(No Model.)

W. B. HERBERT.
GAME COUNTER.

No. 482,575.   Patented Sept. 13, 1892.
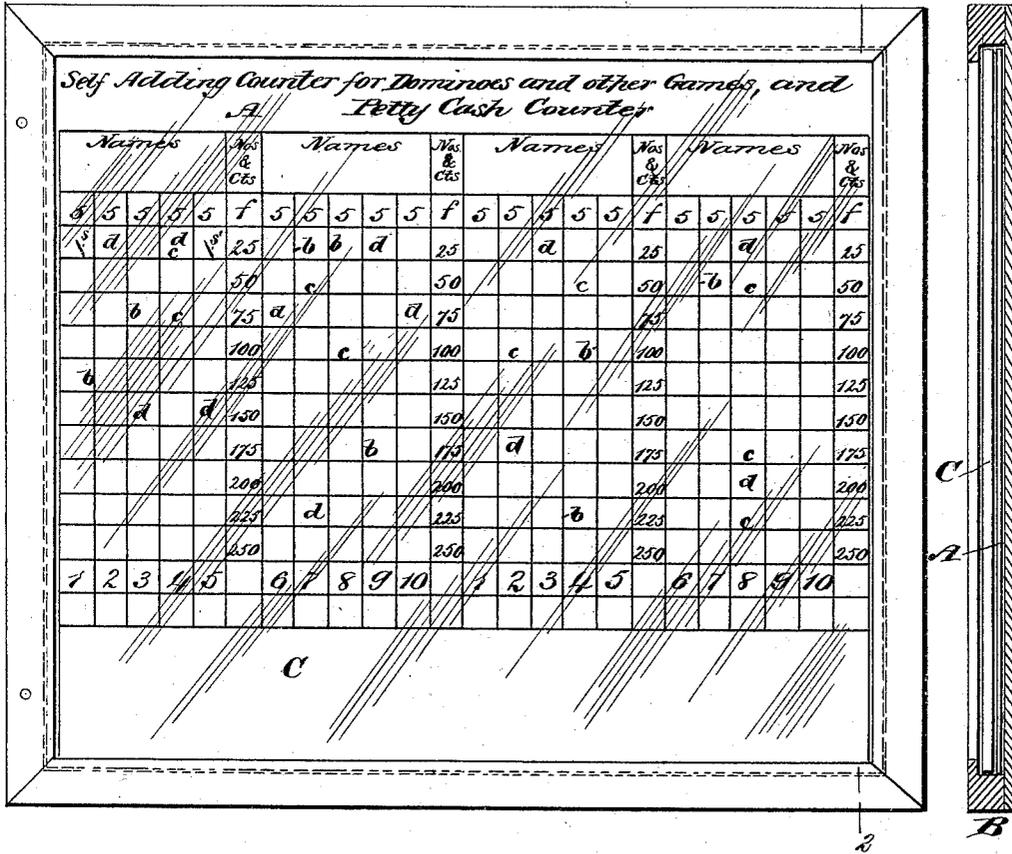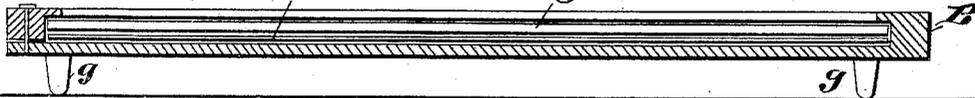
Fig.1.

Fig.2.

Self Adding Counter for Dominoes and other Games, and Petty Cash Counter

| Names | Nos. & Cts | Names | Nos. & Cts | Names | Nos. & Cts | Names | Nos. & Cts |

Fig.3.

WITNESSES :

INVENTOR

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BY

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UNITED STATES PATENT OFFICE.

WILLIAM B. HERBERT, OF GALVESTON, TEXAS.

GAME-COUNTER.

To all whom it may concern:

Be it known that I, WILLIAM B. HERBERT, of Galveston city, in the county of Galveston and State of Texas, have invented a new and
5 useful Improvement in Counting Devices, of which the following is a full, clear, and exact description.

This invention consists in a tabular counting device of novel construction applicable to
10 counting with great accuracy and exemption from dispute, together with a clear exhibit of progress and result, in the game of dominos and other games, such as whist, euchre, casino, &c., also applicable as a petty-cash counter,
15 substantially as hereinafter described, and more specifically pointed out in the claims.

The invention, however, will here be more particularly described by way of illustration as a counter for the game of dominos.
20 Reference is to be had to the accompanying drawings, forming a part of this specification, in which similar letters of reference indicate corresponding parts in all the figures.

Figure 1 represents a face view of my im-
25 proved tabular counting device mounted in a glazed or other like frame embodying my invention. Fig. 2 is a section of the same upon the line 2 2 in Fig. 1, and Fig. 3 a section at right angles to Fig. 2.
30 The counting in a game of dominos has heretofore been generally done upon a slate or piece of paper. The game is one where each count makes five or a multiple of five, so that in making five a mark like this \ is
35 made. When five more is made, it is noted like this **X**, and so on until the count reaches two hundred and fifty, or any number previously decided upon. By counting in this way a mistake can easily be made, and it is diffi-
40 cult to see at a glance at any time during the progress of the game the number of the counts up to that point. This is especially the case where children play the game, as such counting is not liable to be accurate. Such mode
45 of counting also necessitates the finding of a slate or piece of paper and the ruling of the same to make the counting by symbols, as described, which makes it a tedious work.

