Aug. 17, 1926. 1,596,175

A. A. GREGG

GAME

Filed July 26, 1923 2 Sheets-Sheet 1

Fig 1.

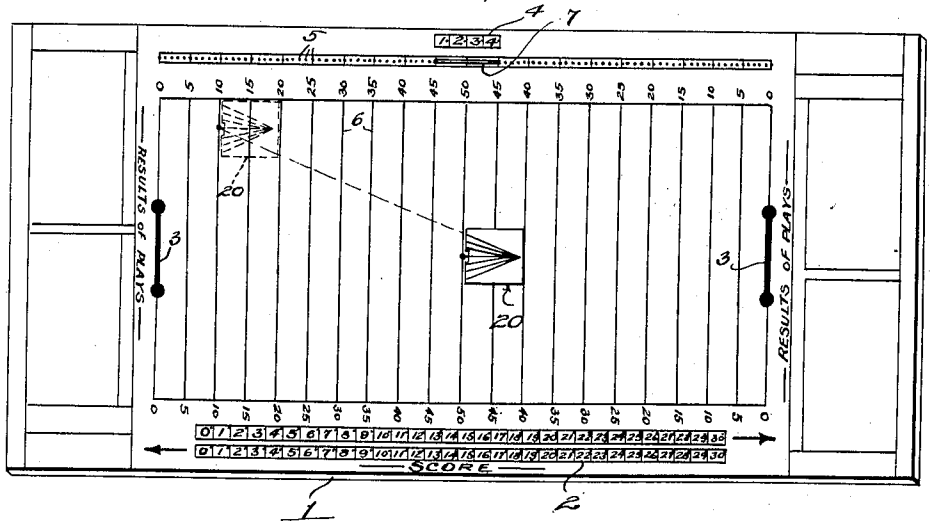


Fig 2.

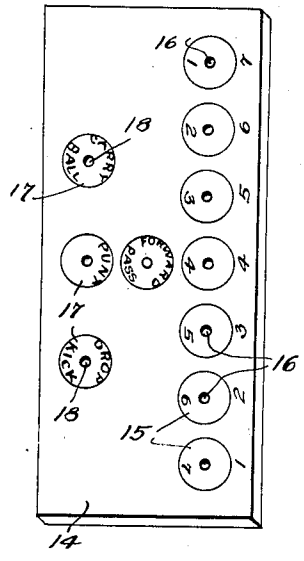


Fig 7.



Fig 4.

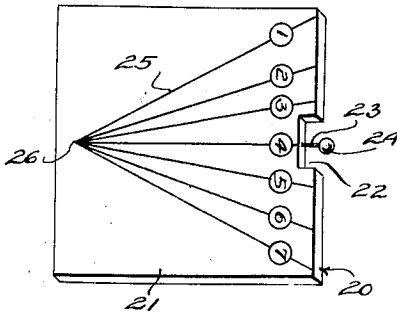
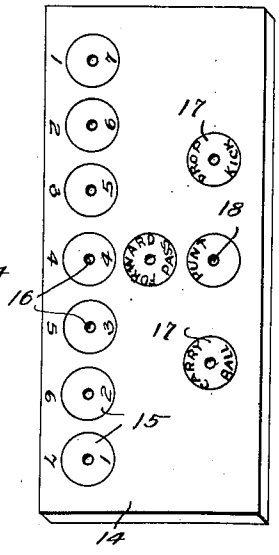


Fig 3.



