Dec. 20, 1949 B. WALTER 2,491,841

ELECTRIC SIGNAL SYSTEM FOR TABLES

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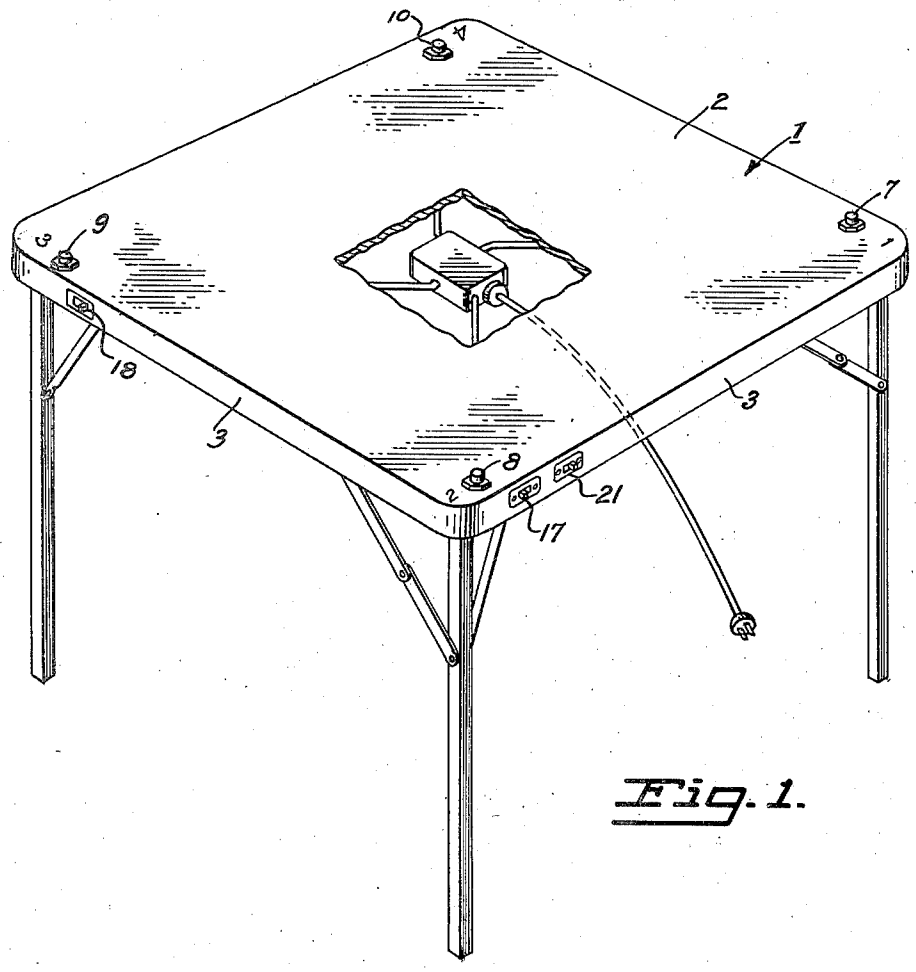
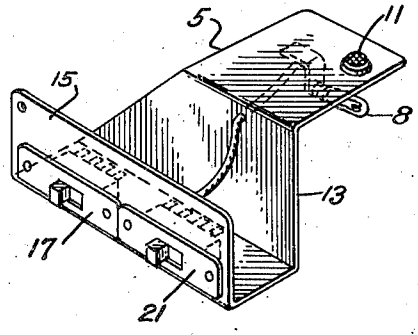


Fig. 1.

Fig. 2.



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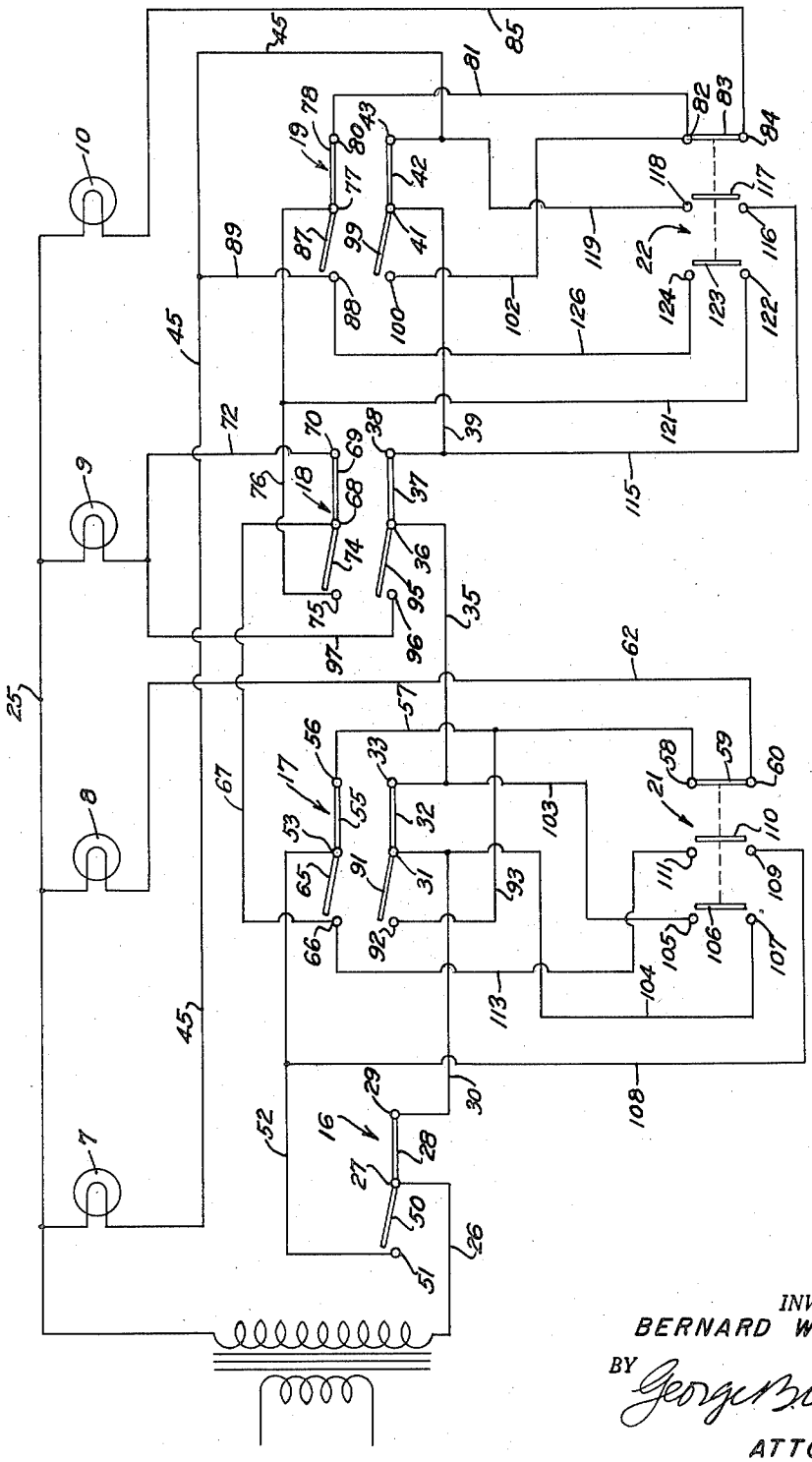


