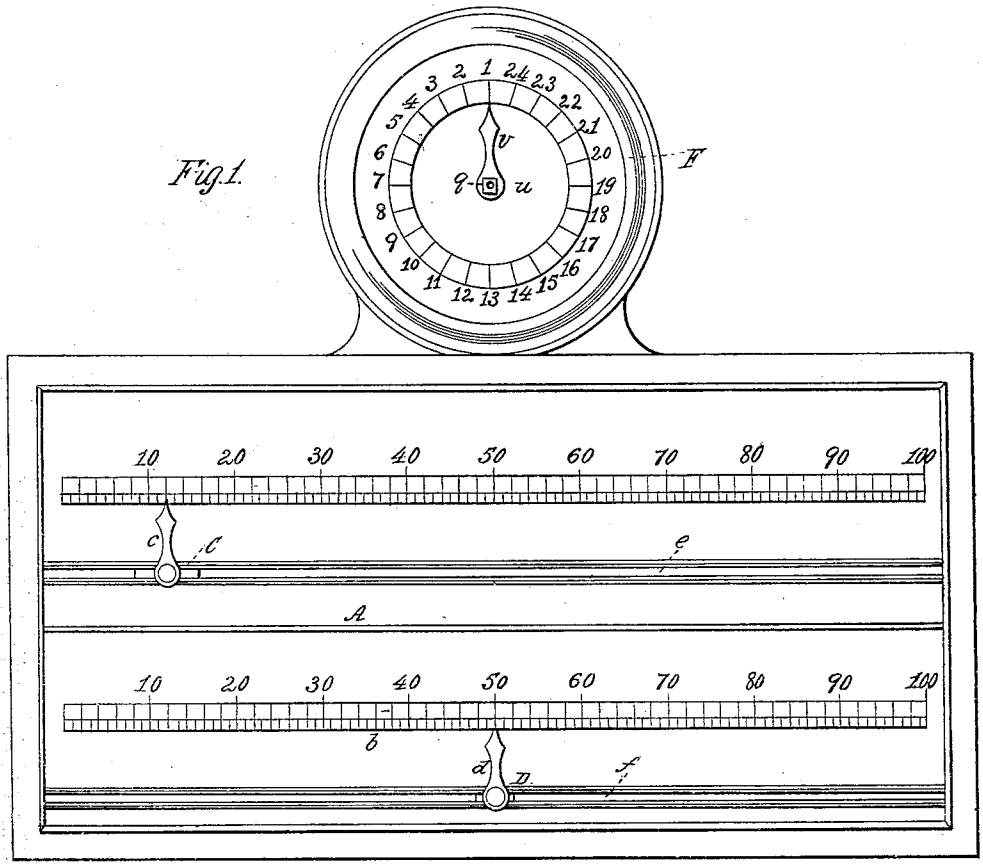
2 Sheets—Sheet 1.

B. SCHNITZ.

Billiard Indicator.

No. 45,868. Patented Jan. 10, 1865.

Fig. 1.



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2 Sheets—Sheet 2.

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Fig. 2.

