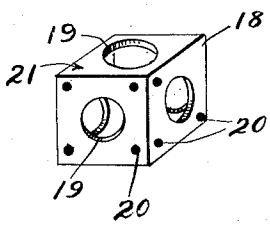
D. McDONALD.

GAME COUNTER.

APPLICATION FILED MAY 10, 1921.

1,419,871. Patented June 13, 1922.

Fig. 3.



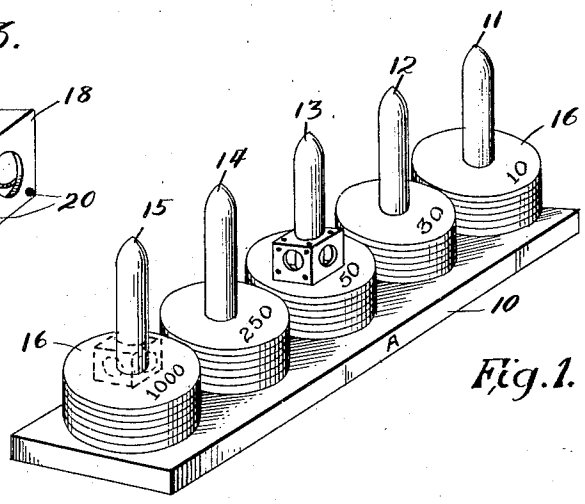




Fig. 1.

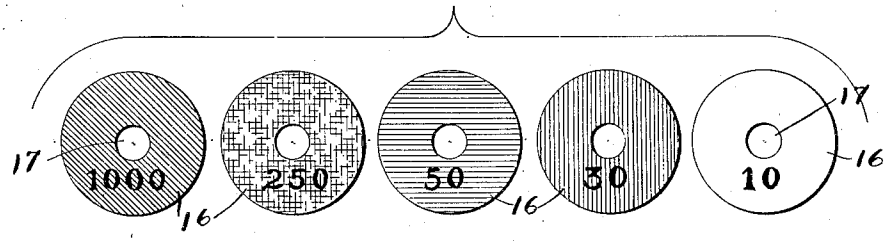



Fig. 4.

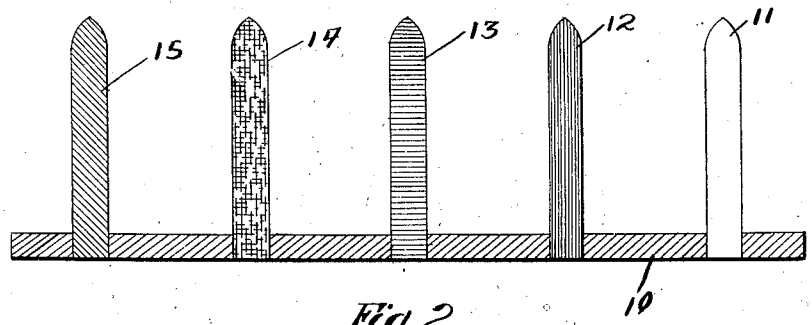



Fig. 2.

Inventor

Donald Mc Donald

By Knight Bros

Attorneys

# UNITED STATES PATENT OFFICE.

DONALD McDONALD, OF LOUISVILLE, KENTUCKY.

## GAME COUNTER.

1,419,871. Specification of Letters Patent. Patented June 13, 1922.

Application filed May 10, 1921. Serial No. 468,262.

*To all whom it may concern:*

Be it known that I, DONALD McDONALD, a citizen of the United States, and a resident of the city of Louisville, in the county of Jefferson and State of Kentucky, have invented certain new and useful Improvements in Game Counters, of which the following is a specification.

My invention relates to game counters and more particularly to a system for accurately tallying the game of bridge, it being adaptable however, with slight modifications, for the tallying of the scores of other games.

The primary object of my invention is to provide a simple and convenient device wherein the score of the game and particularly the game of bridge, will be always apparent to the players.

Heretofore chips have been used to keep the score of bridge by passing chips from one player to the other, generally at the end of each rubber, but the intermediate score was necessarily kept with pencil and paper during the progress of the rubber. My invention obviates the necessity for any auxiliary score keeping means and makes it possible for any player to see how the game stands at any time.

In carrying out my invention, I provide a suitable number of racks, corresponding to the number of players in the game, which racks carry chips of different colors and different valuations. The valuations of the chips are so selected that the majority of scores made in bridge can be paid with a single chip and any possible score can be made of a combination of these chips. The score is kept by an interchange of chips between the loser and the winner whereby a calculation of the number of chips in excess of or less than the number originally carried by the rack will indicate whether the holder of the rack is a winner of a loser.

