

April 24, 1928.

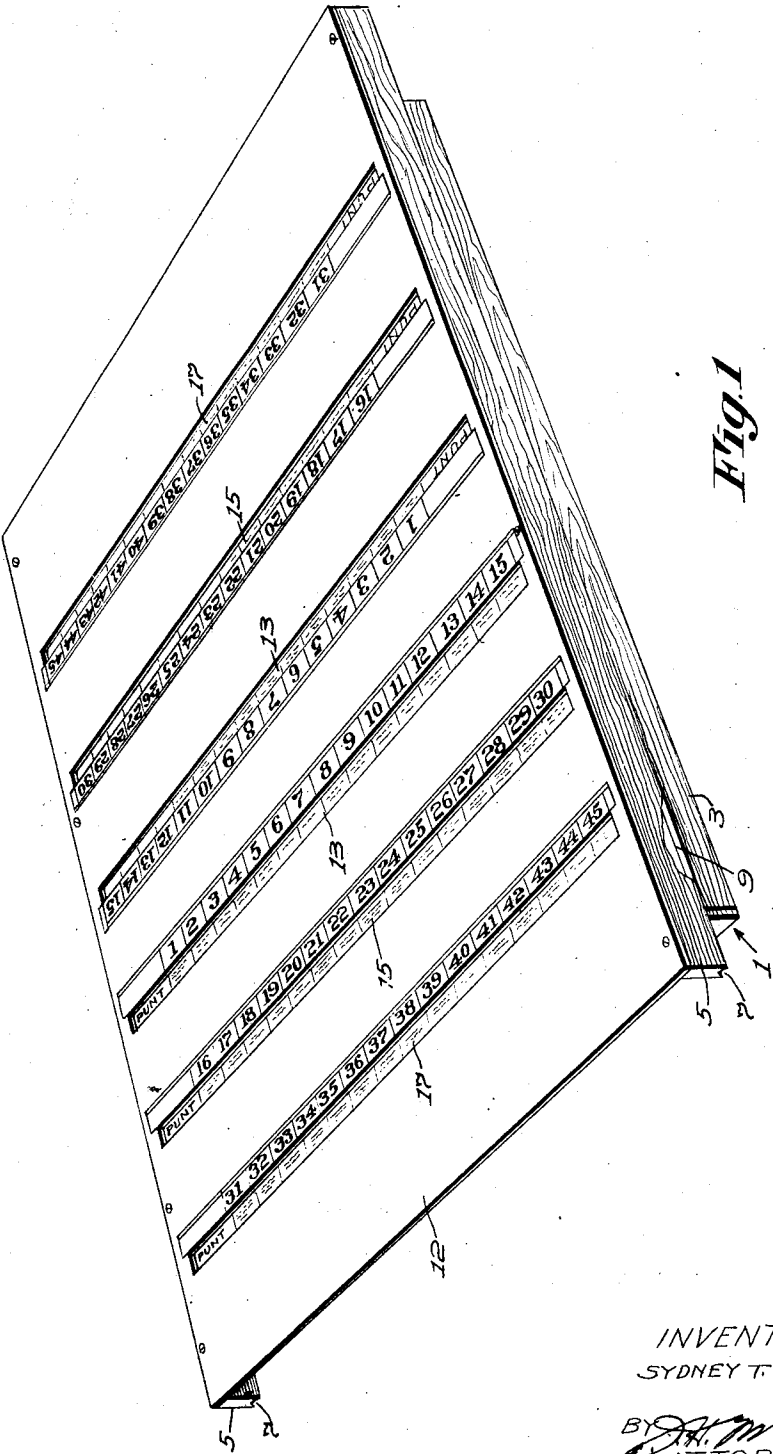
1,667,148

S. T. FARRELL

FOOTBALL GAME

Filed Jan. 23, 1925

6 Sheets-Sheet 1



INVENTOR
SYDNEY T. FARRELL

BY *[Signature]*
ATTORNEY

April 24, 1928.

