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Colony et al.

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(54) **COMPUTER-IMPLEMENTED METHODS AND SYSTEMS ENABLING FAN PARTICIPATION IN CALLING PLAYS AT SPORTING AND OTHER EVENTS**

(71) Applicant: **Your Call, Inc.**, Newton, MA (US)

(72) Inventors: **George F. Colony**, Concord, MA (US); **Julie H. Meringer**, Belmont, MA (US); **Susan D. Membrino**, West Newton, MA (US); **William Packard Colony**, Brookline, MA (US); **James Andrew Shelley**, Jamaica Plain, MA (US)

(73) Assignee: **Your Call, Inc.**, Newton, MA (US)

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CPC **A63B 71/06** (2013.01); **G06Q 50/34** (2013.01)

(58) **Field of Classification Search**

CPC A63F 13/30; A63F 13/55; A63F 13/812

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Primary Examiner — James S McClellan

(74) *Attorney, Agent, or Firm* — WilmerCutler Pickering Hale and Dorr LLP

(57) **ABSTRACT**

Systems and methods are disclosed for determining a score for a user of a gaming platform such that the score reflects the user's success rate in calling plays in a sporting event. A computing device receives a user profile including a coach score and initiates a sequence of states in response to a start of a real-time football game play. The sequence of states include a poll creation state, a first notification state, a coach pick state, a fan voting state, a second notification state, and a play in action state. The computing device calculates a field score associated with the real-time play based on an on-field result. The computing device determines a coach score based on a fan vote and at least one of a coach pick, a winning play, and the field score, and outputs content to the registered user computing device related to the coach score.

20 Claims, 81 Drawing Sheets

