United States Patent [19]

Schurdell

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[54] **DECISION MAKING FOOTBALL GAME**

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[52] **U.S. Cl.**... **273/94 R,** 273/134 CF, 273/DIG. 26

[51] **Int. Cl.** **A63f 9/14**

[58] **Field of Search** ..... 273/93 R, 94 R, 131 C, 273/134 DB, 134 CF, 86 A, 134 CA, 134 CH

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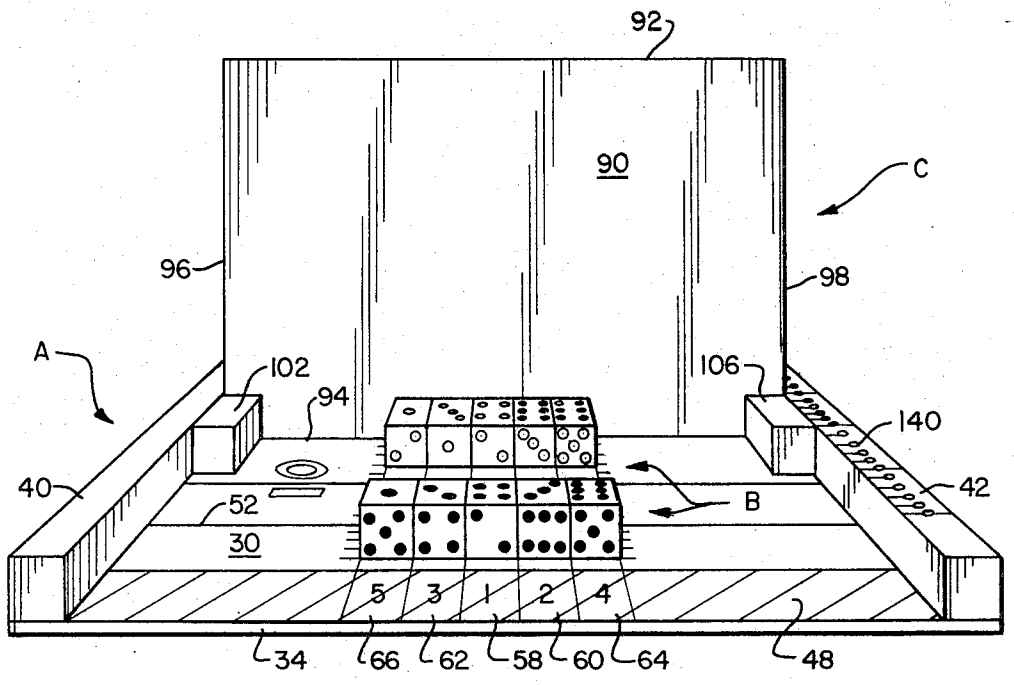
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Primary Examiner—Richard C. Pinkham
Assistant Examiner—Harry G. Strappello
Attorney, Agent, or Firm—Meyer, Tilberry & Body

[57] **ABSTRACT**

A football game including a game board dimensioned as a miniature football field and including five longitudinally extending game playing zones thereon. Ten game members, five linemen and five backfield men having a plurality of member movement indicators thereon comprise each team and are selectively positionable in the playing zones for a predetermined number of separate plays. In a typical play, each player rolls his ten game members onto the game board in full view of the opposing player in order that the players may each observe their opponent's possible plays. A screen which blocks each player's view of the opposing team is placed on the game board to extend along the "line of scrimmage" in order that the players may arrange their game members within the playing zones according to their relative offensive or defensive strengths and weaknesses. A football shaped element is employed by the offensive team to denote which of the game members will enter into a specific play with play being initiated by removing the screen from the game board. Advance or loss of the offensive team is based upon the differences in the member movement indicators of those offensive game members designated to enter play and the defensive team game members in the the same playing zones. A score board is also provided to keep track of game progress and to determine other game variables so as to eliminate as much pure chance from the game as is possible.

21 Claims, 20 Drawing Figures



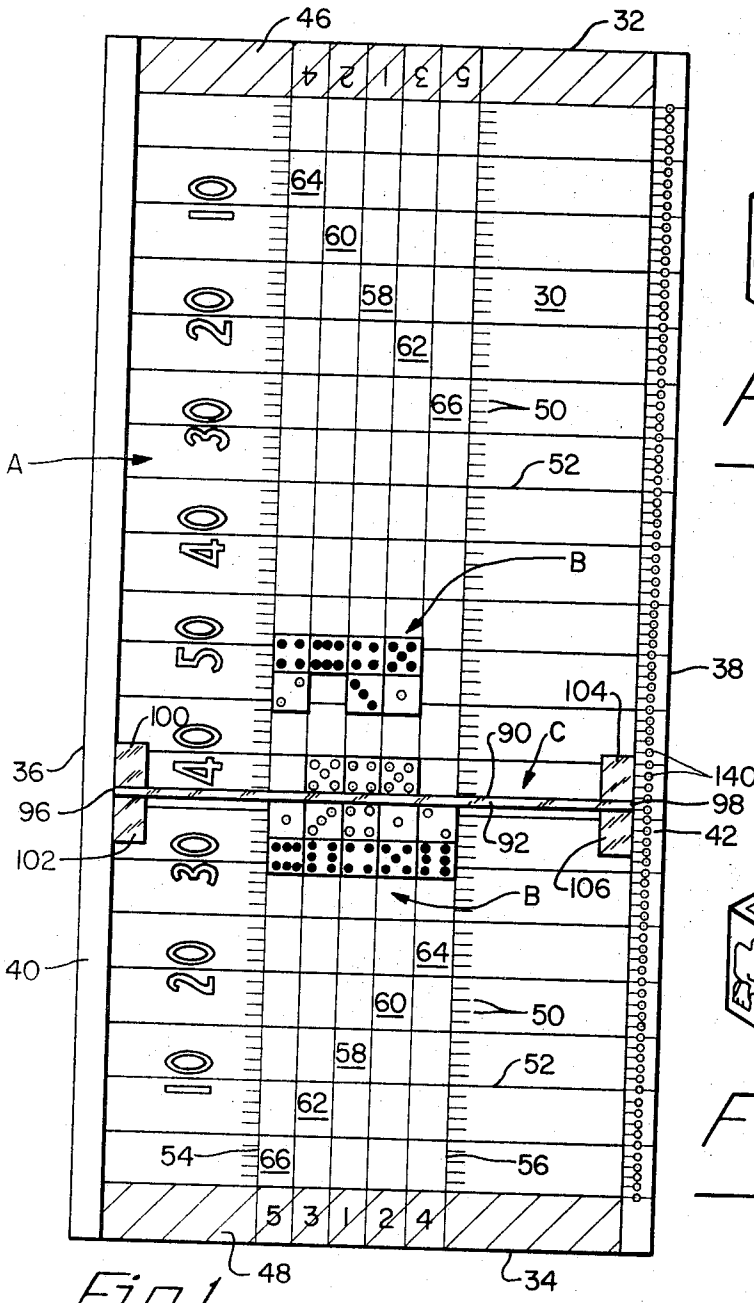


Fig. 1.

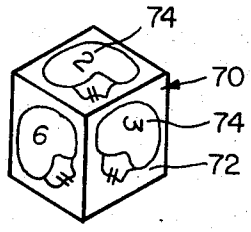


Fig. 2.

