

A. McKINNEY.
GAME COUNTER.

APPLICATION FILED JUNE 17, 1909.

Patented Mar. 22, 1910.

2 SHEETS—SHEET 1.

952,929.

Fig. 2.

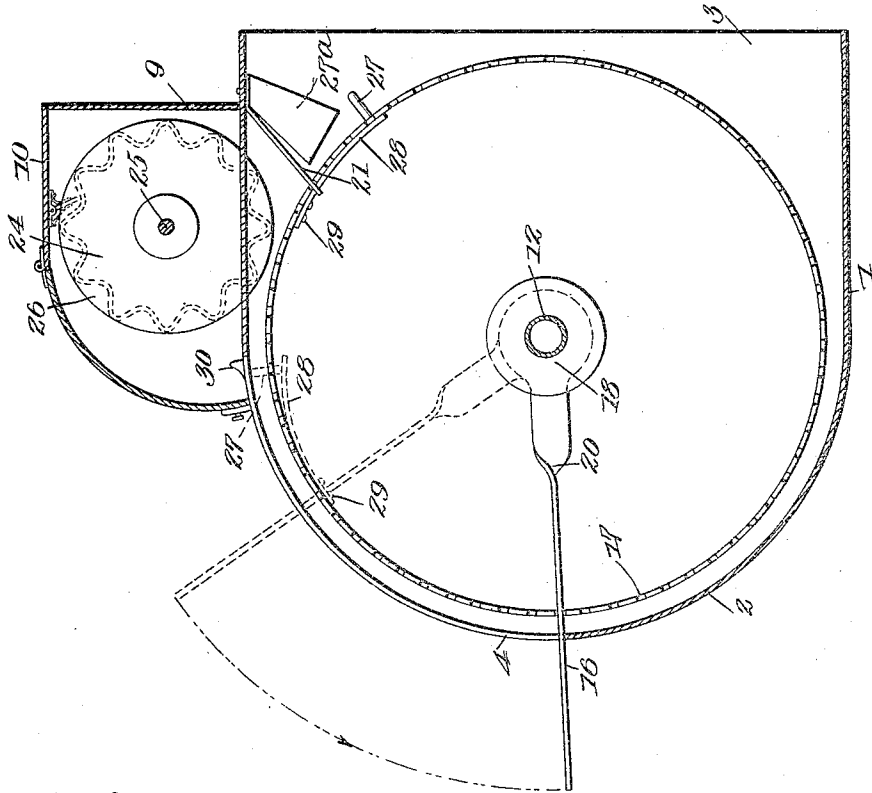
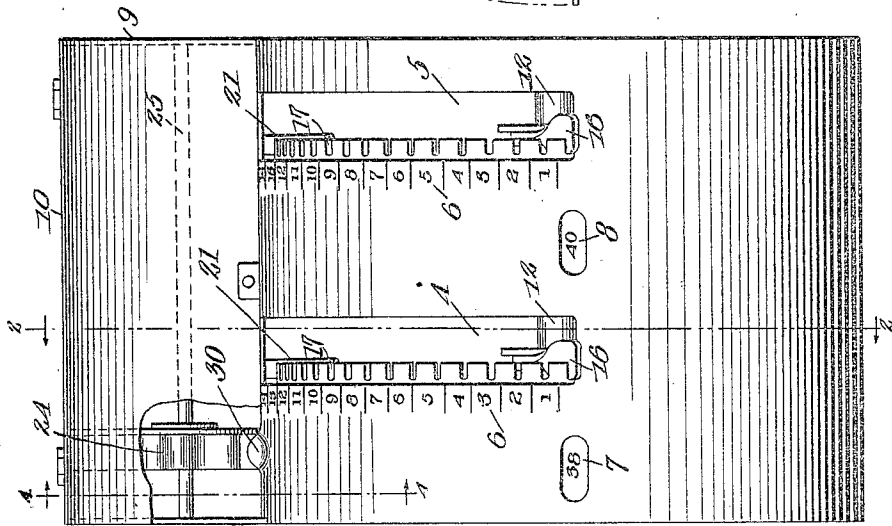


Fig. 1.



