

No. 751,473.

PATENTED FEB. 9, 1904.

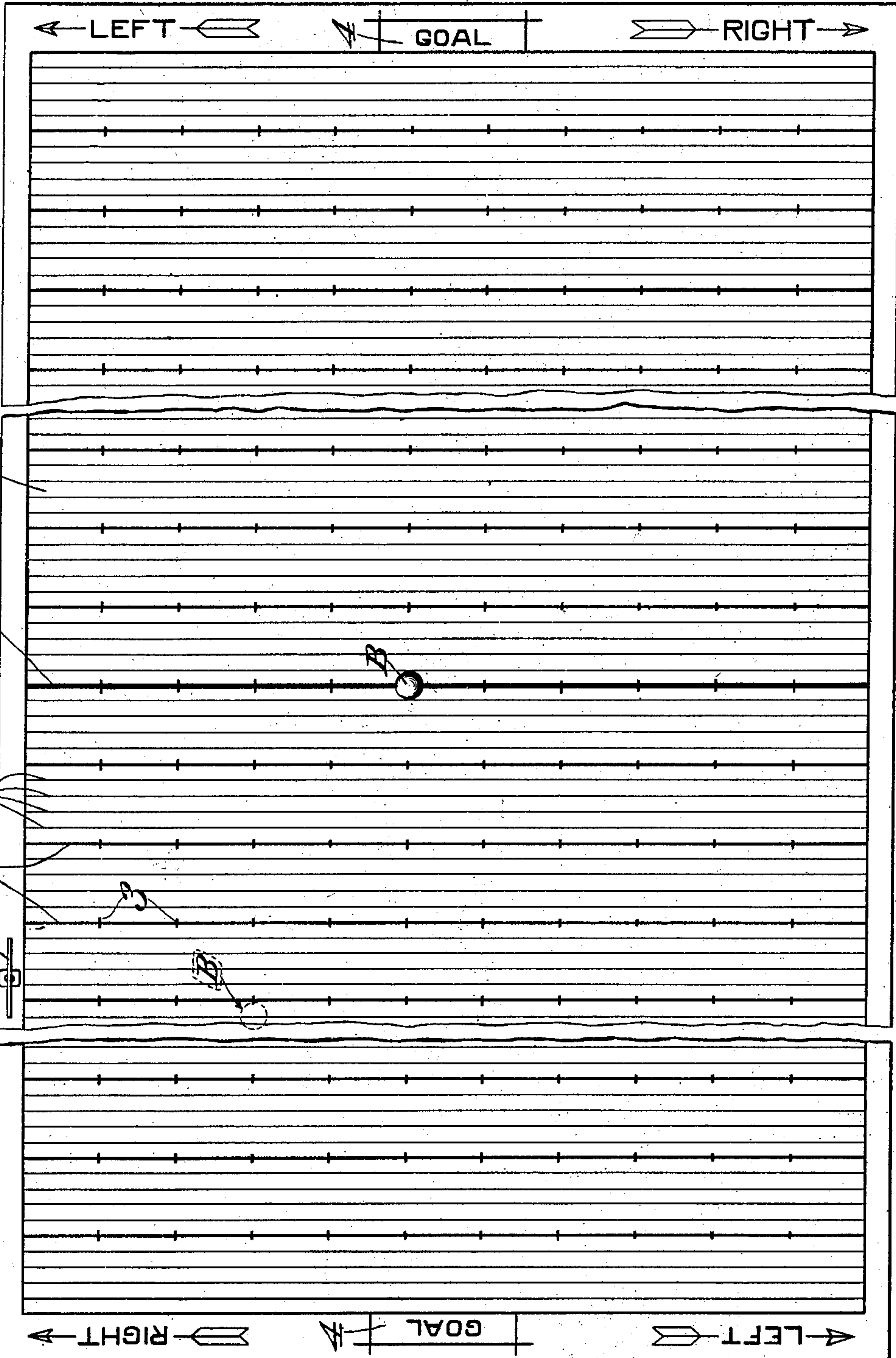
W. H. & A. E. DENNIS.

GAME APPARATUS.

APPLICATION FILED MAY 27, 1903.

NO MODEL.

2 SHEETS—SHEET 1.



Witnesses:

G. A. Pennington
Giles P. Moore

Inventors:

Waldo H. Dennis,
Arthur E. Dennis,
by Rakewell & Cornwall
Attys.

