April 24, 1956 E. WESTBROOK 2,743,105

SIMULATED FOOTBALL GAME

Filed April 16, 1953

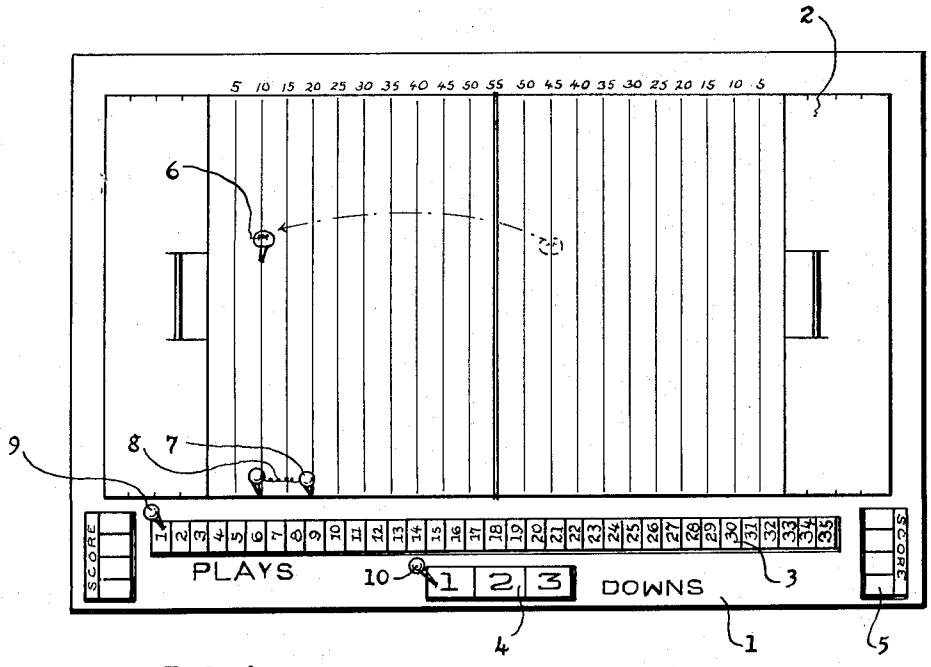


FIG. 1.

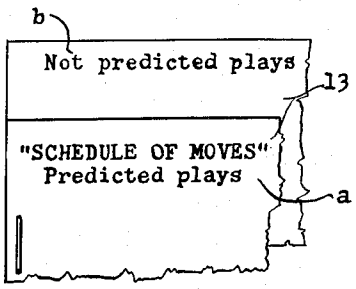


FIG. 4.

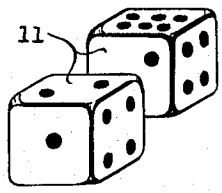


FIG. 3.

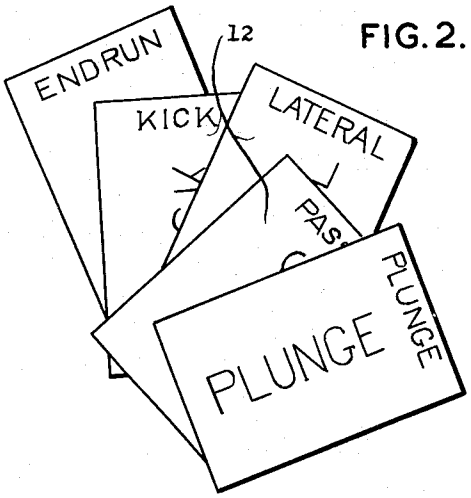


FIG. 2.

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SIMULATED FOOTBALL GAME

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3 Claims. (Cl. 273—94)

This invention relates to improvements in a game and appertains particularly to one in which two or more players or contestants are evenly divided to represent opposing football teams or the like.

An object of the invention is to provide a game in which skill and chance comingle in the progress of the players representing the team "in possession" and such progress is modified by the ability of the players representing the defending team to predict the successive plays attempted by the offensive team, the scoring values of the plays in combination with their chances of success being closely related to the normal possibilities of the corresponoding plays under like circumstances in a real game.

A further object of the invention is to provide an interesting game of almost unlimited variety of plays and final outcome that requires only simple yet novel media, and some pieces of which are used by one team and different kind of pieces by the other team, with scoring schedules for interpreting the values of the offensive team's plays subject to the defensive team's success in predicting such plays.