Fig. 3.

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Fig. 4.

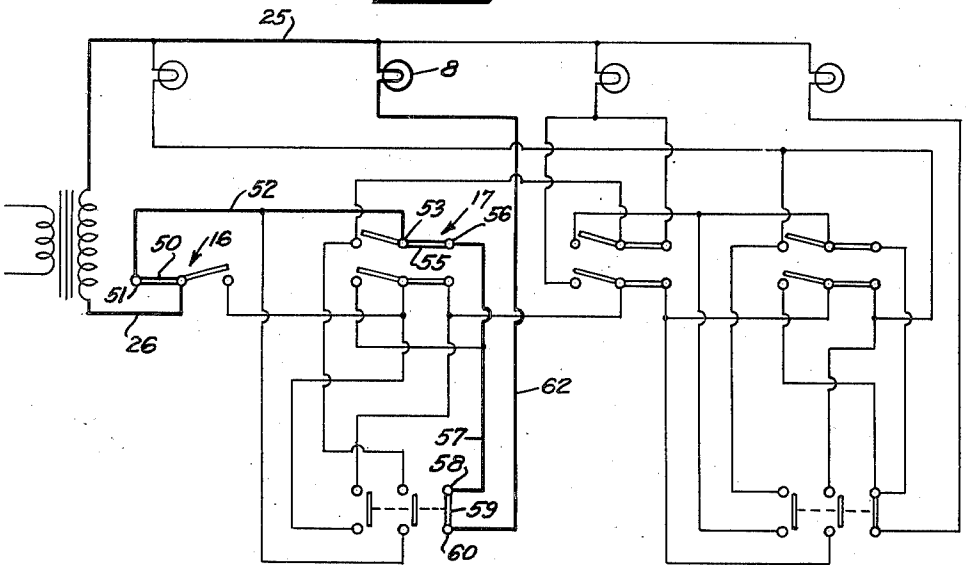
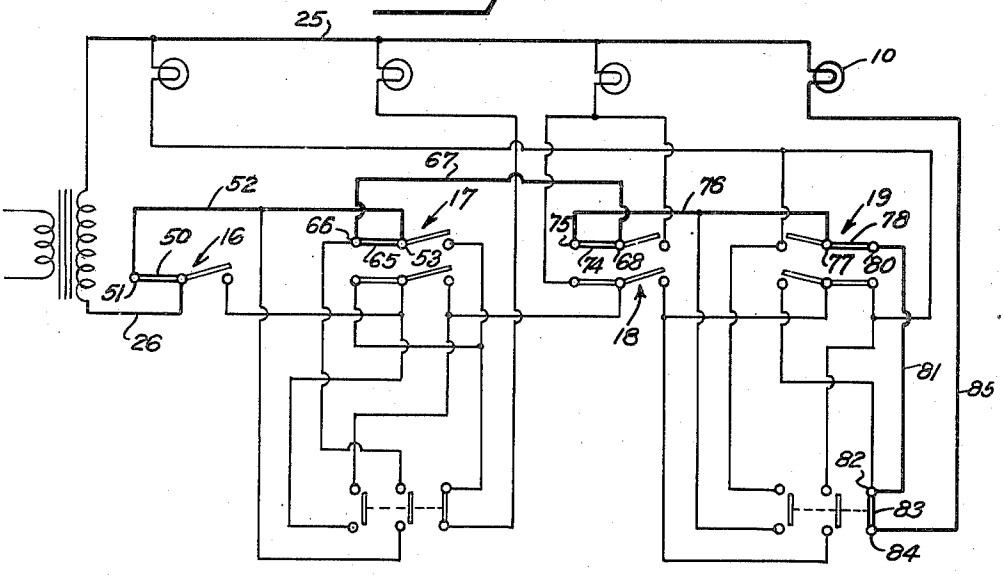


Fig. 5.



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Fig. 6.

