C. H. WILKINS.

FOOTBALL GAME APPARATUS.

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1,412,987.

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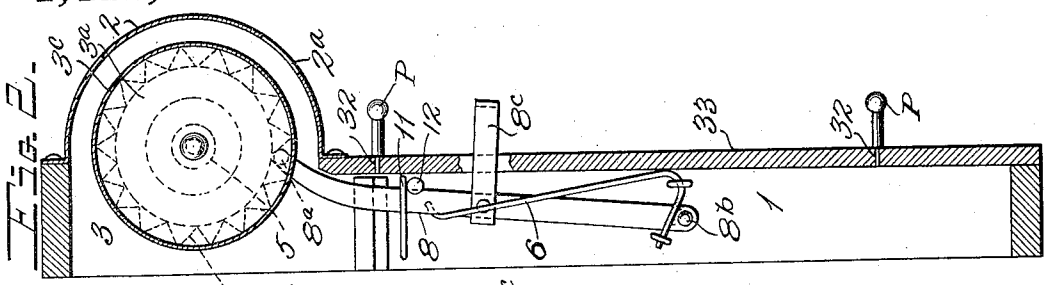


FIG. 2.

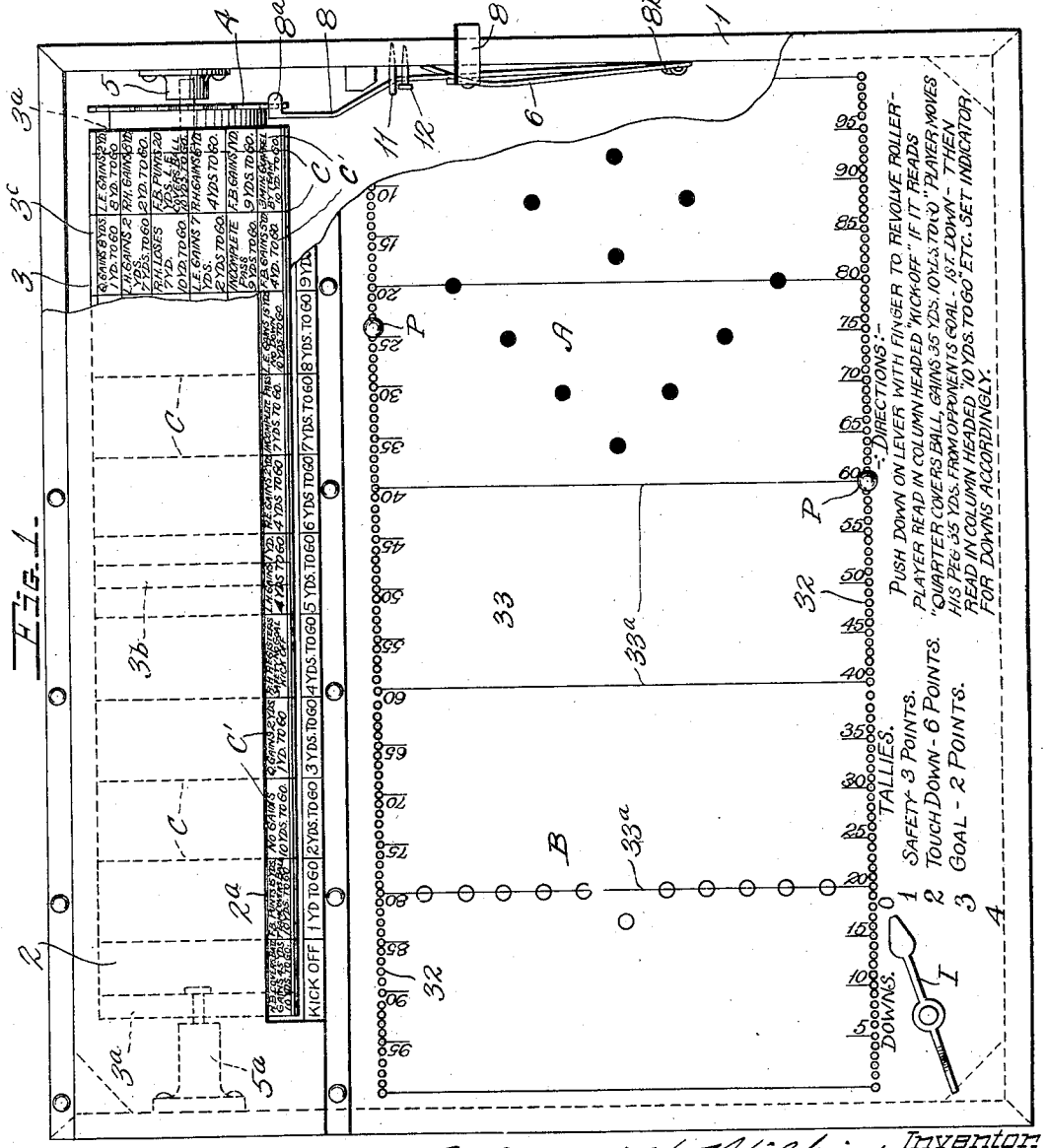


FIG. 1.

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FOOTBALL GAME APPARATUS.

1,412,987. Specification of Letters Patent. Patented Apr. 18, 1922.

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To all whom it may concern:

Be it known that I, CLYDE H. WILKINS, a citizen of the United States, residing at Lyndon, in the county of Whiteside and State of Illinois, have invented certain new and useful Improvements in Football Game Apparatus; and I hereby declare that the following is a full, clear, and exact description thereof, reference being had to the accompanying drawings, which form part of this specification.

This invention is a novel game apparatus particularly designed for use in playing imaginary foot ball and for teaching the game of foot ball. The object of the invention is to provide a novel game which will be pleasing to children and adults, and will enable them to play an imaginary game of foot ball understandingly, even if they are not originally familiar with the game, and will not only be interesting as a game in itself, but will also teach the game of foot ball to persons not familiar with the game or rules thereof.

The invention resides in the novel game apparatus illustrated in the accompanying drawings and hereinafter described with reference thereto; and in the claims the essentials of the invention and the novel features of construction and novel combinations of parts are summarized.

In the drawings;

Fig. 1 is a top plan view of the apparatus partly broken away.

Fig. 2 is a sectional view on the line 2—2 Fig. 1.

