Aug. 25, 1936. T. R. POTTER 2,052,035

COMBINATION GAME BOARD AND ACCESSORIES

Filed March 21, 1932 3 Sheets-Sheet 1

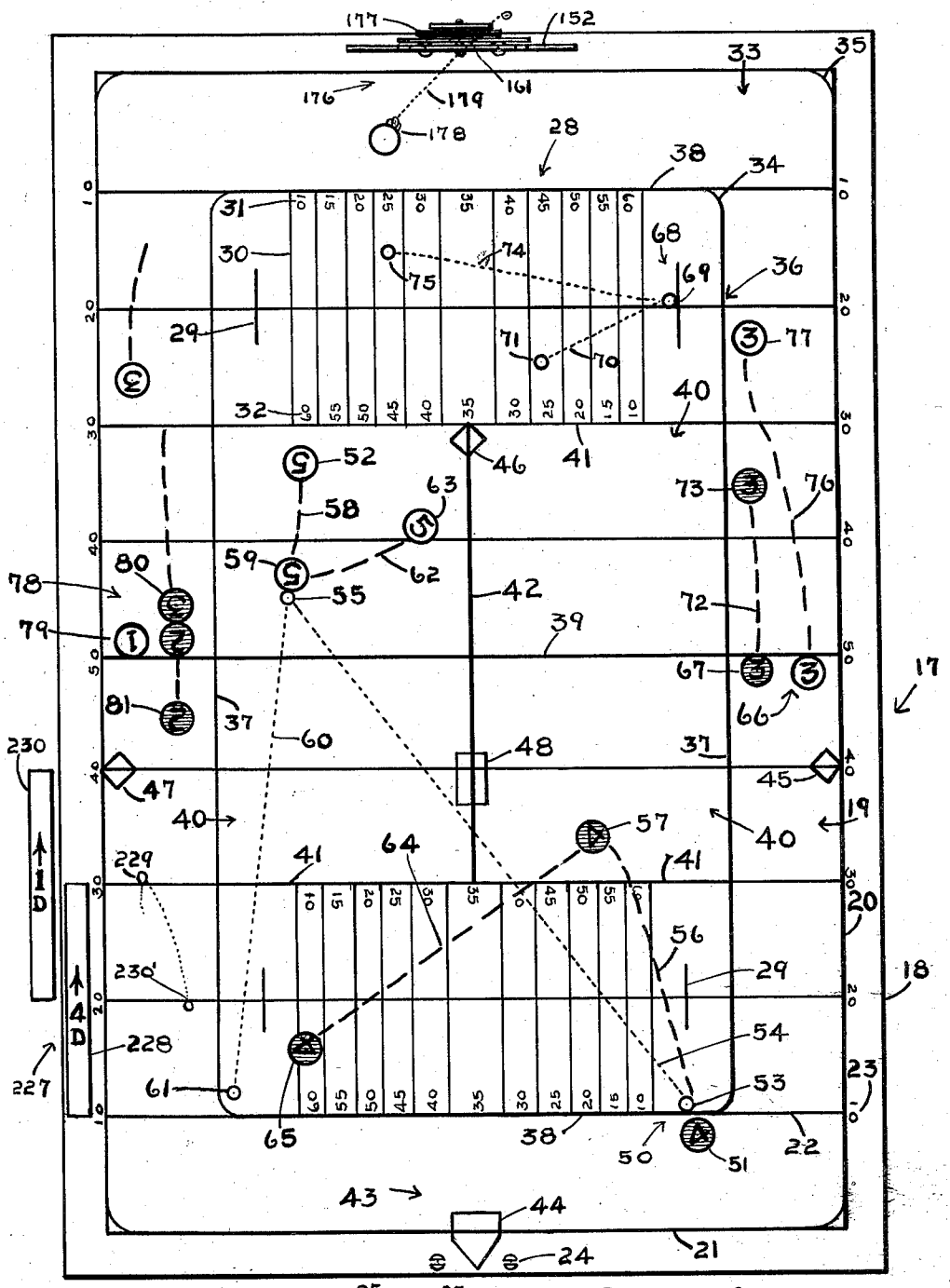


Fig. 1.

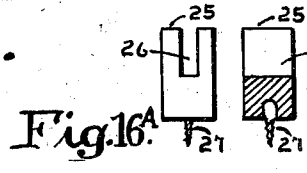


Fig.16A Fig.16B

Fig.2.

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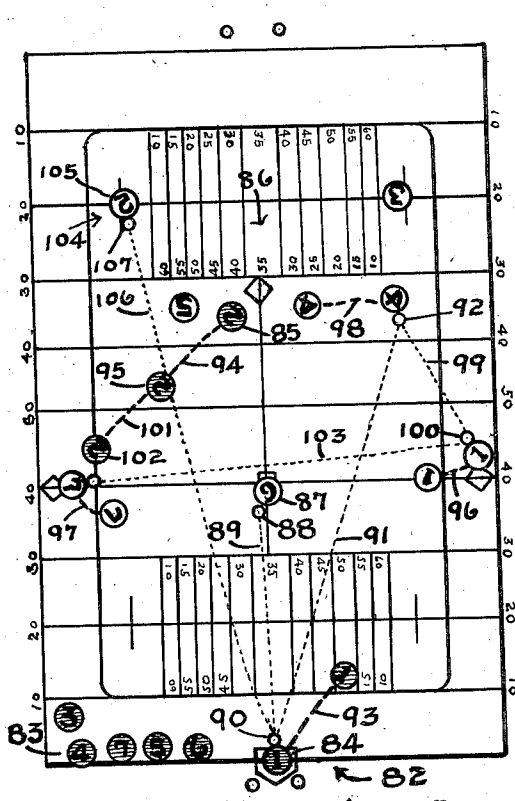


Fig. 3.