To the accomplishment of these and related objects as shall become apparent as the description proceeds, the invention resides in the construction, combination and arrangement of parts as shall be hereinafter more fully described, illustrated in the accompanying drawings, and pointed out in the claims hereunto appended.

The invention will be best understood and can be more clearly described when reference is had to the drawings forming a part of this disclosure wherein like characters indicate like parts throughout the several views.

In the drawings:

Figure 1 is a plan of a playing board laid out to represent a football playing field;

Figure 2 shows a set of five play-prediction cards; and

Figure 3 is a perspective view of a pair of dice.

Fig. 4 shows a portion of the schedule of moves in two sections.

The playing board **1** bears the representation of a football playing field **2** with the yardages graduated thereon running from the 5 yards line in front of opposite goals to the 55 yards line at center. Additionally, to record the progress of the game, a column of "Plays" **3** is provided that has thirty-five numbered spaces. "Score" boxes **5**, with a space for each of the four quarters are also provided for each player or team of players and may consist of pads of removable sheets or have erasable surfaces as here shown. Movable over the face of the playing field **2** is a playing piece **6** representing a football that after each play should be placed on the designated yard line. A pair of yard sticks **7**, connected by a line **8** of a length corresponding with a space of ten yards on the playing field, are movable along the side line of the field as required. A "Plays" marker **9** to keep account of the number of plays is movable along the column **3** and a "Downs" marer **10** is similarly movable along the box **4**. One convenient way of forming the board **1** is to make it of soft impingeable material and to provide the football playing piece **6**, yard sticks **7**, and the "Plays" and "Downs" markers **9** and

10 with integral pins or tines, enabling them to be stuck into the board at will. Dowel-like pegs insertable in drilled holes in the board could be employed instead of the impingeable board and pins.

The playing media or apparatus consists, in addition to the playing board **1** and its associated parts already described, of a chance number selector here shown as a pair of dice **11**, a set of play prediction cards **12** and a "Schedule of Moves" **13**.

The play prediction cards **12**, all with plain or similar backs, each bear the designation on its face of one of the five basic plays attempted by the player or team in possession, hereinafter called the offensive player or team, the card designations being "End Run," "Kick," "Lateral," "Pass," and "Plunge" respectively. This set of play prediction cards is used by the opposiing player or team, called the defensive.

The dice **11** are rolled by the offensive team or player, that is also charged with properly moving the ball **6**, yard sticks **7** and "Plays" and "Downs" markers **9** and **10**.

The "Schedule of Moves" **13** consists of two sections, viz., Predicted plays A and Not predicted plays B, the details of which follow with carefully estimated move values. Move values in accordance with the count of the dice rolled by the offensive team are taken from the Predicted section A if the defensive team selected the proper play prediction card **12** and from the Not predicted section B if the defensive team failed in its play prediction.

SCHEDULE OF MOVES

Predicted plays and kicks (part A)

KICKS

Field (or Punts)	Run Back	Convert	Placement
2—60 Yards	2—25 Yards	2—Yes	2—No.
3—55 Yards	3—15 Yards	3—Yes	3—Yes.
4—50 Yards	4—10 Yards	4—No	4—No.
5—45 Yards	5—15 Yards	5—Yes	5—Yes.
6—50 Yards	6—15 Yards	6—Yes	6—Yes.
7—40 Yards	7—10 Yards	7—Yes	7—No.
8—45 Yards	8—10 Yards	8—No	8—Yes.
9—35 Yards	9—15 Yards	9—Yes	9—Yes.
10—45 Yards	10—5 Yards	10—Yes	10—Yes.
11—50 Yards	11—20 Yards	11—Yes	11—No.
12—55 Yards	12—35 Yards	12—Yes	12—Yes.

PASSES

Long Forward	Short Forward
2—35 Yard Gain	2—25 Yard Gain.
3—25 Yard Gain	3—15 Yard Gain.
4—10 Yard Gain	4—10 Yard Gain.
5—Incomplete	5—Incomplete—retains possession.
6—Interception, lose ball and 15 Yards.	6—Interception, lose ball.
7—15 Yard Gain	7—10 Yard Gain.
8—Incomplete	8—15 Yard Loss.
9—Interception, lose ball	9—5 Yard Loss.
10—15 Yard Gain	10—10 Yard Gain.
11—30 Yard Gain	11—15 Yard Gain.
12—40 Yard Gain	12—20 Yard Gain.

