

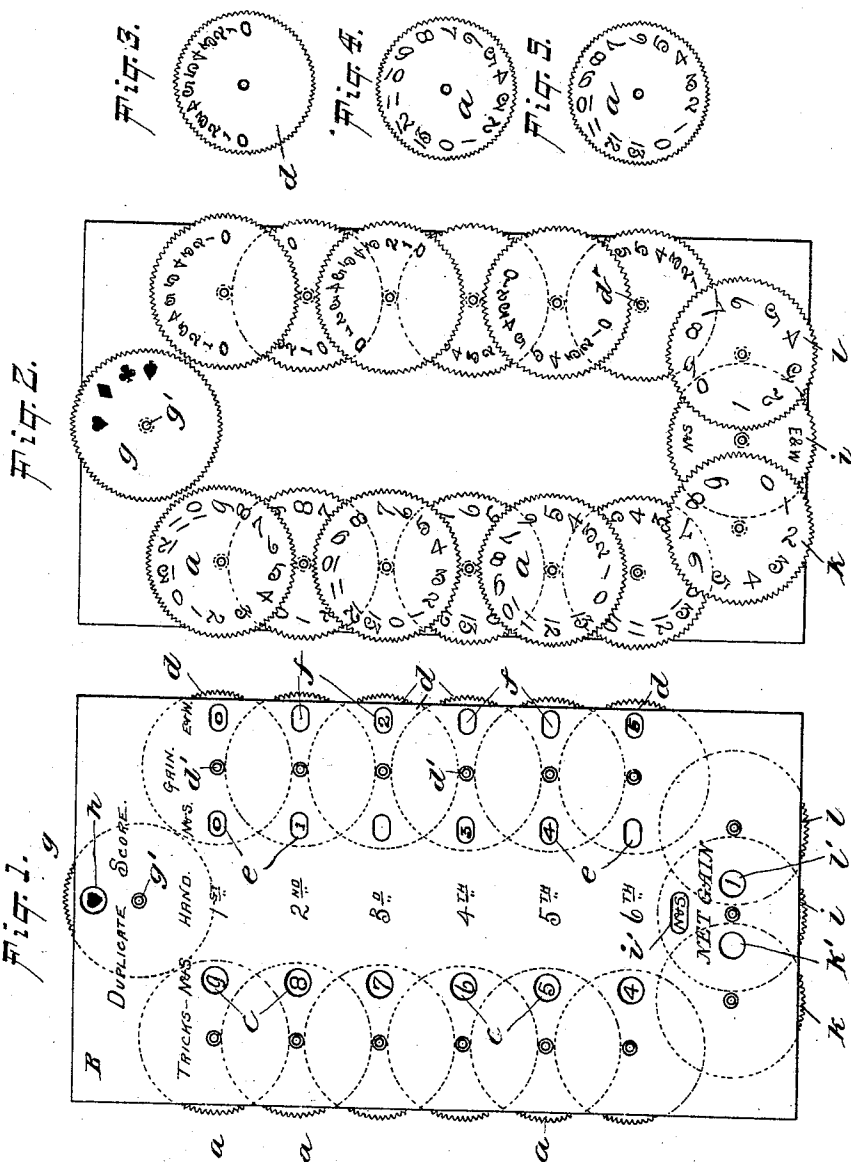
(No Model.)

L. F. & B. G. BRAINE.  
GAME COUNTER.

2 Sheets—Sheet 1.

No. 544,907.

Patented Aug. 20, 1895.



WITNESSES:

*J. P. Hagg Jr.*  
*F. S. Kennedy.*

INVENTORS:

*Lawrence J. Braine*  
*Bancroft G. Braine*  
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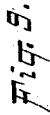
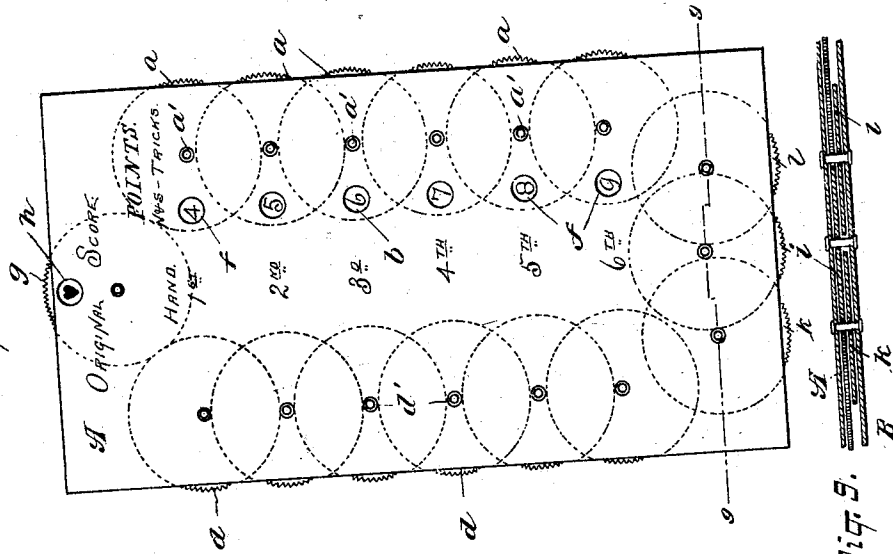
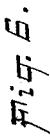
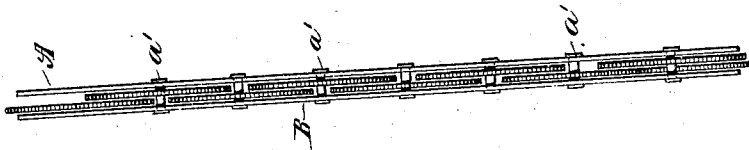
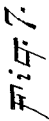
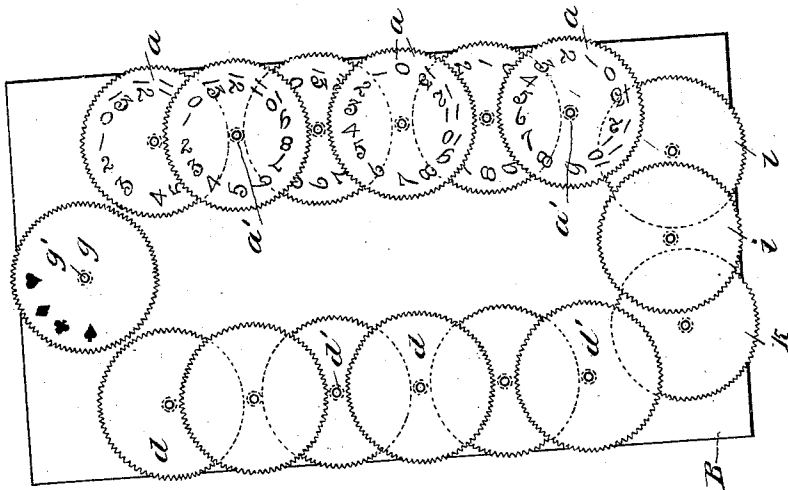
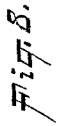
(No Model.)

2 Sheets—Sheet 2.

L. F. & B. G. BRAINE.  
GAME COUNTER.

Patented Aug. 20, 1895.

No. 544,907.



WITNESSES:

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# UNITED STATES PATENT OFFICE.

LAWRENCE F. BRAINE, OF RIDGEWOOD, NEW JERSEY, AND BANCROFT G. BRAINE, OF BROOKLYN, NEW YORK.

## GAME-COUNTER.

SPECIFICATION forming part of Letters Patent No. 544,907, dated August 20, 1895.

Application filed February 28, 1895. Serial No. 539,961. (No model.)

*To all whom it may concern:*

Be it known that we, LAWRENCE F. BRAINE, a resident of Ridgewood, in the county of Bergen and State of New Jersey, and BANCROFT G. BRAINE, a resident of the city of Brooklyn, in the county of Kings and State of New York, citizens of the United States, have invented certain new and useful Improvements in Game-Counters, of which the following is a specification.

Our invention relates to an improvement in game-counters, and more particularly to a device for use in keeping score during the game of duplicate whist, the object being to provide an article of this character which shall be simple in construction, cheap to manufacture, and by means of which the score of either or both sides may be readily ascertained at a glance.

With these and other ends in view our invention consists of certain novel features of construction and combination of parts, as will be hereinafter fully described, and pointed out in the claims.

In the accompanying drawings, Figure 1 is a plan view of the "duplicate-score" side of our improved score-card. Fig. 2 is a similar view thereof with the face-plate removed. Fig. 3 is a plan view of a disk for scoring the points gained to either side. Fig. 4 is a view of one side or face of a disk for scoring the points or tricks made by one side, and Fig. 5 is a view of the opposite side thereof. Fig. 6 is a plan view of the "original-score" side or face of the device. Fig. 7 is a sectional view thereof. Fig. 8 is a view similar to that shown in Fig. 6 with the face-plate removed. Fig. 9 is a sectional view, taken on the line 9 9 of Fig. 6.

