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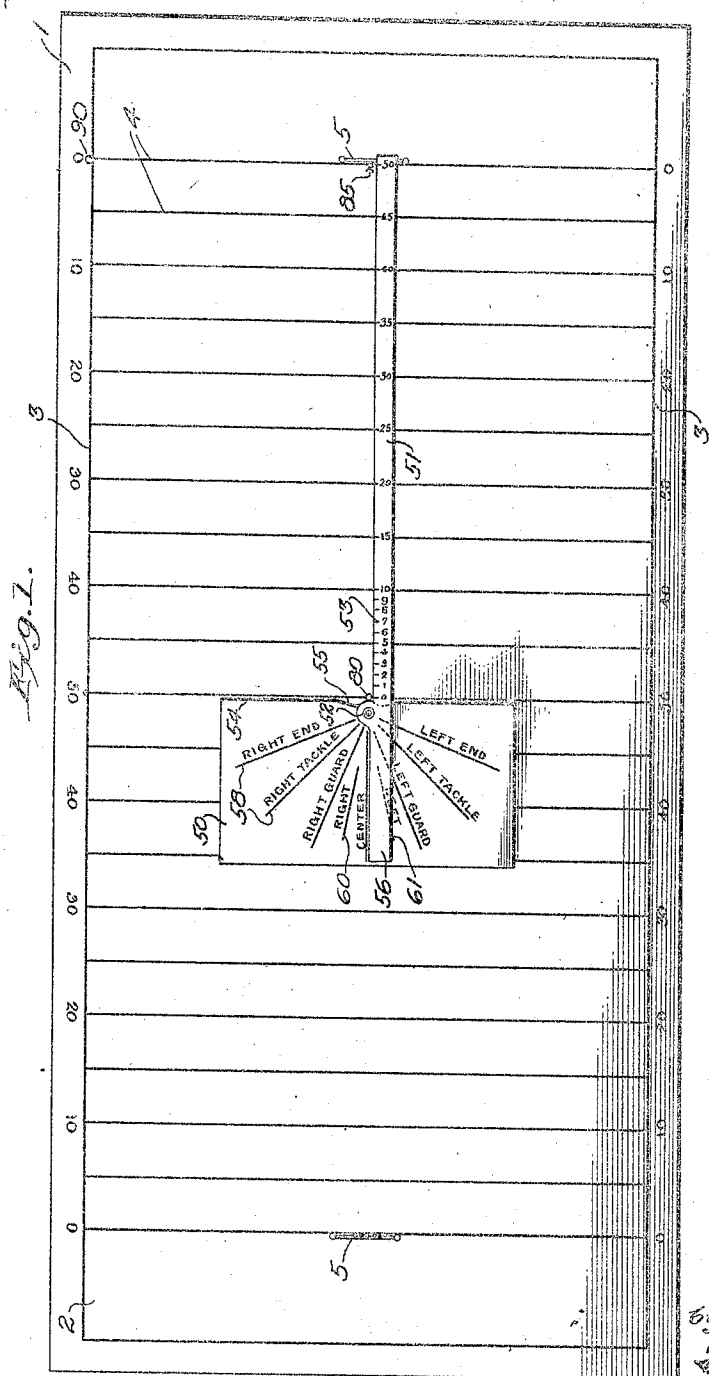
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1,584,141

