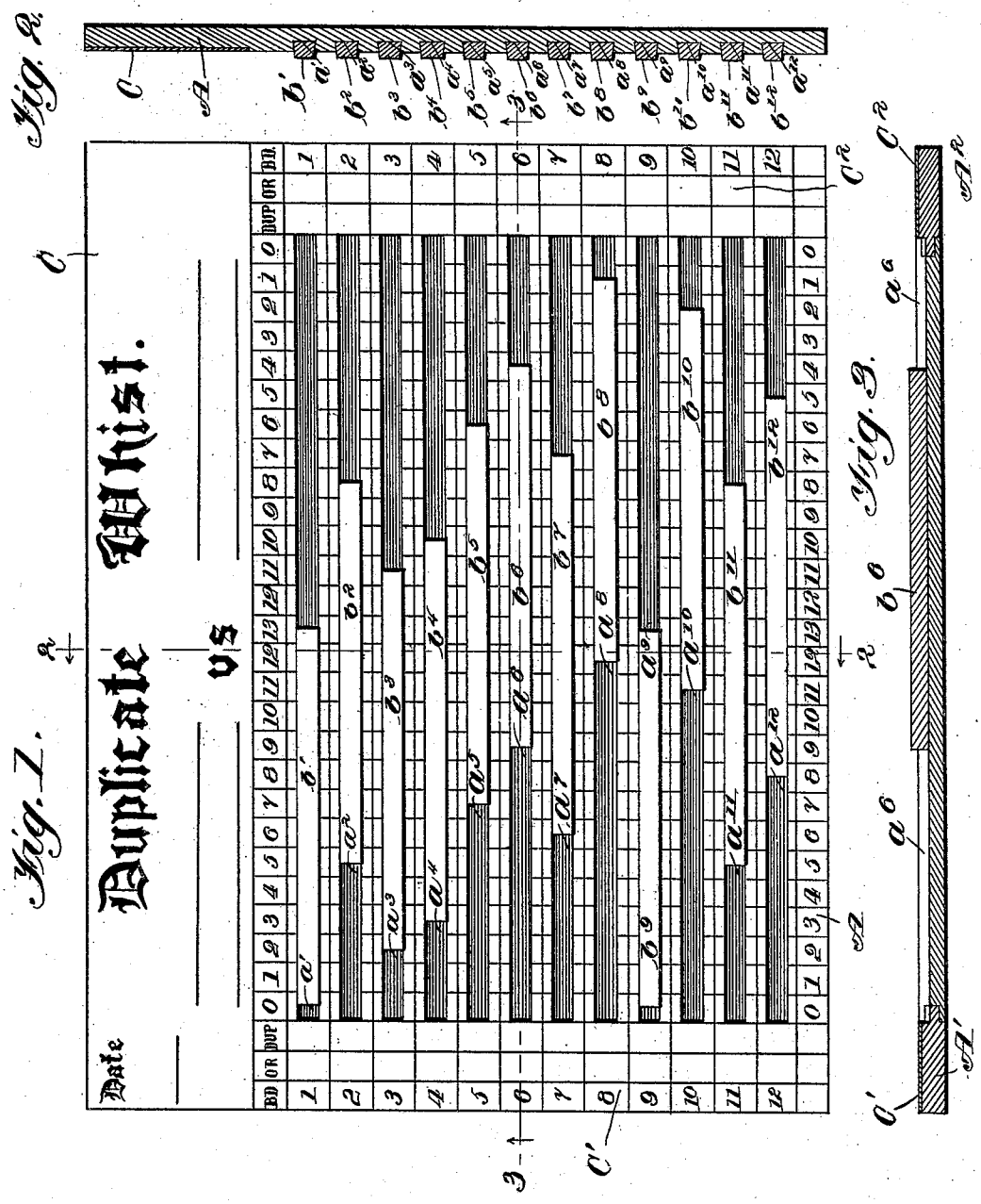
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J. S. HUEY.

COUNTER.

(Application filed Nov. 18, 1901.)

(No Model.)



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UNITED STATES PATENT OFFICE.

JOHN S. HUEY, OF CHICAGO, ILLINOIS.

COUNTER.

SPECIFICATION forming part of Letters Patent No. 691,142, dated January 14, 1902.

Application filed November 18, 1901. Serial No. 82,714. (No model.)

To all whom it may concern:

Be it known that I, JOHN S. HUEY, a citizen of the United States, residing at Chicago, county of Cook, State of Illinois, have invented a certain new and useful Improvement in Counters; and I declare the following to be a full, clear, and exact description of the invention, such as will enable others skilled in the art to which it pertains to make and use the same, reference being had to the accompanying drawings, which form a part of this specification.

My invention relates in general to game-counters, and more particularly to counters for keeping score in duplicate whist.

In duplicate whist the total points made at each hand by the opposing sides equal thirteen, and consequently the score of one side may be determined by subtracting from thirteen the points made by the other side. The points made by the opposing sides at each hand are recorded, and after the determined number of hands have been played the hands are reversed or played in duplicate, the result in each hand being recorded, so that the successful contestants may be determined by comparing the records made in the original and duplicate playing of the hands.

The object of my invention is to provide a whist-counter for readily determining after each hand has been played the number of tricks taken by one side after the score of the other side has been ascertained.

A further object of my invention is to provide a game-counter which will be inexpensive in manufacture, simple in operation, and which will accurately register the scores of the opposing sides.