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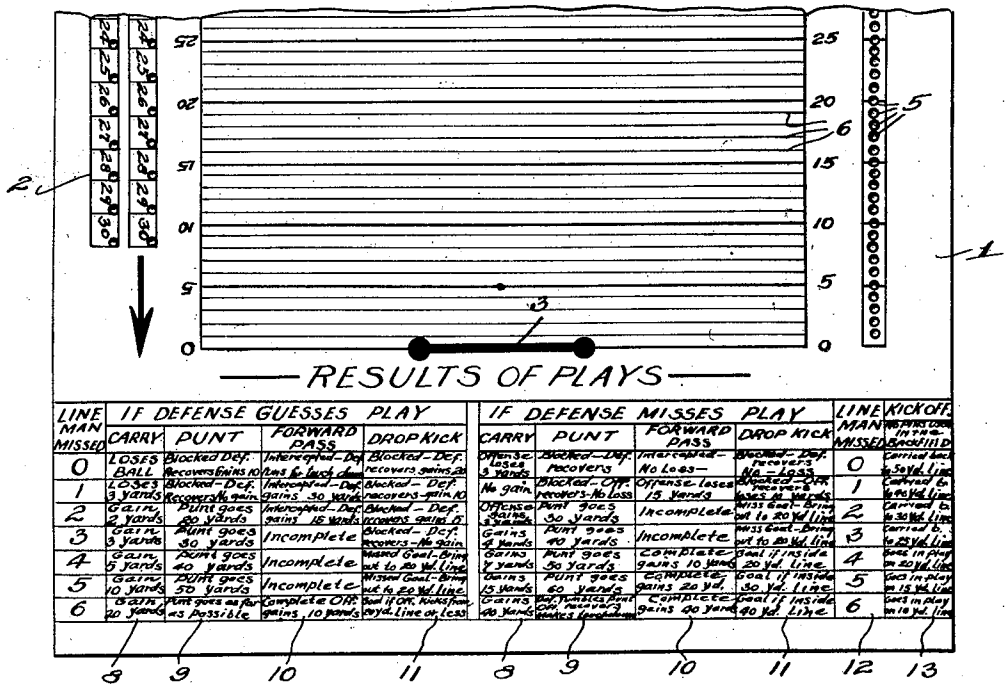
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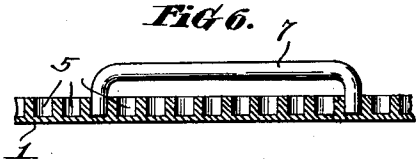
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FIG 5.



LINE MAN MISSED	IF DEFENSE GUESSES PLAY				IF DEFENSE MISSES PLAY				LINE MAN MISSED	KICKOFF
	CARRY	PUNT	FORWARD PASS	DROP KICK	CARRY	PUNT	FORWARD PASS	DROP KICK		
0	LOSES BALL	Blocked Def. recovers Gains 10	Intercepted—Def. Runs for touch down	Blocked—Def. recovers gains 20	Offense Loses 5 Yards	Blocked—Def. Recovers	Intercepted—Def. recovers No Loss—	Blocked—Def. recovers No Gain—1933	0	Carried back to 35 Yd. Line
1	LOSES 5 Yards	Blocked—Def. Recovers No Gain	Intercepted—Def. gains 30 Yards	Blocked—Def. recovers—gain 10	No gain	Blocked—Off. recovers No Loss	Offense loses 15 Yards	Kicked Out loses 15 Yards	1	Carried to 40 Yd. Line
2	Gain 2 Yards	Punt goes 60 Yards	Intercepted—Def. gains 15 Yards	Blocked—Def. recovers gains 15	Offense Gains 5 Yards	Punt goes 30 Yards	Incomplete	Miss Goal—Bring out to 20 Yd. Line	2	Carried to 30 Yd. Line
3	Gain 5 Yards	Punt goes 30 Yards	Incomplete	Blocked—Def. recovers—No Gain	Gains 4 Yards	Punt goes 40 Yards	Incomplete	Miss Goal—Bring out to 20 Yd. Line	3	Carried to 25 Yd. Line
4	Gain 5 Yards	Punt goes 40 Yards	Incomplete	Missed Goal—Bring out to 20 Yd. Line	Gains 9 Yards	Punt goes 50 Yards	Completes gains 10 Yards	Goal if inside 20 Yd. Line	4	Ball in play on 20 Yd. Line
5	Gain 10 Yards	Punt goes 50 Yards	Incomplete	Missed Goal—Bring out to 20 Yd. Line	Gains 15 Yards	PUNT goes 60 Yards	Completes gains 20 Yd.	Goal if inside 30 Yd. Line	5	Ball in play on 15 Yd. Line
6	Gain 20 Yards	Punt goes as far as Possible	Complete Off. gains 10 Yards	Goal if Off. Kicks from 20 yd. Line or less	Gains 40 Yards	Def. Fumbles Punt Off. recovers Gains 5 Yards	Completes gains 20 Yards	Goal if inside 40 Yd. Line	6	Ball in play on 10 Yd. Line
	8	9	10	11	8	9	10	11	12	13

FIG 6.



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UNITED STATES PATENT OFFICE.

