

Oct. 10, 1933.

W. F. GOODWIN

1,930,008

CARD GAME ACCESSORY

Filed March 18, 1933

3 Sheets-Sheet 1

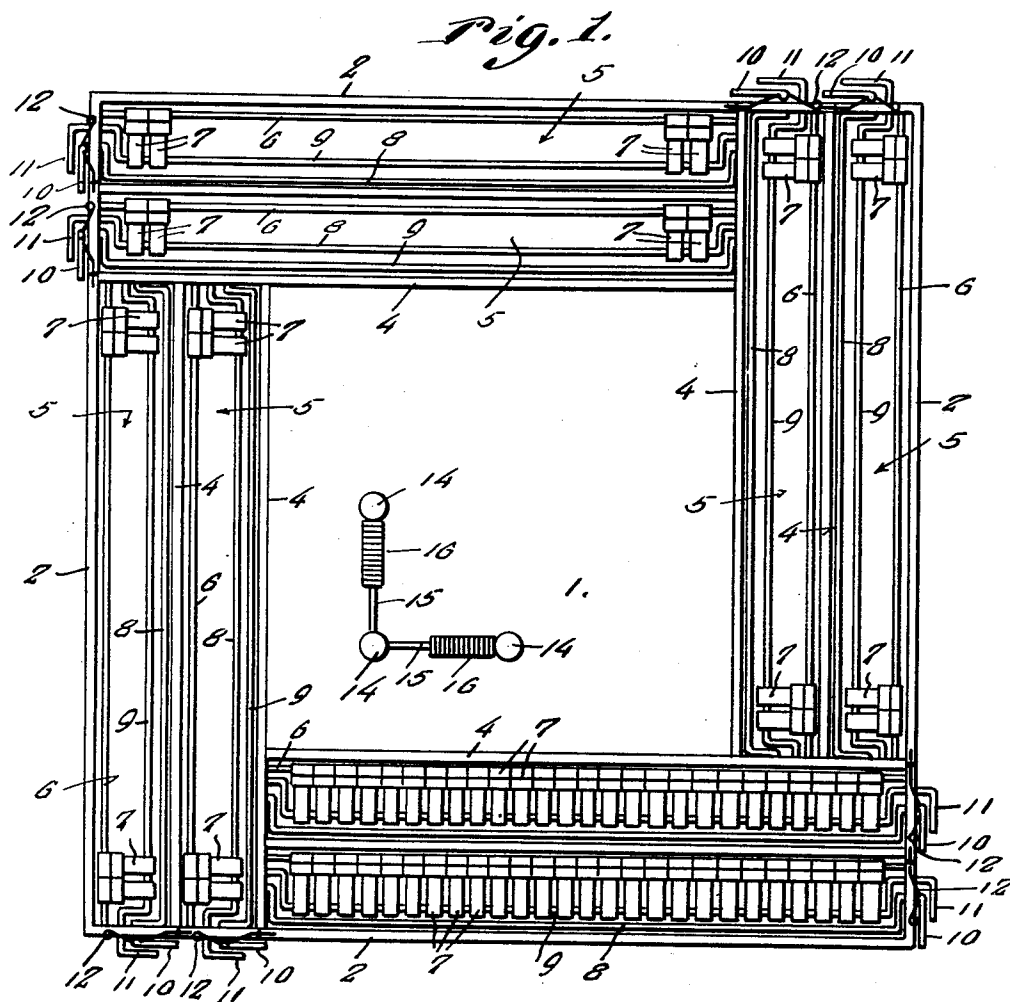
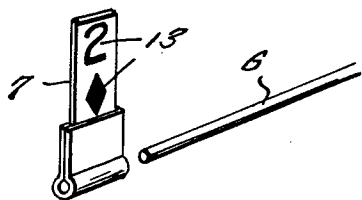
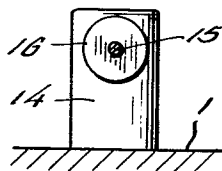


Fig. 9.



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3 Sheets-Sheet 2

Fig. 2.

