

[54] SIMULATED FOOTBALL GAME

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[58] Field of Search273/89, 94 R, 120 R

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[57] ABSTRACT

A game combining skill and chance for simulating a football contest between two opposing teams is disclosed. The game includes an elongated plate marked to simulate a portion of a football playing field and defensive players are movably positioned thereon. A "huddle" is provided for the offensive players. The "huddle" is mounted to a vertically pivotable arm and holds a projectile that is released upon an upper tilt of the lever with the direction and distance traveled by the projectile in part determining results of play. The "huddle" is remotely and secretly controllable by the offensive players so that the direction the projectile takes upon release is not known by the defensive player until the moment of release. Chance is provided by a play result indicator which utilizes a tilttable plate for rolling balls to a play result indicator; the play result indicator being presettable to the type of play desired by the offensive player.

8 Claims, 5 Drawing Figures

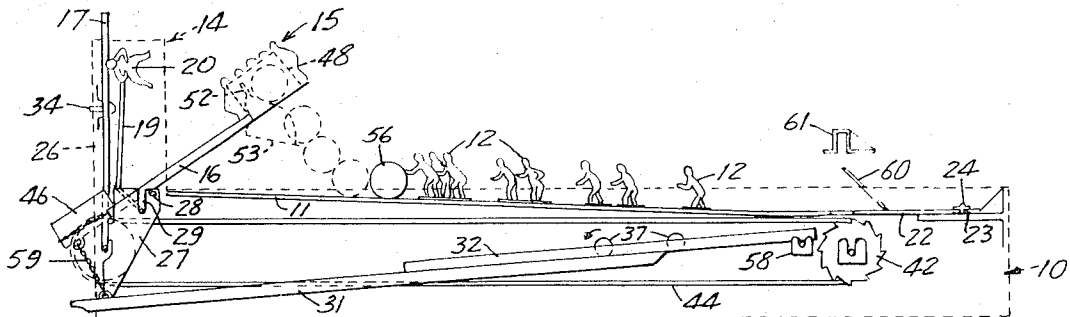


FIG. 1

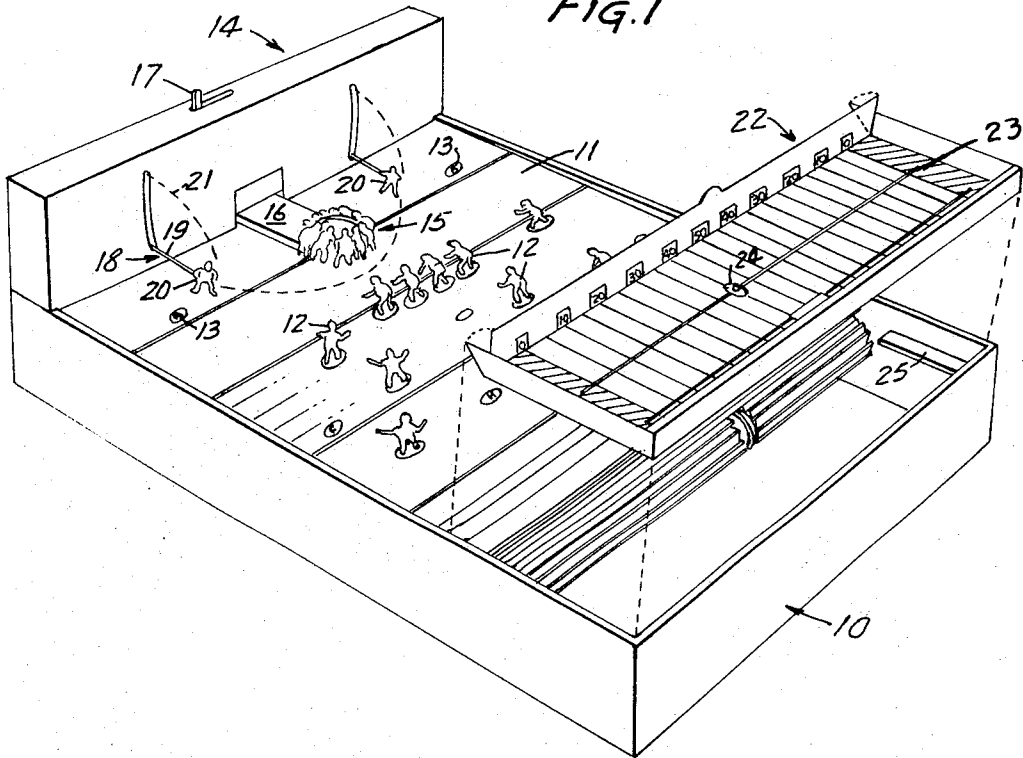
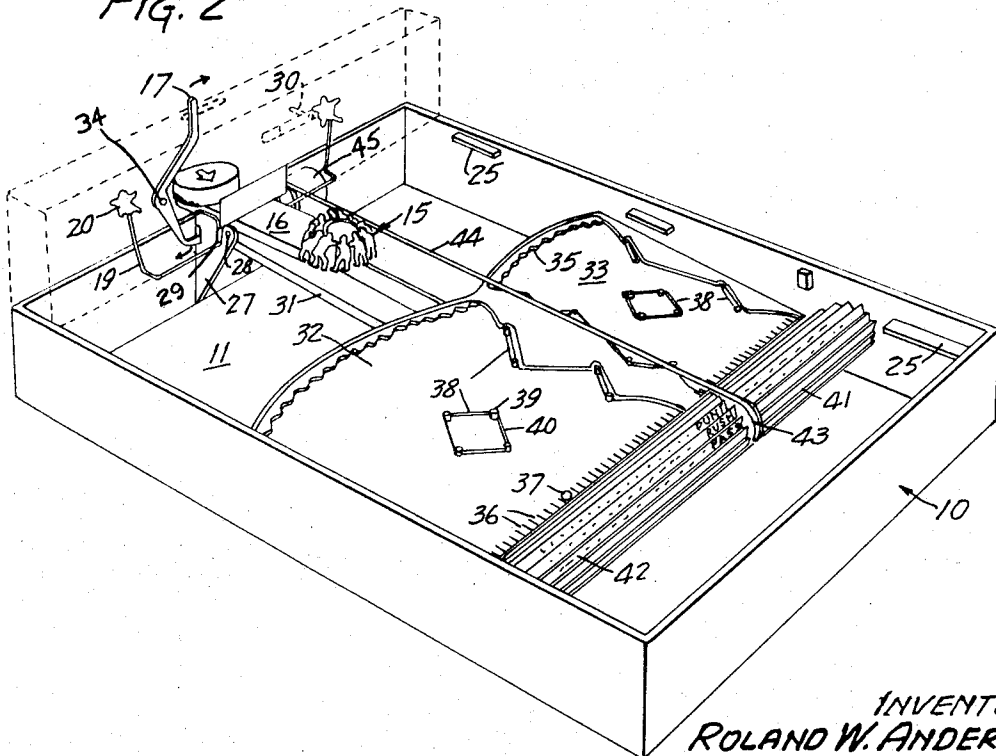


FIG. 2



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SIMULATED FOOTBALL GAME

The present invention relates to the art of simulated football games and is especially directed to such games wherein the relationship of skill and chance are made to approximate that of an actual football contest.

I am aware that there have been a large number of simulated football games made in the past which have attempted to capture the spirit of the actual football as it is played. However, none of the games which have been proposed heretofore have successfully simulated the wide variety of plays that take place in actual football games in a manner which gives the players a sense of actually being involved in the excitement of football play.

In accordance with my invention the offensive and defensive players both can utilize to a large degree their skills in deciding strategy as would be true in the actual game of football and yet have a reasonable approximation of the amount of chance that occurs in the course of playing actual football. This is accomplished by having the defensive player of the game have a number of individually manipulatable pieces which are desirably shaped to conform to that of football players and which can be positioned over a wide variety of defensive formations on the surface of the playing board. The offensive player has a projectile member which is positioned within a "huddle." This projectile simulates in large degree the action of an actual offensive ball carrier. The direction of release of the projectile is determined by the offensive player without the knowledge of the direction of release being communicated to the defensive player until the actual moment of release. The offensive player likewise has control of the type of play which is to be run by the offense. Once having made his decisions as to the type of play and the direction that the projectile will take the offensive player can no longer change these and the element of chance then enters into the game. The chance factor is provided by both the somewhat unpredictable motion of the projectile released from the "huddle" as well as by a second indicating media provided with the game.

