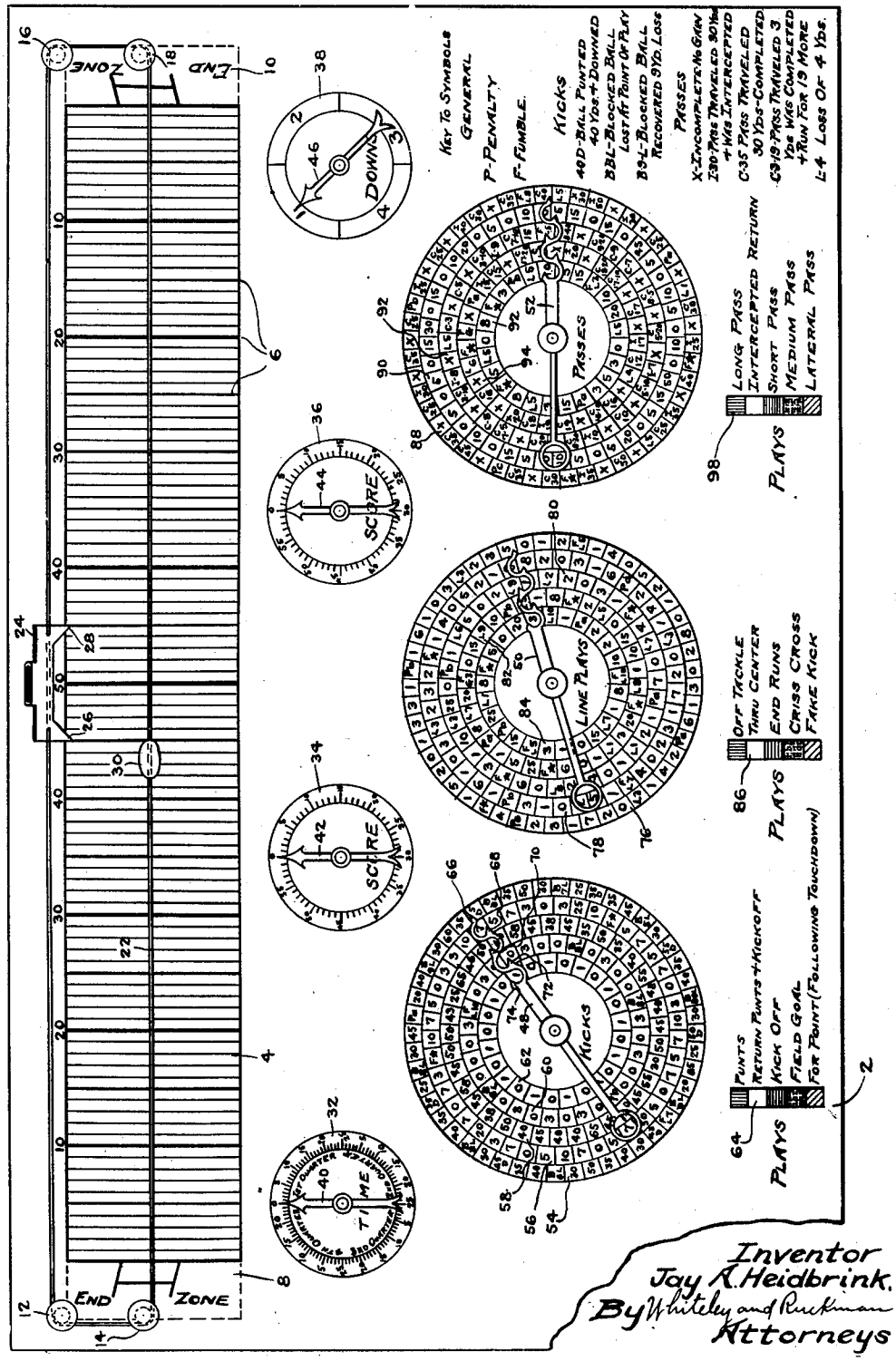
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FOOTBALL GAME APPARATUS

