

[54] **FOOTBALL BOARD GAME
APPARATUS**[76] Inventor: **Henry R. Corrado**, 56-69 136th St.,
Flushing, N.Y.[22] Filed: **Feb. 16, 1971**[21] Appl. No.: **115,321**

[52] U.S. Cl.273/134 AD, 273/134 CB

[51] Int. Cl.A63f 3/00

[58] Field of Search273/94 R, 134 CF,
273/144 R[56] **References Cited****UNITED STATES PATENTS**

1,138,678	5/1915	McNair.....	273/94 R
1,141,624	6/1915	Fullerton.....	273/94 R
1,412,987	4/1922	Wilkins.....	273/94 R
1,467,912	9/1923	Atkins.....	273/94 R
1,617,362	2/1927	Wylie et al.....	273/94 R
1,777,868	10/1930	Willeke.....	273/94 R UX
2,044,506	6/1936	Lundquist.....	273/94 R

2,049,284	7/1936	Anderson	273/144 R
2,330,951	10/1943	Burmester et al.....	273/94 R
2,458,388	1/1949	Kobs.....	273/94 R
3,526,403	9/1970	Clark.....	273/94 R

Primary Examiner—Delbert B. Lowe*Attorney*—Stefan J. Klauber

[57]

ABSTRACT

A simulated football game centered upon a game board provided with a simulated playing field, a recessed well for receiving and storing ordinary playing cards therein, and a series of four, changeable play selection matrices for correlating the numerical and suit values of chance picked playing cards with selected football plays to thereby yield the result of the selected play in yards gained, lost, or so forth. The matrices are formed by a series of four recesses in the board. A single play selection line bounds the recesses, and different separately changeable play result-carrying sub-matrices and card value-carrying column elements are insertable into the recesses.

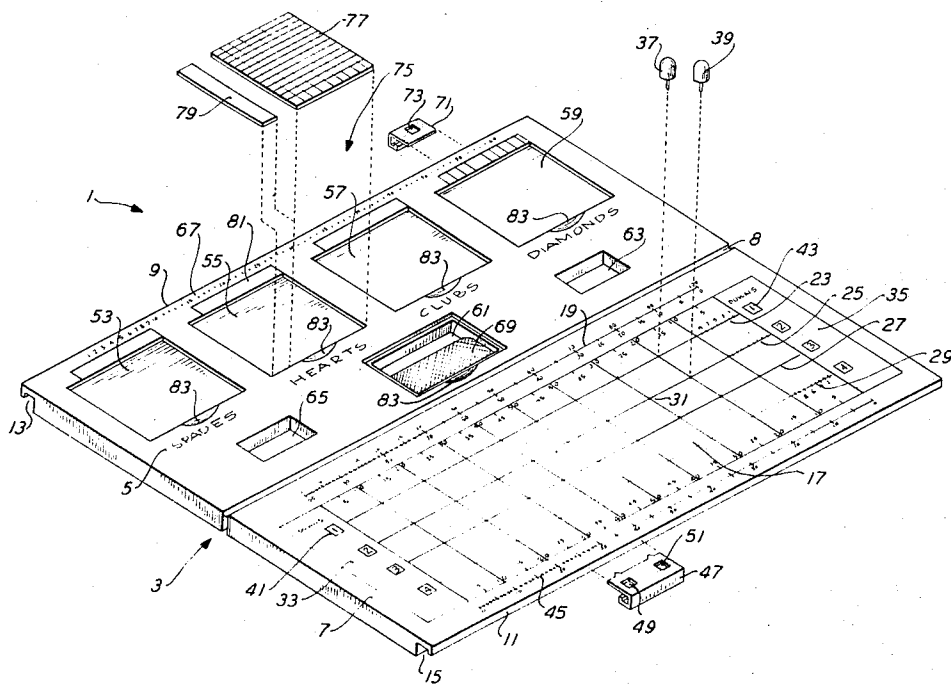
8 Claims, 8 Drawing Figures

FIG. 3

FIG. 1 is a schematic diagram of a scoreboard. The scoreboard is rectangular and divided into a central display area. The display area is further divided into eight cells by a vertical line and a horizontal line. Above the display area, the word "SCOREBOARD" is written vertically. To the left of the display area, the word "TEAMS" is written vertically. To the right of the display area, the word "TOTAL" is written vertically. Below the display area, the words "1ST", "2ND", "3RD", and "4TH" are written horizontally, corresponding to the four columns of the display. A reference numeral "43" points to the left side of the scoreboard frame, and "87" points to the right side.