The game apparatus as shown comprises a substantially rectangular box or casing 1 which may be of any suitable construction and has a substantially flat top portion, the upper surface of which represents the "field" on which are lined up the "teams" as indicated at A and B. The team A is shown in position for receiving and the team B in position for "kick off"; the illustration shows the line up of the teams as in a modern foot ball game.

At each side of the field 33 are longitudinal rows of perforations 32 into which are inserted wooden pegs P representing the players; the position of the pegs in the holes being governed by the plays indicated on a movable cylinder as hereinafter explained.

The field is shown as divided by transverse lines 33^a, supposedly 40 yards apart as in the usual regulation game. For convenience the rows of perforations 32 are numbered at every 5th hole, the distance between the adjacent holes corresponding to yards. The numbers on the opposite sides of the field are arranged in reverse sequence. At one side of the box and inner side of the field is arranged a cylinder 3, which may be of any suitable construction and it is shown as composed of two end disks 3^a, 3^a and an intermediate disk 3^b surrounded by a cylindric metal shell 3^c. The cylinder is provided with end trunnions which are supported in brackets 5 and 5^a attached to opposite sides of the casing as shown.

The periphery of this cylinder is divided into a series of parallel circumferential columns C preferably 11 in number, and each column is divided into a series of equal spaces C′ and in each space C′ a certain "play" is specified. The spaces C′ in adjacent columns are equal—and extend in parallel rows lengthwise of the cylinder. The column of "plays" may be printed directly on the cylinder—or preferably are printed upon a sheet of suitable material which is fastened to the periphery of the cylinder. The printed sheet should correspond in extent with the circumference and length of the cylinder when applied thereto. The abbreviations used on said sheet are as follows; R. E.—right end; L. E.—left end; R. H.—right half; L. H.—left half; Q.—quarter; F. B.—full back.

