July 10, 1962 J. R. SEITZ 3,043,594

FOOTBALL GAME

Filed Dec. 12, 1958 3 Sheets-Sheet 1

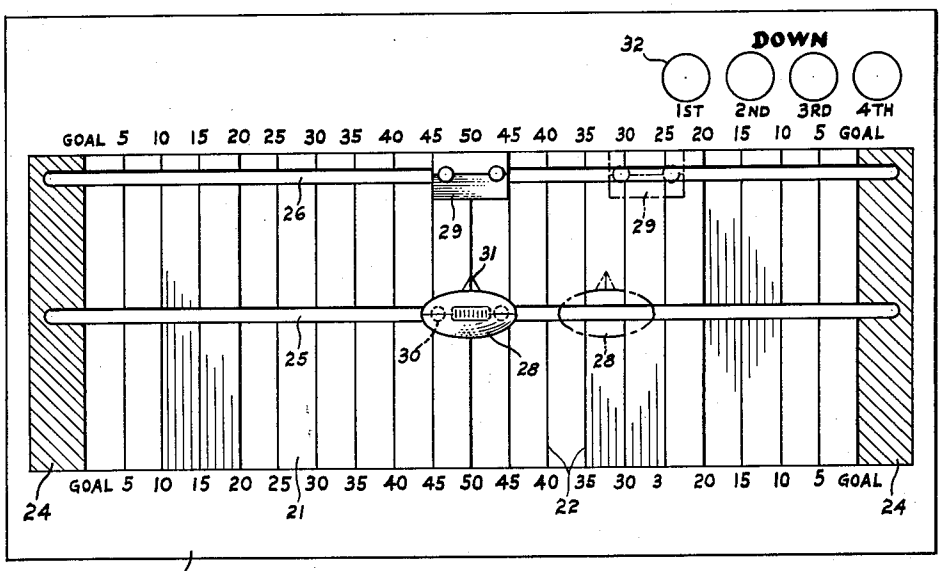

Fig. 1

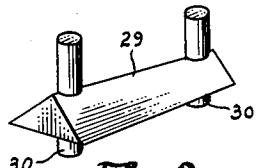

Fig. 2

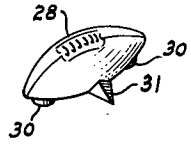

Fig. 3

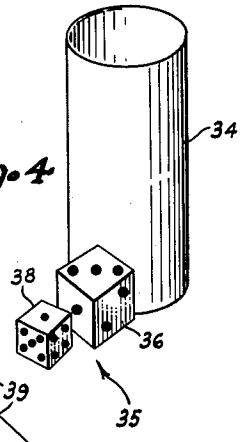

Fig. 4
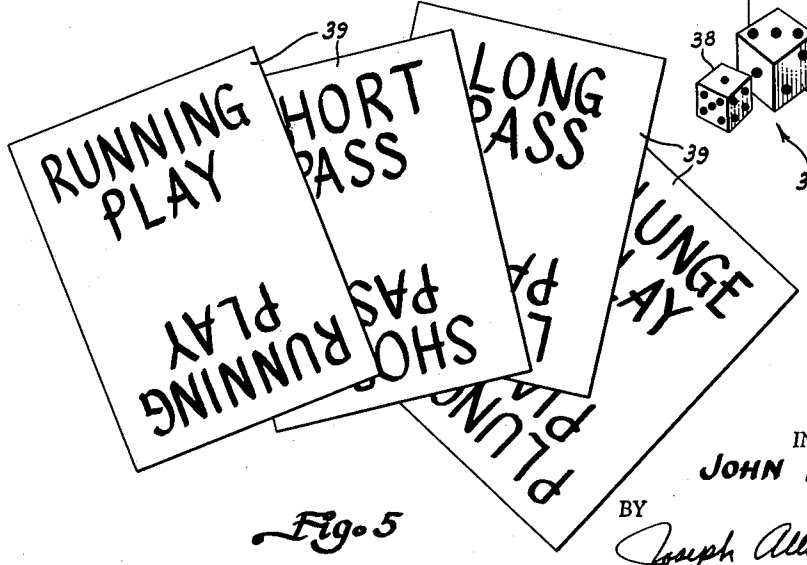
Fig. 5

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FOOTBALL GAME

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HEIGHT: 6-1 WEIGHT: 205 BORN: 1930

