March 3, 1942. J. H. MORRISON ET AL 2,275,306

GAME APPARATUS

Filed July 20, 1940 4 Sheets-Sheet 1

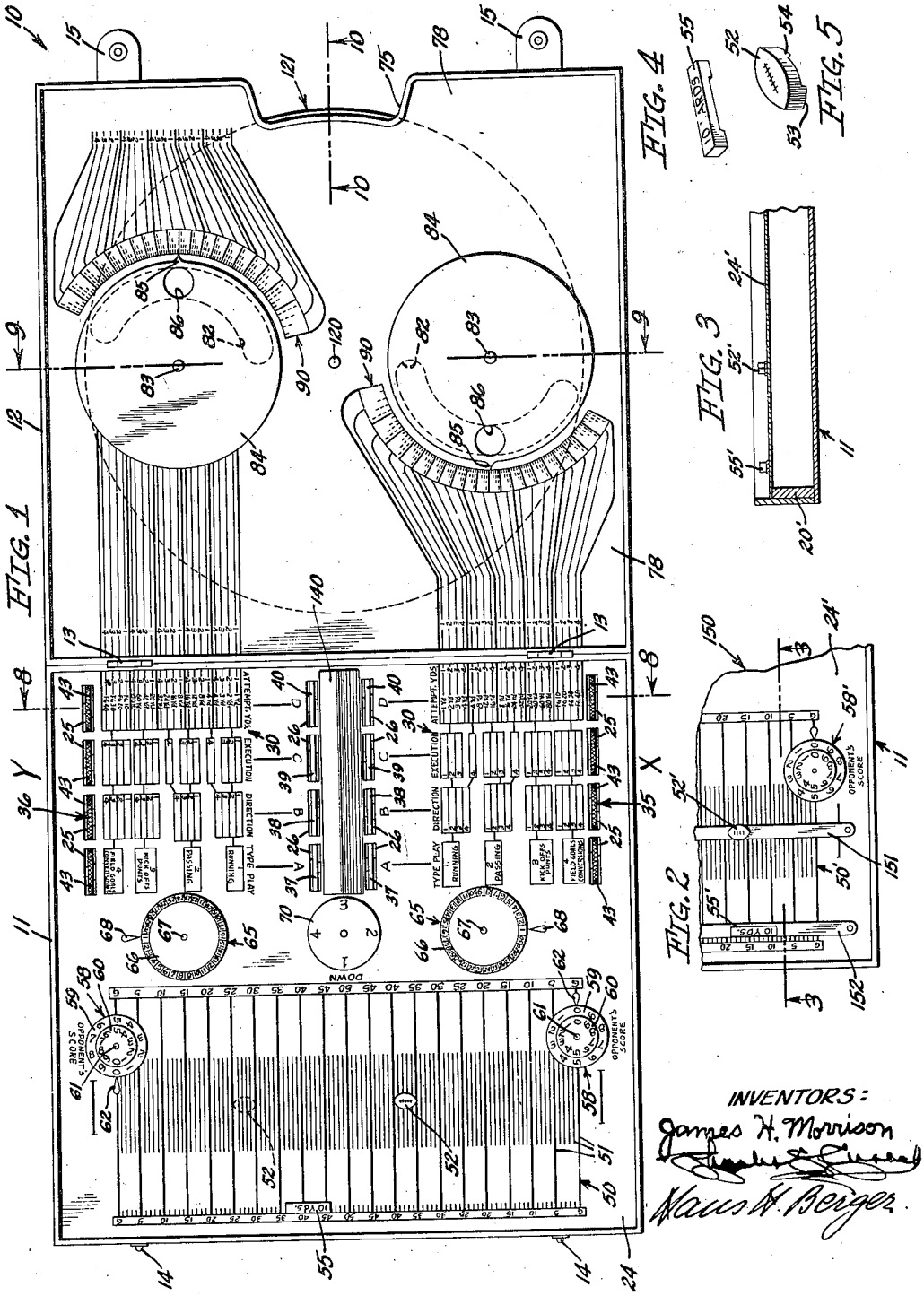


FIG. 1

FIG. 4

FIG. 5

FIG. 3

FIG. 2