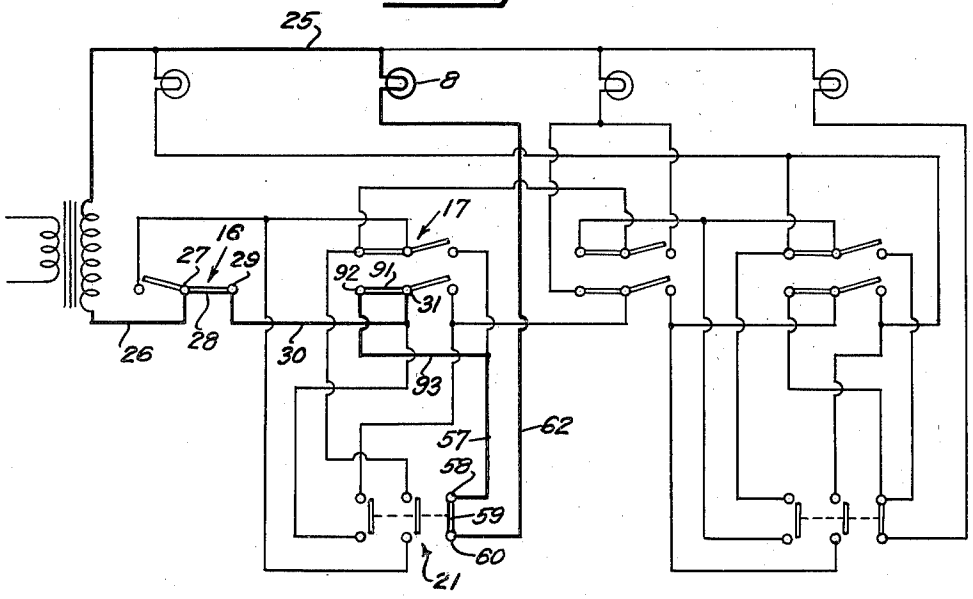
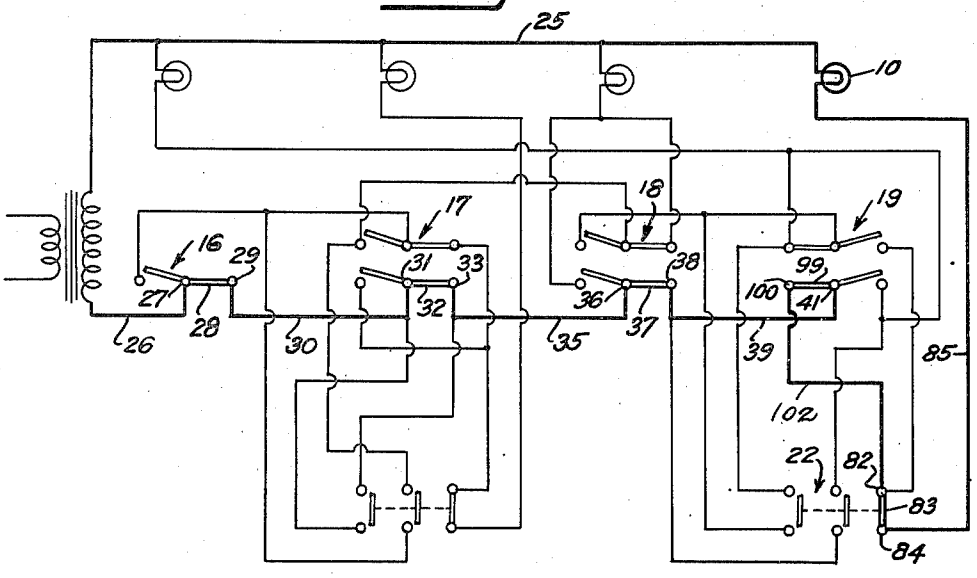


Fig. 7.



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Fig. 8.

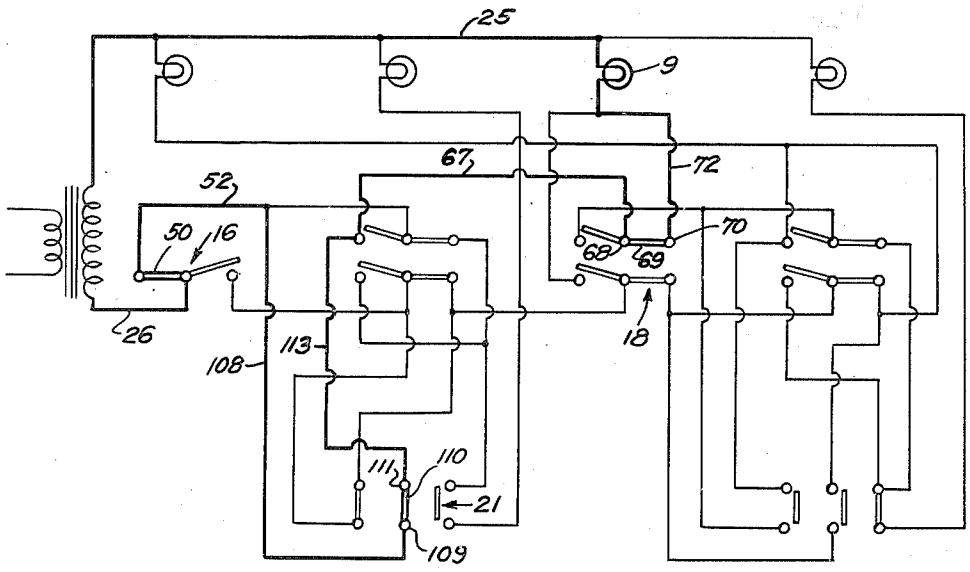
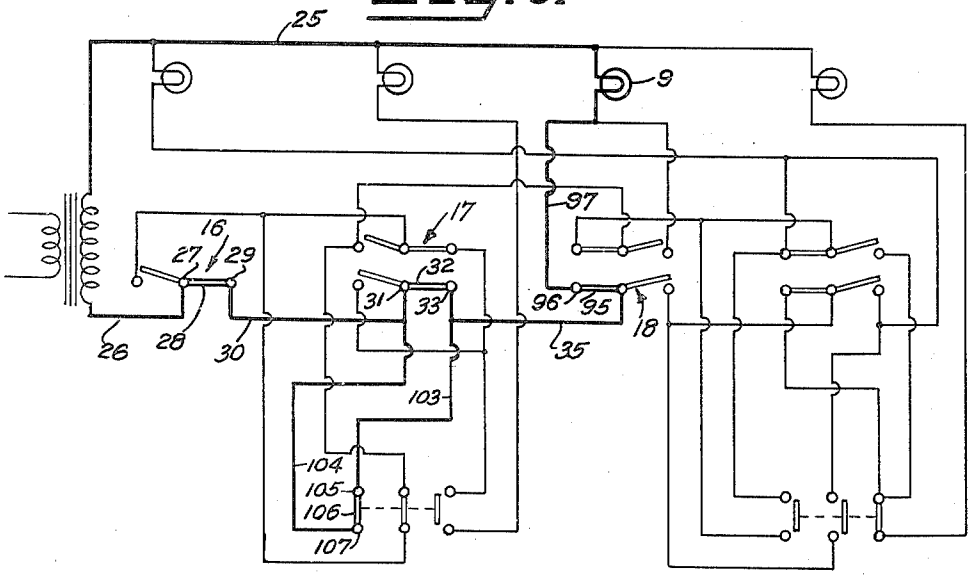


Fig. 9.



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Fig. 10.