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GAME.

Application filed July 26, 1923. Serial No. 654,049.

The present invention is directed to improvements in games and particularly to a miniature foot ball game for indoor use.

The primary object of the invention is to provide a game of this nature including a board marked to represent a foot ball field upon which the plays of the offense and defense can be correctly indicated, the plays being similar to those used in the regulation outdoor game.

A further object of the invention is to provide a game so constructed that the intended plays of the offense and defense can be made secretly and then compared, the position of the pegs upon the game pieces giving the gains or losses of the offense or defense.

A still further object of the invention is to provide a game from which the element of luck has been to a great extent removed and in which the winning of the game depends on the strategy and common sense of the opponents, each player selecting his plays as he thinks best instead of depending on an apparatus of chance to select the plays for him.

With these and other objects in view, as will appear as the description proceeds, the invention consists in the novel features of construction, combination of elements and arrangements of parts, and hereinafter to be fully described and pointed out in the appended claims.

In the accompanying drawing:

Figure 1 is a perspective view of the game board having a representation of a foot ball field thereon,

Figures 2 and 3 are perspective views of the game pieces,

Figure 4 is a similar view of the ball position indicator,

Figure 5 is an enlarged fragmentary plan view of one end of the game board showing the result of plays printed thereon,

Figure 6 is an enlarged detail sectional view, taken through a portion of the game board showing the marker disposed therein, and

Figure 7 is a view of the peg used in connection with the game pieces.

Referring to the drawing 1 designates a board of rectangular formation having marked thereon in any suitable manner a representation of a foot ball field. The board is also marked with a double row of figures 2, each row including for instance 1 to 30 and adjacent each number of each row a peg is capable of being placed whereby the score of the game can be kept. The board is further provided at each end of the playing field with a goal 3 properly represented, each goal being located at the "0 yard line."

Upon one side of the board 1 is marked four squares 4 number 1 to 4, each square being adapted to receive a marking pin or the like, the figures confined by the squares representing the "downs".

Extending longitudinally along the playing field and spaced from the yard lines is a plurality of perforations 5, each perforation be aligned with a yard line 6 and cooperative with the perforations is a marker 7, said marker being of inverted U shape so that the legs thereof may be placed in certain of the perforations, and since each perforation is aligned with the yard line 6 the marker when in use will indicate 10 yards between the legs thereof, which is the necessary distance to be gained in "four downs".

Each end of the board has marked thereon a heading reading "Results of plays" and associated with these headings are charts divided into columns 8, 9, 10 and 11, one set of columns having a heading "If defense guesses play", while the other set is headed "If defense misses play". Adjacent column 8 of one set and column 11 of the other set are columns 12 headed "Lineman misses", these columns having spaces marked 0 to 6.

Each column 8, 9, 10 and 11 is headed, respectively, "Carry", "Punt", "Forward pass" and "Drop kick", and under these designations are marked the results of numerous plays governed by the numerals in the columns 12.

Adjacent one of the columns 12 is a column 13 having a heading "Kick off", the purpose of which will appear later.

The game pieces consist of blocks 14 having suitably marked thereon circles 15 which confine apertures 16, each circle representing a "lineman", these circles being in alignment and immediately back thereof is a plurality of circles 17 which represent such methods as "carry ball", "punt", "forward pass" and "drop kick", and these circles also confine apertures 18, the apertures 16 and 18 serving to receive pegs 19 which denote the play selected. The circles 15 designate the position of seven linemen and have

associated therewith double rows of numbers, 1 to 7, reversely enumerated, one row of figures being confined by the circles, while the circles 17 denote the four possible methods of advancing the ball.

It will be noticed that the game pieces have each marked thereon eleven circles which is the number of men on a regulation foot ball team. The circles 15 denoting the linemen and the circles 17 denoting the backfield, ordinarily called quarterback, left halfback, right halfback and fullback, but which we here call by the particular method of advancing the ball that each backfield man is to perform.

A "ball position indicator" 20 is employed and consists of a block 21 having a recess 22 formed in its forward edge, there being a pin 23 secured in the block, said pin having a representation of a foot ball 24 thereon and located in the recess 22. This block is marked with a plurality of transversely aligned numbers 1 to 7 which correspond in number to the seven linemen denoted by the circles 15. The ball 24 is so positioned in the recess 22 that the same can be passed over a yard line 7 and the line readily discerned.