For example the first circumferential column of "plays" on the cylinder would read;

"F. B. covers ball, gains 40 yds. 10 yds. to go;

Foul kick, kick over, R. H. covers ball, gains 50 yds. 10 yds to go;

Q. covers ball, gains 35 yds. 10 yds. to go;

R. E. covers ball, gains 90 yds. 10 yds. to go;

L. H. covers ball, gains 25 yds. 10 yds. to go;

L. E. covers ball, gains 65 yds. 10 yds. to go;

Q. makes touch down, kicks goal, kick off;
F. B. covers ball gains 45 yds. 10 yds. to go;
R. H. covers ball gains 60 yds. 10 yds. to go;
L. E. covers ball gains 30 yds. 10 yds. to go;
L. H. covers ball gains 55 yds. 10 yds. to go;
Q. covers ball gains 35 yds. 10 yds. to go;
R. E. covers ball gains 45 yds. 10 yds. to go;
L. H. covers ball gains 40 yds. 10 yds. to go;
L. E. covers ball gains 30 yds. 10 yds. to go."

Each one of the other circumferential columns contains various other directions for "plays".

The spaces in the adjacent columns are in alinement, and for example the first longitudinal row of spaces C' extending longitudinally of the cylinder would read;

"L. E. covers ball, gains 30 yds. 10 yds. to go;
No gains, 1 yd. to go;
F. B. punts 20 yds. team covers ball, 10 yds. to go;
Q. gains 4 yds. no downs, 10 yds. to go;
L. H. gains 2 yds. 2 yds. to go;
R. H. makes touch down, no goal kick, kick off;
F. B. gains 2 yds. 4 yds. to go;
Foul play loses ball to opponent, no downs, 10 yds. to go;
R. H. gains 5 yds. 3 yds. to go;
Time out, man hurt, 9 yds. to go;
L. E. gains 12 yds. no downs 10 yds. to go."

The cylinder in the example shown projects above the plane of the field, but is partly enclosed in the box 1, and partly in a curved parti-spherical cover 2 which forms part of the top of the box, and is attached to the box as indicated in Figs. 1 and 2. This cover 2 may be made of tin or other suitable material and is provided with a longitudinal slot 2^a in its front side through which the plays indicated on one longitudinal row of spaces C on the cylinder are displayed. Below the slot 2^a and upon the outer face of the cover 2, may be displayed or printed a series of directions *d*, by which the different plays are governed, there being one for each section and in the example shown these directions read; Kick off; 1 yard to go; 2 yds. to go; 3 yds. to go; 4 yds. to go; 5 yds. to go; 6 yds. to go; 7 yds. to go; 8 yds. to go; 9 yds. to go; 10 yds. to go.

Attached to one end of the cylinder 3 is a toothed disk 4 the teeth of which are adapted to be engaged by a lug or tooth 8^a on the free end of the lever 8 which is pivoted at 8^b to the adjacent end wall of the box 1. This lever 8 is normally upheld by any suitable spring means. A spring 6 is shown adapted to raise the lever and normally hold it in the position shown in Fig. 2 in which position the tooth 8^a is engaged between two of the teeth of the disk 4, and when so engaged holds the cylinder stationary. The upward movement of the lever 8 may be limited by a pin 12. This lever may be guided in its movements by a loop 11.

Lever 8 has a finger piece 8^c which projects above the top of the field through a suitable opening in the top plate of the casing in convenient position to be engaged by the finger.

In playing the game the lever 8 should be quickly depressed by pressure on the piece 8^c, and when thus depressed the tooth 8^a engaging one of the teeth of the disk 4 causes it to revolve the cylinder on its axis. The tooth 8^a disengages the disk when the lever is fully depressed, and permits the cylinder to revolve freely. When the lever is released the tooth 8^a engages with the teeth of disk 4 and arrests the rotation of the cylinder, and then turns it back and stops it (when the lever has returned to the position shown in Fig. 2) so that one of the longitudinal rows of "plays" on the periphery of the cylinder is opposite the sight opening 2^a, as indicated in Fig. 1, and can be read by the players.

The directions for playing the game are displayed on the cover at the outer side of the field the directions being as follows;

"Push down on lever with finger to revolve roller. Player read in column headed 'kick off'. If it reads Quarter covers ball, gains 35 yds. 10 yds. to go player moves his peg 35 yards from opponent's goal. 1st down. Then read in column headed 10 yds. to go, etc. Set indicator for downs accordingly."

