

Oct. 6, 1931.

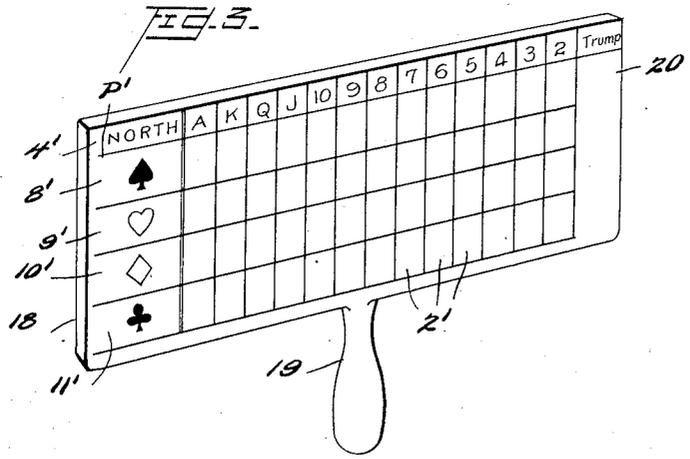
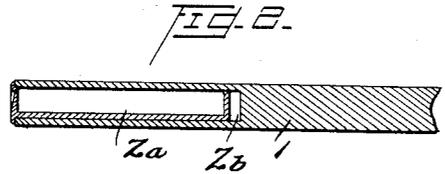
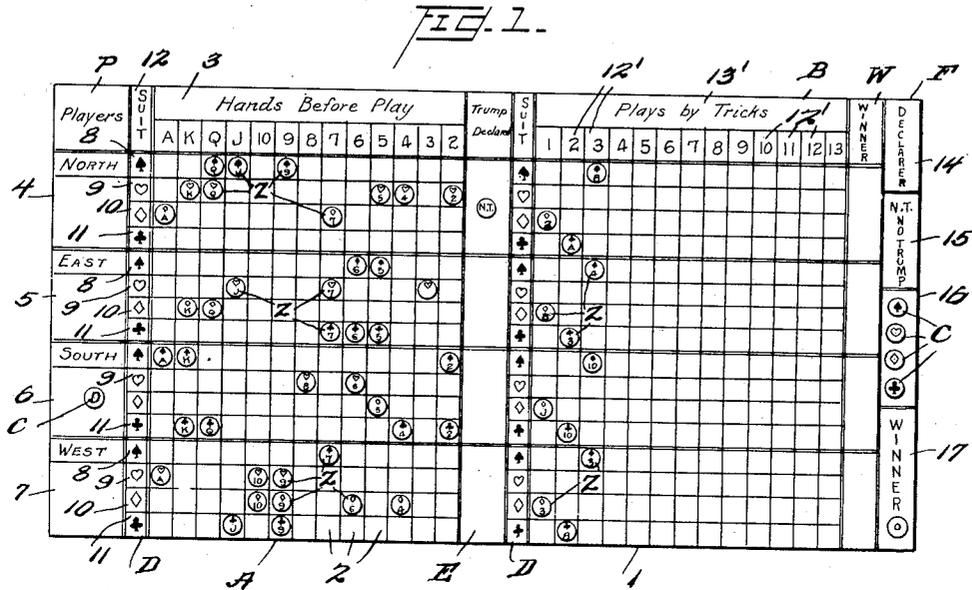
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1,825,673

GAME BOARD

Filed March 22, 1928

2 Sheets-Sheet 1



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FIG. 4.