FIG. 3A

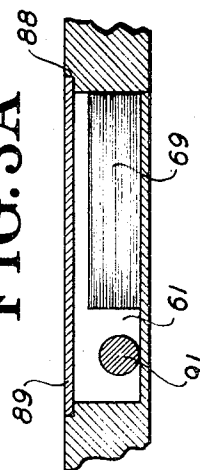
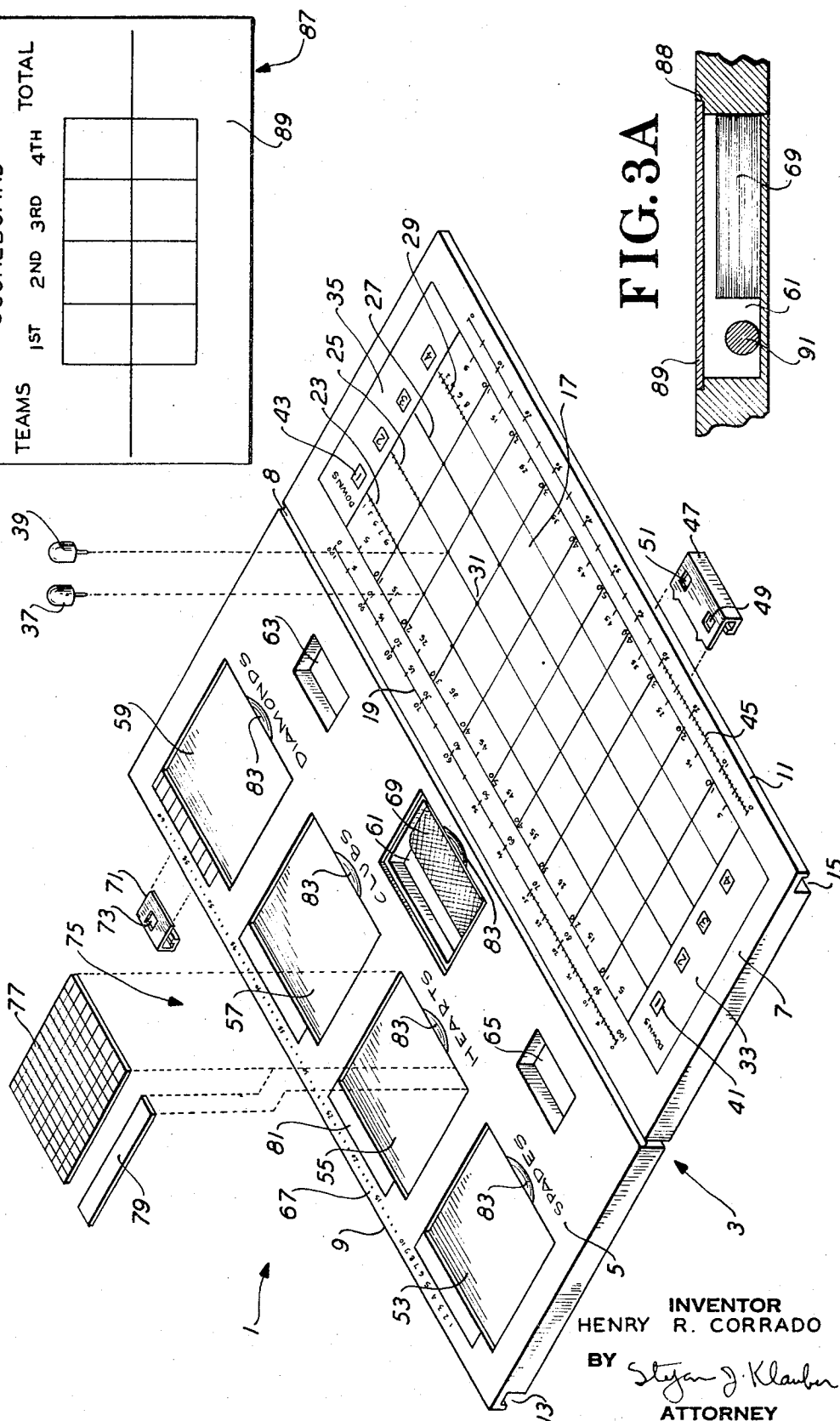