1,667,148

S. T. FARRELL

FOOTBALL GAME

Filed Jan. 23, 1925

6 Sheets-Sheet 3

a-	FORWARD PASS	SUCCESSFUL PASS 8 YDS. GAIN	DEFENSE INTERCEPTS PASS AND SCORES TOUCHDOWN	PASS INCOMPLETED	SUCCESSFUL PASS SCORES TOUCHDOWN	SUCCESSFUL PASS 6 YDS. GAIN
b-	FIELD GOAL	GOAL IF TRY IS MADE FROM WITHIN 20 YD. LINE	KICK BLOCKED DEFENSE RECOVERS BALL MAKES TOUCHDOWN	GOAL IF TRY IS MADE FROM WITHIN 20 YD. LINE	GOAL IF TRY IS MADE FROM WITHIN 50 YD. LINE	GOAL IF TRY IS MADE FROM WITHIN 20 YD. LINE
c-	PUNT	40 YD. PUNT NO RUNBACK	PUNT BLOCKED DEFENSE RECOVERS BALL MAKES TOUCHDOWN	55 YD. PUNT RUNBACK 40 YDS.	30 YD. PUNT DEFENSE FUMBLES OFFENSE RECOVERS TOTAL GAIN 30 YDS.	35 YD. PUNT NO RUNBACK
d-	RUSH	7 YDS. GAIN	TOUCHDOWN	NO GAIN	65 YDS. GAIN	6 YDS. GAIN
e-	KICK OFF	KICK OVER GOAL LINE PUT BALL IN PLAY ON 20 YD. LINE	45 YD. KICK RUNBACK 70 YDS.	50 YD. KICK RUNBACK 10 YDS.	35 YD. KICK FUMBLE BALL RECOVERED BY TEAM KICKING OFF	40 YD. KICK NO RUNBACK
f-	FORWARD PASS	DEFENSE INTERCEPTS PASS AT ORIGINAL POINT OF SCRIMMAGE WITHOUT GAIN	SUCCESSFUL PASS 3 YDS. GAIN	SUCCESSFUL PASS 23 YDS. GAIN	PASS INCOMPLETED	DEFENSE INTERCEPTS PASS AND GAINS 10 YDS. FROM POINT OF SCRIMMAGE
g-	FIELD GOAL	GOAL IF TRY IS MADE FROM WITHIN 40 YD. LINE	NO GOAL	GOAL IF TRY IS MADE FROM WITHIN 40 YD. LINE	NO GOAL	GOAL IF TRY IS MADE FROM WITHIN 40 YD. LINE
h-	PUNT	PUNT BLOCKED OFFENSE RECOVERS BALL 10 YD. LOSS	40 YD. PUNT RUNBACK 21 YDS.	60 YD. PUNT RUNBACK 10 YDS.	45 YD. PUNT RUNBACK 10 YDS.	40 YD. PUNT RUNBACK 45 YDS.
i-	RUSH	FAKE KICK 10 YD. LOSS	NO GAIN	25 YDS. GAIN	BACK THROWN FOR 2 YD. LOSS	BACK TROWN FOR 8 YD. LOSS
j-	KICK OFF	40 YD. KICK RUNBACK 32 YDS.	50 YD. KICK RUNBACK 15 YDS.	35 YD. KICK RUNBACK 20 YDS.	40 YD. KICK RUNBACK 5 YDS.	35 YD. KICK RUNBACK 15 YDS.
k-	FORWARD PASS	PASS INCOMPLETED	DEFENSE INTERCEPTS PASS AND GAINS 5 YDS. FROM POINT OF SCRIMMAGE	PASS INCOMPLETED	SUCCESSFUL PASS 12 YDS. GAIN	PASS INCOMPLETED
l-	FIELD GOAL	NO GOAL	GOAL IF TRY IS MADE FROM WITHIN 30 YD. LINE	NO GOAL	GOAL IF TRY IS MADE FROM WITHIN 30 YD. LINE	NO GOAL
m-	PUNT	40 YD. PUNT RUNBACK 15 YDS.	30 YD. PUNT RUNBACK 35 YDS.	50 YD. PUNT RUNBACK 18 YDS.	45 YD. PUNT RUNBACK 7 YDS.	35 YD. PUNT RUNBACK 20 YDS.
n-	RUSH	2 YDS. GAIN	10 YDS. GAIN	NO GAIN	FUMBLE OFFENSE RECOVERS WITH LOSS OF 2 YDS.	1 YD. GAIN
o	KICK OFF	35 YD. KICK NO RUNBACK	35 YD. KICK RUNBACK 21 YDS.	40 YD. KICK RUNBACK 8 YDS.	45 YD. KICK RUNBACK 12 YDS.	45 YD. KICK RUNBACK 14 YDS.

11

Fig. 3

INVENTOR

SYDNEY T. FARRELL

BY *J. M. Crady*
ATTORNEY

April 24, 1928.