Referring to the drawings, A B represent two plates made of leather, cardboard, gutta-percha, metal, celluloid, or other desired material, and between which are located the disks *a*, having serrated edges for facilitating their turning, and which edges extend out beyond one side or edge of the plates A B, said disks being held in place by means of eyelets *a'*, which pass through their centers and also through and locked against the plates A B, as shown in Figs. 6 and 7. These disks on one side bear the numbers from 0 to

13, as shown in Fig. 4, openings *b* being formed in a vertical row in the face-plate A, through which the numbers may be seen. On the face-plate A and above the openings *b* are printed or stamped the words and letters "Points—N. and S.—Tricks," thereby indicating that these numbers on the disks *a*, as seen through the openings *b* formed in the face-plate A, represent the number of tricks or points taken or made by the players north and south for the respective hand. These disks on their opposite faces also bear the numbers from 0 to 13, as shown in Fig. 5, which numbers are seen or exposed through openings *c* formed in a vertical row in the face-plate B, the said numbers on the opposite faces of the disks *a* being so disposed that the sum of the two numbers on any one disk *a*, which are exposed through the plates A B, shall be 13. For instance, on the "original-score side" of the counter, as shown in Fig. 6, the number 4 is shown or exposed through the opening *b* on the uppermost disk *a*, and on the duplicate side of the counter the number exposed on the same or uppermost disk is 9. Again, if the disk *a*—that is, the second one—be revolved or turned to expose the figure 5 on the "original" side of the counter, as shown in Fig. 6, the number 8 will be simultaneously exposed on the "duplicate" side, as shown in Fig. 1, and the same is true of the whole series of disks *a*, as may be seen by reference to Figs. 6 and 1 of the drawings.

On the face-plate B and over the openings *c* formed therein are printed or stamped the word and letters "Tricks—N. and S.," thus indicating that the numbers on the disks *a*, which are exposed through the openings *c*, represent the number of tricks or points which the players north and south must take or make on the respective hand during the duplicate play to equal the number of tricks or points taken or made by their opponents, east and west, on the original play. Between the plates A B is also located a vertical row or series of disks *d*, held in place by eyelets *d'* passing through their centers and through and locked against the plates A B, said disks *d* having their edges serrated to facilitate the turning of the same, and having said edges extending out beyond the edge or sides of

said plates A B, as shown in the several figures of the drawings.

Opposite each of the disks *d* and in the plate B are cut or formed openings *e f*, through which are exposed numbers stamped or printed upon said disks *d*. As shown in Fig. 3, these disks *d* bear the numbers from 0 to 5 and from 5 to 0, and are so disposed that when a number is exposed through the opening *e* a blank space thereon is exposed through the opening *f*, and vice versa. On the face-plate B and near the top and one side thereof is printed or stamped the word "Gain," and over the uppermost opening *e* is printed "N. and S.," and above the uppermost opening *f* is printed "E. and W." Between the plates A B at the upper end and about midway between the sides thereof is located the disk *g*, secured to said plate or side by means of an eyelet *g'*, said disk bearing on its opposite faces and registering with each other the characters representing the four suits—viz., a heart, diamond, a club, and a spade. Openings *h* are formed in the plates A B, through which these characters are simultaneously exposed on both sides of the counter. Between the plates A B, and at the bottom or lower end thereof, is located the disk *i*, secured in the same manner as the other said disks, and bearing on one face thereof the letters "N. and S.," and diametrically opposite on the same side thereof these letters: "E. and W." In the plate B and opposite the disk *i* is formed an opening *i'*, through which may be seen or exposed the above-mentioned letters. At the lower end of the counter and between said plates A B are secured, by means of eyelets, revolving disks *k l* bearing the numbers from 0 to 9, as shown in Fig. 2, these numbers being exposed through openings *k' l'* formed in the plate B, as shown in Fig. 1. The face-plate A near the top thereof bears the words "Original Score," and midway between the sides thereof the word "Hand" and the ordinals "1," "2," "3," "4," "5," and "6." The face-plate B, near the top thereof, bears the words "Duplicate Score," and about midway between the sides thereof the word "Hand" and the ordinals "1," "2," "3," "4," "5," and "6," and between the opening *i* and the openings *k' l'* the words "Net Gain."