IN THE DRAWINGS

FIG. 1 is a perspective view of a game in accordance with the invention with a portion of the upper surface raised to expose the play-indicating cylinder;

FIG. 2 is a perspective view of the game of FIG. 1 with the playing field and position field both removed to show the underlying workings of the game;

FIG. 3 is a perspective and somewhat schematic view of the huddle portion of the game with portions thereof exploded for clarity;

FIG. 4 is a side-elevational view with portions cut away and partly in phantom of the game with the huddle in the up and released position; and,

FIG. 5 is a side-elevational view with portions cut away and partly in phantom of the game with the huddle in the down position.

Turning first to FIG. 1 there is illustrated in perspective view the external portions of the game in accordance with the invention. The game includes a generally rectangular box member 10 which is provided with an upper playing surface 11 which is suitably marked to form a scrimmage portion of a total football field. Surface 11 will desirably have a downward slope

from panel 14 and may be slightly concave at the region adjacent panel 14. Positioned on the surface of the scrimmage field 11 are a plurality of defensive football playing figures 12 which are formed of some suitable material such as plastic and mounted on a flat base having a generally cylindrical outline. These defensive players 12 are movable about the surface of the scrimmage field 11 in accordance with the rules of the game which will be described more completely hereinbelow. Desirably the players 12 will be given some appropriate marking indicia to indicate their positions in the football game—for example: a C for Center, E for End, G for Guards and the like.

The surface of scrimmage field 11 is provided with a plurality of printed indicia 13 shown as having a letter designation. The function of these indicia will be described more completely below.

At one end of scrimmage field 11 there is provided a raised barrier member generally identified 14 and which conveniently consists of a rectangularly shaped box-like member. Centrally located on scrimmage field 11 and extending through barrier 14 is a huddle assembly 15. Huddle assembly 15 consists of a lever member 16 which has mounted to the forward end thereof a generally circular element containing a cylinder that is rotatable therewithin as will be seen more clearly in FIG. 3. This forward generally circular portion is shown as having a series of figures surrounding same in a manner similar to a football huddle commonly witnessed with an actual football game.

At the upper portion of barrier panel 14 there is shown a tip of a lever 17 which operates to release lever arm 16 to allow it to pivot thus raising the huddle assembly into the air. Also mounted within barrier panel 14 is a pass pocket assembly generally designated 18 which consists of a wire 19 having at the ends thereof simulated FIGS. 20. Dotted line 21 shows the pivotal motion of FIGS. 20 in passing from the stored position within barrier 14 onto the playing surface 11.

At the opposite end of the playing field from barrier panel 14 there is illustrated a position indicating field generally designated 22 which is printed to simulate the yardage markers of a regular football playing field. A slot 23 extends longitudinally down the playing field and has mounted therein an indicator 24 which can be utilized to show the relative position of the scrimmage line of the football game. Both position field 22 and scrimmage field 11 are supported by suitable means such as bracket 25 to keep them positioned at the upper edge of box 10.

Turning now to FIG. 2 there is illustrated in perspective view a football game in accordance with FIG. 1 with the upper scrimmage field 11 and position field 22 removed to show the under side workings of the game. Barrier panel member 24 is shown in dotted outline only so as to permit illustration of the internal workings thereof. In all of the figures like parts will have the same numeral designation. Depending from the rear wall 26 of box 10 is a pair of spaced bracket members 27 which are utilized for mounting various portions of the movable parts of the game. Lever element 16 is pivotally mounted to the forward portion of bracket 27 by a pin 28 so as to permit at least limited rotational movement of lever 16. Extending through a slot 29 in bracket 27 is wire 19 which permits pivotal motion of

FIGS. 20 from the stored position as shown in FIG. 2 to the down position shown in FIG. 1. A pass pocket button 30 is mounted in barrier assembly 24 so that pressing of this button from the backside of panel 14 pushes FIG. 20 into an over-center balancing position and allows it to drop down onto the surface of scrimmage field 11 as shown in FIG. 1.

