(No Model.)

W. C. & F. N. WEIS.

GAME COUNTER.

No. 486,918. Patented Nov. 29, 1892.

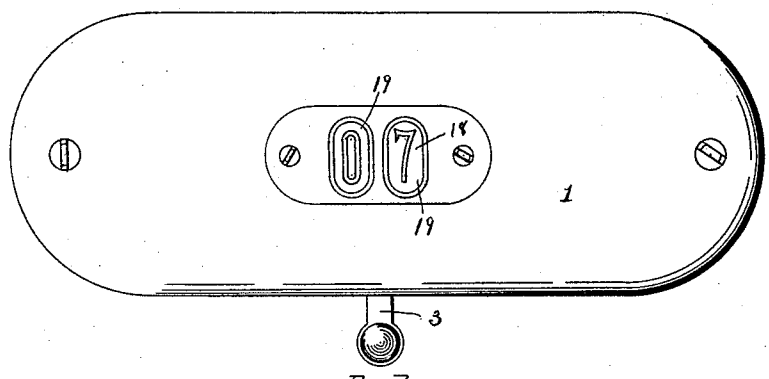

Fig. 1.

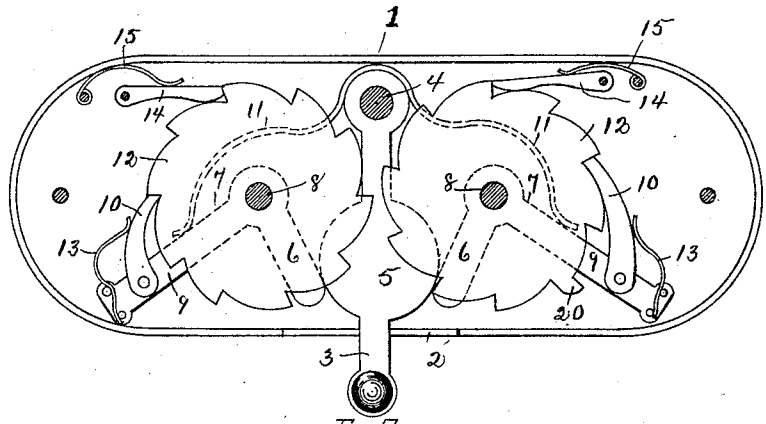

Fig. 2.

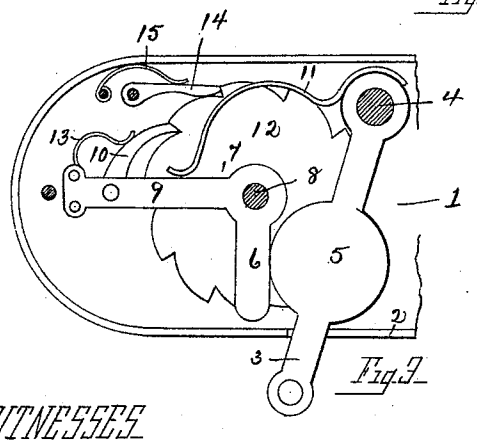

Fig. 3.

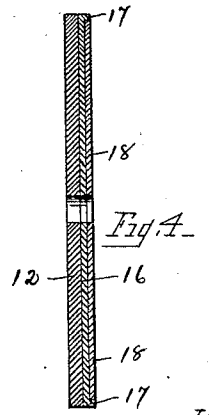

Fig. 4.

WITNESSES.

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UNITED STATES PATENT OFFICE.

WILLIAM C. WEIS AND FRANK N. WEIS, OF TOLEDO, OHIO, ASSIGNORS OF TWO-THIRDS TO WILLIAM H. BIRKENHAUER AND HENRY W. KOELKER, OF SAME PLACE.

GAME-COUNTER.

SPECIFICATION forming part of Letters Patent No. 486,918, dated November 29, 1892.

Application filed December 4, 1891. Serial No. 414,027. (No model.)

To all whom it may concern:

Be it known that we, WILLIAM C. WEIS and FRANK N. WEIS, of Toledo, county of Lucas, and State of Ohio, have invented certain new and useful Improvements in Game-Counters; and we do hereby declare that the following is a full, clear, and exact description of the invention, which 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 the figures of reference marked thereon, which form part of this specification.

Our invention relates to a game-counter such as is used in counting the points made in playing cards, billiards, pin-pool, &c.

The object of the invention is to provide a game-counter that shall be accurate, easily operated, and of few parts, that shall allow of its being constructed to a small scale to be carried in the pocket, as would be the case with card-players, or larger to attach to a table—such as card-tables, billiard-tables, &c., and form a part thereof.

