May 22, 1928. 1,670,703

G. R. WYLIE ET AL

EDUCATIONAL GAME

Filed Feb. 15, 1924 3 Sheets-Sheet 1

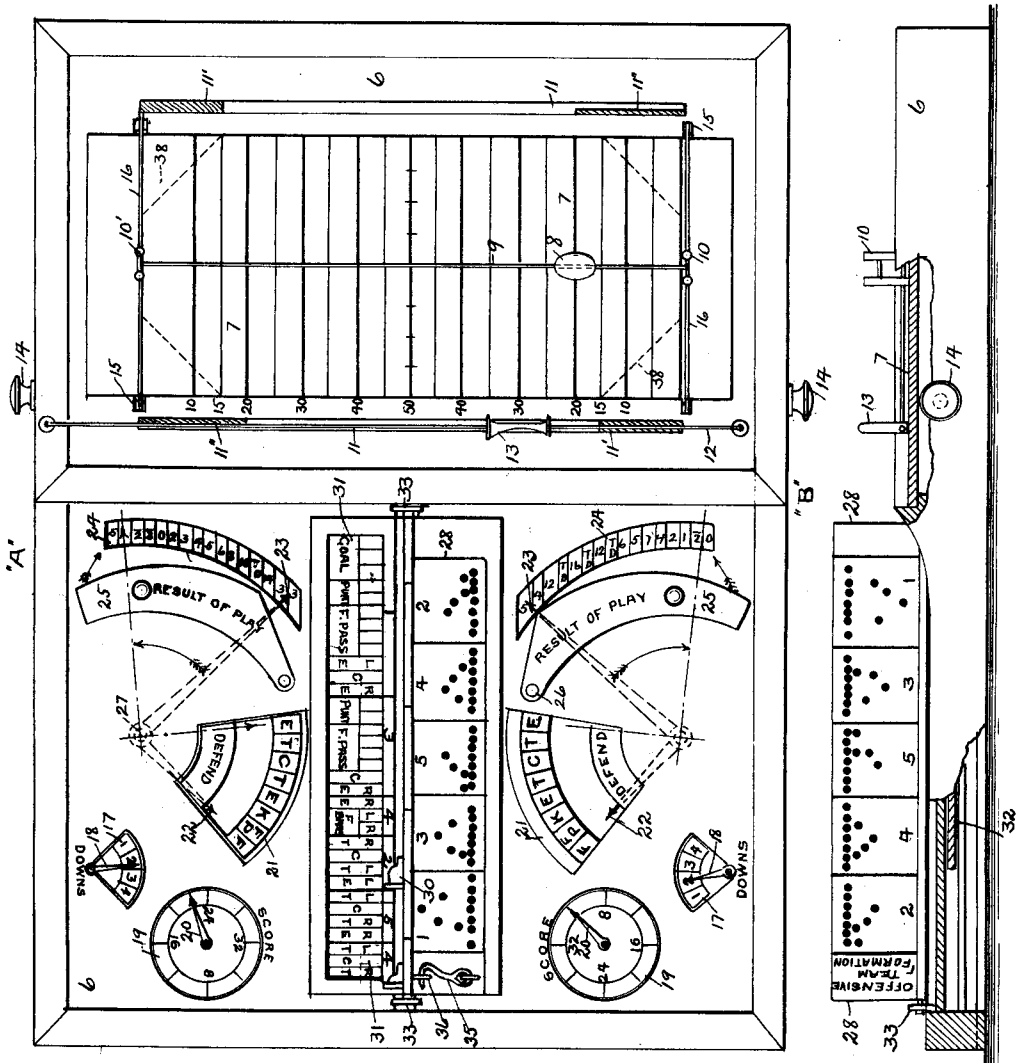


Fig. 1

Fig. 2

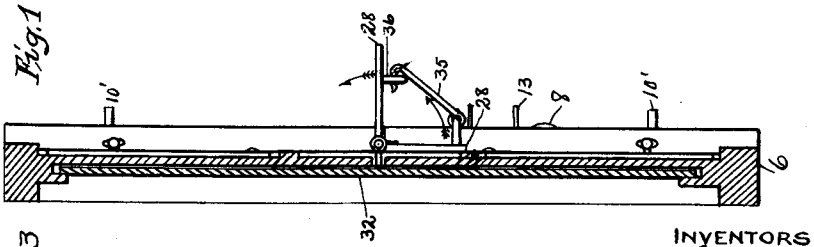


Fig. 3

INVENTORS.