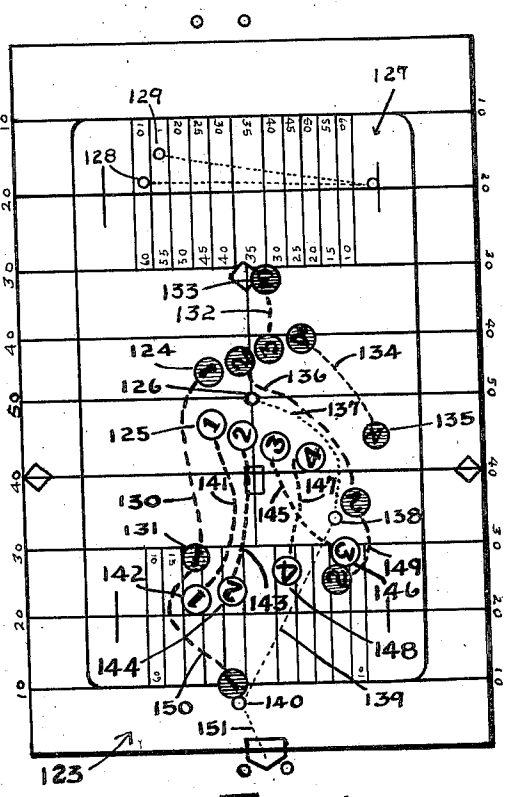


Fig. 4.

Fig. 5.

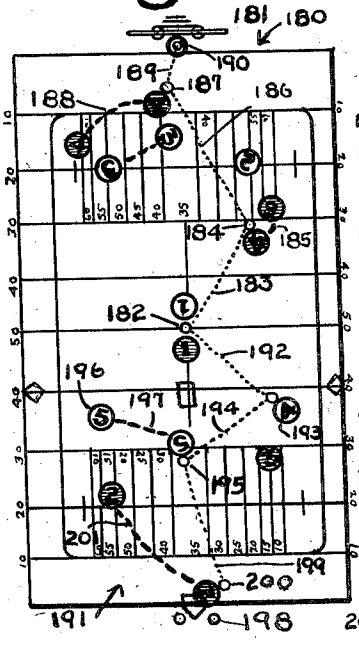


Fig. 15A

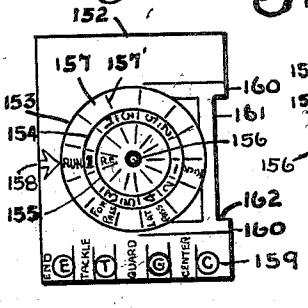


Fig. 15B

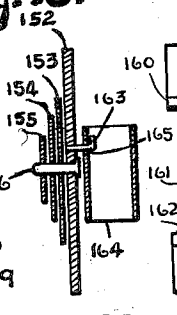


Fig. 15C

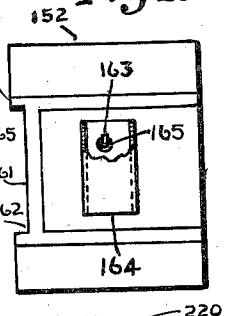
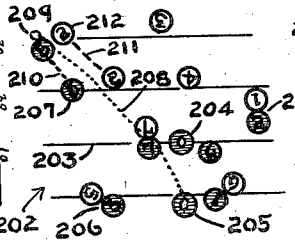


Fig. 6.



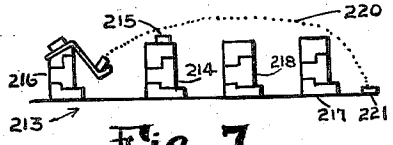


Fig. 7.

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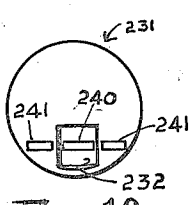


Fig. 10.

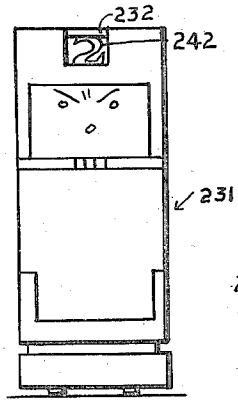


Fig. 8.

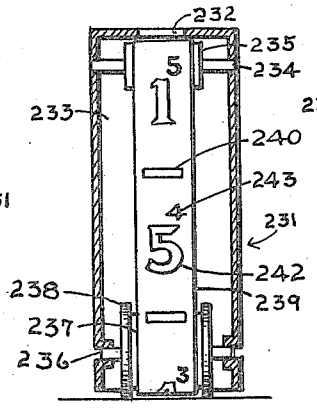


Fig. 10A

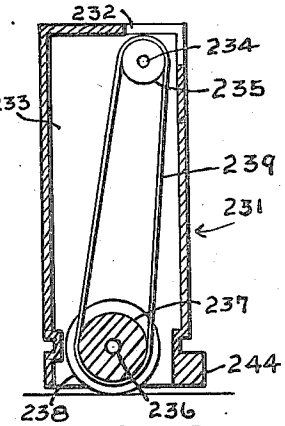


Fig. 9.