1,667,148

S. T. FARRELL

FOOTBALL GAME

Filed Jan. 23, 1925

6 Sheets-Sheet 4

a-	DEFENSE INTERCEPTS PASS AND GAINS 30 YDS. FROM POINT OF SCRIMMAGE	PASS INCOMPLETED	SUCCESSFUL PASS 40 YDS. GAIN	SUCCESSFUL PASS 7 YDS. GAIN	DEFENSE INTERCEPTS PASS AND GAINS 10 YDS. FROM POINT OF SCRIMMAGE	PASS INCOMPLETED	SUCCESSFUL PASS 30 YDS. GAIN
b-	KICK BLOCKED OFFENSE RECOVERS BALL WITH 20 YD. LOSS	NO GOAL	GOAL. IF TRY IS MADE FROM WITHIN 45 YD. LINE	NO GOAL	KICK BLOCKED OFFENSE RECOVERS BALL WITH 10 YD. LOSS	NO GOAL	GOAL IF TRY IS MADE FROM WITHIN 45 YD. LINE
c-	PUNT BLOCKED DEFENSE RECOVERS BALL 20 YD. GAIN	35 YD. PUNT RUNBACK 22 YDS.	60 YD. PUNT RUNBACK 16 YDS.	40 YD. PUNT RUNBACK 6 YDS.	50 YD. PUNT RUNBACK 60 YDS.	50 YD. PUNT RUNBACK 20 YDS.	PUNT BLOCKED OFFENSE RECOVERS BALL 15 YD. LOSS
d-	49 YDS. GAIN	BACK THROWN FOR 1 YD. LOSS	FUMBLE DEFENSE RECOVERS AT ORIGINAL POINT OF SCRIMMAGE	5 YDS. GAIN	DEFENSE PLAYER HOLDING ADVANCE BALL 5 YDS. FIRST DOWN	DEFENSE OFFSIDE 5 YD. PENALTY FIRST DOWN FOR OFFENSE	OFFENSE PLAYER HOLDING PENALIZED 15 YDS.
e-	40 YD. KICK RUNBACK 60 YDS.	45 YD. KICK RUNBACK 5 YDS.	30 YD. KICK RUNBACK 50 YDS.	KICK OVER GOAL LINE PUT BALL IN PLAY ON 20 YD. LINE	35 YD. KICK RUNBACK 37 YDS.	35 YD. KICK RUNBACK 7 YDS.	40 YD. KICK RUNBACK 37 YDS.
f-	PASS INCOMPLETED	SUCCESSFUL PASS 18 YDS. GAIN	PASS INCOMPLETED	DEFENSE INTERCEPTS PASS AT ORIGINAL POINT OF SCRIMMAGE WITHOUT GAIN	PASS INCOMPLETED	SUCCESSFUL PASS 12 YDS. GAIN	PASS INCOMPLETED
g-	NO GOAL	GOAL IF TRY IS MADE FROM WITHIN 35 YD. LINE	NO GOAL	GOAL IF TRY IS MADE FROM WITHIN 35 YD. LINE	NO GOAL	GOAL IF TRY IS MADE FROM WITHIN 35 YD. LINE	NO GOAL
h-	45 YD. PUNT RUNBACK 19 YDS.	55 YD. PUNT RUNBACK 10 YDS.	50 YD. PUNT RUNBACK 15 YDS.	40 YD. PUNT RUNBACK 45 YDS.	45 YD. PUNT RUNBACK 20 YDS.	50 YD. PUNT RUNBACK 10 YDS.	45 YD. PUNT RUNBACK 15 YDS.
i-	NO GAIN	DEFENSE OFFSIDE 5 YD. PENALTY FIRST DOWN FOR OFFENSE	3 YDS. GAIN	17 YDS. GAIN	NO GAIN	OFFENSE OFFSIDE 5 YD. PENALTY	2 YDS. GAIN
j-	40 YD. KICK RUNBACK 4 YDS.	40 YD. KICK RUNBACK 17 YDS.	35 YD. KICK RUNBACK 3 YDS.	35 YD. KICK RUNBACK 15 YDS.	45 YD. KICK RUNBACK 9 YDS.	35 YD. KICK RUNBACK 10 YDS.	45 YD. KICK RUNBACK 12 YDS.
k-	DEFENSE INTERCEPTS PASS AT ORIGINAL POINT OF SCRIMMAGE WITHOUT GAIN	PASS. INCOMPLETED	SUCCESSFUL PASS. 10 YDS. GAIN	PASS INCOMPLETED	PASS INCOMPLETED	PASS INCOMPLETED	SUCCESSFUL PASS 9 YDS. GAIN
l-	GOAL IF TRY IS MADE FROM WITHIN 25 YD. LINE	NO GOAL	GOAL IF TRY IS MADE FROM WITHIN 25 YD. LINE	NO GOAL	GOAL IF TRY IS MADE FROM WITHIN 25 YD. LINE	NO GOAL	GOAL IF TRY IS MADE FROM WITHIN 25 YD. LINE
m-	35 YD. PUNT RUNBACK 30 YDS.	40 YD. PUNT RUNBACK 20 YDS.	55 YD. PUNT RUNBACK 15 YDS.	40 YD. PUNT RUNBACK 10 YDS.	50 YD. PUNT RUNBACK 45 YDS.	30 YD. PUNT NO RUNBACK	40 YD. PUNT NO RUNBACK
n-	NO GAIN	NO GAIN	9 YDS. GAIN	1 YD. GAIN	BACK THROWN FOR 1 YD. LOSS	NO GAIN	8 YDS. GAIN
o-	30 YD. KICK NO RUNBACK	35 YD. KICK NO RUNBACK	35 YD. KICK RUNBACK 6 YDS.	45 YD. KICK RUNBACK 7 YDS.	30 YD. KICK RUNBACK 6 YDS.	45 YD. KICK RUNBACK 15 YDS.	35 YD. KICK NO RUNBACK

11

Fig. 4

INVENTOR:
SYDNEY T. FARRELL

BY *J. H. McCurdy*
ATTORNEY

April 24, 1928.