FIG. 1



INVENTOR
HENRY R. CORRADO
BY *Steyan J. Klauber*
ATTORNEY

FIG. 2

	RUN	PAS	BLITZ	PENALTY	FLD GL	PUNT	PT RET	K/O RET	E P
5	2	INC	-11	REFEREE TIME OUT	27	42	11	5	
6	3	24		OFFENSIVE HOLDING 10 YDS	WIDE	48	8	TD	
7	NG	8		PLAYER HURT	46	46	FUM	24	
8	25	INC	32	DEFENSIVE RGA THE PASSER 15 YDS	WIDE	49	9	17	
9	5	INC		OFFENSIVE ILLEGAL REC. 5 YDS.	37	44	67	27	
10	NG	9	9						
J	4	16							
Q	2								
K	FUM								
A	2								
2	3								
3	NG								
4	3								

FIG. 4

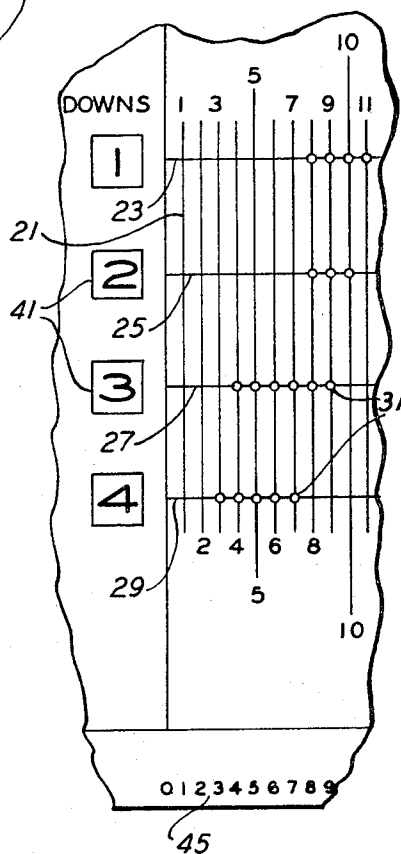


FIG. 4A

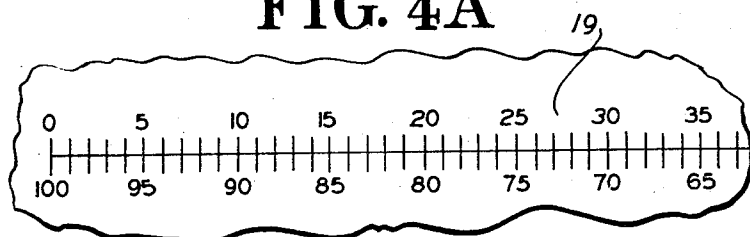
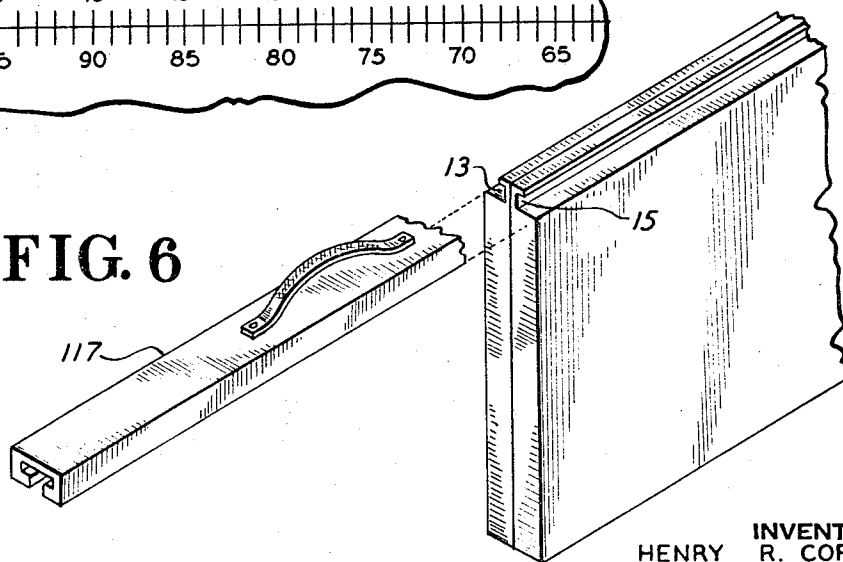