Having now described the construction and arrangement of our improved counter, we will proceed to describe the manner of using it. In playing the game of duplicate whist the denomination of the trump is first determined upon, and such recorded or registered on both sides or faces of the counter by turning or revolving the disk *g* until the character representing such suit is exposed. In playing the original game the number of tricks or points made by north and south on the first hand is registered by turning the first or uppermost disk *a* until the proper number is exposed on the "original side" of the counter, which, according to Fig. 6 of the drawings, is four. After the second hand has been

played the points or tricks made by north and south are registered on the second disk *a*, which, according to Fig. 6, is five, and so on until all the hands of the original game have been played. The counter or score-card is then turned over or reversed, showing the "duplicate side" up, as represented in Fig. 1. The first disk *a* shows that north and south must make nine tricks on the first hand, eight on the second, and so on, in order to equal the number of tricks taken by east and west on the original. If, in the duplicate game and on the first hand north and south take nine tricks, neither side has gained anything, and the uppermost disk *d* is properly turned to so indicate, as shown in Fig. 1. In accordance with Fig. 1 north and south during the second hand of the duplicate play should take eight tricks; but should they take nine they score one point, and this is registered by properly turning the second disk *d* until the figure 1 is exposed through the opening *e* in the column headed "N. and S." During the third hand in the duplicate game, according to Fig. 1, "N. and S." must take seven tricks; but should they only secure five, "E. and W." have gained two points, and the third disk *d* is accordingly turned until the figure 2 is exposed through the opening *f* in the column headed "E. and W.," and so on until all the hands have been played. The gains for the two sides are then estimated, and whatever difference there be in favor of the one side or the other is recorded at the bottom of the counter by means of the disks *k l*. In accordance with Fig. 1 "N. and S." gained eight points and "E. and W." seven points, leaving a difference of one point in favor of "N. and S." The disk *i* is therefore revolved until the letters "N. and S." are exposed through the opening *i'*, and the disk *l* revolved until the figure 1 is exposed through the opening *l'*, which represents the final result of the game.

In the drawings we have represented our score-card arranged for playing six hands; but it will of course be understood that it may be made of any length to play any desired number of hands. If desired, the disks *k l* may be omitted, as may also the disk *g*, the suit to which the trump-card belongs having been previously determined on and committed to memory.

Other changes might also be made, as will be obvious to those skilled in the art, and hence we do not intend to limit our claims to the precise details of construction and arrangements of parts shown and described; but,

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

1. The duplicate whist score card, consisting of two plates, secured one to the other, each having a series of oppositely placed openings therein, and a series of revolving disks located between the plates, each disk in the

series having numbers on its opposite faces, from 1 to 13 inclusive, and disposed in such manner that the sum of the numbers simultaneously exposed through said openings, is 13, whereby the number exposed through one opening may indicate the tricks taken in the original score by one set of players while the oppositely and simultaneously exposed number will indicate the number to be taken in the duplicate score, by the same set of players, substantially as described.

2. A score card consisting of two plates secured together and having several series of openings therein, two series of revolving disks, each disk in one series bearing numbers from 1 to 13 on both of its faces which are simultaneously exposed on both sides of the counter through said openings, and each disk in the other series bearing numbers on one half of one face only which are exposed through openings on that respective side of said counter, substantially as described.

3. A game counter consisting of two plates secured together, one of which is provided with a series of openings *b* and the other with the several series of openings *c*, *e*, *f*, and the series of disks *a* and *d* secured to and between said plates and bearing numbers or characters registering with said openings, substantially as described.

4. A game counter consisting of the plates

A, B secured together and having several series of openings therein arranged as described, the series of disks *a* and *d* and the disks *i*, *k* and *l* secured to and between said plates, and bearing numbers or characters registering with said openings in the plates, all constructed and arranged in a manner and for the purpose, substantially as set forth.

5. A score card consisting of two plates secured together, and having openings therein, and a series of disks secured to and between said plates, each disk in the series having its both sides or faces, bearing numbers from 1 to 13, and so disposed that the sum of the two numbers simultaneously exposed through said openings on the opposite side of the card shall equal 13, substantially as described.

Signed at New York, in the county of New York and State of New York, this 18th day of February, 1895.

LAWRENCE F. BRAINE.

Witnesses:

F. S. KENNEDY,

J. F. FLAGG, Jr.

Signed at Caldwell, in the county of Warren and State of New York, this 8th day of February, 1895.

BANCROFT G. BRAINE.

Witnesses:

EDWIN C. SISSON,

GEOFFREY STEAD.