1,667,148

S. T. FARRELL

FOOTBALL GAME

Filed Jan. 23, 1925

6 Sheets-Sheet 5

SUCCESSFUL PASS 5 YDS. GAIN	DEFENSE INTERCEPTS PASS AND GAIN 15 YDS. FROM POINT OF SCRIMMAGE	PASS INCOMPLETED
NO GOAL	KICK BLOCKED DEFENSE RECOVERS BALL AND GAINS 20 YDS.	NO GOAL
30 YD. PUNT RUNBACK 20 YDS.	45 YD. PUNT RUNBACK 50 YDS.	55 YD. PUNT RUNBACK 20 YDS.
BACK THROWN FOR 1 YD. LOSS	37 YDS. GAIN	4 YDS. GAIN
45 YD. KICK RUNBACK 15 YDS.	40 YD. KICK RUNBACK 35 YDS.	35 YD. KICK NO RUNBACK
DEFENSE INTERCEPTS PASS AT ORIGINAL POINT OF SCRIMMAGE WITHOUT GAIN	PASS INCOMPLETED	SUCCESSFUL PASS 11 YDS. GAIN
GOAL IF TRY IS MADE FROM WITHIN 30 YD. LINE	NO GOAL	GOAL IF TRY IS MADE FROM WITHIN 30 YD. LINE
30 YD. PUNT RUNBACK 35 YDS.	35 YD. PUNT NO RUNBACK	55 YD. PUNT RUNBACK 17 YDS.
12 YDS. GAIN	NO GAIN	BACK THROWN FOR 3 YD. LOSS
30 YD. KICK RUNBACK 2 YDS.	45 YD. KICK RUNBACK 15 YDS.	45 YD. KICK RUNBACK 28 YDS.
PASS INCOMPLETED	PASS INCOMPLETED	PASS INCOMPLETED
NO GOAL	GOAL IF TRY IS MADE FROM WITHIN 20 YD. LINE	NO GOAL
35 YD. PUNT RUNBACK 5 YDS.	30 YD. PUNT RUNBACK 23 YDS.	30 YD. PUNT NO RUNBACK
NO GAIN	BACK THROWN FOR 2 YD. LOSS	NO GAIN
35 YD. KICK RUNBACK 5 YDS.	KICK OVER GOAL LINE, PUT BALL IN PLAY ON 20 YD. LINE	45 YD. KICK RUNBACK 11 YDS.

11

Fig. 5

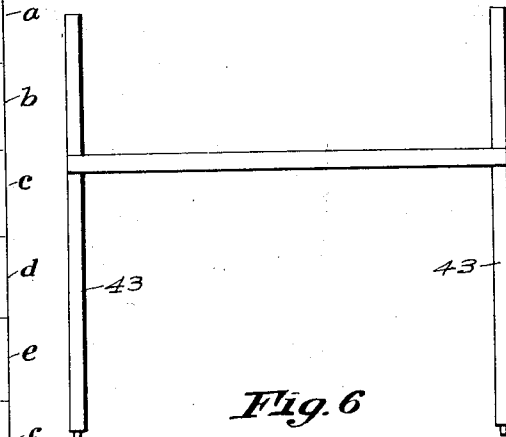


Fig. 6

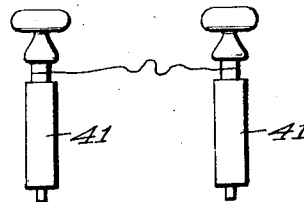


Fig. 7

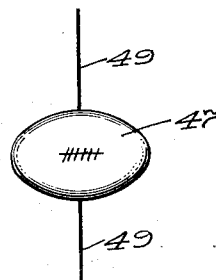


Fig. 8

INVENTOR.

SYDNEY T. FARRELL

BY

J. M. Cuddy
ATTORNEY.

April 24, 1928.