Garnett R. Wylie

John A. Harrison

May 22, 1928. 1,670,703

G. R. WYLIE ET AL

EDUCATIONAL GAME

Filed Feb. 15, 1924 3 Sheets-Sheet 2

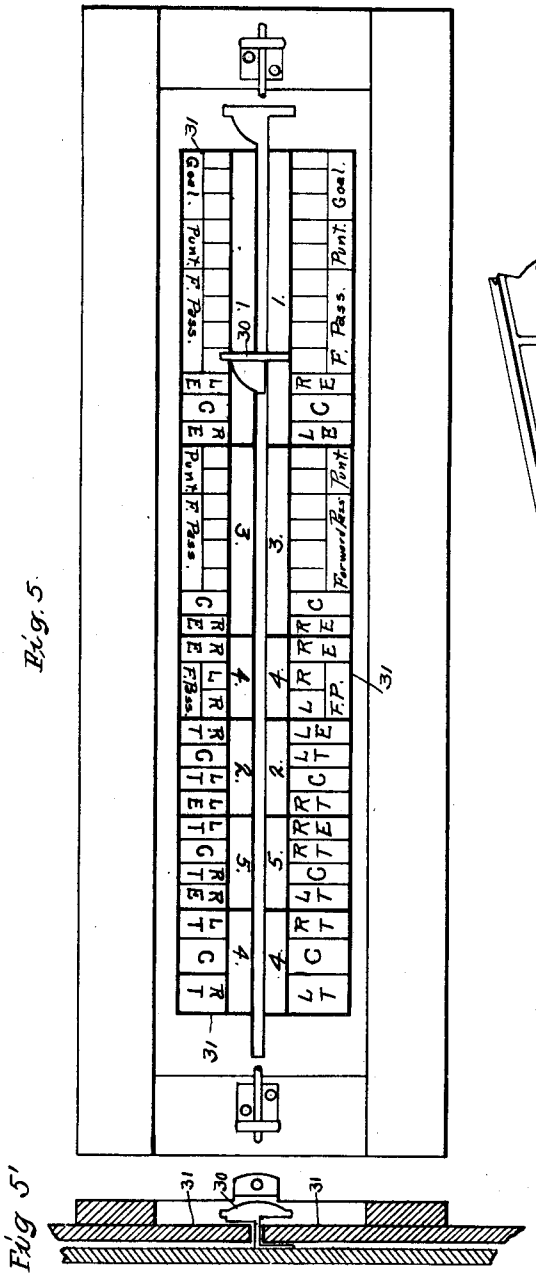


Fig. 5.

