

Dec. 7, 1937.

H. A. SWART

2,101,764

GAME

Filed Jan. 14, 1936

2 Sheets-Sheet 1

Fig. 1.

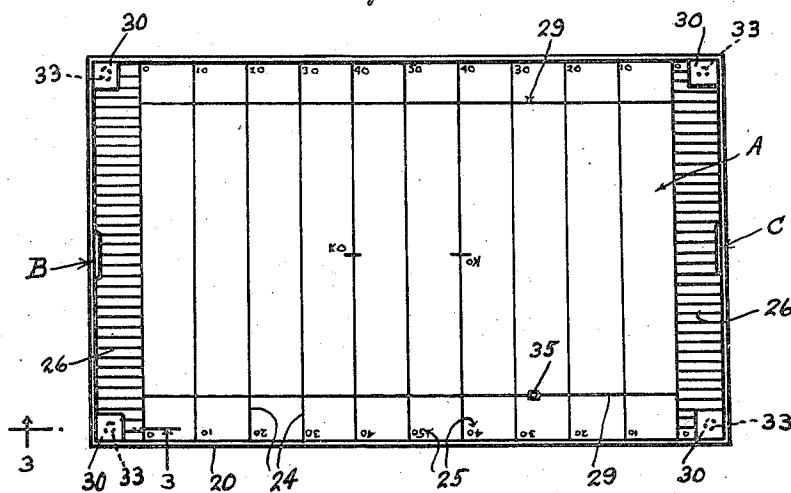


Fig. 2.

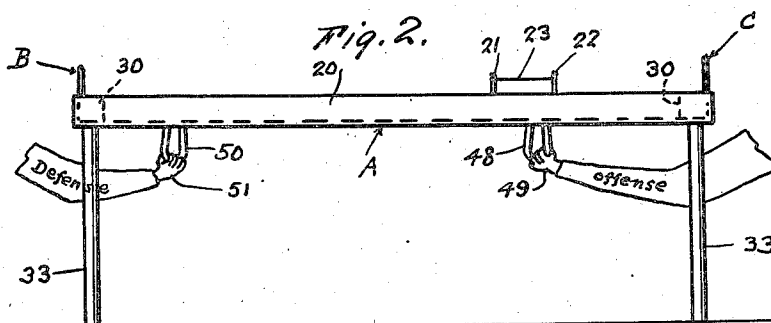


Fig. 3.

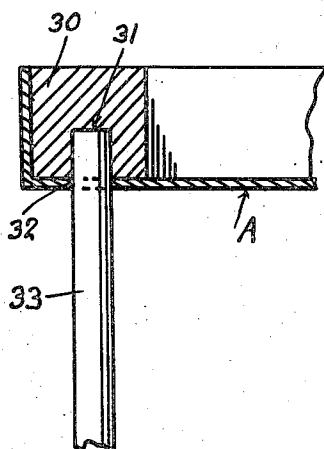
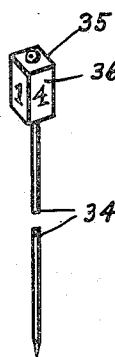


Fig. 4.



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Fig. 5.



Fig. 6.

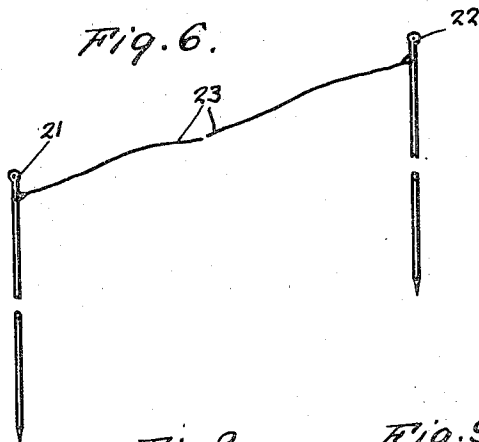


Fig. 16.