FIG. 6



INVENTOR
HENRY R. CORRADO

BY *Styan J. Klaber*
ATTORNEY

FIG.5

93

GAME CARD
1ST HALF

1ST QUARTER

QUARTERBACK 1 2 3 4 5 6 7 8 9

RECEIVERS 1 2 3 4 5 6 7 8 9

BACKS 1 2 3 4 5 6 7 8

KICKER FIELD GOAL

PUNTER YARDS

QUARTERBACK 1 2 3 4 5 6 7 8 9

RECEIVERS 1 2 3 4 5 6 7 8 9

BACKS 1 2 3 4 5 6 7 8

KICKER FIELD GOAL

PUNTER YARDS

2ND QUARTER

QUARTERBACK 1 2 3 4 5 6 7 8 9

RECEIVERS 1 2 3 4 5 6 7 8 9

BACKS 1 2 3 4 5 6 7 8

KICKER FIELD GOAL

PUNTER YARDS

2ND HALF

INVENTOR
HENRY R. CORRADO

BY *Stefan J. Klauber*
ATTORNEY

FOOTBALL BOARD GAME APPARATUS

BACKGROUND OF INVENTION

This invention relates generally to amusement devices, and more specifically relates to game board apparatus simulating the playing of football.

Numerous and varied game board-type apparatus are available which provide to users thereof a simulated version of conventional football. By and large, however, these known games have not—in a commercial sense—been overwhelmingly successful. A wide variety of causes may be cited for the failure of such games to attract and sustain the public's fancy. Generally, however, reflection establishes that the bulk of these games are either overly complex to a point where the cost of producing and purchasing the game is excessive and the dependability is impaired; or the games are so oversimplified that a skilled follower of football finds little to hold his attention. Thus, for example, various types of electrically activated games are available—many of which are now fancifully identified as "computerized." Not only is the cost of such electrical apparatus unattractive to the average buyer, but the weight, size and complexity thereof limits the use and effective life of the game.

Similarly, but at the opposite end of the spectrum, games are known utilizing a simulated playing field (e.g. on a board), with the movement of successive plays on the board being determined by means of a chance device such as a spinner or the like. In the extreme, the simplicity of such an approach can be so great that the game may be unable to sustain interest. In a far better version of this type of game, readings on the chance device are correlated with a chart indicating results of a selected play for the particular number developed by the chance device. Not only, however, are the number and variety of plays highly limited in such apparatus, but more importantly a fixed correlation normally exists between the numbers developed by the chance device and the results of a selected play. In consequence, the players of the game in short order learn the pattern of correlation and the spontaneous pleasure associated with the chance elements of the game is much diminished.

In accordance with the foregoing, it may be regarded as an object of the present invention to provide a simulated football game which is of simple, dependable, compact and long-lasting construction, and which yet enables unlimited variations in plays enacted thereby.

It is a further object of the invention to provide a simulated football game wherein the result of a selected play is chance-determined in such a manner that spontaneity is greatly augmented, thereby adding to the pleasure of the players.

It is a still further object of the invention to provide a simulated football game of the game board type, incorporating a simulated playing field so structured that the down being played is graphically and instantly evident from the position of the ball marker on the field.

It is a still additional object of the present invention to provide a simulated football game of the game board type, including adjacent the simulated playing field an auxiliary yardage scale calibrated bidirectionally in cumulative yards for the entire length of the said field, whereby plays extending across the mid-marker of the field may by reference thereto be rapidly positioned.

SUMMARY OF INVENTION

Now in accordance with the present invention, the foregoing objects, and others as will become apparent in the course of the ensuing specification, are achieved in a simulated football game centered upon a game board provided with a simulated playing field, a recessed well for receiving and storing ordinary playing cards therein, and a series of four play selection matrices for correlating the numerical and suit values of chance-picked playing cards with selected plays to thereby yield the play results in yards gained, lost or so forth. The play selection matrices are changeable and may, for example, take the form of mats insertable in correspondingly shaped recess in the game board. The playing field includes four parallel tracks extending the length of the field, one of said tracks being associated with each of four downs, whereby instant recognition of the down then being played is achieved. An auxiliary scale is positioned adjacent the main playing field and calibrated bidirectionally in a cumulative manner from one end of the field to the other. Such auxiliary scale assists the players of the game in rapidly positioning a play extending across the mid-field—i.e., 50 yard—marker. In one embodiment of the game the card storage well, along with a pair of storage recesses for game components, are all closeable by fitted covers which when in place render the entire board surface virtually flat. Such board is hinged at the mid-line thereof and may thus be folded into a single unit which when clamped by a handle unit may be readily carried and transported.

BRIEF DESCRIPTIONS OF DRAWINGS

The invention is diagrammatically illustrated, by way of example, in the drawings appended hereto, in which:

FIG. 1 is an isometric, partially exploded view, of game board apparatus in accordance with the invention;

FIG. 2 is a plan view of the changeable portion of the play selection matrix;

FIGS. 3 and 3A are, respectively, plan and elevational views of the cover for the card well portion of the FIG. 1 apparatus;

FIGS. 4 and 4A are partial plan views of the game board, and depict, respectively, details of the playing field and of the auxiliary scale;

FIG. 5 is a plan view of a portion of a score card member utilizable in conjunction with the FIG. 1 apparatus; and

FIG. 6 is a partial, isometric view of the FIG. 1 apparatus in closed position, and depicts the manner in which the carrying handle engages the closed game board.

