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D. C. ATKINS
MINIATURE FOOTBALL GAME

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2 Sheets-Sheet 2

Fig 2.

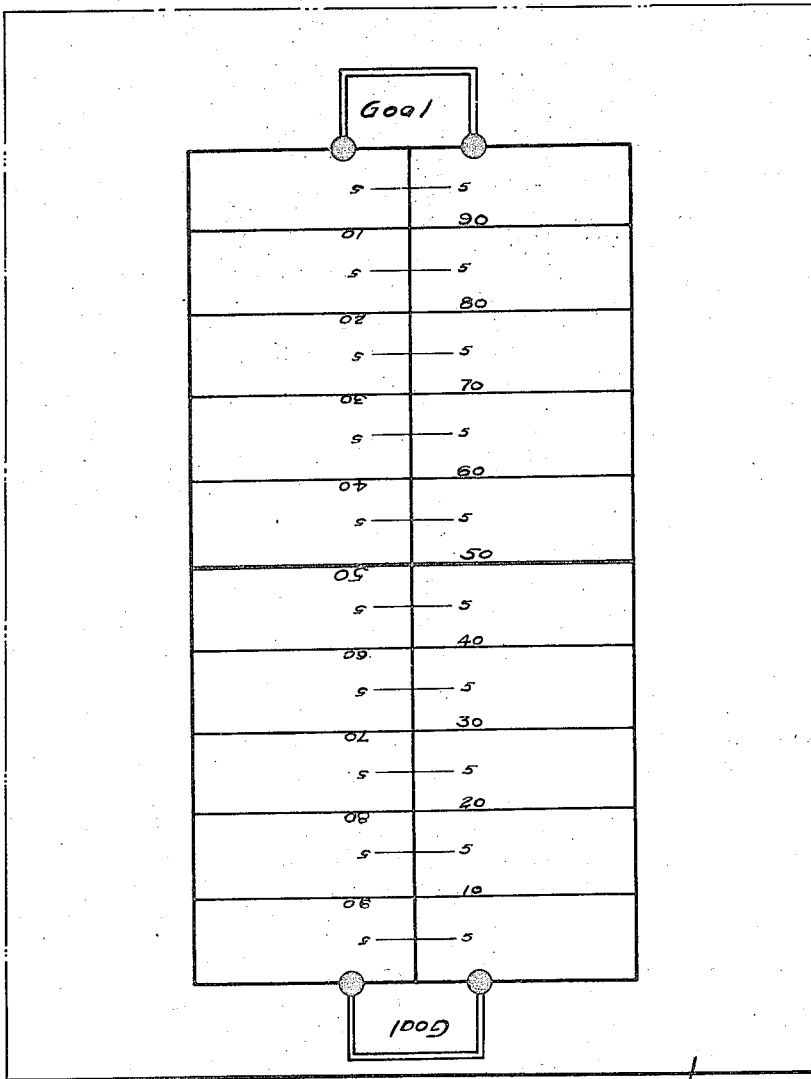
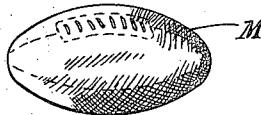


Fig. 3



WITNESSES:

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MINIATURE FOOTBALL GAME.

Application filed November 23, 1921. Serial No. 517,415.

To all whom it may concern:

Be it known that I, DAVIS C. ATKINS, a citizen of the United States, residing at Lexington, in the county of Fayette and State of Kentucky, have invented new and useful Improvements in Miniature Football Games, of which the following is a specification.

This invention relates to amusement apparatus, particularly to games, and has for its object the provision of a novel game designed to be played as the representation of a regulation foot ball game, the device being highly interesting and amusing for young and old.

An important and more specific object is the provision of a game of this character which includes a playing surface variously inscribed with legends and other markings and which further includes a chart upon which score may be kept by means of movable markers, the game being played with the aid of a spinner.

With the above and other objects and advantages in view the invention consists in the details of arrangement to be hereinafter more fully described and claimed and illustrated in the accompanying drawings, in which:

Figure 1 is a view of the playing board,
Figure 2 is a view of the chart or field on which the score is kept, and
Figure 3 is a view of the marker.

Referring more particularly to the drawings the playing board, shown in Figure 1 may be constructed of paper, wood, metal, cloth or any other suitable material indicated by the numeral 10 and of sufficient size that the playing surface and the score chart shown in Figure 2, may be both inscribed thereon by means of printing or other means. The playing surface is inscribed with five concentric circles, the innermost one of which is indented at the points K for ornamental purposes only. The lines F beginning at points K and extending to the circle B are terminals of an imaginary diameter dividing the space between the circles A and B into two equal parts. The space is subdivided into thirty-three equal parts on each side, numbered consecutively from "1" to

"33," inclusive, which numbers represent yards, this being the unit of measure of counting points on the field or chart or Figure 2.