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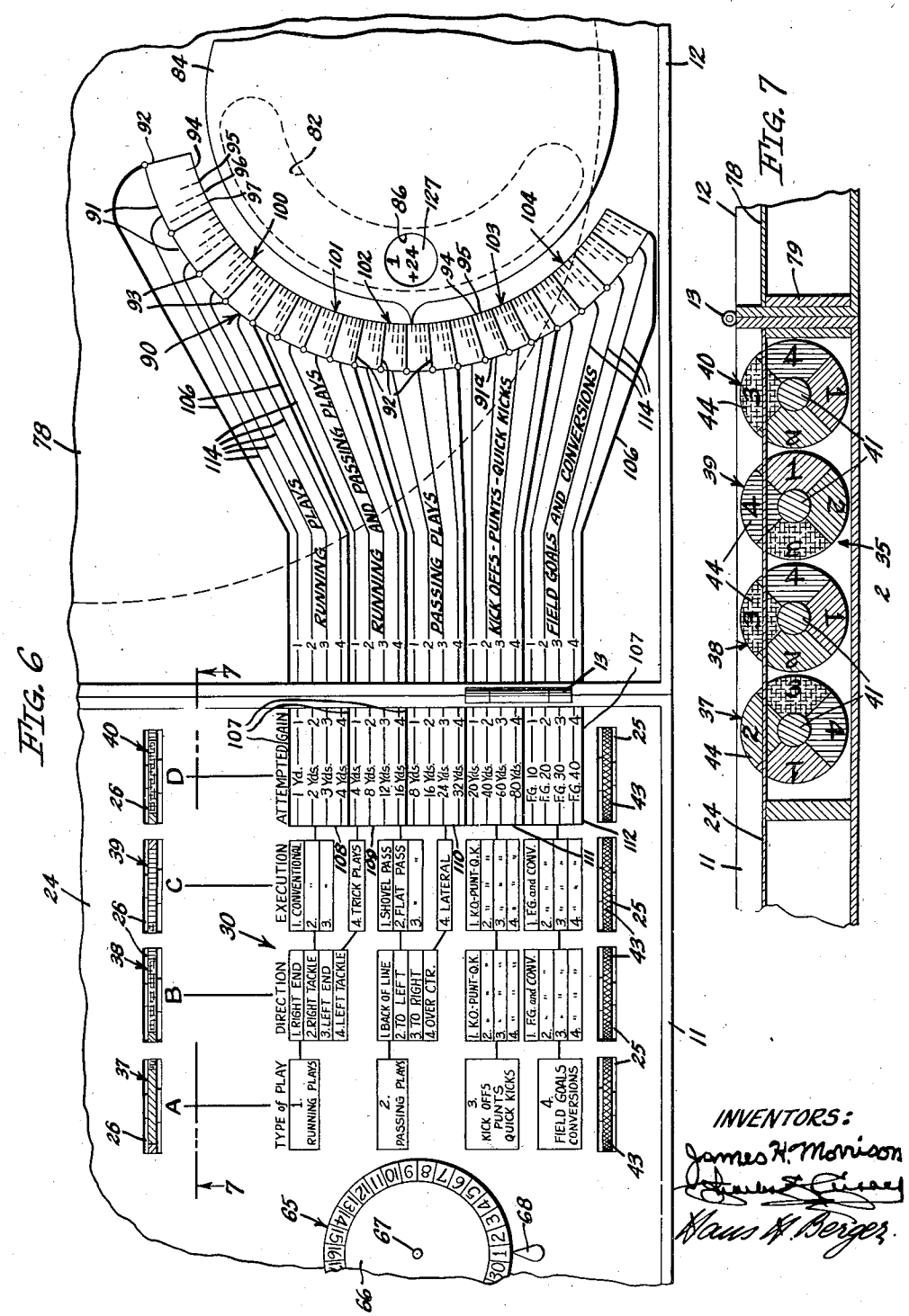


FIG. 6

FIG. 7

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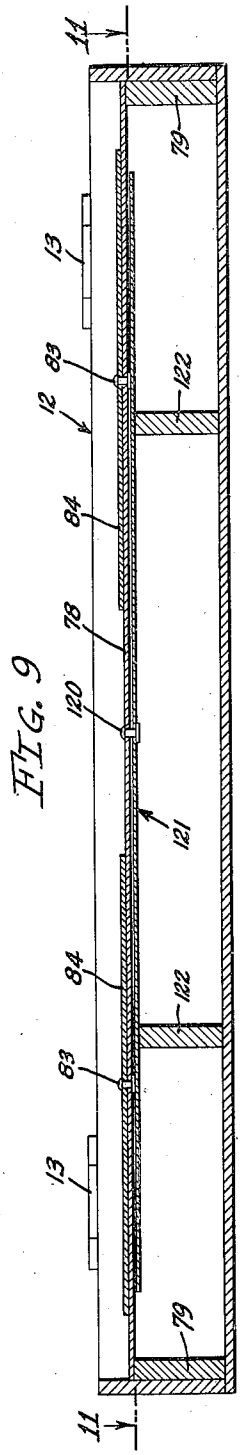