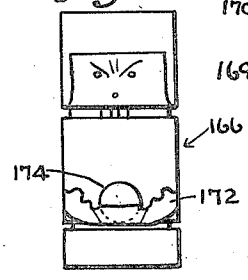


Fig. 13A

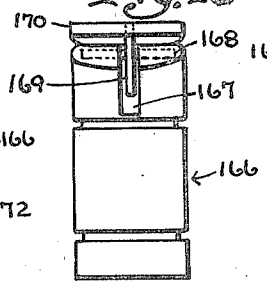


Fig. 13B

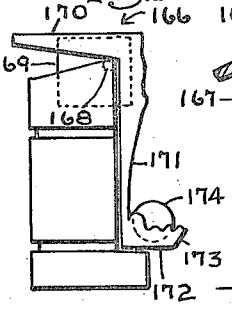


Fig. 13C

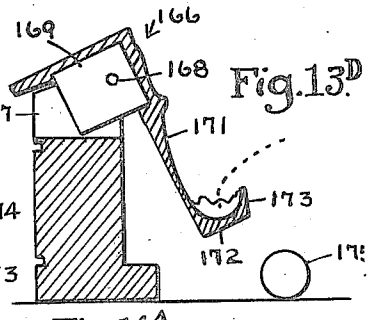


Fig. 13D

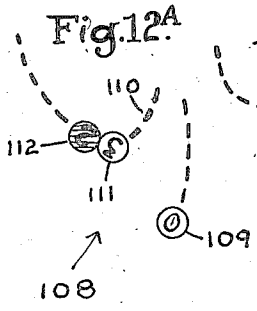


Fig. 12A

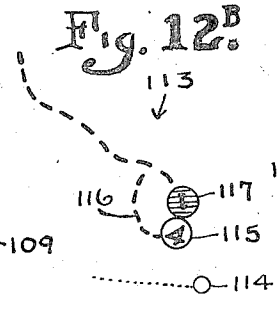


Fig. 12B

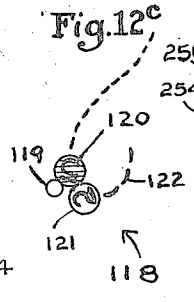


Fig. 12C

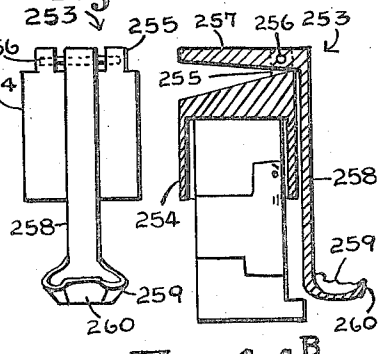


Fig. 14B

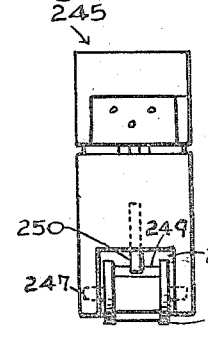


Fig. 11A

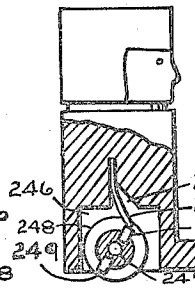


Fig. 11B

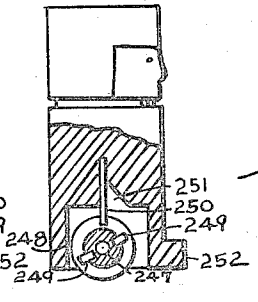


Fig. 11C

Fig. 14A

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Patented Aug. 25, 1936 2,052,035

UNITED STATES PATENT OFFICE

2,052,035

COMBINATION GAME BOARD AND ACCESSORIES

Thomas R. Potter, Los Angeles, Calif.

Application March 21, 1932, Serial No. 600,315

6 Claims. (Cl. 273—94)

My invention is a table game introducing new and useful features and added improvements to my invention of a table football game for which my petition for Letters Patent is now being considered and is described by Serial Number 339,577, Potter, Thomas R., Table football games, filed February 13, 1929 matured into Patent No. 1,905,303, patented April 23, 1933.

My invention is a table game in which a fieldboard laid out as a combination football gridiron, baseball diamond, tennis court, and track oval, is utilized to play, respectively, the following games: football, baseball, tennis, track and footracing events. The football gridiron is also utilized to play basketball, polo, soccer-football and rugby. Each playing field is marked off in yardage and positions requisite to each particular game, and each game is played with moving pawns and playing pieces on the board.

An object of my invention is a game or games of skill with a certain amount of chance in which the opposing players have pawns constituting the different teams. These pawns may be moved on the board and are presumed to be moved in a face forward direction and in the movement the pawns take what are termed strides, each pawn taking a different length stride. By stride I mean a visible movement of indication, or a visible numeral registration or an audible sound registration for each unit of distance traveled, and I set arbitrary rules, described below, governing the number of strides each pawn or each team can advance in each respective move of each game. In football, as also in baseball each pawn can advance only five strides to each move. In tennis and also in basketball, each side or team can advance only ten strides to each move, with the provision that this ten stride move can be divided into any proportion among the pawns, or used completely by any one pawn of the same team. In polo, and also in soccer-football, and rugby each pawn can advance ten strides to each move.

In track the number of strides which each pawn on each track team of pawns can take is determined by the use of a scale device marked on the field board and a scale ball used in connection with this device. In other words the player flicking or rolling the scale ball onto the space which bears the highest number moves first and also moves his pawns the highest number of strides. The number of strides taken are determined by the numbers on the scale. Pawn teams then move alternately.

Another object of my invention is to have pawns of different mechanical construction arranged so as to carry out in principle the same relative length of moves and strides as those of the pawns described in my patent above noted.

A further object of my invention is having a pawn equipped with a device representing cupped hands which can be utilized to propel or toss an oval or elliptical shaped ball through the air with a limited trajectory and for a limited distance.

Another object of my invention is to have a separate device which can be placed like a hood over each pawn and which can be utilized to propel or toss through the air for a limited distance with a limited trajectory a round or elliptical shaped ball, simulating the actual kicking or the passing of a football or the tossing of a basketball or to roll a round ball on the level surface of the fieldboard towards any objective, much in the same manner as the action of striking a ball lying on a level surface with a mallet or club.

A further object of my invention is to have each pawn equipped with a projection on the front part of its base representing the toe of a shoe which can be utilized to propel or roll a ball of suitable material along the surface of a fieldboard simulating the action of a person kicking a ball along with the toe of his boot.

