

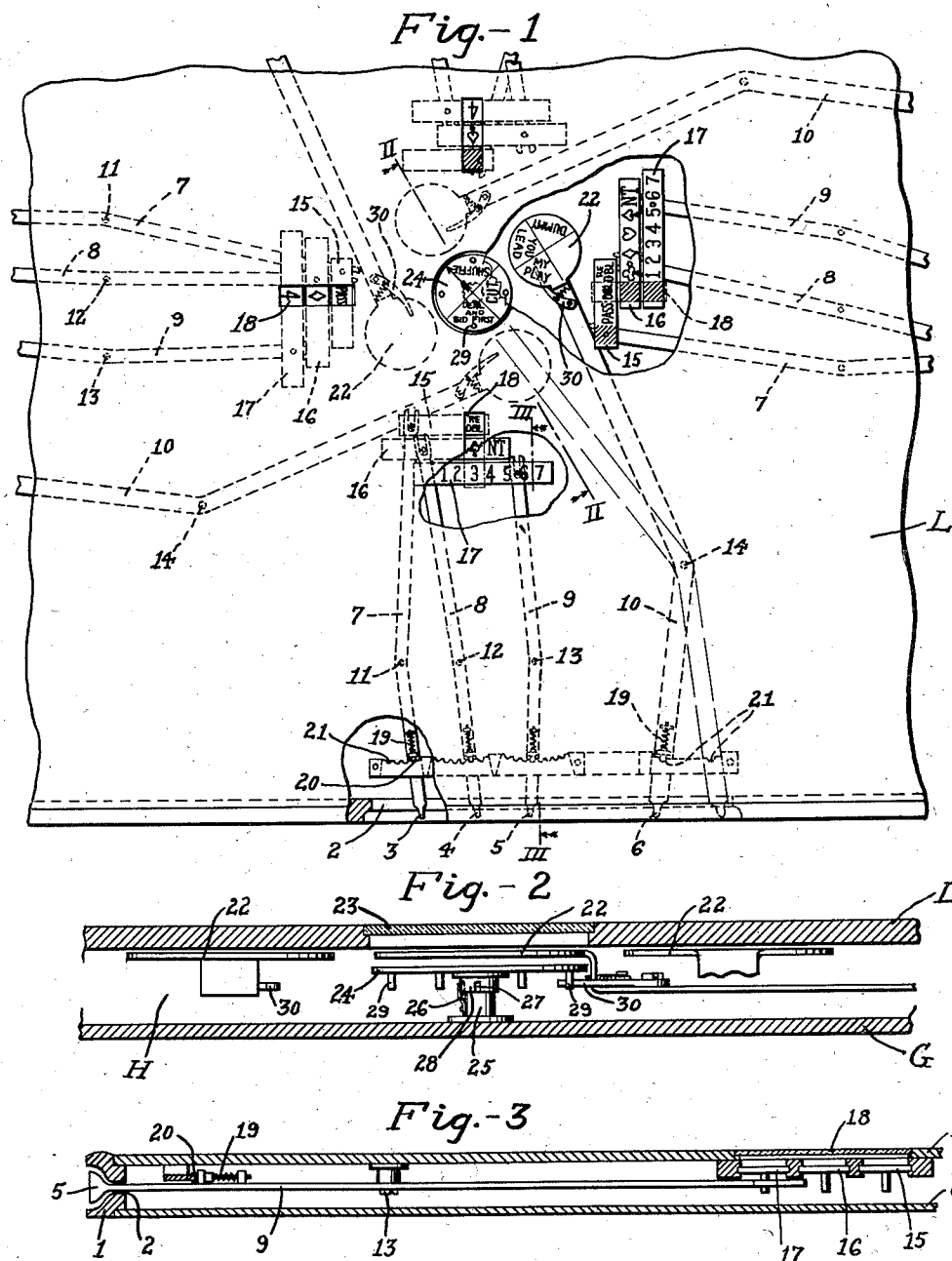
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RECORDING SAFETY GAME BOARD

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RECORDING SAFETY GAME BOARD

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This invention relates to a recording safety game board.