JOHN DOE 41

44 42 40

OFFENSE: HALFBACK (5) (QB-2) 48

DEFENSE: HALFBACK (3) 45 49

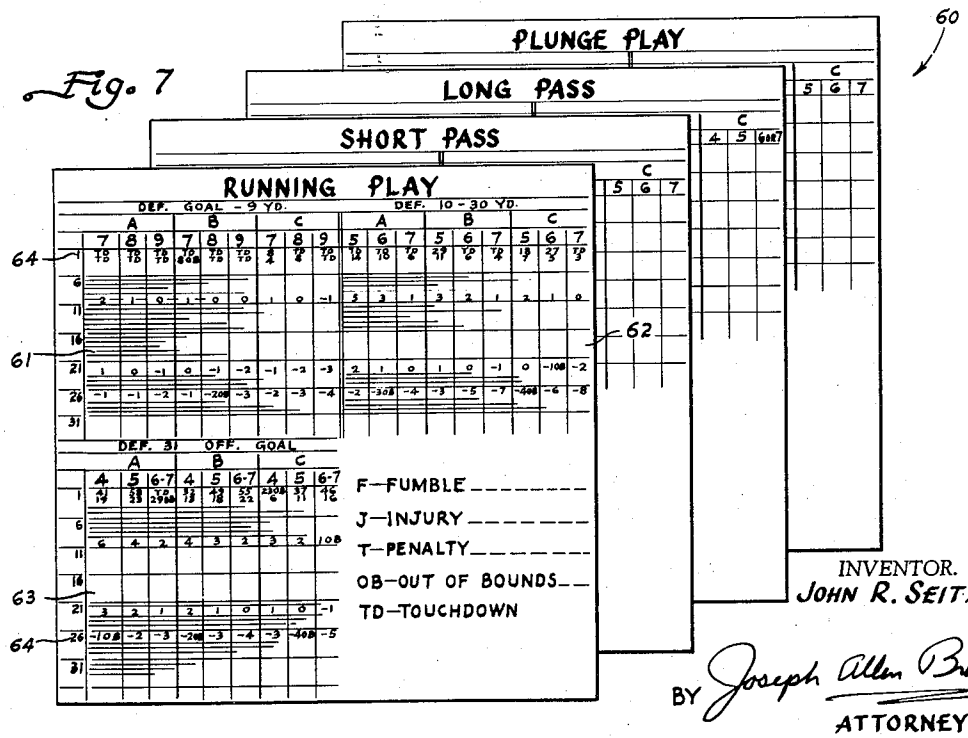
PASS RECEIVING: A 46

50 50

R P K	R P K	R P K
11- 15- 2- 18	31- 19- 9- 21	51- 18- 10- 21
12- 21- 15- 25	32- 26- 16- 26	52- 22- 17- 27
13- 19- 11- 23	33- 15- 3- 19	53- 22- 20- 23
14- 30- 18- 24	34- 31- 19- 31	54- 23- 21- 24
51 15- 17- 7- 20	35- 20- 11- 22	55- 17- 6- 20
16- 28- 22- 24	36- 22- 12- 23	56- 34- 34- 24
21- 21- 23- 24	41- 24- 24- 24	61- 20- 12- 22
22- 16- 4- 19	42- 13- 36- 24	62- 21- 13- 24
23- 21- 25- 24	43- 29- 26- 24	63- 22- 27- 31
24- 22- 28- 24	44- 16- 5- 20	64- 23- 13- 24
25- 18- 8- 21	45- 20- 29- 24	65- 35- 30- 24
26- 21- 14- 24	46- 22- 14- 24	66- 1- 1- 18

Fig. 6

Fig. 7



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July 10, 1962 J. R. SEITZ 3,043,594