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FOOTBALL GAME APPARATUS

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My invention relates to football game apparatus, and an object in general is to provide a game which will simulate the game of football as played by actual players of college and professional football teams. The particular object of the invention is to so construct and lay out the apparatus that all plays which are likely to occur during a football game may be indicated on the apparatus. A further object is to provide spinners in combination with a plurality of series of concentric segments on which results of kicks, line plays, and passes are indicated by the position in which the spinners come to rest after having been spun. A further object is to provide a board having a football field represented thereon in combination with a distance marker to show whether or not the side in possession of the ball has made a first down, the marker being adapted to be moved in either direction along the field according to the progress of play. A further object is to provide a small object simulating a football in combination with means which permits the ball to be moved along the field but retains it in proper place thereon until the next play calls for movement thereof in one direction or the other. Another object is to provide indicating devices on the board for keeping track of time, scores and downs.

The full objects and advantages of my invention will appear in connection with the detailed description thereof, and the novel features of my inventive idea will be particularly pointed out in the claims.

In the accompanying drawing which illustrates a practical embodiment of my invention, the figure is a top plan view of the apparatus.

As shown in the drawing, I provide a board or base member 2 which is rectangular in shape and is made of any suitable rigid or semirigid material such as compo board which is not liable to warp or buckle out of shape. A representation of a football playing field 4 is placed on the board in convenient position and as shown in the drawing, is printed or otherwise marked on the upper portion of the board. This field is provided with representations of the customary cross lines 6 placed at five yard intervals and with end zones 8 and 10 at the ends of the field. Adjacent the end zone 8, the board is provided with two upward projections 12 and 14 while adjacent the end zone 10 the board is provided with two upward projections 16 and 18. A straight line member 20 extends between the projections 12 and 16 adjacent one of the side lines of the playing field while a straight line member 22 extends between the projections 14 and 18, these latter projections being so located that the member 22 extends substantially midway between the two side lines for the full length of the field. The two straight line members just referred to may be produced by stretching and securing a cord around the four projections. A distance marker is strung on the straight line member 20, this marker having a body portion 24 containing holes through which the member 20 passes and having at its ends respectively, projections 26 and 28 which have points spaced from each other a distance representing ten yards so as to simulate the measuring customarily performed by linesmen. Strung on the straight line member 22 and having frictional engagement therewith, there is an element 30 shown as an elongated bead which represents the football and which may be moved along to designate the position of the ball according to the different plays.

Below the field 4, there are four dials 32, 34, 36 and 38 at the centers of which pointers 40, 42, 44 and 46 respectively are rotatably mounted. The dial 32 is divided into four quarters to represent periods of play and each quarter carries numbered graduations representing minutes. The two dials 34 and 36 carry numbered graduations for indicating the scores of the two opposing teams. The dial 38 is divided into quarters numbered 1, 2, 3, and 4 for indicating downs.

The lower portion of the board carries three spinners 48, 50 and 52. The spinner 48 is used to designate results in connection with kicks and is rotatably mounted at the center of five circular series of concentric segments designated in order from the outside by the

numerals 54, 56, 58, 60 and 62. These five series of segments are provided with numbers and letters to give results for punts, return punts and kickoff, kick off, field goal, and try for point following touchdown. For the purpose of readily distinguishing the five series from each other, they are preferably colored differently such as red, white, blue yellow and green as indicated on the chart 64 placed below. The color of the concentric segments is not indicated thereon in the drawing since to do so would obscure the numbers and letters placed thereon. It will be understood as a matter of course that the numbers represent yards. The significance of the letters will be understood from the key shown at the right. For instance, 40—D means ball punted forty yards and downed; B—B—L means blocked ball lost at point of play; B—9—L means blocked ball recovered with nine yard loss. The outer portion of the indicating arm of the spinner 48 is sinuous in form to provide for the emplacement of five points 66, 68, 70, 72 and 74 for indicating respectively the values on the series of concentric segments 54, 56, 58, 60 and 62. It will be noted that the spinners 50 and 52 are made in the same manner.

