

HOW TO PLAY STARS ON STRIPES

THE ALL-AMERICAN "GRIDIRON STIMULUS"


WHO CAN PLAY

Anyone who knows enough football to enjoy a sandlot game from the sidelines will soon become a Stars On Stripes enthusiast. A knowledge of the simplest football procedure is sufficient. The game can be played by two persons (opposing quarterbacks) or by four persons, a captain and a quarterback on each side. It can be played also by a good sized group choosing sides for collective judgment in calling signals.

THINGS TO REMEMBER

The position you occupy as one of two opposing players is that of quarterback.

You call your plays before you throw the dice.

You read the dice from low to high; a three, a one, and a two, for example  would be number 123.

EQUIPMENT AND SET-UP

Equipment consists of one combination score board and playing field, one signal chart, three dice, five scoring-pegs, one football, and one 10-yard marker. To set up the game for action, insert two of the pegs in holes next to "West" and "East" on the score board: one peg each (under the figure 1) to count "Quarters" and "Downs," and the fifth peg, under the figure 32, opposite "Plays left in each quarter."

HOW TO COMMENCE

1. The two quarterbacks, East and West, roll the dice for choice of kick-off.
2. The player who wins the choice, say it is Mr. West, places the ball on his 40-yard line, locates "kick-off" on the signal chart, and throws the dice to determine the length of his kick in yards.
3. If the dice read 245 for example, Mr. West locates 245 in the blue column next to "kick-off" on the chart, and directly opposite 245, under "length", finds the figure 50. It is a 50-yard kick. He moves the ball 50 yards down the playing field (to Mr. East's 10-yard line) and surrenders the dice.
4. Mr. East now has the ball, and rolls the dice to determine the runback as shown in the "return" column under "kick-off." If the dice read 226 for example, Mr. East makes a 10-yard run-back, and moves the ball from his 10-yard line to his 20-yard line.

This is the beginning. So far the scoring pegs have not been moved, but Mr. East now places the 10-yard marker opposite the ball at the edge of the playing field, calls the next play (any play he may choose along the top of the signal chart) and throws the dice to designate his gain or loss in yards. He must of course, gain 10 yards in four downs or lose the ball as in regular football; and he counts as "plays" only what count as "downs" on the field.

From here on the game proceeds as in regulation football. Further directions, "argument settlers" and rules governing various situations will be found on the inside of box cover.

FOUR-HANDED FAST ACTION

The foursome is played by a captain and a quarterback on each side. The quarterback on one side calls the plays and his captain rolls the dice. The quarterback on the other side checks the gains (or losses) on the chart, and his captain pegs the scores. Never a dull moment.

LEAGUE FORMATIONS

The men in a hospital overseas organized an S O S league last year, four men to a team, and dubbed the winners in the finals the "All-American Stars." The idea took hold and spread through all sorts of military units and has now become popular in boys clubs, recreation centers, and residential neighborhoods "back in the states." Teams are frequently named in honor of mascots, officers, popular heroes, pin-up girls, and national or local football celebrities. Why not start a league in your contingent and see what happens?

AND REMEMBER: "If you know more football than your opponent you will win the game nine times in ten. Call the right plays and the dice will do the rest. They're educated." So says Col. William H. (Red) Friesell, the "Fifth Downer," nationally known referee and technical advisor for this famous game.

STARS ON STRIPES

INCORPORATED

406 McKENNA BUILDING

PITTSBURGH 19, PA.

AGCA
ARCHIVES

Barnard