An object of the invention is to provide a card table or like game board comprising a playing surface and means visually associated therewith and manually operable by the players adapted for indicating and maintaining a record of conditions and plays as the game progresses.

A more detailed object is to provide a table or board as indicated including a plurality of sets of movable finger pieces arranged one set for each player and each finger piece being manually movable by the player to register and keep record of plays and circumstances incident to the progress of the game.

A further object is to provide means to audibly, also to visually, signal any change in the position of the finger pieces.

A further object is to provide means associated with at least one of the finger pieces of each set adapted to insure against unauthorized movement of the corresponding finger piece of the other sets.

A further and more detailed object is to provide a table or board of the type indicated adapted particularly for use in the playing of card games, such as bridge and the like.

Other objects and aims of the invention, more or less specific than those referred to above, will be in part obvious and in part pointed out in the course of the following description of the elements, combinations, arrangements of parts and applications of principles constituting the invention; and the scope of protection contemplated will be indicated in the appended claims.

In the accompanying drawing which is to be taken as a part of this specification, and in which I have shown merely a preferred form of embodiment of the invention:—

Fig. 1 is a top plan view of a portion of a table or board embodying the features of this invention, parts being broken away for the disclosure of details.

Fig. 2 is an enlarged fragmentary sectional view taken upon the plane of line II—II of Fig. 1, and Fig. 3 is an enlarged fragmentary sectional view substantially upon the plane of line III—III of Fig. 1.

Referring to the drawing for describing in detail the exemplary structure as illustrated therein, the reference characters L and G indicate top and bottom members respectively of a suitable table or board said members being shown as spaced apart to provide a compartment as H

between them within which is contained the moving parts of the mechanism employed.

A marginal member as I may connect the members L and G and in the member I, at the several sides thereof one for each player, as will be understood, there is formed a slot as 2 through which the finger pieces extend and lengthwise along which said finger pieces are independently manually movable.

In the illustration there are four finger pieces, designated 3, 4, 5 and 6 comprised in the set for each player. These finger pieces are at the outer ends of four levers designated respectively as 7, 8, 9 and 10. The levers are pivotally mounted upon suitable pivots as 11, 12, 13 and 14 located intermediate their length.

The inner ends of the levers 7, 8 and 9 engage slides 15, 16 and 17 respectively in such wise that movement of the finger pieces 3, 4 and 5 lengthwise of slot 2 will move the slides with respect to a window as 18 provided in the member L and through which a portion only of each of the slides is visible.

There is one window 18 for each player, and these windows are spaced somewhat outwardly from the center of the table toward the respective players the windows preferably having a sheet of glass or other transparent material therein as shown to complete the playing surface.

Arranged at a suitable point in the length of the levers 7, 8 and 9 is a suitable snap-acting retaining device as indicated at 19 adapted for holding the levers in any position in which they are set, said snap-acting devices being also of a character to produce a loud report or signal as the spring pressed element as 20 thereof snaps from one notch as 21 to another as the lever is moved to slide the slides 15, 16 or 17 step by step from one position to another behind the window.

Carried upon the upper surface of each of the slides 15, 16 and 17 are suitable legends, for instance as clearly shown, intended for reading at the window 18 according to the position of the finger pieces and the slides, the reading of course changing with each step of movement of any one of the slides.

The inner end of each of the levers 10 carries a disc shaped head portion 22 which is movable by said lever between two positions. The snap-acting retaining device 19 associated with this lever includes only two notches 21, one to hold the head 22 in a relatively non-recording position as shown by full lines in Fig. 1 and the other to hold said head 22 in a recording or indicating position visible through a window 23 formed in

the exact center of the member L and centrally between the several windows 13, as shown by the dotted line position of said lever 10 in Fig. 1.

Upon the upper surface of each of the heads 22 of the levers 10 may be carried suitable legends as for instance that indicated, the legends upon each of these levers in the instance illustrated being identical.