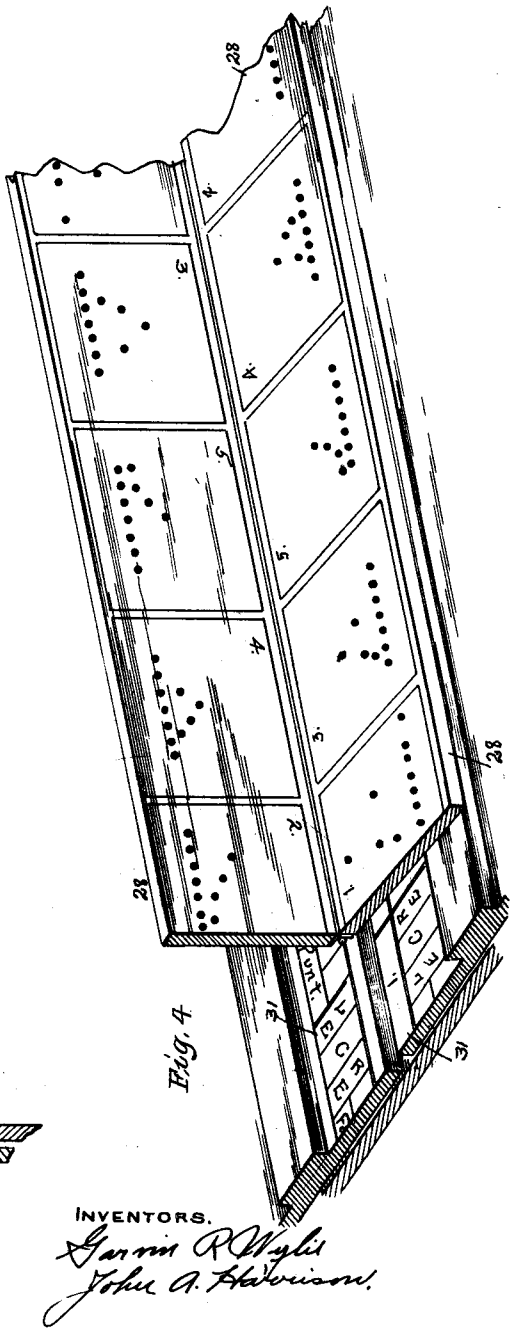


Fig. 4

Fig 5'

INVENTORS.

Garnie R. Wylie

John A. Halvorson.

May 22, 1928.

1,670,703

G. R. WYLIE ET AL

EDUCATIONAL GAME

Filed Feb. 15, 1924

3 Sheets-Sheet 3

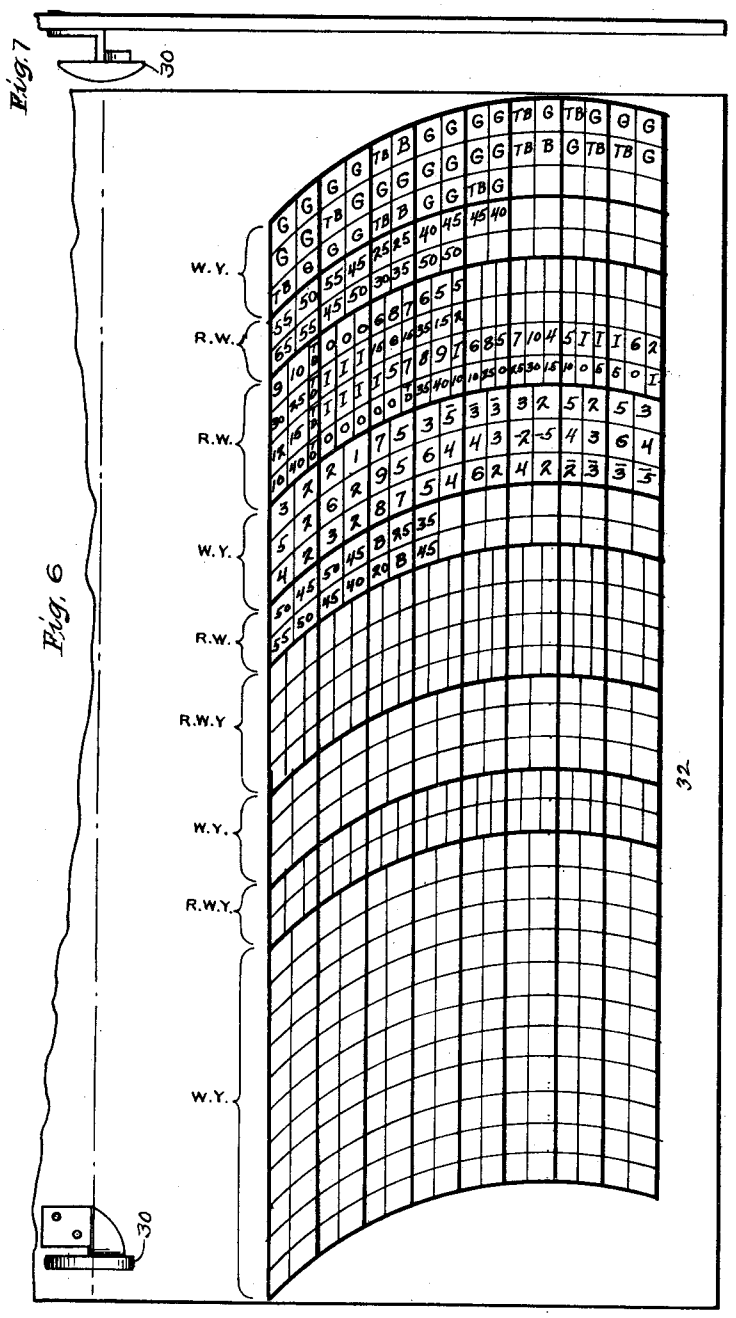




Fig. 6

INVENTORS.