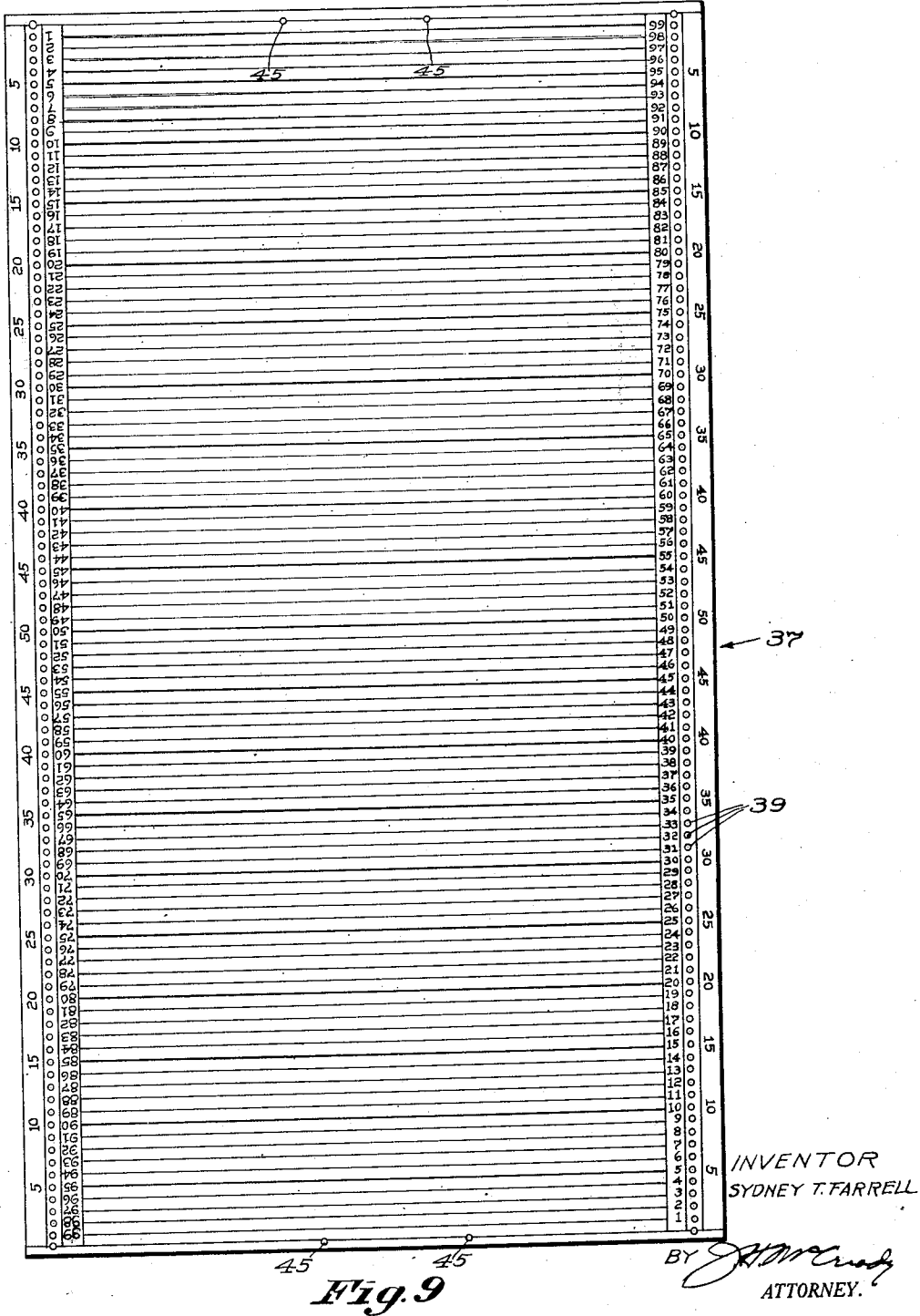
1,667,148

S. T. FARRELL

FOOTBALL GAME

Filed Jan. 23, 1925

6 Sheets-Sheet 6



UNITED STATES PATENT OFFICE.

SYDNEY TEMPLETON FARRELL, OF NEWTON, MASSACHUSETTS.

FOOTBALL GAME.

Application filed January 23, 1925. Serial No. 4,221.

The invention to be hereinafter described relates to a miniature, indoor football game.

It is the general object of the invention to devise a game of this type which, while involving an element of chance; will, nevertheless, simulate the game of football very closely; to make the game as complete as possible; to eliminate impossible plays; and to devise a game in which, in the long run, the player having the greater knowledge of football, and who exercises superior skill and generalship, will win.

One of the purposes of the invention is to provide a game having a chart with descriptions of plays thereon arranged in groups corresponding to different play conditions, the plays of each group being suitable for a particular condition in the game. The play conditions are different types of plays possible in a football game and are as follows,—kick off, rush, punt, field goal (drop kick or from placement), and forward pass. Numerous different plays are possible and suitable for each of these conditions. In the present instance forty-five plays are given on the chart for each of these conditions. The groups of plays may be arranged in rows, each of which may be in line with one of the conditions or types of play.

Cooperating with the chart is a cover adapted selectively to disclose one of the groups of plays at a time, the arrangement being such that all of the plays on the chart are concealed from view with the exception of the selected group of plays, any one of which might reasonably occur. The group of plays is arbitrarily selected by one of the opponents who in a sense is a quarterback. He considers the situation in the game and judges whether a rush or punt or forward pass, etc. is the best type of play to be made.