FIG. 9

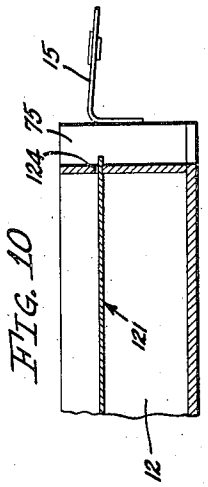


FIG. 10

FIG. 8

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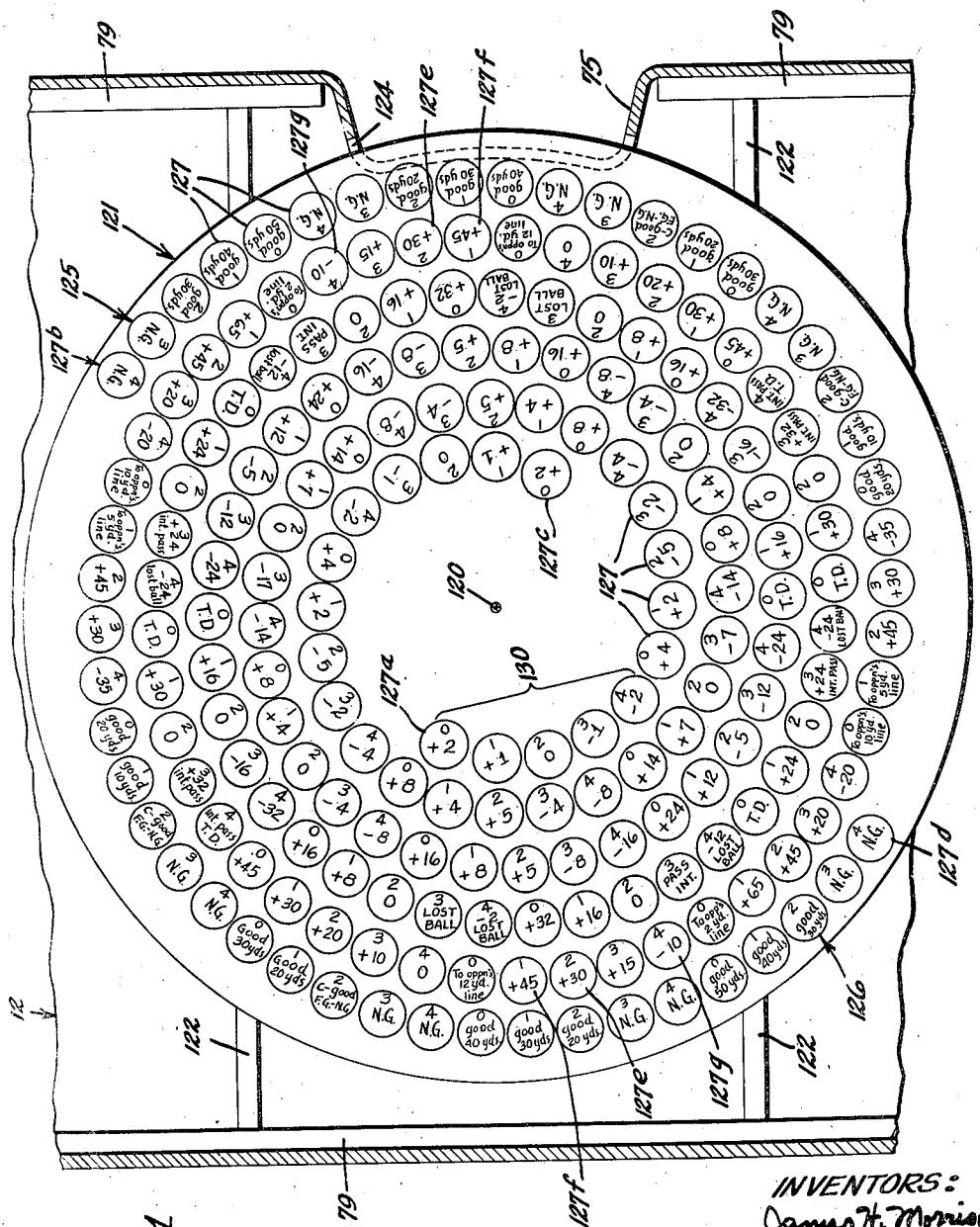


FIG. 11

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UNITED STATES PATENT OFFICE

2,275,306

GAME APPARATUS

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Application July 20, 1940, Serial No. 346,620

14 Claims. (Cl. 273—94)

Our invention relates to games and more particularly to a game apparatus simulating the game of football or other similar competitive athletic games.

In the majority of games simulating football and the like, the playing is based entirely on chance and little or no skill and judgement is required by the players. Such games, depending substantially on chance, lack appeal and do not retain the interest of the players. Furthermore, such games do not offer the educational advantages afforded by games requiring skill and knowledge on the part of the players.

An object of our invention is to provide a game apparatus simulating football or the like which is based on the skill and judgement of the players as well as on the element of chance.

A further object of our invention is to provide such a game apparatus which will enable the players thereof to increase their knowledge and understanding of the game simulated by the apparatus.

Still another object of our invention is to provide a game apparatus in which offensive and defensive plays may be selected by the players and in which the gains or losses resulting from the plays may be determined by the extent to which the offensive plays are anticipated by the defense.

