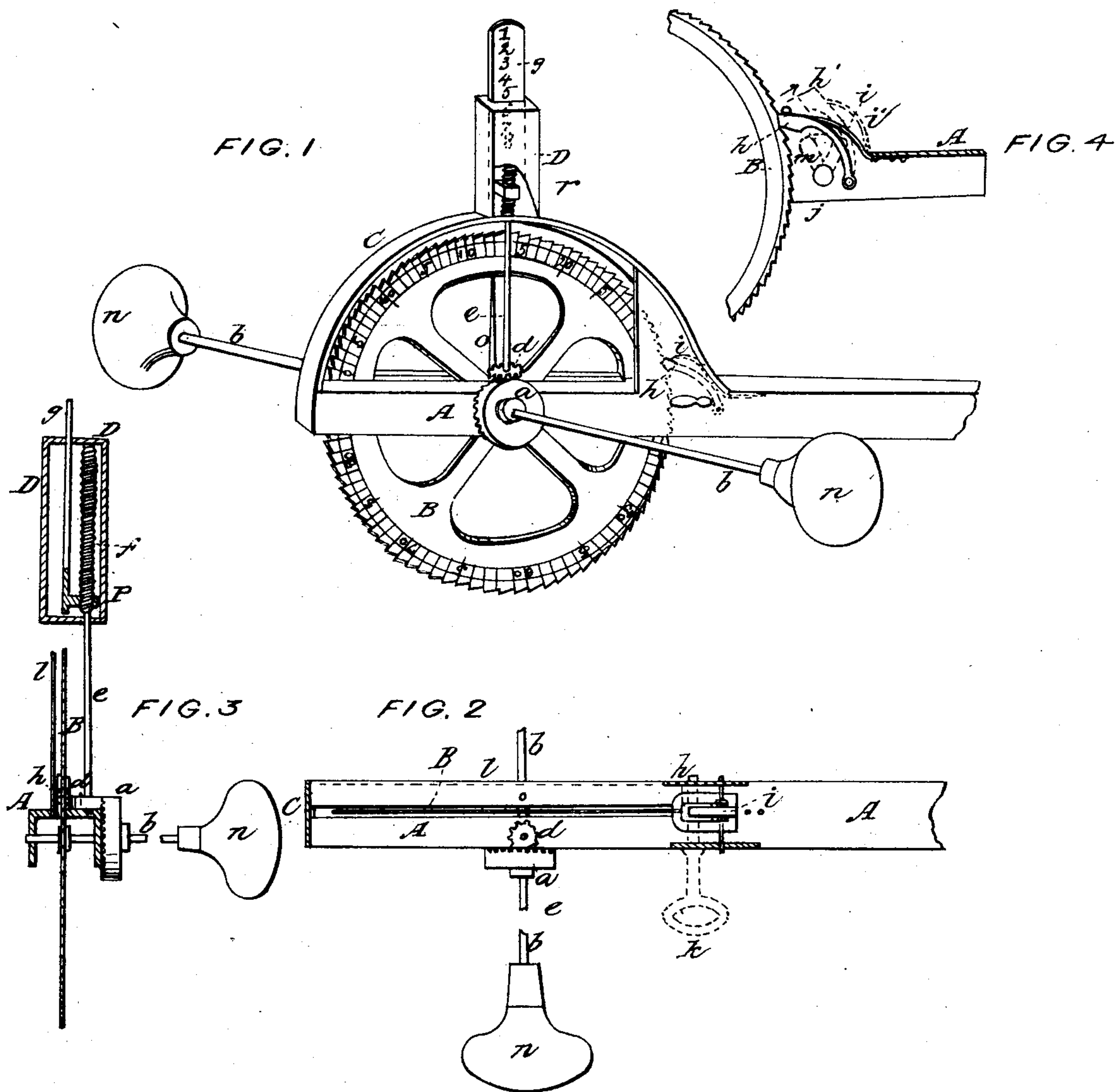


E. H. KEITH.  
Game Counter.

No. 101,133.

Patented March 22, 1870.



WITNESSES:  
Henry W. Wells  
James H. Hurd

INVENTOR:  
E. H. Keith

# United States Patent Office.

E. H. KEITH, OF PEORIA, ILLINOIS, ASSIGNOR FOR ONE-HALF TO CHAMBERS S. DOTY, OF SAME PLACE.

Letters Patent No. 101,133, dated March 22, 1870.

