March 2, 1943. W. F. SHAW 2,312,593

PRACTICE APPARATUS FOR CARD GAMES

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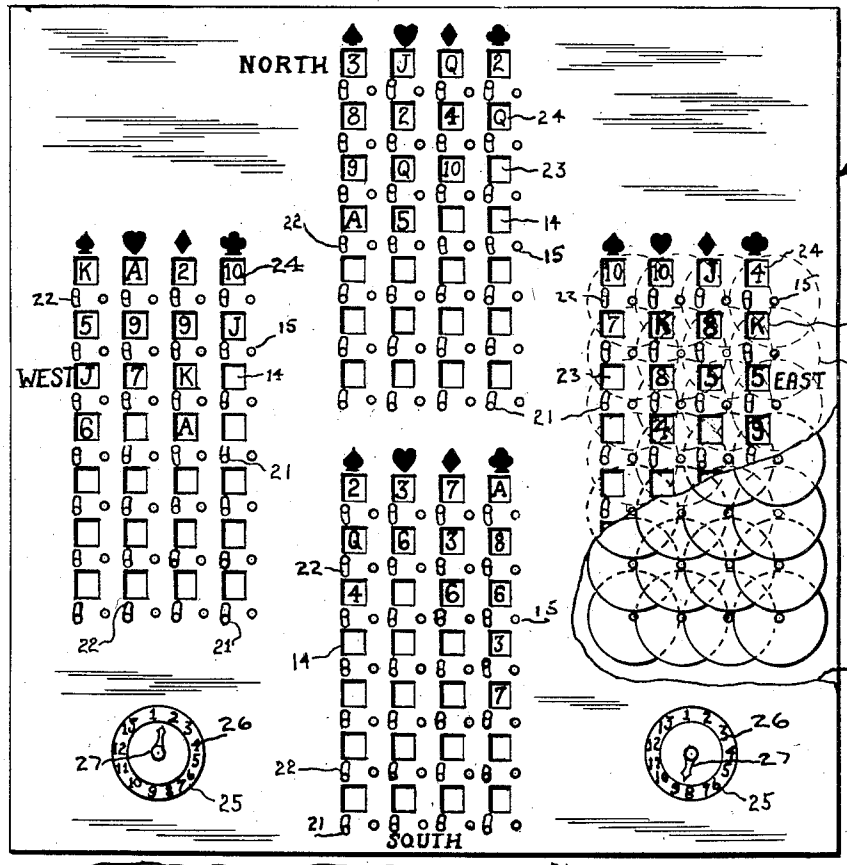


FIG. I

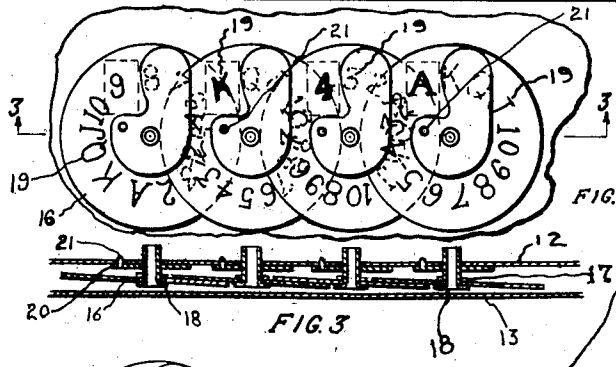


FIG. 2

FIG. 3

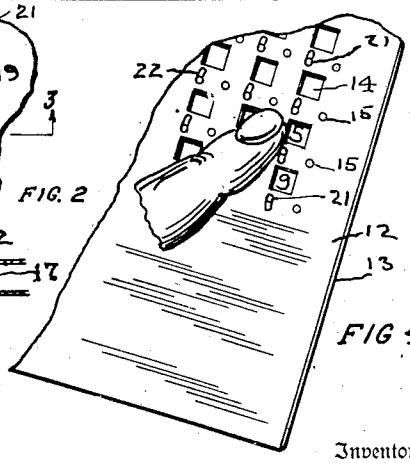


FIG. 4

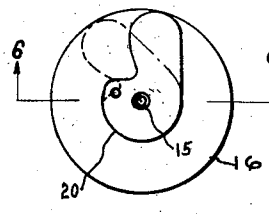


FIG. 5

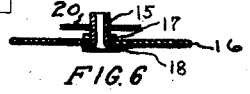


FIG. 6

Inventor
WILLIAM F SHAW
By Walter C. Kelsey
Attorney

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PRACTICE APPARATUS FOR CARD GAMES

William F. Shaw, Rocky River, Ohio, assignor of one-half to Horace C. Mayers, Rocky River, Ohio

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8 Claims. (Cl. 273—148)

This invention relates to game apparatus adapted to be used in practicing card games, such as bridge or the like, wherein practice hands are set up and played out in a manner simulating the playing of regular card games.