The block 21 has also marked thereon a plurality of lines 25 radiating from a point 26 and intersecting the numbers 1 to 7 marked on said block.

In playing the game a coin is tossed to decide who shall start the game. The one calling correctly has choice of either kicking or receiving. The side kicking places a peg 19 in his number 7 of the row of linemen on his game piece 14 and the side receiving also places a peg in his number 1 of the line on his game piece. The game pieces are then placed on the board or in sight with the row of linemen designated by the circles 15 facing each other. It will be seen that the defense or the side receiving missed the offense or kicking side lineman by "no" positions. Referring to the chart under column headed "Kick off" and opposite numeral "0" is noted that the ball is carried back to the 50 yard line. At this instance of the game the "ball position indicator" is placed on the playing field with the ball 24 on the middle of the 50 yard line and the point 26 toward the side who has just received the ball which side now is the offense. The position of the "ball position indicator" at this point of the game is shown in full lines on Figure 1 of the drawing.

Assume now that the side having the ball places a peg 19 in the "carry ball" circle and a peg in this number 7 of the circle 15 of the row of linemen. It is understood that the opposite side is unable to see the placing of the pegs. The defending side places the peg in the "forward pass circle" and a peg in his number 7 of the row of linemen. The game pieces are again placed on the board and compared. It will be seen that the defense missed the play and missed the linemen by six positions. Referring to the chart under "If defense misses play" and reading down the column headed "Carry" to the space opposite the numeral 6 it will be seen that the offense gains 40 yards. The side with the ball now places his finger on a spot on the board 1, 40 yards down the field in direct alignment with the right hand line 25 on the "ball position indicator" and then slides the indicator until the ball 24 is on the 10 yard line near the side line of the field, or as indicated in dotted lines on Figure 1 of the drawing. Now should the side having the ball place a peg in the circle "carry ball" and a peg in his number 1 of his game piece and the defending side places a peg in his circle of the game piece "carry ball" and a peg in his number 2 on his game piece and the game pieces are compared it will be seen that the defending side guessed the play "carry ball" and missed the lineman by 5 positions. Referring again to the chart headed "If defense guesses play" and under the column headed "Carry" opposite numeral 5 it will be seen that the defense gains 10 yards. The side with the ball now places his finger on a spot on the field 10 yards in advance of the ball and in alignment with the line number 1 on the ball position indicator. Moving the ball 24 to this position it is found to be on the 0 yard line and the side with the ball makes a touch down.

In kicking a goal after the touch down is made the ball 24 is placed on the 5 yard line directly in front of the goal 3 with the point 26 away from the goal. The side kicking places a peg in one of the linemen on his game piece which is in alignment with the goal posts on the "ball position indicator." The defending side also places a pin in his row of linemen and when the game pieces are compared if the defending side has guessed the kicking side's linemen correctly the goal is not made, but if he misses the play the goal is made. After this the ball is again placed in the kick off position and the game proceeds.

It is desirous that this invention be applicable to playing the regulation game of football as outlined in the foot ball rule books from year to year, and that it be capable of changing its mode of playing to correspond to the regulation rules of any year, so long as it is kept within the scope of the claims.

It is not desirous to limit the invention to the specific forms of apparatus shown. Neither is it desirous that the method of playing this game, (indicating plays secretly on game pieces with pegs or the like,

which game pieces are then offered for comparison, the comparative positions of the pegs deciding the results of the plays), be limited to the specific game of football.

What is claimed is:

1. A game of the class described, comprising a board marked to represent a foot ball playing field, said board having associated therewith charts designating the results of plays, game pieces having marked thereon representation of linemen and methods, pegs cooperative with the players for indicating the plays, and a ball position indicator, movable along the field to indicate the position of the ball, the position of the ball position indicator being governed by the charts.

2. A game of the class described comprising a board marked to simulate a foot ball playing field having charts associated therewith designating numerous plays capable of being made, game pieces having representations of players marked thereon, pegs cooperative with the linemen and methods to govern the plays, and a ball position indicator movable along the field to designate the position of the ball on the field, the position of the ball position indicator being governed by the comparative positions of the pegs of the linemen and methods with respect to the charts.