FOOTBALL GAME

Filed Dec. 12, 1958 3 Sheets-Sheet 3

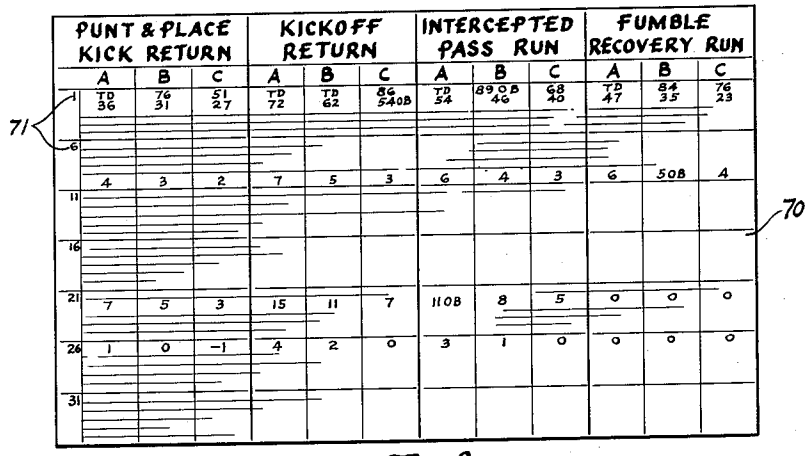

Fig. 8

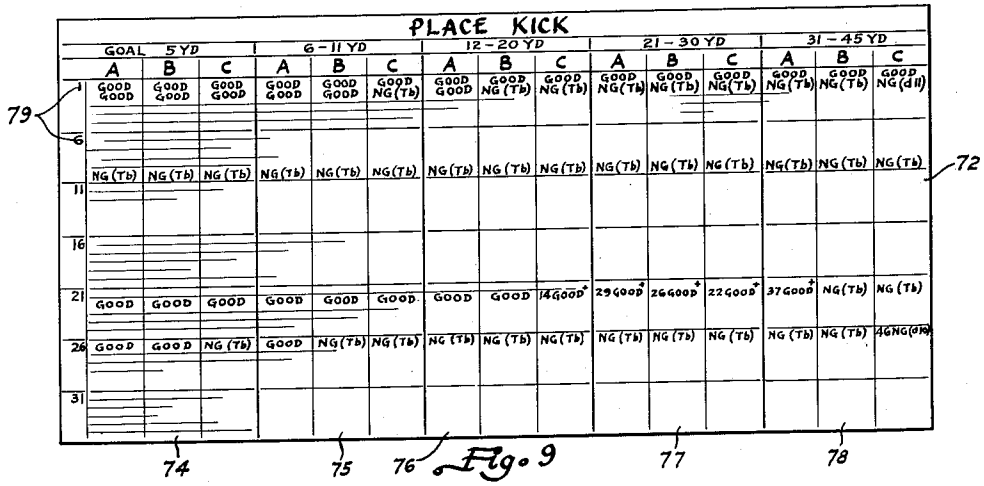

Fig. 9

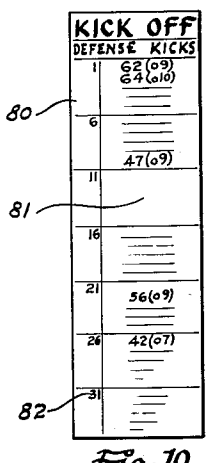

Fig. 10

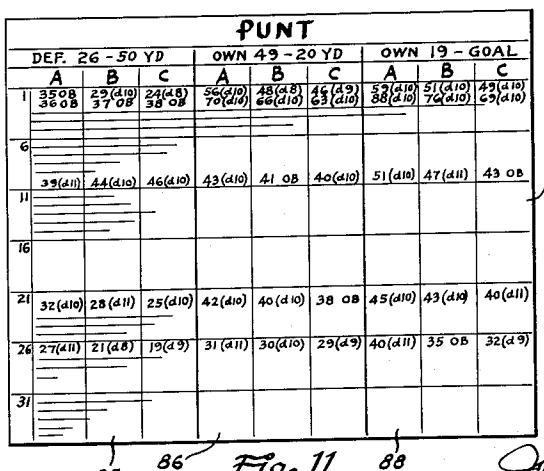

Fig. 11

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3,043,594

FOOTBALL GAME

John R. Seitz, 915 Wheaton Drive, Lancaster, Pa.

Filed Dec. 12, 1958, Ser. No. 779,979
7 Claims. (Cl. 273—94)

This invention relates generally to games and more particularly to a simulated football game wherein contestants act as coaches of opposing football teams.

Heretofore, numerous games have been provided so that football games may be simulated. Generally, such games are merely games of chance, both contestants having an equal opportunity to win. Skill and strategy play no particular part in the outcome. A few games have been provided in which the tactical ability of the contestants plays some part. However, all such games only approximate part of what happens in an actual football game.