Another object is to provide a game-counter with the mechanism for counting from "0" to "99" with one operating-lever to operate all the mechanism, thus making the counter more simple and convenient than those now in use, where there are separate means for operating the units and tens.

With these objects in view the invention consists in the parts and combination of parts as hereinafter described and shown, and pointed out in the claims.

In the drawings, Figure 1 is a front elevation of a complete game-counter constructed in accordance with our invention. Fig. 2 is a like view with the front of the casing and the dial carrying the numbers removed to more thoroughly disclose the parts. Fig. 3 is a rear view of a section of the game-counter with the rear side of the casing removed, this figure showing the lever as thrown to move forward a number. Fig. 4 is a vertical section of the ratchet-wheel and dial, illustrating the method of securing the dial to the ratchet-wheel.

1 designates the casing which is formed of any size desired, either of a size to carry in the pocket or for attachment to a table, and on one side of the casing is a slot 2 through which passes the operating-lever 3, which projects out sufficiently to be easily operated toward either side, as will be described. Operating-lever 3 extends into the casing to nearly the opposite side where it is fulcrumed on pin 4, secured to the casing, said lever having an enlarged portion 5, against which abuts arms 6 of bell-crank levers 7, as will be described. Bell-crank levers 7 are journaled on pins 8, secured to the casing, the arm 9 carrying a spring-pallet 10, and against which arms bears the end of spring 11, the spring being held in position by the inner end of the operating-lever, said spring serving at all times to hold the arm 6 of the bell-crank lever against the enlargement 5 of the lever 3.

12 designates ratchet-wheels journaled on pins 8, having as many teeth as there are tens or units to be recorded, as the case may be, and against said ratchet-wheels rest the ends of pallets 10, being held in that position at all times by means of springs 13, secured to the ends of arms 9, as shown in Figs. 2 and 3.

14 designates pawls, one end of which are journaled to pins secured to the casing, the opposite ends resting on the ratchet-wheels 12 and held in that position by means of springs 15.

16 designates a disk secured to the ratchet-wheel 12, said disk being formed with upturned edges 17, (shown in Fig. 4,) between which is inserted the numbered dial 18, for a purpose to be hereinafter stated.

In operation the operating-lever 3 is moved, turning the ratchet-wheel 12, and consequently the dial, until the units and ten number is "0," as seen in the apertures 19 in the front of the casing, when a point or points are made; if they are units the operating-lever 3 is moved to the right as many times as there are points made, the enlarged portion 5 moving the arm 6 of bell-crank lever 7, causing the arm 9 to revolve, consequently the pallet 10 and the ratchet-wheel, until the pawl 14 falls into and against the next tooth, when pressure on lever 3 is removed, the spring 11 throwing it back to place. When the units collectively amount to ten, the projection 20 will move the ten-dial one notch. When a

large number, as "13," is to be registered, the operating-lever is thrown to the right three times to register the three units, as has been described, and then to the left to register the ten, the operation of both sides being identical. By forming the disk 16 with an upturned edge, allows of a paper dial and obviates the danger of the edge of the paper from becoming torn or frayed by coming in contact with the casing or other parts of the counter.

It will be obvious that we may use the game-counter for a calendar by substituting the days of the week and days of the month for the tens and units changing the number of teeth on the ratchet-wheel to correspond with the number of characters to be shown, without departing from the spirit of our invention.

What we claim is—

1. In a game-counter, a casing, ratchet-wheels journaled therein, each carrying a dial, and bell-crank levers journaled in the casing, one arm of each resting against an operating-lever, the other arms carrying a spring-pallet, whereby when the operating-arm is moved the ratchet-wheel will revolve.

2. In a game-counter, the combination, with a casing, of the ratchet-wheels therein, a central lever pivoted within the casing, and bell-crank levers arranged within the casing, adapted to bear at one end upon said central lever and contact at their other ends with the ratchet-wheels.

3. In a game-counter, the combination, with a casing, of the ratchet-wheels carrying dials, the central lever pivoted within the casing, the bell-crank levers carrying the operating-pawls, the locking-pawls, and the spring for holding the bell-crank levers in contact with the central lever.

In testimony that we claim the foregoing as our own we hereby affix our signatures in presence of two witnesses.

WILLIAM C. WEIS.
FRANK N. WEIS.

Witnesses:
H. W. KOELKER,
CARROLL J. WEBSTER.