

Aug. 22, 1933.

L. H. BARRINGER

1,923,607

FOOTBALL GAME

Filed July 11, 1931

Fig. 1.

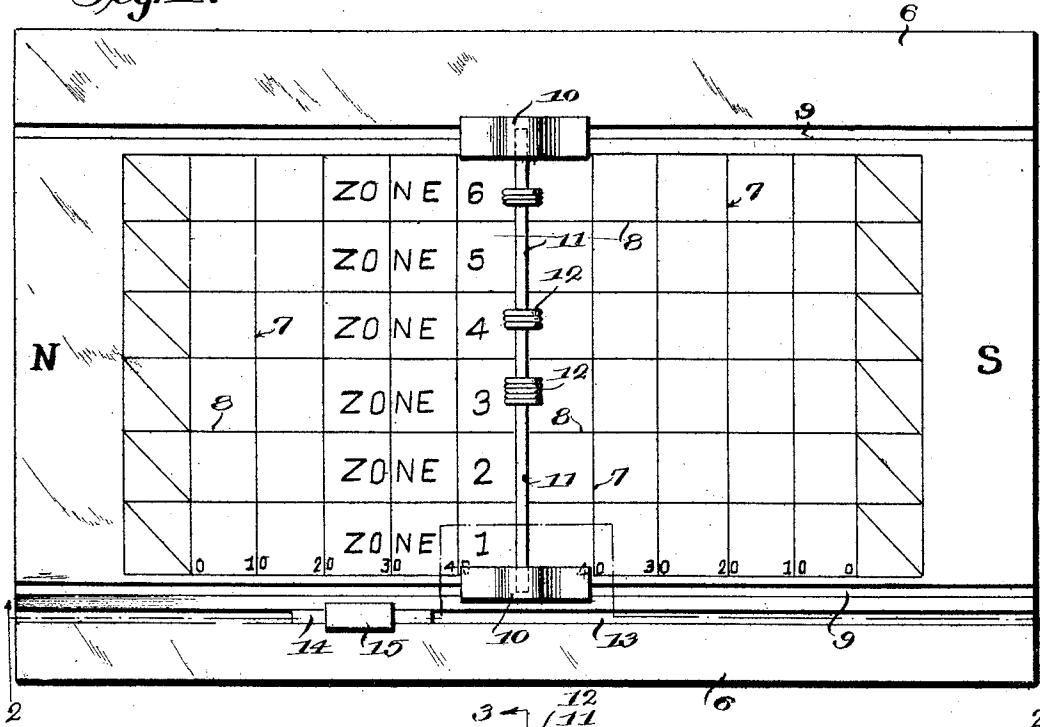
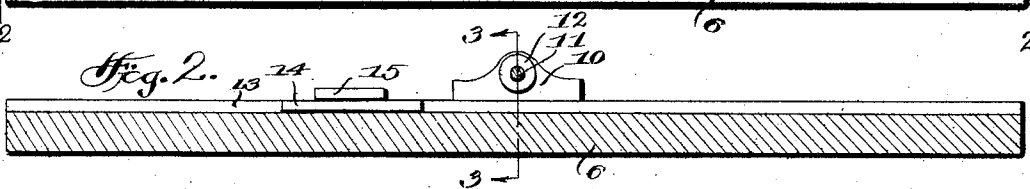


Fig. 2.



ZONE 2			
OFFENCE		RETURN	
K.O.	53	K.O.	28
PT.	35	PT.	0
P.	5	P.	2
R.A.P.	2		
L.P.	7		
3 ● ● ● 3			
OFFENCE		RETURN	
K.O.	28	K.O.	53
PT.	0	PT.	35
P.	2	P.	5
R.A.P.	2		
L.P.	7		

Fig. 4.

ZONE 3			
OFFENCE		RETURN	
K.O.	54	K.O.	40
PT.	38	PT.	2
P.	4	P.	4
R.A.P.	0		
L.P.	4		
6 ● ● ● ● 9			
OFFENCE		RETURN	
K.O.	40	K.O.	54
PT.	2	PT.	38
P.	4	P.	4
R.A.P.	0		
L.P.	4		

Fig. 5.