A primary object of this invention is to provide a game in which a football game can be realistically reproduced, factors present in an actual game being reflected in the simulated game, including offensive and defensive capabilities of the opposing teams, playing abilities of individual players, particular offensive plays carried out in relation to the settings of the defensive team for different plays, and the position of the ball on the field.

Another object of this invention is to provide a simulated game in which opposing teams are rated, it being possible for a team with one rating beating an opposing team with a higher rating, as in real life, such success depending in large part on the ability of the contestant acting as coach of the team calling the proper plays at the proper time and outmaneuvering the defensive team.

Another object of this invention is to provide a game in which the ability of the contestant handling the defensive team to anticipate the next offensive play is reflected in the result of such play, affecting its success or failure.

Another object of this invention is to provide a football game in which the position of the ball on the field reflects upon the ability of the offensive team to advance the ball.

Another object of this invention is to provide a game in which each contestant controls the line-up of his team, substitution of players being possible.

A further object of this invention is to provide a game in which the selected eleven men in a line-up at a given point in a game reflects upon the ability of such line-up to move the ball or successfully defend against the offensive plays of the opposing team.

A still further object of this invention is to provide a game wherein opposing teams can be related to present-day teams and real-life players, the teams being able to perform in the simulated game correspondingly to their ability to perform in real life, stars performing outstandingly in the game as in real life, and players of lesser ability performing correspondingly.

Other objects of this invention will be apparent hereinafter from the specification and from the recital in the appended claims.

In the drawings:

FIG. 1 is a plan view of a gameboard on which is depicted a football field having thereon a pair of movable gamepieces representing a yardmarker and a football;

FIGS. 2 and 3 are perspective views of the yardmarker and football, respectively;

FIG. 4 is a perspective view of the chance number selector means employed in the game;

FIG. 5 shows a series of cards representing the plays used by a team on offensive;

FIG. 6 is a sample playing card of the type provided to represent each player on each team;

FIG. 7 shows charts used in the game to determine results of offensive plays; and

FIGS. 8–11 show charts used to determine results of other plays in the game.

Referring now to the drawings by numerals of reference, and first to FIGS. 1–3, 20 denotes a gameboard on which is depicted a football field 21. As shown, such field is divided into five-yard sections 22, as on an actual field, there being end zones 24 at each end of the field.

The gameboard is provided with a longitudinal groove 25 down the center of the field and a longitudinal groove 26 along one side-line. Slidable along groove 25 is a gamepiece 28 simulating a football. A sideline marker 29 is slidable along groove 26. Both gamepieces have downwardly projecting pairs of lugs 30 which fit into the gameboard grooves so that the gamepieces may be guided when they are moved.

Gamepiece 28 is in the form of a football. It has a pointer 31 whereby the exact position of the ball on the field can be established. Sideline marker 29 has a length equivalent to a distance on the gameboard represented by ten yards. In the upper right hand corner of the gameboard 20, four circles 32 are provided and denoted, respectively, 1st, 2nd, 3rd and 4th, with the legend "Down" above the circles. Using a button, coin or other object, the contestants in the game can keep track of the downs.

In order to achieve movement of football gamepiece 28 on the playing field, chance selector means is provided (FIG. 4) comprising a cup 34 and a pair of dice 35, one large 36 and one small 38. When the dice are rolled in playing the game, the numbers turned up are combined, not added, the number on the large die being used as the first digit of the combined number. As a result, any number from eleven to sixty-six can be rolled. If desired, dice of the same size can be employed, one red, for example, and one white, or some other color, so long as one die can be designated and identified to provide the first digit of the combined number resulting from a roll.

For use by the contestant coaching the offensive team are four offensive play cards 39 (FIG. 5) designated "Running Play," "Short Pass," "Long Pass" and "Plunge Play," respectively. The "Running Play" card is intended to include end runs, draw plays, roll outs, etc. "Plunge Play" includes all power plays into the line.

Each contestant playing the game is provided with a set of playing cards, the first set of cards representing one team, and the second set of cards representing the other team. Each set of cards contains, preferably, about thirty cards with each card representing a player on the team. A sample playing card 40 is shown in FIG. 6.