END RUNS

To Left	To Right
2—15 Yard Gain	2—10 Yard Gain.
3—10 Yard Gain	3—20 Yard Gain.
4—No Gain	4—5 Yard Gain.
5—5 Yard Gain	5—10 Yard Loss.
6—Fumble	6—5 Yard Gain.
7—15 Yard Gain	7—5 Yard Loss.
8—10 Yard Loss	8—10 Yard Loss.
9—5 Yard Loss	9—Fumble—lose ball.
10—15 Yard Gain	10—No Gain.
11—5 Yard Gain	11—15 Yard Gain.
12—10 Yard Gain	12—25 Yard Gain.

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PLUNGES

To Left	Over Centre	To Right
2—25 Yard Gain	2—20 Yard Gain	2—15 Yard Gain.
3—10 Yard Gain	3—15 Yard Gain	3—10 Yard Gain
4—No Gain	4—10 Yard Loss	4—5 Yard Loss.
5—5 Yard Gain	5—5 Yard Loss	5—Fumble—lose ball.
6—5 Yard Gain	6—Fumble but recover—no gain.	6—5 Yard Gain.
7—5 Yard Loss	7—10 Yard Gain	7—5 Yard Gain.
8—Fumble—lose ball	8—5 Yard Loss	8—No Gain.
9—5 Yard Gain	9—5 Yard Gain	9—10 Yard Gain.
10—10 Yard Loss	10—Fumble—lose ball.	10—10 Yard Loss.
11—15 Yard Loss	11—15 Yard Gain	11—10 Yard Gain.
12—15 Yard Gain	12—25 Yard Gain	12—20 Yard Gain.

LATERAL

To Left	To Right
2—25 Yard Gain	2—25 Yard Gain.
3—10 Yard Gain	3—15 Yard Gain.
4—5 Yard Gain	4—No Gain.
5—Fumble but recover—No Gain	5—5 Yard Gain.
6—5 Yard Loss	6—10 Yard Gain.
7—Fumble—lose ball	7—5 Yard Loss.
8—5 Yard Gain	8—Fumble—lose ball.
9—5 Yard Loss	9—5 Yard Gain.
10—10 Yard Gain	10—5 Yard Gain.
11—15 Yard Gain	11—10 Yard Gain.
12—20 Yard Gain	12—15 Yard Gain.

Not predicted plays and kicks (part B)

PASSES

Long Forward	Short Forward
2—Run for a touchdown	2—35 Yard Gain.
3—35 Yard Gain	3—25 Yard Gain.
4—20 Yard Gain	4—15 Yard Gain.
5—Interception—lose ball	5—Fumble—lose ball.
6—Incomplete	6—5 Yard Loss.
7—10 Yard Gain	7—10 Yard Gain.
8—15 Yard Gain	8—5 Yard Loss.
9—10 Yard Gain	9—Fumble but recover on 1st down.
10—Interception—lose ball and 10 Yard Gain for Interception.	10—10 Yard Gain.
11—40 Yard Gain	11—15 Yard Gain.
12—55 Yard Gain	12—30 Yard Gain.

PLUNGES

To Left	Over Centre	To Right
2—25 Yard Gain	2—25 Yard Gain	2—20 Yard Gain.
3—15 Yard Gain	3—15 Yard Gain	3—10 Yard Gain.
4—No Gain	4—5 Yard Loss	4—5 Yard Gain.
5—5 Yard Gain	5—No Gain	5—10 Yard Loss.
6—10 Yard Gain	6—Fumble but recover on 1st down.	6—10 Yard Gain.
7—5 Yard Gain	7—15 Yard Gain	7—5 Yard Gain.
8—10 Yard Loss	8—5 Yard Gain	8—5 Yard Loss.
9—10 Yard Gain	9—10 Yard Gain	9—No Gain.
10—5 Yard Loss	10—10 Yard Loss	10—10 Yard Gain.
11—10 Yard Loss	11—15 Yard Gain	11—15 Yard Gain.
12—25 Yard Gain	12—30 Yard Gain	12—20 Yard Gain.

