March 30, 1937. F. J. WELNA 2,075,152

FOOTBALL GAME

Filed March 19, 1935 2 Sheets-Sheet 1

Fig. 1.

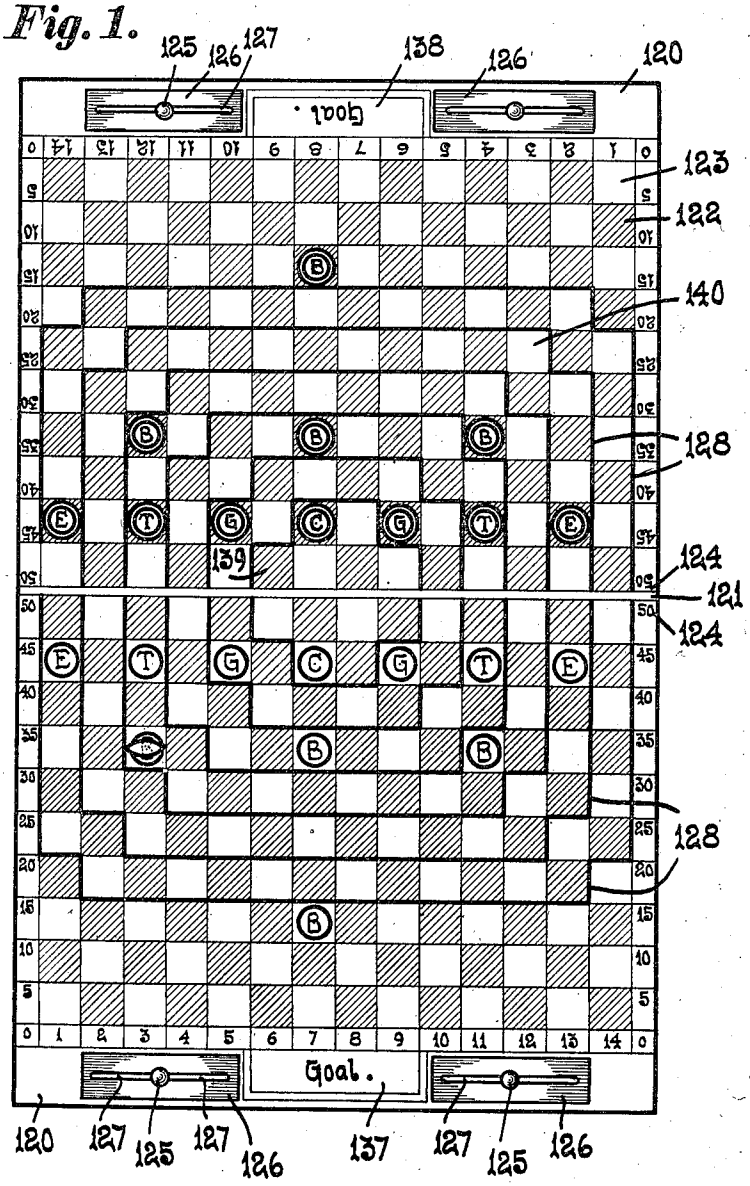


Fig. 2.

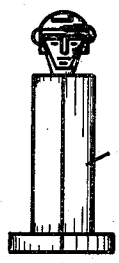




Fig. 3.

Fig. 4.





Fig. 5.

Fig. 6.





Fig. 7.

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March 30, 1937. F. J. WELNA 2,075,152

FOOTBALL GAME

Filed March 19, 1935 2 Sheets-Sheet 2

Fig. 8.