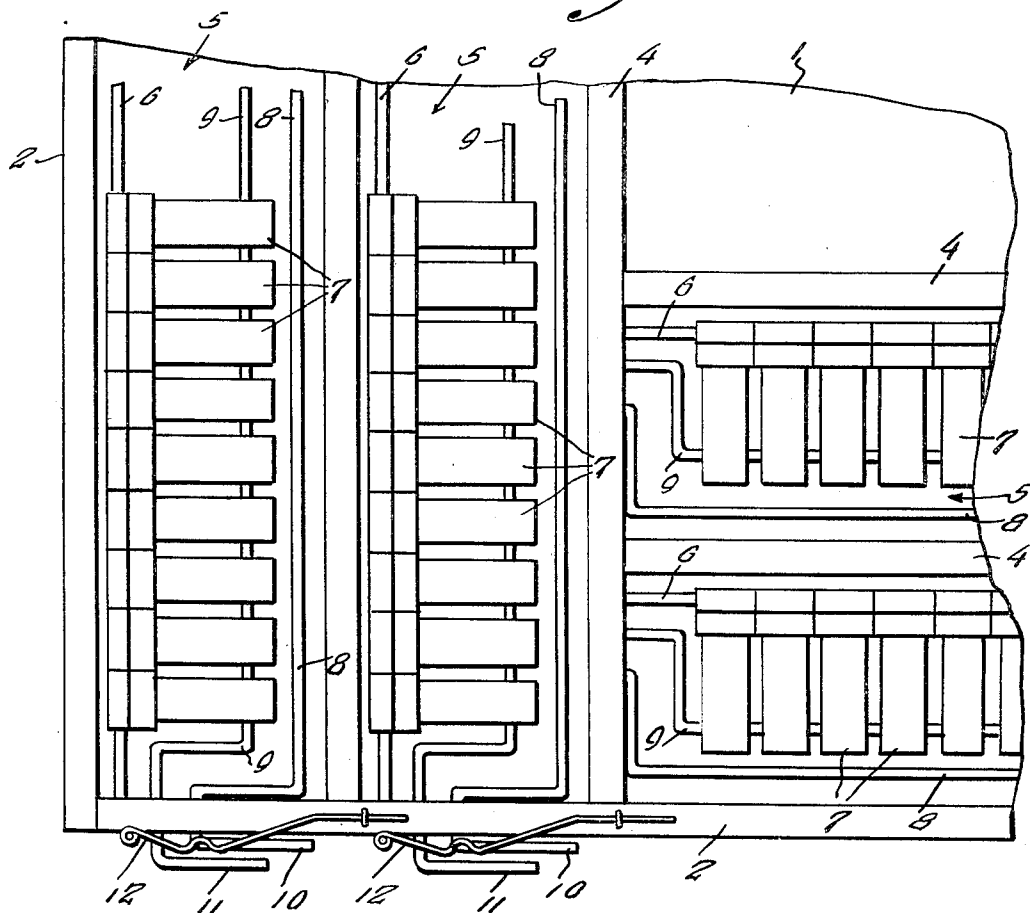
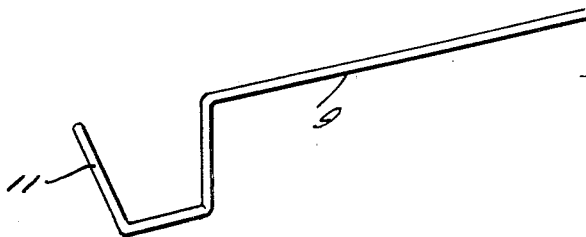
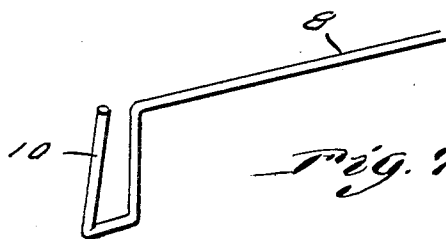


Fig. 6.



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Fig. 7.

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3 Sheets-Sheet 3

Fig. 3.

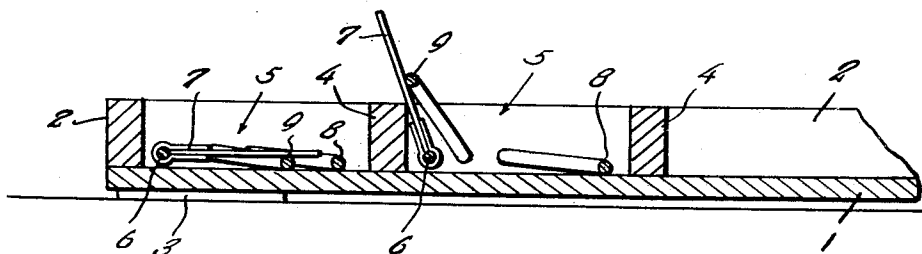


Fig. 4.

