

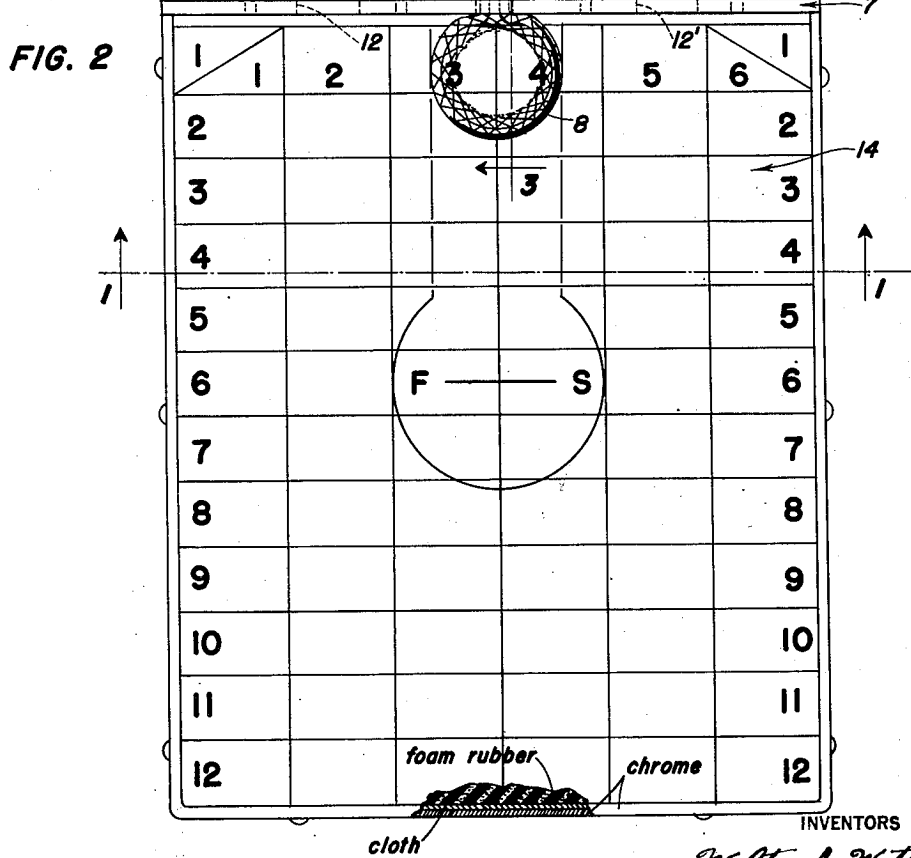
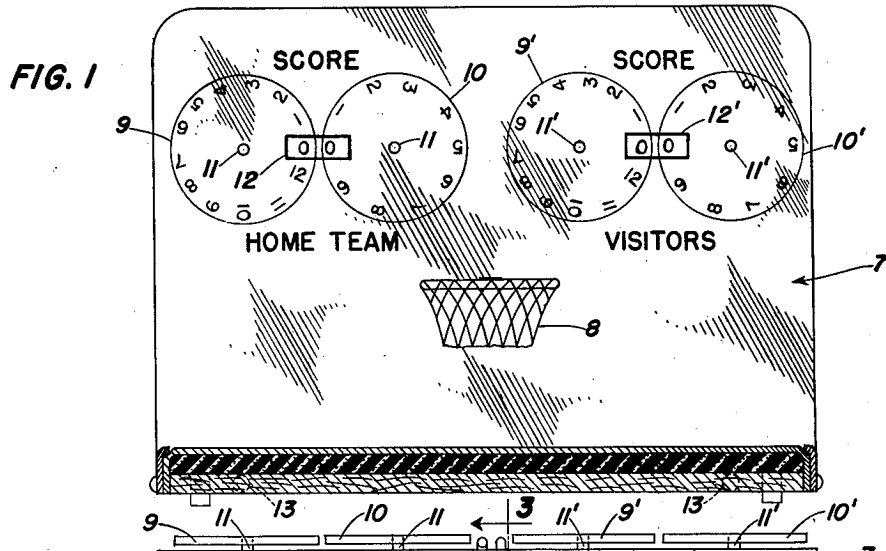
Sept. 23, 1952

W. J. WATSON ET AL
SIMULATED BASKETBALL GAME

2,611,615

Filed Sept. 27, 1949

2 SHEETS—SHEET 1



INVENTORS
Walter J. Watson
Walter J. Watson, Jr.

