Dec. 15, 1936. H. B. DOWNEY 2,064,466

FOOTBALL GAME

Filed Oct. 16, 1933

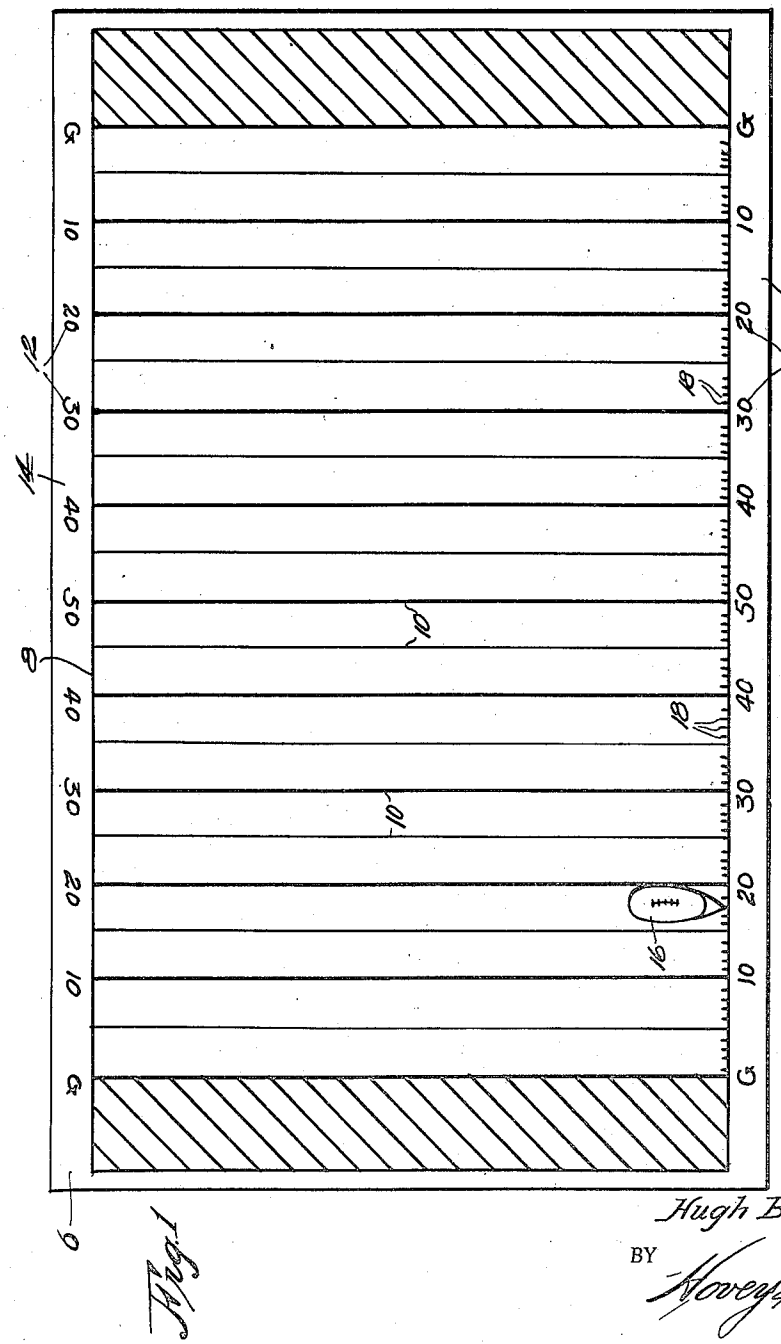


Fig. 1

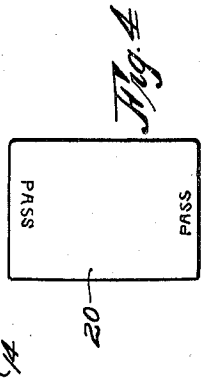


Fig. 4

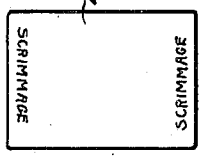


Fig. 3

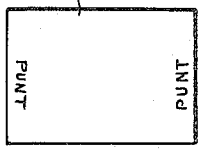


Fig. 2

INVENTOR,
Hugh B. Downey.
BY Hovey & Hamilton,
ATTORNEYS.

