

(No Model.)

J. G. WARD & J. W. BALL.
GAME COUNTER.

No. 525,777.

Patented Sept. 11, 1894.

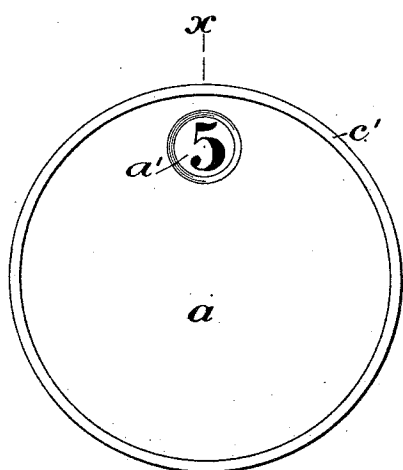


Fig. 1.

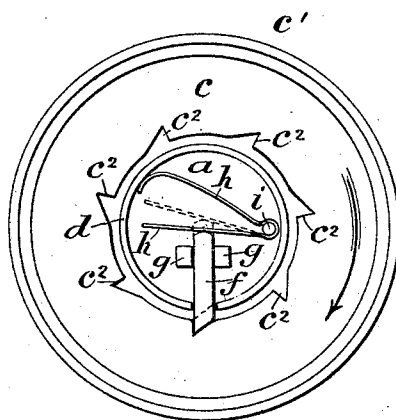


Fig. 2.

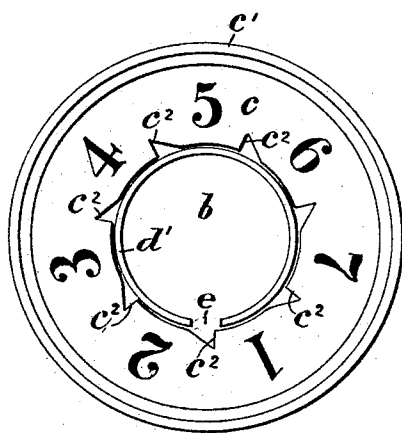


Fig. 3.

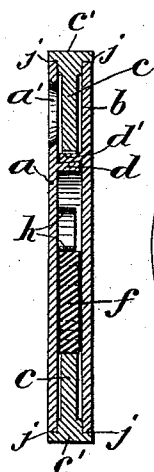


Fig. 4.

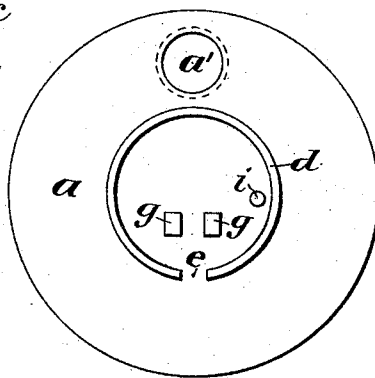


Fig. 5.

Witnesses

Inventors

Robert S. Loeberger

Joseph G. Ward,
John W. Ball,

William W. Schouler.

By Drake & Co., Attys.

UNITED STATES PATENT OFFICE.

JOSEPH G. WARD, OF CLINTON, AND JOHN W. BALL, OF NEWARK, NEW JERSEY.

GAME-COUNTER.

SPECIFICATION forming part of Letters Patent No. 525,777, dated September 11, 1894.

Application filed November 13, 1893. Serial No. 490,728. (No model.)

To all whom it may concern:

Be it known that we, JOSEPH G. WARD, of Clinton township, and JOHN W. BALL, of Newark, county of Essex, State of New Jersey, citizens of the United States, have invented certain new and useful Improvements in Game-Counters; and we do hereby 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 appertains to make and use the same, reference being had to the accompanying drawings, and to letters of reference marked thereon, which form a part of this specification.

The object of this invention is to provide a small, convenient, neat and ornamental game-counter or marker and adapted to be carried in the vest pocket.

The invention consists in the improved game-counter and in the arrangement and combination of the several parts thereof, as herein set forth and pointed out in the claims.

Referring to the accompanying drawings, in which similar letters of reference indicate corresponding parts in each of the several figures where they occur, Figure 1, represents a top or front plan view of a game-counter embracing our improvements. Fig. 2 is a back plan with the back plate or disk removed, showing the working parts. Fig. 3 is a front plan with the front plate removed, showing the center or dial plate and the numerals thereon. Fig. 4, is a section taken through the line *x* of Fig. 1; and Fig. 5, is a plan of the inside of the front plate or disk.