WITNESSES

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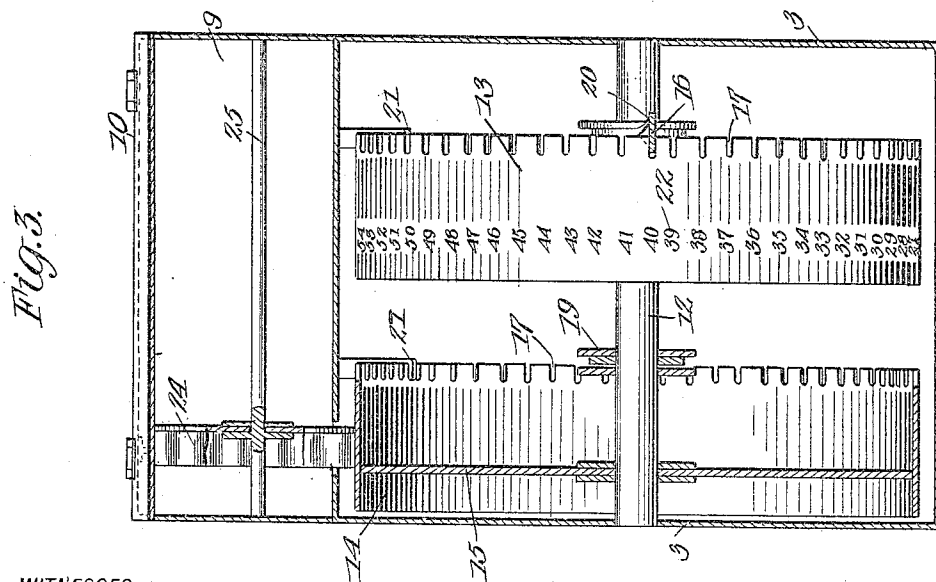
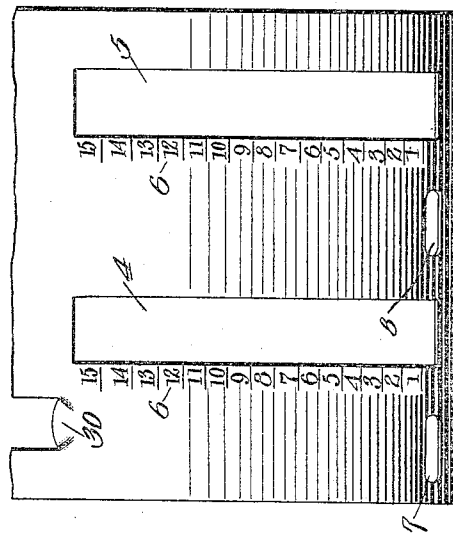
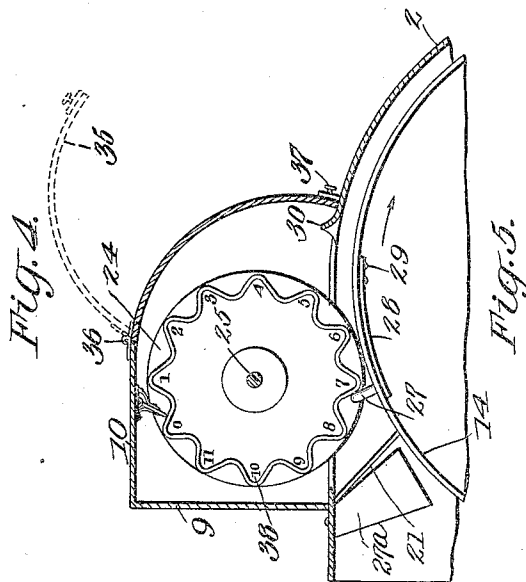
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2 SHEETS—SHEET 2.



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GAME-COUNTER.

952,929.

Specification of Letters Patent.

Patented Mar. 22, 1910.

Application filed June 17, 1909. Serial No. 502,789.

To all whom it may concern:

Be it known that I, ANSEL MCKINNEY, a citizen of the United States, and a resident of Alpine, in the county of Brewster, State of Texas, have invented certain new and useful Improvements in Game-Counters, of which the following is a specification.

My invention is an improvement in game counters, and consists in certain novel constructions and combinations of parts herein-after described and claimed.

The object of the invention is to provide a device of the class described for scoring the points as they are made and to keep a register of the number of games played, the returning of the counters proper to their original position after each game, operating the game recording mechanism.

Referring to the drawings forming a part hereof: Figure 1 is a plan view of the improvement; Fig. 2 is a section on the line 2—2 of Fig. 1; Fig. 3 is a vertical transverse section; Fig. 4 is a section on the line 4—4 of Fig. 1, and, Fig. 5 is a partial plan view of the casing.

The embodiment of the invention shown in the drawings consists of a casing 1, whose top is rounded from side to side, as at 2, and whose bottom is flat and open, as shown at 3. The side wall of the casing is provided with two vertical parallel slots 4 and 5 and at one side of each of the slots is a scale 6. A horizontal slot or opening 7 and 8 is arranged above and to one side of each of the slots 4 and 5, and on the same side as the slots the casing is provided with an extension which extends the full length of the casing and is open at its top, consisting of a bottom wall 9 and a front wall 10.