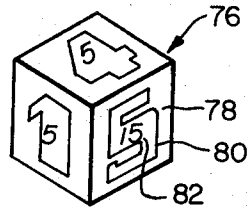


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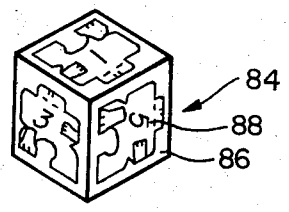


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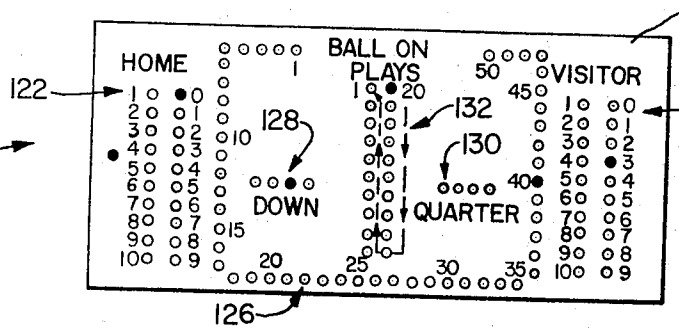
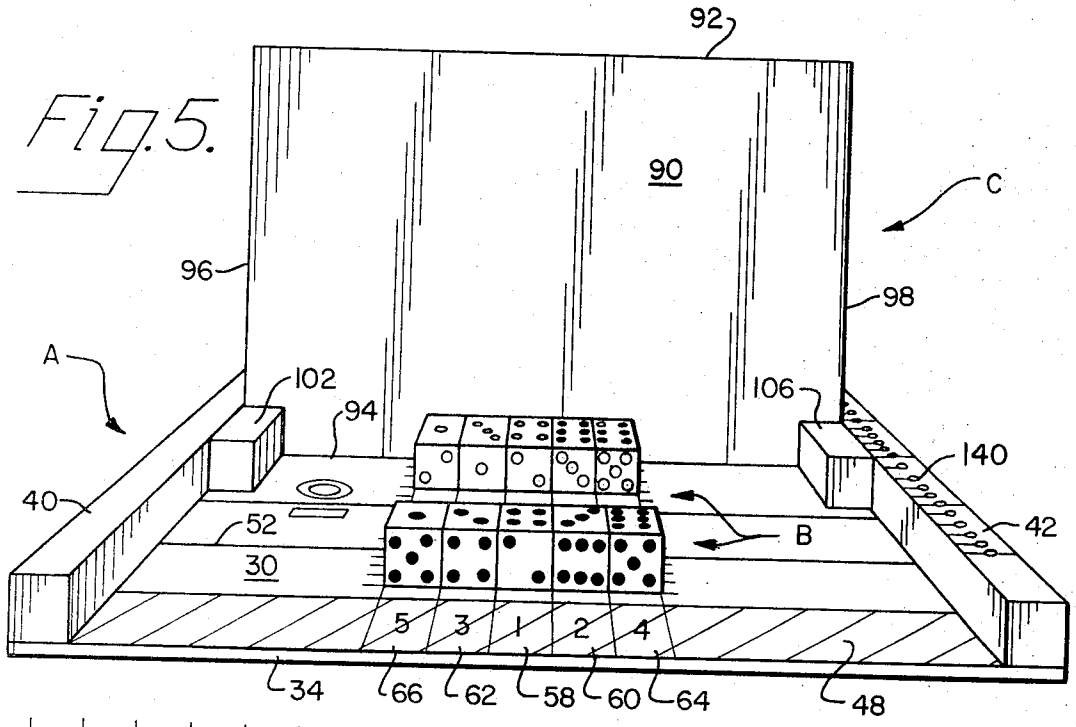


Fig. 20.

Fig. 5.



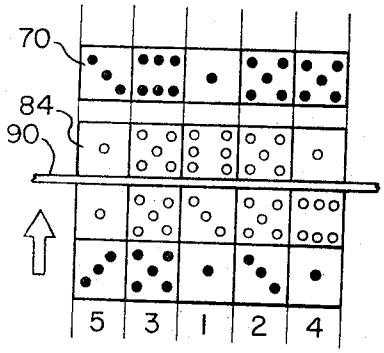


Fig. 6.

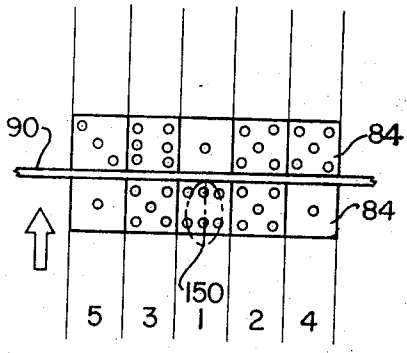


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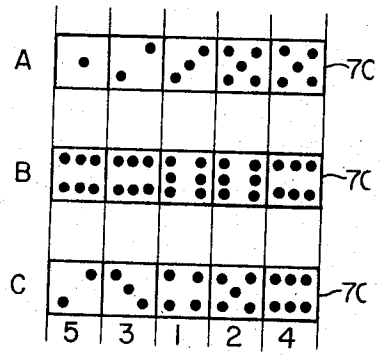


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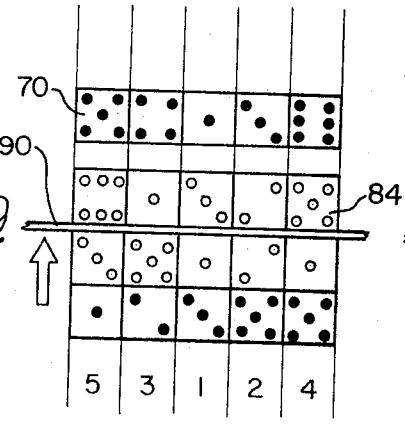


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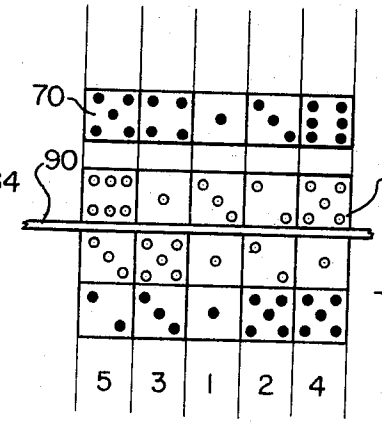


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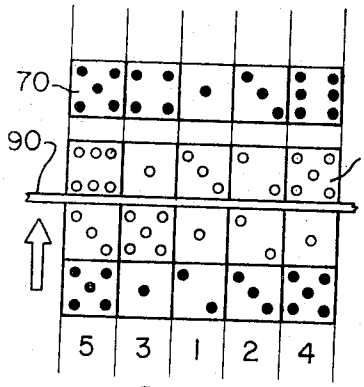


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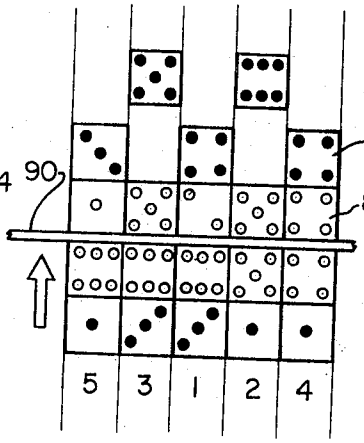