GAME OF FOOTBALL

Filed July 20. 1925

2 Sheets-Sheet 1



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2 Sheets-Sheet 2

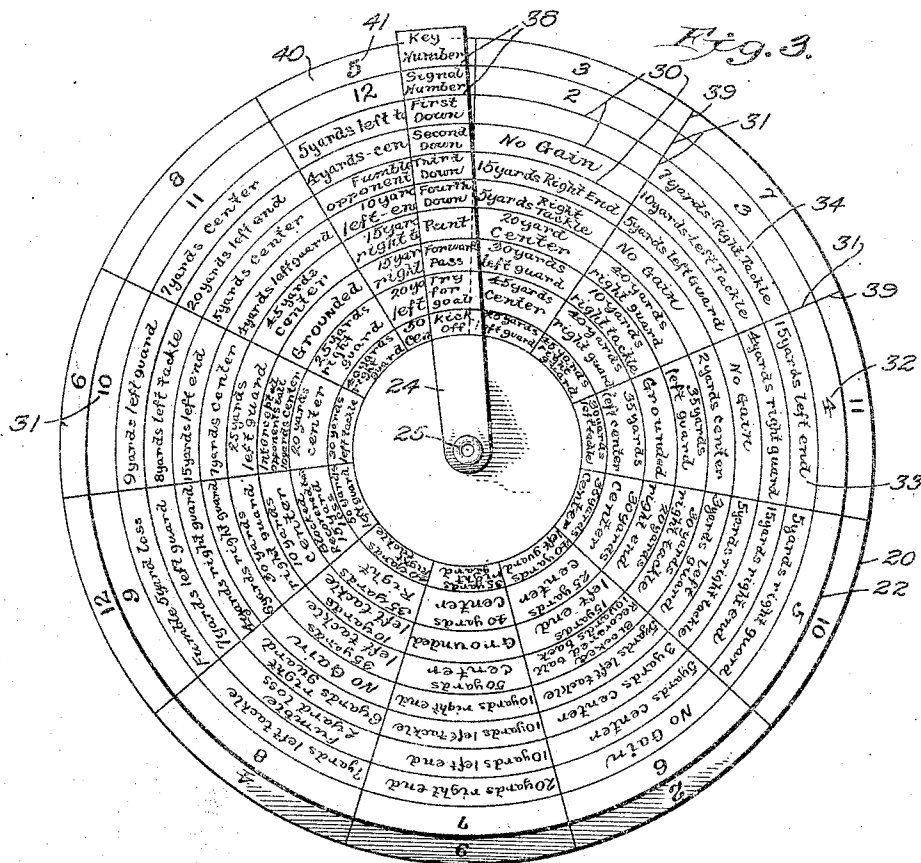
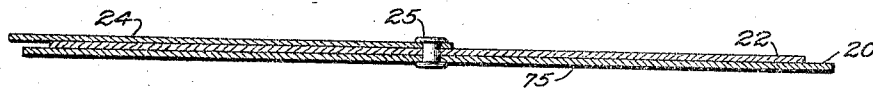
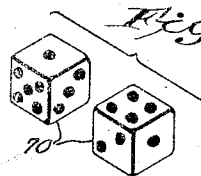


Fig. 4.



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GAME OF FOOTBALL.

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This invention relates to a game apparatus and particularly to a game apparatus of the character of the game of football, and has for its object to provide a game of this character that will be simple in construction and more efficient in operation than those heretofore proposed.

With these and other objects in view, the invention consists in the novel details of construction and arrangements of parts as will be more fully hereinafter disclosed and particularly pointed out in the claims.

Referring to the accompanying drawings forming a part of this specification, in which like numerals designate like parts in all the views,

Figure 1 represents a game board with the plotting device laid thereon;

Figure 2 is a side elevational view of the parts shown in Fig. 1;

Figure 3 is a top plan view of the play controlling device;

Figure 4 is a central sectional view of the play controlling device illustrated in Fig. 3; and

Figure 5 illustrates a pair of dice used to determine the plays of the game.

This invention comprises four elements, namely, the field, the play controlling device, the angle plotting device, and a pair of dice. The field comprises a board 1 of rectangular shape on which is printed, lithographed, or otherwise represented the markings of a football field, as represented by the numeral 2. These markings comprise the side lines 3, the yard lines 4, and the goals 5 located at each end of the field 2. The board is further provided along the side lines 3 with the numbers as indicated, designating the five-yard lines 4, with the fifty-yard line as usual in the center of the field.

The play controlling device (see Figs. 3 and 4) comprises a bottom disk 20, a concentrically disposed disk 22 of slightly lesser diameter than the disk 20, and a play indicator arm 24, one end of which is secured pivotally to the concentric disks 20 and 22 at the center thereof as by the rivet 25. The disks 20 and 22 and the selective play arm 24, it will thus be seen, are adapted to be moved about the rivet 25 relatively to each other.