Card 40 bears a player's name 41, and other general, personal information, the position he plays on offense 42, and the position he plays on defense 44. Next to the offensive and defensive playing positions are index numbers denoted 45 and 46, respectively. Also on the card there is indicated a second position 48 which the player is able to play on offense along with an associated index number 49. In the sample card, the player has an offensive index at halfback of five, and an index at quarterback of two, the lower index showing a lesser ability to play the second position. On defense, at halfback, the player has an index of three. These index numbers play an important part in the game and their use will be subsequently shown.

Beneath the heading on the card are three sections 50, each having three columns headed "R," "P" and "K," or Run, Pass and Kick, respectively. Alongside each column is a series of numbers 51, beginning with 11 and ending with 66, some of the numbers in between being omitted, as indicated. Alongside each series number 51, is a number under each R, P and K column. For example alongside 31 appears "19–9–21" under R, P and K, respectively.

The series numbers 51 on card 40 relate to the results obtained from the chance selector means, namely the dice

35. The numbers under the columns reflect the results of plays and are adapted to be transposed using the charts 60 shown in FIG. 7.

There is one chart for each offensive playing card 39, namely, running play, plunge play, short pass and long pass, or four charts. The four charts are similar, except they bear different indicia and, when used, produce different play results. However, as on the "Running Play" chart, each chart is divided into three sections 61, 62 and 63. The particular section to be used in determining the result of a given play depends upon the position of gamepiece 28 on the football field. For example, section 61 would be used if the ball was between the defensive team's goal line and nine yard line, inclusive. Section 62 would be used with the ball between the defensive team's ten yard line and thirty yard line, inclusive. Section 63 would be used when the ball is between the defensive team's thirty-one yard line and the offensive team's own goal line. Of course, other divisions could be employed.

Each section of each chart is divided into three columns A, B and C. Each column is divided into three sub-columns, as shown, headed by a number. The manner of determining the particular column and sub-column to be used in securing the result of a play will be shown in describing the playing of the game.

Each sub-column of each column of each section bears indicia setting forth the results of plays such as a plus number to indicate a yardage gain, or a minus number to indicate a loss on a play. Also, symbols are employed with the numbers to indicate other possible results of a play such as F—fumble, J—injury, T—penalty, O.B.—out of bounds, and TD—touchdown. Alongside each section is a series of numbers 64 related to the numbers found under the R, P and K columns on the playing cards 40.

If when a particular chart 60 is used the result obtained is F, or fumble, there is also given the player, by position, who recovered the fumble for the other team. Likewise, when J, or injury, comes up, it is specified by position which player is injured, so that the player can be replaced. If T comes up, or penalty, there is also given the yardage result on the play, such as a four yard loss or ten yard gain. Also, there is designated the extent of the penalty, such as five yards for offsides. The team getting the benefit of the penalty can decide whether to take the penalty, as in a real game. For example, if the offensive team is offside and the result with the penalty is a four yard loss, the defensive team might prefer to refuse the penalty so that the down will count against the offensive team. On the other hand, if a substantial gain was made, the defensive team would want the ball called back and the penalty marked off.

In addition to charts 60 which cover the plays of the offensive team to advance the ball, additional charts are provided for other occurrences in a regular football game. A chart 70 is provided, as shown in FIG. 8, divided into four sections denoted, respectively, "Punt and Place Kick Return," "Kick Off Return," "Intercepted Pass Run," and "Fumble Recovery Run." The last section also covers recovery of the ball on a blocked kick. Each section is divided into columns A, B and C and alongside the chart is a series of numbers 71 related to the numbers found under the R, P and K columns on the playing cards 40. A result obtained from this chart is usually a plus or minus number to indicate a yardage gain or loss. However, as with chart 60, fumbles, out-of-bounds, etc. can result.

In FIG. 9, there is shown the "Place Kick" chart 72 used to determine the results of field goal attempts. Such chart is divided into five sections, 74, 75, 76, 77 and 78, as shown, each having an A, B, C column. The particular section of this chart used to obtain the result of a place kick is determined by the position of the ball on the field. For example, section 74 is used for kicks with the ball resting between the goal and the five yard line, section 75 six to eleven yard line, section 76 twelve to twenty yard line, section 77 twenty-one to thirty yard line and section 78 thirty-one to forty-five yard line. Each A, B, C column sets forth the results of kicks such as good, no-good, X—blocked, F—fumbled, OB—out of bounds, and TB—touchback. Alongside chart 72 is a series of numbers 79 related to numbers procured from the playing cards 40.