Another purpose of the invention is to provide a game having means operable to select by chance which play of a selected group shall be made. This means, in the present instance, comprises a dial and pointer. The dial and chart cover are provided with characters or numbers identifying the plays of any selected group, and the pointer is adapted to be spun and come to rest at one of the characters or numbers on the dial. By reference to the corresponding character or number on the cover the particular play is determined.

The game comprises the above and other

devices, a description of which will hereinafter appear.

One good form of the invention is shown in the accompanying drawings, wherein:

Fig. 1 is a perspective view of the device for selecting groups of plays possible for the five different game conditions;

Fig. 2 is a plan of the dial and indicator device and counters adjacent thereto;

Figs. 3, 4 and 5 taken together present the play conditions and the plays on one section of the chart, the unions of the portions of the chart in said figures being indicated by dot and dash lines;

Fig. 6 is an elevation of one of the pairs of goal posts;

Fig. 7 is an elevation of the pair of rods connected by a cord for the linesmen;

Fig. 8 is a view of the football; and

Fig. 9 is a view of the field or gridiron.

Referring to the drawings, the football game shown therein as illustrative of one good form of the invention, as stated, comprises means for selecting groups of football plays on a chart which are suitable and possible for different conditions. This means comprises a support 1 (Fig. 1) having a pair of rails 3 on which are mounted runners 5 having at their under edges grooves 7 adapted to slide along ribs 9 at the upper edges of the rails 3.

A chart 11 (Figs. 3, 4 and 5) is mounted on the support, and is marked with crossing lines forming spaces. The left hand column of spaces (Fig. 3) is marked with descriptions of play conditions which include several types of plays possible in football. There are five of these conditions as follows,—“kick off”, “forward pass”, “field goal”, “punt”, and “rush.” For convenience these five conditions are repeated three times in the column.

Arranged in rows on the chart in line with the play conditions are groups or series of football plays. In the present instance there are 45 plays for each condition, and any one of said plays is suitable and possible for that particular play condition. The 45 plays might all appear in one line opposite the appropriate play condition, but it is more convenient to divide the line into three portions which will appear opposite the play condition which is repeated three times in the left hand column of Fig. 3. Since the chart has five different play con-

ditions and 45 plays for each condition, the chart will have a total of 225 plays.

The plays presented in Figs. 3, 4 and 5, occupy one section of the chart, and a similar collection of plays occupies another section of the chart. The plays of the two sections are the same, but the printing of the descriptions thereof in the sections is so disposed that the descriptions may be read by opponents sitting at opposite ends of the chart. The rows of plays on the section of the chart shown are designated by the letters *a* to *o*. These same lines would appear on the opposite section of the chart, but in the reverse order, that is, reading from *o* to *a*, the row *o* would be nearest the center of the chart.

Mounted on and secured to the runners 5 referred to, is a plate 12 (Fig. 1), said runners and plate constituting a slide which may be manually shifted along the rails 3 over the chart. The plate is apertured to disclose groups of plays on the chart, and in the present instance, above each of the opposed chart sections are three elongated apertures 13, 15 and 17. On the plate adjacent each aperture 13 is a series of play identifying numbers 1 to 15, and on the plate adjacent each of the apertures 15 is a series of play identifying numbers 16 to 30, and on the plate adjacent each of the apertures 17 is a series of play identifying numbers 31 to 45. The three series of numbers adjacent the apertures 13, 15 and 17 constitute in effect one series and identify one group of 45 plays. The construction is such that the slide may be manually adjusted so that any one of the groups of plays suitable for the five different types of plays may be disclosed through the apertures 13, 15 and 17.

Next will be described a convenient device which is operable to determine by chance which play of the group of plays selected by adjustment of the slide as above described shall be the next play. This device comprises a dial 19 (Fig. 2) which may be marked with radial lines dividing the same into spaces 21. The dial also has circular lines adjacent the periphery thereof which form sub-divisions 23 and 25 between the radial lines. The spaces between the radial lines have numbers 1 to 45 corresponding to the number of plays in each group of plays on the chart. The numbers are written in the spaces between the radial lines, and appear as numerals in the sub-divisions 23 and 25, and in the sub-divisions of each space the numbers face in opposite directions. The arrangement of the numbers is such that they can be read easily from any angle.

At the center of the dial is a button 27 through which passes a pin 29, and mounted thereon is a pointer 31 which may have a flexible element or whisker 33 of rubber or other suitable material. At the juncture of

the radial lines with one of the circular lines referred to, are pins 35. The construction is such that when the pointer spins, the whisker will wipe past the pins, and when the pointer comes to rest, it will always be in a position between a pair of pins. The spaces between the radial lines are of unequal widths which are proportioned to the difficulty of the plays.

