L. F. PIERSON.

GAME.

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1,280,082.

Patented Sept. 24, 1918.

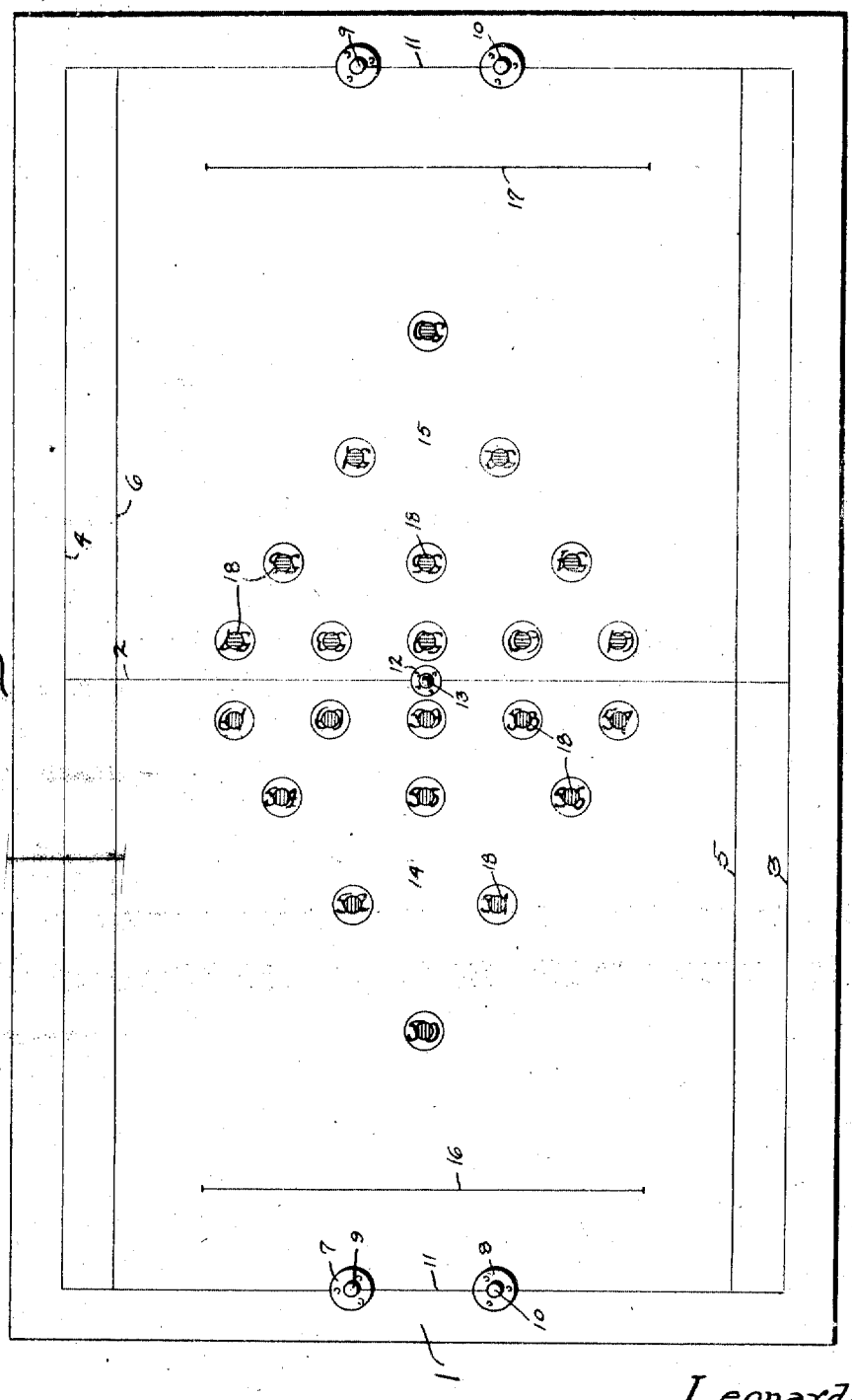


Fig. 1.

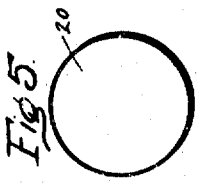


Fig. 5.

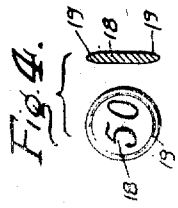


Fig. 4.



Fig. 3.