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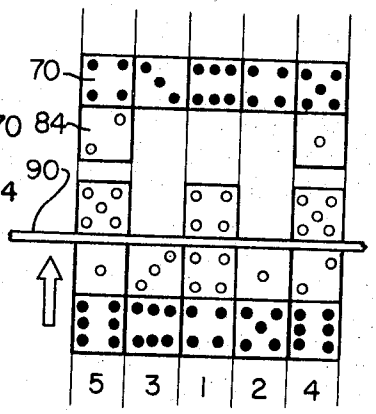


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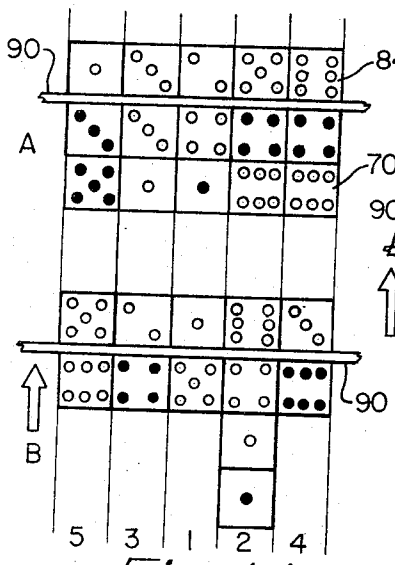


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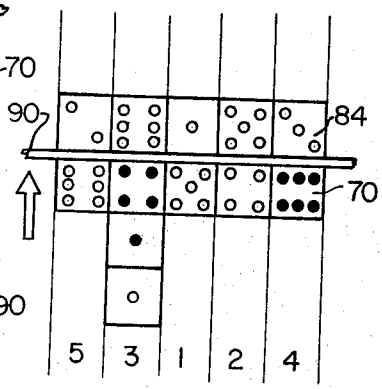


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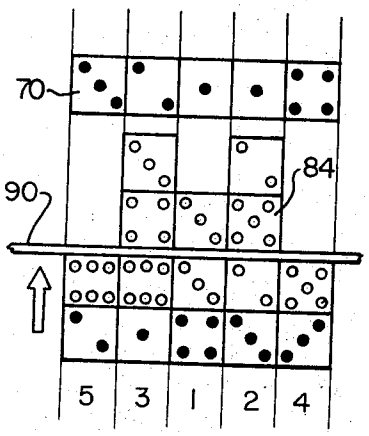


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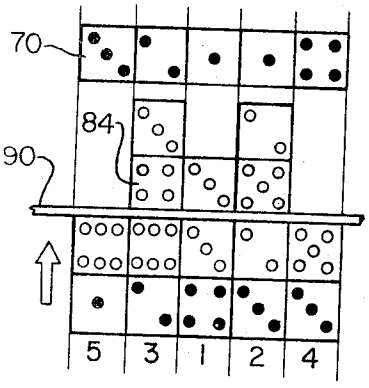


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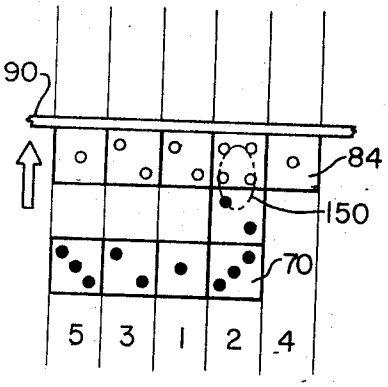


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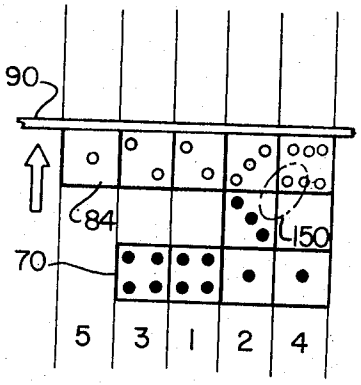


Fig. 19.

DECISION MAKING FOOTBALL GAME

This application pertains to the art of recreational games and more particularly to recreational decision making type games.

The invention is particularly applicable to a decision making football game and will be described with particular reference thereto; however, it will be appreciated by those skilled in the art that the invention has broader applications in the recreational game field.

Simulated football games to be played for amusement are well known in the art. Heretofore, however, these prior football games have required either expensive apparatus, complicated sets of playing cards or combinations of both which, although finding ready public acceptance have had certain shortcomings in attempting to miniaturize the game of football for recreational purposes. These shortcomings are primarily based on the fact that the prior football games involved a substantial amount of "pure chance" so that only a limited degree of actual football knowledge and skill was required by the players. Because of the substantial amount of pure chance involved, and recognizing that in an actual football game there is a far lesser degree of pure chance connected therewith, these prior art recreational football games have not been wholly acceptable by those persons who are both skilled and knowledgeable in the game of football and who wish to test their ability and knowledge against others in a more realistic football game environment. Although many of these prior art games which include both the expensive apparatus and complicated sets of playing cards attempt to more closely approximate the strategy and results of a standard football game, they have not been wholly successful in this objective.

The present invention contemplates a new and improved article which overcomes all of the above referred problems and others and provides a new decision making football game which is simple, economical, eliminates a substantial amount of pure chance involved in playing the game and is readily adaptable to play by persons having various degrees of football knowledge.

In accordance with the present invention, there is provided a decision making game wherein at least two opposing players are required to make simultaneous decisions as to the placement of a plurality of members comprising two opposing teams for determining relative movement thereof for a selected number of separate plays. The game includes a game board having first and second scoring ends and wherein the board is divided into a plurality of equally spaced distance increments extending transversely between the first and second ends and is further divided into a plurality of adjacent playing zones extending longitudinally between the ends. A plurality of first and second game members each having a plurality of member movement indicators thereon and which are substantially identical to each other with the first game members comprising one of the teams and the second game members comprising the other of the teams are selectively movable on the game board within the plurality of playing zones opposite one of the transverse increments from each other. Means are provided for selecting which of the game members will determine relative advance or loss between the teams for each of the selected number of plays via the member movement indicators. Means are

also provided for selectively blocking simultaneous observation of both of the teams by the players during the plotting of play strategy and for consecutively determining the playable member movement indicators of the game members for each of the selected number of plays.

In accordance with another aspect of the present invention, the game further includes a plurality of third and fourth game members with the third game members being associated with the first game members as one of the teams and the fourth game members being associated with the second game members as the other of the teams.

In accordance with another aspect of the present invention, the first, second, third and fourth game members are cubic in geometric configuration with each of the faces thereof including a different game movement indicator thereon.

In accordance with still another aspect of the present invention, the first and second game members represent line players and the third and fourth game members represent backfield players.