Extending between the arms of bracket 27 is a lever member 31 which supports mixer trays 32 and 33. Mixer trays 32 and 33 are desirably joined to one another and are pivotally mounted at the end opposite lever arm 31 so as to permit a rotation of the trays through a limited angle depending upon the position of lever 31. The pivotal mounting for mixer trays 32 and 33 is best seen in FIGS. 4 and 5. As can be seen in FIGS. 4 and 5 lever 31 is releasably supported by control lever 17 from an upper stored position to a suspended position. The control lever 17 is pivotally mounted by means of a pin 34 to a wall of barrier 14. This permits pivotal motion of control lever 17 in the direction generally indicated by the arrows.

Mixer trays 32 and 33 are substantially identical to one another and consist of a flat surface having raised edges around the outside thereof. At the rearward portion there is a plurality of scalloped regions 35 while at the forward indicating end is provided a series of formed slots 36 into which a ball 37 can roll. As an aid to providing a random action for ball 37 there is provided a series of bumpers 38 which conveniently consist of raised pins 39 having a rubber band 40 stretched therebetween. It should be apparent that as mixer trays 32 and 33 are pivoted that ball 37 will roll from end 35 to the ends 36 and in the course of its motion will be randomly directed by encounters with bumpers 38.

Adjacent the end of mixer trays 32 and 33 containing slots 36 there is positioned a pair of rotatable play indicating cylinders 41 and 42 which are free to pivot about their axes. They are connected by pulley wheel 43 which is rotatable by means of an endless cable 44 which passes back over a play selection cylinder 45. Play selection wheel 45 is likewise mounted for pivotal rotation and wheel 45 and cylinders 41 and 42 are each marked with a series of play indicating selections such as punt, rush, pass, etc. Along the surface of the marking portions of play cylinders 41 and 42 are numerical or other designations to indicate the play results in accordance with the final position of balls 37.

Turning now to FIG. 3 there is illustrated in perspective and cut-away view the huddle portion of the game. As can be seen arm 16 is shaped at each end thereof to conform to a section of a cylinder with the rearward portion of arm 16 having in cooperating relationship to the curved portion of arm 16 a cylindrical disc 46 and at the opposite end of arm 16 a cylindrical cavity indicated by dotted outline 47. Rotatably positioned within the cylinder 47 is a second cylinder 48. An endless belt 49 couples disc 46 with inner cylinder 48 and holds each in contact with arm 16 so that rotation of disc 46 brings about a similar rotation of cylinder 48.

Depending from the inner walls of cylinder 48 are a pair of spaced wall members 50 and 51 which define a rectangular passage extending through cylinder 48. Also depending from the wall of cylinder 48 and intermediate walls 50 and 51 is a hook member 52 which is adapted to cooperatively engage a chute member 53

through an opening 54 at the rear portion thereof so that the connecting region 55 supports chute 53 when the huddle is in the upright position as shown in FIG. 4. The function of chute 53 is to hold a disc or projectile 56 until it is desired to release same. When joined together the entire huddle assembly is covered by a lid 57 which conceals from the view of the defensive player the relative position of the chute 53 insofar as release of projectile 56 is concerned.

It should now be apparent that by rotating disc 46 corresponding rotation of cylinder 48 occurs and the release position of chute 53 is altered in accordance with the arrow shown on the surface of disc 46. As disc 46 is concealed from the view of the defensive player by barrier panel 14 the offensive player can secretly select the release position desired for projectile 56.

Turning now to FIGS. 4 and 5 there is shown in cross-sectional view the game in two different positions of play for huddle 15. As can be seen in the FIGURE, mixer tray 32 is pivotally mounted by a bracket 58 at the end adjacent play indicating cylinder 42. In the position of the various parts of the game shown in FIG. 5 the mixer tray is in the upright or play indicating position where arm 31 is maintained in the upper pivoted position by means of engagement with the lower projection of control lever 17. In this upright position the balls 37 will roll as indicated by the arrows until they come into engagement with slots 36 at the end of mixer trays 32 and 33. With mixer trays 32 and 33 in the upper position as shown in FIG. 5 the weight of projectile 56 maintains the huddle 15 in a surface-engaging relationship with scrimmage field 11. Upon activation of control lever 17 to release arm 31 the assembly consisting of mixer trays 32 and 33 and arm 31 pivots about 58 to the position shown in FIG. 4. A connecting chain member 59 is attached to disc 46 and the weight of assembly 31, 32 and 33 causes lever 16 to pivot about point 28 raising huddle 15 into an elevated position as shown. In the elevated position chute 53 drops downwardly until restrained by hook 52 and allows disc 56 to roll freely outwardly and onto scrimmage field 11. Depending upon the orientation of chute 53 the disc will either roll straight downwardly or to one side or even straight toward panel 14. In the down position of FIG. 4 marbles 37 will roll as indicated to the scalloped edges of mixer trays 32 and 33.