A further object of our invention is to provide a game apparatus simulating the game of football in which the chances of making large or small gains by certain plays are comparable to the chances of making such gains by the execution of similar plays in a real game of football.

Still another object of our invention is the provision of a football game apparatus in which a wide variety of plays similar to those employed in the real game of football may be used.

Further objects and advantages will become apparent in the following description taken in connection with the accompanying drawings in which:

Fig. 1 is a plan view of a preferred embodiment of football game of our invention shown in open position ready for play.

Fig. 2 is a fragmentary plan view similar in part to Fig. 1 but showing a modified form of the game of our invention.

Fig. 3 is a vertical sectional view taken on the line 3—3 of Fig. 2.

Figs. 4 and 5 are perspective views of certain playing pieces used in connection with the game apparatus of our invention.

Fig. 6 is an enlarged, fragmentary plan view of a portion of the game apparatus shown in Fig. 1.

Fig. 7 is a vertical sectional view taken on the line 7—7 of Fig. 6.

Figs. 8 and 9 are enlarged vertical sectional views taken on the lines 8—8 and 9—9 of Fig. 1.

Fig. 10 is a fragmentary vertical sectional view taken on the line 10—10 of Fig. 1.

Fig. 11 is a fragmentary horizontal sectional view slightly reduced in scale and taken on the line 11—11 of Fig. 9.

Referring specifically to the drawings, a football game apparatus 10, comprising a preferred embodiment of our invention, is shown in Figs. 1 and 4 to 11 inclusive. The apparatus 10 includes a box comprised of halves 11 and 12 joined by hinges 13 as seen in Fig. 1. Mounted on one side of the half 11 are snaps 14 for engagement with straps 15 fixed to the half 12 for the purpose of retaining the box in closed position when the game 10 is not in use. Mounted in the half 11 are side rails 20 and a center rail 21 as seen in Fig. 8.

Mounted in the half 11 on the rails 20 and 21 is a panel 24 made of a sheet of magnetic material such as iron, or the like. Formed through the panel 24 are groups of four holes 25 adjacent opposite sides of the half 11 and a group of eight similar holes 26 disposed centrally of the half 11. Printed on the panel 24 between the holes 25 and 26 are two identical charts 30 one of the latter being shown in detail in Fig. 6. Each of the charts 30 includes four vertical columns A, B, C, and D. The column A, as seen in Fig. 6, indicates four general types of plays commonly employed in the game of football. The column B indicates the direction in which each of the plays indicated in column A is executed. Column C relates to the manner of execution of the various plays and column D indicates various amounts of gains to be attempted by the execution of any one of the plays listed in column A.

Mounted below the panel 24, as seen in Figs. 7 and 8, is a pair of identical play-selecting units 35 and 36. Each of the units 35 and 36 includes four rotatable elements 37, 38, 39, and 40 comprising rods 41 journaled at the opposite ends by means of pins 42 extending into suitable holes provided in rails 20 and 21 as seen in Fig. 8. Fixed on the outermost ends of each of the elements 37 to 40 is a knurled thumb wheel 43 upper portions of the wheels 43 extending through the holes 25 of the panel 24 as seen in Figs. 1 and 8. Fixed on the innermost ends of the rods 41 are discs 44 outermost faces of which, as seen in Fig.

7, are divided into four segments indicated by the numerals 1, 2, 3, and 4 and colored green, brown, yellow, and red respectively.

Printed or otherwise indicated on the panel 24, as seen in Fig. 1, is a diagram simulating a football playing field 50 having the yards indicated thereon by suitable lines 51. Movable centrally on the field 50 is a playing piece 52 shaped to represent a football. The football 52 is preferably formed of permanently magnetized material relieved centrally on the under side thereof as shown in Fig. 5 to provide magnetic poles 53 and 54. Also movable on the field 50 adjacent one side thereof is a yard marker 55 formed in the same manner and of the same material as the football 52.

Mounted on the panel 24 at each end of the playing field 50 is a score-keeping device 58 comprised of lower and upper discs 59 and 60 respectively rotatable on a central pin 61 as seen in Fig. 1. Numerals 0 to 9 appear on each of the discs 59 and 60. Adjacent each of the score-keeping devices 58 is a pointer 62, the combination of numerals formed by the two discs 59 and 60 adjacent the pointer 62 indicating the score of the player at the opposite side of the game 10.

Mounted on opposite sides of the panel 24, as seen in Fig. 1, are time-keeping devices 65, each of which includes a disc 66 rotatable on a pin 67. The discs 66 are divided into 30 divisions, the latter being indicated by the numerals 1 to 30. Stationary pointers 68 are indicated adjacent each of the discs 66 for registration with the enumerated divisions of the latter. Each time a play is executed on the game 10 of our invention the discs 66 of the time-keeping devices 65 are moved one division to record the execution of each play. During the course of play, as described hereinafter, a complete revolution of each of the discs 66 indicates one quarter of play there being approximately thirty plays per quarter in a real game of football.