In accordance with yet another aspect of the present invention, there is provided a new football game wherein at least two opposing players are required to make simultaneous decisions as to the placement of a plurality of members comprising two opposing teams for determining relative movement thereof for a selected number of separate plays. The game includes a game board having first and second scoring zones or ends, 100 equally spaced distance increments extending laterally thereacross between the two ends and a plurality of playing zones extending longitudinally between the scoring zones. First and second game members, each having a plurality of first member movement indicators thereon and which are substantially identical to each other, represent line players and are selectively positionable on the game board in the plurality of playing zones opposite one of the transverse increments from each other. Third and fourth game members, each having a plurality of second member movement indicators thereon and which are substantially identical to each other, represent backfield players. The third game members are associated with the first game members to comprise one of the opposing teams and the fourth game members are associated with the second game members in order to comprise the other of the opposing teams with both the third and fourth game members also being selectively positionable in the plurality of playing zones relative to their associated first and second game members. Means are provided for selecting which of the game members will determine the relative advance or loss between the teams for each of the selected number of plays via the member movement indicators and for selectively blocking simultaneous observation of both the teams by the players during the plotting of play strategy. Finally, there are included means for consecutively determining the playable member movement indicators of the game members for each of the selected number of plays.

In accordance with still a further aspect of the present invention, the game further includes means for at least determining penalty movement between the teams, the initial starting position of the teams on the game board, the starting position of the teams on the game board when one of the teams has scored points and the starting position of the teams when one of the

teams must relinquish the offensive position to the other of the teams.

The principal object of the present invention is the provision of a new decision making football game wherein the element of pure chance involved during play is substantially reduced.

Another object of the present invention is the provision of a new decision making football game which is easily played.

Another object of the present invention is the provision of a decision making football game wherein the players determine the game strategy for their teams for each of the plurality of separate plays comprising the game.

Still another object of the present invention is the provision of a new decision making football game which is inexpensive to manufacture.

A further object of the present invention is the provision of a decision making football game which is readily adaptable to play both by persons being either skilled or unskilled in football theory.

The invention may take physical form in certain parts and arrangements of parts, a preferred embodiment of which will be described in detail in this specification and illustrated in the accompanying drawings which form a part hereof and wherein:

FIG. **1** is a plan view of the game showing the game board, the view blocking shield and the relative positions between the game members comprising the two opposing teams;

FIG. **2** is a perspective view of a backfield game member;

FIG. **3** is a perspective view of a penalty game member;

FIG. **4** is a perspective view of a line game member;

FIG. **5** is a perspective view taken from one end of the game board with the view blocking shield and one of the teams in position thereon;

FIGS. **6–19** show various aspects of play involved in the game; and,

FIG. **20** is a score board arrangement which may be used with the game.

Referring now to the drawings wherein the showings are for purposes of illustrating the preferred embodiment of the invention only and not for purposes of limiting same, the figures show a game board generally designated A, a plurality of game members generally designated B, a view blocking shield C and a scoreboard generally designated D.

More specifically, and with reference to FIGS. **1, 2, 3, 4** and **5**, game board A may be conveniently constructed from a rigid plastic material so as to include a playing surface **30**, lateral end edges **32, 34** and longitudinal side edges **36, 38.** As the game board is to represent a miniature football field, surface **30** may be conveniently colored green in order to give a grass effect, although this is not at all necessary to a playing of the game. Disposed to extend longitudinally along and upwardly from side edge **36** is a side bar **40** having a generally square cross sectional configuration and also being conveniently constructed from a plastic material. Similarly, extending along and upwardly from side edge **38** is a second side bar **42** which is similar in construction to side bar **40.** These side bars may be conveniently affixed to playing surface **30** by any means such as, for example, a plastic glue, cement or epoxy.

Playing surface **30,** and as is conventional with football fields, includes a pair of end zones **46, 48** adjacent end edges **32, 34,** respectively. Between these end zones, the playing surface is divided into one hundred equal distance increments **50** which, of course, represent the one yard increments between the two end zones. These equal increments extend outwardly from a pair of longitudinally extending and parallel hash marks **54, 56** and beginning with one of the end zones, each fifth equal distance increment **52** extends transversely across surface **30** as is also conventional on a football field. The field may include the yard line designations "10, 20, 30, etc." as is shown in FIG. **1** in order to further have playing surface **30** appear more realistic. Between hash marks **54, 56,** and extending parallel therewith, are five playing zones designated in FIGS. **1** and **5** as zones **58, 60, 62, 64** and **66** which respectively correspond to the zones identified in end zones **46, 48** as "1, 2, 3, 4, 5." The center position is designated "1" with the positions to the right thereof being even numbered and the positions to the left thereof being odd numbered. This type of numbering is also conventional.

In the preferred embodiment of the game board which is constructed from plastic, equal distance increments **50,** hash marks **54, 56,** playing zones **58, 60, 62, 64** and **66** and 5 yard increments **52** may be scribed into surface **30** and colored in order to be both a permanent part thereof and easily identifiable. However, and without departing from the scope and intent of the present invention, these designations could easily be printed or painted on the game board surface whichever is deemed most expeditious to the constructions thereof. Further, the game board may be foldable in order to present a smaller package during non-use.

In FIG. **3,** a backfield game member **80** is shown as being generally cubic in geometric shape, it being understood that the other backfield are identical thereto unless otherwise noted. Each of the six faces **72** thereof include a numerical member movement indicator **74** thereon. In the preferred embodiment, each of the six faces **72** includes a different member movement indicator numeral **74** with numerals **1** through **6** appearing thereon. It should also be noted here and with reference to FIG. **2** that the backfield game member shown therein also includes the helmeted head of a football player in order that it may be distinguished from the line game members for reasons which will hereinafter become apparent. The helmeted figures may conveniently be of two different colors in order that teams may be differentiated from one another.

FIG. **3** shows a game penalty member **76** which is also cubic in geometric configuration. This member includes on faces **78** thereof a plurality of large numerals **80** which are consecutively numbered **1** through **6.** Inside each of large numerals **80** is a smaller numeral **82,** the use of which will hereinafter be described in detail. It is merely sufficient at this point to note that in the preferred embodiment of the game, numeral **82** on four sides of this game penalty member has the number 5 and the remaining two sides have the number 15.

In FIG. **4,** there is shown a line game member **84** which is cubic in geometrical configuration having faces **86** and a plurality of member movement indicators **88** disposed thereon. Again, member **84** is typical of the plurality of line zone members employed. Line game member **84** is identical to backfield game mem-

ber **80** as hereinabove described but for the different player designations which, in FIG. **4**, are shown as a schematic of an entire football player. The reasons for this will hereinafter become apparent with reference to a description of how the game is played.

The numerical designations **74, 80, 82** and **88** represent the number of yards of movement to which the member movement indicators or penalty movement indicators are equal.

Referring again to FIGS. **1** and **5**, shield C is comprised of a screen **90** which is conveniently constructed from a rigid plastic material of sufficient dimension so to prevent the game players from simultaneously observing both his sides of the game board and the opponent's game members. Screen **90** includes a top edge **92**, a bottom edge **94** parallel thereto and a pair of spaced apart parallel side edges **96, 98.** Disposed to extend outwardly from screen **90** are legs **100, 102, 104** and **106** which permit the screen to stand by itself when in position on the game board. It should be noted that screen **90** is dimensioned so that it may be placed transversely across playing surface **30** with legs **100, 102** and **104, 106** in a close spaced relationship with the inside edges of side bars **40, 42** respectively.