END RUNS

To Left	To Right
2—25 Yard Gain	2—20 Yard Gain.
3—20 Yard Gain	3—25 Yard Gain.
4—No Gain	4—10 Yard Gain.
5—10 Yard Gain	5—5 Yard Gain.
6—10 Yard Loss	6—10 Yard Gain.
7—15 Yard Gain	7—5 Yard Gain.
8—5 Yard Loss	8—10 Yard Loss.
9—5 Yard Gain	9—10 Yard Loss.
10—20 Yard Gain	10—5 Yard Gain.
11—10 Yard Loss	11—20 Yard Gain.
12—25 Yard Gain	12—30 Yard Gain.

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LATERALS

To Left	To Right
2—30 Yard Gain	2—25 Yard Gain.
3—15 Yard Gain	3—15 Yard Gain.
4—10 Yard Gain	4—5 Yard Gain.
5—5 Yard Gain	5—10 Yard Gain.
6—No Gain	6—5 Yard Loss.
7—10 Yard Loss	7—No Gain.
8—5 Yard Gain	8—10 Yard Loss.
9—5 Yard Loss	9—5 Yard Gain.
10—15 Yard Gain	10—10 Yard Gain.
11—20 Yard Gain	11—15 Yard Gain.
12—25 Yard Gain	12—20 Yard Gain.

KICKS

Field (or Punts)	
2—75 Yards.	8—55 Yards.
3—65 Yards.	9—45 Yards.
4—55 Yards.	10—50 Yards.
5—55 Yards.	11—60 Yards.
6—60 Yards.	12—70 Yards.
7—45 Yards.	

Following is a modified schedule of values for Kicks:

KICKS

Kick Off	Run Back, Yards	Punts			Convert	Placem't
		Pre., Yards	Not P., Yards	Run Back, Yards		
2—65 Yds	40	60	75	25	Yes	No.
3—60 Yds	30	55	65	15	Yes	Yes.
4—55 Yds	25	50	55	10	No	No.
5—50 Yds	20	45	55	5	Yes	Yes.
6—45 Yds	15	50	60	15	Yes	Yes.
7—40 Yds	10	40	45	10	Yes	No.
8—45 Yds	15	45	55	10	No	Yes.
9—50 Yds	20	35	45	15	Yes	Yes.
10—55 Yds	25	45	50	5	Yes	Yes.
11—60 Yds	30	50	60	20	Yes	No.
12—65 Yds	35	55	70	35	Yes	Yes.

Using the apparatus and or media thus described, the rules and manner of playing the game are as follows:

How to play

The game may be played by two, four or six players, equally divided into two teams.

The dice are rolled to determine which team will kick-off. The team rolling the highest count on the dice may choose to receive the ball or to kick-off. The team kicking off in the first quarter will receive at the beginning of the third quarter and vice versa.

Kick-off and kick-off return

The playing piece representing the ball is placed on the 45 yard line of the team kicking off and the dice are then rolled. If the number rolled is a 3, the "kick-off" column of the Schedule of Moves is consulted revealing that the ball will travel 55 yards on the kick-off. The ball marker is now moved 55 yards in the direction of the receiving team or to the receiving team's 10 yard line, as seen in Figure 1. The receiving team now rolls the dice for the kick-off return. If the roll is an 11, the kick-off "Run Back" column is consulted and it will be seen that the runback is 20 yards, moving the ball to the receiving team's 30 yard line. We are now ready for the first play from scrimmage.

Plays from scrimmage

The defensive team (the team not having possession of the ball) now selects one of the five defensive cards (—pass, lateral, end-run, plunge or kick) attempting to predict the play which will be called by the offensive team (the team having possession of the ball). The card selected is turned face down on the playing board

and the offensive team then states its play (a pass, lateral, end-run, plunge or kick) and rolls the dice.

The defensive card is now turned over and if the play has been correctly predicted the "Predicted" column on the Schedule of Moves is consulted and if not the "Not predicted" column of the given play is consulted to determine the yards gained or lost and the playing piece representing the ball moved accordingly.

It should also be noted that the offensive team must state which of the two variations of each play it desired—that is, when a pass is called it should be stated which of the two types of passes is desired, a "long pass" or a "short pass." Similarly, an end-run should be called in terms of an "end-run left" or "right"; a plunge, "left," "right" or over "center," and a lateral to the "left" or to the "right," all as provided for on the Schedule of Moves.

