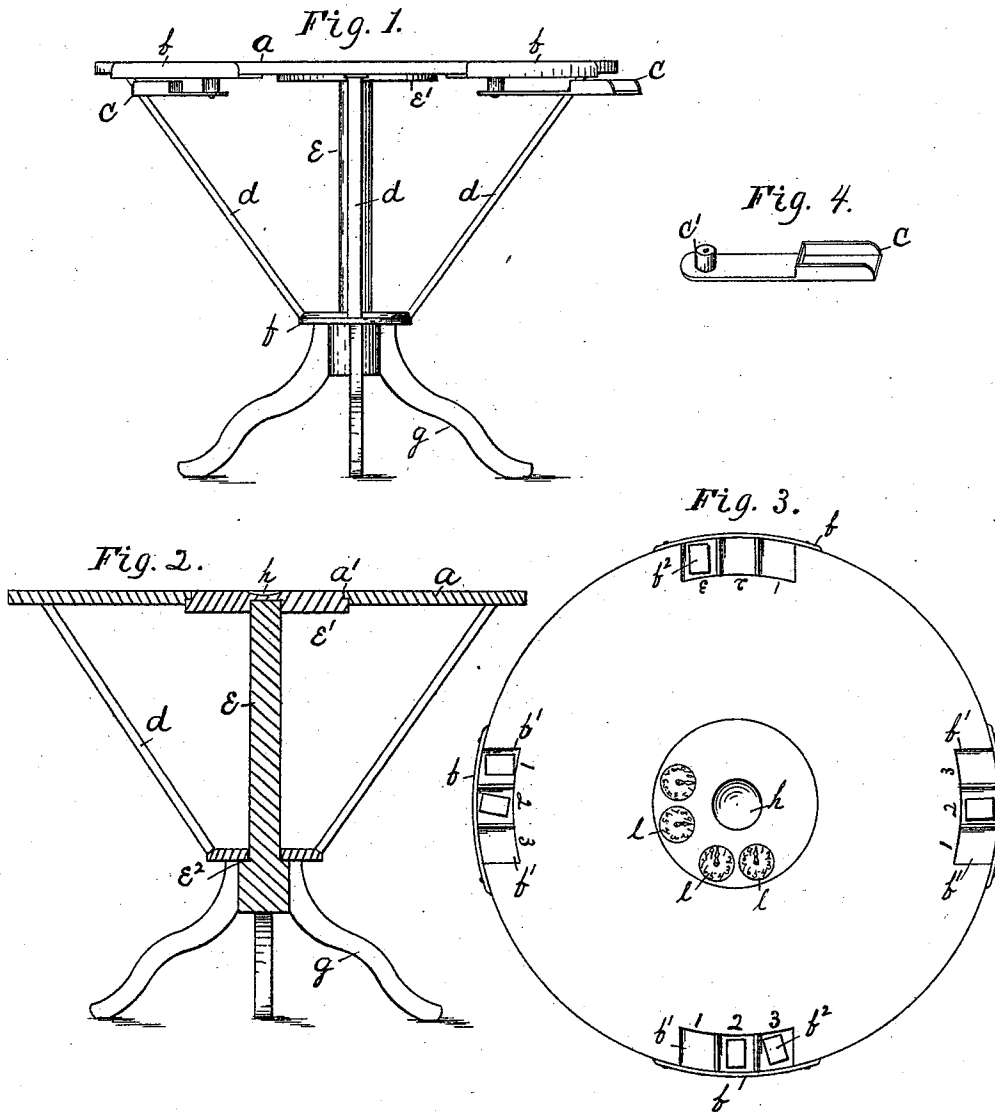


(No Model.)

G. S. BOUTWELL.
DUPLICATE WHIST TABLE.

No. 529,699.

Patented Nov. 27, 1894.



Witnesses
Hanson Borden
Guth R. Kensall.

Inventor
Geo. S. Boutwell.

UNITED STATES PATENT OFFICE.

GEORGE S. BOUTWELL, OF NEW BEDFORD, MASSACHUSETTS.

DUPLICATE-WHIST TABLE.

SPECIFICATION forming part of Letters Patent No. 529,699, dated November 27, 1894.

Application filed March 16, 1894. Serial No. 503,863. (No model.)

To all whom it may concern:

Be it known that I, GEORGE S. BOUTWELL, a citizen of the United States, residing at the city of New Bedford, in the county of Bristol and Commonwealth of Massachusetts, have invented a certain new and useful Card-Table Especially Adapted for Duplicate Whist; and I do hereby declare that the following is a full, clear, and exact description of the invention, which will enable others skilled in the game to which it appertains to use the same.

Heretofore the game of duplicate whist has been played by means of eight trays, more or less, each individual player requiring to use two or more of said trays, or in other words each individual player using one-fourth of the entire number of trays in use in the game.