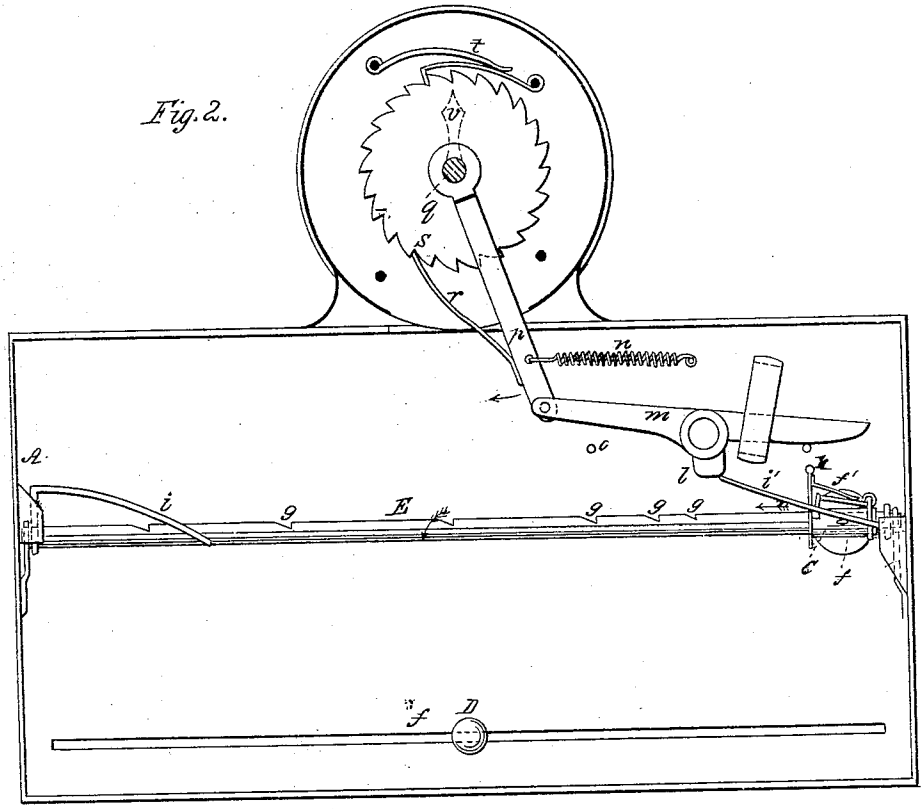
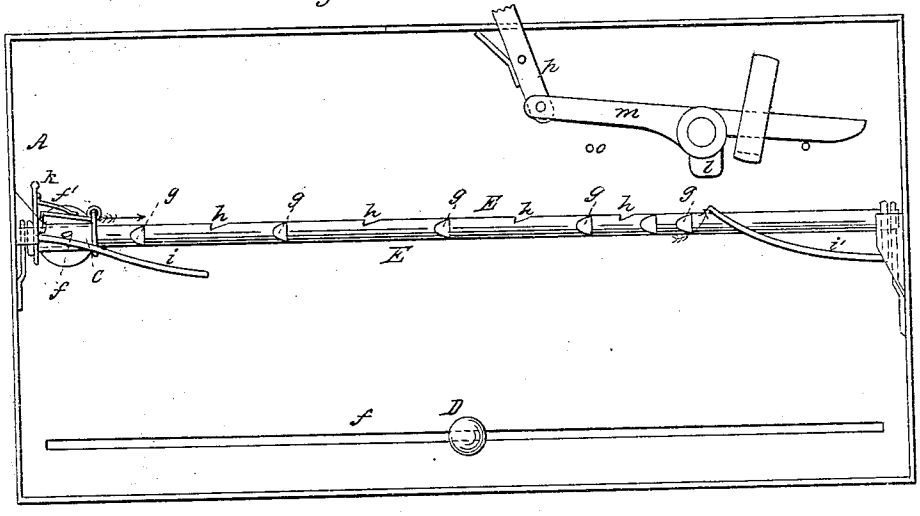


Fig. 3.



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UNITED STATES PATENT OFFICE.

BATHASAR SCHMITZ, OF BROOKLYN, NEW YORK.

BILLIARD-INDICATOR.

Specification forming part of Letters Patent No. **45,868**, dated January 10, 1865.

To all whom it may concern:

Be it known that I, BATHASAR SCHMITZ, of Brooklyn, E. D., in the county of Kings and State of New York, have invented a new and Improved Billiard-Indicator; and I do hereby declare that the following is a full, clear, and exact description thereof, which will enable others skilled in the art to make and use the same, reference being had to the accompanying drawings, forming part of this specification, in which—

Figure 1 is a front elevation of a billiard-indicator constructed according to this invention. Fig. 2 is a sectional rear elevation of the same, showing the position of the mechanism at the beginning of a game. Fig. 3 is a similar view of the same, showing the position of the mechanism at the end of a game.

Similar letters of reference indicate like parts.

The object of this invention is to protect the interests of the proprietor of a billiard-saloon by compelling the players to play each game right straight through and preventing them from pushing the index back for the sake of prolonging a game.

The invention consists in the employment or use of an oscillating shaft with a double row of notches in combination with a slide furnished with an index to mark the number of points made by the player and acting on a suitable index intended to show the number of games played in such a manner that by the action of the notches in the oscillating shaft the slide is prevented from being moved back and forth indiscriminately.