DESCRIPTION OF PREFERRED EMBODIMENT

In FIG. 1 an isometric, partially exploded depiction appears of apparatus 1 in accord with the invention. The embodiment shown therein is a highly portable and completely self-contained version of the invention. As seen the game board 3 comprises two equal rectangular sections 5 and 7 connected together by a hinge 8. The latter may conveniently take the form of a heavy but flexible plastic material—such as e.g. a heavy gauge vinyl or the like which has been attached to the two adjacent sections 5 and 7. Both sections 5 and 7 are of

substantial thickness, but the outermost portions 9 and 11 thereof are cut inwardly so as to define 7-shaped channels 13 and 15, the purpose of which will hereinafter become clear.

Section 7 carries a simulated football gridiron generally designated at 17 and an auxiliary yardage scale 19 adjacent to gridiron 17. The details of gridiron 17 and scale 19 may be best seen in the partial plan views of FIGS. 4 and 4A and these FIGS. may be simultaneously examined in connection with this description. Thus it is seen that gridiron 17 includes the customary cross-field lines 21, one such line being present for each yard for the length of the simulated 100 yard field. It is further seen that a series of four parallel tracks 23, 25, 27, 29 extend lengthwise on the gridiron 17. Each such track is provided with a peg hole 31 at its intersection with each cross-field line so that 99 such holes are present between end zones 33 and 35 along each track. A pair of position markers 37, 39, of differing colors (e.g., red and black), are used to mark the position of the "ball" on the field, one such marker being used at a time by the team then in possession of the ball. In accordance with the mode of playing the game, the marker then in use is positioned on a track 23 to 29 in accordance with the down then being played. Thus, it is seen that track indicia 41, 43 are present at each end zone 33, 35 associating each of the tracks with a given one of four downs. As the team in possession moves on the field, it thus is instantly and graphically evident to both teams (i.e. players) exactly what down is then in progress.

Yard line indicia 45 are present along edge 11 of section 7. A yard marker 47 of plastic or the like, having a cross section adapted to permit the marker to slidably engage channel 15, includes a pair of windows 49, 51. When marker 47 is engaged with the board edge as shown, the windows 49, 51 are positioned over indicia 45 which are exactly 10 yards apart. Upon a given team taking over possession of the ball or achieving a first down, marker 47 is positioned so that the then present ball position appears in window 49: thus the distance to be moved for a new first down appears and continues to be present in window 51.

The auxiliary scale 19, which, as has been mentioned, is shown in greater detail in FIG. 4A, is a simple but effective yardage computation aid. Scale 19 is seen to be parallel to gridiron 17 and bidirectionally calibrated in yard values from end to end for the length of the field. Its principal function is to permit players to easily and rapidly reposition the ball marker—particularly when a play has moved the ball across the mid-field (i.e. 50 yard) line. The advantage of such a scale derives from the fact that a player positioned, e.g., on his own 40 yard line, and making say a 25 yard gain, need not count mentally to 50 and then count off the remainder of his gain in negative fashion, but instead may by reference to scale 19 mentally treat all gains (or losses) as single positive numbers.

Board section 5 is of approximately the same size as section 7. It includes four recessed play selection matrix holders 53, 55, 57, and 59, a card storage well 61, a pair of storage recesses 63 and 65, and a short game scale 67. As will hereinafter be discussed, the present game is played in part with a deck of ordinary playing cards. When the game apparatus is folded for

storage or carrying, such card deck 69 may be conveniently stored in well 61, and if desired the deck 69 may remain in well 61 during the course of play. Similarly, the recess 63 is used to store the position markers 37 and 39, and the recess 65 to store yard marker 47 and a play marker 71—in both cases, when the game is not in use or is being transported. The latter piece—marker 71—is seen from FIG. 1 to have a cross section like that of yard marker 47, and in analogy to that piece is slidably engageable in the channel 13 along the edge of section 5. Marker 71 includes but a single window 73 through which a number upon the scale 67 may be read. The numbers on scale 67 extend from 1 to 60 and in a shortened version of playing the present game the marker 71 is simply advanced from number to number on the scale, the game terminating at the end of 60 thus recorded plays.