The game also comprises a miniature field or gridiron 37 (Fig. 9) which may be laid out on a board or other suitable support. This gridiron is marked with lines dividing the field into 100 yds. corresponding to the marking of the field for the outdoor game. At opposite sides of the field are series of numbers running from 5 to 50 from the ends to the center of the field, and arranged to mark the 5 yd. intervals.

The opposite sides of the field have rows of holes 39 (Fig. 9) at the ends of the lines adapted to receive the linesmen's rods 41 (Fig. 7). The opposite sides of the field also have numbers running from 1 to 99 in opposite directions to facilitate measurement of the distances by the linesmen.

Pairs of goal posts 43 (Fig. 6) are adapted to be mounted in holes 45 (Fig. 1) at opposite ends of the field. A football 47 (Fig. 8) has a flat bottom and has a pair of wires 49 projecting in opposite directions therefrom. Its construction is such that it may be placed upon the field and moved along the same in accordance with the progress of the play, and the wires 49 by relation to the lines on the field will facilitate proper positioning of the ball.

The dial and pointer referred to may be mounted on a board 51 (Fig. 2) having portions 53 projecting beyond the dial. These portions may have counters 55 for keeping the score, a counter 56 for registering the number of downs, and two counters 57 for registering the yards to gain. Each of these counters may comprise a button 59 set in a recess in the board and rotatably mounted on a pin 61. A knob 63 at the top of the button facilitates its rotative adjustment to cause the pointer of the button to register with any one of the numbers disposed on the board adjacent to the button. The counters are duplicated on the board portions 53 at opposite sides of the dial, so that both opponents may readily record the score and downs.

The board having the field marked thereon, and the board having the dial and counters thereon may be mounted conveniently in one part of a box, and the chart and slide device may be mounted conveniently in the opposite part of the box, and the two parts may be hinged together. Since the box does not constitute a part of the invention, it is unnecessary to show the same herein.

In playing the game the usual accepted football rules will be followed as closely as may be. The plays on the chart are arranged so as to make the game approach the regulation game of football as nearly as possible. The chances of making a touch-down from scrimmage, a successful forward pass, goal from the field, etc., are about the same as in a regulation game.

In some indoor football games the plays have been described on a dial and the play to be made is selected by spinning a pointer. The consequence is that it happens at times in the course of a game that the pointer will indicate plays which would not happen at such times in a regulation football game. For example, it may be supposed that team A has the ball on a first down on the 10 yd. line of team B. If on spinning the pointer a punt is called, it would be an absurd play, since no quarterback would think of calling for a punt when the ball is on his opponent's 10 yd. line.

As another illustration it may be supposed that the ball is in possession of team A on its own 10 yd. line. Then the logical thing for team A to do is to punt and get the ball out of dangerous proximity to its goal. In previous games such as referred to, a punt might not follow, since spinning of the pointer on the dial might call for some other play such as a goal from the field. This would be absurd, as it is impossible to kick a goal from the field at a distance of 90 yds. from the goal.

In the game of the present application, on the other hand, every type of play used in a regular game can be tried, and at a time entirely logical. At any stage of the game if a punt seems advisable, the player of the game, who in a sense is a quarterback, would adjust the slide so that the play condition "punt" is visible in the slots in the slide. He then spins the indicator on the dial, and the number at which the indicator points when it comes to rest is the number of the play to be made. By reference to the corresponding number on the slide, the play is determined from the chart. The play thus obtained might be a good long punt without much of a run-back, or it might be a poor punt with a long run-back, but it would be a punt and nothing else.

If at a certain stage of the game the player or quarterback wishes to try a forward pass, the slide is adjusted so that "forward pass" appears in the apertures of the slide. Then the indicator is spun, and when it comes to rest it will indicate a result which would logically happen on a forward pass. The indicator might point to a number which by reference to the chart would signify that the defense intercepts the pass at the original point of scrimmage without gain, or that the pass is incompleting, but in every case it

will be a play which is possible as a result of a forward pass.

Luck or lack of luck in obtaining from the spin of the pointer a number representing the most favorable play on the chart for a particular game condition, will have a bearing on the result of each game played. Usually, however, as each opponent is his own quarterback, the one with the better knowledge of the fine points of the game and who intelligently and with judgment chooses the type of play such as "punt", "rush", "forward pass", etc. at the right time, is more likely to win the game than the opponent without the ability correctly to choose the type of play.

In addition to the rules of the regulation game, the following rules will apply.

The length of the four periods will be 10 to 12 or 15 minute periods, or a certain number of plays can be assigned to each period, such as from 30 to 40 separate plays to each period.

Whether or not a team scores the extra point after a touch-down will be determined by spinning the indicator. If it comes to rest at any number between 1 and 30, it will indicate that the try for the extra point is successful. If it comes to rest at any number between 30 and 45, it will indicate that the try for the extra point is unsuccessful.