Another object of my invention is having a scale device on the fieldboard, which is an improvement of the scale device described in claim 20 of my patent above noted. This scale device extends crosswise and is marked off in spaces which are numbered consecutively in multiples of 5 from 5 to 60, and is utilized by the opposing players to register the length in aerial yardage only of passes, kicks and punts, and also to register the number of strides taken by each pawn in track events, and also determines which of the opposing players shall first put the ball in play after the throw-in in polo or the tip-off in basket ball. A flat disc like device the shape of a football described in my petition for patent, above mentioned, or a round ball is placed by a player on what may be termed the starting line and is flicked or rolled by the finger onto the scale of the numbered spaces, and where the ball stops this shows the distance in yards which a pass or kick is presumed to carry in the air or the number of strides which a track runner is to move, or the player first to put the ball in play either in polo or basketball.

A further object of my invention is utilizing in connection with the fieldboard, the pawns and the kicking device, what I term a football play indicator, this being a small rectangular board of

suitable material, on one side of which are three circular movable discs of graduated sizes from large to small rotatable about a common axis embedded in the board and diagrammatic representations of one-half of a scrimmage line of a football team and the top part of the uprights and crossbars of goal posts. On the reverse side of this board is a diagrammatic representation of football goal posts, and a hole where a small hook can be screwed into the board, which can be utilized to hold in place a small cylindrical tube open at both ends and representing a basketball goal basket. The discs are divided into small sections by a series of lines radiating outward from the center at regularly spaced intervals, in some of which on each disc are printed component parts of a play from scrimmage. When the discs are rotated so that three sections are in line with each other and with an arrow index diagrammed on the board they indicate clearly the type of play, the pawns executing it and where it is going. The offensive player choosing the play on the play indicator, turns it face down on the fieldboard and does not reveal it to the opposing player until the particular play of the offensive team of pawns is completed or stopped by the defensive team of pawns. Hence each play is required to be executed as chosen on the indicator. The half of a scrimmage line shown on the board serves as a guide to the play going through any part of the line on either side of center. It is not necessary to utilize the full team of eleven pawns and I usually dispense with part of the forward scrimmage line and regard these as being imaginary. In field goals each player causes the kicking pawn to propel the football directly over the crossbar and between the uprights of the goal posts represented on either side of the board in much the same manner as in a real game. The play indicator board may be used as a yard measurer to determine the exact length which forward passes are thrown or punts are kicked at an angle, since each of its long sides represents 20 yards on the gridiron. In basketball when the cylindrical tube is suspended on the hook on the reverse side of the board, the kicking pawn is caused to propel the ball which is used as a basketball over and down through the tube.

Another object of my invention is utilizing in connection with the fieldboard and pawns what I term removable goal posts, these being small dowling or sticks with slots in one end of each and screws projecting outwardly from the opposite ends, which can be screwed or fastened into the fieldboard at any desired position. The slots are utilized to hold in an upright position the play indicator board when it is used either as football goal posts or basketball backboard. These removable goal posts may be utilized exclusively as goal posts for football, polo and soccer and also as baskets for basketball when the ball is rolled along the surface of the fieldboard.

A further object of my invention is utilizing in connection with the fieldboard and the pawns, what I term sideline yardage markers these being two small blocks of wood or suitable material with square ends and rectangular sides. Each of the four sides of each block of wood are numbered, consecutively, 1D, 2D, 3D and 4D, respectively, with an index arrow pointing in the direction the ball is being advanced by the offensive team, and are utilized to keep a record of each series of downs as the play progress in football. The shorter block represents ten yards in length on the gridiron. The longer block of wood is twice as long as the shorter one and it also represents ten yards on an imaginery gridiron twice as long, but is utilized in connection with the fieldboard gridiron to handicap an expert player by forcing him to make twice as much yardage in one series of downs as his opponent, and at the same time requiring him to begin each new series of downs as though he were conforming to the shorter sideline marker. If the two opposing players utilize the longer sideline yardage marker, its effect is to double the distance, as far as the series of downs is concerned, from goal to goal.

Another object of my invention is a group of games simulating, respectively, football, baseball, tennis, track, basketball, polo, soccer-football and rugby, each one of which may be utilized to tactically work out different plays characteristic of each game. I have devised rules for the above mentioned games which conform, respectively, to the regulation rules for each game. In each game the actions of throwing, catching, batting, serving, striking and kicking the ball, I represent by having the player cause the pawns to strike a round ball with the base projections on the toes of the pawns and rolling said ball along the surface of the fieldboard in any desired direction. In each game the opposing players place the pawns representing the opposing pawn teams in a suitable lineup, as if the actual game were being played. In some cases it is necessary for the opposing players to move substantially all of their pawns; in other cases it may only be necessary to move the pawn carrying or propelling the ball in a manner characteristic to the game being played, and the opponent to move the pawns which are to oppose the player. I have arranged arbitrary rules that a player advances the pawns he wishes to either the maximum number or less than the maximum number of strides allowed by my rules for each particular game, and then the opposing player moves all or any number of his pawns the maximum number or less than the maximum number of strides allowed. I have devised rules for tackling and blocking in football described in my patent above mentioned. I have devised rules for riding off an opponent in polo in which a pawn to ride off an opponent must make contact with said opponent between latter and free ball within a move of five strides. I have also devised rules for assist outs in baseball in which a defensive pawn or pawns after fielding a batted ball within their allotted moves are able to propel the ball to any defensive pawn guarding any of the infield positions so as to directly strike the latter before the base runner is able to reach the objective base within its allotted moves. I have also devised rules for guarding in basketball in which a defensive pawn can prevent an offensive pawn from tossing the ball into the basket by making contact with the latter pawn within a three stride move. I have also devised rules for soccer-football and rugby covering blocking and tackling in which the pawns make contact with the opposing pawns with moves of three and five strides, respectively. I have devised rules for the above games with the provision that for each ten yards which the ball is propelled along the surface of the fieldboard or in the air, the opposing players may move any or all of their pawns one stride each. The feature of having the different pawns take different length strides make these features simulate the regular plays characteristic for each game. The different length strides produce in effect differ-

ence in speed of the pawns, for those with the longer strides are considered the fastest and do move the farthest at each stride.