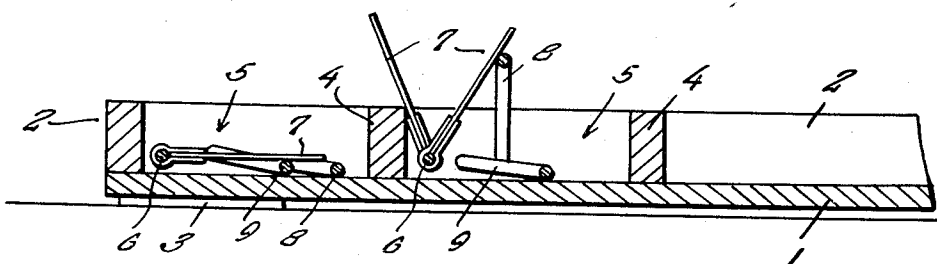
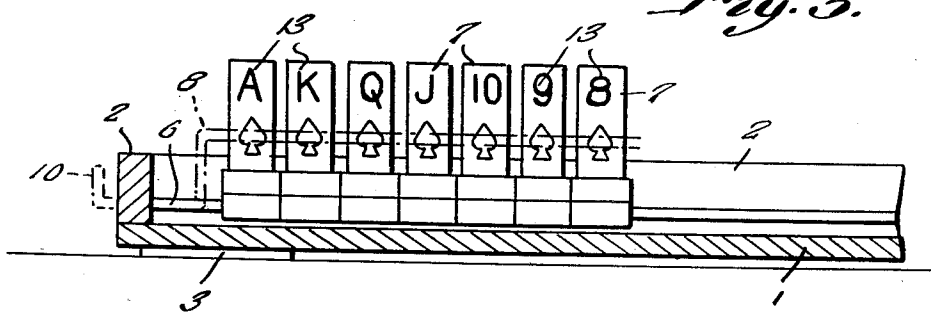


Fig. 5.



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UNITED STATES PATENT OFFICE

1,930,008

CARD GAME ACCESSORY

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Application March 18, 1933. Serial No. 661,607

4 Claims. (Cl. 35—12)

The present invention relates to a card game accessory and has for its primary object to provide, in a manner as hereinafter set forth, a device of this character embodying a novel construction, combination and arrangement of parts through the medium of which various hands of any card game may be studied and played, thus providing an accessory which will be both highly amusing and instructive.

Another important object of the invention is to provide an accessory of the aforementioned character embodying a construction which is such that the various hands to be studied and played may be conveniently set up or dealt, the invention further including novel means for permitting the hands to be replayed as often as may be desired.

Other objects of the invention are to provide a card game accessory of the character described which will be simple in construction, strong, durable, highly efficient and reliable in use, light in weight, compact, attractive in appearance and which may be manufactured at low cost.

All of the foregoing and still further objects and advantages of the invention will become apparent from a study of the following specification, taken in connection with the accompanying drawings wherein like characters of reference designate corresponding parts throughout the several views, and wherein:—

Figure 1 is a view in top plan of an accessory constructed in accordance with the present invention.

Figure 2 is a view in top plan and on an enlarged scale of a corner portion of the device.

Figure 3 is a view in vertical section through a portion of the device, showing one of the series of card representations or markers in raised position.

Figure 4 is a view in vertical section through a portion of the device, showing some of the markers of a hand in the position which they assume after being played.

Figure 5 is a view in vertical section through a portion of the device, taken at right angles to Figures 3 and 4.

Figure 6 is a detail view in perspective of one end portion of one of the outer marker elevating members.

Figure 7 is a detail view in perspective of one end portion of one of the inner marker actuating and supporting members.

Figures 8 and 9 are views of certain details.

Referring now to the drawings in detail, it will be seen that the embodiment of the invention

which has been illustrated comprises a board 1 having fixed on its marginal portions upstanding walls 2. The board 1 may be slightly elevated on suitable supports 3. Also rising from the board 1 are partitions 4 which are arranged to provide pairs of elongated compartments 5, one pair of said compartments paralleling each of the marginal edges of said board, as illustrated to advantage in Figure 1 of the drawings.

Mounted longitudinally in each of the compartments 5 is a rod 6 upon which markers 7 are mounted for swinging movement. Also mounted for swinging movement in each compartment 5 are substantially U-shaped inner and outer marker operators 8 and 9, respectively, which are journaled, at their ends, in the portions of the side walls 2 and the partitions 4 which constitute the end walls of said compartments 5. The end portions of the operators 8 and 9 which are journaled in the side walls 2 terminate in crank arms 10 and 11, respectively, through the medium of which the marker operators are manually actuated. Resilient latches 12 are mounted on the side walls 2 for engagement with the crank arms 10 for releasably securing the marker operators 8 in raised position, as seen in Figure 4 of the drawings.