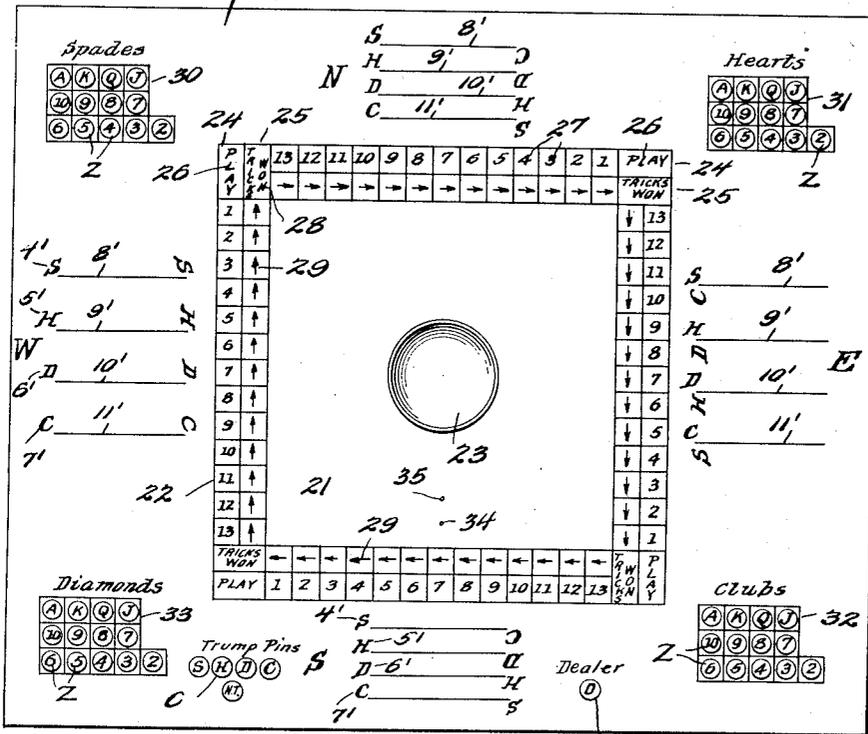


FIG. 5.



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GAME BOARD

Application filed March 22, 1928. Serial No. 263,878.

Broadly this invention relates to game boards, but it is more especially directed to the type adapted to be utilized in connection with the game of bridge.

5 A principal object of this invention is the provision of a game board of this character arranged to show the cards held by each player and means for indicating and recording each play made, and additional means for
10 indicating the suits, dealer, trumps, no trump, etc.

One of the principal objects of this invention is the provision of a game board of this character arranged to show the hands held
15 by each player and means for indicating and recording each play made, and especially adaptable in connection with illustrating and recording a bridge game as played and broadcast by experts over the radio, and permit-
20 ting the registration of such hands and plays so broadcast for future reference and practice.

Another object is to provide a board of the above character which may be passed from
25 player to player and to record each play as made, but further adaptable to show the hands held by each player and record of the play as made to effect the working out of bridge problems and to improve the efficiency
30 of a player by practice.

Another object of this invention is the provision of a board of this character having its plane face marked to indicate card positions arranged in four groups, each of which has
35 a plurality of card positions for each of the card suits so arranged that suitable markers may be positioned to indicate the hands held and record of plays as made.

A still further object is the provision of a
40 game board of this character and an individual means held by each player to indicate the player's hand only to prevent the other players from knowing what hand the others held, the card symbols being transferable
45 from said individual means to the primary board to indicate the play by tricks, as above outlined.

Another object is the provision of a game
50 board of slightly modified form adapted for use with the individual holders for hands be-

fore play, and means for holding the game pieces or card symbols after play and for effecting shuffling of said pieces for new deal, etc., said modified board also being susceptible of employment with the individual hold-
55 ers and primary board to effect a further variation in play when desired.

Still another important object is the provision of a practice board of the type above described, suitably constructed of wood,
60 paper, leather or the like, susceptible of being easily transported in the pocket or hand bag for utilization in traveling, as well as in the home, club, or wherever it may be desirable
65 to play alone or with other players.

With these and other objects in view, which will become apparent as the description proceeds, the invention resides in the construction, combination and arrangement of parts,
70 hereinafter more fully described and claimed, and illustrated in the accompanying drawings, in which like characters of reference indicate like parts throughout the several figures, of which:

Fig. 1 is a top plan view of my improved
75 game board showing the card symbols or game pieces arranged by hands before play, and indicating the tricks played.

Fig. 2 is a fragmentary cross sectional
80 view of Fig. 1 and through the container for the game pieces.

Fig. 3 is a perspective view of one of the holders for the hands before play.

Fig. 4 is a plan view of a modified form of
85 board adapted for individual use or in conjunction with the primary board; and

Fig. 5 is a perspective view of the cup shown in Fig. 4.

The types of game board with which I
90 am familiar have proven deficient for purposes of individual practice, and in working out bridge problems, and incapable of readily indicating the hands held by all players and so indicating the play by tricks of each
95 player as to render at a glance just what tricks have been played in their sequence, plays yet to be made, dealer, trump declared, etc., and also being incapable of varying the system of play, etc., and it was to overcome
100 such deficiencies and to provide a game board

and system of play adapted to variations to expedite working out bridge problems and designed as an efficient means of practice to improve an individual's game, and equally susceptible of employment by a number of players, that I designed the game board and associated board and holder forming the subject matter of this invention.

In the illustrated embodiment characterizing this invention there is shown a game board 1 which may be constructed of any suitable material and foldable if desired, but in the present instance, preferably constructed of wood, bearing markings as hereinafter described.

