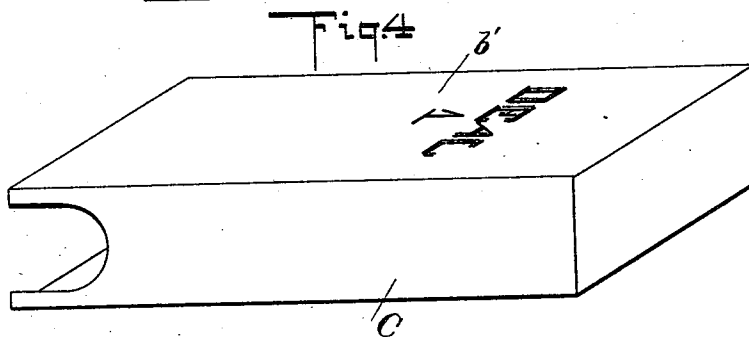
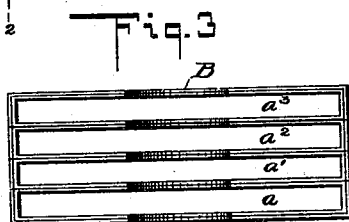
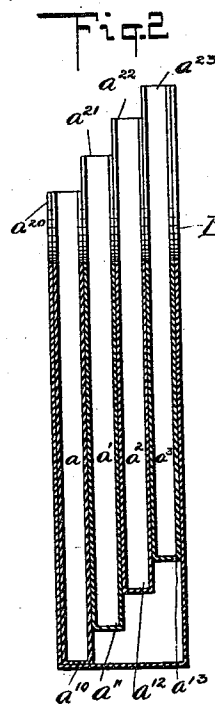
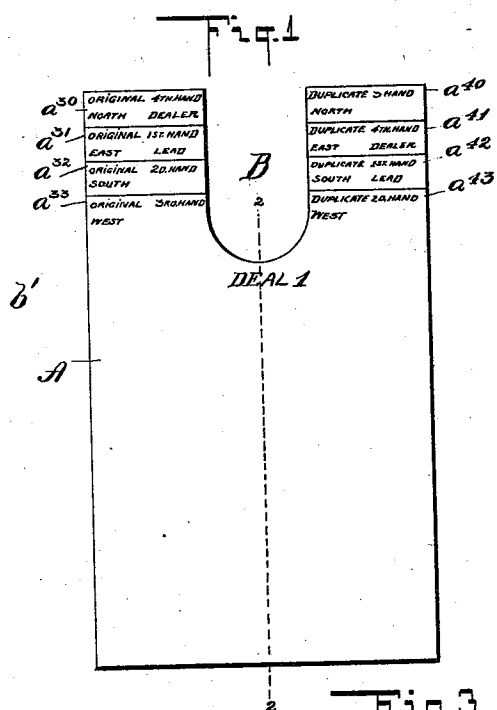


(No Model.)

J. OMWAKE.
GAME APPARATUS.

No. 561,062.

Patented May 26, 1896.



WITNESSES:

Edmund H. Starnes
Dr. C. M. Murrey

INVENTOR

John Omwake
BY
Brien & Mante
ATTORNEYS

UNITED STATES PATENT OFFICE.

JOHN OMWAKE, OF CINCINNATI, OHIO.

GAME APPARATUS.

SPECIFICATION forming part of Letters Patent No. 561,062, dated May 26, 1896.

Application filed August 13, 1895. Serial No. 559,136. (No model.)

To all whom it may concern:

Be it known that I, JOHN OMWAKE, a citizen of the United States, residing at Cincinnati, Hamilton county, in the State of Ohio, have
5 invented an Improvement in Duplicate-Whist Apparatus, of which the following is a full, clear, and exact description, wherein reference is made to the accompanying drawings, forming part of the same.

10 My invention relates to apparatus used in playing the game known as "duplicate whist," and has for its object to produce a device for containing the original "hands" until it is desired to again use the cards in making the
15 duplicate play.

To this end my invention consists in the construction of duplicate-whist apparatus, hereinafter set forth and claimed.

20 In the drawings, Figure 1 is a face view of a duplicate-whist apparatus embodying my invention, the cover thereof being removed and shown in Fig. 4. Fig. 2 is a section on line 2 2 of Fig. 1, being also a projection of Fig. 1. Fig. 3 is a plan view of the apparatus
25 shown in Fig. 1, and Fig. 4 is an isometric view of the cover or sheath of the apparatus.

Various apparatuses have been devised heretofore for use in playing the game of duplicate whist; but they are more or less complicated and cumbersome and expensive to
30 manufacture.

By my invention I obviate the disadvantages incidental to structures heretofore devised by providing a box or container consisting of receptacles for the hands superposed one upon another and arranged in step-shaped order or position.