With reference to FIG. **20**, a plan view of scoreboard D is shown. This scoreboard may be comprised of any convenient material such as plastic or wood and includes a home team scoring zone **122**, a visitor team scoring zone **124**, a ball positioning zone **126**, a down indicator zone **128**, a quarter indicator zone **130** and a play indicator zone **132.** Although these zones may take a number of different arrangements, in the preferred embodiment as shown, a plurality of small holes are included in each zone. Pegs which are removably receivable therein are also provided to be moved within the zones according to the game progress. Again, other, more sophisticated, scoreboard means may be used without departing from the intent and scope of the present invention.

In playing the subject game, at least the following basic component parts are generally needed:

1. Ten backfield game members **70,** five for each team;
2. Ten line game members **84,** five for each team;
3. Two penalty game members **76,** one for each team;
4. One game board A;
5. One shield C;
6. One football element; and
7. One scoreboard D (optional).

Each team is comprised of five backfield game members and five line game members. Again, for the sake of convenience and to eliminate confusion between the players, it is found most expeditious to have the game members for each team of a different color. Further, the designations for both the backfield and line game members shown in FIGS. **2** and **4** are merely exemplary of the game members contemplated for use with the preferred embodiment of the subject invention. It will be appreciated by those skilled in the art that common dice could just as easily be employed although it would detract somewhat from the overall football game appearance which game members **70, 84** provide.

The game itself is divided into two phases. The basic game is the first phase and can be played with a great deal of satisfaction. As the confidence and proficiency of the players develop, the second phase of optional rules can be added until every facet of football strategy as it is presently known can be incorporated into the game. Organized football is, of course, a game where various plays are aimed at areas of the opponent's team. The instant game is structured so that the offense attacks five basic running areas and five passing areas, i.e., playing zones **58, 60, 62, 64** and **66**; and the defense is responsible for protecting the same 10 areas as effectively as possible. As in a regular football game, the object if to outscore the opposition before the time allotted the designated number of plays expires. In the preferred embodiment of the invention, a game is considered as having 80 total plays or 20 plays per quarter. Obviously, this number may be increased or decreased by the players themselves.

The players to this game sit at opposite ends **32, 34** of game board A and face each other. Each player has one of the two teams at his command with the rules of the game of football generally applicable.

The kickoff is achieved by the kicking team player rolling 10 of the game members, totaling player movement indicators **74, 88** which appear and adding 12 yards thereto. This distance is then measured from the kickers' 40 yard line as is conventional in all football games.

The kickoff return is accomplished by the receiving team player rolling three of the game members and taking the total of game movement indicators **74, 88** of the two highest game members as the distance of the return. However, if the roll contains doubles; that is, if two of the game movement indicators **74, 88** are the same, the kickoff returner takes the total of the doubles and rolls again. This same process continues, i.e., rolling three game members each time, until doubles are no longer thrown. The last no double roll is not added to the total of the kick return. In the event of the kickoff returner rolling three of a kind, a 50 yard advance is automatically made and the roll continues. Once the final position of the kickoff return is determined, the initial line of scrimmage has been established. In order to maintain the position of the line of scrimmage for each play and the distance required in order for the offensive team to establish a first down, side bar **42** conveniently includes a plurality of holes **140** extending therealong coextensive with equal distance increments **50.** Appropriate markers or pegs (not shown) may be received therein for these marking purposes. It will be understood that these markers come into consideration after each play as in a conventional football game.

Reference will hereinafter be made to FIGS. **6–19** in order to demonstrate the development of the various plays involved in the subject game. It should be noted that in these figures, and for ease of illustration only, standard dice have been shown as the game members with the particular designations on the faces thereof representing game movement indicators **74, 88.** Backfield game members are shown as having solid or block dots on the faces and line game members are shown as having uncolored or white dots on the faces. In these figures, the arrow adjacent the left side of each indicates the direction of offensive movement of the ball and the two teams are separated by screen **90.** Further, and for ease of description only, reference will be made to playing zones **1, 2, 3, 4** and **5** shown in each of these figures and which correspond to playing zones **58, 60, 62, 64** and **66** as hereinabove previously described. In this arrangement, each player's five line game members

represent areas on the line and each player's five backfield game members represent the backfield strength. In this game, the higher the number in a particular playing zone, the greater the strength in that zone.

Each play is prefaced by each player rolling all 10 of his game members with screen **90** removed from its association with the game board. Following the roll, each player can observe the strengths and weaknesses of his opponent, as reflected by member movement indicators **74, 88.** Play is now ready to begin and screen **90** is placed on the line of scrimmage in order that each player may plot his strategy and line up his players accordingly behind the protection of the screen without his opponent seeing the game. There is a definite pattern which must be followed in order that the game may function properly. On the game board, the offensive alignment comprises placing the center in zone **1** against the screen, the guards or tackles in zones **2** and **3** and the ends in zones **4** and **5** as shown in FIG. **6.** The backfield is then lined up in the same five playing zones behind the line positions.

The defense is lined up in the same manner with one variation. A space of approximately one half inch is left between the defensive line and the backfield in order to allow the defensive team flexibility in strengthening a particular zone as is also shown in FIG. **6.** The strengthening of the zones will be considered hereinafter in more detail but it should be apparent at this point that the particular manner in which game members are positioned in the playing zone determines how the plays evolve.

Referring now to the offensive maneuvers which are available to the offensive team, it should be noted that the only areas that enter into play in a running type play are the line game members. The line game member which is to be the area of action is indicated by placing a ball or indicator element on that offensive line spot. This ball or indicator may be made of any convenient material such as wood or plastic and is generally of a similar length dimension of the game members. This is the final thing which is done before each play and is done only after the offense and defense are set just prior to removal of screen **90.** The results of a running play are always determined by subtracting the defensive movement indicator from the offensive movement indicator with the result being the net yardage gained or lost on the play. Thus, in FIG. **7,** if the ball or element **150,** shown only in phantom, had been placed on the No. **1** zone, the gain would be determined by subtracting the defense's member movement indicator **1** from the offense's member movement indicator **6** to yield a five yard gain. However, if, instead, the play had been run over the No. **2** zone, there would have been no gain, i.e., 5—5=0. Likewise, if the marker had been placed on the No. **3** zone, there would have been a 1 yard loss. Although the football element is only shown in FIG. **7,** it will be appreciated that it is used for each play from the line of scrimmage in the game.

Quite often a team feels it is superior to another team in more than one running area. When this happens, a team will be able to run a power play which concentrates superiority in a broader area. To create this power situation, the ball or element is placed side ways on two adjacent lines zones with the total of their movement indicators representing the overall offensive strength and the total of the same two areas in the defensive line determining the defensive strength. Thus, in FIG. **7,** if the ball was placed on the No. **1** and No. **2** zones, the play would be calculated as an offensive strength of 11 minus the defensive strength of 6 or a 5 yard gain. However, and referring to the same illustration, if the ball or element was placed on the No. **4** and No. **2** zones, the offensive strength would be equal to 6 and the defensive strength equal to 10 which results in a four yard loss.