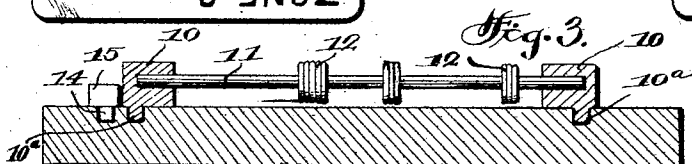


Fig. 3.

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1,923,607

FOOTBALL GAME

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Application July 11, 1931. Serial No. 550,190

6 Claims. (Cl. 273—94)

My invention relates to improvements in games. It is particularly directed to the game of foot-ball as played with cards and a board, and it consists in the constructions, combinations and arrangements herein described and claimed.

An object of my invention is to provide a board having a foot-ball field marked thereon and men which may be so disposed in zones as to closely simulate the plays and scores made in the actual game.

A further object is to provide a device of the type described in which cards indicate plays which are carried out on the board and in which disks are arranged representing the players on the team, these disks being movable to any zone which the opponent elects to defend, leaving other zones undefended and therefore permitting the offense to score certain advances as indicated by the cards turned up.

A further object is to provide a game board having means whereby the disks indicating the players may be moved simultaneously in a longitudinal direction over the field, and may also be moved laterally to any preselected zones.

A further object is to provide a series of cards with notations indicating plays and distances gained, which plays and distances are registered by moving the disks which represent the players on the board in accordance with the designations on the card.

Other objects and advantages will appear in the following specification and the novel features of the invention will be particularly pointed out in the appended claims.

My invention is illustrated in the accompanying drawing forming part of this application, in which:

Figure 1 is a plan view of the game-board showing the zone and the disks which represent the players.

Figure 2 is a section along the line 2—2 of Figure 1.

Figure 3 is a section along the line 3—3 of Fig. 2, and,

Figures 4 and 5 are face views of representative cards used in connection with the board.

In carrying out my invention I make use of a playing board 6. This may be of any suitable material, but is preferably made of wood and is of elongated rectangular shape as shown in Fig. 1. It has marked thereon lines to represent the conventional foot-ball field, these lines being shown at 7. In addition there are lines 8 which divide the field into longitudinal

zones, these zones being numbered in the present instance from 1 to 6, inclusive.

On each side of the field thus marked are slots 9 running longitudinally, which are arranged to receive tongues 10^a of blocks 10, see Fig. 3. Carried by the blocks 10 is a rod or shaft 11 upon which are slidably mounted disks or rings 12, there being eleven of these disks or rings to represent the eleven players on a regular foot-ball team. On one side of the field exteriorly of the slot 9 is a parallel slot 13, having a slide 14 bearing a distance marker 15, the length of this marker representing a distance of ten yards.

A pack of cards is used, of which those shown 70 in Figs. 4 and 5 are examples. Each card of the pack has a zone marking. Thus the card in Fig. 4 has a designation "Zone 2" and that in Fig. 5, "Zone 3". There are preferably six cards to each zone, and then in addition I 75 make use of cards bearing the legend "Zone 0", which zone, however, is not shown on the board. It will be noted that the cards bear indications designating plays, and also numerals designating distance. The letters "K.O." mean kick-off, "Pt." punt, "P" pass, "R.A.P.", run after catching pass, "L.P." line play. The card also bears a number. Thus in Fig. 4 the number of the card is 3, while in Fig. 5, the number of the card is 6. 85

The game is played as follows:

The opponents each have one of the decks of cards which are identical. The term "turn" as used hereinafter, shall mean the third card which shall be turned face up, disclosing the 90 play, after which the three cards are placed under the deck. In playing the game the cards are shuffled by the players, exchanged, a "turn" made by each, and the one drawing the highest card, as indicated by the numerals at the center 95 of the card, receives the kick-off.

Let us assume that N (north) receives the kick-off. S (south) in making the kick-off makes a "turn". Let us assume that S turns the card shown in Figure 4, indicating zone 2 100 as the destination of the ball and fifty-three yards under K.O. as the distance. N then makes a turn to show what distance he carries the ball back after the catch. Let us assume that he turns the card indicated in Figure 5. 105 The legend K.O. under "Return" indicates that he carries the ball back forty yards and to zone 3. This indicates the ball zone for the next play. The ball is now on N's forty-seven yard line in N's possession in zone 3. 110

N, without seeing the card, and before the next turn, elects a line play. South elects to defend, in addition to zone 3 which is the ball zone, zones 4 and 6. The ball zone is always indicated by five disks placed in the ball zone. The other selected zones, in case of line play, are indicated by three disks being placed by the defense in each zone so elected.