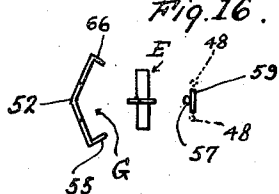


Fig. 8.



Fig. 9.

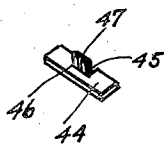


Fig. 7.

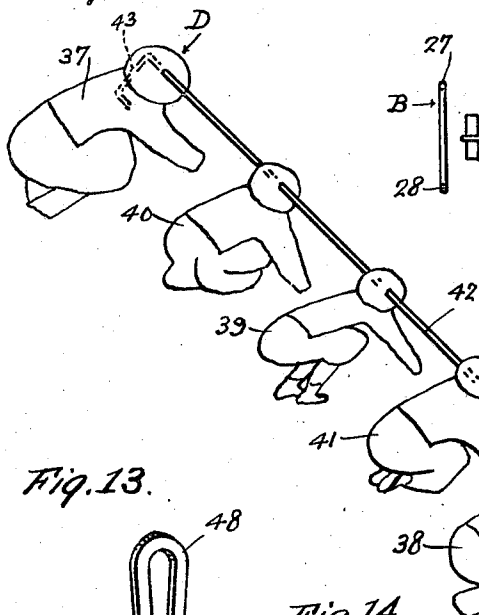


Fig. 15.

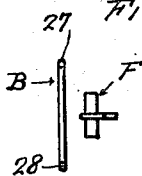


Fig. 10.

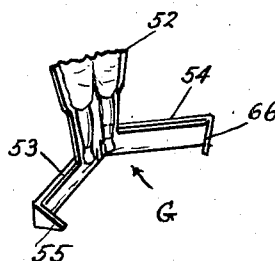


Fig. 13.

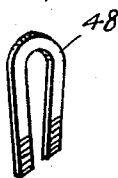


Fig. 14.

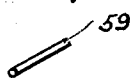
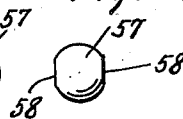


Fig. 11.



Fig. 12.



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UNITED STATES PATENT OFFICE

2,101,764

GAME

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Application January 14, 1936, Serial No. 59,139

8 Claims. (Cl. 273—94)

The invention relates to miniature football games played and scored according to collegiate rules of football in so far as is possible by controlling irrational objects representing foot-
 5 balls and human players by a permanent magnet in the hands of the human players.

The primary object of the present invention is to provide certain of the dummy football players, a kicking ball, and two forward pass
 10 balls movable on the offense by a permanent magnet in the hand of one person, and a roving safety man in the form of a metal roller movable by a magnet on the defense by an opponent to frustrate the strategy of the offensive
 15 attack. The defense is also entitled to position certain players to combat the offense.

A very important feature of the present invention is the arrangement of the dummy linemen in a unitary structure and the use of the unitary
 20 structure only on the defense.

Another feature is the construction of the ends and backfield game pieces all bearing a unique relation to the entertainment derived from strategy and counter-strategy of the will of the per-
 25 sons controlling the maneuvers of these dummy players.

Further objects of the invention are to provide a game of the character referred to that has strong and durable parts, that is thoroughly
 30 reliable for its intended purpose, adding a certain amount of intrigue and deception for potential execution by the players, that promote the teachings and refinements of the regular collegiate football game, and that is comparatively in-
 35 expensive to manufacture and use.

With the foregoing and other objects in view the invention consists in the novel construction, combination and arrangement of parts as will be hereinafter more specifically described and illus-
 40 trated in the accompanying drawings wherein is disclosed an embodiment of the invention, but it is to be understood that changes, variations, and modifications may be resorted to without departing from the spirit of the claims hereunto
 45 appended.

In the drawings wherein like reference characters denote corresponding parts throughout the several views:

Figure 1 is a plan view of the table constructed
 50 and marked to represent a miniature replica of a gridiron or playing field.