Furthermore, in the game of bridge it is of extreme importance that the points for game be accurately tallied. My invention contemplates means for indicating the points toward game that a player may possess by the provision of a cube containing dots from one to four on its several sides. The chip-carrying posts of the rack are given values in the multiple of five, ranging from five to twenty. Hence any amount above the amount of six which is the least possible game score in bridge can be indicated by the proper positioning of the cube upon one of the posts.

The particular structure and arrangement of my invention, together with the system of game tallying in which this invention is used will be made more apparent in the accompanying specification and drawings in which:

Fig. 1 is a perspective view of the counter,

Fig. 2 is a longitudinal section of the rack,

Fig. 3 is a perspective view of the cube employed and,

Fig. 4 is a plan view of the five sets of counting chips used with this device.

In carrying out my invention I provide a rack having a base 10 having a multiplicity of upwardly projecting posts indicated by the numerals 11, 12, 13, 14 and 15 respectively. Any number of these posts may be provided but in the illustrative example of counter described herein and which, as hereinbefore stated, is particularly adapted for counting the game of bridge, five of such posts are shown. The base 10 of the posts is preferably made of celluloid, the several posts being of the color of the chips which each is adapted to contain. For instance, post 11 is white, post 12 red, post 13 blue, post 14 yellow and post 15 green, or some other distinguishing color.

A number of counting chips 16 are used, preferably the same number being provided for each post. In this illustrative example of invention, each post is adapted to receive six chips. The post 11 will have white chips of the value of 10, the post 12 red chips of the value of 30, the post 13 blue chips of the value of 50, the post 14 yellow chips of the value of 250 and the post 15 green chips of the value of a 1000. The figures indicating the value of each chip will be preferably plainly displayed thereon, such as by stamping the same or inlaying in large figures. Furthermore, each chip is apertured centrally thereof as at 17 which will permit each chip to be slipped upon its respective post.

The posts of the rack have each associated therewith, with the exception of the extreme left hand post a value in the multiple of five. The post 11 having the value of five, post 12 the value of 10, post 13 the value of 15 and

the post 14 the value of 20. As stated hereinbefore, the post 15 has a zero value. The valuations of the four right hand posts of the rack are for use in counting the points for game. Inasmuch as the points for game must be accurately tallied, I provide a cube 18 preferably formed of ivory or celluloid, which is drilled in three directions, thereby providing suitable openings 19 which will permit the cube to be placed upon any of the posts with any selected side on top. The sides of the cube having a series of dots 20 ranging from 1 to 4 and one or more blank sides 21. Therefore, should a bid of 2 of spades be made which causes a game score of 18, this score could be indicated upon the winner's rack by placing the cube 18 upon the post 13 with its face containing three dots upwardly, such as illustrated in Fig. 1 of the drawings. The value of the post 13 is 15 which, with the cube which indicates 3, makes the total 18, the points secured by winning 2 at spades.

The system of tallying in which my improved counter is employed will now be described:

Each player is given a rack with six chips on each post, each rack being provided with an identifying letter, such as shown in Fig. 1 on the edge of the base 10. It is of extreme importance that each player retains the same rack during the progress of play. In counting, all the points made both at game and honors are paid for to the nearest even 10. For instance, 35 is counted as 40 and so on. After each hand is played the loser spreads out on the table the chips representing each score made by the other side, whether at points or at honors. When the winner has acknowledged that all scores are accurately paid for, he picks up the chips and puts them on his rack.

The status of each player relative to the number of points which he has as against the other players is therefore apparent by determining the number of chips in excess of or less than six upon each post.

In counting game as hereinbefore stated, the cube 18 is used. When no points have been made toward game the cube is placed upon the post at the extreme lefthand side which has the value of zero. In this position the cube is considered out of use. If now, for instance, 2 of spades has been made giving the player 18 points on the current game, the cube 18 is placed upon the blue post 13, with its side containing 3 dots turned upwardly. The blue post, as explained hereinbefore, has the value of 15 which coupled with the 3 indicated by the cube reads the score of 18 points made by the player. When a player scores more than 30 either in one or more hands he indicates that he has one game in the rubber or in other words, is "game in," by laying a yellow chip which is of the value of 250 on the table near his rack. This yellow chip is conspicuous and thereby clearly calls the attention of the competing players to the fact that the winning player has the advantage of one game in the rubber. This is important, inasmuch as a player's bid is practically influenced by the fact that he or a competing player is a "game in" and will win the rubber if a certain bid is made.

