

W. H. EDWARDS.
GAME SCORING DEVICE.

APPLICATION FILED AUG. 30, 1916. RENEWED SEPT. 16, 1920.

1,386,996.

Patented Aug. 9, 1921.

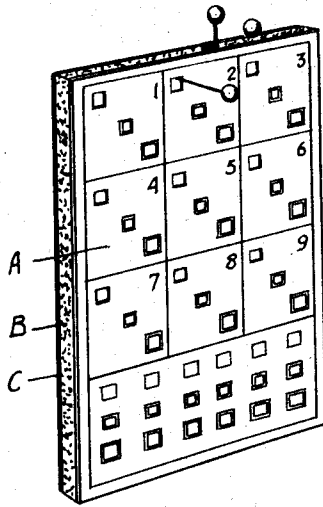


FIG. 1

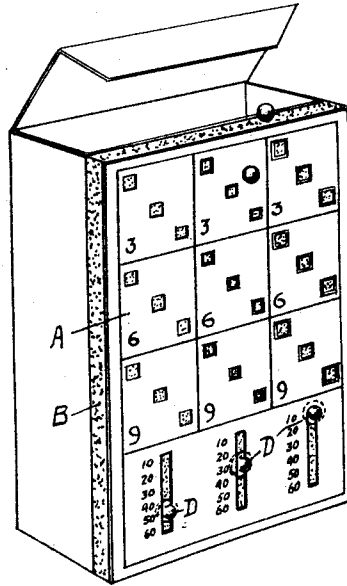


FIG. 3

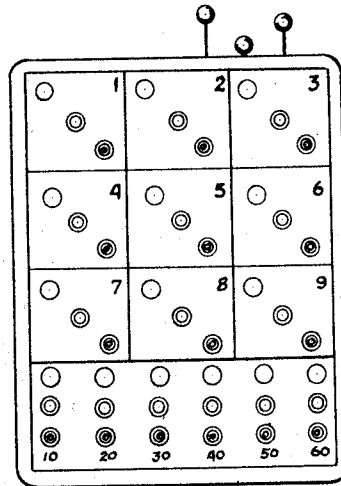


FIG. 2

Inventor
William Henry Edwards
by *Ottom*
his Attorney

UNITED STATES PATENT OFFICE.

WILLIAM HENRY EDWARDS, OF ANNANDALE, NEAR SYDNEY, NEW SOUTH WALES, AUSTRALIA.

GAME-SCORING DEVICE.

1,386,996.

Specification of Letters Patent.

Patented Aug. 9, 1921.

Application filed August 30, 1916, Serial No. 117,604. Renewed September 16, 1920. Serial No. 410,742.

To all whom it may concern:

Be it known that WILLIAM HENRY EDWARDS, subject of the King of Great Britain and Ireland, residing at 19 Piper street, Annandale, near Sydney, New South Wales, Australia, has invented an Improved Game-Scoring Device, of which the following is a specification.

This invention relates to devices for scoring games won or points in games won by players. It consists in a card or tablet subdivided and perforated according to a certain system and backed with a pad of pervious renitent material. Scoring pins may be readily driven into the pad through said perforations and are held sufficiently secure thereby to prevent accidental displacement. Flanged studs or buttons are used as sliding markers working in slots in the tablet, said slots being figure indexed so that the studs or buttons indicate the recorded score on the index. In practice scoring tablets according to this invention are preferably made of the same surface dimensions as ordinary playing cards, so that they may be carried conveniently loosely with said cards or in a pocket wallet, or attached to a card packet or wallet.

The particular number and arrangement of perforations and slots in the face of the counter and the notation thereon will vary according to the particular nature of the score to be marked. For marking three ranges of scores, 1-60, the upper portion of the face of the scoring card or tablet is used for indicating scores from 1 to 9. It is marked off in three rows and each such row is marked off into three divisions, so that there are, in all, nine divisions or "dials." Each of these dials is perforated with small holes the number depending upon the number of players whose scores are to be marked in this case, three, each series of nine holes (one in each dial) is identified from the other holes therein by encircling the holes of each such series in color, or otherwise distinguishing the three series of nine holes one from the other. One set of nine corresponding holes (one in each dial) is allotted to each player. The dials are numbered respectively 1, 2, 3, 4, 5, 6, 7, 8, 9.

The lower part of the tablet which is used for indicating score totals in "tens" may be made in either of two ways. According to one method it is perforated with six vertical rows, each of three holes and each series con-

taining six of these holes is distinguished from the others by coloring or other indicia identical with that used to distinguish the corresponding series of dial perforations, and is marked respectively 10, 20, 30, 40, 50, 60. According to the alternative method, three vertical slots are cut in the tablet and are each number indexed along one edge with the figures 10, 20, 30, and so on, and are distinguished by color to correspond with respectively the three series of dial perforations in the subdivided upper part of the tablet.