This invention provides a game board, which will facilitate the convenient and rapid assembling, playing, and re-playing of card hands, such as bridge or the like, and the same is useful for teaching or studying the playing of card games.

An object of this invention is to provide means for quickly and easily setting up and playing out card hands.

Another object is to provide means for quickly re-setting card hands after a hand is played, in order that the same card hands may be re-played successive times.

Other objects are to provide a practice game apparatus which can be conveniently held by one or more players, and therefore does not require a table, said apparatus being small, compact and light in weight, and thus easily handled, and therefore adapted to be produced at a relatively low cost.

Other and further objects will be apparent during the course of the following specification.

In the drawing forming a part of this specification:

Figure 1 is a plan view of my card game apparatus showing four card hands set up for playing, and having a portion of the top surface thereof broken away, in order to show the playing discs and shutters,

Figure 2 is a plan view of a row of playing discs and associated parts, drawn to a somewhat larger scale, and showing the card indicia on the disc,

Figure 3 is a sectional view taken on the line 3—3 of Figure 2,

Figure 4 is a fragmentary view of a portion of the apparatus illustrating the manner of operating the shutters,

Figure 5 is a plan view of a disc, shutter, and associated parts, while

Figure 6 is a section taken on the line 6—6 of Figure 5.

In the drawing the numeral 11 refers generally to a rectangular game board having top and bottom surfaces 12 and 13 respectively. The game board 11 may be formed from a single sheet of any of such suitable materials as wood, ply wood, cardboard, or the like, and if thus integrally formed, spaces may be provided between the top and bottom surfaces 12 and 13 wherein the playing disc and other movable parts may be retained. If desired, however, the board 11 may be formed of two sheets of light material, spaced apart except along their margins, where they may be provided with suitable binding material, such as tape or the like, to form the sheets into a playing board.

The top surface 12 is provided with four groups of rectangular apertures 14, each group being arranged in four vertically disposed rows of seven apertures. At the top of each vertical row of apertures 14 card suit indicia is placed on the board to indicate the suit of the cards disposed in each vertical row. For convenience, each group of apertures 14 is identified by a name, indicating an individual card hand, such as north, east, south, and west, in accordance with the recognized practice of identifying card hands.

A circular playing disc 16 is provided for each aperture 14 and a short circular pin 15 having its upper end projecting upwardly to the top of the surface 12 a short distance, is adapted to be grasped by a player and rotated on its longitudinal axis in an obvious manner. One pin 15 is disposed at the lower right hand corner of each aperture 14. Each pin 15 is provided at its lower end with an upper flange 17 and a lower flange 18, while a cooperating disc 16 is retained between said flanges by a pressed fit, or in any suitable manner, whereby the disc 16 is suitably retained on a cooperating pin 15.

Each playing disc 16 is provided around its outer margin with card indicia 19 arranged in proper sequence, as clearly illustrated in Figure 3 and positioned and arranged in such manner that it is adapted to be rotated by its cooperating pin 15 to bring into registry with a cooperating aperture 14 any desired card indicia. A shutter 20 of the shape and size illustrated in Figures 3, 4, and 5 is disposed between each cooperating disc 16 and the under side of the top surface 12 near each aperture 14, and is rotatably mounted around a cooperating pin 15. A shutter pin 21 fixedly mounted on the shutter 20 and projecting upwardly therefrom extends through an arcuate aperture 22 provided in the top board surface 12 and positioned and arranged in such manner, that the shutter pin 21 may be moved by a finger, as illustrated in Figure 4, to move the shutter 20 from a disc masking position where it covers its cooperating aperture 14, as illustrated at 23 in Figure 1, to its non-masking position, where it exposes its cooperating disc 16, as illustrated at 24 in Figure 1.

Two dials 25 having movable hands 27 and provided with tabulating indicia 26 thereon may

be provided for tabulating and recording the various plays, if desired.