Garvin R Wylie

John A. Harrison.

Patented May 22, 1928. 1,670,703

UNITED STATES PATENT OFFICE.

GARVIN R. WYLIE, OF WASHINGTON, AND JOHN A. HARRISON, OF PARNASSUS, PENNSYLVANIA.

EDUCATIONAL GAME.

Application filed February 15, 1924. Serial No. 692,961.

This invention relates to an improved educational apparatus and parlor game, being a copending application to that filed by us February 26, 1923, Serial No. 621,201. The principal objects of this invention are to provide an attractive and interesting parlor football game and a means of giving instruction in the art of offensive and defensive football strategy, and to teach the players of the game the rules and fundamental principles that govern the play in an actual football game.

The invention consists of a table or board of flat box-like construction, upon which is printed the representation of a bootball field, a means of indicating the division of the football field into zones of defensive play, with a ball adapted to be moved in the direction of the length and breadth of said field and a movable slide upon which is printed the results of plays. An indicating device is secured to this slide that enables the offensive player to select the play he desires to make. There are shields so placed and mounted, that the intended play by the offensive player is concealed from the defensive player. An indicator, to be operated by the defensive player, is so constructed and so mounted that it indicates both the selected defense of the defensive player and the result of the combined offensive and defensive play. A means of indicating the formation of the offensive team, (as in drawings, or to indicate formation of defensive team, either or both), together with such features that go to make up a device upon which a complete game of football may be played, will be hereinafter described.

The game of bootball as played in schools and colleges is governed by a set of rules which are called official. The purpose is to provide an apparatus that will permit the playing of a game of foot ball by two or more persons, the game being governed by these official rules.

Provision is made for any and all of the various plays that occur in an actual game of football, together with a means of recording the score, playing time, number of downs, and distance to be gained for first down.

The arrangement of the several parts of this game, as indicated in the drawings, may be changed or modified. Changes in detail may be made together with the use of other letters, symbols, numbers in the indication of formations, plays and results of plays. In fact, the game is designed with the substitution of other formations, plays and results in view, in order that it may be of much use and broad in its application for the teaching of football.

Slide 32, Figure 1, might well be a pivoted member, turned or moved in an arc, or a disk, capable of being turned and stopped at desired positions, or a cylindrical member, or any other shape. This change would in no way be a departure from the spirit of the invention.

Figure 1, in the accompanying drawings, is a plan view of our improved football game, showing arrangement of parts and their location.

Figure 2, is a side elevation of the apparatus, partly broken away to show detail of construction and relative position of parts.

Figure 3, is an end sectional elevation of the same.

Figure 4, is a perspective view of a portion of the shield partly broken away to show play indicating scale (used by offensive player), showing the position of the slide in reference to other elements.

Figure 5, is a plan view in detail of play indicating scale used by offensive player, the shield being removed.

Figure 5′, is an end sectional elevation of the same.

Figure 6, is a plan view of a portion of the slide, showing location and arrangement in part of the playing results and the indicating device by which the slide is moved.

Figure 7, is an end elevation, and

Figure 8, is a side elevation of the same.

To put our invention into practical form we first provide a frame having therein inclosed a representation of a football field and several movable and operative parts. This table may be of any suitable size and construction best adapted to the purpose. The playing field comprises a printed representation of a football field 7, properly spaced, with goal posts 10—10′, at either end, and having zones 11—11′, and 11″, in colors, white, yellow, and red, paralleling each side. A flexible cord 9, extends from end to end of the field 7, and carries a football 8, slidably mounted thereon, said cord being attached to two lateral cords 16, which are projected over pulleys 15, to a shaft

mounted beneath the playing field, and the said shaft fitted at either end with hand knobs 14, which, when revolved, will carry the cord 9, and ball 8, laterally or across the football field 7.