My invention is illustrated in connection with the following drawings, in which;

Figure 1 shows the fieldboard with the football gridiron, baseball diamond, tennis court and track oval, with illustrations by diagram of different plays in tennis and track and showing different positions of a sideline yardage marker utilized in football, and the action of kicking a field goal by the kicking pawn.

Fig. 2 is a round ball of suitable material used in all of the above mentioned games.

Fig. 3 represents a series of plays in baseball.

Fig. 4 represents a play in polo.

Fig. 5 represents plays in basketball with and without the kicking pawn.

Fig. 6 represents a kicking or passing play in football.

Fig. 7 is a vertical representation of a kicking or passing play in football.

Fig. 8 is a front elevation of one of the movements indicating pawns.

Fig. 9 is a vertical section through the pawn of Fig. 8.

Fig. 10 is a plan of the pawn of Fig. 8.

Fig. 10A is a vertical section at right angles to the section of Fig. 9.

Fig. 11A is a front elevation of a modified form of movement indicating pawn.

Fig. 11B is a side elevation partly broken away showing the spring displaced by a slug.

Fig. 11C is a vertical section similar to the section of Fig. 11B, showing the spring released from the slug.

Fig. 12A is a diagram of a blocking play in football.

Fig. 12B is a diagram of a riding off of an opponent in polo.

Fig. 12C is a diagram of a guarding move in basket ball.

Fig. 13A is a front elevation of a pawn equipped with a kicking and throwing device.

Fig. 13B is a rear elevation of the pawn of Fig. 13A.

Fig. 13C is a side elevation of the pawns of Figs. 13A and 13D.

Fig. 13D is a vertical section of the pawn of Figs. 13A, B, and C, showing the projecting arm elevated.

Fig. 14A is a front elevation of a detachable hood with a kicking and throwing device.

Fig. 14B is a section of the device of Fig. 14A, shown mounted on a pawn, the pawn being in elevation.

Fig. 15A is a front elevation of a play indicator with goal posts for football, and a combination back board and basket for basket ball.

Fig. 15B is a vertical section through the venter of Fig. 15A.

Fig. 15C is a rear elevation of the device of Figs. 15A and 15B, showing the basket for basket ball.

Fig. 16A is an elevation of a detachable football goal post.

Fig. 16B is a vertical section of the goal post.

Referring first to Fig. 1, the fieldboard is designated generally by the numeral **17**. This has an outside border **18** which may be the outside of the board and in this the gridiron generally designated by the numeral **19** is ruled off. The gridiron has sidelines **20**, ends **21** and a series of yardage lines **22**. These yardage lines have indicia **23** at the side indicating the yardage from each end, this being 10, 20, 30, 40, and 50, the 50 yard line being at the center of the field. The goal positions **24**, are indicated at each end of the field by dots on the field board.

The goal posts **25**, as indicated in Figs. 16A and 16B are made from solid blocks, preferably of wood and have a split **26** extending downwardly from the top and screws **27** projecting outwardly from the bottom. They are thus adaptable to be placed at any place along the goal line either on the spots **24** or at any suitable place.

Referring to Fig. 1 there are two kicking or passing or track stride indicator scales **28**. These are placed transversely of the fieldboard and have opposite starting lines **29** for the scale ball, and a series of rulings **30**. It will be noted that the column at one side as at **31** has the numbers readable from one side of the field, whereas the numbers **32** on the opposite side may be read from the other side of the field. These numbers are arranged in a regular manner.

Within the outside border of the gridiron is the track oval **33**, the inner boundary line of which is shown extending around the corner **34**, and the outer boundary of which extends around the corner **35**, at the extremity of the gridiron sidelines. The oval may be regarded as a quarter-mile track with the starting or finish line on the same end of the 50 yard line. The 100 yard dash may be run from one goal line to the opposite goal line. One mile is four times around the oval from the starting line. The oval may be divided into different lengths for other types of competitive races.

Bounded by the inner side of the track oval is the tennis court **36**, with the side lines **37**, the base lines **38**, and the net **39**, which is also the 50 yard line. The inner courts **40** are shown with the base lines **41**. The center dividing lines **42** of the inner courts are perpendicular to and bisect the 50 yard line. The opposing players serve the ball from the base line **38**, across the net into the proper opposite inner court, by striking the ball with their base projections and rolling it on the fieldboard.

The baseball diamond **43** is arranged so that the catcher's box or home plate **44** is located between one set of goal posts positions at **24**. The rest of the diamond extends outwardly on the gridiron with 1st base **45** at the right end of the 40 yard line, and 2nd base **46** at the center of the farther 30 yard line. At the left end of the nearest 40 yard line is 3rd base **47**, while at the center of the same 40 yard line is the pitcher's box **48**.

In Fig. 2 I show the ball **49** which is utilized in all the games of my invention either as the ball requisite to each particular game or as a scale ball, for the scale **28** indicated in Fig. 1.

In Fig. 1 I show in diagram **50** the steps involved in a tennis singles match of serving and returning the ball across the net. The player serving, stations any pawn he wishes to use, in this case No. 4, on the base or back line at position **51**. The opposing pawn, which in this case is No. 5, is placed in position **52** anywhere in or near the inner court diagonally opposite the server. The ball is placed in position **53** a short interval in front of the serving pawn and is propelled as indicated by line **54** across the net so as to come to rest within the desired inner court at any position **55**. No. 4 pawn having used one stride in propelling the ball now moves the remaining nine strides of his ten stride move as indicated by line **56** to any strategic position **57** to await the return. No. 5 pawn moves three

strides as indicated by line 58 to position 59 where it contacts the ball on the fourth stride returning it back across the net as indicated by line 60 to position 61. No. 5 has six strides remaining but decides to move only three strides as indicated by line 62 to any strategic position as at 63 to await the opposing action. Now pawn 4 moves as indicated by line 64 in an effort to reach the ball within nine strides so that it can propel it back across the net within bounds with the remaining stride. No. 5 having placed the ball in such a position as to make No. 4 pawn's return of the ball impossible scores the first points. This demonstrates the necessity of skill in placing the ball where a slower or even a faster opponent cannot reach it.