When a game is made the points made toward game by the other side are cancelled by moving the cube back to the post at the lefthand end of the rack. Likewise when a rubber is made the player who is "game in" must replace the yellow chip upon his rack so as to indicate that a new rubber is started and that no one has scored.

When play is finished, each player credits himself with the value of whatever chips he has in excess of six on any post and charges himself with whatever deficiency there is between what he has on any post and six.

The utility of the chips contained on the extreme lefthand post which have a valuation of a 1000 arises when it becomes necessary to make change, or, in other words, for one player to purchase an additional supply of chips of a smaller value. A player who has less than three chips on any post must buy from another player who has an excess, when requested. Likewise, any player who has more than twelve chips on any post must sell chips to another player who requests it.

The values given to the several sets of chips are of the utmost importance. The values 10, 30, 50 and 250 occur very frequently in the game of bridge. Consequently, by using the numbers 10, 30 and 50 any number between 10 and 100 can readily be made by the combination of two or three chips. Therefore, by this selection of valuations of the chips advantage is taken of the fact that many scores made in bridge can be paid with a single chip and any possible score can be paid by a combination of these chips.

As hereinbefore stated, the score made at points or honors is paid for to the nearest 10. It makes practically no differences in the ultimate result of a rubber or of an evening's play, but it facilitates the tallying of the points and obviates the necessity of chips for counting units.

It is obvious that the illustrative example of my invention is particularly designed for the tallying of the game of bridge, but with slight modifications, it may be employed equally as well for tallying other games. In fact, without any variation at all in the details, games similar to that of bridge may be tallied. The provision of the movable cube which selectively indicates units occurring between the multiple of five en-

ables this device to be used in many games where an accurate indication of points is required.

I therefore reserve the right to modify my invention to this extent.

Having thus described my invention, what I claim is:

1. A game counter comprising a rack having a base, a multiplicity of posts projecting from said base, a multiplicity of counting chips adapted to be exchanged between the players and centrally apertured for reception by said posts, said chips being in sets of different values, each chip having its value indicated in figures thereon.

2. A game counter comprising a rack having a base, a multiplicity of posts projecting from said base, a series of exchangeable counting chips centrally apertured for reception by said posts, said chips being in sets of different values, each chip having its value indicated in figures thereon and a cube adapted to be positioned upon any of said posts, said cube being provided with dots on its sides whereby different points may be indicated by properly positioning the said cube.

3. A game counter of the class described comprising a rack having a base, a series of posts projecting therefrom, a corresponding number of sets of centrally apertured chips adapted to be contained upon said posts, each set of chips being of a different identifying color and valuation, a cube apertured so that it can be disposed upon said posts with any selective side turned upward, valuation dots on the several sides of said cube, said dots ranging from one to four in number, four of said posts having successive valuations each of a multiple of five, whereby a number between the multiple of five may be indicated by placing said cube upon a post, the multiple of five valuation of which is next lowest.

4. A game counter of the class described comprising a rack having a base, five posts projecting therefrom, a corresponding number of sets of chips, each set of chips being six in number and suitably apertured to enable them to be positioned upon their respective posts, each set of chips being of a different identifying color and valuation, each chip having indicated thereon its value, each post containing a set of chips being of a similar color as the chips, four of said posts having a value from five to twenty respectively, a cube adapted to be positioned upon any of said posts, said cube being provided on its sides with valuation dots ranging from one to four whereby game scores between the multiples of five may be indicated by positioning the cube upon the post having the nearest multiple of five, the difference being made up by selectively displaying the correct number of dots upon the upper side of said cube.

5. A counter for use in tallying bridge comprising a base, five posts projecting therefrom, five sets of counter chips suitably apertured to enable them to be positioned upon said posts, each set of counter chips and its respective post being of a different identifying color, said sets of chips being valued at 10, 30, 50, 250 and 1000 respectively, the valuation for each set of chips being printed upon each chip of the respective sets, the four righthand posts having a value of 5, 10, 15 and 20 respectively, a cube adapted to be placed upon any of said posts, said cube having a blank side, a series of identifying dots upon its other sides, said dots ranging from one to four in number, whereby numbers in amounts which are between the values of the four posts may be indicated by placing said cube upon the post having the value nearest to the number to be indicated, the difference being indicated by the number of dots displayed upon the upper side of the cube.

DONALD McDONALD.