From the foregoing it will be understood that the pin 15 projecting upwardly from its cooperating disc 16, may be conveniently grasped by the player between the thumb and index finger and rotated on its vertical axis to expose through the aperture 14 any one of the indicia 19 provided on its cooperating disc 16. Also, the shutters 20 may be rotated on their vertical axes by sliding pins 21 in arcuate apertures 22 by a finger as illustrated in Figure 4, and that when a pin 21 is at the top of its arcuate aperture its cooperating shutter is in a non-masking position where it reveals card indicia 19 through an aperture 14, and that when said pin is at its lower position it causes its cooperating shutter to mask its cooperating disc 16.

My game board 11 is adapted to be used in setting up and playing out various card hands and games. I have found it useful in setting up bridge hands and playing the game of bridge in a manner simulating a regular game, in such instances the individual card hands of each of the players, north, east, south, and west, may be set up as follows: The cards to be played out by each hand are set up or dealt out from a prearranged list or card hand; the shutters 20 are caused to assume their non-masking positions by moving the shutter pins 21 to the tops of the cooperating arcuate apertures 22 to expose the discs 16. Then, the discs 16 are rotated by manipulating pins 15, as hereinbefore explained, to bring the desired card indicia 19 into registry with the apertures 14, the suit of each card being indicated by the suit indicia positioned at the top of each vertical row of apertures 14.

After the card hands are thus set up or dealt out, the game is played by causing the shutter 20 to be moved downwardly and thus mask each card as it is played out. In thus playing the game masking out of each card constitutes the equivalent of actually playing the cards onto the center of the board. This procedure continues until all the hands are played out in accordance with the rules of the particular game being played.

Should the player desire to replay the same hands, the same hands may be set up or exposed to view for playing by merely running a finger upwardly along each row of shutter pins 21 to cause each pin to be moved to its upper position in the arcuate aperture 22 and thus expose the playing discs 16, as illustrated in Figure 4. Thus it will be apparent that it is only necessary to run a finger upwardly along each row of shutter pins 21 to reset the same card hands which were previously played out.

The game board 12 disclosed herein is of relatively small size, which permits its ready handling and also permits it to be conveniently placed on the players' laps. It would be impossible to make said board of such a relatively small size were it not due to the novel manner of arranging the discs 16, wherein the discs are disposed in overlapped sectional relation as shown in Figure 3. Attention is directed to the fact that the discs are overlapped a distance corresponding substantially to the radius of a disc 16. I have found that if the discs 16 are only overlapped along their edge portions, the rotation of one disc will cause one or more discs to be rotated, and that such rotation of the other discs brings desired card indicia 19 on such discs, out of proper registration with their cooperating apertures 14.

I have discovered that by overlapping the discs 16, substantially the distance of the radius thereof, that friction will retain the overlapping discs 16 and thus prevent the discs 16 from being rotated by the particular disc being operated by the player. By thus overlapping the discs it is possible to provide a relatively much smaller board than would be possible if the discs 16 were not thus overlapped.

My invention is not limited to any particular game as it may be used in playing a wide variety of games. It will be apparent to those skilled in the art that my invention disclosed herein may be variously changed, used, or modified, without departing from the spirit of my invention or sacrificing the advantages thereof, and that the present embodiment of my invention is illustrative only, and that my invention is not limited thereto.

I claim:

1. Card game apparatus, comprising a game board provided along its top with a series of apertures, a playing disc positioned under the top of said board near each aperture, each disc being provided with game indicia and means for its rotation to selectively bring game indicia disposed thereon into registry with a cooperating aperture, a shutter disposed between the top of said board and each disc, the same being adapted to selectively cover and uncover a cooperating aperture, said shutter being pivotally mounted around said disc rotating means, thereby providing simple and easily operated game apparatus.

2. Card game apparatus, comprising a game board provided along its top with a series of apertures, playing discs positioned under the top of said board near said apertures, each disc being provided with game indicia on its upper surface and with an upstanding pin fixedly mounted on said disc and projecting through the top of said board, the same being adapted to be grasped and rotated on its longitudinal axis for rotating said disc and selectively bringing desired game indicia contained thereon into registry with a cooperating aperture, and a shutter disposed between each disc and its cooperating aperture and adapted to selectively cover and uncover a cooperating aperture, said shutter being pivotally mounted around said disc pin below said board top, thereby providing simple and easily operated game apparatus.