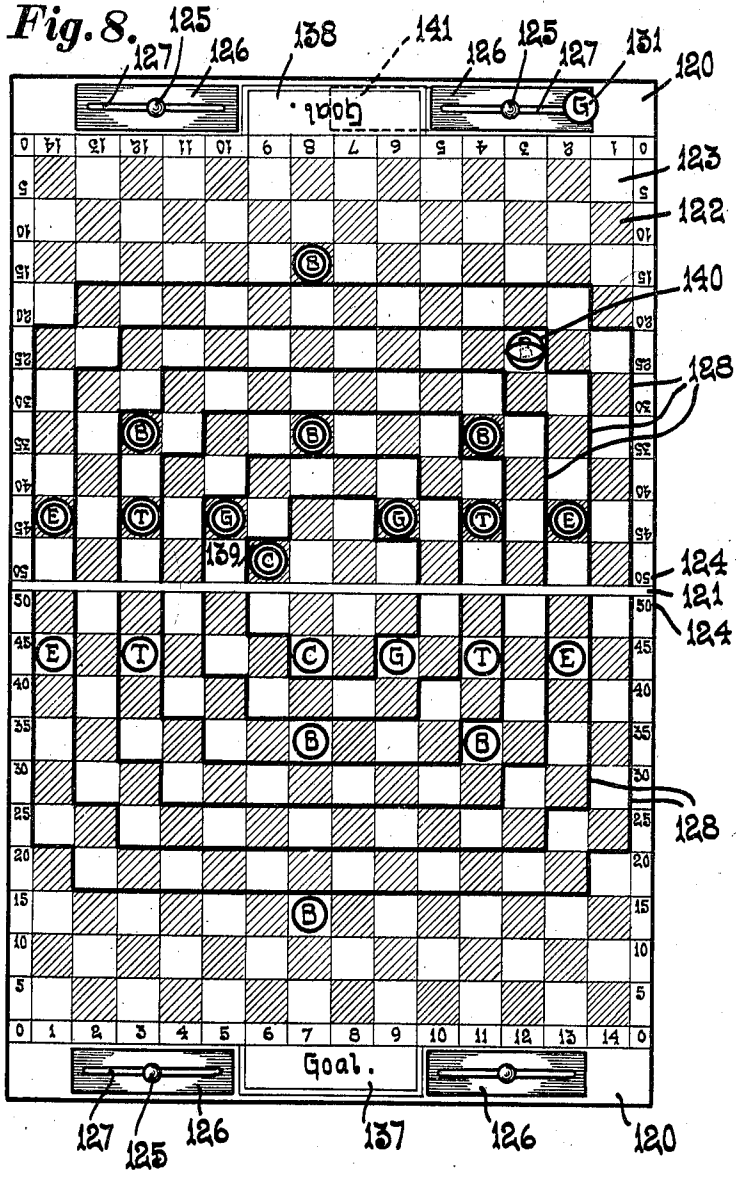
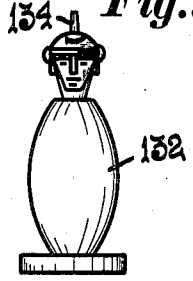


Fig. 9.



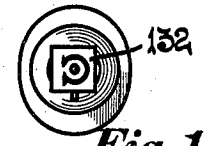
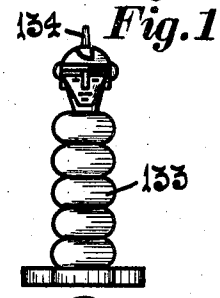


Fig. 10.

Fig. 11.



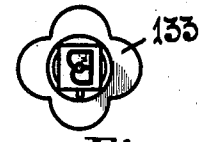


Fig. 12.

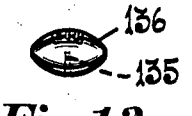


Fig. 13.

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UNITED STATES PATENT OFFICE

2,075,152

FOOTBALL GAME

Fred. J. Welna, Omaha, Nebr.

Application March 19, 1935, Serial No. 11,777

5 Claims. (Cl. 273—94)

This invention relates to amusement devices, games or the like and more particularly to a game, the success in playing of which is more dependent upon skill than chance.

It is an object of the invention to combine the features of a game requiring skill with the features of a game of popular interest such as the outdoor field game of football.

Another object of the invention is to provide a football "field" for the game having adjustable goals which can be made selectively larger or smaller in area for adapting the device to players of uneven skill so that they will be more evenly matched, thereby providing a greater degree of interest and enjoyment in playing the new game.

A further object of the invention is to provide a game board for playing a game simulating football and upon which the "end runs" of a football game may be simulated and executed.

A still further object of the invention is to provide a game board, the squares of which may be readily indicated for facilitating a playing of the game by mail.

With the foregoing and other objects in view the invention will be more fully described hereinafter and more particularly pointed out in the claims appended hereto.

The invention includes the provision of playing-pieces having individual characteristics, shapes and colors whereby the players may readily recognize the value thereof for facilitating play.

In the drawings, which illustrate the preferred embodiment of this invention, and wherein like symbols refer to like or corresponding parts throughout the several views:

Figure 1 is a plan view of a table, board or the like with two "football elevens" placed thereon in initial selected positions, the "men" or pieces of each side or eleven being diagrammatically outlined thereon.

Figures 2 and 3 are respectively a front elevation and a top plan view of pieces representing an end man or "end" of an eleven or team, the outline of such man being primarily rectangular.

Figures 4 and 5 are respectively a front elevation and a top plan view of a "tackle", the general outline thereof being circular.

Figures 6 and 7 are respectively a front and plan view of a "guard", the general outline thereof being primarily a composite of round and square outlines.

Figure 8 is a view similar to Figure 1 except that certain of the pieces have been moved from their initial position and one thereof removed from the field.

Figures 9 and 10 are respectively a front and top plan view of a "center", the general outline thereof being oval.