Sept. 23, 1952

W. J. WATSON ET AL
SIMULATED BASKETBALL GAME

2,611,615

Filed Sept. 27, 1949

2 SHEETS—SHEET 2

FIG. 3

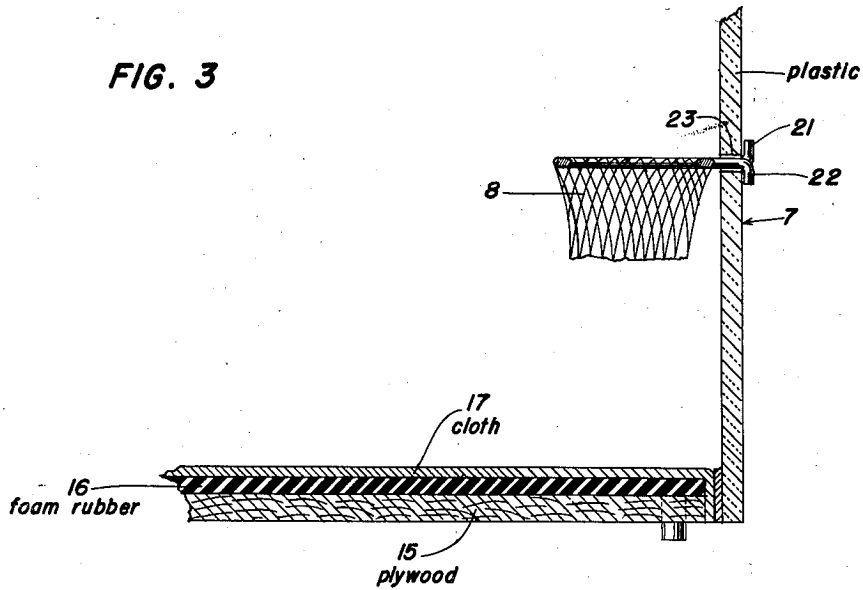


FIG. 4

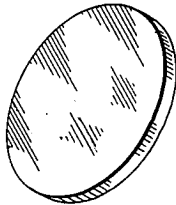


FIG. 5

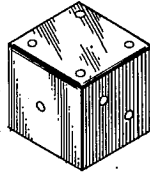
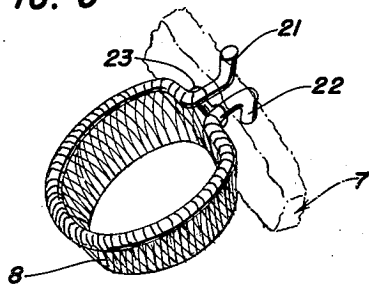


FIG. 6



INVENTORS

Walter J. Watson
Walter J. Watson, Jr.

UNITED STATES PATENT OFFICE

2,611,615

SIMULATED BASKETBALL GAME

Walter J. Watson and Walter J. Watson, Jr.,
Washington, D. C.

Application September 27, 1949, Serial No. 118,154

1 Claim. (Cl. 273-85)

1

This invention relates to improvements in table games and more particularly to a game similar to basket ball but to be played with tiddle-dy-winks and dice wherein a player attempts to snap or jump a disc, by the aid of a second disc, pressed by hand against it, into or through a basket from a point on the playing area determined by rolling dice.

A further object of the invention is to provide a game which combines the principal elements of the old and well-known games of tiddle-dy-winks and dice with many of the principal elements of the modern game of basket ball.

Another object of the invention is to provide a portable table game similar to basket ball combining skill and chance, to be played between competing sides, comprising one or more players to a side, which may be easily dismantled and compactly folded up and stored when not in use.

Other objects and advantages of the invention will be apparent during the course of the following description:

In the accompanying drawings, forming a part of this specification and in which like numerals are employed to designate like parts throughout the same,

Fig. 1 is a face view of the basket supporting element which element also acts as a backboard and contains the scoring device as seen on the line 1-1 of Fig. 2;

Fig. 2 is a top plane view of the invention as assembled;

Fig. 3 is a side view of the invention taken on line 3-3 of Fig. 2;

Fig. 4 is a perspective view of the disc;

Fig. 5 is a perspective view of a die. In the preferred embodiment of the invention three such dice, two colored red and one colored white, are used;

Fig. 6 is a perspective view of the basket.

In the drawings, wherein for the purpose of illustration is shown a preferred embodiment of my invention, the reference 7 designates a rectangular transparent body portion which acts as a backstop and which supports a basket 8, and scoring devices, 9 and 10. The scoring device 9, is round and bears numbers on its perimeter from 1 through 12 inclusive. The companion scoring device 10 is also round and bears numbers on its perimeter from 0 through 9, inclusive. Two sets of scoring devices, 9-10, and 9'-10', one set for each opposing side, are provided. The scoring devices 9-10 and 9'-10' are respectively attached to the back of the body portion 7 by means of pins 11 and 11', which allow them to be rotated freely. References 12 and 12' indicate

2

a scoring box comprising openings in the face of the body portion 7 so that by rotating the scoring devices any score from 00 to 129 can be made to appear in the scoring box.