The purpose of the offensive team is to gain 10 yards or more in three or less downs (or attempts). The purpose of the defensive team is to prevent this form occurring, as by the skilful selection of the proper play prediction card whereby the gains of the offensive team are smaller.

Sample plays from scrimmage

If the offensive team has the ball on its own 30 yard line, one ten yard marker is placed at the side of the playing field at the 30 yard line and the other on the 40 yard line. The "downs" marker is moved to the 1st down position.

The defensive team selects a play prediction card, as an example, say a "lateral." The offensive team states its play, as an example an "end-run" to the "left" and the dice rolled, the count appearing on them say is 7. Since the play was not predicted, the not predicted column of an "end-run" to the "left" is consulted to determine the yardage gained. The dice roll was 7 therefore the gain is 15 yards. The ball marker is moved to the offensive team's 45 yard line, the ten yard markers to the 45 and 55 yard sideline positions. Again it is 1st down and ten yards to go. On the next play the defensive team predicts a "plunge." The offensive team calls for a "plunge" over "center" and rolls a 4. The play is predicted and the yardage column for this play indicates a 10 yard loss. The ball marker is moved back to the 35 yard line. The "downs" marker is moved to the 2nd downs position, while the 10 yard markers remain unchanged. It is now 2nd down and 20 yards to go. On the next play the offensive team calls a lateral to the right, which the defensive team has not predicted. The dice roll is a 9 and therefore there is a gain of 5 yards, moving the ball to the 40 yard line. It is now 3rd down and 15 yards to go.

On the next play, under such conditions, the offensive team will normally call for a punt ("field kick") which like other plays the defensive team must endeavour to predict. Failure to do so will result in the non-predicted column of the punt to be used in determining the distance of the offensive team's punt. In the sample under consideration we will assume that the punt is predicted and the dice roll is a 10. Therefore the length of the punt is 45 yards. This moves the ball to the defensive team's 35 yard line and this defensive or receiving team will now "run back" the punt.

The team returning the punt (formerly the defensive but now the offensive team) rolls the dice and consults the punt return column. If the dice roll should be a 7 then the run-back is 10 yards, moving the ball to the 35 yard line. (The formerly defensive team is now the offensive team and vice versa.) The ten yard markers are moved to 35 and 45 yard sidelines respectively and the "downs" marker moved to the 1st down position. The team now in possession of the ball will attempt to move the ball in the direction of the formerly offensive team's goal.

Abbreviations

F: Indicates a fumble. The offensive team loses possession of the ball, the defensive team takes possession of the ball at the point where the fumble occurred.

FR: Indicates a fumble, but recovered. The offensive keeps possession of the ball.

First D: Fumble but recovered, first down. The ball fumbled by the offensive team, touched by the defensive team, but recovered by the offensive.

I: Indicates an interception of a pass. The defensive team intercepts a pass and takes possession of the ball. If the I is followed by a number, the team intercepting the pass also gains the number of yards indicated.

Inc: Indicates an incomplete forward pass—the team attempting the pass retains possession of the ball, but there is no gain on the play and of course counts as a down.

Scoring

Touchdown: A touchdown is scored when the yardage gained on a play is sufficient to carry the ball over the goal line. A touchdown is worth 5 points.

Convert: After a touchdown the team scoring the touchdown attempts a convert. The dice are rolled and the "convert" column is consulted to determine whether the attempt was successful. A convert is worth 1 point.

After a touchdown the team scored against has the choice of kicking-off or receiving the ball.

Safety: A safety is scored if the team in possession of the ball is forced back over its own goal line. Example: if the offensive team has the ball on its own 5 yard line and loses 10 yards on a play—this places the ball 5 yards in the offensive team's end zone and the so-called defensive team is credited with 2 points.

After a safety the team scored against puts the ball into play on its 25 yard line.

Field goal: If the team in possession of the ball moves to the opponent's 25 yard line or any distance closer to the opponent's goal line, it may, so long as it is within this area, attempt a field goal. The offensive team states that it will attempt a field goal, rolls the dice, and then consults the "field" goal column to see if the attempt was successful. If it is, the offensive team is credited with 3 points.

If it fails, then the kick is considered as a punt, the dice being rolled again and the "punt" column consulted to determine the yardage of the punt.

After a field goal the team scored against takes possession of the ball on its 40 yard line.

Rouge: A rouge is scored when the offensive team punts the ball into the defensive team's end zone and the defensive team's punt return is not sufficient to carry the ball out of the end zone to at least its goal line. A rouge is worth 1 point.