A pass in any consecutive set of movement indicators rolled on the offensive backfield game members. The total of the indicators in the sequence represents the distance of the pass attempt. Thus, in FIG. **8A,** the offense has rolled a 1, 2, 3 pass for a total attempt of six yards or a 5 yard pass using the 5 movement indicator by itself. In FIG. **8B,** the offense has rolled only a 6 yard pass attempt while in FIG. **8C** there is shown the longest pass attempt possible or a 2, 3, 4, 5, 6 movement indicator arrangement which equals a 20 yard attempt. It should be noted that the movement indicators must be arranged in sequential adjacent fashion in order to permit addition thereof.

A forward pass must be directed at one of the defense's five backfield zones. This is accomplished by placing the pass sequence behind the line opposite the position that is to be attacked. One game member must be chosen as the intended receiver and the ball or element placed upon it as that indication. In FIG. **9,** if the ball is placed on the backfield game member in zone No. **1** showing the numeral 3, a 6 yard pass, 1 + 2 + 3, is being thrown in the No. **1** zone in the defense's secondary to be received by a receiver having a value of 3. Since the receiver's value is greater than the value of the defender, 3 v. 1, the pass is completed for a total of 6 yards minus the value of the defender, 1 yard, or a net gain of 5 yards. In FIG. **10,** the same pass is thrown with the ball or element placed on movement indicator **3** in zone No. **3.** This means a 6 yard pass is being attempted into an area with a defensive game movement indicator of 4 to be received by an offensive player having a movement indicator 3. The value of the defender is greater than the value of the receiver so that the pass is incomplete. In FIG. **11,** where a 1, 2, 3 pass is thrown with the numeral 3 as the receiver in zone No. **2,** the defence has anticipated the exact play wherein both the receiver and defender have a member movement indicator value of 3 with the result being a possible intercepted pass of 6 yards. When the number of the receiver and the number of the defender are the same with the possibility of an interception being present, there is only a 50 percent probability that the interception will be made. To determine this, the defender rolls his penalty die, i.e., penalty game member **76,** and if the numeral **80** which turns up is even, an interception occurs whereas if the number which turns up is odd, the pass is incomplete. In the event of an interception, the return thereof is played the same as a kickoff return which has been explained in detail hereinabove.

As in the regular game of football, if a team does not accomplish a 10 yard advance within the allotted 4 downs, it is forced to punt the ball and thus turn over the offensive position to the other team. According to the present invention, a punt is made by the offensive team rolling 10 dice and taking what member movement indicator total plus 6 as the number of yards of the kick from the line of scrimmage. The decision to punt must be made prior to the time the game members

are rolled and a normal kick return follows the punt as hereinabove previously described in detail relative to a kickoff return.

Field goals are also very much an offensive weapon in a football game as well as in the subject new game. The decision to kick a field goal must be made before play begins and is attempted by the offensive team rolling the 10 game members and taking the total thereof as the distance of the field goal attempt. If the total of the movement indicators is equal to or exceeds the distance from the line of scrimmage to the goal line, the field goal is successful and the offensive team awarded 3 points. If, on the other hand, the total of the movement indicators is less than the distance from the line of scrimmage to the goal line, the attempt is unsuccessful and the defensive team initiates a kick return. Thus, a 60 yard field goal is the maximum kick.

The extra point or point after touchdown is almost automatic. According to the present game, the way to score the extra point is for the offensive player to roll his penalty game member **76** and the attempt at the extra point is deemed successful unless numeral **80** turns up as 1.

As particularly shown in FIG. **6,** the basic defensive structure is five line zones to protect against the run and five defensive backfield zones to protect against the pass. Obviously, and based upon the strengths and weaknesses in the roll for each play, this rigid alignment will not always be satisfactory. Thus, following variations can be effectively used to defensive the strengths of the opposition.

In FIG. **12,** the offensive team has rolled a very strong running game with almost no passing ability. In this and other situations, there will be a desire to fortify the running defense. By moving a defensive backfield game member **70** into direct contact with the back of a line game member **84,** that backfield game member becomes a linebacker and its indicator value is added to the indicator value of the line game member. In this figure, a running play at the No. **5** zone would have resulted in a 5 yard gain; but with the addition of a linebacking game member, it becomes merely a 2 yard gain. If the play had been a power play over the No. **1** and No. **3** zones, there would merely have been a 1 yard gain, i.e., $6+6=12-5+2+4=11$.

In FIG. **13,** the offense is shown as having a strong passing opportunity, i.e., a 4, 5, 6 pass, and a weak line game member strength. In anticipation of a pass, a maximum of two line game members can be dropped back to strengthen the passing zones. This type of defense is termed a prevent defense. Thus, a pass by the offense to the No. **4** zone would establish a possible interception situation. The same result would occur at the No. **5** zone and again shows that a prevent type defense can make a passing attack quite risky for the offensive team.

The defense can sacrifice strength in a pass coverage zone in order to further strengthen another pass zone by placing two or more defensive backfield game members in a single zone. For instance, in FIG. **13,** four of the five zones could be totally defensed against a pass completion by using the backfield zone member having the values of 4 and 2 together in one zone. Of course, this does leave one zone entirely open.

With the double or multiple coverages described hereinabove, an open field run can easily occur. For example, in FIG. **12,** an open field run could occur when a pass is thrown into a zone where there is no defensive backfield game member. In that figure, a pass in the No. **1** playing zone results in a 3 yard completion and a try at an open field run. An open field run can also occur when there is a run over a zone where there is no defensive line game member. Thus, in FIG. **13,** a run in the No. **3** zone would result in a 3 yard gain plus a chance at an open field run. Fifty percent possibilities at an open field run occur when a power run is directed against a zone having an undefended zone adjacent thereto or when a run is directed against a zone having no line game member but having, instead, a linebacker. In a 50 percent chance of an open field, the offensive team rolls its penalty game member and if the numeral **80** appearing thereon is even, he is in the open field and has an opportunity to gain further yardage as will hereinafter be described. If the number **80** is odd, there is no open field. In FIG. **13,** and using the power run type of play over the No. **2** and No. **4** zones, the result would be a 2 yard loss and a 50–50 chance of an open field run.

If there is to be an open field, i.e., the penalty die yields an even number, and it is handled the same way as a kickoff return as hereinabove previously described in detail. In other words, three game members **70, 84** are rolled and, in this instance, doubles must be rolled in order to advance in the open field. No advance is made without the doubles and as long as doubles are rolled using the three game members, that amount is added to the initial gain.

Following each play, the players each roll their penalty game member **76** to determine if there has been an infraction of the rules on the previous play. According to the rules, a penalty has taken place when numerals **80** both turn up 1s or are a 1 and a 6. When the 1 and 6 combination comes up, the player having the 1 has committed the penalty and rolls his penalty game member again to determine the extent of the penalty. On this second roll, the penalty yardage is indicated by the smaller numeral **82** within numeral **80** and all penalties are measured from the line of scrimmage. In a 1:1 roll, both players again roll and if the total of numerals **80** is an even number, the penalties are offsetting and the play is run again. However, if the total number of the roll is odd, the player with the odd number penalty game member numeral commits the foul and rolls again to determine the distance of the penalty as hereinabove described. The opponent, of course, always has the option of taking the play or the penalty. A penalty on a kickoff is off sides if the penalty numeral **82** indicates 5 yards and the kick is rolled over or from the point of reception if numeral **82** indicates 15 yards.