The selective play arm 24, as clearly indicated in the drawings, has a plurality of equally spaced areas divided by lines which are portions of the circumferences of circles

described from the center of the rivet 25 as a center. These areas have suitable legends thereon, the outer one or that farthest away from the center 25 of the device, being "Key number" and is used in relation with the larger disk 20. The area next adjacent to "Key number" is "Signal number" and is used in relation with the smaller disk 22. The other areas of the selective play arm 24 are given names corresponding with terms used in the game of football, such for example as "First down", "Second down", "Third down", "Fourth down", "Punt", "Forward pass", "Try for goal", and "Kick-off".

The smaller disk 22 is divided, by the lines indicated at 30, each struck from the center 25 of the disk, into circumferential areas which are in turn divided as by the radial lines 31 into circular segments, all as clearly indicated in Fig. 3. These segments are provided with various legends, and in this respect, it is to be noted that the extreme outer circumferential areas are provided with the numerals indicated at 32 which, as will be seen, go from two to twelve. The inner disposed areas are provided with terms and directions which are incident to the game of football, such, for example as indicated at 33, "Fifteen yards left end" and 34, "Seven yards left tackle". It is to be noted that the circumferentially extending areas on the disk 22 are of the same width as the areas on the selective play arm 24, or in other words the circular lines 30 on the disk 22 register with the lines 38 on the selective play arm 24. The outer disk 20 extends beyond its superimposed disk 22 a distance sufficient to provide a circumferential area approximately of the same width as the areas on the disk 22, and the said disk 20 is further provided with radial division lines such as 39, which are adapted to form continuations of the radial lines 31 beyond the edge of the disk 22, thereby subtending arcs of equal degree on the disk 20 to the corresponding arcs on the disk 22.

From the foregoing, it will therefore be seen that the disk 22 may be moved about its center 25 while holding the outer disk 20 immovable so that different groups of directions and plays may be brought to register with any particular circumferential area 40 on the outer disk 20. Each of the circumferential areas of this outer disk 20 is provided with a numeral

such as indicated at 41, and in this connection it is to be noted that these numerals 41 are from two to twelve. Thus, it will be seen that the smaller disk 22 may be rotated

5 until the group of plays headed by the numeral twelve registers with the circumferential area on the disk 20 indicated by the numeral five, as clearly seen in Fig. 3.

10 The angle plotting device comprises a rectangular shaped base member 50, having an arm 51 adapted to be used in measuring distances on the field 2 of the board 1. This arm 51 is pivoted, as at 52, to the approximate mid-point of one of the sides of the rectangular base member 50 as indicated in

15 Fig. 1, and said arm 51 is provided with scale markings 53, as indicated, running from zero to fifty, the zero position being adjacent the pivot 52 and approximately in line with the edge 54 of the rectangular base member 30. This edge 54 is angularly cut

20 away as indicated at 55 in order to permit measurements being taken from the zero position when the arm 51 is in different angular relation with the base member 50. The arm 51 has an extended portion indicated at 56 to the other side of the pivot 52. This

25 extended portion is used in determining the direction of play. In other words, the base member 50 has imprinted thereon a plurality of lines 58 extending radially from the pivot 52, and these radial lines are provided with legends such as "Right end", "Right tackle", "Right guard", "Center", "Left guard",

30 "Left tackle", and "Left end", indicating the names of the players commonly making runs in the game of football. By rotating the arm 51 about its pivot 52, the extended portion 56 may be made to coincide with one of

40 these lines 58 and so determine the angle of play on the board 1 with relation to the layout of the field 2. Two other shorter radial lines are provided on the base member 50, as for example 60 and 61, indicating respectively "right" and "left". These lines are

45 adapted to be used when trying for a goal, as will be disclosed later. The entire angle plotting device may be moved at will over the field 2, and is only shown in the solid line position in Fig. 1 to indicate its position

50 at the start of the game.