The descriptions on the chart designating a field goal can be used only when the offense has the ball within 50 yards of the goal of the defense, it being understood that "field goal" designates a try for a field goal. On all unsuccessful attempts for a goal from the field when the attempt is made on or outside the 35 yard line, the kick will be considered as falling short of the goal posts. In all cases of this kind the defense recovers the ball and carries it to its own 30 yard line. On all unsuccessful attempts at goal from the field when the attempt is made from within the 35 yard line, the kick will be considered as going over the goal line for a touchback, and the ball is given to the defense on its 20 yard line.

It will be understood that the invention is not limited to the specific embodiment shown, and that various deviations may be made therefrom without departing from the spirit and scope of the appended claims.

What is claimed is:

1. In a football game, the combination of a chart having arranged thereon groups of descriptions of football plays corresponding to a number of different game conditions, the plays of each group being suitable for a particular game condition, means cooperating with said chart for selecting any one of said groups of plays; a dial separate from said chart having characters thereon corresponding to the number of plays in any one of said groups, and a pointer adapted

to be spun and come to rest at any one of said characters to indicate which play of the selected group is to be made.

2. In a football game, the combination of
5 a chart having arranged thereon groups of descriptions of football plays corresponding to a number of different game conditions, the plays of each group being suitable for a particular game condition, a slide
10 over the chart adjustable to select and disclose any one of said groups of plays; and a device operable to determine which play of the selected group shall be made.

3. In a football game, the combination of
15 a chart having arranged thereon groups of descriptions of football plays corresponding to a number of different game conditions, the plays of each group being suitable for a particular game condition, a cover for the chart having provision for disclosing
20 any one of said groups of plays and having numbers identifying the plays of a group; and a device having numbers corresponding to said identifying numbers and having means to select any one of said numbers
25 by chance to determine which play of the selected group shall be made.

4. In a football game, the combination of
30 a chart having arranged thereon groups of descriptions of football plays corresponding to a number of different game conditions, the plays of each group being suitable for a particular game condition, a cover cooperating with the chart, said chart and cover
35 being relatively adjustable and constructed and arranged so that all of said groups may be exposed selectively one at a time.

5. In a football game, the combination of
40 a chart having arranged thereon groups of descriptions of football plays corresponding to a number of different game conditions, the plays of each group being suitable for a particular game condition, a cover cooperating with the chart, said chart and cover
45 being relatively adjustable and constructed and arranged so that all of said groups may be exposed selectively one at a time; and a dial and pointer having provision for determining which play of a selected group shall
50 be made.

6. In a football game, a chart having
noted thereon different football play conditions, and series of descriptions of plays which are suitable for said play conditions,
55 there being a series of descriptions of plays for each of said play conditions, and a slide over said chart apertured and adjustable to disclose any one of said conditions and the series of plays applicable thereto.

60 7. In a football game, the combination of a chart having arranged thereon groups of descriptions of football plays corresponding to a number of different game conditions, each

of said groups being suitable for a particular game condition, a cover for the chart, said
65 cover and chart being relatively adjustable and constructed and arranged so that all of said groups may be exposed selectively one at a time; and a support having a football gridiron marked thereon and having rows
70 of holes at opposite sides of the gridiron adapted to receive the linesmen's rods.

8. In a football game, the combination of
a chart having arranged thereon groups of descriptions of football plays corresponding
75 to a number of different game conditions, each of said groups being suitable for a particular game condition, a cover for the chart, said cover and chart being relatively adjustable and constructed and arranged so
80 that all of said groups may be exposed selectively one at a time; and a support having a football gridiron marked thereon and having rows of holes at opposite sides of the gridiron adapted to receive the linesmen's
85 rods and having the holes numbered in arithmetical progression to facilitate proper location of said rods.

9. In a football game, the combination of
90 a chart having arranged thereon groups of descriptions of football plays corresponding to a number of different game conditions, each of said groups being suitable for a particular game condition, a cover for the chart, said cover and chart being relatively ad-
95 justable and constructed and arranged so that all of said groups may be exposed selectively one at a time; a device operable to determine by chance which play of the selected group shall be made; and a support
100 having a football gridiron represented thereon with lines for the five-yard intervals, and a football adapted to be moved on the gridiron in accordance with the plays determined from the chart.

10. In a football game, the combination of
105 a chart having arranged thereon groups of descriptions of football plays corresponding to a number of different game conditions, each of said groups being suitable for a particular game condition, a cover for the chart, said cover and chart being relatively adjustable and constructed and arranged so that all of said groups may be exposed selectively
110 one at a time; a device operable to determine by chance which play of the selected group shall be made; a support having a football gridiron represented thereon with lines for the five-yard intervals, and a football
115 adapted to be moved on the gridiron in accordance with the plays determined from the chart, said football having wires projecting therefrom for registration with the five-yard interval lines to facilitate proper positioning
120 of the football on the gridiron.

SYDNEY TEMPLETON FARRELL.