Arranged beneath the playing field, 7, capable of being moved laterally or in the direction of the length of the table, is a slidable member 32, (see Fig. 6), having printed thereon, a separate set or series of letters and symbols, one for each side of the table. These letters or symbols may be read through openings 24, and are separated, the one from the other, by lines and arcs of circles, the heavy lines separating and indicating different plays and the letters opposite said plays indicate the colors used to identify the zones in which play is made, as W—Y—R. W—R. W. Y—etc. indicate white; yellow; red and white; red, white, and yellow, etc. Attached to this slide is a finger piece 30, which projects upward through a slot formed in the floor and always within reach of the offensive player, he being the only one using the slide. The openings 24, above mentioned, are formed in the arc of a circle, and are each provided with a pivoted double pointer, the one end indicating the results of plays on the sliding member 32, and the other end 22, the choice of defense, the latter end projecting upward through the floor and within reach of the player.

Located between the openings 24, are two printed scales 31, representing the choice of plays, any one of which may be selected and indicated by the offensive player, by means of the finger piece 30, by which the slidable member is operated. It will be noticed (see Figs. 1, 2, and 3) that one of these scales is concealed by hinged members, mounted on bearings 33, and formed in two parts 28, held at right angles, the one with the other, by means of an ordinary hook 35, and staple 36. This hinged member 28, may be turned over to expose the second scale when the football changes hands, or the same may be folded flat when the apparatus is not in use.

It will be observed that the formations printed upon each section 28, and numbered 1 to 5, inclusive, and in the position shown at Figures 1 to 4, are out of the view of the offensive player. Therefore it is necessary that the players must memorize these formations. The players, as the game progresses, keep record of the number of downs by means of the pointer 18 and schedule 17, and in the same manner a record is kept of the number of points scored by the pointer 20, and dial 19. The 50 yard line of the football field 7, is subdivided to enable the lateral movement of the ball to be measured. A ten yard indicator 13, is arranged to slide along a fixed wire 11, and may be moved at will as the game progresses. The diagonal dotted lines 38, at each angle of the football field indicates zones from which it is impossible to kick field goals.

The game is played by two persons, one at either side of the playing board. The player who has possession of the ball is designated as the offensive player and the other as the defensive player.

In playing the game, aside from the actual physical encounter, the offensive player must do everything that a quarter-back would be required to do in directing offensive team play. The defensive player must devise means by diagnosing offensive plays, to prevent the offensive player from gaining ground, just as though he were directing the defense in an actual game.

Each player has at his command on the offense, an offense of equal power and on the defense, a defense capable of stopping any offensive play. The success of either player will depend entirely upon his knowledge of football, his ability to use advantageously the means at his disposal, and his ability to outgeneral his opponent on both offense and defense.

Years of experience and observation in football are embodied in this game and govern the results of plays. This experience is put in a form that will entertain and teach the player the very thing that can only be learned through years of experience as a player participating in actual games.

By playing this game, knowledge is acquired of rules governing the play, and of football formations, both in remembering them by numbers (as does a quarter-back), in learning when and where to use each formation, together with the plays that are most successful from them in certain parts of the field, under certain conditions and against different types of defensive play; thus teaching alertness, sure thinking, etc., and providing excellent practice in diagnosing football plays.

To play the game.

The two players (hereafter designated as A and B) are seated on opposite sides of the game board 6, as shown in Figure 1. They face each other and toss a coin, or in some other manner suitable to them, determine who shall have the privilege of kicking off or of receiving the kick-off.

Player A wins the choice and elects to kick off the ball to player B. The ball 8, is moved to the central line of the field 7, by turning knob 14, and slid on wire 9, to the forty yard line of player A. Player A with his fore-finger shoots ball 8, along wire 9, in the direction of the opponent's goal line, endeavoring to have the ball come to rest as near the goal line as possible without going over the line. In case the ball does go

as far as the goal line it counts as a touchback and B is given possession of the ball on his twenty yard line. In this instance the ball comes to rest on B's thirty yard line. It is now B's ball, first down on his own thirty yard line.