N now makes a turn for his first play. Let us assume that he turns a card indicating zone 6, and that the line play indicates six yards. S however has elected to defend zone 6 and consequently the play is blocked and therefore N makes no gain. It is now second down and ten yards to go, and N again elects a line play, the ball zone now being zone 6, as indicated by the last turn. The disks indicating the players are now shifted to bring five disks into zone 6 and S elects to defend, in addition, zones 2 and 4, three disks being placed in each of zones 2 and 4.

N now makes another turn. Assuming that on the next turn the play goes into zone 5 and that the line play indicated is two yards. This zone 5 being undefended, N gains his two yards, and it is now third down and eight to go, and the ball is on zone 5 on N's forty yard line. N now elects to kick, and makes another turn. This, by the turn, is a Pt. of forty yards in zone 5. On a Pt. there is no defense but a return is had by the opponent now taking the turn. S let us assume, turns a card indicating zone 4 and the legend Pt. under the heading "Return" indicates four yards. The ball is now on S's fifteen yard line in zone 4 in S's possession, first down.

S now elects to make a line play. The ball zone is 4 by the last turn so leaves five disks in zone 4, and by placing three disks each in zones 2 and 3 makes them the other elected zones. S now makes his turn, and turns up a card indicating zone 3. This zone, being defended, nullifies the play, so that S makes no gain. S now elects a line play and a card bearing the legend zone 0 turns up. There is no defense for this zone. This zone is not shown on the drawing, but it is included in the deck to develop the actual percentage taken from the composite of eight collegiate games touching all sections of the country. Under the legend L. P., this card indicates a gain of thirty-two yards, out of bounds at the left. The play having started from S's fifteen yard line, in zone 3 and carried forward thirty-two yards out of bounds on the left would now rest in zone 2 (since the rules require the carrying of the ball fifteen yards from the side line) and on S's forty-seven yard line.

On a pass one may defend four zones. S now elects to pass. N leaving five disks in ball zone 2 elects to defend in addition zones 3, 4 and 5 and so indicates by placing two disks in each of these zones. S for a second time turns zone 0 and the pass indicates twenty-six yards. There being no defense against the zone 0, the ball is carried forward twenty-six yards in zone 2, that being the last zone of play.

S is now entitled to another turn to indicate how much the ball is carried forward after the catch. The card turned indicates that the ball is carried to zone 4, the legend R.A.P. "run after pass", indicating a seven yard gain. The seven yard gain added to the twenty-six yards of the pass, the play having been executed from

S's forty-seven yard line would carry the ball now to zone 4, N's twenty yard line, the ball being in S's possession on a first down and S elects to pass. North, leaving five men in the ball zone, elects to defend, in addition zones 4, 5 and 6. S makes a turn and the card indicating zone 2, thus falling in an undefended zone, makes for him, under the legend P, a gain of twelve yards. S having completed the pass, is entitled to the "run after pass" and the third card turned, under the legend R.A.P. indicates a ten yard gain, which carries him into the end zone and a touch down.

S now must select one of three plays to score the extra point after touch down. S elects to use a line play to score the point after touch down. Under collegiate rules the ball is placed on the three yard line. S turns zone 4 and under the legend "P" there is a six yard gain and therefore S scores his extra point.

The line marker 15 is used to measure the yardage gained or lost and the rod 11 of course is moved to the point where the ball is supposed to be on each play.

It will thus be seen that I have provided a board in which the disks used for designating the players may be moved to the point at which the ball is supposed to be in play and may be distributed to the zones which are elected to be defended and that the success or failure in defending these zones depends upon the particular card which is turned by the opponent.