My invention consists, generally speaking, in a game-counter comprising a series of columns or elements consecutively numbered from a minimum number at either side to a maximum number at the center and one or more indicating devices movable transversely relatively to the columns, such movable devices adapted to register with two columns the sum of the numbers of which equals the maximum number which designates the central column.

My invention further consists in a counter for duplicate whist which comprises a series of twenty-seven parallel columns, the central one of which is designated by the number "13," while those at either side are designated by consecutively-decreasing numbers to "0," and a predetermined number of devices, equal to the number of hands to be played, transversely movable across the columns and of a length equal to the width of thirteen of the columns.

My invention will be more fully described hereinafter with reference to the accompanying drawings, in which the same is illustrated as embodied in a convenient and practical form, and in which—

Figure 1 illustrates a plan view of my improved game-counter; Fig. 2, a vertical section on line 2 2 of Fig. 1, and Fig. 3 a transverse section on line 3 3 of Fig. 1.

Similar reference characters are used to designate similar parts in the several figures of the drawings.

A indicates the main portion of the game-counter, which may be composed of any suitable material—such, for instance, as wood—and which is provided upon one surface with a series of parallel columns which are consecutively numbered, preferably at both their tops and bottoms, from a minimum number at each side to a maximum number at the center—such, for instance, as from "0" to "13"—when the counter is to be used to record the score in duplicate whist.

A series of movable devices of any desired number (designated by characters b' b^2 b^3, &c.) are arranged to move transversely relatively to the numbered columns and to register at their opposite ends with two of the columns the sum of whose numbers equals the maximum number which designates the central column. The movable devices may be conveniently arranged as strips of material of a length equal to the width of a number of the columns corresponding to the maximum number, which are guided across the columns preferably by grooves a' a^2, &c., formed in the surface of the counter.

The counter may consist of a central portion A and end portions A′ and A², connected to the central portion by grooves and tenons, thereby giving strength to the counter and preventing the same from warping when it is constructed of wood. The grooves a' a^2, &c., re dovetailed in cross-section, and the por-

tions of the movable devices b' b^2, &c., are correspondingly dovetailed to fit within the grooves, the movable devices being preferably engaged with the groves from one side of the central portion A of the board prior to securing one of the side portions A′ or A^2 to the central portion.

A series of columns at either side of the numbered columns may be conveniently provided to designate, respectively, the number of the hands to be played, which are usually arranged in boards to keep the cards constituting the several hands distinct. The columns indicating the numbers of the hands are designated "BD." Other columns (marked, respectively, "OR" and "DUP") may be arranged at either side of the counter, in which are placed numbers corresponding to the points made by the opposing sides when the hands are originally played and when they are played in duplicate, respectively.

Space may be conveniently left at the top of the counter for the date and also for the names of the persons participating in the game.

The manner in which my improved game-counter is used will be readily understood from the foregoing description and is as follows: After one hand has been played the first movable device a' is so adjusted that one end registers with the column corresponding with the number of tricks taken by one of the contesting sides, which causes the opposite end of the movable device to register with a column the number of which corresponds to the number of tricks taken by the other side. As each subsequent hand is played the movable device corresponding thereto is so adjusted as to indicate the points made by the respective sides. After a predetermined number of hands have been played the points scored by each side are recorded in the respective columns "OR." The counter may then be used for recording the points scored when the hands are played in duplicate, and after the predetermined number of hands have been completed the scores made in the duplicate playing of the hands may be recorded in the respective columns marked "DUP," thereby enabling a ready comparison to be made between the original and duplicate playing of the hands to determine the successful contestants.

The surface of the counter at either side of and above the parallel columns may preferably be provided with a covering of celluloid C, C′, and C^2, so that the date, names of the contestants, and scores may be removed and the counter used for subsequent games.

While I have described my improved game-counter as being particularly adapted for use in duplicate whist, it is obvious that it may be easily adapted for keeping score in other games which are participated in by two sides, it being only necessary that the maximum number applied to the central column should correspond to the maximum number of points attainable in the game and that the movable devices should be of a length corresponding to the width of a number of the columns corresponding to such maximum number.

While I have described more or less precisely the details of construction, I do not wish to be understood as limiting myself thereto, as I contemplate changes in form, the proportion of parts, and the substitution of equivalents as circumstances may suggest or render expedient without departing from the spirit of my invention.

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

1. In a game-counter, the combination with a series of parallel elements consecutively numbered from a minimum at either side to a maximum number at the center, of means movable transversely across said parallel elements for simultaneously registering with two of said elements the sum of whose numbers equals said maximum number, substantially as described.

2. In a game-counter, the combination with a series of numbered columns the numbers of which increase from a minimum at either side to a maximum at the center corresponding to the maximum points attainable in the game, of a device transversely movable across said columns for simultaneously indicating two columns the sum of whose numbers equals the maximum number, substantially as described.

3. In a game-counter, the combination with a series of columns consecutively numbered from zero at each side to a predetermined maximum number at the center, of a transversely-movable device substantially equal in length to the width of a number of columns corresponding to the predetermined maximum number, substantially as described.

4. In a duplicate-whist counter, the combination with a series of parallel numbered columns, the numbers of which decrease from "13" at the center to "0" at either side, of a series of devices equal to the number of hands to be played movable transversely across said columns each of said devices being equal in length to the width of thirteen of said columns, whereby the ends of each of said movable devices register with columns the numbers of which represent the points made by the opposing sides.

In testimony whereof I sign this specification in the presence of two witnesses.

JOHN S. HUEY.

Witnesses:
GEO. L. WILKINSON,
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