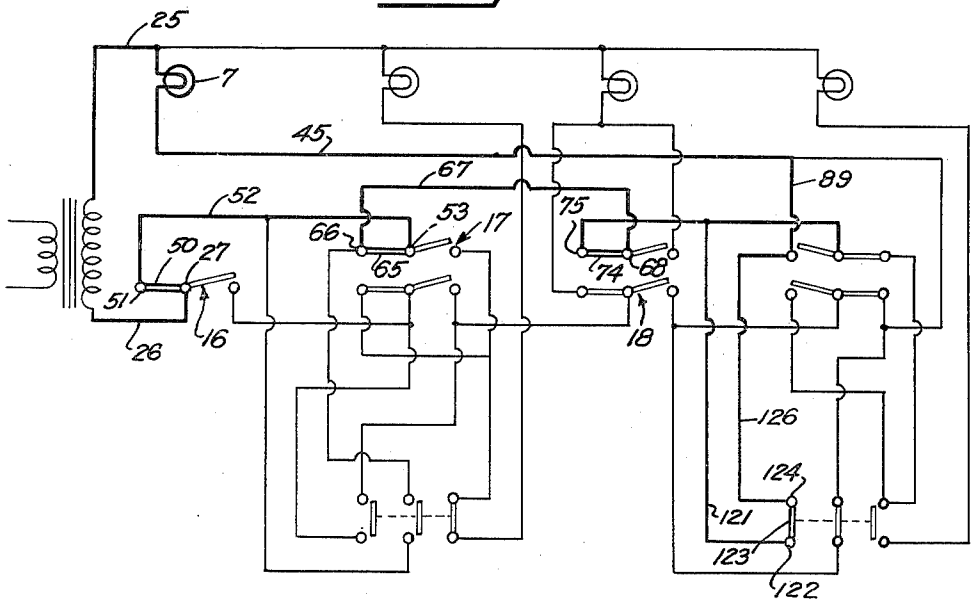
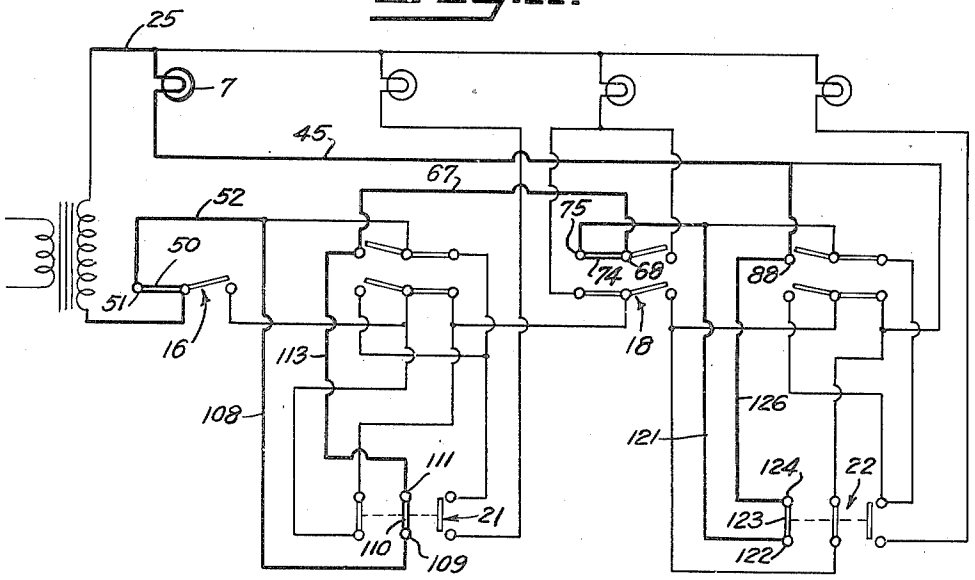


Fig. 11.



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Patented Dec. 20, 1949 2,491,841

UNITED STATES PATENT OFFICE

2,491,841

ELECTRIC SIGNAL SYSTEM FOR TABLES

Bernard Walter, San Rafael, Calif.

Application February 13, 1948, Serial No. 8,064

7 Claims. (Cl. 177—311)

1

This invention relates to a card or game table and particularly to a device associated therewith for indicating a dealer for successive games.

An object of this invention is to provide a system of electric signal associated with a card or game table and operative by suitable switches by means of which said signals are operated in a predetermined sequence, said signals indicating a step in the game to be performed by the players in series, such as the step in dealing cards.

Another object of this invention is to provide a device for indicating sequence of plays, such as deals, in a game by lighting a signal located near each player's position, said light signals being operable by a plurality of switches so as to cut out one light and turn on the next following light in a predetermined sequence.

Another object of this invention is to provide a device of the type described which indicates such sequence selectively for a larger number or smaller number of players, for instance in the herein illustration for four, three or two player games.

I am aware that some changes may be made in the general arrangements and combinations of the several devices and parts, as well as the scope of the present invention as set forth in the following specification, and as defined in the following claims; hence I do not limit my invention to the exact arrangements and combinations of the said device and parts as described in the said specification, nor do I confine myself to the exact details of the construction of the said parts as illustrated in the accompanying drawings.

With the foregoing and other objects in view, which will be made manifest in the following detailed description, reference is had to the accompanying drawings for the illustrative embodiment of the invention, wherein:

Fig. 1 is a perspective view of a card table with the indicating device installed thereon.

Fig. 2 is a perspective view of a switch bracket with a light carried thereby.

Fig. 3 is a full wiring diagram showing the first light burning.

Figs. 4 to 11 are wiring diagrams showing various selected circuits established by operating the switches.

The illustrative embodiment of my device includes a card table and a combination of lights attached thereto, each light being conveniently located near each player's position at said table. The lights are operated by a system of electric switches which includes a basic switch for each player and auxiliary switches for selectively cut-

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ting out lights at certain player's positions. By turning an adjacent switch the player turns off his own light and turns "on" the light adjacent to the next player in a predetermined sequence, thus indicating that it is the latter player's turn to perform a step in the game, such as, for instance, dealing cards.

The device operates in the same manner when the number of players taking part in the games is less than the number of lights on the table. In the latter case, the lights adjacent to the unoccupied positions are cut off from the system by turning the respective auxiliary switches but the other lights operate in the usual manner as heretofore described.

In detail the device includes a card table having a top 2 reinforced by bars 3 located at the edges thereof. The top 2 is supported on legs. The table may be of any type or shape, but for the purpose of illustration is shown herein as rectangular, accommodating four players.

