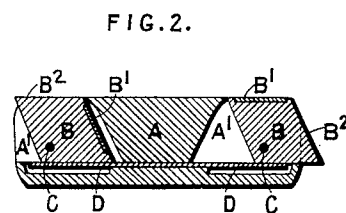
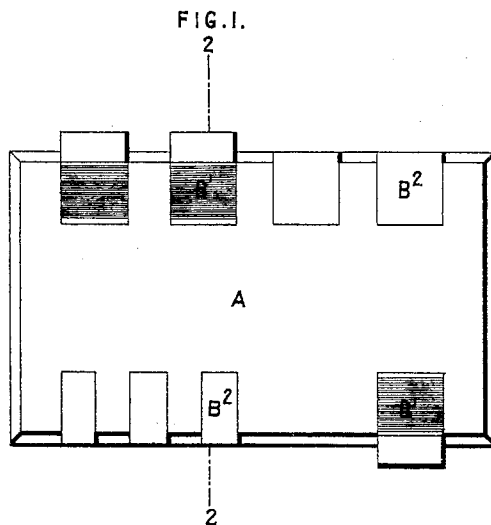


(No Model.)

R. F. FOSTER.
GAME MARKER.

No. 478,694.

Patented July 12, 1892.



Witnesses:-
C. A. Reed
S. M. Donald

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UNITED STATES PATENT OFFICE.

ROBERT FREDERICK FOSTER, OF NEW YORK, N. Y., ASSIGNOR TO CHARLES GOODALL & SON, OF LONDON, ENGLAND.

GAME-MARKER.

SPECIFICATION forming part of Letters Patent No. 478,694, dated July 12, 1892.

Application filed April 8, 1892. Serial No. 428,335. (No model.)

To all whom it may concern:

Be it known that I, ROBERT FREDERICK FOSTER, gentleman, a subject of the Queen of Great Britain, and a resident of 25 Union Square, New York city, New York, United States of America, have invented a certain new and useful Card-Game Marker, of which the following is a specification, reference being had to the accompanying drawings.

10 My invention relates to an improved card-game marker, and is intended to provide a simple apparatus for showing the state of the game both as regards the number of tricks and the number of points.

15 In my improved marker the marking-pieces do not project above the level of the base-piece.

In the accompanying drawings I have shown my invention as applied to a whist-marker, 20 by way of example, though it is to be observed that it can be equally well applied to markers for other card games.

Figure 1 is a plan view of my improved marker, and Fig. 2 is section on the line 2 2, 25 Fig. 1.

A is a wooden base furnished with recesses A', in which marking-blocks B, preferably made of wood, are pivoted on the wire C. A spring D is provided to bear against each 30 block B, so as to keep the same in one or other of two positions. The blocks B have one side B' suitably distinguished from the other adjacent side B² and from the surface of the base-piece A—as, for instance, the distinguishing-face of the block may be light 35 and the other face and the base-piece dark, or vice versa, or the distinguishing-mark may be a numeral. When a trick or point is to be registered, the distinguishing or marking 40 face is turned level with the base, as shown in the right-hand side of Fig. 2. Thus the state of the score is shown at a glance by the number of distinguishing-faces seen on the marker. In some cases where the faces 45 are provided with numbers the score is indicated by the sum of the numbers that are visible or by the highest number visible.

The great advantage possessed by my improved marker arises from the fact that the 50 marking-blocks never stand up above the

face of the base-piece, but are always level therewith. They are consequently not liable to be accidentally displaced, and are, moreover, very easily visible from any position at the table. The marking-pieces of some markers in general use when raised are liable to be knocked down accidentally, and, moreover, from certain points of view it is not easily seen how many points are registered. The player may therefore be deceived if he 60 take only a cursory glance thereat. The marking-blocks are capable of being simultaneously turned back by simply pressing their edges on the table.

I make my improved markers of any sort of 65 wood or of ivory, mother-of-pearl, or any other suitable material.

The markers are preferably used in sets of two for card games, and I prefer to use different woods or materials for the two markers 70 in order to distinguish the same. For example, I may make one with a walnut base and ebony blocks and the other with an ebony base and walnut blocks, the distinguishing or marking sides of the blocks being in both cases 75 faced with ivory.

What I claim is—

1. In a card-game marker, the combination, with a base-piece, of revoluble marking-pieces, each having two indicating-faces, which when 80 indicating are level with the top of the base-piece, substantially as described.

2. In a card-game marker, the combination, with a base-piece, of revoluble marking-pieces, each having two indicating-faces, which when 85 indicating are level with the face of the base-piece, and springs for retaining each said marking-piece in one or other of its two positions, substantially as described.

3. A card-game marker comprising, in combination with each other, the base A, furnished with recesses A', the revoluble blocks B, pivoted in the said recesses, each block having two indicating-faces, one of which is distinguished from the other, and the springs 95 D, adapted to keep the said blocks in one or other of two positions, in both of which the faces of the said blocks are level with the top face of the base, substantially as and for the purpose specified. 100

4. In a card-game marker, the combination
of the base A, revoluble blocks B, pivoted in
recesses in the same, and the springs D, adapt-
ed to keep the said blocks in one or other of
5 two positions, in both of which the faces of
the said blocks are level with the top face of
the base, substantially as set forth.

In testimony whereof I have hereunto
signed my name in the presence of two sub-
scribing witnesses.

ROBERT FREDERICK FOSTER.

Witnesses:

GEORGE HARRISON,

A. B. CROFTS.