



Head Football Coach
UNIVERSITY OF SOUTHERN CALIFORNIA

"TROJANS"
NATIONAL CHAMPIONS 1931

Dear Friends:

In offering this new 1932 Edition
of my indoor football game, it is my sincere
wish that you derive as much pleasure in
playing the game as I did in working out
my latest plays for you Football Enthusiasts.

Cordially,

MUNICIPAL SERVICE CORP.. LTD.

By Howard H. Jones.
President.

Municipal Service Corp., Ltd.

Manufacturers and Distributors

746 CERES AVENUE

LOS ANGELES, CALIFORNIA

Substitute the leather ball in place of the metal ball for all kicking purposes.

The Punt: The punt is made with the same device as that used on the kickoff. The runback or the return of the punt is gauged in the same way as on the kickoff, by using the spinner dial, except the DEFENSIVE player now uses the dial imprinted with the words "Runback of Punts" which is designated on the other spinner dial. It is important that the top of the ball comes "flush" with the red line marked on the "kicker." Both punts and field goals are attempted from the red line and the BLUE line is used only for kickoffs. A punt that goes out of bounds belongs to the DEFENSIVE side at the point it went out, fifteen yards in from the sidelines. A punt that crosses the goal line belongs to the DEFENSIVE side on their own 20 yard line.

TOUCHDOWN: A touchdown is scored when the ball is on or over a DEFENSIVE team's goal line, the ball being in the OFFENSIVE side's possession.

A Safety: A safety is scored when the ball is declared dead on or behind a DEFENSIVE team's goal line with the DEFENSE in direct possession.

After a safety has been made the DEFENSIVE team must put the ball into play with a PUNT from their own 20 yard line.

Field Goal: A field goal is made with the kicking device used for both punts and kickoffs and may be attempted anywhere at the discretion of the kicker. It is important that the top of the ball comes "flush" with the red line marked on the "kicker." Both punts and field goals are attempted from the red line and the BLUE line is used only for kickoffs. A field goal which fails to cross the goal line must be played from the spot where it came to rest, using spinner dial in the same manner as one uses it when returning the kickoff or punt. A field goal that crosses over the end zone reverts to the defensive team on their own 20 yard line.

Point after Touchdown: The extra point is also made with the kicking device and must be completed from a point ON or BEHIND the two yard line. Use red line on kicker.

To make the game even more fascinating, a complete miniature football team both for the OFFENSE and DEFENSE is included. Players may use these sets at their own discretion. The backs are all cut out separately from the line and can be placed in different formations, as the plays are called, to add a little more realism to the game.

VALUE OF SCORES MADE

TOUCHDOWN	6 points
POINT AFTER TOUCHDOWN	1 point
FIELD GOAL	3 points
SAFETY	2 points

The Kickoff: The kickoff is made at the start of every game and the opening of the second half. The kickoff is also made after a touchdown has been scored or a successful field goal has been kicked.

Teams change goals twice during a contest, at the beginning of the second and fourth quarters. Contestants are to exchange seats on each of these occasions.

QUESTIONNAIRE AND ANSWERS TO FOOTBALL PROBLEMS

Q: Is it safe to attempt forward passes while still within one's own 40 yard line?

ANS: Usually it isn't. There are times when such a play is worked with success. One can only depend on one's own judgment.

Q: With fourth down and a foot to go, the score still 0 to 0, shall I attempt to make the foot or then punt? The ball is on my own 41 yard line.

ANS: You should have really punted on THIRD down. By all means punt. A loss or failure to gain would put your opponent in a good position for a score.

Q: With the score 9 to 7 against me, three minutes left to play, and the ball over to the left side of the field on my opponent's 25 yard line, what plays would you use?

ANS: A wide end run to get your ball in direct line with the goal posts on the first down. On the second down I would try for a place kick.

RULES FOR PLAYING THE NEW HOWARD H. JONES FOOTBALL GAME

Rule No. 1 Contestants having decided which is the HOME TEAM and the VISITING TEAM, toss a coin to see who kicks off or receives the opening play of football. The loser of the toss up has the privilege of designating which goal line he wishes to defend. The kick off is made with the small device herein termed as a "kicker" from a spot on or back of the kicking sides 40 yard line. The leather ball is placed on the "kicker" so that the top edge of the ball will not extend above the blue line on the "kicker." DO NOT USE THE RED LINE. After the ball has been kicked, the player on the DEFENSE spins the spinner dial on which is imprinted the words "Runback of Kickoff." The numerals imprinted around the edge of the football indicate the distance the DEFENSIVE team returns the kickoff. Should the spinner come to rest on one of the numerals which have a circle around them, a loss is indicated. Should the spinner come to rest on the letter "T" the ball is returned for a touchdown. If the ball comes to rest out of bounds it must be kicked off again. If the ball comes to rest over the goal line the ball goes to the receiving side on their own 20 yard line. As long as the ball remains within the playing field and has not crossed the goal line, it may be returned by the receiving side.

Rule No. 2 Both players (on examining their playing charts) will note that the visiting team's chart contains OFFENSIVE and DEFENSIVE plays, while the home team's chart has both sides imprinted with defensive plays.

We will assume the Visiting team received the kickoff and is now ready to put the ball in play on their own 35 yard line. It is first down and ten yards to be gained. The visitors are now on the OFFENSIVE and the player must select one of the eight plays listed on the left hand side of the game board. This is done by moving the red indicator arrow to the play desired. We will assume it was an END RUN. The Offensive player now spins the arrow, located on the dial to his extreme right, and we will again assume it stopped at letter "C". The game board is divided into 3 separate ZONES or divisions. One uses the plays only in a zone when the ball is directly in that zone. As soon as it advances into a new area, the plays in the new area are read off. With the ball located in the SECOND section we select the letter "C" in this second zone. It may read: Full-back follows a three man interference out around the defensive end.. The DEFENSE now goes through the same procedure. He places his arrow on the same play the OFFENSE selected—spins the arrow, and matches up the alphabetical letter with the location of the ball. His play completes the other half of the OFFENSIVE charge. Thus the OFFENSE and the DEFENSE must play together. The OFFENSE must at all times move from LEFT to RIGHT and the DEFENSE moves from RIGHT to LEFT. This procedure must never vary. The DEFENSE play may read: Ball carrier swept down the sidelines for a 16 yard gain.

When the Home Team, who has been playing on the OFFENSE, goes on the DEFENSE, he picks up his home team's DEFENSIVE chart. He will note that both sides of his chart are imprinted with his DEFENSIVE plays. He may use the plays on either side of his chart to check the OFFENSIVE player. When the visiting team goes on the OFFENSE, he picks up his chart which is imprinted on one side of chart with his offensive plays and additional DEFENSIVE plays on the reverse side. He then places his chart, with the OFFENSIVE plays exposed, over playing area on the game proper and proceeds with the game. A player may select any type play he wants to and at any stage of the game.

DEFINITION OF FOOTBALL TERMS

Object of the game: To outscore your opponent.

Definition of DOWNS: The offensive player is given 4 downs to make the distance of 10 yards. If he succeeds in doing this he may repeat the procedure until he either carries the ball across the goal line by this method or then loses it to his opponent on a punt, fumble or failure to make the necessary 10 yards in 4 downs.

Length of game: One hour divided into four fifteen minute quarters. Player having the highest score wins the game.