35 In the drawings, A designates the container, which consists of series of receptacles a , a' , a^2 , and a^3 . These receptacles are of substantially the size of the playing-cards, and so proportioned that the cards may be readily inserted into the receptacles or withdrawn therefrom. The receptacles are laid together
40 one upon another—that is to say, superposed and secured together in any suitable manner. These receptacles are of substantially the same size and are closed at one end, as at a^{10} , a^{11} , a^{12} , and a^{13} , and open at the opposite ends.
50 The end a^{21} of the receptacle a' extends slightly beyond the end a^{20} of the receptacle a . The end a^{22} of the receptacle a^2 extends slightly

beyond the end a^{21} of the receptacle a' . The end a^{23} of the receptacle a^3 extends slightly beyond the end a^{22} of the receptacle a^2 . These
55 last-mentioned ends of the receptacles are the open ends, and by referring to Fig. 2 it will be observed that this arrangement of the open ends of the receptacles and the bottoms thereof give to the container a step-shaped appearance, so that the cards which may be placed
60 in each receptacle will be supported by the bottom thereof, so that the top edges of the cards extend above the top edges of the cards in the next adjacent receptacle—that is to
65 say, the top edges of the cards which may be placed in the receptacle a' will extend above the top edges of the cards placed in the receptacle a . In a similar manner the top ends or edges of the cards in the receptacle a^2 will
70 extend above the top edge of the cards in the receptacle a' , and in the same manner the top edges of the cards in the receptacle a^3 will extend above the top edges of the cards in the receptacle a^2 . By this means each assem-
75 blage of cards contained in the individual receptacles will present a free end to be grasped by the fingers, so that the assemblages of cards may be independently removed from the several receptacles so as to preserve the
80 individuality of the assemblage. To facilitate this removal, a portion of the walls of the receptacles are cut away in order to leave a series of finger-openings extending down to substantially the same level, so as to con-
85 stitute a single slot B extending through the container, that the assemblages of cards in the various receptacles may be removed individually and successively, beginning with the assemblage which is contained in the recep-
90 tacle a^3 . In order to further facilitate the playing of the game, the projecting edges of the walls of the various receptacles are marked to designate the location of the "hands" or assemblages of cards at the beginning of the
95 duplicate play and what hands should be placed in the various receptacles upon the completion of the original play. Thus the projecting edge of the front wall of the receptacle a^3 is marked on one side, a^{30} , "Original, 4th hand, north, dealer," and on the
100 other side, a^{40} , "Duplicate, 3rd hand, north." In a similar manner the compartment a^2 is marked on one side, a^{31} , "Original, 1st hand,

east, lead," and on the other side, a^{41} , "Duplicate, 4th hand, east, dealer." The receptacle a' is marked at a^{32} "Original, 2nd hand, south," and at a^{42} "Duplicate, 1st hand, south, lead;" and the receptacle a is marked "Original, 3rd hand, west" at a^{33} , and at a^{43} "Duplicate, 2nd hand, west."

It will be observed that the designations of the original play are all located on one side of the slot B and the designations of the duplicate play are all located on the other side of the slot B, thus facilitating the proper use of the apparatus. The containers and covers may also be identified by marking them at b' with a suitable index, such as "Deal 1," &c.

The mode of using my apparatus will be obvious from the description: Four players first take their positions at the table before beginning the original play. These places at the table are designated "North," "East," "South," "West." The players determine who shall be the first to deal. For example, an evening's play of duplicate whist may consist of from twelve to twenty-four or more deals, making as many original and duplicate plays as the players think they can get through with in one evening, or sometimes all the original plays are made at one sitting, and the cards are put away intact without being disturbed so that the duplicate plays can be made at another sitting. Hence this will require as many packs of cards and as many of these step-shaped containers as will be required to make a small or large set of duplicate whist. Starting with deal 1, according to the drawings, the lettering A^{30} , A^{31} , A^{32} , and A^{33} indicates the location of the players at the table. The lettering on the right side of the container, A^{40} , A^{41} , A^{42} , and A^{43} , shows to what receptacle the hands must be returned after the original play is made.

In making the original play the player sitting at the north side of the table is known as the "dealer" or "fourth hand." He takes the entire pack of cards, shuffles them, and deals them in the regular way to each player. When the cards are all dealt out, the player at the east side of the table becomes the first hand or leader, as designated A^{31} , and leads the first card in the original play. Each player instead of throwing his card to the center of the table lays it down directly in front of him on the table, face up, so that when the entire thirteen hands in the deal have played each

player's cards will be in consecutive order, one on top of the other. The original play is then finished, and the hand held by the dealer in the original play, A^{30} , is put into the receptacle A^{41} for duplicate play, A^{31} is put into A^{42} , A^{32} is put into A^{43} , and A^{33} is put into A^{40} . The container is then covered up with the cover, Fig. 4, and it is laid aside until the players wish to make the duplicate play. The number, deal 1, is not required to be placed on the outside of the cover. Sometimes players prefer that the number of the deal should be hidden, or, say, placed on the under side of the container, so that in taking out the cards for the duplicate play the players would not know what deal they were playing out. This prevents any player with a good memory from remembering the hands in the different deals. There is no shuffling of cards before making the duplicate play, and the hands must be returned after the original play is made to their proper receptacles, according to the lettering on the right-hand side of the container, as explained above.

What I claim, and desire to secure by Letters Patent, is—

As a new and useful article of manufacture, the herein-described duplicate-whist apparatus consisting of a series of receptacles of the same size and of substantially the size and shape of a playing-card, each open at one end, and secured superposed one to another and having their open and closed ends arranged in step-shaped order, so that cards of the same size in the different receptacles will be maintained in step-shaped order the walls of the receptacles having finger-openings extending down to substantially the same level, and which constitute a single slot extending throughout the series of receptacles, marks indicating the original hands placed upon the walls of the receptacles to one side of finger-openings, marks indicating the duplicate hands placed on the walls of the receptacles on the opposite side of finger-openings to that of the original hand, and an outer casing for retaining the separate receptacles in their proper positions and having thereon the indication of the deal, substantially as described.

JOHN OMWAKE.

Witnesses:

FREDERICK HORMAN,
WILLIAM M. TIMBERMAN.