Figure 2 is a side elevation thereof.

Figure 3 is an enlarged fragmentary vertical
 55 section taken substantially on line 3—3 of Figure 1.

Figure 4 is a fragmentary perspective view of the miniature down marking device or indicator.

Figure 5 is a side elevation of the linemen unit showing the relation of the line penetrating back and the line encircling backs with respect to the
 5 wire barrier of the linemen unit.

Figure 6 is a fragmentary perspective view of the measuring line.

Figure 7 is a perspective view of the five linemen arranged in a unit to provide a barrier.
 10

Figure 8 is a perspective view of one of the two line encircling backs whose height requires it to encircle the barrier of the linemen.

Figure 9 is the metallic base of the line encircling backs with the body removed.
 15

Figure 10 is a fragmentary perspective view of a game piece representing an end.

Figures 11 and 12 are elevations of the balls, one view being at right angles to the other.

Figure 13 is a perspective view of one of the
 20 permanent magnets.

Figure 14 is a perspective view of one of the iron rollers controlled by the movement of the magnet in the hands of the opponents playing the game.
 25

Figure 15 is a diagrammatic showing of the relation of the base of the defensive back when positioned in front of the goal to defend the goal against field goals.

Figure 16 is the relation of the base of the
 30 backs in relation to the base of the end, the view being in plan.

Referring to the drawings A indicates a flat rectangular panel made of thin cardboard or other similar material permeable by magnetism
 35 and having a continuous upstanding marginal flange 20 about its edge. The free edge of the flange 20 receives the points of the two posts 21, 22 to the upper ends of which are connected the ends of the measuring line 23. The distance be-
 40 between the two posts or the length of the line, represents ten yards the distance the offensive team is required to travel in four downs.

The upper face of the panel A is delineated to represent a miniature gridiron having inter-
 45 mediate transverse lines 24 denoting the playing field which are equally spaced to represent ten yards each and they are designated by proper numerals 25. At each end of the playing field is a striped end zone 26 and in these zones on
 50 the center line of the panels are the goal posts 27, 28 and a cross bar. The distance between the goal posts is such that when a defensive back is positioned in front of them as seen in
 55 Figure 15, there is a hazard to the passage of

a field goal ball between the posts. Side lines 29 provide the lateral boundaries of the playing field. The distance between the measuring line posts 21, 22 is equal to the distance between any two transverse lines 24.

In each corner are anchored the bottom and adjoining side faces of blocks 30. The bottom of the block 30 is anchored to the top face of panel A and the adjoining two sides to the angles at the corners of the flange 20. Each block has a bore 31 registering with a like opening 32 in panel A in which is removably seated the upper ends of the take down supporting legs 33.

The down indicator which tallies the downs has a sharp peg 34 which pierces the panel A any place along the side line 29. The upstanding shank of the peg carries a block 35 the four lateral faces 36 of which are respectively numbered 1, 2, 3 and 4, which are turned by the persons playing the game. The face of the block in focus with the side of the playing field where the measuring lines are positioned indicates the down.

The linemen unit is indicated at D and is adapted to be disposed transversely across the playing field with the pieces resting on panel A. It consists of five cardboard figures simulating linemen players, the end figures 37, 38 being tackles, the middle figure 39 being the center, and the two figures 40, 41 being the guards. The width of the lineman unit is constant. A straight wire barrier 42 has each end anchored as at 43 to the head on the body of the end figures 37 and 38. The end figures are therefore immovable with respect to each other and also to wire barrier which transfixes the heads of the pieces 39, 40, 41 and these pieces may be shifted on the wire. The height of the barrier 42 limits the movement of the line encircling offensive back pieces F, and allows the line penetrating back pieces E to pass as illustrated in Figure 5. By shifting the intermediate pieces on the wire barrier 42 the space between the pieces may be arranged to present a hazard to the bases of the line penetrating back pieces or offer spaces to decoy the offensive strategy with a view to frustrating the attack. It is also pointed out that when the lineman figures are spaced at equidistant points along the barrier 42, the magnetically controlled bases of the line penetrating backfield pieces may pass between, but when shifted to different spacings may block the passage of the line penetrating backfield pieces. The lineman unit rests under its own weight on the panel A and is shifted by the defensive player each down to meet the strategy of the offense.