My invention provides a special counter
50 for such and other games which will obviate the above-named and other defects and will be found a great convenience. Thus the counter as made for a game of dominos, for instance, consists mainly of a card or other tablet A of any suitable material ruled with 55 perpendicular or upright lines *b* and horizontal or cross lines *c*, forming a series of rows of five horizontal squares or spaces *d*, arranged one row below and the other opposite— that is, to the left-hand side of a perpendicu- 60 lar or upright column *f* for each horizontal series of squares *d*, one row below the other, said column *f* being numbered in line with the succeeding horizontal rows of squares *d*, with successive numbers in a downward direc- 65 tion of twenty-five to two hundred and fifty, more or less—that is, with any number of multiples of five—so that each square in the horizontal rows of squares can be marked with a symbol thus \ to indicate each count made 70 opposite in succession the numbers in the upright columns—as, for instance, a mark \ *s* made in the upper horizontal row of squares noted *d* will indicate that five has been scored in the play and another similar mark *s′* in 75 the last square of the same horizontal row will indicate that a score of twenty additional has been made, and these combined counts will be noted by the number twenty-five at the top of the column *f*, and so on until the count 80 has been completed throughout said column *f*.

In the old system of counting, as by marks X X X, it could not well be told how much was counted at any point of the game; but by this construction of counter and marking a 85 person can see at any one time how many counts have been made, as the intervening square *d* left blank in each intervening square *d* will indicate it precisely. In this way the progress of the players, in case of dispute, 90 can be traced throughout the entire game. A lower horizontal row of figures, numbered from one to ten, shows the number of games that have been played. This form of tabular counter, when designed to be used for more 95 than one game, may be inclosed in a frame B and be covered, either in part or in whole, with a plate C, of ground glass or other suitable transparent or translucent material, capable of being written upon with a lead or other 100 pencil and admitting of such writing being readily expunged, so that the marks denoting the counts may be made on the glass instead of on the paper card or tablet A beneath, thus

making the tabular counter a perpetual one and enabling it to be kept clean. In such case only so much of the transparent plate intended to be marked upon may be made of ground glass and the remainder of it be left clear or plain; or the glass might altogether be dispensed with and the tabular counter be made of a material—such, for instance as silicate slate, black or white—that will admit of the counting marks being readily expunged; but for cheapness, cleanliness, and durability I prefer to make the counter of paper with a ground-glass facing-plate. When mounted in a frame, the latter may be provided with knobs or feet g to raise it from the table on which it rests, so that if used in beer-saloons the counter will not come in contact with a wet surface. It will be obvious, also, that the framed counter may have advertisements incorporated with it, in which case the frame should be constructed so that it may not readily be taken apart.

The invention is not restricted to any number of columns of successive horizontal rows of marking-squares d and columns f, denoting the aggregate counts for said horizontal rows of squares. This will largely depend upon the kind of game for which the counter is used and the number of players engaged in the game; but the counter may be used for another and different purpose, for any purpose, in fact, in which, for instance, five is the multiple of the count. Thus it may be used as a petty-cash counter, and the column f denotes cents. As such it would be found very useful in cigar-stores, restaurants, saloons, and other places. In such case the counter might be divided up into any number of columns of horizontal rows of marking-squares d and any number of columns f; but as here shown each column f would represent two hundred and fifty cents, or two dollars and a half. Consequently the four columns f would represent ten dollars. Should the cash sales amount to more than this, a mark may be made in the summing-up column or elsewhere on the counter to indicate each ten dollars counted and the counter be cleaned off to start upon a fresh count of ten. Thus four hundred dollars could be noted on the counter, divided as shown. In fact, by using the numbered spaces numbered at bottom of the counter from one up to ten to denote number of ten dollars counted—as, for instance, by marking the space marked one to denote that ten tens

had been counted, or marking the space marked two to denote that twenty tens had been counted, and so on throughout the several numbered lower spaces—the total count may be almost unlimited.

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

1. A tabular counter for games, petty cash, and other purposes, consisting of a card, slate, or tablet ruled on its face to form a series of horizontal rows of marking or counting squares, one row below the other and each containing a given number of such squares, and further provided with a perpendicular column arranged by the side of such series of horizontal rows and numbered to form multiples in successive order of and opposite the aggregate counts or marks made in the marking-squares, substantially as herein described.

2. A tabular counter in which five is the multiple, consisting of a card, slate, or tablet A, having ruled perpendicular and horizontal lines b c, forming horizontal rows of marking or counting squares d, one row below the other and each row containing five of such squares, also ruled to form a perpendicular column f by the side of each series of horizontal rows of said marking-squares, numbered successively in a downwardly direction opposite the rows of marking-squares with increasing numbers, commencing with twenty-five at top and increasing by twenty-five additional each succeeding row of horizontal squares, essentially as and for the purpose or purposes herein set forth.

3. In a tabular counter in which five is the multiple, made up of two or more series of horizontal rows of five marking-squares each, with a perpendicular column by the side of each of said series, numbered consecutively with increasing numbers, commencing with twenty-five and increasing by twenty-five additional each succeeding row of horizontal squares, the arrangement below each two series of the horizontal rows of marking-squares of a row of figures increasing from one to ten, substantially as and for the purposes specified.

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