Figures 11 and 12 are respectively a front and top plan view of a "back", the general contour of which is primarily corrugated in outline.

Figure 13 is a perspective view of a representation of a football employed.

Referring further to the drawings, the "football field" of the present invention comprises a board 120 which may be provided with a medially disposed hinge 121 for folding the board compactly during storage thereof when not in use. The board may be of any conventional size and marked with alternate dark colored squares 122 and light colored squares 123, with fourteen squares or spaces disposed transversely of the board and one hundred twenty squares disposed longitudinally thereof. The hinge 121 extends across the board with respect to its longitudinal length and functions as center or 50-yard line, as indicated at 124. Similarly the side edges of the board contain numerals from 0 to 45 in multiples of 5 for denoting the yard lines in simulation of a football field.

At each end of the board the longitudinally disposed squares and lines are indicated by numerals 1 to 14 inclusive as shown.

At each end of the board and medially thereof the word "Goal" appears thereon and the length of the goal, for purposes later mentioned, is adjustable. An adjustable goal means includes oppositely disposed rivets 125 secured to the board 120 and having flared or expanded heads arranged to retain on the board slidable and adjustable goal posts 126, said posts being provided of any suitable material and having longitudinally disposed slots 127 through which the body portion of said rivets extend. It will be understood that the goal posts 126 may be moved toward or away from each other for varying selectively the length or area of the goal for purposes later described.

Upon each side of the center or hinge 121 like heavy lines of demarkation 128 are imprinted upon the board and preferably superimposed upon marginal edges of the light and dark colored squares providing lanes between said lines 128 for executing "end run" plays as more particularly described later.

Referring to Figures 2 and 12 inclusive the "ends" 129 are preferably provided with a square base and a square body and a letter E upon

the head or helmet thereof, the tackles 130 are formed with a round base and round body and a letter T upon the top thereof; the guards 131 are provided with a composite base and body and the designating letter G; the centers 132 are provided with an oval shaped base and body and a letter C and the backs 133 have a base and body which is substantially of a corrugated configuration in outline together with the letter B.

In playing the game the backs all have the same value and any back may occupy the position of "full-back." The backs and centers are provided with a pin or projection 134 at their top or upon the heads of the said men for membering with a hole 135 provided in the ball 136 as shown in Figure 13 by the dotted lines, it being understood that the ball may be carried by any of the men having a pin 134 as initially selected and later explained.

The opposing teams or elevens are of different color and referring to the diagrammatic illustration of the men, as shown in Figure 1, the dark colored team is represented by two concentric circles and its goal is indicated at 137. The light colored team is represented on said board by the men outlined with one concentric circle and the goal of this eleven or men is indicated at 138, said diagrammatic representation of the men in Figures 1 and 8 being made to facilitate illustration and explanation.

The centers, guards, tackles, ends and the backs, move differently upon the board and are of different values, said moves and values being similar to chessmen. The backs 133 may move in any direction, diagonally, transversely or horizontally from an initial position as long as the move can be made without encountering a player or man disposed on a square in alignment with a move selected, said backs moving similar to and having the same value as a queen in the game of chess.

The centers 132 have the same value and move as a king in the game of chess and may be moved one square in any direction on to an unoccupied square.

The guards 131 have the same value and move similar to a knight in the game of chess and may move one square transversely and two squares longitudinally of the board, jumping over men, or may move two squares in a selected direction and one square at a right angle thereto but cannot be moved on to an occupied square.

The tackles 130 move similar to and have the value of a bishop in the game of chess and may move diagonally only, in any direction but cannot jump over or be moved on to occupied squares.

The ends 129 move similar to castles in the game of chess, namely, longitudinally of the board or transversely thereof, but cannot jump over or be moved on to occupied squares.

In addition to the foregoing rules relative to moves and values of the several different pieces, the two teams are initially placed in any formation desired upon the field except that no man or piece may initially be closer to the center line than one square as shown in Figure 1, whereby there are two squares of distance initially between the opposed teams.

Assuming that the player having the light colored team represented by a single concentric circle in Figure 1 is a more skillful player than his opponent he then gives his opponent some advantage odds either by narrowing his goal post to one or two squares of area indicated by the dotted lines 141 in Figure 8 while opening his opponent's goal posts further away with respect to each other, whereby his opponent's goal is five, six or seven squares wide in area, the object of the game being to make a "touch down" by a player moving the ball between the goal posts, it is obvious that the player having a wide goal has an advantage over a player with a narrow goal, said adjustable goal posts providing a means for stimulating interest in the game by matching the players evenly or more evenly by adjustment of said goal posts.