All the backfield pieces are formed like that illustrated in Figures 8 and 9 except the four on one side are of different color from the other four. Each backfield piece is formed of a flat piece of cardboard 43 cut to simulate a human body. The supporting base which rests on the playing field or panel A is made of a flat strip of metal 44 which is moved in response to the permanent magnet. The center of the strip is cut out from one edge at 45 and bent up to provide a clip 46 which is at right angles to the strip. This clip has a slot 47 in which is anchored the lower edge or foot simulating branch of the cardboard body 43.

There are four of these backfield pieces for the offense and four on the defense. Two of the four backfield pieces designated as the line penetrating pieces and indicated at E in Figure 5

are less in height than the line encircling backfield pieces F. The pieces F will not pass under the barrier wire 42, and must therefore be used in plays skirting or encircling the "lineman" unit D. The pieces E will pass under barrier wire 42. The relation in height of the backfield pieces E and F is readily discerned from the arrangement in Figure 5 where the dotted line 42a shows the height of barrier wire 42. These backfield pieces on the offense are slid along the playing field by the permanent horseshoe magnets, one magnet 48 being used by the hands 49 of the offensive human player, and the other magnet 50 in the hand 51 of the defensive human player. The magnets slide the metal bases 44 over the playing field A by the players manipulating the magnet under the cardboard as illustrated in Figure 2.

The pieces simulating the "ends" in the game are stationary in the field of play and are not effected by the permanent magnets. The "lineman" unit D is likewise stationary and not effected by the magnets. The "end" pieces are formed of upright cardboard bodies 52 angular in horizontal cross-section. The bases of these end pieces are integral with the body and are formed of two edgewise disposed strip branches 53, 54 merging with the body 52. The branches are disposed at an obtuse angle to each other which coincides with the angle of the body 52 which imparts a certain amount of stability to the "end" pieces. On the free ends of the branches 53, 54 are integral inturned wings 55, 56 respectively which are at substantially right angles to the plane of their coterminous branches. The wings and branches of the bases of the "end" pieces define a forward pass receiving pocket G which is guarded by the defensive backfield pieces E or F being positioned in front of the "end" pieces whereby the bases 44 provide a ridge at the mouth of pocket G over which the forward pass ball cannot pass, as illustrated in Figure 16.

In this game besides having magnetically responsive backfield pieces E and F there are three wooden balls or spheres 57 two being of one color and designated F. B. (forward-pass balls) and the other one being of a different color and designated P. B. (punt or field goal ball). These balls are positioned behind the line of scrimmage on the offensive side of the line in accordance with the rules. The balls are flattened slightly as at 58 at opposite poles so they will not roll around the playing field A when the flat side is resting on the playing field. The balls are rolled along the playing field by a soft iron cylinder 59 toward their goal or objective. In the one case the objective for the F. B. ball 57 is the pocket G of the "end" pieces, while in the other P. B. it is the goals B or C. The ball P. B. is also used to initiate the game by the kick-off and also used to punt. As shown in Figure 15 one of the counter-strategic parries consists in playing a defensive backfield piece E or F across the defensive goal line between the goal posts in the end zone to present a hazard so the roller 59 propelling the P. B. will have to take a circuitous course to avoid the base of backfield piece, and the roller is difficult to maneuver into a tortuous path because it naturally rolls in a straight line.

