diamond shaped apertures without passing completely downwardly therethrough. However, because the netting N is of a resilient material such as nylon, rubber, rubber-like synthetics, or similar materials, it will stretch and if the marbles should be thrown down-

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wardly onto the perforated sheet N with great force then the openings 10 in the netting N may be stretched open and the marbles 11 will pass through the netting. While diamond-shaped openings have been shown in the netting N, still, it is also possible to use substantially any shaped opening such as hexagonal, square, round, triangular, or any variation thereof, provided the netting openings are just a bit smaller than the marble or other ball-like object that is to be tossed upon the resilient netting N. FIG. 5 shows the relative size of the netting openings 10 as compared to the size of the marbles 11.

From FIG. 5 it will also be noted that the frame F is made up of an upper section 14 and a lower section 15 with the edges of the netting N clamped therebetween and held in place by the cover strip 16. Obviously, other means of anchoring the netting side edges to the surrounding frame F can be used.

The several figures of the drawings also disclose that there is provision made for slidably mounting game board insert panels 17 beneath the netting N. The side walls of the lower frame section 15 are grooved as at 19 to provide a form of track means to slidably receive the side edges of the insert panel 17. The grooves 19 may be slightly angled from one end of the game board towards the other end (see FIG. 2) so that any marbles that may pass through the netting N will roll towards the right end of the game board. When the insert panel 17 is withdrawn slightly leftwardly to the broken line position 20 shown in FIG. 4, then any marbles that have passed through the netting N may drop down from the right end of panel 17 and be recovered beneath the frame for use in continuing play of the game.

From FIGS. 4 and 5 it will be noted that the top surface of the insert panel 17 is covered with a game play covering 22. In the particular instance shown this covering 22 is a part of a set of playing cards so that a card game similar to poker can be played as hereafter explained.

The general principle involved in any one of the numerous games that can be played with this "Marbelleno" game board involves the pitching of standard size marbles 11 or the large odd ball 41 on to the resilient netting N where the marbles bound about in an unpredictable manner until they each come to rest in one of the netting apertures 10. The position of rest of the marbles 11 or 41 determines the player's score and this may be dependent on the relative positions of the several marbles 11, 41 on the netting N or the positions of the marbles 11, 41 with respect to the figures or markings on the insert panel covering 22.

Standard equipment for use with the "Marbelleno" game board is:

- 1 odd ball or large marble 41
- 6 yellow marbles 11 for starting pattern
- 8 black marbles
- 8 red marbles
- 8 white marbles
- 8 blue marbles
- 1 pack of extra marbles
- 1 set of game board insert panels such as 17.

The basic game of "Marbelleno" for 2 or more players (see FIG. 6) does not use insert card 17. Place the large odd ball 41 on the center of the playing area netting. Place six yellow marbles 11 in a large diamond-shaped pattern around the large odd ball 41. Make sure the yellow marbles 11 are several spaces apart. This version of the game may be played by two or more people as long as each person starts with the same number of marbles. The color of the marbles has no meaning in this version. When the starting pattern of the odd ball 41

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and the yellow marbles 11 is laid down and each player has an equal number of marbles, play is ready to begin.

The odd ball 41 is worth five points and all other marbles in this version are worth one point. The first player starts by pitching one of his marbles onto the netting play area N. If his marble lands next to any other marble or causes any other marbles to bounce next to each other he scores by picking up all marbles that are immediately adjacent to each other. If he scores he shoots again and keeps shooting until he ceases to score. When a player fails to score he passes play to the player to his left. If a marble bounces through the net N or out of the playing area the player shooting forfeits the offending marble plus one extra marble and he does not score. He places his forfeited and offending marbles two spaces apart as near the center of the netted play area as possible. Any adjacent marbles, resulting from the impact of the marble that bounced out of the play area, are separated and the player then passes play to the left.

The object of the game is to collect as many marbles as possible and eliminate the other players from the game.