When the game begins the shaft is in such a position that the slide can be moved in the direction of the figures on the scale-plate, and if moved in this direction for a short distance the index-hand, showing the number of games, is propelled and the slide cannot be moved back until it has been pushed to the end of the row of figures on the scale-plate, and then the shaft turns to such a position that the slide can be moved back to the starting-point.

A represents a case, made of tin or any other suitable material, and marked on its face or front side with two rows of figures or scales, from one to one hundred, or to any other desirable number.

Each of the two scales *a b* marked on the scale-plate is provided with its own index *c d*, which is secured to a slide, C or D, moving back and forth in a suitable guide-slot, *e* or *f*. (Shown in Fig. 1 of the drawings.) The slide C moves on a shaft, E, which has its bearings in the end plates of the case A, and it (the slide) is provided with a spring-catch, *f'*, which drops into notches *g h*, cut in the surface of the shaft E, as shown in Figs. 2 and 3 of the drawings. These notches point in opposite directions, so that one set of notches prevents the slide from moving in one and the other prevents it from moving in the opposite direction. The shaft turns in the slide, and if it is turned to such a position that the spring-catch engages with the notches *g*, the slide can be moved in the direction of the arrow marked near it in Fig. 2 of the drawings, but it is prevented from moving in the opposite direction by the catch dropping in the notches *g*. If the shaft is turned to the position shown in Fig. 3 of the drawings, the slide can be moved in the direction of the arrow marked near it in that figure, and the catch *f'* dropping into the notches *h* prevents it being moved in the opposite direction.

In order to turn the shaft E automatically by the action of the slide, two cam-rods, *i i'*, are secured to the same, one at each end, and a tappet, *j*, projects from the slide in such a manner that when the slide moves in the direction of the arrow marked near it in Fig. 2 of the drawings the tappet strikes the cam-rod *i* and turns the shaft E from the position shown in said figure to that shown in Fig. 3, and if the slide is moved in the direction of the arrow marked near it in Fig. 3 the tappet comes in contact with the cam-rod *i'*, and the shaft is turned back to the position shown in Fig. 2.

At the beginning of the game the slide C is placed in the position shown in Fig. 2 of the drawings, bringing the index *c* opposite the cipher or starting-point on its scale. In moving the same in the direction of the arrow marked near it in Fig. 2, a projection, *k*, which rises from the slides, comes in contact with a cam, *l*, that projects from the edge of a swinging bar, *m*, and carries the same forward against the force of a spring, *n*, until the lower edge of said bar strikes a pin, *o*, whereby the same is caused to rise and to release the cam *l* from the projection *k*. The bar *m* connects with a lever, *p*, which swings freely on the central arbor, *q*, and a pawl, *r*, attached to said

lever gears in the teeth of a ratchet-wheel, *s*, that is secured to the arbor *q*. A stop pawl, *t*, prevents the ratchet-wheel turning back in the wrong direction. The arbor *q* has its bearings in the heads of a circular case, F, which is secured to the top of the case A, and the front plate of which forms a dial-plate, *u*, marked with figures from 1 to 24, (more or less,) which are intended to indicate the number of games played. As the slide moves on in the direction of the arrow marked near it in Fig. 2 of the drawings, the lever *p* swings in the direction of the arrow marked near it in said figure by the action of the projection *k* on the cam *l*, and the ratchet-wheel is turned one tooth, causing the index *v* to move on the dial-plate *u* from one figure to the next. When the cam *l* is released, the swinging bar and the lever are carried back to their original position by the action of the spring *n*, and the number of the game in progress is shown on the dial-plate.

It will be readily understood without further explanation that the players are compelled to play the game to the end. They cannot push the slides back in the middle of the game for the purpose of prolonging the same, and as soon as the game commences its number is indicated on the dial-plate *u*, and the proprietor of the saloon or of the table can see at any moment how many games have been played.

I claim as new and desire to secure by Letters Patent—

1. The notched shaft E, in combination with the slide C, cam-rods *i i'*, index *c*, and scale-plate *a*, constructed and operating substantially as and for the purpose set forth.

2. The cam-rods *i i'*, in combination with the notched shaft E, slide C, and spring-catch *f'*, constructed and operating in the manner and for the purpose substantially as described.

3. The swinging bar *m* and cam *l*, in combination with the slide C and registering device *v u*, constructed and operating substantially for the purpose specified.

B. SCHMITZ.

Witnesses:
W. HAUFF,
THEO. TUSCH.