A track event is indicated in diagram 66, with two No. 3 pawns one white and one black, in position 67 on the starting line of a 440 yard race, which is the 50 yard line. The number of strides each pawn is moved is indicated by diagram 68. Each player places the scale ball on the starting line in position 69 and attempts to roll it onto a high numbered space. The quotient of the number in said space divided by 5, which is the multiple of the scale numbers, determines the number of strides each player may move his pawns for each particular move. The player with the black pawns rolls the ball as indicated by line 70 to position 71 in space numbered 25, the quotient of 25 divided by 5 equals 5 which is the number of strides he moves his pawn as indicated by line 72 to position 73. The opposing player then rolls the ball as indicated by line 74 to position 75 on the numbered space 45 which divided by 5 equals 9 or the number of strides he moves his pawn as indicated by line 76 to position 77. Black 3 and white 3 move in like manner alternately until the winner crosses the finish line.

On the opposite side of the track oval as shown in diagram 78 is a completion of a lap of a relay race with white pawn 1 and black pawn 2 in position 79 awaiting the arrival of two number 3 pawns. The black No. 3 pawn is presumed to have a seven stride move and makes contact with the black No. 2 pawn in position 80 as completion of its fifth stride, whereupon No. 2 pawn continues on for the remaining two strides to position 81.

In Fig. 3 I show a diagram 82 of a double play and a fly out in baseball. I prefer each team to have seven pawns varying in number from 1 to 7, in which 1 is the fastest runner and 7 the slowest, and when the defensive team is in the field No. 1 is first baseman, No. 4 second baseman, No. 5 shortstop, No. 7 third baseman, No. 6 pitcher, No. 3 right field and No. 2 left field. I omit center field and the catcher and for a play where the catcher is utilized to field bunts or overthrown balls I prefer to have left fielder 2 brought in to play that role of the catcher, temporarily. The outfielders are stationed anywhere on the 20 yard line back of second base. The batting side of pawns are shown in line at position 83 and can be arranged in any order. No. 1 black pawn at position 84 is at bat. No. 2 pawn of the same team is near second base at position 85. The opposing pitcher at position 87 is placed directly behind the ball at position 88 and propels it as indicated by line 89 towards the batter. The batting pawn is moved so as to meet the ball with its base projection as at position 90 and propels it as indicated by line 91 to position 92. Having used one stride to bat the ball No. 1 pawn now moves four strides as 93 towards first base. Black 2 on second base moves five strides as indicated by line 94 to position 95. This ends the first move of the offensive team. The white defensive team now moves with No. 1 pawn taking two strides as indicated by line 96 to stand on first base, white pawn No. 7 moves two strides as indicated by line 97 to stand on third base and second baseman No. 4 moves four strides as indicated by line 98 to contact the ball and propel it on its fifth stride as indicated by line 99 to directly strike pawn 1 at first base as at 100. Black pawn 1 is out at first base. The act of propelling the ball ended the first move of the defensive team. Now pawn 2 of the black team moves as indicated by line 101 to position 102 which ends the second move of the offensive team. Pawn 1 of the whites propels the ball across the diamond as indicated by line 103 and directly strikes third baseman 7 thus throwing black pawn 2 out at third. If the ball had missed third baseman 7 black pawn 2 on his next move would have been safe at third. In diagram 104 I show a fly out. The left fielder 2 at position 105 is directly struck by the batted ball as indicated by line 106 thus putting the batter out, as shown by the point of contact 107.

In Figs. 12A, 12B and 12C I illustrate various blocking plays. In diagram 108 I show a blocking play in football executed before the completion of a three stride move. A pawn with the ball is shown in position 109 while 3 pawn of the same team is shown making a move of three strides as indicated by line 110 to position 111 where it makes contact with the opposing pawn 2 in position 112 directly between the latter and the ball, thus preventing pawn 2 from taking any more strides in that particular play. Diagram 113 shows a riding off of an opponent in polo, executed before the completion of five strides by the blocking pawn. The ball is shown in position 114 and 4 pawn of the whites is shown in position 115 after taking a five stride move as indicated by line 116 to contact the black pawn 1 at position 117 directly between the latter and the ball. Black pawn 1 to free itself must ride away from the ball. Diagram 118 illustrates guarding move in basketball. The ball at 119 has just been reached by black pawn 5 at position 120 on the tenth stride of its team move. By the rules it can not throw the ball because action would count as a stride. As each team is allowed only ten strides it must hold the ball until the completion of the opposing team's next move. White pawn 2 at position 121 is contacting black pawn 5 on its front side just before completing the three stride move as indicated by line 122. Black 5 is thus prevented from throwing the ball which now must be tossed up between the two pawns as on the tip off.

In Fig. 4 I illustrate a play in polo. The pawn teams are at full strength and bear the same numbers as in a regulation match. Each team is numbered from 1 to 4 with 1 being the fastest and 4 the slowest pawn in each team. Diagram 123 shows the action of making a goal. The opposing players arrange their pawn teams in the center of the field, the whites in position 124 and the blacks in position 125 on opposite sides of the ball which is assumed to have just been thrown in and is resting at the middle of the 50 yard line as at position 126. The player rolling the scale ball on the highest numbered space of the scale as shown in diagram 127, moves first. Here the black player rolls the ball to position 128 on space numbered 60 which is higher than white's position 129 on space numbered 55, hence black

is the first team to be moved and is moved as follows: 1 moves towards its own goal nine strides as indicated by line 130 to position 131; 3 moves three strides as indicated by line 132 to position 133; 4 moves eight strides as indicated by line 134 to position 135 and 2 moves to contact the ball and in moving along for nine strides as indicated by line 136 it dribbles the ball along as indicated by line 137 to position 138 where on its tenth stride it propels the ball as indicated by line 139 to position 140. The white defensive team now moves as follows: 1 moves as indicated by line 141 to position 142 between black 1 and ball; 2 moves in line 143 to position 144 to help obstruct black 1; 3 moves as indicated by line 145 to position 146 to obstruct black 2 and 4 moves along line 147 to position 148 towards the ball. The defensive moves being completed the offensive blacks moves as follows: 2 moves five strides as indicated by line 149 and contacts white pawn 3 between the latter and the ball and thus rides 3 pawn off whereupon 3 must not approach the ball on its next move; 1 moves around white pawns 1 and 2 as indicated by line 150 and on its seventh stride contacts the ball and propels it between the goal posts as indicated by line 151.