Patented Dec. 15, 1936 2,064,466

UNITED STATES PATENT OFFICE

2,064,466

FOOTBALL GAME

Hugh B. Downey, Kansas City, Mo.

Application October 16, 1933, Serial No. 693,855

1 Claim. (Cl. 273—152)

This invention relates to amusement devices and has particular reference to a table or similar game relating to football, and the primary object of the invention is the contemplation of such a game having as a part thereof, a chart simulating the conventional football field and a plurality of cards or similar units, whereby is carried matter appellative of certain possible football game plays, said cards being arranged in groups for the purpose of segregating plays such as "Punts and kicks" 'Passes" and "Scrimmage plays".

A further object of this invention is to provide a game whereby the rules and regulations with respect to playing the game of football might be taught through the use of a plurality of cards upon each of which is affixed matter appelative of football plays, said plays being descriptive of those possible at a regular football game.

An even further aim of the invention is the provision of an amusement device patterned after the conventional football game and having as a part thereof, a large number of cards arranged in groups, one of said groups constituting a greater number of cards than the other groups and serving as a timing medium for the period of play in the game.

Minor objects of the invention and the manner of playing this football game will become apparent during the course of the following specification, referring to the accompanying drawing, wherein:

Figure 1 is a face view of a chart made in accordance with this invention, and,

Figs. 2, 3 and 4 are diagrammatical illustrations of the groups of cards used in playing the game and having indicia thereon such as fully hereinafter set down.

The chart **6** consists of an ordinary flat member having a design **8** on the face thereof that is suggestive of the conventional football field. In this instance, the yard lines **10** should be distinctly marked and numerals **12** along the marginal edge **14** of chart **6** will guide the players when moving the indicator **16** that is associated with the chart for the purpose of indicating the position of the ball during the game. Intermediate division lines **18** may be utilized if desired and during play indicator **16** is moved back and forth across the face of chart **6** as the players reveal the faces of the cards chosen.

The preferred form of the game requires that a plurality of cards or similar units **20** be employed and that they be divided into groups as indicated by Figs. 2, 3 and 4. The face of each card carries matter appellative of certain possible football game plays and the groups of cards indicated by Figs. 2, 3 and 4 have punts and kicks plays, passes, and scrimmage plays, respectively.

All cards are face down during play, thus concealing the play until the cards are selected from a particular group and turned face up.

While the number of cards may be increased or decreased as desired, it has been found possible to play the game advantageously if cards are divided and have thereon matter as indicated by the following:

Punts and kicks

Punt 51 yds.—Returned 10.
Punt 25 yds.—Fumbled—Recovered by kicking team. Reverse: Punt blocked—Recovered by opponents 2 yds. back of line of scrimmage.
Punt 45 yds.—Returned 9 yds.
Kickoff returned to 33 yd. line.
Punt out of bounds 41 yds.
Punt 48 yds.—Returned 11.
Kickoff returned to 22 yd. line.
Dropkick—Blocked. One end: Recovered by opponents 8 yds. back of line of scrimmage. Other end reversed: Recovered by offense 4 yds. back of line of scrimmage.
Kickoff returned to 25 yd. line.
Kickoff returned to 35 yd. line.
Punt 35 yds.—Returned 3 yds.
Punt 36 yds.—Returned 3 yds.
Punt 45 yds.—Returned 7 yds.
Punt 50 yds.—Returned 14 yds.
Kickoff returned to 28 yd. line.
Punt 43 yds.—Returned 11.
Punt 51 yds.—Out of bounds.
Punt out of bounds 23 yds.
Punt 45 yds.—Returned 3 yds.
Placekick missed.
Placekick blocked. One end: Recovered by opponents 5 yds. back of line of scrimmage. Other end reversed: Recovered by offense on line of scrimmage.
Placekick good if within 15 yd. line.
Placekick good if within 20 yd. line.
Placekick good if within 25 yd. line.
Dropkick missed.
Dropkick good if within 10 yd. line.
Dropkick good if within 15 yd. line.
Dropkick good if within 20 yd. line.