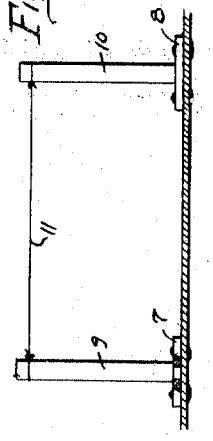


Fig. 2.

Witness

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GAME.

1,280,082. Specification of Letters Patent. Patented Sept. 24, 1918.

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To all whom it may concern:

Be it known that I, LEONARD F. PIERSON, a citizen of the United States, residing at Fredericksburg, in the county of Spotsylvania and State of Virginia, have invented certain new and useful Improvements in Games, of which the following is a specification.

This invention relates to a game, and one object thereof is to provide a suitable board with a game piece, and means for causing movement thereof in certain relation to the board, whereby the game as played, will have certain characteristics similar to football.

Another object of the invention is to provide a board on which may be placed a game piece with projectiles arranged in predetermined positions about the game piece, and means for directing the projectiles against the game piece.

The board is to be constructed to represent a football field, and it may, or may not, be ruled off in the usual gridiron style. There will preferably be projectiles corresponding in number to the number of players on opposing football teams. There will also be means provided for imparting movement to the projectiles, whereby they may be directed toward the game piece.

In the drawings:—

Figure 1 is a plan view of the board constructed in accordance with my invention;

Fig. 2 is an elevational view of the goal post;

Fig. 3 is a detail view of the game piece and its support;

Fig. 4 is a detail view of one of the projectiles and

Fig. 5 is a detail view of one of the disks for imparting movement to said projectiles.

In carrying out my invention, I prefer to employ a board or base 1 of substantially rectangular form, on which may be printed, or otherwise indicated, a transverse center line 2, indicating the center of the field. The side lines 3 and 4 indicate the outer side lines of the field and the parallel longitudinal lines 5 and 6 designate the inner side lines of the field. At the respective ends of the field are the goals, each consisting of the socket members 7 and 8 which receive the removable posts 9 and 10, which may be connected by the cross wires or bars 11. These wires may be dispensed with, if desired. The socket member 7 and 8 are preferably fastened to the board in any well known manner, and in the center of the board I prefer to fasten a cup or base 12 to receive the spherical game piece 13 thereon. Arranged on either side of the center line 2 are indicia indicating the respective teams, and here shown as a series of circles arranged in triangular groups 14 and 15 to represent the line-up or formation of the teams preparatory to beginning play. Each circle on each group is provided with a number; corresponding circles in each group having the same numerical designations. The indicia may be woven, printed or otherwise applied to the board. As shown, circles on each side of line 2 indicate the initial positions of the players as follows. Beginning from left to right, the positions of the players on each side of the line will be tackle, guard, center, guard and tackle. Each second line will consist of an end, quarter-back and end. The third lines, two half-backs and the last player in the triangular form, a full-back. On each circle will be placed a projectile similar to that shown in Fig. 4 which will represent a player, there being eleven on a side. 16 and 17 designate the place line, from which goals are to be "kicked." By reference to Fig. 4, it will be observed that the projectiles 18 are provided with beveled edges 19, whereby they can be easily teetered by the disk 20 in the hands of the player.

When the parts are assembled, that is, when the game piece or ball 13 is on its seat 12 and there is a disk projectile 18 on each ring of each group 14 or 15, play may begin. It is to be understood, of course, that the projectiles for one side are to be suitably distinguished from the other. A convenient way of doing this will be to provide disks of one color for one side, and disks of another color for another side; for example, red and blue. The projectiles will preferably be numbered to correspond to the designations on the circles, so that whenever a projectile (representing a player) is put into play, its position on the "team" will be apparent. Thus, if a projectile marked 50 is put in play, it will indicate that the "full back" is playing; if one marked 51 or 52 is put into play, a "half back" is playing, and so on. Before beginning play the "toss-up" is to be tried for, and the winner has the privilege of starting, the object being to displace the ball from its seat toward the opponent's goal for a