As can also be seen in the cross-sectional view of FIGS. 4 and 5 a result panel 60 is provided which consists of a portion of the surface of position field 22. Result panel 60 is normally in the down or closed position hiding from view the indication of play indicating cylinders 42. The play indicating cylinders 41 and 42 as previously indicated will be in a position determined by the offensive player to be either pass, punt, or the like. Until the play has actually been initiated the result panel will be left in the down position hiding the intended play of the offensive player from the defensive player. Once the play has been completed the result panel 60 is raised to expose the relationship of balls 37 to the indicating indicia on the play indicating cylinders 42 and 41.

PLAYING THE GAME

After determination of which player will take the offense, the offensive player will turn play selector wheel

45 to indicate that the kick-off is the desired play. At the start of the game control lever 17 is not in engagement with play result lever 31 and the assembly consisting of lever 31 and mixer trays 32 and 33 is in the down position as shown in FIG. 4. The defensive player then raises lever 31 into an upper position and engages the lower portion of control lever 17 to retain this upper position. Marbles 37 then roll down toward the receiving slots 36 and are ultimately stopped in some one of the several positions. The result panel 60 is then opened and the marble and mixer tray 33 indicates the distance of a kick while the marble of mixer tray 32 gives the runback distance from the point of receipt of the kick. The indicator 24 is then positioned on position field 22 in accordance with the results of the kick-off.

GENERAL PROCEDURE OF PLAYS FROM SCRIMMAGE

The offensive player places disc 56 within the chute member 53 and closes lid 57. Then by turning disc 46 he predetermines the direction which the projectile 56 will take upon leaving huddle 15. He then rotates play selector wheel 45 to indicate the type of which he is intending to make. For rush plays a variety of different types of rush plays can be marked upon play indicating cylinder 42 such as an end run, an off-tackle play, quarterback sneak or the like. The play selected by means of selection wheel 45 will position the corresponding play adjacent indicating slots 36 so that the final position of marble 37 will select yardage gained or lost or other results (such as penalties) off of the indicating cylinder 42 in accordance with the random results attained by such a play.

While the offensive player is making his decisions as to the type of play and the position of release of projectile 56 from the huddle 15 the defensive player is free to position his men in accordance with the rules of the game on the surface of scrimmage field 11. The offensive player then indicates that he is ready to initiate play and the defensive player may then move two of his men from their then existing position to some other point on the field. The offensive player may not make any additional adjustments to his intended play at that time. The control lever 17 is then moved to release arm 31 which drops and raises huddle 15 by its downward motion on disc 46. The chute member 53 drops downwardly from the cylinder 48 until engaged by hook 52 and projectile 56 rolls outwardly therefrom. For a rush play the distance that the disc travels beyond a scrimmage line is then determined and this result is conveyed to the position field by movement of indicator 24 a corresponding amount either by way of gain or loss. Should the projectile 56 completely traverse the scrimmage field 11 and come in contact with a broken field bar 61 the total yardage gained by the offensive team will then be determined by raising result panel 60 to read the position indicated by marbles 37 and mixer tray 32. If the disc 56 does not traverse the entire field the only gain will be indicated by its advance past the scrimmage line.

PASS PLAY

To simulate a pass play the offensive player sets play selector wheel 45 on one of a plurality of pass plays

corresponding in letter designation to the letter designation of printed circles 13 illustrated in FIG. 1. He then sets the direction control of huddle 15 by means of disc 46 so that the projectile 56 will roll into the pass pocket upon release. He then notifies the defensive player that he is ready to commence play and the defensive player makes his final adjustments as in the case of the rush play described above. The offensive player then pushes the pass pocket button 30 putting FIGS. 20 into an over-center position to allow the pass pocket consisting of wires 19 and FIGS. 20 to drop down onto the surface of scrimmage field 11 as illustrated in FIG. 1. Control lever 17 is then moved to release arm 31 to raise huddle 15. If the projectile 56 hits the pass pocket arm and does not cross the scrimmage line the pass is considered thrown. Otherwise the play is treated like a rush play. If the disc hits a defense player and does not touch the pass pocket arm the play is treated as a rush play. If the disc does not touch a defense player or the pass pocket arm but ends up completely in the pass pocket area the pass is considered thrown.