Obviously the divisions in the upper part of the tablet may each contain less or more than three perforations, and the slots in the lower part of the tablet will correspond in number with the perforations in the dial divisions.

The marking pins used in the perforations are small metal pins with button heads, one for each player, said pins' heads being colored or otherwise marked respectively to correspond with the marks which distinguish the several series of perforations. The markers which operate in the slots are small studs or flange buttons—"press studs" being used in practice. These studs are slidable in the slots, the heads projecting above the surface of the tablet sufficiently to enable them to be gripped by a finger of the player, and their bases slide frictionally so as to be accidentally immovable, in the renitent backing.

The perforated face A of the tablet is made of celluloid, vulcanite, or glazed card or fiber; and it is backed with a pad of compact felt B one eighth of an inch or more in thickness, cemented to it. For the felt pad there may be substituted a pad of another pervious and renitent material which easily receive and hold a pin stuck into it and which will impose frictional resistance to the movement of a press stud sliding across its surface. A backing C of cloth, card, fiber, celluloid, or vulcanite may be cemented to the pad, and game rules and scoring directions or other required matter printed thereon, or the pad is attached directly to the side of a card packet or a card wallet. The pad is not cemented near the slot edges as it is necessary to leave sufficient clearance there to permit the marking studs to be slid freely along the slots. The pad applies sufficient friction to the bottom of the studs to prevent accidental movement of the studs.

In the accompanying drawing, Figure 1 is a perspective view of a scoring card according to my invention, and Fig. 2 a plan view of the face of same. Fig. 3 is a perspective view of the alternative form of same in which the dial totals are marked by stud slides working in slots.

In Fig. 1 the perforations are shown rectangular while in Fig. 2 they are shown circular in section. If desired they may be of oval section.

The upper divisions or dials are number indexed 1 to 9 respectively, and the lower six series of perforations or the three "tens" slots are number-indexed 10 to 60 respectively. As shown in the drawings, there are three series of holes or holes and slots, each series identified as belonging to a particular player by a characterization ring of color or other identifying mark bordering the holes and slots or similarly, and such marking pin is similarly identified; but the identification of each series the one from the other may be effected in any other way.

Instead of locating one scoring hole for each player in each of the dials, three dials each having three scoring holes and numbered respectively 3, 6, 9, may be allotted to each player. The players scoring pins are in this case always in separate dials and confusion is thus avoided.

Scoring is effected by sticking the corresponding pin into the pad through the dial hole indicating the required total, each player having two pins when the tablet is made as in Figs. 1 and 2, one for the "unit" score and one for the "ten." Thus if a player wishes to mark 53, he would fix one pin in the fifth line of lower perforations and another pin in a perforation in number three dial. The relative scores of the several players may therefore be readily distinguished and instantly compared. In using the tablet as shown in Fig. 3, the "5" would be marked by sliding the appropriate press stud (D) along its slot until it is opposite the indicator "50" on the edge of the same.

The major series of perforations or slots might be located above or at the side of the "dials" if so desired instead of below them as shown.

When not in use the marking pins are pushed into the edge of the felt pad and so secreted and preserved.

The press stud and slot device might be used for marking units 1-9 if so desired; in that case the tablet is made with two series of slots each fitted with a slide stud, the units being marked in one set of slots and the ten in the other set thereof.

What I claim as my invention and desire to secure by Letters Patent is:

1. A game scoring device comprising a face plate of rigid material provided with a plurality of differently arranged perforations extending entirely through the plate, a pad of pervious renitent material secured to the rear face of said plate, and a pointed score indicating device freely insertible into and withdrawable from the body of said renitent material through the perforations in said face plate.

2. A game scoring device comprising a face plate of rigid material provided with a plurality of differently arranged perforations extending entirely through the plate, a pad of pervious renitent material secured to the rear face of said plate, a pointed score indicating device freely insertible into and withdrawable from the body of said renitent material through the perforations in said base plate, and a backing secured to the face of the pad opposite that to which said perforated plate is secured.

3. A game scoring device comprising a face plate provided with a plurality of apertures in one portion thereof and a series of slots in another portion thereof, slide buttons movable in said slots, a pad of pervious renitent material secured to the rear face of said plate, said pad being adapted to receive pointed objects through the perforations and to yieldingly press said slide buttons against the inner face of said plate, and a backing secured to said pad at the face opposite that to which said plate is secured.

In testimony whereof I have affixed my signature in presence of two witnesses.

WILLIAM HENRY EDWARDS.

Witnesses:

H. C. CAMPBELL,

W. I. DAVIS.