Assuming that the men are lined up as shown in Figure 1, the ball 136 having been placed, as shown, upon a back the player having the light colored men then makes the opening move. Assuming that he moves his left guard 131 two squares forward towards his goal 138 and one square to the right, the said guard then occupying the square indicated at 139 and further assuming that his opponent captures said guard by moving his center 132 on to the space 139, then it being the next move of the player having the light colored team, he then advances the ball 136 and his back carrying said ball diagonally to that square indicated at 140, as shown in Figure 8, and when in such position, it may be noted that his next move in order to win the game would be to advance the ball between his goal posts diagonally from its last above mentioned position. It will be also noted that it is impossible for the player of the dark colored men to prevent such a move although he may interpose one of his backs temporarily which, if interposed, would be taken by the back of the light colored team. The combination and gambits are numerous and an extremely simple play above described is merely for illustration.

The piece or man carrying the ball may be advanced and positioned within a selected lane provided between the heavy lines 128 and the next move of said piece may be in accordance with the value of the piece as heretofore described or the piece may follow a selected lane to any position upon the field, just so that the piece does not encounter an opposing piece of blocker, which if encountered, the piece carrying the ball cannot advance past, although the blocking piece may be taken, as heretofore described. By means of said lanes the game may be simplified and may as a consequence of use be of short duration and of greater interest to children. The players may use said lanes or not as they may agree prior to the start of a game. During play no piece with the exception of the backs and the piece carrying the ball may follow said lanes. The numerals 1 to 14 inclusive at each end of the field may be used in conjunction with the yardage numerals 5 to 50 at the sides of the board for designating a certain square of the field when playing the game by mail between two remotely disposed players. Thus the square heretofore mentioned and indicated at 140 is square number 3—25 or the third square at the 25 yard line toward the light colored team's goal or offensive square 3—25 as distinguished from defensive 3—25, the latter being the dark colored team's offensive "territory" or end of the field.

It is obvious that various changes and modifications may be made in the details of construction and design of the above specifically described embodiment of this invention without departing from the spirit thereof, such changes and modifications being restricted only by the scope of the following claims.

I claim:—

1. A board for use in a game of the character described comprising a flat playing surface, longitudinal and transverse markings on said surface dividing the greater portion thereof into playing spaces, certain of said longitudinal markings being extended beyond the extreme transverse markings to provide goal spaces at opposite ends of the playing surface, and additional markings along certain of the longitudinal and transverse markings inwardly of the extreme transverse markings enclosing certain of the playing spaces and providing guideways on the playing surface for the execution of end runs.

2. A board for use in a game of the character described comprising a flat playing surface, series of longitudinal and transverse markings on said surface dividing a portion thereof into playing spaces, certain of said longitudinal markings being extended beyond the extreme transverse markings to provide goal spaces at opposite ends of the playing surface, parallel markings on the board along certain spaced longitudinal markings, and further parallel markings on the board along certain spaced transverse markings, said longitudinal parallel markings connecting at right angles with corresponding transverse parallel markings to provide continuous pathways running longitudinally and transversely of the board for the execution of plays simulating the end runs in a football game.

3. A game of the character described having a board with a flat playing surface, longitudinal and transverse markings on the greater portion of the surface dividing the same into playing spaces, additional markings beyond the extreme transverse markings defining goal spaces, two differently marked sets of playing pieces representing football players, means identifying certain of the pieces in each set as ball carriers in the football game, a pair of relatively transversely slidable goal space restricting members located on the board at each of the goal spaces for varying the goal space available to the said ball carrying pieces to provide variable handicaps in the game.

4. A game of the character described having a board with a flat playing surface, series of longitudinal and transverse markings on a portion of the surface dividing the same into playing spaces, additional markings beyond the extreme transverse markings defining goal spaces, two differently marked sets of playing pieces representing football players, a playing piece representing a football, means on certain of the pieces in each set for holding said football piece, said means identifying such players as ball carriers, and further markings on the board along certain of the longitudinal and transverse markings between the extreme transverse markings enclosing certain of the playing spaces and defining pathways running partly longitudinally and partly transversely of the board to provide for plays by the ball carriers simulating the end runs in a football game.

5. A football game comprising a board having a flat playing surface, series of parallel longitudinal and transverse markings on the board dividing the greater portion into playing spaces, goal space markings at opposite ends of the board beyond the extreme transverse markings, two differentiated sets of playing pieces representing opposing football teams, means designating certain pieces in each set as ball carriers, additional markings on the board extending along adjacent longitudinal markings and also along adjacent transverse markings and connecting at right angles to form continuous rectangular pathways transverse and longitudinal of the board for the use of ball carriers in executing a play simulating the end run at football, and means for varying the width of the said goal spaces to reduce the available space into which a ball carrier can advance to score and thereby provide varying handicaps in the game.

FRED. J. WELNA.