The persons playing the game move the roller 59 on the playing field by the movement of the magnet 48 on the offensive under the cardboard panel A. The defense also has the privilege of a safety piece positioned in accordance with the

following rules, and this safety piece is a roller like that shown at 59 used in propelling the balls. This safety piece is moved by the magnet 50 on the defense and by the defensive player's hand 51, and this safety piece is maneuvered into the path of the backfield pieces E or F, or the P. B. and F. B. to stop the forward progress of the offensive play.

Rules and regulations

I. This game follows regular official collegiate football rules in play and scoring.

II. The field A is similar to a regular gridiron, all dimensions being proportionate. Yard sticks 21, 22, a down box 35 and goal posts 21, 22 are used. Ten-yard lines mark the field.

III. Three balls 57 are used. Two, of the same color, are forward pass balls F. P. one, of a different color is the ball P. B. to be kicked or punted.

IV. The game, how started, and how conducted.

1. Length of game:—Two periods of fifteen minutes each or twenty-five plays each half, if more convenient.

2. A kick off starts the game. A coin is tossed for the choice.

3. The players:

(a) Two teams of eleven men each except the five middle linemen D for each team are interchangeable; i. e. only on defense are the two tackles 37, 38, the two guards 40, 41 and center 39 used.

V. The kickoff:

1. The single colored ball P. B. is the kickoff ball.

2. The kickoff is made by propelling the ball with the roller 59 which in turn is motivated by the horseshoe magnet 50 manipulated beneath the board by the human player on the defensive side.

3. Method of procedure for the kickoff.

(a) The defense lines up

(1) The five middle linemen D joined together on their own forty-five yard line.

(2) The two ends 52 on the thirty yard line.

(3) The four backs E and F behind their own twenty yard line.

(4) The safetyman, the roller manipulated by the magnet in the end zone 26.

(b) The offense sets the ball anywhere on or behind its own forty yard line.

(c) The ball is kicked off.

4. The safetyman roller may advance to intercept the kick after the ball is kicked.

5. The kickoff cannot be run back.

6. The point where the receiver of the kickoff becomes the offensive team carrying the ball on first offensive down is:—

(a) At the point where the kicked ball comes to its farthest advance, or

(b) On the twenty yard line, if the ball is kicked across the goal, or

(c) At the point where the kicked ball goes out of bounds ten yards from the side-line.

VI. The scrimmage:

1. Necessary gain on downs. If in four successive downs the offensive team shall not have advanced ten yards the ball shall go to the opponents on the spot of the fifth down.

2. Method of scrimmaging. Procedure each down.

(a) Down box 35 indicating the down, 1st, 2nd, 3rd or 4th, is placed on the side-line. The yard sticks 21, 22 are placed ten yards ahead to indicate the spot to which the ball must be advanced in four downs. The sticks are stuck into the raised flange 20 of the cardboard cover.

(b) The punt ball is placed ten yards directly back from the spot where it was obtained by the offense, where it must remain unless a punt is declared.

(c) The defense lines up its men. The five joined linemen D are set up on the line of scrimmage, no player being ahead of the line marked by the down stick, with one motion of the defensive human player's hand. After being so set the individual linemen of this middle group may not be touched until yardage has been gained by the offense, when the lineman unit must be moved to the new line of scrimmage corresponding to the advancement of the ball. The defense sets up its two ends anywhere on or behind the line of scrimmage. Also the backs.

(d) The offense sets up its two ends to catch forward passes in any space not occupied by an opponent. After such placing these ends may not be moved until 1st down is made or the ball lost. The offense sets its backs anywhere behind the line.

(e) The defense may now meet the new offensive positions by:

(1) moving one back the 1st down, and one additional back each succeeding down i. e. two backs the 2nd down, three backs the 3rd down, four backs the 4th down. These backs are usually moved to prevent an end from receiving a forward pass like in Figure 16. The back may be set in front of an offensive end, but must face forward, or the backs may be used to plug up a hole or space between linemen D in the defensive line. Note:—Inside the twenty yard line the defense may shift two backs the 1st down instead of one, and the regular number thereafter.