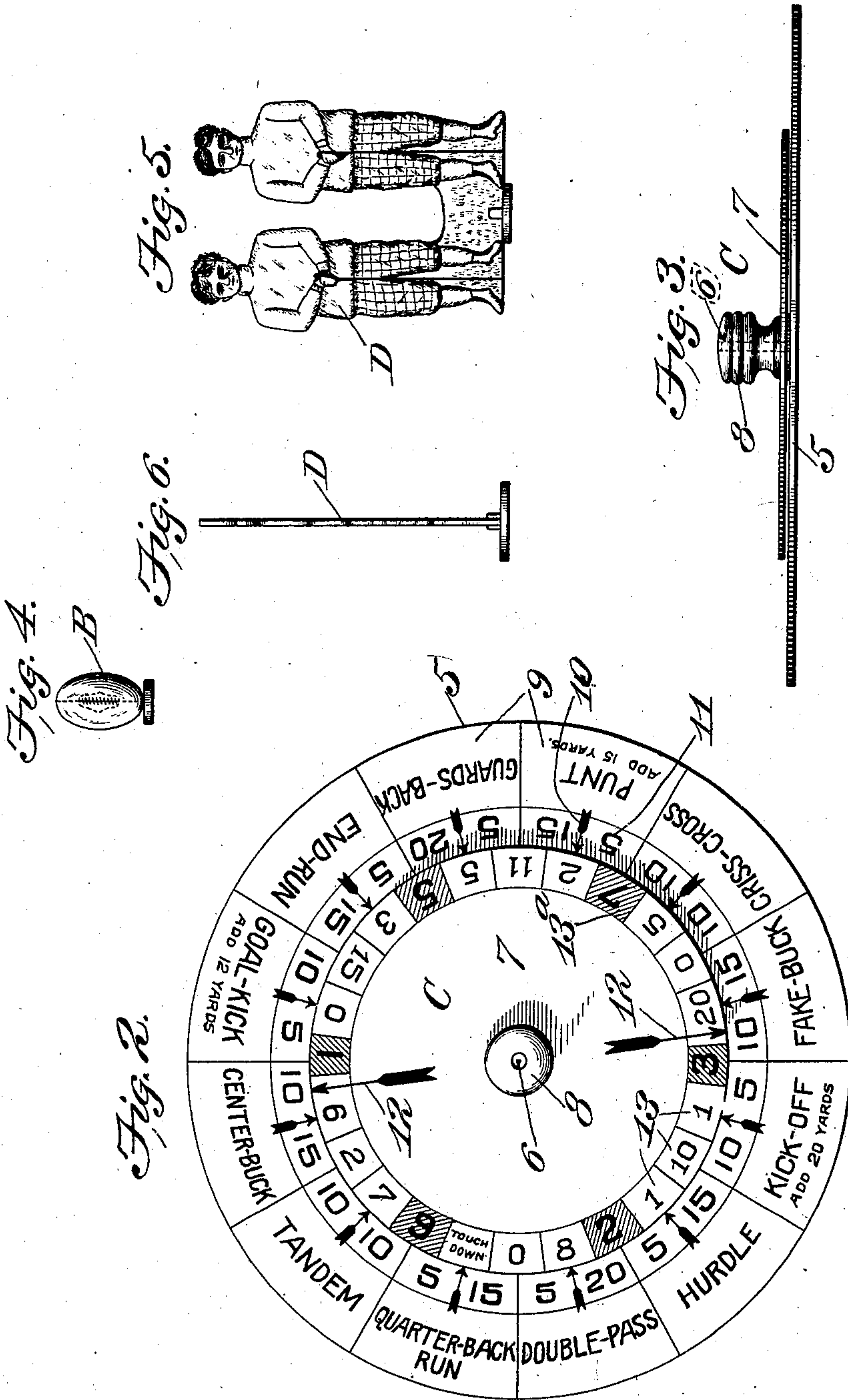
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UNITED STATES PATENT OFFICE.

WALDO H. DENNIS AND ARTHUR E. DENNIS, OF ST. LOUIS, MISSOURI.

GAME APPARATUS.

SPECIFICATION forming part of Letters Patent No. 751,473, dated February 9, 1904.

Application filed May 27, 1903. Serial No. 158,965. (No model.)

To all whom it may concern:

Be it known that we, WALDO H. DENNIS and ARTHUR E. DENNIS, citizens of the United States, residing at St. Louis, Missouri, have invented a certain new and useful Improvement in Game Apparatus, of which the following is a full, clear, and exact description, such as will enable others skilled in the art to which it appertains to make and use the same, reference being had to the accompanying drawings, forming part of this specification, in which—

Figure 1 is a plan view showing the game-board or field, the ball or game-piece being indicated in full lines in its position at the beginning of the game and the said game-piece and the marker or "linesmen" being indicated (the former in dotted lines) in the positions they occupy after a supposed play has been made. Fig. 2 is a top plan view of the indicator. Fig. 3 is a side elevation of the same. Fig. 4 is an elevation of the game-piece or ball. Fig. 5 is a front view of the marker or linesmen, and Fig. 6 is an edge view of the same.