On the bottom of the body portion 7 are two open end slots 13 so constructed as to fit securely over the stems of two thumb screws threaded in corresponding holes in the side of the playing field 14. In assembling the game the two slots 13 on the bottom of body portion 7, are fitted over the two screws on the playing field and the screws are then tightened.

The playing field 14 is preferably constructed of a flat rectangular base 15, upon which has been laid a fitted strip of resilient material such as foam rubber 16, covered with a piece of cloth 17.

The basket 8 is so-fashioned that the ends of the basket ring form two prongs, one of which curves upward as illustrated at 21 and one of which is curved downward as illustrated at 22.

In assembling the game these prongs are removably engaged in a fitted slot, reference 23 in the backstop 7.

The game is played by the first contestant rolling three dice, one of which is illustrated in Fig. 5, to determine the coordinates for the position on the playing area from which he will shoot for the basket. The total of the numbers appearing on the two red dice indicates the vertical position on the playing field.

The number appearing on the white die indicates the horizontal position on the playing field. Thus, for example, if the numbers thrown on the red dice totaled 9 and the number thrown on the white die were 4 the contestant making the play would have as his shooting position the square which is vertically the ninth square from the backboard on the length of the playing field and horizontally the fourth square from the left side of the playing field. For purposes of facilitating the location of starting positions the boxes have been numbered on the length and on the top width of the playing field as illustrated in Fig. 2.

After securing his shooting position the contestant places one of the hard circular discs, illustrated by Fig. 4, on that position, and then, manually, with another like disc, seeks to jump the first disc, in the manner of tiddle-dy-winks, through the basket.

If, when in throwing the dice to secure his shooting position, a player throws two dice bearing the same number, it is a foul which entitles the player's opponent to a free shot for the basket from the line on the playing field marked Foul Shot (Fig. 2). If each of the three dice thrown

3

4

turn up the same number, it is a double or personal foul which entitles the player's opponent to two free shots for the basket from the foul line. In the event a foul is assessed against a player he is allowed to throw the dice again to secure a shooting position. Only two fouls may be assessed against a player during each of his turns to throw the dice. If a player has had two fouls assessed against him, he shoots from the position indicated on his third throw despite the fact that the numbers on the dice may turn up identical. If the shooting position secured by a player after throwing the dice is directly under the basket or at such an angle that a direct shot at the basket is not feasible he may dribble by shooting the disc outward to another position on the playing field and then shooting for the basket from his new position.

Scoring is similar to the scoring utilized in basket ball, i. e., two points for a basket; one point for the successful execution of a foul shot.

The scores of the opposing sides are kept on the scoring device attached to the backboard (Fig. 1).

While certain features of this invention have been described in detail for purposes of illustration, it is of course to be understood that various changes may be made in the apparatus as herein disclosed or in the manner or method of play without departing from the spirit of the invention as it is defined in the appended claim.

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

A game comprising in combination, a playing area comprising a rectangular rigid base member having a resilient material on a surface thereof, a cloth covering said resilient material and base member, said cloth having markings thereon dividing said area into squares, the said squares

lying along a length and width thereof having designating indicia marked thereupon corresponding in character to the designating indicia on the surfaces of dice for determining the square in the playing area constituting the region of play, a backboard attached to the playing area, a basket attached to the backboard, score indicating means carried by said backboard, disks adapted to be manually shot through the basket from the playing area in the manner of tiddly-winks, and three dice, one being of a color distinct from the others, the die of distinctive color having indicia on each surface thereof conforming with the indicia marked in the squares along the width of the playing area, the remaining dice having indicia thereon such that the sum of the markings on the two uppermost surfaces will conform with indicia marked in squares along the length of the playing area, whereby to designate the region of play.

WALTER J. WATSON.
WALTER J. WATSON, JR.

REFERENCES CITED

The following references are of record in the file of this patent:

UNITED STATES PATENTS

Number	Name	Date
1,508,147	Vinal	Sept. 9, 1924
1,612,699	Cole	Dec. 28, 1926
2,261,448	Petersen	Nov. 4, 1941
2,343,506	Hay	Mar. 7, 1944

FOREIGN PATENTS

Number	Country	Date
790,150	France	Sept. 2, 1935