"touch-down." The player may snap one of the projectiles 18 toward the ball by applying pressure from the edge of the operating disk 20 to the edge of the projectile 18. In beginning play, any one projectile may be selected at the option of the player, and if the game piece is struck, the same player may continue to try to advance the ball by snapping the same projectile, or any other one toward the ball, and this may continue until one of the projectiles misses the ball, whereupon the opponent may have the right to direct a projectile representing one of his men toward the ball in an endeavor to return the ball toward the previous player's goal. If one of the players succeeds in forcing the ball past his opponent's goal, it counts for a "touch-down" or six points. The side making the "touch-down" may then place the ball on its opponent's goal line where it has passed over the line and may place any of his men or projectiles in any desired place behind the ball to be directed at it for a "kick-in", that is, for a try to direct the ball toward the center of the field. If the side making the "touch-down" fails to successfully direct one of the disks 18 against the ball on the first try, the opponent may then try to cause one of its disks to come in contact with the ball and, this may continue until either side strikes the ball. If the side making the "touch-down" first strikes the ball, the ball may then be placed in position in front of the goal, and a try made to "kick goal" by directing one of the disk projectiles 18 against the ball. If the "kick" is successful a gain of one point is made. If, however, the side not making the "touch-down" succeeds in first directing one of its projectiles against the ball, the ball is brought back to the center and the play is resumed as if the "kick" had been blocked in a regular football game.

If in projecting the disks 18 one of them falls on an opponent's "man" or disk, the lower disk cannot be played until the upper one has been removed, either by projecting it off the lower disk or by knocking it off. If the disk or one side touches or overlaps one of the circles in its opponent's group of indicia, the opponent's disk on that particular circle can be played until the disk of the other side has been removed. The side then playing, however, can play any disk or projectile until the ball is missed.

If the ball is caused to pass over the side lines, it is to be returned from the point it passed over and placed on a corresponding position on the inner side line. All of the disks keep their positions and the side opposite to that which caused the ball to pass over the side line may put the ball in play.

If one side should send the ball behind its own goal line, it counts as a "touch-back" or three points for the opposite side, and when this happens, the ball is carried back to the center and the game started afresh.

A "touch-down" or goal kicked from the center is not scored, and when the same is done, the ball is placed on the proper place-line 16 or 17, and the opponents have the right to put the ball in play. A goal to count must be kicked from the place-line.

In each instance when the ball is returned to center, the side losing the last points scored has the "kick-off", that is, has the right to put the ball in play.

The foregoing rules may be modified or changed from time to time to suit the whim of the players, and I therefore would have it understood that I do not intend to be limited by any of the rules above-enumerated, those given being simply indicative of the manner in which the game may be played, and I would have it understood that wherever the term "board" is used, that it is employed in its broadest sense and may include flexible fabric, cardboard, wood, covered metal or any desired material adapted to be placed upon a table, floor or other suitable support, and having thereon the markings peculiar to the game. It will usually consist of flexible material, such as cloth, felt or the like in form conveniently applicable to an existing table, or other supporting surface, and it will preferably be provided with corner strings for securing it against displacement while in use.

I claim:—

1. A game board having a central line, groups of projectiles disposed on opposite sides of said line, a game piece located between said groups of projectiles and means for directing any one of said projectiles against the game piece.

2. A game board having parallel posts carried by its respective ends, a support carried by the center of said board, a spherical game piece receivable by said support, a projectile comprising a disk and means for directing the disk projectile toward the spherical game piece.

3. A game board having socket members at its respective ends and a support secured to the center thereof, removable posts in said socket members, a spherical game piece receivable by said support, disk receiving seats on the board and arranged in triangular groups on opposite sides of the game piece, projectiles on said seats and means for directing said projectiles toward the game piece.

4. A game board having a central division line, a plurality of circles arranged in triangular groups on the opposite side of said line, disks of lesser diameter than the circles and normally seated thereon, a spherical game piece adapted to be initially positioned

between said groups of circles, and goal members at opposite ends of the board, said spherical game piece being adapted to be projected toward the goal members by contact with the disks.

5. A game board having socket members at its respective ends and a support secured to the center thereof, movable posts in said socket members, a spherical game piece receivable by said support, disk receiving seats on the board and arranged in numbered triangular groups on opposite sides of the game piece, projectiles on said seats and having numbers corresponding to those on the seats, and means for directing said projectiles toward the game piece.

6. A game board having thereon parallel inner and outer side lines spaced from the edges of said board representing the side line of a football field, a transverse central line, goal lines near the end of the board and place lines in front of the goal lines, groups of projectiles disposed on opposite sides of said central line, a game piece located between said groups of projectiles and means for directing any one of said projectiles against the game piece.

The foregoing specification signed at Washington, District of Columbia, this 15th day of November, 1916.

LEONARD F. PIERSON.