The play indicator and goal posts for football combined with the basketball backboard 152 is shown in Figs. 15A, 15B and 15C. This is a rectangular piece of suitable material with movable discs thereon there being a larger disc 153, a smaller disc 154 and a still smaller disc 155 all rotating about a pin 156 which is imbedded in the play indicator board 152. The largest disc is next to the board and the smallest on the outside. Each disc is divided into relative sections 157 by lines 157' radiating from the common center and in some of the sections on the larger disc are indicia showing different types of play common to football and in sections of the next smaller disc are indicia showing the numerals of the pawns of the teams which usually carry the ball and in sections of the smallest disc are indicia showing all the positions where the ball is to be advanced across the line of scrimmage. When the offensive player chooses his play and rotates the discs so that three sections are in line with each other and with an index arrow 158 a general description of the play is obtained as follows: the type of play; the pawn or pawns executing the play and the place where the play is going. The diagram shows the index arrow 158 pointing to a run by pawn 1 carrying the ball around right end. The play indicator is not revealed until the play is completed whereupon the defensive side can see whether the offensive play was carried out as indicated. Thus if the defensive side has correctly guessed where the play is going and has correctly placed his pawn to stop the play, the offensive side can not switch its direction of attack, but must adhere to the play selected. Line 159 is intended to show the correct positions where the ball must cross the line of scrimmage. The uprights 160 of the goal posts are shown with the crossbar 161 and the indentation 162 above the crossbar. If the kicking pawn is to kick a field goal the goal posts are held upright. The long side of the play indicator board represents twenty yards on the gridiron and is divided in half by the index arrow 158 and is used as a yard stick to measure the distance of forward passes, at any angle.

163 shows a position of a screw hook on the reverse side of the board upon which the cylindrical tube 164 is hung by means of the perforation 165. This basket goal is used when the kicking pawn is employed.

The kicking pawn 166 as shown in Figs. 13A, 13B, 13C and 13D is preferably made from a solid block of wood and has a split 167 extending downwardly from the top. A pivot pin 168 extends across the split and a guide 169 made preferably of metal is mounted on this pin. This guide is imbedded in the top part 170 of the pawn and its downward projecting arm 171 at the end of which is a cup shaped device 172 representing cupped hands with a striking surface 173. This cup shaped device is made to hold a ball as shown in position 174 or to strike a ball positioned on the surface of the board 175. The top part of the pawn and the cup shaped device being rigid and movable on the pivot pin 168 by means of the guide 169 can be made to toss a ball through the air with a trajectory or to roll a ball along the board by quickly tapping the top part 170 with a downward motion of the player's finger thus causing the cup shaped device to swing outward and upward.

This pawn is utilized in football by being caused to throw passes and kick the ball or in basketball by being caused to toss the ball through the air into the basket. This actually simulates the corresponding human actions and great accuracy can be obtained in kicking or tossing the ball.

Referring to Fig. 1 I show the action of kicking a field goal in football by diagram 176. The play indicator 152 in position 177 is inserted in the removable goal post slots. The kicking pawn with the ball in its cup shaped device at position 178 is caused to propel the ball as indicated by line 179 directly over the crossbar 161.

In Fig. 5 at the upper part of the basketball court I show by diagram 180 a field goal being made by the kicking pawn. The basketball is placed at the center of the 50 yard line in position 182 for the tip off. As in basketball each team is composed of five pawns and in each team I prefer to have pawns 1, 2, 3, 4, and 5 play respectively the following positions: center; left guard; right guard; right forward and left forward. Black and white 1 pawns are positioned on opposite sides of the ball facing their own goals. The tip off is won by player who rolls the scale ball onto the highest numbered space of the scale as shown in diagram 127, Fig. 4. The black player in this case won the tip off and his 1 pawn contacts the ball in one stride and on the second stride propels it as indicated by line 183 to position 184 near black left forward 5 which moves one stride being the third stride of the team move as indicated by line 185 to contact the ball and propels it on the fourth team stride as indicated by line 186 to position 187. Black 4, the right forward, moves as indicated by line 188 and is able to contact the ball on the ninth stride of the team move thus leaving one stride remaining to propel the ball up and into the basket. At this stage of the game the ball is placed in the cup shaped device of the kicking pawn and is propelled on the tenth stride as indicated by line 189 through the basket, 190.

Diagram 191 shows a play in basketball where the kicking pawns are not used. The teams line up as described above. White 1 wins the tip off and moves one stride to contact the ball and on the second stride propels it as indicated by line 192 to directly strike its right forward 4 at position 193. The latter on the third stride of the team move propels the ball as indicated by line 194 to position 195. Left forward 5 at position

196 moves by line 197 and on the team seventh stride contacts the ball and attempts to propel it along the surface of the fieldboard between the goal posts in position 198. The aim was untrue and indicated by line 199 and the ball stops in position 200. Black left guard 2 moves seven strides as indicated by line 201 to contact the ball to begin its team's offensive.