On each side of the table is a light signal arranged on the top surface near the corner thereof. There are four light signals 7, 8, 9 and 10 correspondingly located at the first, second, third and fourth player's position. Near each of said light signals, there is a basic switch which basic switches are numbered here as 16, 17, 18 and 19. The basic switches are provided for turning off the light adjacent to that basic switch, which is being operated, and for turning on the next following light in a predetermined sequence.

Adjacent to the basic switches 17 and 19 of the second and fourth players positions are provided auxiliary switches 21 and 22, each electrically connected with the said corresponding basic switch 17 or 19 and into the return wires of said lights for the purpose of cutting off and by-passing or shunting out either of the lights 8 or 10 selectively, or both lights, when only three or two persons are playing. The lights and switches are interconnected by a plurality of electric wires, which are hereinafter described in detail. The source of electricity may be a portable battery or the like. In the herein embodiment I show a transformer for reducing standard voltage of house current, and a plug by which the device may be plugged in a socket to conduct electricity therefrom.

Instead of attaching said lights and switches directly to the table 1, the same may be mounted on a bracket 5 shown in Fig. 2, which bracket can be detachably clamped on the table. The bracket 5 includes a channel 13 extended downwardly from an edge of the top flange, said chan-

nel 13 fits around the bar 3 of the table. One of the above mentioned basic switches is mounted on the outer wall 15 of the bracket 5. One of the auxiliary switches is mounted on the same wall 15 of two of the four brackets 5. The bracket 5 with said light and switch, or switches, may be attached to any standard card table after a suitable hole is drilled through the table top to permit observation of the light in the reflector 11 through the same. The circuit with the switches and the lights is the same as in the case of fixed lights and switches heretofore described.

The lights 7, 8, 9 and 10 are connected in parallel to a light feed wire 25. The return lines to the lights are controlled by the respective switches 16, 17, 18 and 19.

The first basic switch 16 near the first light 7 is of a single pole double throw type having a central intake pole 27 and two output poles 29 and 51. The switch bars 28 or 50 of the switch 16 selectively bridge the intake pole 27 to either of the output poles 29 or 51 respectively, by throwing said switch to the right or to the left, looking at Fig. 3. A feed line 26 leads to intake pole 27.

The output poles 29 and 51 of this first switch serve as the terminals for two separate switch circuits, each of which interconnects the basic switches 17, 18 and 19 in series. For convenience these circuits are herein termed respectively first switch circuit and second switch circuit. Each of the latter switches is of double pole double throw type comprising three pairs of poles: each pole of the central pair serves as an intake terminal for one of said switch circuits; in the second pair of poles at one side from said central pair one of the poles serves as an output terminal of the second switch circuit which is then connected to one of the central intake poles of the next following switch, the other of said second pair of poles is connected by a return line to a light; the third pair of poles on the other side from the central pair has one pole connected to a light and the other pole serving as an output terminal of the first switch circuit which is then connected with a central intake pole of the next following switch; except in the fourth switch 19 where said last output pole is connected to the return line of the first light.

When all the basic switches are thrown to the right viewing in Fig. 3, the first switch circuit is established, the current passing from the output pole 29 of the first switch, through the switches 17, 18 and 19 and from the latter through a return wire 45 to the first light 7 which is thereby illuminated. When all the switches 16, 17, 18 and 19 are thrown to the left, looking at Fig. 3, the second switch circuit is established, the current passing from the output pole 51 of the first switch 16, through the switches 17, 18 and 19 and therefrom through the return wires 89 and 45 to the first light 7 which is thereby illuminated.

When all the switches are in the above mentioned position to the right, and the first switch 16 is thrown to the left, the first switch circuit is interrupted, the first light 7 is turned off and the current is directed into the second switch 17 through the second switch circuit as hereinafter shall be described in detail. Each basic switch when thrown successively, cuts off the adjoining light and turns on the next following light.

In addition to the above described basic switches the device includes auxiliary switches 21 and 22. Each of the auxiliary switches includes three pairs of opposing poles which may be bridged selectively by throwing the switch bars of said switches to the right or to the left respectively looking at Fig. 3. In the present instance there are two pairs of contacts simultaneously bridged by the auxiliary switch bar in one position thereof, while another pair of contacts is bridged in the other position of the auxiliary bar. The double or two pairs of contacts on said first side or position are connected to respective intake and output terminals of the adjacent basic switch so as to shunt or complete the first and second switch feed lines through said basic switch, irrespective of the basic switch position. The single pair of auxiliary switch contacts are connected in series into the return light line of the adjacent basic switch and its light. Thus in one of the auxiliary switch positions the return light line is uninterrupted, but the shunt lines are broken and in the other position of the auxiliary switch the return light line is broken, but the shunt lines are closed so that the light and the adjacent basic switch both are cut out without interrupting the switch feed lines to the other basic switches. In the present illustration the auxiliary switches 21 and 22 are connected to the first and second switch lines near the second basic switch 17 and also to the second light 8, so as to bypass said switch and light when said auxiliary switch is turned to the left, looking at Fig. 3. Another auxiliary switch 22 is connected to the first and second switch lines near the fourth basic switch 19 and to the lights 7 and 10 so as to bypass the said fourth basic switch 19 and the light 10 when said auxiliary switch is turned to the left, looking at Fig. 3.

In order to fully understand the operation of the device, various electric circuits are traced and described herein, as used for four, three or two players. When four players are playing the auxiliary switches 21 and 22 are in an "on" position, or to the right, and the basic switches 16, 17, 18 and 19 are thrown initially to the right, viewing Fig. 3. The first switch circuit is established as follows:

From the central intake pole 27 of the first switch 16 the current flows through the first switch bar 28 to the output pole 29 of said first switch and to a first switch feed line 30 connecting said output pole 29 to the central intake pole 31 of the second basic switch 17. From the latter pole 31, the current flows through the switch bar 32 and the output pole 33 of said second switch 17, to a switch feed line 35 connecting the latter pole 33 of said second switch 17 with the intake pole 36 of the third basic switch 18. From this last pole 36 the current flows through the switch bar 37 and the output pole 38 of said third switch 18, and a switch feed line 39, to an intake pole 41 of the fourth basic switch 19. From the latter pole 41 the current flows through a bar 42 and an output pole 43 of the fourth switch to the return wire 45 connected to the first light 7, which is thus illuminated indicating that it is the first player's turn to deal.