Passes

Pass to left end brings 6 yds.
Forward pass 7 yds.—Incomplete.
Forward pass to right end—7 yd. gain.
Forward pass to quarter back for 3 yd. gain.
Passer caught before throw—loses 7 yds.
Half back takes pass for gain of 6 yds.
Forward pass 8 yds.—Incomplete.
Pass over the line of scrimmage—8 yd. gain.
Short pass over line nets gain of 3 yds.
Left end snags long pass for gain of 31 yds. One end: If in 4th quarter good for 33 yds. Other end reversed: If in 4th quarter, good for a touchdown, provided two preceeding plays were incompleted passes.
Forward pass 8 yds.—Incomplete.
6 yd. pass incomplete.
Long forward pass intercepted—Returned to within 10 yds. of line of scrimmage.
Forward pass 5 yds.—Incomplete.
Lateral pass nets gain of 11 yds.
Forward pass 25 yds.—Incomplete.
Left half takes lateral pass and runs 13 yds.
4 yd. pass, incomplete. Reverse: Short pass intercepted—Returned 3 yds. beyond line of scrimmage.

Scrimmage plays

Offense offside Defensive choice of 3 yd. loss or 5 yd. penalty.
One yard gain at center.
Offense penalized 15 yds. for holding.
No gain at left guard.
Break through right tackle—7 yd. gain.
Thrust at right tackle brings no gain.
Plunge through right tackle nets 3 yds.
Defense stiffens to stop attack at center—No gain.
No gain on attempted run around left end.
Left tackle breaks through, stops runner with a 3 yd. loss.
Attempt at right tackle—No gain.
Right end throws ball carrier for 2 yd. loss.
One yard gain at right guard.
Dash through center gains 5 yds.
Halfback drives through line for 4 yd. gain.
Right end run nets 3 yd. gain.
Right tackle stops play at line with 1 yd. loss.
Left end throws ball carrier for 4 yd. loss.
Spinner play permits 6 yd. gain.
Left tackle prevents gain through the line.
Defense penalized 15 yds. for unnecessary roughness.
Defense offside offensive choice of 6 yd. gain or 5 yd. penalty.
Dash through right tackle 5 yd. gain.
Right end run nets no gain.
Short dash around left end nets 2 yds.
Good interference permits 7 yd. gain around right end.
Ploughing through center brings 8 yd. gain.
Right tackle yields for a 2 yd. gain.
Right end stops runner with no gain.
Fumble recovered by opponents on line of scrimmage. Reverse: Run around right end nets gain of 25 yds.
Fumble recovered by offense with 5 yd. loss. Reverse: Safety man nails runner after drive through left tackle for 16 yd. gain.
After gain of 10 yds. ball fumbled—Recovered by opponents. Reverse: Fullback reversing the field gains 19 yds.

In some instances a card has in the center thereof one type of play such as "Dropkick blocked" while there is reversed matter at each end of the card requiring the player selecting said card to make a play in accordance with the matter which reads properly to him. In other words, the sentences along each end of the card has the base of the letters toward that end and when one sentence is upright, the other will be inverted to indicate that its provision is not to be followed.

A still further type of card **20** having one sentence describing a play in reversed order to another sentence so that the manner of making the play is determined by the end toward the player when the card is chosen from the stack is indicated by the last listed card matter under the heading of "Scrimmage plays". Any number of cards of this character might be used and some form of the rules of the game have been found interesting where cards having reversed matter at each end thereof are used only during the last period of the game being played. It is to be borne in mind that this game is played precisely as the regulation game of football and that so long as one player draws cards which permits the ball to remain in his possession, the other player stands by until the first mentioned player loses possession of the ball through such plays as "Fumble—recovered by opponents on line of scrimmage". Obviously, the ball might be lost to an opponent by failing to advance a certain distance after drawing a given number of cards from any of the three groups.