A pair of dice indicated at 70 is used in playing the game, and therefore the play controlling device must be provided with

55 numerals corresponding with the numbers that may be thrown by said pair of dice. This is the reason, therefore, that the numerals on the edges of the disks 20 and 22 are from two to twelve.

60 The game may be played by two or any other number of players representing the two teams, while one or more persons may act as referee, linesman, or time keeper. The rules of football govern the method of

65 play and the manner of scoring, and in this

connection it may be said that on the reverse side of the board 1, or on the under side 75 of the larger disk 20, may be printed the rules of the game of football, as well as the method of scoring, or a suitable pamphlet of directions for playing the game including the rules and scoring may be printed and sold with the gameboard 1. In scoring, a touchdown counts six, a try for goal, if successful, counts three, a safety counts two, and a goal after touchdown, if successful, counts one, all as in the regular game of football.

To start the game, the player having the kick-off which may be determined in any way, as for example, by the throw of dice 70, places the ball, represented by the pin 80 in Figs. 1 and 2, in the center of the field 2 on the fifty-yard line. The player then

80 throws the dice 70 three times. As the result of the first throw, suppose spots four and one came uppermost as indicated in Fig. 5. This first number five refers always to the larger disk 20 and is termed the "key number". The second number thrown by the dice refers to the smaller disk 22, and is known as the "signal number", and in this particular example suppose it was twelve. The disk 22 is then revolved until the signal

85 number twelve coincides radially with the key number five, the first number thrown by the dice, and then the two disks 20 and 22 are held in this adjusted position. The dice were then thrown a third time and again five was thrown. The third number thrown is the key number and is again located on the larger disk 20. The selective play arm 24 is then moved to the sector of the outer disk 20 in which five is located and the player is then ready to make his actual play.

90 95 100 105

Inasmuch as this is the beginning of the game, the first play that is made is "kick-off". Therefore, the directions are to be found in the sector in the circumferential area opposite the term "Kick-off" on the selective play arm 24. Thus, it is found that as a result of this first play, the ball was advanced fifty yards down the center of the field. The new location of the ball is then plotted by means of the angle plot. That is to say, the plotting device is laid on the field 2 with the edge 54 of the base member 50 on the center or fifty-yard line, and the zero of the scale marking 53 on the arm 51 coinciding with the said fifty-yard line and the extended portion 56 of the said arm 51 in registry with the radial line marked "Center". The distance is then measured off along the arm 51 and it will be noted that the ball having gone fifty yards, the new position of the ball will be at the point indicated at 85.

110 115 120 125

The opposing player then takes possession of the ball, places the angle plotter in position for himself, but in this connection

130

it is to be noted that the ball having changed sides, the direction of play is in the opposite direction to the last direction of play, and therefore the angle plotting device is reversed, or so positioned on the board that the arm 51 thereof is extending to the left of its base member 50 instead of to the right of it, as shown in full lines in Fig. 1. The plotting device, in other words, is placed with its edge 54 on the zero-yard line and with the arm 51 extending toward the center of the field with the zero on its scale marking at the point indicated at 85, and the extended portion 56 on "Center." As in the regular game of football, the conditions are now "first down, ten yards to gain." In other words, ten yards must be gained by the opposing player in four downs or the ball will go to the opposing side.

The player having the ball then announces whether he will play "first down" as listed on the movable selective play arm 24, or whether he chooses to "punt" or to "forward pass," etc., and throws the dice three times. The ball is plotted as before. That is to say, the positions of the disks 20 and 22 are determined from the first two throws of the dice and the position of the selective play arm 24 relative to the said disks is determined from the third throw of the dice, and the directions read in that circumferential area coinciding with the play selected by the player. Play continues for four downs or until the player has gained his necessary ten yards, when it is "first down" again. A pin marker, such as indicated at 90, is placed on the side line 3 to mark the position of the ball at the start of play and the scale 53 on the arm of the angle plotter can be used to measure the distance gained as a result of the play.