After dealing the cards, the first player turns to the left the first basic switch 16 as shown in Fig. 4, which switch is located on his side of the table, and thereby turns the first light 7 off. This breaks the above described first switch circuit and establishes an alternate circuit, the second switch circuit, shown in Fig. 4, which is as follows: from the intake pole 27 of the first basic switch 16, through a second switch bar 50, to the second output pole 51 of the same switch, and then through a second switch feed line 52 to the sec-

ond intake pole 53 of the second basic switch 17; then through the second switch bar 55, output pole 56 of said second switch, to a wire 57 connecting the last mentioned output pole 56 with an intake pole 58 of the first auxiliary switch 21 which is in "on" position. From the pole 58 the current flows through the switch bar 59 to the output pole 60 of said auxiliary switch 21, and through a return wire 62 to the second light 8. The latter light indicates that the second player is the next dealer.

The second player after completing the dealing of cards turns the second switch 17 to the left looking at Fig. 4, thus turning the second light 8 off and changing the switch feed circuit as follows: The current flows from the intake pole 53 of the second basic switch over the second switch bar 65 to the second output pole 66 of said switch, then through a second switch feed line 67 connecting said output pole 66 with the intake pole 68 of the third basic switch 18, then through the switch bar 69, and the output pole 70 of the third basic switch, to a return wire 72 connecting to the third light 9, thus indicating that it is the third player's turn to deal cards.

After dealing the cards, the third player turns the third basic switch 18 to the left, and thereby breaks the return circuit of the third light 9, and changes the last described switch circuit in the following way, as shown in Fig. 5: from the intake pole 68 through a second switch bar 74 to the other output pole 75 of the third basic switch 18, then through a switch feed line 76 to an intake pole 77 of the fourth basic switch 19. This last intake pole 77 is connected by a switch bar 78 with an output pole 80 of said fourth switch 19 from which the current passes through a wire 81 to the intake pole 82 of the second auxiliary switch 22, then over the auxiliary switch bar 83 to an auxiliary output pole 84 of the same auxiliary switch 22, and then through a return wire 85 to the fourth light 10, thus indicating that it is the fourth player's turn to deal cards.

After completing the dealing of cards, the fourth player turns the fourth basic switch 19 to the left, thus breaking the return circuit of the fourth light 10 and completing the second switch circuit as follows: the current flows from the intake pole 77 of the fourth basic switch 19 over a switch bar 87 to the other output pole 88 of the same switch and through a return wire 89 leading from said pole 88 to the return wire 45 of the first light 7, which is thus illuminated indicating that it is against the first player's turn to deal.

The first player after completing the deal, turns the first basic switch 16 to the right, view in Fig. 3, which breaks the second switch feed circuit at the output pole 51 and turns the first light 7 off, and also establishes the first switch feed circuit shown in Fig. 6, which is as follows: the first output pole 29, of the first basic switch 16, the first switch feed line 30, the first intake pole 31 of the second basic switch 17, a switch bar 91, and an output pole 92 of the said second switch 17, a wire 93 connecting said output pole 92 with the wire 57 which in turn connects through the pole 58, the switch bar 59 and the output pole 60 of the first auxiliary switch 21, to the return wire 62 of the second light 8, thus indicating to the second dealer that it is his turn to deal cards.

When the second dealer turns the second basic switch 17 to the right, the light circuit to the second light 8 is broken at the output pole 92, and the first switch feed circuit to the third basic switch is closed as follows: from the intake pole

31 of the second basic switch 17 through the switch bar 32 and the output pole 33 of the latter switch, the switch feed line 35, the intake pole 36 of the third basic switch 18, a switch bar 95, and an output pole 96 of the third switch, and a return wire 97 connecting the pole 96 with the return wire 72 which in turn is connected with the third light 9, thus lighting the same.

After completing the dealing of cards, the third player turns the third switch 18 to the right which breaks the third light circuit at the pole 96 and closes the first switch feed circuit to the fourth basic switch as follows and as shown in Fig. 7: from the intake pole 36 of the third basic switch 18, over the bar 37 to the output pole 38, the switch feed line 39 the intake pole 41 of the fourth switch 19, over a bar 99 to an output pole 100 of the fourth switch, through a wire 102 connecting said pole 100 with the intake pole 82 of the second auxiliary switch 22. Therefrom the current flows through the bar 83, the output pole 84, of the second auxiliary switch, the return wire 85 to the fourth light 10.

From the above described circuits follows, that by turning the switches 16, 17, 18 and 19 consecutively to the right, or to the left looking at Fig. 3, the corresponding lights 7, 8, 9 and 10 are turned off and the next following light is turned on to indicate the next dealer of the cards in the predetermined sequence.

The device may also be used when only three persons are playing cards, in which case the second light 8, or the fourth light 10, is cut off respectively by turning the first auxiliary switch 21, or the second auxiliary switch 22, to the "off" position for the light circuits.

Suppose, all the basic switches 16, 17, 18 and 19 are turned to the right looking at Fig. 3, and the first auxiliary switch 21 is turned to said "off" position and the second auxiliary switch 22 is left in its "on" position. The current then flows from the first basic switch 16 through the first switch feed circuit and the basic switches 17, 18 and 19 to the first light 7, as shown in Fig. 3, thus indicating that it is the first player's turn to deal. When the auxiliary switch bar 21 is shifted to break the return line to the second light, it simultaneously closes an auxiliary circuit from the switch feed line 35 by a wire 103 to an intake pole 105, an auxiliary switch bar 106 and an output pole 107 of said switch 21 and through a wire 104 back to the first switch feed line 30, thus shunting the first switch feed circuit from the first switch feed line 30 to the next switch feed line 35, cutting out the second switch.

When the first player turns the first base switch 16 to the left, he establishes a new circuit shown in Fig. 8 which is as follows: from the output pole 51 of the first switch 16, through the second switch feed line 52, a shunt wire 108 connecting the latter line with the intake pole 109 of the first auxiliary switch 21, the second auxiliary switch bar of said switch 110 and an output pole 111 of the latter switch, then a wire 113 connecting the output pole 111 with the output pole 66 of the second basic switch 17, the second switch feed line 67 leading to the intake pole 68 of the third switch 18, the bar 69 and the output pole 70 of the third switch and the return wire 72 leading to the third light 9. The second auxiliary switch bar 106 was shifted to circuit closing position between the auxiliary switch poles 105 and 107 simultaneously with the breaking of return light circuit of the second line, thus the second switch feed circuit is shunted to cut off the second switch.