Under normal conditions, and in games of this general character, there has been utilized an ordinary spinner-chart or similar device that could not automatically determine the length of time that a period of the game was to continue. Games of a similar character require that some time piece be used in determining the time a game period was to last, but in such event objection arises because an opponent may delay by moving slowly or otherwise wasting time when he has the advantage and it is likely to cause the other player to lose the game.

In this instance, when all of the cards **20** arranged in superimposed relation in the group indicated by Fig. 3 have been drawn, one period of the game is to be considered completed and the speed with which the cards are selected and moves made has no bearing whatsoever upon final score. As an example of the possibilities present in this game because of such use of a group of cards, it will be seen that when a player is behind in score and the game is drawing to a close, by reason of small number of scrimmage cards remaining to be played, it is to his advantage to resort to the passing plays in an endeavor to score by that method, thus preserving as far as possible the remaining cards in the scrimmage group and lengthening the time of the game. On the contrary, it is to the advantage of the player who is ahead in score to play the scrimmage group in order to terminate the game as quickly as possible and eliminate his opponent's chances of scoring. It is a well known fact that in the actual game of football the team ahead in score resorts to scrimmage plays as much as possible in order to play a conservative game and use as much time as possible, and the team behind in score will resort to the more hazardous "Passing" type of play in an effort to use as little time as possible and to score by that method if possible. Thus it may be seen through the arrangement of these cards and rule of play this game results exactly the same as the real game of football.

If such a condition with respect to the scrimmage cards existed and a game was in its fourth or last period and the player selected a card from the group containing pass plays he may draw a card which reads as indicated at the bottom of the first column listing all passes.

The game is opened by selecting a card from the group of Punts and Kicks and this first selected card must be a "Kickoff" play such as "Kickoff returned to 28 yd. line". From this point on the player handles the game and selection of plays in a manner similar to the selection that is made by the quarterback of a football team and when the card groups such as hereinbefore listed are used it will be found that the game will proceed in much the same manner as would a regular football game. The fact that the number of cards in one of the several groups determines the time of play is one of the most important features of this invention and the arrangement of cards in groups in a predetermined number of units allows such timing to take place.

In view of the fact that some cards **20** have the reversed wording thereon, it is preferable to use cards without markings on the back that would indicate the position of advantageous plays.

It must be understood that a large number of variations might be followed in marking the cards, but in order to establish proper relation and percentage of plays, the hereinbefore described card markings must be substantially followed. The cards in the three groups may have designs on the backs thereof if the position of advantageous plays is not revealed. Type of kick may be selected by observing the name on the back which may be either "Kickoff" "Punt" "Placekick" or "Dropkick".

Having thus described the invention, what is claimed as new and desired to be secured by Letters Patent is:

In a game of the character described, a deck of playing cards divided into three separate, isolated groups of cards; matter carried on one side of each card respectively of the first group to indicate that the cards thereof belong to that group and further indicating that other matter on the cards of the first group represent pass plays of a

football game; matter carried on one side of each card respectively of the second group to indicate that the cards thereof belong to that group and further indicating that other matter on the cards of the second group represent punt plays of a football game; matter carried on one side of each card respectively of the third group to indicate that the cards thereof belong to that group and further indicating that other matter on the cards of the third group represent scrimmage plays of a football game; matter carried by the other side of each card respectively of the first group of cards indicating the nature of pass plays of a football game to be made as the cards are removed from the group; matter carried by the other side of each card respectively of the second group of cards indicating the nature of punt plays of a football game to be made as the cards are removed from the group; and matter carried by the other side of each card respectively of the third group of cards indicating the nature of scrimmage plays of a football game to be made as the cards are removed from the group, the matter carried by the said other sides of each card in each of the said three groups being arranged on certain of the cards of each group to indicate more than one type of pass, punt and scrimmage plays, said arrangement of the matter on said certain cards being related to the ends of those cards whereby the play is restricted to one type of play governed by the position of the card when held by the player, the number of cards in the third group of cards being appreciably greater than the number of cards in the first and second group, certain of the cards in each group having designating matter thereon to indicate individual yardage gains while certain other cards in each group have designating matter thereon to indicate yardage losses.

HUGH B. DOWNEY.