After a rouge the team scored against takes possession of the ball on its 25 yard line.

Kick to deadline: A kick to the deadline is scored when the offensive team punts the ball beyond the defensive team's end zone—that is more than 20 yards beyond the defensive team's goal line. A kick to deadline is worth 1 point.

After a kick to the deadline, the team scored against takes possession of the ball on its 40 yard line.

Timing: The game is divided into 4 quarters and there are 35 plays in each quarter. After each play the play maker is moved one space. Kick-off returns, punt returns, converts and penalties do not count as a play.

Penalties: If the offensive team calls a play before the defensive team has selected the defensive card—a loss of 10 yards.

If the offensive team fails to move the 10 yard markers, the ball marker, or the downs marker to the correct position—a loss of 5 yards for each offense.

If the offensive team fails to move the play marker after a play has occurred—a loss of 10 yards.

From the foregoing description taken in connection with the accompanying drawings, it will be manifest that a game and apparatus for playing the same is provided that will fulfil the necessary requirements of such a device, but as many changes could be made in the above description and many apparently widely different embodiments of the invention may be constructed within the scope of the appended claims, without departing from the spirit or scope thereof, it is intended that all matters contained in the said accompanying specification and drawings shall be interpreted as illustrative and not in a limitative or restrictive sense.

Having thus described the invention what is claimed as new is:

1. A football game apparatus comprising in combination a playing board bearing the representation of a football field thereon, a playing piece representing a football movably positioned on said playing board, a chance number selector, a set of play prediction cards each designating one of the plays attempted in a football game, and a schedule of moves for directing movement of said football representing playing piece having alternative columns of values designated "predicted plays" and "not predicted plays" for each of the plays identified by the play prediction cards, each of the columns of values for each of the plays having as many different football moving directions as there are different numbers on the chance selector and being numbered to correspond to the numbers on the chance number selector whereby one player chooses one of the play prediction cards and the other player declares his proposed play and actuates the chance number selector; the schedule of moves being then referred to and the "predicted plays" or "not predicted plays" column being used depending on whether or not the said other player's intended play declared before actuating said chance number selector was correctly predicted by said first player's selected card.

2. A football game apparatus comprising in combination a playing board bearing the representation of a football field thereon, a playing piece representing a football movably positioned on said playing board, a pair of movable members held in limited spaced relation by a connecting line insertable in said playing board along one edge of the representation of the football field, and media for determining the movement of said football representing playing piece over the face of the football field representing playing board comprising a pair of dice useable as a means of chance selecting any number from two to twelve inclusive, a set of five play prediction cards each bearing one of the following play designations on one face thereof "End run," "Kick," "Lateral," "Pass," "Plunge" respectively, and a schedule of moves having alternative columns of values designated "predicted plays" and "not predicted plays" for each of the said five plays identified by the play prediction cards; each of the alternative columns of values for each of the plays having eleven different play values numbered from two to twelve inclusive to correspond to the numbers on the said chance number selector dice.

3. A football game apparatus, for use by players divided into two teams called the "offensive" and "defensive" respectively, comprising in combination a playing board bearing the representation of a football field thereon, a playing piece representing a football movably positioned on said playing board, a pair of movable members held in limited spaced relation by a connecting line insertable in said playing board along one edge of the representation of the football field for designating the area the "offensive" team must gain to retain the "offensive," a pair of dice useable by the "offensive" team for chance selecting some number from two to twelve inclusive, a set of five play prediction cards useable by the "defensive" team having a common design of back face and each bearing one of the following play designations on the front face thereof "End run," "Kick," "Lateral," "Pass," "Plunge" respectively, and a schedule of moves for directing the movement of said football piece having alternative columns of values designated "predicted plays" and "not predicted plays" for each of the plays identified by the play prediction cards, each of the columns of values for each of the plays having eleven different football moving directions and numbered successively from two to twelve to correspond with the counts obtainable on the throw of the said dice, and the alternative "predicted plays" or "not predicted plays" column of the schedule of moves being referred to for determining the move of the playing piece depending on whether or not the "defensive" team player's selection of a play prediction card was a correct forecast of the "offensive" team player's play declared by him following the selection of the said card by the "defensive" team player and before the "offensive" team player uses the said dice to obtain a chance selected number.

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