When the next player turns the third basic switch 18 to the left, a circuit is established from the intake pole 68, through the bar 74, the output pole 75 of the third basic switch 18, the switch feed line 76, the intake pole 77 of the fourth basic switch 19, the bar 78, the output pole 80, the return wire 81, the intake pole 82 of the second auxiliary switch 22, the bar 83, the output pole 84 of the latter switch, and the return wire 85 to the fourth light 10 as has been heretofore described, and shown in Fig. 5.

When the third player turns the fourth line switch 19 to the left, the last mentioned circuit is changed as follows: from the intake pole 77 of the fourth switch through the bar 87 to the output pole 88, the return wires 89 and 45, and the first light 7, thus indicating the first player's turn to deal.

The first player again deals the cards and turns the first basic switch 16 to the right and thus establishes the following circuit, shown in Fig. 9: from the output pole 29 of the first switch through the first switch feed line 30 to the intake pole 31 of the second basic switch 17, the bar 32, the output pole 33, the switch feed line 35, the intake pole 36 of the third basic switch 18, the bar 95, the output pole 96 of the same switch, the return wire 97 and the third light 9, thus cutting out the first light 7. The auxiliary circuit from the first switch feed line 30 through wire 104, the intake pole 107; the bar 106, the output pole 105 of the first auxiliary switch 21, the wire 103, to the next switch feed line 35, is a parallel line, which operates in the other position of the second switch.

When the next player turns the third basic switch 18 to the right, the following circuit, shown in Fig. 7, is established: from the intake pole 36 of the third basic switch 18, through the bar 37 to the output pole 38, the switch feed line 39, the intake pole 41 of the four basic switch 19, the bar 99, the output pole 100, the wire 102, the intake pole 82 of the second auxiliary switch 22, the bar 83, the output pole 84, the return wire 85 to the four light 10.

The six last described circuits show that the device operates efficiently also for three players cutting out the second player position.

Suppose that the first auxiliary switch 21 is turned to the right, viewing Fig. 3, in the "on" position wherein it closes the switch bar 59 and opens the switch bars 106 and 110, and the second auxiliary switch 22 is turned to the left, viewing Fig. 3, in the "off" position wherein the fourth light circuit is broken and the switch circuits are shunted through the fourth switch; and further suppose that all the basic switches are turned to the right looking at Fig. 3, then three players may proceed to play cards with the four player position and light cut out, and by operating the basic switches as heretofore described, the three consecutive dealers at the first, second and third light will be properly indicated.

When the switches are in the last mentioned position, the first switch circuit is established to the first light 7, indicating that it is the first player's turn to deal cards as shown in Fig. 3. An auxiliary shunt circuit is established from the switch feed line 39, through the wire 115 to the intake pole 116 of the second auxiliary switch 22, the closed switch bar 117, the output pole 118, the wire 119, to the return wire 45, thus cutting out the fourth switch.

When the first player has dealt the cards, he pushes the first basic switch 16 to the left and

the following circuit is established thereon: the intake pole 27 of the first basic switch 16, through the first switch bar 50, the output pole 51, the first switch feed line 52, the intake pole 53 of the second basic switch 17, the bar 55, the output pole 56, of the same switch, the wire 57, the intake pole 58 of the first auxiliary switch 21, the switch bar 59, the output pole 60, the return wire 62, to the second light 8, as shown in Fig. 4.

The second player pushes the second basic switch 17 to the left and changes the last described circuit as follows: from the intake pole 53 of the second switch through the bar 65, the output pole 66, the switch feed line 67, the intake pole 68 of the third basic switch 18, the bar 69, the output pole 70, the return wire 72 to the third light 9, thus indicating that it is the third player's turn to deal.

When the third player pushes the third basic switch 18 to the left, the last described circuit is changed as follows as shown in Fig. 10: from the intake pole 68 of the third basic switch 18 through the bar 74, the output pole 75 of said switch, the switch feed line 76, the wire 121 connecting said wire with the intake pole 122 of the second auxiliary switch 22, the second auxiliary switch bar 123, the output pole 124 of the latter switch, the wire 126, the output pole 88 of the fourth basic switch 19, the return wires 89 and 45, to the first light 7, thus cutting out the fourth light 10 and indicating that the first player has to deal next.

The first player throws the first basic switch 16 to the right position and establishes the following circuit, as shown in Fig. 6: from the intake pole 27 of the first basic switch 16, through the second basic switch 17, the wires 93 and 57, the intake pole 58 of the first auxiliary switch 21, the bar 59, the output pole 60 of the latter switch, the return wire 62 to the second light 8, thus indicating that it is the second player's turn to deal.

The second player throws the second switch 17 to the right position, thus changing the last described circuit as follows: from the intake pole 31 of the second basic switch 17 through the bar 32, the output pole 33, the switch feed line 35, the intake pole 36 of the third basic switch 18, the bar 95, the output pole 96 of the latter switch, the return wire 97, to the third light 9.

When the third player throws the third basic switch 18 to the right position, he changes the last described circuit to the one previously described when all the basic switches are in the right position, thus completing the first switch feed circuit and energizing the first light 7 and cutting out the fourth light 10.

The device may indicate the next dealer when only two players are playing cards, in which case the auxiliary switches 21 and 22 are set in an "off" position, and all the basic switches are thrown to the right, or to the left. Supposing, that all the basic switches are thrown to the right, then the first switch circuit is established and the first light 7 is illuminated, thus indicating that it is the first player's turn to deal, as shown in Fig. 3.

When the first player turns the first switch 16 to the left, the circuit shown in Fig. 8 is established: from the intake pole 27 of the latter switch, through the bar 50, the output pole 51 of said switch, the second switch feed line 52, the wire 108, the intake pole 109 of the first auxiliary switch 21, the bar 110, the output pole 111, the wire 113, the output pole 66 of the second basic switch 17, the switch feed line 67, the

intake pole 68 of the third basic switch 18, the bar 69, the output pole 70 of the latter switch, the return wire 72, to the third light 9, thus indicating that the opposite player has to deal.