Assuming that the pass has been thrown the play result arm 31 is raised into the upright position and the marbles 37 roll down to engage one of the slots 36 in each of trays 32 and 33. Their position will provide an indication of the length of the pass and whether the pass has been completed or intercepted. The results of the play are posted on position field 22 by indicator 24 as in the case of a rush play.

Unless the total yardage gained by the offensive team is greater than 10 yards in a series of four plays the role of offensive and defensive player will change. To simulate a punt a procedure similar to that described with regard to the kick-off is followed. However, in this event the direction control 46 is set to have the projectile 56 released in a direction straight toward wall barrier 14. The play selector wheel 45 is set to either a punt or a field goal or extra point position. The play result lever 31 is then released by means of control lever 17 and projectile 56 is then free to roll out. If projectile 56 does not leave the pass pocket area it is considered to be a successful kick. If it does leave this area the play is treated as an ordinary rush play. The play result lever 31 is then raised to re-engage control lever 17 and result panels 60 are raised to indicate the results of the kick. The indication will be in a manner analogous to that described with regard to rush and pass plays.

I claim:

1. A simulated football games comprising:

- a. a box including an upper surface having markings thereon to simulate at least the scrimmage portion of a football field;
- b. a panel member mounted to and extending upwardly from one end of said box, said panel member and said box defining a first opening extending therebetween;
- c. an elongated arm member extending through said first opening with a first end thereof extending above said surface, said arm member being pivotally mounted remotely from said first end for limited rotational movement about an axis generally parallel to said end of said box, the first end of said arm defining a cylindrical opening therethrough with the axis generally perpendicular to said arm;

- d. a first cylinder mounted for controlled rotational positioning within said cylindrical opening, said cylinder including a chute positioned within the interior of said cylinder, said cylinder including means for pivotally restraining a first end of said chute so that the opposite end of said chute is free to drop to an inclined position upon upward tilting of said elongated arm;
- e. a projectile of a size to be positionable within said chute;
- f. means for tilting said arm to raise said first end whereby said chute drops releasing said projectile in a predetermined direction;
- g. a plurality of defense pieces, said pieces being movable on said surface; and,
- h. play selection means including random play result indicating means.

2. A simulated football game in accordance with claim 1 wherein said projectile is a cylindrical disc.

3. A simulated football game in accordance with claim 1 wherein a selectively positionable barrier is provided, said barrier when positioned on said surface defining a wall portion of a pass pocket which is adapted to intercept said disc when released from said cylinder in predetermined directions.

4. A simulated football game in accordance with claim 3 wherein said barrier is a wire frame pivotally mounted in said panel so that upon activation by a player it rotates down onto said surface.

5. A simulated football game in accordance with claim 1 wherein a second cylinder is rotatably mounted at the opposite end of said arm member and is cooperatively connected by a belt to said first cylinder to

remotely control the orientation of said chute.

6. A simulated football game in accordance with claim 1 wherein said play selection means and said random play result indicating means includes third and fourth cylinders mounted for rotation on an axis generally parallel to said surface at opposite ends thereof and joined for cooperative rotation by an endless belt, each of said cylinders having corresponding marking indicia of the type of play with said fourth cylinder including along the length thereof play result indicia, a tray assembly including a ball, said tray assembly being pivotally mounted to said box and having a plurality of slot-like grooves adjacent said marking indicia for arresting the movement of said ball when said tray is tilted from an attitude where said ball is at the end of said tray remote from said tray result indicia to an attitude where said ball is adjacent said play result indicia.

7. A simulated football game in accordance with claim 6 wherein resilient bumper means are provided in said tray to increase the random motion of said ball.

8. A simulated football game in accordance with claim 6 wherein said tray is pivotally mounted adjacent said play result indicia and the opposite end of said tray means is releasably supported at the opposite end by a lever arm, means connecting said opposite end of said tray assembly to said opposite end of said arm assembly so that when said lever arm is moved to release said tray assembly the elongated arm member will be pivoted to a position where said first cylinder is in an elevated position.

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