(f) The offense now tries to make yards by plunging, running ends, forward passing or kicking. The manipulator may disguise his plan by various methods i. e. by moving the roller 59 back and forth near the balls 57 or by moving any back E or F behind the line of scrimmage.

3. The defensive safety man, the magnet manipulated roller, may take station anywhere in his own territory, but may not cross the line of scrimmage until the offense passes, kicks or moves its back across the line.

4. The game may be played by one person. No safetyman is then used.

5. On declared punts the safetyman may play no closer than forty yards from the line of scrimmage.

6. Offensive backfield pieces. After each plunge or run the ball carriers E, F may be brought back by hand into the backfield if it is possible to do without disturbing any defensive man. Penalty for disturbing a defensive man:—Five yards from point to which he advanced.

VII. The punt.

1. The ball 57 of single color is the ball to be punted.
2. At the beginning of each series of downs it is placed ten yards directly back of the point where play is to commence.
3. The ball may be punted on any down, but it must not be moved, except: (See No. 4.)
4. On 4th down or any other down, the offense may announce the ball is to be punted or a field goal attempted, whereupon:—
 - (a) On a punt:
 - (1) The defense may not move any player.
 - (2) The safety man must play forty yards from the ball if possible, or in the end zone.
 - (3) The offense may move its own ends if necessary to clear a path for the ball.
 - (4) The ball must be punted if so announced.
 - (b) On an attempted goal from the field:—
 - (1) Same as for a punt, except: the defense may move one backfield man in front of goal posts if desired as is depicted in Figure 16.

VIII. The forward pass.

1. The balls of similar color are the forward pass balls.
2. At the beginning of each series of downs these balls are placed twenty yards behind the line of scrimmage at any point. Count 2 lines 24 from the down stick.
3. The forward pass balls may be moved each down, so long as they conform to No. 2 rule.
4. The offense may set its ends anywhere on 1st down only to receive passes.
5. A forward pass is completed when the ball 57 is propelled by the roller 59 into the pocket G of the end 52, and there remains. It is incomplete otherwise and counts as one down. The end must remain erect for should a bungled ball knock the end piece over, the pass will be declared incomplete.
6. After the offense has moved its forward pass balls and its end pieces, the defense may shift to meet the new alignment: one back the 1st down, and one additional back each succeeding down (See Rule VI—(e)).

IX. Point after touchdown.

1. One play only shall be tried.
2. The defense lines up on the five yard line.
3. The ball is placed on the fifteen yard line.
4. The point after touchdown may be attempted by plunging, forward passing, or kicking through the goal posts C or B.
5. In case the offense announces an attempted kick, the defense may place but one back in front of the goal posts.

X. Penalties.

1. All penalties are for five yards from the spot of the previous down unless otherwise specified.

XI. During a scrimmage the farthest advance of any portion of the ball carrier marks the spot of the next down.

Having thus described the invention, what is claimed is:

1. In a game device, a playing field having at least one objective goal, an individual playing piece movably supported on and in contact with the field, and movable in a direction toward the goal at the will of a human player; the combination with the aforesaid elements of a self-supporting barrier unit solely supported within the playing field and there to remain stationary in the path of the advancing movable playing piece, said barrier unit including a plurality of upright bodies, and a rod spaced above the playing field carrying the intermediate bodies and anchored to the end bodies of the unit, the intermediate bodies of the unit being shiftable on the rod to regulate spaces between the bodies to frustrate and sometimes decoy offensive maneuvers of the playing piece, additional bodies of offense supported in stationary position on the playing field, said additional bodies formed with a base having parts diverging from the body to form pockets, and a rollable body independent of the aforesaid playing pieces adapted to be engaged in said pockets.