The face of the board 1 is divided into two ruled sections A and B, respectively, A is formed with a plurality of vertical columns 2 representing ace, king, queen, jack, ten, nine, eight, seven, six, four, three, and deuce, denoting value of the cards from ace to deuce, respectively, and above said columns being inscribed "Hands before play" 3. To the extreme left is the vertical column indicated by the letter P, "Players" and divided into four groups extending longitudinally across the sections A and B and representing the four players, as North 4, East 5, South 6 and West 7, each of said groups being divided into four longitudinal columns representing spades 8, hearts 9, diamonds 10 and clubs 11 respectively, said card symbols being arranged in a vertical column headed "Suit" 12, said column being indicated as D, the section B being similarly divided into vertical columns 1 to 13 inclusive, representing the possible number of tricks each player may take, and denoted at 12' the words "Play by tricks" appearing at the top of said columns as at 13'. A suit column D is shown at the left of said section B similar to section A. Separating sections A and B is a vertical column E with the words appearing at the top "Trump declared". Following the column 13 is a column W with the word "Winner" at the top thereof. To the right of said column W is column F divided into four sections, section 14, with the letter "D" for "Dealer" appearing therein, section 15 with the letters "N. T." or "No trump" appearing therein, and section 16 adapted to have markers C representing each of the respective suits 8, 9, 10 and 11. for a purpose hereinafter apparent, and section 17 with the word "Winner" appearing therein.

The card symbols representing the card units corresponding to the deck of 52 cards are employed in connection with the above board as player pieces and while they may be of various types, such as conforming to the configuration of the card suits, colors, etc., in the present instance they are in the form of thumb tacks, each tack bearing a symbol of one of the 52 cards and are adapted to be used in play according to the rules of bridge,

and are indicated by the letter "Z". Additional markers of similar type and denoted by the letter C are employed and when placed in proper positions on the board 1 are adapted to indicate trump declared, trumps, no trumps, dealer, winner, etc., as hereinafter more fully appearing.

In cases where it is desirable that each player be acquainted with his own hand only, a paddle board 18 is employed, formed with a handle 19 and adapted to be supplied to each player, but for purposes of illustration only one will be referred to, and having markings on its face substantially similar to the left hand of the board 1, but representing one group only, in the present instance, north 4', with a column P' representative of the four suits 8', 9', 10' and 11' respectively, and vertical columns 2' representing the various card values, such as ace, king, queen, jack, etc., and at the extreme right hand a trump column 20, so that as the card symbols are dealt they can be placed in the respective suit and face value positions, so that the hand held may at all times be readily viewed by the holder. This holder of course, represents each individual hand before play, and may be used in conjunction with board 1 where secretive play is desired. The various symbols being removable in course of play to the "Play by tricks" side of the board in the same manner as above described, in connection with board 1, and the same card symbols Z being used.

In order to further vary the system of play a slightly modified form of board 1' is employed, having its layout for indicating player positions differently arranged but in principle not materially different from that of board 1. This board is adapted to be used in conjunction with holder 18 and also in conjunction with board 1 according to the system of play desired, as hereinafter more fully appearing.

The board is provided with a centrally disposed square 21, with each of its four sides formed by a checkered border 22, and four lines are positioned slightly spaced from each of the four sides of the border designating, respectively, a card or suit, namely, Spades 8', Hearts 9', Diamonds 10', and Clubs 11', representing the four players respectively, North 4', East 5', South 6' and West 7', and normally positioned in the center of the board is a cup 23 adapted to hold the game pieces for purposes of shuffling, etc., as will hereinafter appear.

The said border is divided into parallel checkered columns 24 and 25 respectively, 24 having the word "Play", designated as 26, at the head of each column, and numerals 1 to 13 inserted in the respective squares, preferably in red, as designated by 27 and the column 25 bearing the words "Tricks won" indicated at 28 and having darts or arrows 29

preferably black, in each of its respective 13 squares pointing toward the left. At each of the 4 corners of the board there is a block divided into 13 squares with the words "Spades", "Hearts", "Diamonds", and "Clubs" surmounting each of said blocks respectively, and indicated by 30, 31, 32 and 33, respectively, each of said blocks adapted to hold symbols making up the respective card suits where the board is to be utilized separate from board 1, the symbols C denoting the suits, no trump, dealer, etc., are employed as with board 1 for a similar purpose and, likewise, are in addition to the card symbols Z used in play.

Within the square 21 facing each of the players denoted as N, E, S and W, is a dot or hole 34, preferably black, where is adapted to be positioned a symbol or marker C, denoting the trump suit or "N. T." as the case may be, after the full round of declaration has been made, and immediately before the dot 34 is positioned the dot or other suitable marking 35, preferably of a contrasting color such as red, where is adapted to be positioned the marker C denoting dealer after dealer or distributor has been decided upon.

With further reference to board 1, it will be noted where the same is of sufficient thickness, a drawer or container *Za* for holding, shuffling, etc., the symbols Z, may be inserted in the recess *Zb* in said board, or the said container may be suitably constructed separate therefrom, if desired.