## IMPROVEMENT IN GAME-REGISTERS.

The Schedule referred to in these Letters Patent and making part of the same.

To all whom it may concern:

Be it known that I, E. H. KEITH, a resident of the city of Peoria, in the county of Peoria and in the State of Illinois, have invented an Improved Billiard-Marker or Game-Register, for keeping correct account of all points won or made in games of chance; and do hereby declare that the following is a full, clear, and exact description thereof, reference being had to the annexed drawings making part of this specification, in which like letters of reference refer to like parts, and in which—

Figure 1 represents a perspective view.

Figure 2, a superficial view or plan.

Figure 3, a sectional elevation at or near the center of wheel.

Figure 4, diagram of pawl and its spring in various positions of lock and unlock, with position of keyward *m*.

This register consists of an index-wheel, divided on its circumference into equal spaces, with corresponding teeth on its edge, and numbered from zero to a high number, as 100.

The wheel is set in a slot in a rod or bar, and has a crown-pinion on its axle or its shaft, which operates on another pinion on a small shaft, having at its remote end a spiral thread, which runs through a block on an index-plate.

The latter has several numerals marked on its surface, and exhibits a new number for each revolution of the index-wheel, thus registering the total number of counts in a game.

A in the drawings represents a square bar of wood, or other convenient material, and if of metal can be made hollow. A slot is cut lengthwise through the greater part of its length, and merely wide enough to admit a thin wheel of metal.

B is the index-wheel, whose circumference has equal divisions of units, with corresponding ratchet-teeth on its edge, and having the divisions numbered on both sides of the wheel, which must correspond as to equality and place of divisions one with the other, but the numbering must be in a reverse order on one side of the wheel, so that precisely the same registry is made by each manipulation of the wheel, as viewed from either side, each side of index exhibiting the same figures at the "registering" point.

The wheel is mounted on an axle or long rod, *b*, running through the bar A transversely, and carrying a crown-pinion, *a*, at a point next to the side of the bar A.

This pinion engages with another pinion, *d*, on the lower end of an axle or shaft, *e*, which runs parallel with the face of the index-wheel, and is pivoted in the bar A, and at its upper end in the box D, where it terminates in a spiral thread or screw, *f*, which is en-

gaged in a threaded block, *p*, which is fastened to a sliding index-plate, (or four-square rod,) *g*.

The latter protrudes through a slot in the farther end of the box D, and is marked with numerals, the figure 1 being at its outermost extremity.

The numbers are placed at such distances on the plate *g* as to successively appear above the surface of the box as each new revolution of the wheel takes place, each number on the final index representing the sum of the revolutions made by the wheel.

A knob, or similar device, for convenience of turning the wheel to the number of "points" made at any stage of the game is set on either end of the axle of the wheel.

The shaft of the screw-rod *e* is used for the initial or starting-point, and a stationary rod, *o*, on the other side of the wheel for the same purpose for the "manipulator" on that side of the wheel, if he happen to be there when the count is to be registered.

C is a frame or support for the box D, which may form part of the inclosing sides of a box to include the index-wheel, except a small opening opposite the upper end of the rod *e*, on either side of the wheel.

D is the box, containing the sliding index *g*.

*h* is a pawl, kept against the wheel B by a spring, *i*, behind it, both being attached to the bar A. The "pawl" prevents any retrograde movement, either accidental or intentional, of the wheel.

*k* is a key, which is inserted through a hole, *j*, in the side of the bar A, beneath the pawl, by which the latter is thrown away or unlocked from the index-wheel, when it is necessary, at the beginning of a game, to set the wheel at the initial point, and being withdrawn the wheel cannot be moved backward, (see fig. 4.)

The index *g* may be made one or two inches square, and have numerals on each face, so that all present at the game can detect any fraudulent movement of the wheel by unscrupulous parties.

One of these markers or registers may be placed at each end of the table, one for each player or set of players, *i. e.*, of a "side."

I claim as my invention—

The combination and arrangement of boxes A and D, pawl *h*, spring *i*, and key-hole J, primary index-wheel B, axle *b* with knobs *n n*, crown-pinion *a*, pinion *d*, spiral screw-threaded rod *e*, final index *g*, and rod *l*, substantially as shown and described.

In testimony that I claim the foregoing, I have hereunto set my hand this 23d day of October, 1869.

E. H. KEITH.

Witnesses:

HENRY W. WELLS,  
W. W. WILSON.