Recessed play selection matrix holders 53 to 59 are adapted to receive therein play selection matrices such as that designated at 75. A fundamental feature of the present game stems from the fact that the matrices are changeable, and accordingly a selection matrix 75 on the board consists of a changeable sub-matrix piece 77, a changeable column piece 79, and a play selection indicia line 81 on the perimeter of each holder 53 through 59. Pieces 77 and 79 are each formed of cardboard, plastic, or similar materials, such that they may be readily pressed into the recessed holders 53, etc., retained by friction or other forces therein, and yet removed as desired. In order to facilitate such removal, fingernail recesses, as at 83, are provided for each holder 53 through 59.

The precise nature of the matrices may be seen from the detailed plan view of FIG. 2. This view effectively shows the appearance of a play selection matrix 75 when formed on the section 5; that is to say that matrix 75 includes play selection indicia line 81 (as in FIG. 1) plus the changeable pieces 79 and 77. The complete matrix is thus seen to include both a line 81 identifying selected plays such as "RUN," "PASS," etc., and—extending down the first column (i.e. in column 79)—indicia such as "J," "Q," "K," etc. Additional columns extending below line 81, such as, e.g., column 85 then include indicia which indicate to the players of the game the results of a selected play in consequence of a chance-picked card taken from deck 69. Thus, for example, a player—as will be further specified in connection with the "Rules" of the game—may elect a "RUN" play and then draw a playing card from deck 69. As is seen in FIG. 1 each of the several matrices formable at holders 53 through 59 is associated with one of the four suits—spades, hearts, clubs and diamonds—present in deck 69. Supposing, for example, that the player has picked the 8 of spades, he examines the matrix (assuming it to be that of FIG. 2) and finds that a 25 yard gain has been achieved.

The particular matrices formed in the holders 53 through 59 by insertion of pieces such as 79 and 77 will normally all be different from one another in terms of play results, although in each instance the play selection indicia line 81 will be the same. Most importantly, one may furthermore exchange pieces 79 and/or 77 at each matrix for other pieces bearing different play results, whereby a virtually unlimited number of play results can be effected. That is to say that with a first

formed matrix the 8 of spades may indicate on a "RUN" play a gain of 25 yards (as is the case in FIG. 2), but when the pieces 79 and/or 77 are substituted with similarly shaped and sized pieces bearing, however, different play result numbers, the same 8 of spades may correlate with, e.g., a loss of 10 yards. By frequently changing the matrices—e.g. at the beginning of each game—the possibility of players learning to associate a given playing card with a particular play result is obviated, and in consequence the pleasure derived by the players is much augmented.

The card well 61, as well as the storage recesses 63 and 65, are provided with cover elements for retaining the contents thereof when the game is stored or transported. The cover 87 utilized for the card well is illustrated in the plan and elevational views of FIGS. 3 and 3A. It is seen to comprise a rectangular mat 89 adapted to slide into the opening of well 61 and be frictionally engaged by the recessed shoulder 88, so that when the cover 87 is secured, it is virtually flat with the board. Cover 87 is formed of flexible plastic sheet or the like, and it will be seen that it bears indicia in the form of a "scoreboard." During the course of a game, the cover 87 may thus be left in place (the card deck 69 having first been removed), and by means of a grease pencil 91 or similar temporary marker, the players may keep track of points scored during the various "Quarters" of play. The grease pencil 91 so utilized may furthermore, as is shown, be conveniently stored in well 61 during periods of non-use or game storage. The cover elements for recesses 63 and 65 are not shown, but are configured as is cover 87, although smaller and devoid of indicia.

As has been previously mentioned, it is possible to play a "shortened" version of the present game by limiting the game to 60 consecutive plays, marking off such successive plays by advancing the play marker 71 along the scale 67 on the upper edge 9 of section 5. In a full length game, however, it is preferable to record the result of successive plays on the score card member 93 shown in part in FIG. 5. Member 99 in this Figure is depicted only for the upper portion thereof, wherein plays are recorded for the first two "Quarters" of play; the lower (unshown) half of member 93 is identical to the half shown except that it is used for the last two quarters of play.