For kick-offs, a chart 80 (FIG. 10) is provided to give the yardage of a kick. The results of kicks are set forth in a column 81, there being a series of numbers 82 related to playing cards 40 and numbers taken therefrom. The results of the kicks also set forth the opposing player who receives the kick.

For punts, a chart 84 is provided, there being three sections 85, 86, and 88 according to the position of the ball on the field. For example, section 85 could cover punts from between defensive twenty-six and fifty yard lines, section 86 between offensive 49 and offensive twenty yard line, and section 88 behind the offensive goal and out to the nineteen yard line.

Playing the Game

Each contestant takes his set of playing cards 40, which represents the team which he will control. One team may be called team X and the other team, team Y. The contestant handling team X selects his offensive and defensive line-ups by picking cards from his set of cards. Eleven cards are designated for each platoon, or one card for each playing position. Likewise, offensive and defensive line-ups are selected for team Y.

After the line-ups have been selected, offensive and defensive ratings are established for the offensive and defensive line-ups of each team. This is done by totaling the index numbers 45 for the respective offensive line-ups, and the numbers 46 for the respective defensive line-ups. If the offensive platoon of team X has a total of eleven or more points more than the defensive platoon of team Y, column A is used in the various sections of the charts, whenever team X is in possession of the ball. If the difference in the total is ten more to five less, inclusive, column B is used. If the difference in the total is six or more less, then column C is used.

Team Y kicks off and team X receives. The contestant handling team Y sets gamepiece 28 on the forty yard line on playing field 21. The coach (contestant) of team Y names the player who will kick off, picking out the proper card 40 from the line-up. Then he rolls the dice 35. As previously stated, the numbers resulting from a roll are combined and not added, the number on die 36 providing the first digit of the combined number. For example, a four and three is forty-three and not seven. In this example, the coach of team Y looks at the selected card 40 representing the player who kicked. He looks under the K(kick) column opposite forty-three of series number 51. In this illustration, if the card being used was the one shown in FIG. 6, the result would be twenty-four. Coach Y now looks at the Kick-Off chart, FIG. 10, and opposite number twenty-four of series 80, the result of the kick is given, such as fifty-nine yards. Also given is the offensive player who receives the kick.

Gamepiece 28 is moved down the field fifty-nine yards or to X's one yard line. The receiving player now runs the ball back. The coach for team X rolls the dice. The resulting number is checked on the card 40 for the receiver, and opposite the appropriate series number 51 under R (Run), a number is given. Then the Kick-Off return section of chart 70 is used. The particular A, B or C column used depends on the difference in Index Ratings of the opposing teams. Assume that team X is stronger than team Y by more than eleven points, then column A is used and opposite the number in series 71 turned up on the receiver's card is the result of the run-back, for example, twenty-four yards.

Gamepiece **20** is now moved out to the twenty-five yard line. At this point, it is team X's ball, first down and ten yards to go. Yard marker **29** is positioned to extend from X's 25 to 35 yard line. A coin or the like is placed on 1st down spot **32** and team X is ready to proceed.

Now the coach of team X selects a play card **39**, such as "Running Play," without letting the coach of team Y see it. He lays the selected card face down and the coach of team Y sets his line orally. If the ball is between X's goal and the thirty yard line, a four to seven man line can be used on defense. Between X's thirty and Y's ten, a five to seven is permissible. Between Y's ten and Y's goal, a seven to nine man line may be set. Just as in a regular game, the closer the offensive team gets to the goal line, the heavier the defensive team can set its line.

Assume that Y team sets a six man line. Coach X turns up the play card **39**. indicating the play he is going to use. Now he names the backfield player who will carry the ball, such as the right halfback, and pulls out the card **40** representing such player. Then X rolls the dice and turns up a number. Using the proper card **40**, R column, and proper series **51**, a result is obtained. Then, Running Play chart **60** is consulted. The particular section **61**, **62** or **63** consulted depends upon the position of the ball on the field. Since the ball is on the twenty-five, section **63** is used. Since the difference in the teams' ability is A, column A is used; and since coach Y set a six man line, sub-column **6—7** is used. The number from the card **40** is thus transposed into a yardage result, such as four yard gain. Now gamepiece **28** is advanced four yards to the twenty-nine, the coin on the down marker is moved to the "2nd" circle, and the next play is similarly run.