A shaft 12 is journaled longitudinally of the casing and at the center thereof, the ends of the shaft being received in bearings in the end walls of the casing, and a plurality of drums 13, 14 is journaled on the shaft, being connected with the drums by spiders 15, and one edge of each of the drums is provided with a series of notches 17 for a purpose to be presently described. A pointer 16 is provided with a bearing 18, which is journaled on the shaft adjacent to each drum, and a washer 19 is secured to the bearing. The free ends of the pointers extend through the slots 4 before mentioned, and cooperate with the scales 6 before mentioned.

As will be observed from an inspection of

Fig. 2, each pointer consists of a flat strip, which is twisted a one-quarter turn, as at 20, so that the outer end of the pointer has its widest dimension parallel with the length of the shaft to permit the pointer to engage the notches 17.

That portion of the pointer adjacent to the bearing acts as a spring to permit the pointer to be swung to one side to engage and disengage it with the notches of the adjacent drum, whereby to rotate the same, and a spring pawl 21 is provided on one side of each drum, for preventing reverse rotation thereof, the pawl also engaging the notches.

Each drum is provided on its peripheral surface with a scale 22 consisting of a series of numerals, arranged consecutively, and the series is so placed on the drum that the numerals will appear through the adjacent opening 7 or 8, as the case may be.

The operation of the counting device proper is as follows: The pointer is disengaged from the notch it last occupied, and is moved downwardly in the slot 4 or 5 along the adjacent scale 6 until it is opposite the numeral thereon, which designates the amount to be added to the count, or to be counted. When, for instance, six points are to be counted the pointer is moved opposite the numeral 6 and engaged with the notch corresponding thereto. The drum and shaft are now turned by reversing the movement of the pointer until the pointer engages the upper end of the slot. The relation of the scales 6 and 22 to each other is such that when the pointer engages the upper end of the slot the numeral appearing at the opening 7 or 8 will be the amount of six plus the numeral last displayed in the opening. If such last number were thirty eight, as shown in the opening 7, and the pointers were engaged with the sixth notch and then moved into engagement with the end of the slot, the numeral appearing in the opening would be 44.

As many drums will be provided on the shaft as there are players, and at the completion of each game the drums are moved on to their original position, with zero appearing at the openings 7 and 8, it being understood that a slot 4 or 5 and an opening 7, 8 is provided for each drum.

The game registering mechanism consists of a counting wheel 24, which is secured to

a shaft 25 journaled in the extension, and the peripheral surface of the wheel is provided with transverse depressions or notches 26, which are adapted to be engaged by a pin 27, which is secured to one end of a plate spring 28 inside the adjacent drum, the spring being secured to the drum by one end, as at 29. The pin extends through an opening in the peripheral wall of the drum, and the side of the casing adjacent to the drum is slotted to permit the wheel 24 to extend into the casing in position for engagement by the pin. At the end of the slot the casing is provided with a cam surface 30, which serves to depress the pin into the casing. At the end of each game the drums are moved on around until zero appears at each of the openings, and that drum which is provided with the pin 27 partially rotates the wheel 24, each tooth of the wheel indicating one game.

As shown in Figs. 1 to 4 inclusive the side wall 10 of the extension, has hinged thereto a door 35 as at 36 the door being adapted to close the space between the casing proper and the side wall 10 and to conceal the number wheel, and the door is retained in position by a catch 37. The number wheel is also provided with numerals 38, running consecutively from 0 to 11 inclusive.

The back of the casing is open as indicated in Figs. 2 and 3, and a stop 27^a is secured to the inner face of the top of the casing near the back. The stop is in the path of movement of the pin 27, and is engaged by the pin at the end of each complete rotation of a disk or drum, to indicate by locking the disk that the player is out.

When a new game is commenced, the pin is depressed manually to release the disk.

I claim:

1. A game counter consisting of a casing having a rounded front, and a shaft journaled in the casing, said casing having a plurality of vertical slots in its front, each of which is provided at one side edge with a series of numbers arranged consecutively, a disk journaled on the shaft adjacent to each slot, each of said disks having a marginal flange provided with spaced slots, an arm journaled on the shaft adjacent to each disk and having a flattened portion for engaging a notch to turn the disk, a spring pressed pin extending radially from each disk, and a stop for engagement by the pin at the end of each complete rotation of the disk for the purpose specified.

2. A game counter consisting of a casing having a rounded front, and a shaft journaled in the casing, said casing having a plurality of vertical slots in its front, each of which is provided at one side edge with a series of numbers arranged consecutively, a disk journaled on the shaft adjacent to each slot, each of said disks having a horizontal flange provided with spaced slots, an arm journaled on the shaft adjacent to each disk and having a flattened portion for engaging a notch to move the disk, and releasable means for locking each disk at the end of a complete rotation of the same for the purpose specified.

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Witnesses:

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