As is seen in the exemplary quarter of member 93 marked "1st QUARTER," a line 95 of boxes totaling nine in number is provided adjacent the legend "QUARTERBACK," a sequence of three lines 97, 99, 101, each providing nine boxes, is provided adjacent the legend "RECEIVERS," and a sequence of two lines 103, 105 totaling sixteen boxes is provided adjacent the legend "BACKS." In the course of playing the game, as will be more fully described hereinbelow in connection with the "RULES" of the game, play results as determined by the previously described matrices are marked by the players in appropriate boxes of member 93. In accordance with the "RULES" time is thereby implicitly determined in the game by exhaustion of available boxes for a given Quarter. In particular, such exhaustion occurs by virtue of lines 95, 103, and 105 being completed by any one player (Lines 97, 99, and 101, as will be apparent from the "RULES", are completed simultaneously with "PASS" plays, and will

not constitute the limiting lines in the Quarter). Such procedure effects a most graphic and stimulating technique for timing the course of a game. It moreover lends itself to the technique shown in the portion of member 93 designed "2nd QUARTER," wherein it is seen that an additional series of boxes 107 and 109 are added to the number of boxes available at the "QUARTERBACK" and "BACKS" legends. These additional boxes are utilizable at the option of the player who reaches the heavy line element 111 in his scoring designated as "TWO MINUTE WARNING." By electing to utilize such additional boxes he effectively varies the "time" of the game. Such operation is analogous to use of "time outs" in an actual football game, and provides yet an additional control of time for use by the skilled player.

For purposes of providing a full record of the events and statistics of the game, scoring lines identified in FIG. 5 by the terms "KICKER" and "PUNTER" are provided for recording in each Half of the game statistics relating to field goals and punts.

The game apparatus 1 may be most readily folded into a compact, storable, and completely transportable unit. This may be effected by simply placing the position markers 37, 39 in storage recess 63, the markers 47 and 71 in recess 65, and closing these recesses in the manner that has been mentioned—with their cover elements. Thereupon the board is folded at the hinge 8, and, as shown in FIG. 6, a handle means 117 slid onto the now adjacent edges 9 and 11, where such means 117 engages channels 13 and 15 and is frictionally retained at a longitudinal position appropriate for carrying the now compacted apparatus.

RULES OF THE GAME

Score Card

Except where players elect the short version of the game, the score card is the "clock." Each player receives one score card. Each such card carries spaces to write in the player's selections of quarterbacks, receivers, running backs, kicker and punter. Each quarterback, etc., has a certain number of plays allotted per quarter. As the offensive player is playing, he may choose any player to run the ball, or the receiver to pass to; when doing so he must mark in every box what play has been called. If the quarterback passes to one of his receivers, he must mark his box for incompleteness; he marks his and receiver's on completions, thus yielding statistics for both. On running plays only the running back box is filled in. If an offensive player elects to pass to a running back, both the quarterback and running back boxes must be filled in. Quarterback boxes must be filled in on all incompleteness and interceptions. The first player who completes his quarter allotted plays, denies the other player his. Thus it is like controlling the game and the clock. In each box there is a square (right hand corner) and a circle (lower left hand corner): the square is for first downs, rushing, and passing. The circle is for a touchdown by a player. This will yield statistics on all players and for the team.

Two Minute Warning

In the 2nd and 4th quarters of the score card are extra boxes. When either player reaches a heavy line

111 with all player boxes filled in to that point, he must decide if he wants his three time outs, meaning three extra boxes 107 for the quarterback and receivers, and four extra boxes 109 for the running backs. This will give both players seven extra plays per 2nd and 4th quarters.

Receiving

One player names a color, and a playing card is turned over. If selected color comes up he is the offensive player. Player receiving (offensive) has option to take ball on the 20 yard line or to try to run it out from the goal line. He must declare his option verbally before next playing card is turned. If he decides to run ball out the playing card is turned over, suit and number is then looked at under "k/o Ret" column of selection matrix.

Running

When call (verbally) is given, playing card is then turned over by defensive player. Yardage is recorded under "RUN" column on appropriate matrix. If "ng" appears, it signifies a no gain.

Passing

When call (verbally) is given, playing card is then turned over by defensive player. Yardage is recorded under "PASS" column in appropriate matrix. If designation "INC" appears, it is an incomplete pass.

Blitz

When offensive player (verbally) calls pass, defensive player has option to call "Blitz" before card is turned over. Blitz can either stop or help offensive player. "BLITZ" column in matrix is then noted. If black, it is considered that quarterback was not stopped from passing; but if there is yardage in column, the value thereof takes precedence over "PASS" column.

Penalty

The "PENALTY" column of the matrix will be used only if one or more jokers are present in the playing card deck. When playing and joker appears, the next card turned determines the penalty.

Field Goal

The player electing to try for field goal must place ball 7 yards back from line of scrimmage. He must declare his intention verbally. The playing card is then turned over and "FLD GL" column of matrix examined for yardage. If value shown is over yardage needed, it is considered good unless marked "wide." If short, look under "RUN" column for run back yardage, but only if defensive player states his intention before card is turned.