3. A game of the class described comprising a board having a simulation of a foot ball field thereon, game pieces having representation of linemen and methods thereon, pegs selectively engaged with the linemen and methods, said board having charts associated therewith designating results of plays which are governed by the position of the pegs of the linemen and methods, said game pieces being offered for comparison by the opponents after the plays have been selected.

4. A game of the class described, comprising a board having marked thereon lines to designate the yard lines of a foot ball field, a ball position indicator which indicates the direction of play on said board comprising a block having a recess in one edge, a representation of a ball supported by the block and located in the recess for alignment with the yard lines of the field, said board having charts thereon for indicating the results of play, and game pieces cooperative with the charts for governing the position of the ball on the yard lines.

5. A game of the class described comprising a board having marked thereon lines to designate the yard lines of a foot ball field, a ball position indicator which indicates the direction of play on said board comprising a block, a representation of a ball supported by the block for alignment with the yard lines of the field, said board having charts thereon for indicating the results of play, and game pieces cooperative with the charts for governing the position of the ball on the yard lines.

6. A game of the class described, comprising a board marked to represent a foot ball playing field, game pieces having marked thereon representations of linemen and methods, and means cooperative with the linemen and methods for indicating the plays on said board.

7. A game of the class described comprising a representation of a foot ball playing field, game pieces with representations of linemen and methods thereon, means for designating plays on the game pieces and charts indicating the results of plays.

8. A game of the class described comprising a board having marked thereon lines to represent a football playing field, a ball position indicator comprising a block having thereon lines radiating from a point, the middle line terminating in a representation of a football, said board having charts associated therewith for indicating the results of plays, and game pieces co-operative with the charts and with the radiating lines on the ball position indicator for governing the position of the ball on the football field.

9. A game of the class described comprising a board marked to represent a football playing field, game pieces with representations of linemen and methods thereon, means for designating plays on the game pieces, charts indicating the results of plays, and a ball position indicator co-operative with the charts and with the game pieces for governing the position of the ball on the playing field.

10. A game of the class described comprising a board marked to represent a football playing field, said board having associated therewith charts designating the results of plays, game pieces having marked thereon representations of linemen and methods, pegs co-operative with the linemen and methods for indicating the plays, and a representation of a football movable along the playing field, the position of the football being governed by the charts.

11. A game of the class described comprising a board marked to simulate a football field having charts associated therewith designating numerous plays capable of being made, game pieces having representations of linemen and methods thereon, pegs co-operative with the linemen and methods to govern the plays and a representation of a football movable along the football field, the position of the football on the field being governed by the comparative positions of the pegs of the linemen and methods with respect to the charts.

12. A game of the class described comprising a board having a simulation of a football field thereon, game pieces having

representations of linemen and methods thereon, means selectively used with the linemen and methods, said board having charts associated therewith designating the results of plays which are governed by the position of the said means on the linemen and methods of the game pieces, said game pieces being offered for comparison after the plays have been selected.

13. A game apparatus comprising a board marked in divisions, game pieces having a plurality of adjacent circles marked thereon, means selectively engaged with the circles of the game pieces, said board having charts associated therewith designating results of plays which are governed by the positions of the said selective means on the circles of the game pieces, said game pieces being offered for comparison after the plays have been selected.

14. A game apparatus comprising a board marked in divisions having charts associated therewith, designating numerous plays capable of being made, game pieces having a plurality of adjacent circles marked thereon, means co-operative with the circles to govern the plays, and an object movable along the board, the position of the object being governed by the comparative positions of the said means on the circles of the game pieces with respect to the charts.

15. A game of the class described comprising a board marked to represent a football field, means for deciding the losses and gains of the opponents, and a ball position indicator comprising a block having thereon lines radiating from a point, the middle line terminating in a representation of a football, said radiating lines co-operating with the said means-for-deciding-the-losses- and-gains in moving the ball along the field.

16. A game of the class described comprising a board representing a football field, game pieces on which plays are indicated, means for deciding the losses or gains of each play, and a ball position indicator marked with lines, one of the lines pointing in the direction in which the ball is to be moved on each play.

17. In a game apparatus, game pieces upon which plays are secretly indicated with pegs, said game pieces being offered for comparison after the plays have been indicated, the results of the plays depending on the comparative positions of the pegs on the said game pieces.

In testimony whereof I affix my signature.

ALBERT A. GREGG.