Rotatably mounted on the panel 24 between the time-keeping devices 65, is a disc 70 bearing numerals 1 to 4 as shown in Fig. 1. Adjacent the disc 70 appears the word "down." Upon the completion of each down, the disc 70 is rotated a quarter of a revolution so that the numeral adjacent the word "down" indicates the number of downs consumed in the series.

The aforementioned half 12 of the box is of the same size as the half 11 and is formed as seen in Fig. 1 to provide a depression indicated by the numeral 75 at the right side of the half 12. Mounted in the half 12, as seen in Figs. 1, 6, 7, and 9, is a panel 78 supported on rails 79.

The panel 78 is formed to provide a pair of arcuate slots 82 concentrically related to pins 83 as seen in Fig. 1. Rotatably mounted on each of the pins 83 is a rotary selector disc 84 having pointers 85 formed on the periphery thereof and an opening 86 formed therethrough, the opening 86 being in vertical alignment with the slot 82 of the panel 78. Printed or otherwise indicated on the panel 78 is a pair of identical, arcuate selector scales 90 disposed in concentric relation with the selector discs 84.

Reference is now made to Fig. 6 showing one of the scales 90 on a larger scale. Each of the scales 90 is divided into twenty units 91 separated by lines 92, a small circle 93 appearing at outer ends of each of the lines 92. Between the lines 92 in each of the units 91 is a single mark 94 and three groups 95, 96, and 97 of similar marks. The groups 95, 96, and 97 are comprised of two, three and four marks respectively. Each of the units 91 is identical with the other units 91 of the scale 90 with the exception that the units 91 of the central portion of the scale 90 are more condensed than those at the end portions of the scale 90.

The twenty units 91 of each of the scales 90 are divided into five groups 100, 101, 102, 103, and 104, each of these groups containing four of the units 91. Extending leftward from opposite ends of each of the groups 100 to 104 inclusive of the units 91 are heavy lines 106 which converge as seen in Fig. 6, and then extend horizontally to the edge of the panel 78 into horizontal alignment with similar heavy lines 107 extending horizontally across the column D of the chart 30 dividing this column into five sections 108, 109, 110, 111, and 112. These sections relate, as described hereinafter, to the groups 100 to 104 of the units 91 of the scale 90.

Each of the sections 108 to 112 inclusive of the column D indicates a series of four attempted gains to be made by an offensive player as hereinafter described. Extending from each of the units 91 of the arcuate selector scale 90 to a corresponding attempted gain appearing in the column D of the chart 30 is a line 114.

Rotatably mounted beneath the panel 78 on a pin 120, as seen in Figs. 1, 9, and 11, is a chart disc 121. The disc 121 is supported on its under side by rails 122 provided in the half 12 of the box, a portion of the periphery of the disc 121 extending through a suitable slot 124 provided in the depressed portion 75 of the half 12 to permit manual rotation of the disc 121 for a purpose to be described hereinafter.

Printed or otherwise indicated on the disc 121 are two series 125 and 126 of circular units 127. The series 125 starts near the center of the disc 121 with the circular unit indicated at 127*a* and progresses in a spiral manner terminating adjacent the periphery of the disc 121 at the unit indicated at 127*b*. The series 126 is identical with the series 125 and starts with an inner unit indicated at 127*c* and ends with an outer unit 127*d*.

Each of the series 125 and 126 is comprised of one hundred of the units 127. The units 127 of each of the two series thereof comprise successive groups of five of the units 127, one of these groups of five being indicated by the numeral 130 in Fig. 11. The five units 127 of each of these groups bear the numerals 0 to 4 inclusive. The numerals 0 to 4 being positioned at one side of the units 127 while certain numerals and indicia appear centrally on each of the units 127. For example: The indicia appearing on the units of the group indicated at 130 are "+2", "+1", "0", "−1", and "−2", indicating 2 yards gained, 1 yard gained, no gain, one yard lost, and 2 yards lost, respectively. It will be noted that each of the groups of five of the units 127 of each of the series 125 and 126 thereof indicate similar gains, no gains, and losses had by the offensive player as described hereinafter.

Most of the units 127 indicate various amounts of yards gained or lost while others of the units 127 bear the letters T. D. (touchdown), 0 (no gain), +24 int. pass (offensive player gains 24 yards but loses ball on pass interception). The units 127 at the outer portions of each of the series 125 and 126 relate to field goals and conversions, indicia appearing in these units 127 being: C—Good, F. G.—N. G. (conversion good—field goal no good), N. G. (no good).

It will be noted in Fig. 11 that each of the series 125 and 126 of the units 127 is identical, that is, each of the units of one of the series 125 or 126 is identical with the diametrically opposed unit 127 of the other series. The purpose of providing two identical series 125 and 126 is to enable the players at each side of the game to observe the identical ones of the units 127 when ascertaining results of an executed play.