2. In a game device, a playing field having at least one objective goal, an individual playing piece movably supported on and in contact with the field, and movable in a direction toward the goal at the will of a human player; the combination with the aforesaid elements of a self-supporting barrier unit solely supported within the playing field and there to remain stationary in the path of the advancing movable playing piece, said barrier unit including a plurality of upright bodies, and a rod spaced above the playing field carrying the intermediate bodies and anchored to the end bodies of the unit, the intermediate bodies of the unit being shiftable on the rod to regulate spaces between the bodies to frustrate and sometimes decoy offensive maneuvers of the playing piece, a defensive individual blocking piece supported on and in contact with the playing field between the barrier unit and the goal adapted to be placed in the wake of the spaces between the bodies of the barrier unit, additional bodies of offense supported in stationary position on the playing field, said additional bodies formed with a base having parts diverging from the body to form pockets, and a rollable body independent of the aforesaid playing pieces adapted to be engaged in said pockets.

3. In a game device wherein there is embodied a playing field having at least one objective goal, an individual playing piece movably supported on and in contact with the field, and movable in a direction toward the goal at the will of a human player characterized by a self-supporting barrier unit to be supported solely on the playing field and there to remain stationary in the path of the advancing movable playing piece, said barrier unit including a plurality of upright bodies each one of which provides an abutment hazard to the passage of the movable playing piece, and a rod spaced above the playing field carrying the intermediate bodies and anchored to the end bodies, the end bodies resting on the playing field and furnishing the sole support for the rod, the intermediate bodies of the unit being shiftable on the rod to regulate spaces between the bodies to frustrate and sometimes decoy offensive maneuvers of the playing piece.

4. In a game device wherein there is embodied a playing field having at least one objective goal, an individual playing piece movably supported on

and in contact with the field, and movable in a direction toward the goal at the will of a human player characterized by a self-supporting barrier unit to be supported solely on the playing field and there to remain stationary in the path of the advancing movable playing piece, said barrier unit including a plurality of upright bodies each one of which provides an abutment hazard to the passage of the movable playing piece, a rod spaced above the playing field carrying the intermediate bodies and anchored to the end bodies, the end bodies resting on the playing field and furnishing the sole support for the rod, the intermediate bodies of the unit being shiftable on the rod to regulate spaces between the bodies to frustrate and sometimes decoy offensive maneuvers of the playing piece, and defensive individual blocking pieces supported on and in contact with the playing field between the barrier unit and goal adapted to be placed in the wake of the spaces between the bodies of the barrier unit.

5. In combination, a playing field of material permeable by magnetism, an objective goal, a non-magnetic scoring body bearing on and movable over the field, a magnetically responsive body bearing on and movable over the field to bear against said scoring body and thereby move the same, and means for introducing magnetic force in the area of the responsive body to propel the same in the direction of the goal.

6. In combination, a playing field of material permeable by magnetism, an objective goal, a non-magnetic scoring body bearing on and movable over the field, a magnetically responsive body bearing on and movable over the field to bear

against said scoring body and thereby move the same, means for introducing magnetic force in the area of the responsive body to propel the same in the direction of the goal, and magnetically responsive scoring pieces supported independently of the scoring body on the playing field to provide a secret dual scoring threat to the defensive players.

7. In combination, a playing field of material permeable by magnetism, an objective goal, a non-magnetic scoring body bearing on and movable over the field, a magnetically responsive body bearing on and movable over the field to bear against said scoring body and thereby move the same, means for introducing magnetic force in the area of the responsive body to propel the same in the direction of the goal, and barriers supported on the playing field between the scoring body and the goal.

8. In combination, a playing field of material permeable by magnetism, an objective goal, a non-magnetic scoring body bearing on and movable over the field, a magnetically responsive body bearing on and movable over the field to bear against said scoring body and thereby move the same, rationally controlled means for introducing magnetic force in the area of the responsive body to propel the same in the direction of the goal, and a magnetically responsive scoring piece supported independently of the non-magnetic scoring body on the playing field to provide a secret dual scoring threat to the defensive players, and barriers supported on the playing field between the scoring piece and the goal.

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