Our invention relates to improvements in game apparatus, and more particularly to apparatus for use in playing a game simulating Rugby foot-ball.

Our object is to provide an apparatus by which a simple and interesting game can be played, said game very closely simulating the actual game of Rugby foot-ball, it being possible to move the game-piece or ball not only forwardly and backwardly, but also to one side of the field or the other, as happens in an actual game of foot-ball.

A further object is to provide an indicator of simple construction by means of which the movement of one part determines both the longitudinal and lateral movements of the game-piece or ball.

To these ends and also to improve generally upon apparatus of the character indicated our invention consists in the various matters hereinafter described and claimed.

Referring now more particularly to the drawings, A represents the game-board or field; B, the game-piece or ball; C, the indicator by means of which the movements of the game-piece are determined, and D the marker or

linesmen. The field is rectangular and of about the proportions of an actual foot-ball field or gridiron and is divided longitudinally into yard-spaces by means of transverse lines 1 and 2, the lines 2 being heavier than the lines 1 or otherwise distinguished therefrom and indicating five-yard intervals. Each five-yard line is divided transversely at five-yard intervals, as by means of dashes 3. A goal is suitably indicated at each end of the field, said goal being of the width about proportionate to the width of the goal in an actual foot-ball field. The line 2, which extends across the center of the field, is preferably distinguished from all of the other transverse lines in order that the center may be readily apparent to the players, this central line dividing the field into a half for each player in the manner in which the actual foot-ball field is divided.

Of course any suitable game-piece can be provided; but we prefer to employ one in the form of a Rugby foot-ball mounted on a suitable base, as seen in Fig. 4.

The marker D can be dispensed with, but is preferably employed, its purpose being to indicate the position of the game-piece at certain stages of the game. For a purpose which will hereinafter be described the bottom of the marker is preferably of a length corresponding to the distance between five-yard lines.

The indicator comprises a base 5, from the center of which rises a post 6, and a disk 7 is rotatably mounted upon the said post and is preferably provided with a central knob 8, by means of which the said disk can be readily spun or rotated. The disk 7 is of less diameter than is the base 5, and the space upon said base 5 outside of the periphery of the said disk is divided into radial divisions 9. Each of said radial divisions 9 has an arrow 10 or other suitable pointer at its inner portion and outside of the periphery of the disk 7, whereby said arrow is adapted to point to a suitable number printed near the edge of the rotatable disk. Each radial division 9 is also provided near the periphery of the said disk, but beyond the same, with numerals, as shown at 11, and printed in each division is the name of some play in the game of Rugby foot-ball, together with any

other appropriate matter, such as an instruction to add a given number of yards. The rotatable disk is provided with an arrow or pointer 12, which preferably extends to its periphery, and has near its edge a series of radial divisions 13, each of which contains a suitable number or the name of an appropriate play, such as "Touch-down." Certain of the radial divisions are distinguished from the others, as by being printed in a different color, and the two types of divisions are indicated at 13 and 13^a, respectively. Preferably each arrow 10 is in the center of the arc which defines the division provided with such arrow, and the numerals 11 are printed upon opposite sides of the said arrow. We prefer to provide diametrically opposite divisions 9 with similar numerals and to place two arrows 12 upon the disk 7 diametrically opposite to each other, so that when the disk comes to rest each of these arrows points to a numeral of equal value in the diametrically opposite divisions 9.

Such being the apparatus employed in the game, the manner of playing said game is now to be considered. Each player has a goal at the outer end of his half of the field, and it is the object of the game to work the game-piece across his opponent's goal-line, preferably through his opponent's goal. The game can be played for a stated length of time and the player declared the winner who has scored the greater number of points in such time, or the game can be played for a predetermined number of points and the player declared the winner who first makes such number of points. Preferably the game is divided into halves, as is an actual game of foot-ball. To start the game, the ball or game-piece is awarded to one of the players and is placed upon one of the dashes 3 at the center of the central line 2. The player to whom the ball has been awarded must make the play "kick-off," and he spins the dial to determine the position into which the game-piece is to be moved as the result of his said play. After he has played the play passes to his opponent, who spins the dial to determine the movements of the game-piece, the player preparatory to spinning the dial announcing the play which he is going to make (such as "fake buck," "criss-cross," &c.) and also announcing whether he selects the right or left as the direction in which the piece is to be moved laterally. After obtaining the ball on the play succeeding the kick-off the player with the ball is entitled to at least three spins of the dial, the ball being moved as indicated by the indicator after each spin, and if by these three spins the player does not advance the ball five yards or more the play passes to his opponent. As soon as the player has advanced the game-piece or ball five yards he is entitled to three more spins before losing the ball and loses the ball if he fails to advance said ball five yards or more from the point occupied by the ball