Operation

The game 10 of our invention is usually played by two players hereinafter referred to as the offensive player and defensive player. In Fig. 1 the opposite sides of the game 10 are indicated by the letters X and Y hereinafter referred to.

Prior to starting the play, a removable member 140 shown in Figs. 1 and 8 is positioned on the panel 24 between the play selecting units 35 and 36 to prevent one player from seeing the selections made by his opponent until the selections are compared.

Assuming that the player at the side X of the game starts the play, the football 52 is placed on the 40 yard line, as seen in Fig. 1, and a kick-off play is executed in the following manner: The offensive player at the side X, by means of the leftmost thumb wheel 43, rotates the disc 37 until the numeral 3 thereon appears above the surface of the panel 24. As seen in Fig. 6, the numeral 3 in the column A of the chart 30 designates the kick-off play this play being also indicated by the numeral 3 on the disc 37. After adjusting the disc 37 to indicate a kick-off play, the offensive player then selects any number he desires on the two center discs 38 and 39 at random it being noted on the chart 30 that no selection as to direction and execution of a kick-off play is available. The disc 40 is then adjusted in accordance with the number of yards desired to gain by means of the kick-off, it being noted that the section 111 of column D of the chart 30 indicates selections of 20, 40, 60, and 80 yards. The maximum yardage possible on a kick-off play is obviously 60 yards so that the player kicking off may select the yardage indicated by the numerals 1, 2, or 3 only when making a kick-off.

During the time the player kicking off is adjusting the discs 37 to 40 inclusive at his side of the game 10, the defensive player at the side Y makes similar adjustments on the discs 37 to 40 at his side of the game 10 in an effort to anticipate the selections being made by the player kicking off. As the type of play is known at the kick-off, the selection of the kick-off play by the defensive player is obvious thus resulting in similar selection being made as to the type of play at the kick-off. However, the discs 38, 39, and 40 at the side Y are adjusted by the defensive player in a chance effort to anticipate the remaining three selections made by his opponent.

After each player has completed his selections, the member 140 is removed to permit comparison of the pairs of discs 37 to 40. Assuming that two of the selections made by the offensive player are anticipated by the defensive player, the selector discs 84 and chart disc 121 are manipulated to ascertain the results of the kick-off play in the following manner: The selector discs 84 are rotated until the pointers 85 thereof are opposite the group 103 comprising the four units 91 relating to kick offs. The particular one of the units 91 of the group 103 thereof which relates to the play at hand is selected in accordance with the number of yards attempted on the play, this being indicated by the numeral 1, 2, or 3 of the section 111 of the column D of the chart 30. If the player kicking off had, for example, selected 40 yards for the attempted kick-off, the particular one of the units 91 of the group 103 is that indicated by the numeral 91*a* of Fig. 6. It being noted that of one of the lines 114 extends from the "40 yards" designated on the chart 30 to the unit 91*a*. As the defensive player anticipated two selections made by the offensive player, the pointer 85 of the selector disc 84 is moved into alignment with the group 95 of the unit 91*a* comprising two marks indicating two anticipations. After each player has adjusted his selector disc 84 in this manner, the chart disc 121 is rotated until one of the units 127 thereof moves into alignment with each of the openings 86 of the selector discs 84.

It will be noted at this time that when one of the selector discs 84 is moved so that the pointer 85 thereof registers with one of the graduations of the scale 90 that only one of the units 127 may be aligned with the opening 86 and the one of the units 127 which does line up with the opening 86 is the one which relates to the play in question. In order to insure the location of the proper one of the units 127 relating to the play in question, the players may, in addition to selecting the unit 127 which lines up with the opening 86, observe the numeral appearing at the top of the unit 127 which should compare with the number of anticipations made by the defensive player.

When the selector disc 84 and the chart disc 121 are adjusted in the manner described to ascertain the results of the kick-off play, the two identical units 127 which appear through the openings 86 are indicated by the numerals 127*e* of Fig. 11 indicating that the player kicking off has gained 30 yards on the kick-off play. Had the opponent anticipated but one of the offensive players selections at the kick off the results would have been a 45 yard gain as indicated on the units 127*f* indicated in Fig. 11. If the defensive player had, for example, anticipated all four of the offensive player's selections on the kick off, the defensive player would have suffered a 10 yard loss as indicated by the units designated at 127*g*.

After the execution of the kick-off play, the football 52 is moved from the position in which it is shown in solid lines in Fig. 1 to the dotted line position on the 30 yard line of the player receiving the kick off. The yard marker 55 is moved to extend from the 30 to the 40 yard line thus indicating the 10 yards to be made by the offensive player at the side Y in 4 downs. The member 140 is replaced to prevent each player from seeing the selections of the other and the player at the side Y, who now becomes the offensive player, adjusts his discs 37 to 40 in a manner similar to that aforedescribed.