The space between the circles B and C is divided into eleven parts or sectors by lines E, and the names of the eleven positions as played by players in a regular foot ball game are inserted, the part assigned to each player being as far as practical, in direct proportion to the average number of times that player will carry the ball in a game of foot ball.

Lines E are extended to the circle D so as to subdivide the space between the circles C and D into parts proportionate to the parts between the circles B and C. The spaces between the circles C and D are now subdivided into one hundred and thirty-two equal parts, which are assigned names representing plays most frequently made in a game of foot ball. These plays are allotted to the respective players as indicated between the circles B and C in direct proportion to the frequency with which this play is executed by the respective players, individual plays being written opposite sectors and reading outward from the circle D. Numbers indicated in sectors between the circles C and D indicate the yards gained or lost by the respective plays. These numbers conform to the average gain or loss by making the respective plays in a foot ball game.

The plays, as they come in the game, are determined by revolving the spindle S, which extends through the center of the circles and which has two indicators, one of which is primary.

Code for reading plays in Fig. 1:

G.—Gain.

N. G.—No gain.

F. P.—Forward pass.

Inc. P.—Incompleted pass.

Int. P.—Intercepted pass.

F. G.—Field goal.

Fu. L.—Fumble and lose.

Fu. R.—Fumble and recover.

P.—Punt.

Fig. 2 represents the "field," on which is kept account of the exact position of the ball in play at all times. The marker M

is moved forward on the "field" with each gain, and the number of yards that was gained, and moved backward with each loss to the extent of the loss. (See instructions for playing.)

Instructions for playing.

The game can be played by one, two or more players. When two are playing, each party represents a whole team of eleven players. When more than two are playing, let the persons divide themselves equally on opposite sides, and let each player assume that he is playing the position of two or more (as the case may be, according to the number of participants) as indicated between circles. By doing this, each person in the game will have his turn in turning the spindle.

The game may be played in quarters, like a regulation game of foot ball, by letting fifteen turns of the spindle represent a quarter. I specify fifteen turns for the quarter, because the average number of plays in a foot ball game is sixty, and four times fifteen equals that number.

Each turn of the spindle represents a completed play. The play and the number of yards gained or lost are indicated in the outer circle. The player making the play is indicated in the space between the inner and outer circles.

The inner circle is divided into two halves, each half being numbered from one to thirty-three, representing yards, and are to be used to determine the yard line on which the ball was received on the kick-off, only. The rest of the plays are indicated on the outer circle.

The miniature ball M, shown in Figure 3, should be moved on the field to indicate the position of the ball in play, that is, in order to keep account of what yard line the ball is on. This should be done after each play or turn of the spindle.

The white end of the spindle is to be counted as primary indicator in every play, including the kick-off. On some plays both the white and the black ends of the spindle count for the player who has possession of the ball. On some plays the white end only is to be read, and on some, the white end counts for the player in possession of the ball, while the black end counts against him, or in other words, for this opponents. (For further details and explanation see the individual plays.)

Kick-off.

Participants select their respective sides, place miniature ball in center of field, and one of them turns the spindle. The side to which the white end of the spindle points to, receives the ball and the number in the

inner circle indicates the yard line on which it was received. The black end of the spindle indicates the player who receives the ball and the number in the outer circle indicates how many yards that player returned the ball towards the enemy's goal, before being downed. If no number is indicated in the outer circle, it means that the player receiving the ball was downed in his tracks and made no run at all. All players on the board are now members of the team which has possession of the ball. Now, place the ball on the supplementary field, so as to indicate where it is to be put in play next.

The player receiving the ball on the first play or turn is the one to make the next turn of the spindle, and so on.

No gain.

Should the white end of the spindle point to "No-gain", no score may be counted, but the player making the attempt is indicated. In this play do not read the black end of the spindle.

Gains.

Should the white end of the spindle point to "Gains", read the number of yards gained, and move the ball on the supplementary field towards the enemy's goal that number of yards. Do not read the black end of the spindle in this play.

Fumble and recover.

Should the white end of the spindle point to "Fumble and recover", the play counts two yards gained, and the ball on the field should be advanced that far. The black end of the spindle indicates the player recovering the ball, and the player recovering the ball makes the next turn of the spindle.

Field goal.

Should the white end of the spindle indicated "Field goal", it counts three points for the side making it. Play is resumed by making another kick-off, which is done in the same manner as at the start of the game. The player or team making a (field goal) or (touchdown) receives the next kick-off.

Forward pass.

Whenever the white end of the spindle indicates "Forward-pass", the black end will indicate the same on the other side of the circle. The white end indicates the player making the pass, and how many yards he gained before making it, and the black end indicates the player receiving the ball, and the number of yards gained by him before being downed. The total of the two gains in this play count on the supplementary field as yards gained by those in possession of the ball. In this play, the black end of

the spindle indicates the player to make the next turn of the spindle, as he has possession of the ball.

Intercepted pass.