The spinner 50 is used to designate results in connection with line plays and this spinner is rotatably mounted at the center of five circular series of concentric segments designated in order from the outside by the numerals 76, 78, 80, 82, and 84. These five series of segments are provided with numbers and letters to give results for the following line plays: off tackle, thru center, end runs, criss cross, and fake kick. For the purpose of readily distinguishing the five series from each other, they may be made of different colors such as red, white, blue, yellow and green as indicated in the chart 86 placed underneath. The numbers on the segments represent yards. The significance of the letters will be understood from the key at the right. L—4 means loss of four yards. P in general means penalty and in connection with this letter further indications may be given as follows to determine who is penalized, why, and for what distance. *a*—defense (off side) 5 yards; *b*—offense (offside) 5 yards; *c*—offense (illegal use of hands and holding) 15 yards; *d*—defense (piling up and holding) 15 yards; *e*—defense (clipping) 15 yards; it being understood that any penalty that would advance the ball over the goal line is for only one-half the distance to the goal line; *f*—offense (interference with interceptor of pass) 15 yards. The letter F is used to indicate fumble, ball recovered by offense. Any gain or loss in connection with a fumble is indicated as follows: G—F—4 means four yards gain, while L—F—4 means four yards loss. F*—means fumbled ball recovered by defense at point of play.

The spinner 52 is used to designate results in connection with passes and this spinner is rotatably mounted at the center of five circular series of concentric segments designated in order beginning at the outside by the numerals 88, 90, 92, 94 and 96. These five series of segments are provided with numbers and letters to give results for the following plays: long pass, intercepted return, short pass, medium pass, and lateral pass. For the purpose of readily distinguishing the five series from each other, they may be made of different colors such as red, white, blue, green and yellow as indicated on the chart 98 placed underneath. The numbers on the segments indicate yards. The significance of the letters will be readily understood from the key at the right as follows: X—incomplete, no gain; X—35 pass traveled thirty-five yards was incomplete but ruled complete because a defense player interfered with the receiver of the pass; C—35 pass traveled thirty-five yards and completed; C—3—19 pass traveled three yards and was completed and run for nineteen yards more, all passes traveling over the end zone being counted incomplete; I—30 pass traveled thirty yards and was intercepted, it being understood that all intercepted passes that travel over the goal line or that occur on the fourth down are counted as incomplete, because under these circumstances a good defense player would knock or throw the ball to the ground so that it would go back to the point of play.

The manner of playing the football game will be readily understood in connection with the foregoing description. The game may be played by two, three, or four persons. For three persons, two of them play against the third and alternate the play. If four persons are playing, two of them play on each side and play alternately. To start the game, a coin is tossed to determine the side who is to kick off. The kicker places the ball on his forty-five yard line and spins the "kicks" spinner. The number on the blue circle over which it stops is the number of yards kicked and the ball is advanced that distance. If a letter "D" follows the number (example 27D) the ball was "downed", and further play starts from there. If there is no letter "D" on the indication, the side receiving the punt spins the "kicks" spinner and reads on the white circle, the distance the kick is returned. Further play then starts from here after the ten yard distance marker is moved up to the ball to mark the distance that must be gained in four or less plays to make a first down. The player then chooses and announces his play.

He then spins the spinner associated with the play chosen and when it stops, reads the result on the circle colored the same as the square to the left of the play chosen. Should the spinner stop on a line, it is spun again.

The ball and the distance marker are moved according to the indication. The side making a touchdown spins the "kicks" spinner to see if extra point is made by kicking goal.

I claim:

1. A football game apparatus comprising a board having a football field represented thereon, a plurality of circular series of concentric segments carried by said board, indications on said segments for giving the results of the various plays which may be made in a game of football, a spinner having an indicating arm and rotatably mounted at the center of said concentric segments, said indicating arm being sinuous in form, and projecting points emplaced along said sinuous arm for registering respectively with the various segments of the different series.

2. A football game apparatus comprising a board having a football field represented thereon, a plurality of circular series of concentric segments carried by said board, indications on said segments for giving the results of the various plays which may be made in a game of football, a spinner having an indicating arm and rotatably mounted at the center of said concentric segments, said indicating arm being sinuous in form, projecting points emplaced along said sinuous arm for registering respectively with the various segments of the different series, and a chart adjacent said circular series for identifying any particular one of said series according to the play which is called for.

3. In a game apparatus, the combination of an indicating arm sinuous in form, projecting points emplaced along said sinuous arm, and means for movably mounting said arm whereby a plurality of indications may be given by each of said points.

In testimony whereof I hereunto affix my signature.

JAY A. HEIDBRINK.