The markers 7 are provided with indicia 13 see Figure 5 corresponding to the markings of the various cards constituting an ordinary deck or pack. Each pair of the compartments 5 has mounted therein fifty-two of the markers 7 which, of course, correspond to the number of cards in a deck.

Also rising from the board 1 are posts 14 between which rods 15 extend. Colored counters 16 are slidably mounted on the rods 15 between the posts 14. As seen in Figure 1, the posts 14 may be so arranged that the rods 15 will extend at right angles relative to each other. If desired, the area of the board 1 within the innermost partitions 4 may be suitably ornamented or provided with any suitable indicia.

Briefly, the use of the device is as follows:—

The player takes a position adjacent the lower side of the board as viewed in Figure 1 of the drawings from which position the indicia bearing faces of all of the markers 7, when in playing position, may be observed.

The markers 7, when in lowered or inoperative position in the compartments 5, rest on the operators 9, as seen in Figures 3 and 4 of the drawings. When in lowered position, the operators 8 are free of the markers 7. All of the markers 7 are swung upwardly in a manner to rest at an

inclination against the adjacent wall of their respective compartments by actuating the operators 9 through the medium of the crank arms 11. The operators 9 are then returned to lowered position and the operators 8 are raised to a vertical position, as seen in Figure 4, in which position said operators 8 are releasably secured by the operative engagement of the crank arms 10 with the latches 12. However, before the operators 8 are raised to vertical position, all of the markers 7, with the exception of those constituting the hands, are knocked down and again rest on the lowered operators 9. Then, as the markers 7 representing the cards of the hands are "played", they are swung forwardly in a manner to rest at an inclination against the vertical operators 8. After the hands have been played, the same hands may be expeditiously reset to be further studied and replayed by simply actuating the operators 8 in a manner to return the markers 7 constituting the hands to playing position.

It is believed that the many advantages of a device constructed in accordance with the present invention will be readily understood, and although the preferred embodiment of the invention is illustrated and described, it is to be understood that changes in the details of construction and in the combination and arrangement of parts may be resorted to which will fall within the scope of the invention as claimed.

What is claimed is:—

1. A game accessory comprising a board, markers mounted for swinging movement on the board, means for supporting the markers in an inclined position on the board, a substantially U-shaped operator pivotally mounted on the board and engageable with the markers for actuating said markers to said inclined position, another substantially U-shaped operator pivotally mounted on the board and engageable with the markers for supporting said markers in an oppositely inclined position and for actuating said markers to the first named inclined position, crank arms on the operators for manually actuating said operators, and means engageable with one of the crank arms for releasably securing the second named operator against swinging movement.

2. A game accessory comprising a board, side walls rising from the board, partitions rising from the board and providing, in conjunction with the side walls, a plurality of compartments, rods mounted in the compartments, markers

mounted for swinging movement on the rods, the side walls and certain of the partitions being engageable with the markers for supporting said markers in an inclined position, means for actuating the markers to said inclined position, and means engageable with the markers for supporting said markers in an oppositely inclined position and for actuating the markers to the first named inclined position, the first and the second named means each including a substantially U-shaped operator pivotally mounted on the board and engageable with the markers.

3. A game accessory comprising a board, side walls rising from the board, partitions rising from the board and providing, in conjunction with the side walls, a plurality of compartments, rods mounted in the compartments, markers mounted for swinging movement on the rods, the side walls and certain of the partitions being engageable with the markers for supporting said markers in an inclined position, means for actuating the markers to said inclined position, and means engageable with the markers for supporting said markers in an oppositely inclined position and for actuating the markers to the first named inclined position, the first and the second named means each including a substantially U-shaped operator pivotally mounted on the board and engageable with the markers, said first and second named means further including crank arms on the ends of the operators, and a resilient latch engageable with the crank arm of the second named means for releasably locking said second named means against swinging movement.

4. A game of the class described comprising a board having a vertical wall, a plurality of markers having their lower ends pivotally supported from the board in spaced relation to said wall whereby when said markers are swung upwardly, they will be supported by said wall in tilted position, manually operated means for swinging all of said markers against said wall, and a second manually operated member for supporting the markers in an oppositely inclined position, when said member has been moved to one position, said member moving the markers against the wall when said member has been moved to another position, said member, when in a third position, being out of engagement with all the markers.

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