The heads 22 of the several levers 10 are all movable in the same horizontal plane, as most clearly shown in the illustration Fig. 2 so that thus only a single one of the heads 22 is capable of movement into the space visible through window 23 at any one time. A head 22 occupying this space at any given time must first be moved to a non-indicating position by the player having charge of that particular head 22 before the head 22 of any other lever may be moved into the space below the window. Located in a horizontal plane below the horizontal plane of the heads 22 and centrally beneath the window 23 is a turn table 24 pivotally mounted for rotation about a vertical axis upon a standard 25 and having a snap-acting retaining device, including a spring member 26 engageable in any one of a series of radially disposed depressions or seats 27 of a collar 28 movable with the turn table, by which to yieldingly retain the turn table in any one of four different equally spaced radial positions.

Projecting downwardly from the turn table 24 is a series of equally spaced pins 29—29 and upon each of the levers 10 is carried a pawl 30 co-operative with the pins 29 to rotate the turn table one step whenever one of the levers 10 is thrown to bring its indicator head 22 into register with the window 23.

Upon its upper surface the turn table carries suitable legends for instance as clearly shown in Fig. 1.

In the embodiment of the invention as herein shown and described the table or board illustrated is adapted for the playing of a game of bridge, and the several slides 15, 16 and 17, the indicator heads of the levers 10, and the central turn table, are all shown as having legends peculiar to this game and in positions such as they might occupy at some time during the game, and the plays concerned may be briefly mentioned as follows:

The player in the south is the dealer and has first bid, see the legend on the turn table. His partner on the north is meanwhile shuffling the second deck of cards and when the cards are shuffled he will lay them on his right as indicated by the small arrow on the turn table. The player on the east will cut the cards before the deal.

The player on the south has bid three spades and has moved his finger pieces 4 and 5 so that this play reads as such at his window 13. The slide connected with this player's finger piece 3 at this time shows a blank.

The player on the west bids four diamonds and moves his finger pieces to so indicate at his window 18. The player on the north raises his partner's three spades to four spades and so indicates at his window. And the player on the east doubles, and so indicates at his window but has not bid himself.

The player on the south, re-doubling, now moves his finger piece 3 to so indicate at his window. And thus all of the bids made by the several players are graphically and positively shown at the several windows respectively so that there can be no dispute as to what the individual bids were throughout the playing of the "hand".

For any player to secretly change the reading at his window would be practically impossible, first, because the changed reading would be evident to the other players, and, second, because the act of changing the reading would be signalled audibly by the snap-acting device 19 associated with the particular finger piece or finger pieces moved.

After the bidding has been completed, and before any card is led, the player on the south moves his finger piece 6 to throw his indicator head 22 into indicating position beneath the window 23, thereby graphically showing that the player on the west leads the first card, that the player on the north is the dummy, and that the player on the south does the playing from the dummy hand.

The parts remain in this position until all cards of the "hand" have been played. And when all cards of the "hand" have been played, then the player on the south moves his finger piece 6 to uncover the turn table, and all of the players move their respective finger pieces to show only blanks at the windows 13.

When the indicator head 22 of the lever 10 was thrown to indicating position by the player on the south its pawl 30, co-operating with one of pins 29 and the snap-acting device of the turn table, rotated the turn table a one-quarter turn so that now when the indicator head of lever 10 is moved to non-indicating position at the end of the "hand" the turn table shows the player at the west to be next dealer, the player on the east to be shuffler and the player on the south to cut the cards for the new deal.

Thus it will be seen that the turn table moves a one-quarter turn for each "hand" of play, the indicator heads 22 of the levers 10 for the different players being movable to effect this result and to progressively indicate the player who will lead the first card etc. for each "hand", as the game continues.

It will be observed that all of the finger pieces of the different players may be moved to their proper or normal at rest positions at the end of the playing of a "hand" by simply sliding the thumb toward the left along the edge of the table so as to engage and move the finger pieces in succession.

The entire mechanism as illustrated is simple, practical and efficient. It is easy and interesting to operate. It always shows the vital plays or bids made from time to time by the respective players and keeps record of these plays or bids for a sufficient period to prevent any misunderstanding or argument as to their character or the identity of the player making them. At the same time it directs the progress of the game thereby avoiding improper sequence of plays by the different players, and it provides an excellent medium to restrain players against tendency to cheat at any stage of the game.