Pivotally mounted on the cover 1^n at one side of the "field" is a pointer I by which the "downs" are indicated. A tally index is printed on the cover adjacent this pointer, the tally reading as follows; 1. Safety—3 points; 2. Touch down—6 points; 3. Goal—2 points.

Small movable pegs or pins P are provided, preferably one for each player, which pins can be placed in the rows of holes 32 at the opposite sides of the field in accordance with the "plays" indicated through the slot 2^a, the players alternately operating lever 8 and the movements of the "team" and position of the pegs being determined by the "plays" appearing on the cylinder at the opening 2^a.

Operation.

By quickly pressing down the actuating lever 8 the cylinder is caused to revolve freely so long as the lever is held depressed. When the lever is released it is raised by the spring, and tooth 8^a engages the toothed disk

4 and stops the rotation of the cylinder, and as the lever rises the cylinder is turned backward a distance equal to about two horizontal rows of "plays", and some one of the horizontal rows of plays on the cylinder is brought opposite slot 2^a through which same can be read by the players, the lever holding the cylinder at a fixed position while the plays are being read by the players.

What I claim is:

1. A game apparatus of the character specified comprising a casing having a top portion upon which indicia for the game "field" is displayed, said field having a row of perforations down each side of the field for the insertion of pegs, the perforations corresponding in number to the "yards" of the field, a rotatable cylinder in the casing at one side of the field bearing upon its periphery indicia for "plays" arranged in circumferential columns and longitudinal rows, the casing having a longitudinal sight opening adjacent the cylinder through which one of the rows of "plays" is visible; said casing bearing a row of indicia indicating "directions" adjacent the slot, there being one "direction" for each column of "plays" on the cylinder; and manually operable means for rotating the cylinder.

2. In a game apparatus as set forth in claim 1; a toothed wheel on the cylinder, a lever having a tooth engaging said toothed wheel, spring means for normally holding the lever in raised position with its tooth engaged with the wheel so as to lock the cylinder, and means for manually depressing the lever so as to disengage it from the toothed wheel and permit the cylinder to rotate; the lever reengaging and locking the wheel when released.

3. A game apparatus comprising a casing having indicia for a foot ball "field" on its top, and having a row of perforations down each side of the field for the insertion of pegs, the perforations corresponding in number to the length in "yards" of the field, a rotatable cylinder at one side of the field extending longitudinally thereof and rotatably mounted in the casing, said cylinder bearing upon its periphery circumferential columns of indicia for "plays" the "plays" in the adjacent columns being also arranged in rows extending longitudinally of the cylinder; said casing also bearing a series of indicia for "directions" by which the different plays are governed; and means for rotating the cylinder, substantially as described.

4. In a game apparatus as set forth in claim 3; a toothed wheel on the cylinder, a lever having a tooth engaging said toothed wheel, spring means for normally holding the lever in raised position with its tooth engaged with the wheel so as to lock the cylinder, and means for manually depressing the lever so as to disengage it from the toothed wheel and permit the cylinder to rotate; the lever reengaging and locking the wheel when released.

5. A game apparatus comprising a casing having indicia for a foot ball "field" on its top and having a row of perforations down each side of the field for the insertion of pegs, the perforations corresponding in number to the usual length in "yards" of the field; a rotatable cylinder at one side of the "field" extending longitudinally thereof and rotatably mounted in the casing, said cylinder bearing upon its periphery circumferential columns of indicia for "plays," the "plays" in the adjacent columns being also arranged in rows extending longitudinally of the cylinder provided with a longitudinal sight opening through which one longitudinal row of plays on the cylinder may be read; and a series of indicia for directions, one for each column of plays, adjacent the sight opening by which the different plays are governed; and means for rotating the cylinder, substantially as described.

6. In a game apparatus as set forth in claim 5; a toothed wheel on the cylinder, a lever having a tooth engaging said toothed wheel, spring means for normally holding the lever in raised position with its tooth engaged with the wheel so as to lock the cylinder, and means for manually depressing the lever so as to disengage it from the toothed wheel and permit the cylinder to rotate; the lever reengaging and locking the wheel when released.

In testimony that I claim the foregoing as my own, I affix my signature.

CLYDE HENRY WILKINS.