Should the white end point to "Intercepted pass", the number of yards indicated by the white end counts in favor of the player attempting the pass. The black end counts for the player intercepting the pass. The players on the board are now members of the opposing team, as the other team lost possession of the ball by having their attempted forward-pass intercepted. Play and scoring goes on as before.

Incompleted-pass.

Should the white end point to "Incompleted-pass", no score is counted, and the play is made over again. Do not read black end of spindle.

Fumble and loss.

Should the white end point to "Fumble and loss", it counts a two yards gain for the player making the fumble, but the ball goes to the opposing side. The black end indicates the player on the opposing side who recovers the ball.

Punt.

Should the white end point to "Punt", it indicates the number of yards gained by punting, but the ball goes to the opposing team. The black end indicates the player on the opposing team who receives the ball, and also the number of yards he carried it before being downed, this number counting in his favor.

Penalized.

P. denotes a penalty of five yards, and should the white spindle point to "P" in "No-gain" play, it counts five yards against the player (or side) carrying the ball.

Touchdowns.

When sufficient ground has been gained by one side (as indicated on the supplementary field) to carry the ball over the opponents' goal line, it is a "touchdown" and counts six points for the side making the "touchdown."

To kick goal after a touchdown.

The player making a touchdown tries for a goal by turning the spindle. If the white end points toward his opponents' half of the circle, he makes the goal, which counts one point for him. If the white end points towards his own half of the circle, he fails to kick the goal.

The player making the touchdown, regardless of whether or not he kicked the

goal afterwards, is entitled to the next turn of the spindle.

Held for downs.

If the team in possession of the ball fails to make a net gain of as much as ten yards in four consecutive plays, or "downs", the ball goes to the opposing side.

The team receiving the "kick-off" at beginning of game kicks off to the opposing team at beginning of the third quarter, the ball being brought to mid-field for this purpose.

The plays made and counting of score are precisely the same as in a regular foot ball game.

Having thus described my invention, what I claim as new and desire to secure by Letters Patent is:

1. A foot ball game comprising a playing surface having inscribed thereon a plurality of concentric circles defining a plurality of circular areas therebetween, the intermediate area being subdivided by radial lines into spaces inscribed with the names of the positions of the players in a foot ball game, the innermost area defined by the concentric circles being divided into equal parts and subdivided into spaces inscribed with numerals arranged consecutively, the outermost area defined by the circles being subdivided into spaces inscribed with numbers designating yards of gain or loss, the playing surface bearing legends outwardly of the outermost circle opposite said last named spaces, said legends indicating plays, gains and losses occurring in a foot ball game.

2. A foot ball game comprising a playing surface having inscribed thereon a plurality of concentric circles defining a plurality of circular areas therebetween, the intermediate area being subdivided by radial lines into spaces inscribed with the names of the positions of the players in a foot ball game, the innermost area defined by the concentric circles being divided into equal parts and subdivided into spaces inscribed with numerals arranged consecutively, the outermost area defined by the circles being subdivided into spaces inscribed with numbers designating yards of gain or loss, the playing surface bearing legends outwardly of the outermost circle opposite said last named spaces, said legends indicating plays, gains and losses occurring in a foot ball game, in combination with a spinner located at the center of the concentric circles.

3. A foot ball game comprising a playing surface having inscribed thereon a plurality of concentric circles defining a plurality of circular areas therebetween, the intermediate area being subdivided by radial lines into spaces inscribed with the names of the positions of the players in a foot ball game, the

innermost area defined by the concentric circles being divided into equal parts and subdivided into spaces inscribed with numerals arranged consecutively, the outermost area defined by the circles being subdivided into spaces inscribed with numbers designating yards of gain or loss, the playing surface bearing legends outwardly of the outermost circle opposite said last named spaces, said legends indicating plays, gains and losses occurring in a foot ball game, a spinner located at the center of said playing surface, in combination with a play recording chart formed as the representation of a foot ball field, and a marker disposable at points upon the field in correspondence with designated plays, gains or losses on the playing surface.

4. A foot ball game comprising a playing surface having inscribed thereon a plurality of concentric circles defining a plurality of circular areas therebetween, the intermediate area being subdivided by radial lines into spaces inscribed with the names of the positions of the players in a foot ball game,

the innermost area defined by the concentric circles being divided into equal parts and subdivided into spaces inscribed with numerals arranged consecutively, the outermost area defined by the circles being subdivided into spaces inscribed with numbers designating yards of gain or loss, the playing surface bearing legends outwardly of the outermost circle opposite said last named spaces, said legends indicating plays, gains and losses occurring in a foot ball game, a spinnable indicator journaled at the center of the circles in combination with a recording chart formed as the representation of a foot ball field and provided with yard indicating marks and numerals thereadjacent, and a movable marker designed to be placed upon said field in correspondence with the plays, gains and losses designated by the legends adjacent the outer most circle.

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Witnesses:

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