Coach X can run any of the four plays provided by cards **39** and he can use any selected player to execute a play. Coach Y can vary his line at will to anticipate the play to come. If coach X picks a running play and Y sets a heavy line, the results of the play will show up on the charts, running plays against heavy lines producing poorer results than running plays against light lines. In like respect, if Y sets a heavy line, say seven players, and then X team passes, the chance of success is much greater, for the yardage result from the particular section, column and sub-column used will reflect the field situation.

In like respect the particular section **61**, **62** or **63** used on any of the charts **60** will give varying results, the results decreasing progressively from section **63** to section **62**, and from section **62** to section **61**. This variation is provided to take into account what actually happens on a football field. Generally, running plays are more successful when the offensive team is closer to its own goal, or when in the mid-field area. When the opponent's goal is approached, gains on runs and plunges are more difficult to secure; thus, the reason for the various chart sections.

When passing, the quaterback card is always used for the roll of the dice. The number resulting produces a number from the quarter-back's card under the P (Pass) column, which is then referred to the proper pass chart (short or long pass). The A, B or C column used depends upon the ability of the receiver as set forth on the receiver's card **40**, next to "Pass Receiving." Further, the position of the ball on the field will affect the result, because it will determine which section of the passing chart will be used.

If team X is unable to advance to a first down and wishes to punt, coach X so states. There is no play card **39** for punt. Coach X names the player who will punt, rolls the dice, and uses such player's K (Kick) column to find the play number. On the punt chart (FIG. 11), the result of the punt is found. The defensive line setting has no effect on a punt. The controlling factors are the

player who is punting, the position of the ball on the field, and the difference in Index ratings of the teams.

If either team gets inside the opponent's forty-five yard line, a place kick may be attempeted, the particular coach selecting his kicker, rolling the dice and then using the kicker's card **40** and "Place Kick" chart **72** for the result.

From the above, the manner in which the game progresses can be determined. To time the game, thirty plays are allowed per quarter, one hundred twenty per game. This means completed plays, not dice rolls, since some plays require several dice rolls before the entire play is completed.

With this game, all elements of an actual game are closely reproduced. The difference in total strength of opposing teams is reflected in the results (A, B or C columns). The ability of the player carrying out a play is pertinent, as set forth in the number obtained from such player's card in a given play. The position of the ball on the field is significant, since it determines the section of each chart to be used. The setting of the defensive line is pertinent in the offensive plays since it affects the results of plays by establishing the particular sub-column to be used. Also, the ability of the coach of team X to out-play the coach of team Y is reflected since each coach has to select offensive and defensive arrangements.

This game is particularly adaptable to producing a simulated game between two actual teams and real live players. For example, team X can represent a given pro team and team Y another team in the same league. A card **40** can be provided for every player, the index ratings **45** and **46** on offense and defense, respectively, being related to the player's ability in real life. When such a game is subsequently played, outstanding real life players can be provided with indicia to produce commensurate results in the game, with lesser players producing lesser results. Also, strategies can be tried out to see how they will work out.

In describing the game, it has been mentioned that the various charts designate various players when the ball changes hands, for example when a kick-off is returned, fumble recovered, or the like. This may be done by a number designation, the players on each team being numbered from one to eleven. For example, the left halfback could be number nine, the quarterback eight, the fullback twelve, etc. Referring to FIG. 10, opposite "1" of series number **80** appears "62(09)." The sixty-two would mean the distance of the kick and the "09" the player receiving the ball. Further, in the charts only a sampling of play results are given, it being understood that each chart is filled with indicia in the actual simulated game.

While this game has been generally described to indicate its components and the procedure for playing, it is capable of modification and this application is intended to cover any variation use or adaptation as comes within known or customary practice in the art to which the invention pertains or within the scope of the invention and limits of the appended claims.