3. Card game apparatus, comprising a game board provided along its top with a series of apertures, playing discs positioned under the top of said board near said apertures, each disc being provided with game indicia on its upper surface and with an upstanding pin fixedly mounted on said disc and projecting through the top of said board, the same being adapted to be grasped and rotated on its longitudinal axis for rotating said disc and selectively bringing desired game indicia contained thereon into registry with a cooperating aperture, a shutter disposed between each disc and its cooperating aperture and adapted to selectively cover and uncover a cooperating aperture, said shutter being pivotally mounted around said disc pin below said board top, and means projecting through the top of said board for moving said shutter from an aperture covering to a non-aperture covering position, for the purposes described.

4. Card game apparatus, comprising a game board provided along its top with a series of card

apertures, playing discs positioned under the top of said board near said apertures, each disc being provided with game indicia on its upper surface and with an upstanding pin fixedly mounted on said disc and projecting through the top of said board, the same being adapted to be grasped and rotated on its longitudinal axis for rotating said disc and selectively bringing desired game indicia contained thereon into registry with a cooperating aperture, and a shutter disposed between each disc and its cooperating aperture and adapted to selectively cover and uncover a cooperating aperture, said shutter being positioned below said board top, said board being provided with an arcuate aperture for each card aperture having said disc pin as a center, and a pin fixedly mounted on said shutter, extending upwardly through said arcuate aperture and adapted to be actuated therein for moving said shutter from card aperture covering to uncovering positions using said disc pin as a pivot.

5. Card game apparatus, comprising a game board provided with aligned rows of card apertures, a series of cooperating arcuate apertures positioned and arranged in aligned rows, each arcuate aperture being disposed adjacent a cooperating card aperture, a rotatable disc having card indicia mounted thereon, positioned beneath each card aperture, means for rotating said card disc, a shutter for each card disc adapted to be moved to alternately cover and alternately uncover its cooperating aperture, and a pin fixedly mounted on each shutter, projecting through said arcuate aperture and adapted to be moved therein, the same being positioned and arranged in such manner that an entire row of shutters may be moved to a card aperture covering or uncovering position by merely moving a finger along said board, for the purposes described.

6. Card game apparatus, comprising a game board provided with aligned rows of card apertures, a series of cooperating arcuate apertures positioned and arranged in aligned rows, each arcuate aperture being disposed adjacent a cooperating card aperture, a rotatable disc having card indicia mounted thereon, positioned beneath each card aperture, means for rotating said card disc, a shutter for each card disc adapted to be moved to alternately cover and alternately uncover its cooperating aperture, and a pin fixedly mounted on each shutter, projecting through said arcuate aperture and adapted to be moved therein, the same being positioned and arranged in such manner that an entire row of shutters may be moved to a card aperture covering position by moving a finger along said board in one direction and said row of shutters may be moved to an aperture uncovering position by moving a finger along said board in the opposite direction, thereby revealing previously revealed card indicia for the purposes described.

7. Card game apparatus, comprising a game board provided with aligned rows of card apertures, a series of cooperating arcuate apertures positioned and arranged in aligned rows, each arcuate aperture being disposed adjacent a cooperating card aperture, a rotatable disc having card indicia mounted thereon, positioned beneath each card aperture, means for rotating said card disc, a shutter for each card disc pivotally mounted around said disc rotating means and adapted to be moved to alternately cover and alternately uncover its cooperating aperture, and a pin fixedly mounted on each shutter, projecting through said arcuate aperture and adapted to be moved therein, the same being positioned and arranged in such manner that an entire row of shutters may be moved to a card aperture covering or uncovering position by merely moving a finger along said board.

8. Game apparatus, comprising a game board provided with a series of apertures along its top surface, a playing disc disposed below each aperture, provided with game indicia and adapted to be rotated for bringing game indicia into registry with its cooperating aperture, each disc frictionally overlapping cooperating discs substantially the radius of a disc, whereby the frictional engagement of said disc allows each disc to be individually rotated without moving its associated disc, and a shutter disposed between said board and each disc, the same being adapted to selectively cover and uncover a cooperating disc whereby game indicia on each disc may be selectively masked or exposed to view through its cooperating aperture.

WILLIAM F. SHAW.