The ten yard indicator 13, is moved until one end rests on B's thirty yard line and the other end rests on the forty yard line. This indicator 13, measures and indicates the ten yards that B must gain in four consecutive downs or less to retain possession of the ball, i. e., make first down.

Shields 25, are moved to conceal openings 24. Shield 28 is raised into playing position by fastening hook 35, in eyelet 36, and tilted to the position exposing playing scale 31, and indicator 30, for use of B, at the same time concealing play scale and indicator from A. Shield 28, remains in this position as long as B has possession of the ball. When A has possession of the ball the shield 28, is tipped to the other side exposing playing scale to A.

Player B decides to run left end from formation 1. He moves indicator 30, to space marked 1 on playing scale 31, and small sub-division marked L. E. (left end). B then removes his hand from indicator 30, and calls out "formation one." A glances at shield 28, identifies formation one as the formation B intends to use. He must then quickly decide what play B intends to make, knowing from the position of the players as indicated in formation that B can either punt, forward pass, run either end, or make a quick play through center. A does not fear a punt, he is in doubt however about what B will do. To guard against a long gain he plays back to defend against a possible forward pass. A sets indicator 22, at F. P. on scale 21. Both players having removed their hands from the indicators, player A moves his slide 25, exposing 24. Indicator 23, is found to indicate a certain result. In this case the particular space is divided into two sub-spaces, one of which is yellow and the other is white. In the yellow is the numeral 2. In the white the numeral 3. The yardage gained by B is determined by the location of the ball, when the play was made, in respect to the division of the field into its zones of defense. The color of the zone indicating device 11, on the right of the advancing ball 8, determines the color in 24, of the space in which to read the result of the play. This white space is read, indicating that B made a gain of three yards at his left end. B moves the ball 8, forward a distance of three yards and to his left two spaces. Spaces are indicated on the fifty yard line.

Player A replaces shield 25, over opening 24. Player elects a play through center, using formation four. B moves indicator 30, along scale 31, to space four, division C, (center), calling out "formation four." Player A properly diagnoses the play as a play through center, moves indicator 22, to division of 21, (marked C, center). On moving shield 25, the result of the play is indicated by 23, as −2, indicating that B lost two yards. Ball 8, is moved two yards backward by B and shield 25, placed over opening 24. It is now third down and nine yards to gain.

Player B decides to punt and moves indicator 30, to one of the punt divisions in section one of scale 31. B then calls out formation one. A moves indicator 22, to division K of scale 21, moves 25, and finds that indicator 23, shows that the ball was downed at a distance of thirty-five yards from its position at the beginning of the play.

It is now A's ball, first down, on his own thirty-four yard line. A elects to use a trick play from formation four, and run right end. (Trick play will be explained hereinafter.) Player B is deceived, thinking play will be at the center, sets indicator 22, at "C." When 25 is moved it is found that A gained 12 yards at right end, making first down on A's forty-six yard line. A moves the ball 8, forward a distance of twelve yards and to the right two spaces, as indicated on fifty yard line.

A decides to try a short forward pass from formation one, moves indicator 30, on play scale 31, to one of forward pass subdivisions of formation one and calls out formation one. B diagnoses the play and moves indicator 22, to F. P. on scale 21. On moving 25, it is found that the forward pass was incomplete. A then makes a play at center from formation one. B again defends against forward pass. A gains eight yards at center as a result. Third down and two yards to go. A elects to try a forward pass from formation one. B falls into the trap and plays to defend against another play at center. Player A succeeds in completing a thirty yard forward pass, making it first down on B's sixteen yard line. Using formation two, A gains three yards at center, B expecting a play at right tackle. The ball 8, is now within the fifteen yard line, and indicator 11, indicates that figures shown in yellow spaces of 24, will now represent gains or losses by A. A again endeavors to play center from formation one. B diagnoses the play and A loses four yards as a result. A again calls formation one, endeavoring to forward pass. B again diagnoses the play and the forward pass is incomplete. Fourth down and eleven yards to gain. A decides to try for a field goal, using formation one. The play is obvious to B. B defends against kick and in this instance the try results in a touchback. B is given possession of the ball 8, on his own twenty yard line.