Punt

When offensive player is stopped on 3rd down and decides to punt, he must place ball 12 yards back from line of scrimmage. Before card is turned, defensive player has option for fair catch or to return ball. If defensive player decides to run it back, refer to "PT RET" column in matrix for resulting yardage. If it is a fair catch, refer to "PUNT" column for yards punted.

Extra Point

When touchdown is made, the same card is used to determine if the extra point attempt is good. If it is black, it was blocked. Refer to "EP" column in play selection matrix.

Fumble

If the play selection matrix indicates a fumble, possession of the ball is "up for grabs." The offensive player must then call card color (red or black). To retain ball, the color called must be same as color of card turned. If so, offense retains ball on line of scrimmage or where ball was fumbled; if lost, look under "RUN" column for yardage gained from line of scrimmage. If joker should appear as next card when determining possession of ball, disregard, next card will determine possession.

Safety

A safety is two points. It is scored anytime defense downs an offensive player in the offense's end zone.

Interception

When an "INT" occurs at matrix, it is run back from line of scrimmage. The same suit and number of playing card is used. Look under "k/o Ret." column for yardage made from line of scrimmage.

Goal Line Defense

When offensive player is on opposing 10 yard line going for a touchdown, he must make 1 yard over needed yardage. Example: Player is on 4 yard line; offense elects to run; it must be a 5 yard run for a touchdown; if a 4 yard run, play is considered stopped on goal line.

While the present invention has been particularly described in terms of a specific embodiment thereof, it will be understood, in view of the instant disclosure, that numerous variations upon the invention are now enabled to those skilled in the art, which variations are yet within the true scope of the teaching herein. For example, the mat-like inserts and recesses utilized to achieve changeable characteristics in the play selection matrices may be replaced by other equivalent elements. Thus, for example, plastic mats which adhere to the underlying board via electrostatic or adhesive forces, may constitute equivalent combinations for effecting desired changes in the play selection matrix. Accordingly, the present invention is to be broadly construed, and limited only by the scope and spirit of the claims now appended hereto.

I claim:

1. A simulated football game apparatus, comprising in combination:

a deck of playing cards divided into four suits, each suit having cards of differing numeral values therein; a game board having a simulated football playing field thereon, said board having a series of four changeable play selection matrices for correlating the numerical and suit values of chance-picked cards from said deck with selected football plays in columns on said matrices, to thereby yield the result of the selected play; said matrices being formed by a series of four recesses in said board, a single play selection line bounding said recesses,

and different separately changeable play result-carrying submatrices and card value-carrying column elements insertable into said recesses.

2. Apparatus in accordance with claim 1, wherein said playing field includes a simulated gridiron having transverse yard lines and four parallel tracks extending the length of said gridiron, indicia being present for associating each of said tracks with one of four downs.

3. Apparatus in accordance with claim 2 wherein said tracks include peg holes at each yard line intersection with said tracks, said apparatus further having ball position markers for insertion into said peg holes, whereby said markers may be positioned on said tracks in accordance with the position of the ball lengthwise on the field and with the particular down then in progress.

4. Apparatus in accordance with claim 3, further including a scale adjacent said gridiron, bidirectionally calibrated in continuous and single unit cumulative yards from end to end of said gridiron, whereby yardage changes on said field may be effected by directly referring the total value of said change to said scale.

5. Apparatus in accordance with claim 4, further including a yardage marker, the board edge parallel to and adjacent said gridiron having a first channel formed therein adapted to slidably receive said marker

therein, said marker having a pair of windows alignable with a pair of yard line indicia on said board edge which are spaced respectively ten yards apart on said gridiron.

6. Apparatus in accordance with claim 5, wherein the board edge non-adjacent said gridiron carries indicia in the form of consecutive numbers for use in counting successive plays in said game.

7. Apparatus in accordance with claim 6, wherein said board is hinged at the mid-line between said board edges, and the board edge non-adjacent said gridiron has a second channel formed therein identical to said first channel, said apparatus further including handle means having a portion adapted to slidably and simultaneously engage said first and second channels when said board edges are brought in proximate relationship to one another by folding said board at said hinge, thereby rendering said board a unitary, carryable package.

8. Apparatus in accordance with claim 6, further including storage recesses in said board for said playing cards, position markers, and yardage marker; and at least a removable cover element for the recess for said playing cards, said cover element having a flat surface including portions for marking points scored thereon.

* * * * *

30

35

40

45

50

55

60

65