In Fig. 6 I show by diagram 202 the forward pass play in football with only part of the gridiron lines showing as represented by the series of incomplete yardage lines 203. The action shown is the beginning of the second move. In all plays without the scrimmage board I prefer to utilize seven men instead of eleven. The ball on center 204 has been snapped back to black fullback 4 in position 205. The scrimmage lines of each team have engaged each other, some defensive pawns have broken through into the offensive back field and have been blocked out. For instance black 3 succeeded in blocking out white end 5 at position 206 by contacting the latter within a move of three strides and also black 2 blocked out white 1 at 206'. Black end 5 at 207 is in position about 35 yards away awaiting the pass which is to be thrown by the pawn with the ball. The latter tosses the ball through the air as indicated by line 208. It alights about 10 yards beyond black 5 which is about 45 yards distance. By the rule that for each 10 yards the ball travels through the air or is presumed to travel through the air each pawn may take one stride hence black 5 can move four strides which it does as indicated by line 210. White 2 moves four strides at the same time but is unable to reach the ball as indicated by line 211 but from its position at 212 it can tackle 5.

In Fig. 7 I show by diagram 213 a vertical representation of a forward pass play by the kicking pawn. The center at position 214 has the ball in position 215 on its head. The offensive player on the snap back places the ball on the kicking pawn in position 216, and then in alternate moves works his end pawn to position 217 approximately 35 yards away. A defensive pawn is at position 218. When the pass is to be thrown the offensive player places the football in the cupped hands of the pawn and as indicated by the trajectory line 220 propels the ball to position 221. The ball travels 40 yards and hence to complete the pass the end must reach it within four strides.

In Figs. 8, 9, 10 and 10A I show a pawn 231 made preferably of wood with slot 232 in its forehead and a hollow center 233 bored upwardly from the bottom. At the top a pivot pin 234 is imbedded in the walls of the pawn and cylinder 235 is mounted on this pin. At the bottom, pivot pin 236 is imbedded in the walls of the pawn and the cylinder 237 with raised rims 238 which serve as wheels for the pawn and guide for the belt 239, is mounted on this pin. On the belt are five horizontal guide lines 240 placed at regular intervals and are utilized in connection with the guide lines 241 on top of the pawn on either side of the slot or opening 232, to indicate the beginning or the end of each stride. Between the guide lines are a series of numerals 242 consecutively placed beginning with 1 and ending with 5 and to the upper right of these numerals are smaller numerals 243 beginning with 5 and ending with 4, respectively. When the pawn is moved in a face forward direction the rim wheels 238 engage the fieldboard thus turning the belt and causing the numerals to appear successively in the open slot 232 and when each numeral is followed by the guide line it indicates the end of that particular stride. There will be times when other numerals than 1 will appear as the first stride of the move and the player can tell by looking at the small number at the upper right of the larger one, which large number will appear at the end of the five stride move. For instance if the numeral 3 appears as the first stride of any move its smaller index numeral 2 indicates that the appearance of the large numeral 2 ends that particular five stride move. 244 shows a toe projection.

In Figs. 11A, 11B and 11C I show an alternative form of pawn 245 with slot 246 extending upwardly from the bottom with pivot pin 247 extending across the slot upon which is mounted a cylindrical shaped wheel with raised rims 248. On the center circumference of the wheel are two slugs 249 extending outwardly from diametrically opposed positions. A spring 250 imbedded in the upper part of the pawn extends downwardly through a tall slot 251 above the wheel into the large slot 246. One pawn is moved face forward the wheel turns and the projecting slugs 249 engage the spring forcing it out of position until it slips off the top of each slug and springs back against the side of the small slot 251 with an audible sound thus indicating to the players the end of a stride. The pawn has a projecting toe 252. Pawns with different length strides are obtained by either shortening or lengthening the spring and at the same time lengthening or shortening the projecting slugs.

In Figs. 14A and 14B I show a detachable hood-shaped kicking device 253. The hood has a hollow core 254 extending upwardly from the bottom. Two projections 255 with an interval between extend upwardly from the outer rim of the hood in which a pivot pin 256 is embedded. Mounted on this pivot pin is a horizontal top 257 with a downward projecting arm 258 at the end of which is a cup shaped device 259 with an outside striking surface 260. In any game where a pawn is called upon to pass, toss or kick the ball this hood-shaped device can be fitted over the pawn and worked in the same manner as the kicking pawn described in Figs. 13A, 13B, 13C and 13D.

Various changes may be made in the principles of my invention without departing from the spirit thereof as set forth in the description, drawings and claims.

I claim:

1. In a game, a pawn, a rectangular opening in the foretop of the pawn, a rotatable device mounted within the pawn and adapted to engage the field board and means interacting between parts of the rotatable device to cause a successive series of numerals and guide lines to appear in the opening indicating to the players the number and completion of each stride.

2. In a game, a pawn with a hollow interior, an open bottom, a rectangular hole in the foretop of the pawn, a pivot pin extending across the bottom of the pawn, a pivot pin extending across the top of the pawn, a cylindrical shaped wheel mounted on the bottom pivot pin with raised rims engaging the field board, a cylindrical shaped wheel mounted on the top pivot pin, a belt divided into five equal parts by five cross lines with the parts numbered successively from 1 to 5 inclusive and with the numerals numbered successively from 5 to 1 inclusive, with the belt

connecting the top and bottom wheels so that when the pawn is moved along the surface of the field board the belt moves causing numerals and cross lines to appear in the top rectangular hole indicating to the players the number of each stride and its completion.

3. In a game, a hollow pawn having an opening at the top and bottom, a rotatable cylinder extending partly through the opening in the bottom to engage a game board and roll thereon when the pawn is moved over the board, a second cylinder adjacent the top opening, a ribbon extending over said cylinders and having numerals thereon, said numerals being visible through the top opening and showing the distance the pawn has been moved.

4. In a game, a pair of goal posts slotted at the top, a flat card having an edge inserted in the slots, uprights marked on the card to align with the goal posts and a cross bar indented below the tops of the uprights.

5. In a game, a pair of goal posts slotted at the top, a flat card having its edge inserted in the slots and a basket attached to said card.

6. In a game, a pair of goal posts slotted at the top, a flat card having an edge inserted in the slots, a pin on the card, a plurality of discs rotatable on the pin and each having designations of game plays thereon, and a pointer on the card.

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