The object of my invention is to thoroughly simplify and systematize the game of duplicate whist, by making my said duplicate whist table suffice for all the purposes thereof, taking the place of and doing away with the necessity of any and all appliances heretofore used for the purposes of said game. I attain these objects by means of a table illustrated in the accompanying drawings.

Figure "1," is a side view of the entire table. Fig. "2," is a sectional view of the table bisected vertically through the center. Fig. "3" represents a top view of said table. Fig. "4," represents the receiving tray, a part of the said table.

Similar letters and numerals refer to similar parts throughout the several views.

More particularly, Fig. "1" represents a side-view of said table. "a" represents the top of said table, the same being more fully illustrated by Fig. "3." "b" represents top pockets on table, as also more clearly appears by Fig. "3." "c" represents on the right hand a swinging receiver in position ready for play, and on the left hand a swinging receiver closed or swung under said table as when not in use, which makes same very convenient. "d" represents braces to the outer edge of said table, connecting same with lower revolving disk. "e" represents the standard which supports the table, at the top of which is an upper stationary central disk represented by "e'," which supports and steadies the center of said table, being rabbeted for

that purpose, around which said table revolves, which more clearly appears by Fig. "2." "f" represents lower revolving disk, upon which said table revolves about the standard, being connected with said lower revolving disk by means of aforesaid braces. "g" represents the legs.

Fig. "2" represents a vertical half-section. "e" represents post or standard; and "e'" represents top stationary central disk and rabbeting on which center of table bears and revolves. "f" represents the lower revolving disk. "g" represents legs fastened to post. "h" represents hollow in center of top stationary central disk. The other parts of Fig. "2" have already been mentioned above in connection with Fig. "1."

Fig. "3" represents a top view of said table, with receiving trays turned in as when not in use. "b" represents a metallic band round the edge of the top pockets for the purpose of holding the cards or deals in place. "b'" represents the top pockets themselves. "b²" represents a pack of cards or deal in place in a pocket. "1" represents index counters of which there are four, doing away with the necessity of chips or similar counters. "h" represents hollow or circular depression in the center of said top stationary central disk. The numbers 1, 2, 3, in connection with the pockets, represent sets of three distinct pockets to a set on four sides of the table. Same can be constructed to accommodate one or more packs of cards or deals.

Fig. "4" represents swinging receiver detached from table. Said receivers are four in number, and swing when in use so as to place the receiver proper in such a position that it projects slightly beyond the edge of the table; and in that position it is convenient for use without being in the way or inconvenient.

As to construction, the table represented in the illustration is a twelve deal table. Tables may be made of greater or less capacity than the one illustrated, upon the same principle. The legs may be made of any suitable material and in any suitable design. I prefer to make table of wood designed as in illustration. The central post or standard is firmly joined to the top central stationary disk with glue or other fastening, said disk being rab-

beted on the bottom side for the purpose of
 steadying the top of said table; and the lower
 revolving disk being loose allows the table, to
 which said lower disk is attached by braces,
 5 to turn freely about said top stationary cen-
 tral disk and about said standard; and the
 said lower revolving disk rests on shoulders
 contrived for that purpose at the bottom of
 the post or standard. The braces are at-
 10 tached by glue or other fastening to the lower
 side of the table proper near the edge of the
 same, and to the outer edge of the lower re-
 volving disk. Thus, by the combination of the
 shoulders at the base, the rabbeting from the
 15 upper stationary central disk, and the braces
 referred to, the table is enabled to turn freely
 and at the same time be firm and free from
 oscillation. As the swinging receivers, (as to
 the other parts of said table also,) they may
 20 be made of any suitable material; but I pre-
 fer to use wood in the construction of the
 various parts of the table, following the de-
 sign indicated in the illustration. Said swing-
 ing receivers may be fastened by screws or
 25 other fastening, so as to swing when in use
 into a position projecting slightly beyond the
 edge of the table, and when not in use to
 swing in out of sight. As to the top, it can
 be made in various ways; but I prefer to make
 30 the top of my said duplicate whist table ac-
 cording to the general design indicated in the
 accompanying illustration. Reference has
 already been made to top stationary central
 disk, with observations as to its attachment
 35 to standard and rabbeting for purposes of re-
 volving top. Said revolving top has open-
 ings cut out of the edge thereof for the pur-
 poses of the top pockets, designed in each
 case to accommodate three pockets as in illus-
 40 tration. Space for the pockets having been
 cut out, the bottoms of the same are screwed
 or glued or otherwise fastened underneath the
 table; and the bottom of said pockets having
 been thus placed, partitions are mortised in
 45 to separate the openings which have been cut
 as aforesaid into proper compartments for the
 purpose of accommodating various packs of
 cards or deals.