The offensive player after the kick off may select one from the plays indicated in column A of the chart 30 in the same manner as done by the quarter-back in football. The results of all plays executed are ascertained from the chart disc 121 in the same manner aforedescribed relative to the kick-off play. The amount of losses and gains in the game 10 of our invention relative to the type of play attempted is substantially similar to the real game of football in that small gains and losses are had by conventional running plays whereas larger gains or

losses are made when employing trick running plays and passing plays. The net amount of gain or loss depending, of course, upon the number of anticipations made by the defensive player of the selections made by the offensive player.

A record of the downs is kept by rotating the disc 70 and if a player fails to make the necessary 10 yards in one series of 4 downs the ball is lost to the opponent in accordance to the well known rules of football. After the execution of each play, the players rotate the discs 66 of the time-keeping devices 65 one unit to indicate the number of plays executed and when 30 plays have been executed one quarter of the game is completed.

The football 52 and yard marker 55 remain in any position to which they are adjusted by means of the magnetic attraction between these permanently magnetized elements and the magnetic material of which the panel 24 is made.

Reference is now made to Figs. 2 and 3 of the drawings in which we have shown a slight modification 150 of the game of our invention. Parts of the modification 150 which are similar to the preferred form of game 10 being indicated by similar reference numerals with primes added thereto. The panel 24' of the modified form 150 is made of a more inexpensive, non-magnetic material such as cardboard and the like. Fixed on the panel 24' in superposed relation to the playing field 50' is a pair of strips 151 and 152 made of iron or similar magnetic material. The football 52' and yard marker 55' are moved along the strips 151 and 152 respectively and retained in any position to which they may be adjusted along these strips by the magnetic attraction between these permanently magnetized bodies and the strips 151 and 152. The object of the modified form 150 of our invention is primarily to save the expense of constructing the entire panel 24' of magnetic material for the purpose of retaining the football 52' and yard marker 55' in position, this purpose being accomplished by the narrow strips 151 and 152.

Although we have shown and described but one preferred and one modified form of game of our invention, it is to be understood that various changes and modifications may be made therein without departing from the spirit of the invention and the scope of the appended claims.

We claim as our invention:

1. In a game apparatus, the combination of: means operated by a given player of said game for selecting one of a plurality of offensive plays; means operated by said given player for selecting one of a plurality of gains to be attempted by said selected play; means operated by another player for selecting a defense against any one of said offensive plays and against any one of said attempted gains; and means for indicating a gain or loss by said given player in accordance with the accuracy in which said selected defense anticipates said selected offense.

2. In a game apparatus simulating a competitive athletic game, the combination of: a plurality of movable members operable by an offensive player of said game; indicia on a primary one of said movable members indicating a plurality of offensive plays characteristic of said competitive game; indicia on each of the others of said movable members indicating a plurality of characteristics of the offensive plays indicated on said primary movable member, said plurality of movable members enabling said given player to select an offensive play and a plurality of characteristics of said play; a similar plurality of movable members operable by a defensive player of said game to enable said defensive player to select an attempted defense against the selections of said offensive player; and means indicating a gain or loss by said offensive player in accordance with the number of offensive selections anticipated by the selections of said defensive player.

3. A combination as in claim 2 in which the indicia on said movable members includes colored sections to facilitate comparison of said movable members following the selection of said players.

4. In a game, the combination of: means operable by an offensive player of said game for selecting one of a group of plays; means operable by said offensive player for selecting a plurality of characteristics relating to said selected play, one of said characteristics being the amount of gain said offensive player desires to make as a result of the execution of said selected play; means operable by a defensive player of said game for selecting a possible defense against said selected play and said plurality of characteristics selected by said offensive player; and means for determining the gain, no gain, or loss had by said offensive player, in accordance with the number of selections made by said offensive player which are anticipated by said defensive player, the amount of said gain or loss being proportional to the amount of gain attempted by said offensive player.

5. In a game apparatus, the combination of: primary means operable by an offensive player of said game for selecting one of a plurality of offensive plays; secondary means operable by said offensive player for selecting one of a plurality of gains to be attempted; means operable by a defensive player for making similar selections in an attempt to anticipate the selections of said offensive player; a chart having a plurality of units of indicia provided thereon, each of said units indicating a gain, no gain, or loss to be had by said offensive player; and means for selecting one of said units in accordance with the number of selections of said offensive player which are anticipated by the selections of said defensive player.

6. In a game apparatus, the combination of: primary means operable by an offensive player of said game for selecting one of a plurality of offensive plays; secondary means operable by said offensive player for selecting one of a plurality of gains to be attempted; means operable by a defensive player for making similar selections in an attempt to anticipate the selections of said offensive player; a chart having a plurality of units of indicia provided thereon, each of said units indicating a gain, no gain, or loss to be had by said offensive player, said chart being substantially hidden from the vision of said players; and means for exposing the one of said units indicating the gain, no gain, or loss had by said offensive player in accordance with the number of offensive selections anticipated by said defensive selections.