When the opposite player turns the third basic switch 18 to the left the last described circuit changed as follows, as shown in Fig. 11: from the intake pole 68 through the bar 74, the output pole 75 of the latter switch, the switch feed line 76 and the wire 121, the intake pole 122 of the second auxiliary switch 22, the bar 123, the output pole 124 of the latter switch, the wire 126, the output pole 88 of the fourth basic switch 19, the return wires 89 and 45 to the first light 7, thus indicating that it is the first player's turn to deal, and cutting out the fourth light 10.

When the first player turns the first basic switch 16 to the right, he establishes the first switch circuit, shown in Fig. 9 which is as follows: from the first basic switch 16, through the second basic switch 17, the third basic switch 18 turned to the left, the return wire 97, to the third light 9, thus cutting out the first light 7.

When the opposite player switches the third basic switch 18 to the right, all basic switches will be turned to the right, that is to the starting position which was described above.

I claim:

1. In a sequence indicating device for a game table, a plurality of electrically operated signal elements supported on the table spaced according to the respective player positions at the table, a switch at each signal element, a switch feed line, said switches being connected in series into said switch feed line, a second switch feed line, said switches being connected in series into said second switch feed line independently of the first switch feed line, a connecting line between each switch and one of said signal elements, the respective connections in each switch to said switch feed lines and to the signal element being in respective reverse arrangement simultaneously closing the circuit of one switch feed line to the signal circuit of the next switch, breaking the signal circuit of the adjacent signal element, and connecting the adjacent signal circuit to the other switch feed line, the latter being broken in the next preceding switch.

2. In a sequence indicating device for a game table, a plurality of signal elements supported on the table in spaced relation according to the player positions at the table, a switch adjacent to each signal element position, a pair of switch feed lines, a switch at one position selectively closing the electric circuit to either of said switch feed lines and breaking the circuit of the other switch feed line, each of the other switches having a pair of sets of double throw contacts, an intake terminal of one set being connected in series to one of said switch feed lines, an intake terminal of the other set being connected in series to the other switch feed line, a signal feed line connecting each signal device, except the signal device adjacent to said first selector switch, to a contact at one side of the throw of the first set and to a contact at the opposite side of the throw of the second set of contacts of the adjacent double throw switch for alternately connecting said signal element to the respective switch feed lines upon alternate throws of said switch the other contacts of said sets being connected to the respective intake terminals of the next succeeding switch; the switch immediately preceding said first selector switch having said other contacts of each set thereof connected to the signal element adjacent said first selector switch.

3. In a sequence indicating device for a game table, a plurality of signal elements supported on the table in spaced relation according to the player positions at the table, a switch adjacent to each signal element position, a pair of switch feed lines, a switch at one position selectively closing the electric circuit to either of said switch feed lines and breaking the circuit of the other switch feed line, each of the other switches having a pair of sets of double throw contacts, an intake terminal of one set being connected in series to one of said switch feed lines, an intake terminal of the other set being connected in series to the other switch feed line, a signal feed line connecting each signal device, except the signal device adjacent to said first selector switch, to a contact at one side of the throw of the first set and to a contact at the opposite side of the throw of the second set of contacts of the adjacent double throw switch for alternately connecting said signal element to the respective switch feed lines upon alternate throws of said switch, the other contacts of said sets being connected to the respective intake terminals of the next succeeding switch; the switch immediately preceding said first selector switch having said other contacts of each set thereof connected to the signal element adjacent said first selector switch, and a by-pass switch adjacent to at least one of said other switches for cutting out the electric signal line and said adjacent switch and shunting the switch feed line directly to the intake terminals of the next succeeding switch.

4. In a sequence indicating device for a game table, a light arranged on the table adjacent to each player position; a switch arranged at each player's position; the first basic switch being of a single pole double throw type, and the rest of said switches being of a double pole double throw type, the opposite poles of said first switch being connected in series with the other switches through a pair of separate switch feed lines, the opposite intake terminals of each double pole double throw switch being connected to the respective switch feed lines, the pole on one side of one of said intake terminals and the pole on the opposite side of the other intake terminal being connected to the adjacent light; the other poles of each double pole double throw switch being connected to the respective intake terminals of the next successive switch to form the respective switch feed lines; and the other poles of the double pole double throw switch immediately preceding said first switch being connected to the light adjacent to said first switch.

5. In a sequence indicating device for a game table, a light arranged on the table adjacent to each player position; a switch arranged at each player position; the first switch being of a single pole double throw type, and the rest of said switches being of a double pole double throw type; the opposite poles of said first switch being connected in series with the other switches through a pair of separate switch feed lines, the opposite intake terminals of each double pole double throw switch being connected to the respective switch feed lines, the pole on one side of one of said intake terminals and the pole on the opposite side of the other intake terminal being connected to the adjacent light; the other poles of each double pole double throw switch being connected to the respective intake terminals of the next successive switch to form the respective

switch feed lines; and the other poles of the double pole double throw switch immediately preceding said first switch being connected to the light adjacent to said first switch, and a by-pass switch adjacent to one of said other switches for cutting out the adjacent light and shunting the switch feed lines to the intake terminal of the next double pole double throw switch.

6. In a sequence indicating device, a plurality of electric lights, each being arranged at a player position, a double pole double throw switch at each player position, a connection between each light and one pole on one side of the throw and the other pole on the other side of the double throw of the adjacent switch, connection between the remaining poles of each switch and the intake terminals of next successive switch, one of said switches being single pole double throw and having its poles connected to the respective intake terminals of the next successive switch and having its intake terminals connected to an electric current supply.

7. In a sequence indicating device, a plurality of electric lights, each being arranged at a player position, a double pole double throw switch at each player position, a connection between each light and one pole on one side of the throw and the other pole on the other side of the double throw of the adjacent switch, connection between the remaining poles of each switch and the intake terminals of next successive switch, one of said switches being single pole double throw and having its poles connected to the respective intake terminals of the next successive switch and

having its intake terminals connected to an electric current supply, and the remaining poles of the last double pole double throw switch next preceding said single pole switch being connected to the light adjacent to said single pole switch, and an auxiliary switch at one of the double pole switches, said auxiliary switch being of triple pole double throw type, two sets of pairs of poles being connected parallel between the respective intake terminal and said remaining poles of the adjacent double pole double throw switch, and the third pair of poles being connected in series between the adjacent light and said adjacent poles of said double pole double throw switch, for selectively cutting out said light and shunting the feed line past said adjacent double pole double throw switch.

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