When a person is out of marbles he is out of the game. The winner is the last person with marbles left and his points are the amount of marbles he has left. The odd ball 41 counts five points while all other marbles count one point. The large odd ball marble is a desirable marble to have as it is large and will not go through the net N. It is heavy and will stir up more action on the netting when it is pitched in play. It can be held for a time until many marbles are on the board or for the last shot when it has the best chance of scoring points.

All shots by players must be made above and outside of the edges of the board walls 14, 15. No rolling of marbles on to the net is permitted. No reaching into the playing area is permitted.

Variations of basic "Marbelleno."—No insert panels 17 are used. Speeding the play: (1) The first player to gain a certain number of points wins. (2) Each player has the same number of turns as marbles each starts with. Five marbles each and five shots each. The winner is the player who has the most points at the end of five plays each. (Note if the player is scoring he may shoot more than five actual times or he may shoot less if he forfeits.) (3) Played exactly the same as basic "Marbelleno," but only one shot each even if the person scores.

Poker.—(Insert panel 17 is used.) 2-6 players can play. Each player is given five marbles of the same color. Do not use the odd ball 41. Number one player shoots all of his marbles one at a time or number one player shoots all of his marbles at once.

The playing cards below his marbles determine his hand, then the next player shoots and determines his playing hand. The best poker hand wins. If the marble goes through the net or bounces off the playing area N that marble only is forfeited.

War.—Use an insert panel 17 with spaced pictures of warships or other bombing targets. Five (5) marbles are given to each player. A player pitches one or more marbles 11 onto the resilient netting N after announcing which of the other players he is attacking. If the marbles he pitches come to rest vertically above one or more of the targets on the insert panel 17 then he collects marbles from the player he attacked according to the point score attached to the particular targets hit. If he does not land his marbles over a target then he forfeits the marbles pitched to the player he attacked. The player ending up with all or most of the marbles is the winner.

We claim:

1. A pitch game comprising a plurality of ball-like projectiles and a game board on which the ball-like pro-

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jectiles are pitched comprising an upstanding peripheral frame with open top and bottom having a resilient netting mounted on the frame to extend substantially horizontally at a level intermediate the top and bottom of the frame and tautly stretched across the complete area defined by the frame, said netting having openings therein slightly smaller than the size of the projectiles to be pitched upon the resilient netting such that the projectiles can seat in the openings without passing therethrough after bounding about unpredictably on the resilient netting with said netting being sufficiently elastic to allow the openings therein to expand and permit one of the projectiles to be forced therethrough, and a panel mountable beneath said netting having scoring markings thereon adapted to be aligned with certain of the overlying netting openings to provide a means for establishing a scoring pattern when projectiles are seated in netting openings overlying said panel scoring markings, said panel being removably mounted on said frame by track means permitting partial and complete withdrawal of said panel from beneath said netting so that any projectiles passing through the perforated netting and collecting on said panel may be recovered on partial or complete withdrawal of said panel from engagement with at least one side of said frame through the opening provided by the separation of said one side of said panel and the adjacent side of said frame.

2. A pitch game comprising a plurality of ball-like projectiles and a game board on which the ball-like projectiles are pitched comprising an upstanding peripheral frame with open top and bottom having a resilient netting mounted on the frame to extend substantially horizontally at a level intermediate the top and bottom of the frame and tautly stretched across the complete area defined by the frame, said netting having openings therein slightly smaller than the size of the projectiles to be pitched upon the resilient netting such that the projectiles can seat in the openings without passing therethrough after bounding about unpredictably on the resilient netting with said netting being sufficiently elastic to allow the openings therein to expand and permit one of the projectiles to be forced therethrough, and a panel mountable beneath said netting having scoring markings thereon adapted to be aligned with certain of the overlying netting openings to provide a means for establishing a scoring pattern when projectiles are seated in netting openings overlying said panel scoring markings, said panel being removably mounted on said frame by grooveways on opposite frame walls with said grooveways being transversely aligned and tilted downwardly and away from one end of the frame so that any projectiles passing through the perforated netting will roll to the lowest end of the panel for ready recovery when the panel is partially withdrawn from said frame one end.

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DELBERT B. LOWE, *Primary Examiner.*