Further, when numerals **80** are both 6s on the penalty determining roll, a fumble has occurred. In this instance, the offense rolls its penalty game member to determine if it has lost or recovered the fumble at the line of scrimmage. On the second roll, numeral **80** is even, the offensive team retains possession of the ball and if odd, the defensive team takes over the ball. In the event of a fumble on a double possession play, i.e., a punt, pass interception or a field goal which has been successful, both teams roll their penalty game member again. If the total of numerals **80** is even, the penalty game members are re-rolled until the total is odd. When that total is odd, the team rolling the odd number is considered to have fumbled and again rolls its penalty game member to determine if it retains possession

as described above. If the offensive team has fumbled, it is considered to be at the line of scrimmage and if the defensive team has fumbled, it is considered to be at the point of reception of the pass or kick. On the kick-off, only the receiving team can fumble and that at the point of reception.

The subject game also includes optional rules which permit the incorporation of other variables and possibilities present in a regular football game. For example, there is the onside kick. In this instance, instead of rolling 10 game members to determine the length of the kickoff, the kicking team rolls 5 of the game members **70, 84.** The total thereof must equal more than 10 yards, as in a regular football game, but be less than twenty yards in order to be eligible for recovery by the kicking team. If the kick is within these limits, the kicking team rolls its penalty game member. If that game member shows a numeral **80** which is even, the kicking team recovers the ball and takes possession thereof. In the event of an odd numeral **80** appearing on the roll, the receiving team covers the ball and a return by rolling three game members is attempted. However, this type of kickoff return differs from the hereinabove previously described kick return and is exactly like the open field run as also hereinabove previously described wherein doubles are necessary. In the event that the five game members total more than 20 yards as indicated by the movement indicators thereon, the receiving team automatically covers the ball and a normal kick return is in effect.

It is also possible in the subject new football game that a kick may be blocked. In this instance, the kicking team rolls the 10 game members in order to determine the length of the kick, 37 yards as shown in FIG. **14**A. Screen **90** is then placed across game board A at the line of scrimmage and the defensive team rolls its five line game members. The offensive team places its five highest game members which may be any combination of the line or backfield game members in any order behind screen **90** on the line of scrimmage as shown in FIG. **14**B. The defense then aligns its five line game members to rush the kicker, screen **90** is removed and the results checked. The offensive team still has the option of using its two lowest remaining game members as back-up blocking members in order to stop the rush once the screen is removed. In FIG. **14**B, the kicking team has been beaten in the No. **2** zone (6 to 4) but, the addition of the two 1s behind the 4 in that zone equalizes the rush. The kick is then totalled and marked off as hereinabove previously described. In FIG. **15,** the kick has been blocked because the kicking team cannot equalize or overpower the rush in the No. **2** and No. **3** zones. The ball, if it is fourth down, then goes over to the defense at the line of scrimmage. If it is not the fourth down, it is treated as a fumble so that the kicking team rolls its penalty game member and if the number if even, it retains the ball at the line of scrimmage whereas if it is odd, the defense takes over possession of the ball at the line of scrimmage.

When a team tries to block a kick, the return is usually not as successful as when no block is attempted. Therefore, the return on a block attempt is started when the roll of two, instead of three, game members and the lowest movement indicator is taken as the amount of return. If doubles are rolled, the total of the doubles is taken. In this instance, three game members are re-rolled to continue the return as hereinabove previously described.

In any passing situation, the lowest or least valued of the movement indicator sequence designated as the quarterback unless it is a single number pass wherein the receiver and the quarterback are the same. In the situation where the lowest rated movement indicator is designated as the receiver, the next lowest rated movement member then becomes the quarterback. In FIG. **16,** a 1, 2, 3, 4 pass (10 yards) is set up and if the game member having the movement indicator **4** is designated as the receiver, the game member having the movement indicator 1 is the quarterback. If the 1 is chosen as the receiver, the 2 indicator then becomes the quarterback.

When a pass is anticipated and the defense would want to try to "dump" the opposing quarterback for a loss, he must desert one or two of the line playing zones. A rush will occur when the defense has one line game member in its regular position and one line game member directly therebehind as a linebacker. The total rushing factor is determined by adding the movement indicators of the line game member and the linebacker and if that total exceeds the value of the offensive line game member directly across from them in the same playing zone, the rush has overpowered that area. If then the quarterback is in the same playing zone, he has been dropped for a loss which is equal to the total of the rusher, that is, the defensive line game member disposed in a linebacking position and the quarterback. However, the pass must be thrown in order for the quarterback to be tackled. In FIG. **16,** if the pass is thrown, it would appear to be complete for 9 yards if the receiver was a 4 in zone No. **1**; but, with the pass rush over zone No. **3** (4 + 3 v. 6), the quarterback is dropped for a four yard loss (rusher 3 + quarterback 1).

In FIG. **17** and again assuming the desirability to pass in zone No. **1,** the rush in zone **3** is unsuccessful as the quarterback is located in zone No. **5.** In the pass-rush situation, the rusher or linebacking line game member has no value against the run and cannot be included in the pass coverage. In either of FIGS. **16** or **17,** a run through the No. **3** zone would gain 2 yards.

One safety blitz can be made to rush the passer on each play which makes a maximum number of rush zones on each play equal to three. The blitz is effected by placing a backfield game member on the line with a line game member directly therebehind. As in the pass rush, the backfield game member on the line goes against the run and the line game member in the linebacking position acts as a rush factor. The results are computed the same way as the pass rush hereinabove described.

Quite often, a daring quarterback will risk being tackled while scrambling in order to permit his receivers to get further down field. This situation is simulated by including duplicates of numbers in a pass sequence. For example, and with reference to FIG. **8**B, a 30 yard quintuple six pass could be thrown by using the duplicates of the backfield game members **70** showing the movement indicators **6.** When duplicates within a pass set are used, the duplicate closest to the natural quarterback, determined as hereinabove described, is also the position where the quarterback may be "dumped". If there is more than one duplicate set, for example, a 1, 2, 2, 3, 3 set, the duplicate of each number closest

to the natural quarterback is in position where the quarterback may be tackled by a rusher.

When using a power running play, the footabll or element **150** may be placed on an angle pointing to whichever of the zones to which the running back will cut. If the zone to which the back is designated to cut is open, an open field run results. If there is only a linebacker, a 50 percent chance of an open field run occurs.

If an offensive player determines that it is best to punt on a down other than fourth down, it is deemed a quick kick and the receiving team does not receive a chance at return. Further, a quick kick cannot be blocked.

On any single play, the offense has the right to one six valued running zone which is made by using a line game member and one backfield game member. This backfield game member is used as a blocking back to lead the play. The alignment for this particular type of play is very similar to the linebacker arrangement for the defensive team. FIG. **18** shows one six valued zone for running purposes; that is, zone No. **2**, including placement of ball or element **150** and FIG. **19** shows a power play made with the aid of a blocking back in zone No. **2** through zone No. **4** and including placement of ball or element **150.** There can *never* be an offensive line zone having a greater movement indicator value than six.