The play continues until a score is made, when the ball is again put in play by the kick-off or until the end of a certain time period. In this respect, the play may be governed as in the regular game of football by having quarters of fifteen minutes duration, or any suitable number of minutes. At any time during the play, the player on any down, may elect to play any of the selective plays listed on the movable arm 24, but such selection must of course be made prior to the throwing of the dice.

In case the ball goes over the goal line 5, as the result of a punt or a try for goal, the opposing side places the ball in play on its own twenty-yard line opposite the point where it passed over the goal line. When the ball goes out of bounds over the side lines 3, it is put in play fifteen yards from the side line 3 and opposite the point where it crossed said line, measured perpendicularly therefor to this side line.

When a player makes a try for goal, he is allowed to set the movable arm 51 of the

angle plotter on "Center" and then move the base member 50 and arm 51 so that the movable arm passes through the center of the goal post 5. The small radial lines 60 and 61 to the right and to the left of "Center" on the base member 50 of the angle plotter are for use in tries for goal.

Thus it will be seen that there is provided a game apparatus comprising a field, a control device and a plotting device. The control device comprises two concentrically pivoted disks 20 and 22 of unequal diameters, each provided with a plurality of peripherally disposed numbers or digits 32 and 41, corresponding to the values two to twelve, that can be thrown by a pair of dice. One of these said disks is further provided with a plurality of sectors having legends such as 33 indicating a plurality of plays that can be made, or in other words indicating various directions and distances that the ball can travel. It will also be observed that there is a selective arm 24 pivotally associated with said disks 20 and 22 provided with a plurality of areas indicating different plays that can be selected at will before the dice are thrown. Further, each area of the selective arm is adapted to register with one of the legends of one of the disks such as 22, and the selective arm 24 is adapted to be brought into registry with that digit 41 on the other of the said disks, such as 20, corresponding to a value determined by a throw of the dice. When such registry is accomplished then there has been selected a particular legend governed by the play selected at will. Lastly, the plotting device is applied to the board or field to measure off and locate a position thereon corresponding to the date of said particular legend.

It is obvious that those skilled in the art may vary the details of construction as well as the arrangement of parts without departing from the spirit of the invention, and therefore it is not desired to be limited to the foregoing disclosure except as may be required by the claims.

What is claimed is:—

1. In a game apparatus of the character described, the combination of a miniature football field having representative line markings and goals; a control device provided with legends indicating a plurality of plays that can be made; a representative football; and an angular plotting device co-acting with said line markings and said football by which the ball may be plotted in various angular directions at various distances in accordance with the above plays.

2. In a game apparatus of the character described, the combination of a miniature football field having representative line markings and goals; a control device comprising concentrically pivoted disks, one of

which has a plurality of sectors provided with legends indicating a plurality of plays that can be made; and a selective arm provided with a plurality of areas indicating different plays that can be selected at will by the player, and each of said last named plays being adapted to register with one of said legends.

3. In a game apparatus of the character described, the combination of a miniature football field having representative line markings and goals; a control device comprising concentrically pivoted disks one of which is of a greater diameter than the other and each of which are provided with a plurality of peripherally disposed numbers corresponding to the values that can be possibly thrown by a pair of dice; and one of said disks having a plurality of sectors provided with legends indicating a plurality of plays that can be made; a pivoted selective arm provided with a plurality of areas indicating different plays that can be selected at will, each of said last named plays being adapted to register with one of said legends, and said arm being adapted to be brought

into register with that number on said larger disk that corresponds with any value obtained on the last throw of the dice.

4. In a game apparatus of the character described, the combination of a miniature football field having representative line markings and goals; a control device comprising concentrically pivoted disks provided with peripheral digits from 2 to 12, one of said disks having a plurality of sectors provided with legends indicating a plurality of plays that can be made; a selective arm pivoted to said disks and provided with a plurality of areas indicating different plays that can be selected at will, each of said plays being adapted to be brought into register with that digit corresponding to a value determined by a throw of a pair of dice, thereby selecting a particular legend; and means adapted to be applied to said field to measure off and locate a position thereon corresponding to the date of said particular legend.

In testimony whereof I affix my signature.

WILLIAM R. PURNELL.