7. In a game apparatus, the combination of: primary means operable by an offensive player of said game for selecting one of a plurality of offensive plays; secondary means operable by said offensive player for selecting one of a plurality of gains to be attempted; means operable by a defensive player for making similar selections in an attempt to anticipate the selections

of said offensive player; a chart having a series of units of indicia provided thereon, said series of units comprising a plurality of groups of said units, each of said groups relating to one of said plurality of gains to be attempted, the units of each of said groups indicating a gain, no gain, or loss to be charged to said offensive player; and means for selecting one group of said units in accordance with the attempted gain selected by said offensive player and selecting one unit of said group in accordance with the number of offensive selections anticipated by said defensive selections.

8. In a device for selecting a certain one of a number of units, the combination of: a chart having said number of units indicated thereon, said chart being movable in a given path; stationary means having a scale indicated thereon, said scale having a plurality of graduations, each of which represents a given factor related to one of said units; a movable selector superposed on said chart, said selector having a pointer to enable setting said selector in a given position relative to one of said graduations; and means formed on said selector for defining the one of said units related to the factor represented by the graduation on said scale to which said selector is set, said related unit being selected by moving said chart until said unit comes into alignment with the defining means of said selector.

9. In a device for selecting one of a plurality of units related to one of a plurality of factors, the combination of: a rotatable disc, said units being indicated on said disc and arranged in a spiral about the center of said disc; a movable selector superposed on said disc, said selector being formed to provide means for defining one of said units; a scale having a graduation for each of said factors; and means for indicating the position of said selector relative to said scale to enable setting said selector in relation to a given one of said factors represented by one of said graduations, the unit of said disc related to said given factor being selected by rotating said disc until said related unit moves into alignment with said defining means of said selector.

10. In a game apparatus, the combination of: a panel; a pair of independently rotatable elements mounted below said panel, said elements being disposed in axial alignment, adjacent extremities of each of said rotatable elements being divided circumferentially into a plurality of segments, the segments of each of said elements being identified with a plurality of plays common to each of said elements, said panel having suitable apertures for exposing one of the segmental portions of each of said rotatable elements; means enabling players at opposite sides of said panel to rotate said elements, either one of said rotatable elements enabling a player to select an offensive play, the other of said elements enabling the opposing player to select an attempted defense against the selection of the offensive player.

11. A combination as in claim 10 in which the segments of each of said elements are of different colors, corresponding plays being represented by the same colors in said pair of elements.

12. In a game apparatus, the combination of: a panel; a primary play selecting unit comprising a plurality of rotatable elements mounted below said panel, corresponding end portions of each of said elements being divided circumferentially into a plurality of segments, the segments of a primary one of said elements being identified with a group of plays, the segments of the other rotatable elements of said unit being identified with characteristics of the plays represented on said primary element; a secondary play selecting unit similar to said primary unit, the rotatable elements of said secondary unit being axially aligned with corresponding elements of said primary unit, the segmentally divided end portions of the elements of one unit being adjacent the similar end portions of the elements of the other of said units, said panel having suitable apertures for exposing said segmentally divided end portions; means enabling players at opposite sides of said panel to rotate said elements, either one of said play selecting units enabling a player to select an offensive play and a plurality of characteristics of said selected play, the other of said play selecting units enabling the opposing player to select an attempted defense against the selections of the offensive player.

13. A combination as in claim 12 in which one of the rotatable elements in each of said primary and secondary play selecting units enables the selection of the amount of gain to be attempted on a given play.

14. In a game apparatus, the combination of: a panel; a primary play selecting unit comprising a plurality of rotatable elements mounted below said panel, corresponding end portions of each of said elements being divided circumferentially into a plurality of segments, the segments of a primary one of said elements being identified with a group of plays, the segments of the other rotatable elements of said unit being identified with characteristics of the plays represented on said primary element; a secondary play selecting unit similar to said primary unit, the rotatable elements of said secondary unit being axially aligned with corresponding elements of said primary unit, the segmentally divided end portions of the elements of one unit being adjacent the similar end portions of the elements of the other of said units, said panel having suitable apertures for exposing said segmentally divided end portions; means enabling players at opposite sides of said panel to rotate said elements, either one of said play selecting units enabling a player to select an offensive play and a plurality of characteristics of said selected play, the other of said play selecting units enabling the opposing player to select an attempted defense against the selections of the offensive player, one of the rotatable elements in each of said primary and secondary play selecting units enabling the selection of the amount of gain to be attempted on a given play, and means to indicate the result of a play in accordance with the number of offensive selections which are anticipated by the defensive selections.

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