The above show the possibilities of the game. Player B was led into a trap by A who almost scored on a long forward pass. Player A then uses poor judgment in choice of plays and formations when within the fifteen yard line and as a result failed to score.

A book of rules explaining details of play will be furnished with each game. A time limit is set for the playing of the game and a third player may act as referee.

The ten yard indicator 13, is moved as each first down is made; record is kept of the number of downs 17, and score 19.

The fifty yard line is divided into spaces in a lateral direction, in order that the lateral movement of the ball 8, may be measured. An end run moves the ball 8, two spaces, a tackle play one space and a forward pass one space, as indicated on 31, or in the direction of the most distant side line of the football field.

On the slide or playing element 32, defensive zones are indicated either in colors corresponding to indicated zones 11, 11′, 11″, of playing field or in some other manner that will enable the player to identify the proper results of a play when made in different parts of the football field 7.

In making a forward pass from a certain formation, see Fig. 5, scale 31, four spaces are available for use. The results from the use of these different spaces vary and represent results that might be expected from forward passes of various kinds. Some result in long gains, some in short gains. If anticipated by the defense, some are incomplete and some are intercepted.

In making kicks the same choice of one of several spaces on scale 31, is permitted.

From formation four, trick or fake plays can be made, including a triple pass, resulting in a right end run, a double pass resulting in a forward pass directed right or left as desired. A trick or fake play to succeed must be a surprise.

Two divisions on scale 31, are allotted to formation four. The division at the end, see Figure 5, is the one used for ordinary play. The one near the center is used for the fake plays. The defensive player can, by being alert and watching the movements of the offensive player in the positioning of indicator 30, surely tell which type of play will be made from formation four. Just as in a real game, attention to details will often enable a defensive player to anticipate the unusual.

A special division on defensive scale 21, is alloted to defend against this false play and serves to make its use hazardous for the offensive player, if the play is anticipated by the defensive player.

At the four corners of the football field 7, are dotted lines 38, that mark off corner portions of the football field, from which it is not permitted that field goals be attempted.

Field goals are made with varying degrees of success from two indicated zones on field 7, namely zero yard to fifteen yard line and fifteen yard to thirty yard line.

Punts are not made within the opponent's fifteen yard line. There is a special zone shown and indicated on one half of the width of 11, that applies alone to results of forward passes and of punts. It extends from the zero yard to the twenty yard line of the player in possession of the ball. It represents a danger zone for an offensive team. Special care must be exercised and no chances taken either in blocked punts on fourth down or intercepted forward passes.

All plays made in football can be represented by this game device. By substituting for scale 31, shield 28, and slide 32, any style of football play can be represented. Play between evenly matched teams or unevenly matched teams, or teams using different styles of play. This makes the game of wide application and of great value in teaching football principles to players.

Having thus described our invention, we claim:

1. In a game, a representation of a football field, a ball adapted to operate over said field in four directions, and a movable member which in its various selected positions indicates selected plays, and the results of various selected plays, or various selected results of the same selected play, the position of which member is determined by the offensive player.

2. In a game, a representation of a football field, a ball adapted to operate over said field in four directions, and a movable member which in its various positions, any of which are determined by the defensive player indicates the selected defensive play and result of offensive play as affected by said defensive play.

3. In a game, a representation of a football field, a ball adapted to operate over said field in four directions, and a means that conceals the selected defensive play from the offensive player and the result of said play from both offensive and defensive players, until the play is completed.

4. In a game, a representation of a football field, a ball adapted to operate over said field in four directions, and a means representing team formations, offensive and defensive, in such form as will indicate to the players the formation of the offensive and defensive team for each play made.

5. In a game, a representation of a football field, a ball adapted to operate over said field in four directions, and a reversible shield having printed formations thereon,

so positioned, that said formations are in a proper relation to the playing field and to the players.

6. In a game, a representation of a football field, a ball adapted to operate over said field in four directions, and a defensive scale representing the defensive team arranged in a manner to oppose, in the relation of the right to the left and the left to the right, the opposing offensive team formations, said formations being in a proper relation to the indicated playing field and to the players.

GARVIN R. WYLIE.
JOHN A. HARRISON.