While the several movable parts required are herein shown and referred to as being manually movable by finger pieces slidable at the edge of the board or table, it will be understood that said movable parts may be moved at will by the players through the use of other means than those disclosed, such other means being either electrical, mechanical, or otherwise.

Boards having the essential characteristics as herein disclosed may if desired be utilized as a display or bulletin board for exhibition purposes so as to show the bids and plays being made by players at a distance, in which case the playing

surface portion of the device would not be an essential feature of the structure employed.

As many changes could be made in this construction without departing from the scope of the invention as defined in the following claims, it is intended that all matter contained in the above description, or shown in the accompanying drawing, shall be interpreted as illustrative only and not in a limiting sense.

Having thus described my invention, what I claim as new and desire to secure by Letters Patent is:—

1. A game board of the class described including parts providing a playing surface, a rotatably mounted member having indicia thereon regarding the duties of the different players, and a plurality of members one for each player operable to rotate said rotatable member thereby to indicate the changed duties of the players as the game progresses from player to player, together with means movable by any one of said plurality of members to cover and conceal the indicia on said rotatable member.

2. A game board of the class described including parts providing a playing surface, a rotatably mounted member having indicia thereon regarding the duties of the different players, and a plurality of members one for each player operable to rotate said rotatable member thereby to indicate the changed duties of the players as the game progresses from player to player, together with means movable by any one of said plurality of members to render the indicia on said rotatable members invisible and to substitute therefor a different indicia.

3. A table for card games comprising a playing surface having a window opposite a player's position, a set of bid indicating devices for the player, said set of bid indicating devices being arranged below and visible through said window and spaced inwardly from the edge of the playing surface, a set of levers corresponding to said set of devices and respectively actuating the said devices of the set, and a set of keys adapted to operate said set of levers, said set of keys being adjacent the edge of the playing surface whereby the player can indicate the bids he makes during a game.

4. A table for card games comprising a playing surface having a window opposite a player's position, a set of bid indicating devices for the player, said set of bid indicating devices being arranged below and visible through said window and spaced inwardly from the edge of the playing surface, a set of levers corresponding to said

set of devices, said levers being movable substantially parallel to said playing surface and respectively actuating the said devices of a set, and a set of keys adapted to operate said set of levers said set of keys being adjacent the edge of the playing surface near the player, whereby the player can indicate the bids he makes during a game.

5. A table for card games comprising a playing surface having a window opposite a player's position, a set of bid indicating devices for the player, said set of bid indicating devices being arranged below and visible through said window and spaced inwardly from the edge of the playing surface, a set of levers corresponding to said set of devices and respectively actuating the said devices of the set, and a set of keys adapted to operate said set of levers, said set of keys being adjacent the edge of the playing surface near the player, whereby the player can indicate the bids he makes during a game, said bid indicating devices comprising rectilinearly slidable plates to which said levers are pivotally connected.

6. A table for card games comprising a playing surface having a window opposite a player's position, a set of bid indicating devices for the player, said set of bid indicating devices being arranged below and visible through said window and spaced inwardly from the edge of the playing surface, a set of levers corresponding to said set of devices and respectively actuating the said devices of the set, and a set of keys adapted to operate said set of levers, said set of keys being adjacent to the edge of the playing surface near a player, whereby the player can indicate the bids he makes during a game, said keys being beneath and included within the marginal edges of said playing surface.

7. A table for card games comprising a playing surface having a window opposite a player's position, a set of bid indicating devices for the player, said set of bid indicating devices being arranged below and visible through said window and spaced inwardly from the edge of the playing surface, a set of levers corresponding to said set of devices and respectively actuating the said devices of the set, and a set of keys adapted to operate said set of levers, said set of keys being adjacent the edge of the playing surface near the player, whereby the player can indicate the bids he makes during a game, said keys being beneath and included within the marginal edges of said playing surface and movable substantially parallel to said surface.

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