Having described my game board and cooperating units, I will now describe their operation. In working out a certain problem the card symbols are indicate Z, 52 in number, representing cards used in bridge, the said symbols or player pieces Z are placed according to desire or deal, so that, North, East, South and West designated as the players, each have 13 symbols or cards.

In connection with the board 1, the present illustration shows the different hands arranged on Fig. 1, which can be readily seen in a no trump deal. This is then recorded by removing the C counter denoting "No trump," and placing it in the E column opposite North, due to the fact that South dealt, which latter is indicated by removing C counter D, representing "Dealer" from the F column, and placing it under South. Dealer South bid one club; West passed, not holding a strong 5 card suit, North holding good cards bid one no trump, East also passes. The game now proceeds according to bridge rules.

In this instance, with no trump suit bid by North, play by tricks is operated by placing the player pieces Z from A side of figure one to B side in the corresponding columns, under the heading "Play by tricks"; the winner is then declared by placing red counter or marker C in the W column, op-

posite the player 1, which here would be North.

After the game, the counters or pieces Z are exchanged from B side to A side either in original manner which can be easily done due to the suit arrangement D on both A and B sides, or changing at will for further problems.

From the foregoing it will be apparent that board 1 may be utilized as a complete practice board in itself, and as above shown the card symbols are placed on the left of A side, according to the hands held by each player, and play begins by transferring the Z symbols from the A side and placing them in column 1 of the B side on the first play; in the second column on the following play, etc., thus representing each practice move until the game is completely worked out as shown in Fig. 1 where three plays have been made. The winner is declared by placing a red marker C in the respective space in column W.

When it is desired to use the modified form of game board 1' the play proceeds as follows: Select dealer and place symbol D in respective position 35 and then bid, when trump is declared place C marker symbol denoting suit in respective position 34, then transfer the symbols Z from their location under the heading Spades, Hearts, Diamonds and Clubs, respectively, to lines in front of each side denoting the players, as N, S, E and W according to the deal, or where an individual is using board in practice, according to the problem to be worked out.

Play now begins by the party to left of dealer placing the symbol desired played in space 1 (red) designated as 27, next player then does likewise, etc., until first play has been consummated by all four players, then place symbol C marker in front of the player who took the last trick in arrow 29 in front of square space 1 (red) designating the trick taken. This will signify the tricks taken by the winning player and in this manner designate the winning side at the end of play. After the playing of each four symbols Z, said C marker denoting the winner is placed as above described and the four symbols played are dropped in cup 23, the playing of next trick is resumed and the play proceeds as before. At the end of all 13 tricks denoted by said markers in arrows 29, a visualized insignia of the side or partners who have won, according to the rules of bridge, will be presented. As above stated, after each trick has been played the card symbols are discarded by being placed in cup 23, and are shuffled for the next deal by a card being placed over the cup and the cup shaken, the symbols Z being drawn therefrom by the respective players for new hands as in the first instance.

Where it is desired that the hands not be

exposed, the holder 18 can be used in conjunction with board 1', play proceeding as follows: After shuffling, each player will draw one symbol Z at a time from the cup 23 the same as dealing, and place the same on holder 18 in its respective position, there being normally four of such holders. Then bid and proceed as in regular bridge, by transferring the symbols as played from the holder 18, placing same in play column 1 (red) denoted as 27, and proceed as initially described in connection with board 1z.

Having thus described my invention, what I desire protected by Letters Patent is as set forth in the following claims:

1. In combination a game board and a plurality of game pieces, certain of which constitute markers denoting, respectively, trumps, no trump, dealer, and winner, the face of said board being divided into four divisions representing players indicated as North, East, South, and West, respectively, each division divided into two sections by a trump declared column, all of said sections being divided into four longitudinal columns designating the respective game piece suits, and into thirteen vertical columns representing the game piece face designations and forming 52 squares adapted to receive the respective game pieces according to their suit and face designations, the other complementary section being similarly divided into 52 squares representing suit and trick numbers, each square adapted to receive and record a respective game piece according to its suit and number of trick in which played, and a space adjacent each of said latter sections adapted to receive a game piece representing the winner.

2. In combination a game board and a plurality of game pieces, certain of said pieces constituting markers, the playing face of said board being divided into two areas, each area divided into four complementary sections, the dividing line between said sections being common to both areas, each of the respective sections divided into four longitudinal columns representing the card suits, respectively, one area, divided into thirteen vertical columns common to its respective sections and representing the face designations of said game pieces, the other area similarly divided into thirteen vertical columns designating the number of tricks, a winner column adjacent said latter area adapted to receive a winner game piece adjacent a respective section, whereby the game pieces representing hands held before play are adapted to be arranged in the respective sections according to suit and face designations and transferred to the other area and arranged in the respective sections according to the suit and the particular trick in which played.