In said drawings, *a* designates the front plate; *b*, the back plate and *c*, the center or dial-plate. Said front plate is provided, on the inside, with a raised rim *d* having an opening *e* therein to admit the working there-through of a catch pin or bolt, *f*, which also works in a recess, formed, in this instance, between two lugs or projections, *g*, one of which also serves as a shoulder against which a spring *h*, abuts; said spring being seated in the cavity or chamber inclosed by said rim and held in place by a lug or pin *i*, and the said lug, *g*, and rim *d*, against which the extremities or members of said spring abut when there is no pressure upon them, as will be understood upon reference to Fig. 2. Said

back plate is also provided with a raised rim *d'*, a little larger in circumference than the rim *d*, and having an opening *e'*, therein which registers with the opening *e* when the two plates are united so as not to interfere with the free movement of the catch-pin or bolt, *f*, as will be understood upon reference to Figs. 2, 4 and 5. It will be seen, by reference to Fig. 4, that these rims are slightly under-cut, so that they may be snapped together and so held in position. This, however, is not essential, as the two plates are snapped into the rim of the center plate in the same manner, *i. e.*, by under-cut joints, *j*, as shown in said Fig. 4.

The center or dial-plate, *c*, has a projecting rim, *c'*, on each side within which are seated the front and back plates, in under-cut recesses, *j*, as already stated, and has an open center around which, in the edge of the plate, are formed shoulders *c''* with which the catch-pin or bolt, *f*, engages, as will be hereinafter further explained. On one side of said center plate are the numerals by which the points of a game are indicated, which, in the present case are intended for whist, the numerals being from 1 to 7, but the counter may be arranged to keep any game as will be obvious, by increasing or diminishing the numerals and the number of the shoulders *c''* accordingly, as will be understood.

The numerals are arranged to register with and be seen through an aperture *a'* in the front plate as the game progresses, and the counter is operated as follows, to wit:—When a point is made in a game, the counter is held at the sides between the thumb and finger of one hand and the rim, *c'*, between the thumb and finger of the other and then turned or rotated in opposite directions until the numeral which indicates the number of points made is exposed at the aperture.

It will be observed that as each numeral is exposed to view the catch-pin or bolt is pressed into engagement with one of the notches or shoulders *c''* successively and is thereby prevented from being reversed or turned backward, as will be understood. It will also be observed that as a numeral is exposed the catch-bolt engages a shoulder there will be a sharp click which serves to indicate the

progress of the game and to prevent deception or false counting.

Having thus described our invention, what we claim, and desire to secure by Letters Patent, is—

1. The improved game counter, consisting of a front and back plate, each having a centrally raised rim on the inside thereof, which rims telescope with one another; a dial-plate located between said plates and having a projecting periphery or rim inside of which the front and back plates are seated and rotate; a central opening in said dial plate having a series of shoulders in the rim thereof; a series of numerals on one side of said dial plate; a spring, and a catch-pin or bolt actuated thereby to engage said shoulders successively as the dial plate is rotated; and an aperture in the front plate through which said numerals one by one are exposed as said dial plate is rotated; said parts being arranged and combined in respect to one another as described and for the purposes set forth.

2. In a game counter of the character described, the combination of a front and back plate having a chamber at the center when

said plates are in juxtaposition; a spring and a catch-bolt seated in said chamber, a dial plate having a projecting periphery or rim on each side within which said front and back plates are seated, and an opening at the center, and a series of shoulders in the rim of said opening adapted to engage with said bolt as the plates are rotated; substantially as and for the purposes set forth.

3. In a game counter of the character described, the combination of a central plate having at each side thereof a projecting rim, a front and back plate seated within said rims and rotatable therein, said front plate having an aperture therein through which numerals are exposed one by one as said plates are rotated, as described and for the purposes set forth.

In testimony that we claim the foregoing we have hereunto set our hands this 10th day of November, 1893.

JOSEPH G. WARD.
JOHN W. BALL.

Witnesses:

OLIVER DRAKE,
ROBERT SOLLBERGER.