Having thus described my invention what I claim is:

1. A game comprising, in combination, a gameboard on which is depicted a football playing field, a gamepiece movable on said gameboard to indicate the position of the football on said playing field, a first set of eleven playing cards representing an offensive team, there being one card for each playing position such as tackle, a second set of eleven playing cards representing a defensive team, there being one card for each playing position such as linebacker, each of said playing cards bearing three sets of indicia for run, pass and kick plays respectively, a group of numbers on said cards opposite said three sets of indicia and each number in said group designating certain indicia in said sets, chance number selector means operable on each play to produce a number corresponding to one number of said group of numbers on said cards, a plurality of charts each of which is divided into a plu-

rality of indicia bearing sections, an index number on each playing card indicating playing abiltiy, the total of index numbers on said first set of cards indicating the total offensive power of the offense team and the total of index numbers on said second set of cards indicating the total defensive power of the defensive team, and the particular chart and section thereof used to determine the result of a given play being determined by the number produced by said selector means, the corresponding number in said group of numbers on said playing cards, the particular indicia on said cards designated thereby and the difference in total power between said offensive and defensive teams.

2. A game as recited in claim 1 wherein a plurality of play cards are provided each bearing indicia for a particular play such as short pass, the number of defensive playing cards allocated for line play being variable at will and such number being related to said play cards, playing cards, chance number selector means and charts to secure the result of a play.

3. A game as recited in claim 1 wherein said chance number selector means comprise a pair of dice, one large and one small whereby one of the dice can be readily used to provide the first digit of a two digit number and the other of the dice to provide the second digit, and a container being provided whereby both dice can be rolled simultaneously.

4. A game as recited in claim 1 wherein said gameboard bears four down markers adapted to receive a coin or the like to keep track of the play, and a yardage marker being slidably mounted on said gameboard to indicate the distance required to be made to make a first down.

5. A game as recited in claim 1 wherein each of said charts is divided into a plurality of areas each of which has said plurality of indicia bearing sections, the particular area of said chart used for a given play being related to the location of said game piece on said game board.

6. A game comprising, in combination, a gameboard on which is depicted a football playing field, a gamepiece depicting a football movable on said gameboard to indicate the position of the ball on the playing field, a yardmarker movable on said gameboard, means for retaining said football and yardmarker in position on said gameboard, a first set of eleven playing cards representing an offensive team, there being one card for each playing position such as tackle, a second set of eleven playing cards representing a defensive team, there being one card for each playing position such as line backer, each of said playing cards bearing three separate sets of indicia for run, pass and kick plays respectively, a group of two digit numbers on said cards opposite said three sets of indicia and each number in said group designating certain indicia in said sets, a pair of dice, one large and one small whereby on a roll of the dice one die can be readily used to provide the first digit of a two digit number and the other die to provide the second digit, said dice being operable on each play to produce a number corresponding to one of said numbers of said group of numbers, a plurality of charts each of which is divided into a plurality of indicia bearing sections, an index number on each playing card indicating playing ability, the total of index numbers on said first set of cards indicating the total offensive power of the offensive team and the total of index numbers on the second set of cards indicating the total defensive power of the defensive team, and the particular chart and section thereof used to determine the result of a given play and thereby enabling movement of said football being determined by the number produced on a roll of said dice, the corresponding number on said playing cards, the particular indicia on said cards designated thereby and the difference in total power between said offensive and defensive teams.

7. A game comprising, in combination, a gameboard on which is depicted a football playing field, a gamepiece movable on said gameboard to indicate the position of the football on said playing field, a first set of eleven playing cards representing an offensive team, there being one playing card for each playing position such as tackle, a second set of eleven playing cards representing a defensive team, there being one card for each playing position such as linebacker, each of said playing cards bearing three sets of number indicia for run, pass and kick plays respectively, a group of two digit numbers on said cards opposite said three sets of number indicia and each number in said group designating a certain number in said sets, a pair of dice operable on each play to produce a two digit number corresponding to one of said numbers of said group of numbers, said pair of dice comprising one large die and one small die whereby one die can be readily used to provide the first digit of the two digit number and the other die to provide the second digit, a plurality of charts each of which is divided into a plurality of indicia bearing sections giving the results of plays and related to the number indicia on said playing cards, the particular chart and section thereof used to determine the result of a given play being determined by the two digit number produced on a roll of said dice, the corresponding number in said group of numbers on said playing cards, the particular number indicia designated thereby and the related indicia on said charts.

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