When returning a punt, kickoff or short field goal attempt, the returning team may choose, and before the three game members are thrown, to either attempt a return or take the total as the additional roll of the ball toward the goal line in hopes of obtaining a touchback so that play would start from the 20 yard line as in a conventional football game. If the kick doesn't roll to the goal, it is dead and becomes the line of scrimmage for the receiving team unless there is a kickoff. A kickoff is a free ball and would be treated like a fumble for the receiving team.

During play, the original line of scrimmage and yardage needed for a first down, again, may be easily tabulated on side bar **42** through means of pegs or position markers selectively receivable in holes **140.** Also, the progress of the game including the score, position of the ball, the number of plays remaining in a quarter, the quarter and the down may be easily tabulated on score board D by merely moving the pegs in the appropriate holes during play.

The invention has been described with reference to the preferred embodiment. Obviously, modifications and alterations will occur to others upon the reading and understanding of this specification. It is my intention to include all such modification and alteration insofar as they come within the scope of the appended claims or the equivalents thereof.

Having thus described my invention, I claim:

1. A decision making game wherein at least two opposing players are required to make simultaneous decisions as to the placement of a plurality of members which comprise two opposing teams for determining relative movement thereof for a selected number of separate plays, said game comprising in combination:

a game board having first and second scoring ends, said game board being transversely divided into a plurality of equal increments between said first and second ends and being further divided into a plurality of adjacent playing zones extending longitudinally between said ends;

a plurality of first and a plurality of second game members each having a plurality of member movement indicators thereon, said first and second game members being substantially identical in configuration to each other with said first game members comprising one of said teams and said second game members comprising the other of said teams, said first and second game members being selectively movable on said game board within said plurality of zones opposite one of said transverse increments from each other;

means for indicating which of said plurality of zones and which of said game members contained therein are selected to determine said relative movement for each of said selected number of plays through said member movement indicators;

means for blocking each player's observation of the opposing team game members during selected segments of play; and,

each of said first and second game members being of a geometric configuration having a plurality of faces with at least two of said faces bearing a different member movement indicator thereon.

2. The game as defined in claim **1** wherein said game board represents a football field with said equal distance increments representing a distance of one yard between it and a next adjacent increment.

3. The game as defined in claim **1** further including a plurality of third and fourth game members, said third game members being associated with said first game members and comprising said one of said teams, said fourth game members being associated with said second game members and comprising the other of said teams, wherein said first, second, third and fourth game members all have identical member movement indicators thereon.

4. The game as defined in claim **3** wherein each of said first, second, third and fourth game members are generally cubic in geometric configuration with said face thereof including a different game movement indicator thereon.

5. The game as defined in claim **4** wherein said game movement indicators comprise the consecutive numerals 1 through 6.

6. The game as defined in claim **3** wherein said blocking means comprises a screen member dimensioned to be selectively positioned transversely across said game board generally coextensive with one of said increments, said screen member providing means for each of said players to secretly establish the alignment of said game members for said plays, the removal of said screen member from said game board providing means for starting said plays.

7. The game as defined in claim **6** wherein said game board represents a football field with said first end defining one scoring zone and said second end defining another scoring zone, said plurality of equal distance increments dividing the distance between said scoring zones into one hundred increments.

8. The game as defined in claim **7** wherein said first and second game members represent line players and said third and fourth game members represent backfield players.

9. The game as defined in claim **8** wherein said means for indicating which of said game members will determine said relative movement comprises an element disposable on at least one of said game members with said

element determining the playing zones of said game board which enter into each of said selected number of plays, the differences in value between said movement indicators on said game members comprising the respective opposing teams in said determined playing zones establishing the amount of movement between said teams on said game board.

10. The game as defined in claim **9** further including means for at least determining penalty movement between said teams.

11. The game as defined in claim **9** further including means for at least determining the initial starting position of said teams on said game board, the starting position of said teams on said game board when one team has successfully scored points and the starting position of said teams when said teams switch between offensive and defensive conditions.

12. A decision making game wherein at least two opposing players are required to make simultaneous decisions as to the placement of a plurality of members which comprise two opposing teams for determining relative movement thereof for a selected number of separate plays, said game comprising in combination:

a game board having first and second scoring ends, said game board being transversely divided into a plurality of equal increments between said first and second ends and being further divided into five adjacent playing zones extending longitudinally between said ends;

five first and five second game members each having a plurality of member movement indicators thereon, said first and second game members being substantially identical in configuration to each other with said first game members comprising one of said teams and said second game members comprising the other of said teams, said first and second game members being selectively movable on said game board within said plurality of zones opposite one of said transverse increments from each other;

means for indicating which of said game members will determine said relative movement for each of said selected number of plays through said member movement indicators;

means for blocking each player's observation of the opposing team's game members during selected segments of play; and

each of said first and second game members being of a geometric configuration having a plurality of faces with at least two of said faces bearing a different member movement indicator thereon.

13. The game as defined in claim **12** wherein each of said first and second game members is generally cubic in geometric configuration with one of said member movement indicators disposed on each face thereof.

14. The game as defined in claim **13** wherein said member movement indicators comprise the consecutive numerals 1 through 6 with one of said consecutive numerals on each face of said game members.

15. The game as defined in claim **13** wherein said means for indicating which of said game members will determine said relative movement means comprises an element selectively positionable on any of said game members, said game members being so selected by having said means for indicating disposed thereon and the playing zones containing such selective members thereby entering into one of said selected number of plays.

16. A football game wherein at least two opposing players are required to make simultaneous decisions on the placement of a plurality of members which comprise two opposing teams for determining relative movement thereof for a selected number of separate plays, said game comprising:

a game board having first and second scoring ends and a plurality of equal increments extending laterally across said board between said ends for dividing said game board into one hundred of said increments, said game board further including a plurality of playing zones extending longitudinal of said game board between said scoring zones;

first and second game members each having a plurality of first member movement indicators thereon and being substantially identical in configuration to each other, said first and second game members representing line players and being selectively positionable on said game board in said plurality of zones opposite one of said transverse increments from each other;

third and fourth game members each having a plurality of second member movement indicators thereon and being substantially identical to each other, said third and fourth game members representing backfield players with said third game members being associated with said first game members to comprise one of said teams and said fourth game members being associated with said second game members to comprise the other of said teams, said third and fourth game members being selectively positionable in said plurality of zones relative to the associated first and second game members;

said first, second, third and fourth game members being cubic in geometric configuration, with each face of said cubes bearing a different member movement indicator thereon;

means for indicating which of said game members will determine said relative movement for each of said selected number of plays through said member movement indicators; and

means for selectively blocking each player's observation of the opposing team's game members during selected segments of play.

17. The football game as defined in claim **16** wherein said first and second member movement indicators are identical to each other and comprise the consecutive numerals 1 through 6 with one of said consecutive numerals appearing on each face of said cubes.

18. The football game as defined in claim **16** further including means for at least determining the initial starting position of said teams on said game board, the starting position of said teams on said game board when one of said teams has scored points and the starting position of said teams when one of said teams must relinquish the offensive position to the other of said teams.

19. The football gams as defined in claim **16** further including means for at least determining penalty movement between said teams.

20. The football game as defined in claim **19** further including means for plotting progress of said game.

21. The football game as defined in claim **20** wherein said plurality of playing zones comprises five of said zones and said plurality of said first, second, third and fourth game members comprises five of each of said members.

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