when the said three plays were commenced. The numerals in the radial divisions 9 indicate the distances the game-piece is to be moved toward the right or left, the direction being determined by the announcement of the player previous to spinning the dial, and the numerals in the spaces 13 and 13^a around the dial indicate the number of yards the game-piece is to be carried forwardly or backwardly, the numerals in the spaces of one color (*e. g.*, white) indicating gains or movements toward the opponent's goal and the numerals of the spaces of the other color indicating losses or movements toward the player's own goal. Assuming that the player whose goal is at the right of the field as shown in Fig. 1 has the ball and is to start the game, said ball is placed as shown by full lines in Fig. 1 and the player plays kick-off and spins the dial to determine the movements of the game-piece or ball as the result of his play, announcing prior to the spin the lateral direction selected by him—as, for example, to the right. We will assume that the dial has been spun by the player opening the game and has come to rest in the position indicated in Fig. 2. The ball will therefore be moved forwardly twenty-one yards and will be moved ten yards to the right, the position of the ball after the said play being indicated by the dotted lines in Fig. 1. The play then passes to the second player—*i. e.*, in this instance the player whose goal is at the left of the field shown in Fig. 1—and this player places the marker or line-men D along one side of the field and extending in a direction parallel to the longitudinal axis of said field, what may be termed the "rear" end of the bottom line of the marker resting at the point of the yard-line upon which the ball rests and said marker, because of its heretofore-mentioned width, extending five yards toward the opponent's goal. The second player then plays, and the ball is moved as determined by the indicator. Because of the position of the marker D and its relative width a gain of five yards or more can be at once seen, for as soon as the ball is carried beyond the forward end of the marker such a gain has been made. As soon as the ball is lost by a player, and the play therefore passes to his opponent, the marker is moved to bring its rear end in line with the ball and to extend from said end toward the goal of the new player's opponent. The play continues until the ball is carried across the goal-line of one of the players. If a player forces the ball across his opponent's goal-line, he scores five points. The ball is then brought straight out to the fifteen-yard line and a "try at goal" is made by playing a "goal-kick," which to be successful must carry the ball over the goal-line and between the goal-posts in one play. If the play is successful, the player scores one additional point. After the try at goal the ball is brought to the center of the field and

“kicked off” by the opponent of the player who has just scored. After playing a “punt” the ball passes to the player’s opponent just as it does after playing the kick-off. If the player loses sufficiently to be compelled to carry the ball back of his own goal-line, he has made a “safety,” and his opponent scores two points. After a safety the player making the same brings the ball straight out to the twenty-five yard-line and “kicks off,” the game then being played according to the rules governing the same after a kick-off at the beginning. Of course the above-indicated rules can be varied; but those mentioned have been found to afford an interesting game.

It is to be noted that by reason of the before-described arrangement of the indicator a single movable part has to be moved but once in order to determine both the backward or forward movement of the game-piece and the lateral movement of the same.

We are aware that many minor changes in the construction, arrangement, and combination of the several parts of our device can be made and substituted for those herein shown and described without in the least departing from the nature and principle of our invention.

Having thus described our invention, what we claim as new, and desire to secure by Letters Patent, is—

1. A game apparatus, comprising a game-board lined to simulate a foot-ball field, a game-piece, and an indicator consisting of a base and a concentric disk, the base and disk both having divisions and numbers, one of the parts being provided with characters indicating the plays to be made, the relative positions of the spaces on one part with those on the other indicating the transverse or longitudinal movement of the game-piece.

2. A game apparatus, comprising a game-

board lined to simulate a foot-ball field, a game-piece, a marker to record the movement of said game-piece, a dial to govern the movement of said game-piece, and consisting of a base and a smaller concentric rotatable disk, the disk having numbers on the outer edge and means coöperating with the numbers to govern the movements of the game-piece, division-lines on the base to provide divisions containing the instructions as to a particular play, said divisions being subdivided, said subdivisions containing numbers, indicating means between the spaces, and coöperating with the numbers on the disk to indicate the backward or forward movement of the game-piece.

3. A game apparatus comprising a game-board representing a foot-ball field, a game-piece, markers to record the movements of said game-piece, and a dial to indicate the forward, backward and lateral movements of said game-piece, said dial comprising a base and a smaller rotatable disk, said base having divisions containing the names of plays used in the game, said divisions being subdivided into smaller numbered spaces separated by arrows, the rotatable disk having an arrow coöperating with the numbered subdivisions for indicating forward and backward movement of the game-piece, and said rotatable disk also having numbered spaces on its margin, for coöperating with the first-mentioned arrows to indicate the lateral movements of the game-piece.

In testimony whereof we hereunto affix our signatures, in the presence of two witnesses, this 23d day of May, 1903.

WALDO H. DENNIS.
ARTHUR E. DENNIS.

Witnesses:

GEORGE BAKEWELL,
G. A. PENNINGTON.