By means of my duplicate whist table, the
 50 game of duplicate whist is played as follows:
 Twelve packs of ordinary playing cards are
 used, the backs of the respective packs being
 different in color or design for the purpose of
 distinguishing them. Thirteen cards from
 55 each pack are in turn placed in the respective
 top pockets. For example, thirteen from one
 pack are placed in each of the pockets num-
 bered 1, which exhausts that pack, four
 times thirteen being fifty-two; and thirteen
 60 of another pack are placed in all the pockets
 numbered 2, which exhausts that pack; and
 thirteen of another pack are placed in all
 the pockets numbered 3, which exhausts that
 pack. It therefore takes three packs to sup-
 65 ply all the pockets with one hand or deal
 of thirteen cards. The remaining packs are
 similarly distributed in sets of thirteen; mak-

ing four of such sets in each pocket, or fifty-
 two cards, when the twelve packs are so dis-
 tributed. Each player has three of such pack- 70
 ets before him. There are four players. The
 sets of thirteen cards distributed as above
 from the respective packs for the respective
 pockets, are placed therein at right angles for
 the purpose of distinguishing them. The re- 75
 spective pockets opposite the respective play-
 ers expose cards the backs of which are simi-
 lar in color or design, belonging to similar
 packs. The first player takes up a set of
 thirteen from pocket No. 1. Other players 80
 take corresponding hands. As to the playing
 of the hand, and the shuffling of the respec-
 tive packs before dealing in the first instance
 into the top-pockets as above, there is nothing
 peculiar. The hand is played as in ordi- 85
 nary whist, the usual rules of whist prevail-
 ing. In playing each player plays his cards
 in front of him, count being kept with the
 index-counters they being four in number.
 After it is played each player takes up his 90
 hand again, and places it in the swinging re-
 ceiver, which is by him for the purpose. The
 other hands in the respective pockets num-
 bered 1 are played similarly, the respective
 hands so played being also retaken when 95
 played from the table and placed in the re-
 spective swinging-receivers at right angles to
 one another for the purpose of distinguishing
 them. When the four sets or hands from
 the respective pockets numbered 1 are all 100
 played out, they are taken from the respec-
 tive swinging receivers and put back into the
 respective top-pockets numbered 1, the or-
 der of said deals or hands having been re-
 versed in course of transition from table to 105
 swinging receiver. A similar course of pro-
 ceeding is followed with respect to other
 top pockets numbered 2 and 3, until the
 twelve packs or all the pockets have been
 played out once. The duplicate whist table 110
 is then revolved one-fourth of its circumfer-
 ence, so that the respective players are each
 confronted with a new set of top pockets.
 Then the respective pockets 1, 2 and 3 are
 again played out as before, the sets or hands 115
 having been reversed as indicated. This lat-
 ter round or play is the duplicate game.

The striking advantages of my duplicate
 whist table are that my revolving top of table
 does away with the necessity of any trays for 120
 the several players. With my table each
 player has his full complement of deals im-
 mediately at hand. This table also does away
 with the necessity of placing any tray or plac-
 ing one's deals in any relation to the points 125
 of the compass, all index fingers and similar
 contrivances being rendered superfluous in
 using my table. The numbering of the pock-
 ets, "1," "2," "3," plainly indicates at a glance
 whose lead it is. The central disk being sta- 130
 tionary in the center of my table, the respec-
 tive players are always seated opposite to their
 index counters; and though the top of my
 table revolves, the relative position of the

players to their respective index counters always remains the same. As already suggested, the use of index counters does away with the necessity for using chips or similar
5 counters. The cards or deals always being ready, placed as they are in their proper pockets, the game is always ready to be played immediately without any trouble in the way of preparation therefor. Moreover while
10 other appliances are adapted exclusively to the game of duplicate whist, my duplicate whist table can also be used for plain whist and indeed it makes a suitable table for the purposes of any game of cards and as such is
15 generally convenient aside from the game for which it is especially designed.

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

20 In a duplicate whist table, in combination, a stationary central disk firmly mounted at the top of a central post or standard and rab-

beted for the purpose of steadying a revolving top, index counters surmounting said stationary central disk, a revolving top revolving
25 freely about said stationary central disk, top pockets in said revolving top, swinging receivers under said revolving top when open projecting slightly beyond the edge of same, a lower revolving disk attached to said revolving
30 top by means of braces and resting on shoulders contrived on the standard for that purpose, all substantially as set forth above for the specific purpose of the particular game of duplicate whist.

35 In testimony whereof I have signed my name to this specification, in the presence of two subscribing witnesses, on this 14th day of March, A. D. 1894.

GEO. S. BOUTWELL.

Witnesses:

ALFRED WILSON,
EDITH V. KENDALL.