The principal difficulty with card games intending to simulate foot-ball plays is, that heretofore the cards have arbitrarily indicated plays or the yardages, but it will be apparent that while the cards in the present instance have legends designating plays and distances gained, it will depend largely upon where the defending player places his men as to whether the plays are blocked. Therefore, the present game differs from the ordinary card game, in that there is another element which really brings in the question of skill and not merely luck. It will be observed that the turn is on the third card which is exposed. If a player should remember that five cards have already been exposed for zone 6, he will elect to defend some other zone because he knows that the chances are that a card representing some other zone will come up with the "turn" rather than the last card of zone 6.

In addition to the few rules disclosed thus far showing typical plays of the game, I would propose to provide further rules to make the game interesting, but which would not affect the relation of the cards to the board. Thus in case a card is turned which indicates the ball zone that is being defended and the yardage indicated by the play is zero, it shall be construed as a fumble. Each player shall then make a turn and the one turning the highest card shall have recovered the fumble. It will be apparent that such rules as this will increase the interest in the game, but will in no wise affect the relation of the cards and the board.

While in the examples given I have indicated that the players may defend three zones, this is merely a matter of choice, since there may be more or less of the zones than the number shown in the present instance, and any number of zones may be defended without departing from the spirit of the invention.

I claim:—

1. A game comprising a game board provided

- with a diagram thereon to represent a foot-
ball field having transverse lines indicating dis-
tances gained or lost and longitudinal lines di-
viding the field into parallel longitudinal zones,
5 supports slidably mounted on the board to move
longitudinally, a shaft carried by said supports
and extending transversely across the field,
disks representing players slidably mounted on
the shaft and movable into any zone, and a
10 deck of cards, said deck consisting of a plural-
ity of groups, each group having an individual
zone number thereon, the cards of each group
being numbered progressively and all the cards
bearing legends indicating plays to be made
15 and distances gained or lost on said plays.
2. A game comprising a game board provided
with a diagram thereon to represent a foot-
ball field having transverse lines indicating
distances gained or lost, and longitudinal lines
20 dividing the field into parallel longitudinal zones,
a transverse shaft, means for supporting the
shaft above the board to move longitudinally
thereof, objects carried by the shaft to repre-
sent individual players, said objects being mov-
25 able along the shaft into any of said zones, and
a deck of cards, said deck consisting of a plu-
rality of groups, each group having an individual
zone number thereon, the cards of each group
being numbered progressively, and all the cards
30 bearing legends indicating plays to be made, and
distances gained or lost on said plays.
3. A game comprising a game board provided
with a diagram thereon to represent a foot-
ball-field having transverse lines indicating
35 distances gained or lost, and longitudinal lines
dividing the field into parallel longitudinal
zones, a transversely extending member sup-
ported above the field, and movable longitudi-
nally of said field, objects carried by said trans-
40 verse member for representing individual players,
said objects being movable transversely of the
field into any zone, and a deck of cards, said
deck consisting of a plurality of groups, each
group having an individual zone number there-
on, the cards of each group being numbered
progressively, and all the cards bearing legends
80 indicating plays to be made and distances gained
or lost on said plays.
4. A game comprising a game board provided
with a game thereon to represent a foot-ball
field having transverse lines indicating distances
85 gained or lost, and longitudinal lines dividing
the field into parallel longitudinal zones, a trans-
verse member supported on the board above the
field, and having thereon objects to represent
individual players movable into any of the zones,
90 and a deck of cards consisting of a plurality
of groups, each group having an individual zone
number thereon to indicate a particular zone in
which a play is to be made.
5. In a foot-ball game, a board provided with
95 a diagram thereon to represent a foot-ball field
having transverse lines indicating distances
gained or lost, and longitudinal lines di-
viding the field into parallel longitudinal zones,
supports slidably mounted on the board to move
100 longitudinally, a shaft carried by said supports
and extending transversely across the field, and
disks representing players slidably mounted on
the shaft and movable into any zone.
6. A game comprising a game board provided
105 with a diagram thereon to represent a foot-
ball field having transverse lines indicating
distances gained or lost, longitudinal lines di-
viding the field into parallel longitudinal zones
of play, a support movable longitudinally of
110 the board, markers slidably disposed on the sup-
port and movable into selected zones of defense,
and a deck of cards, each individual card hav-
ing a number indicating the particular zone
115 in which the play is to be made.

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45	120
50	125
55	130
60	135
65	140
70	145
75	150