

J. W. WORMALD.

Improvement in Game-Registers.

No. 132,553.

Patented Oct. 29, 1872.

Fig. 1

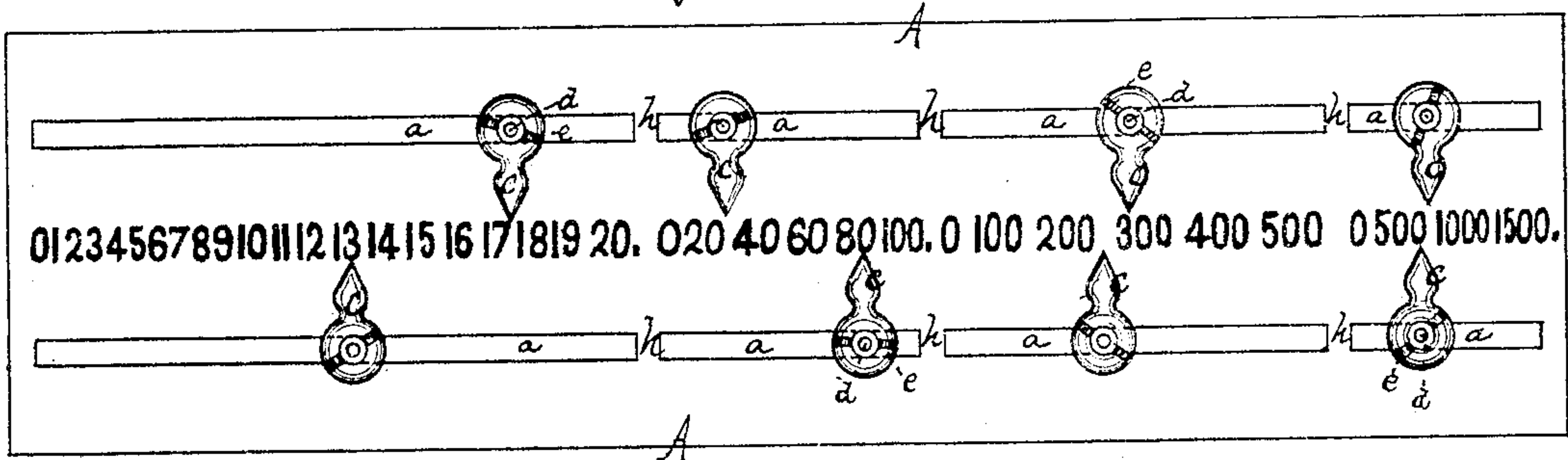


Fig. 2

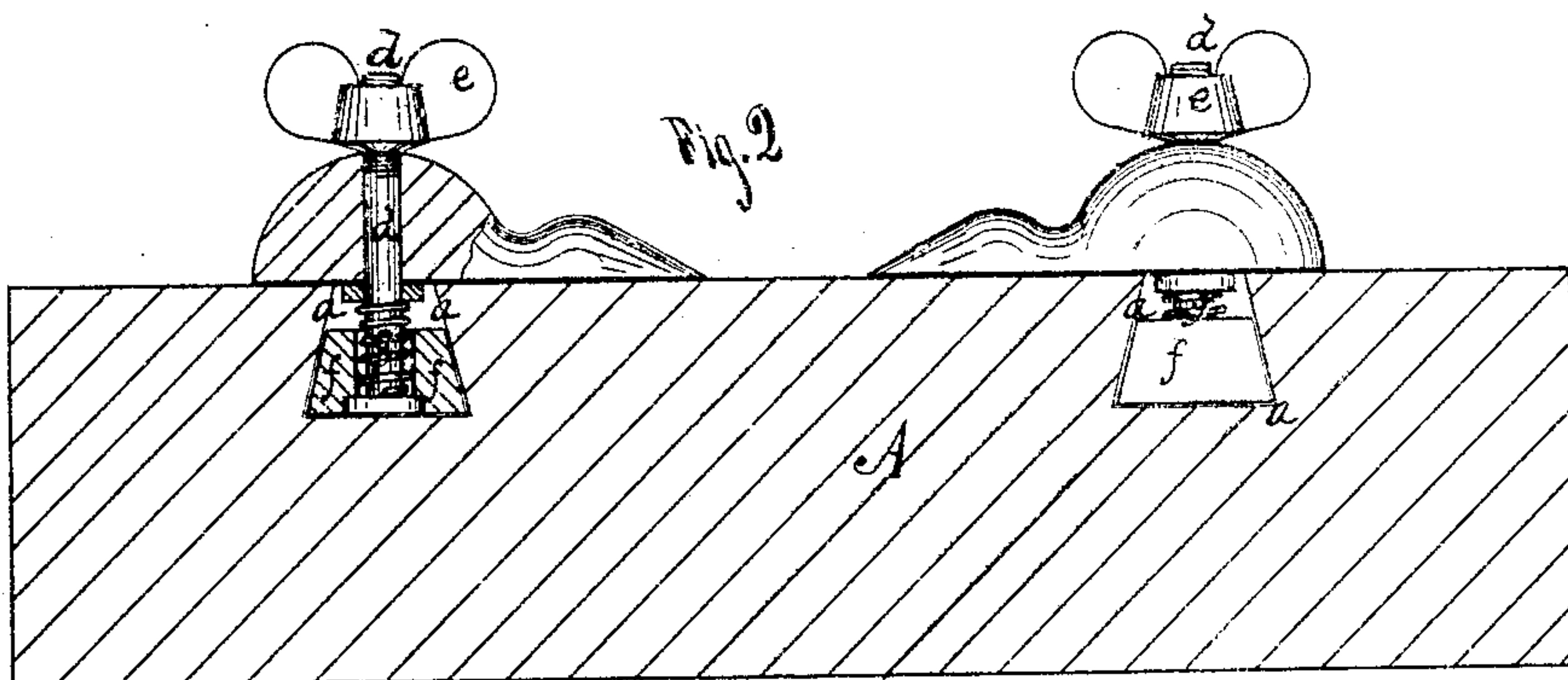
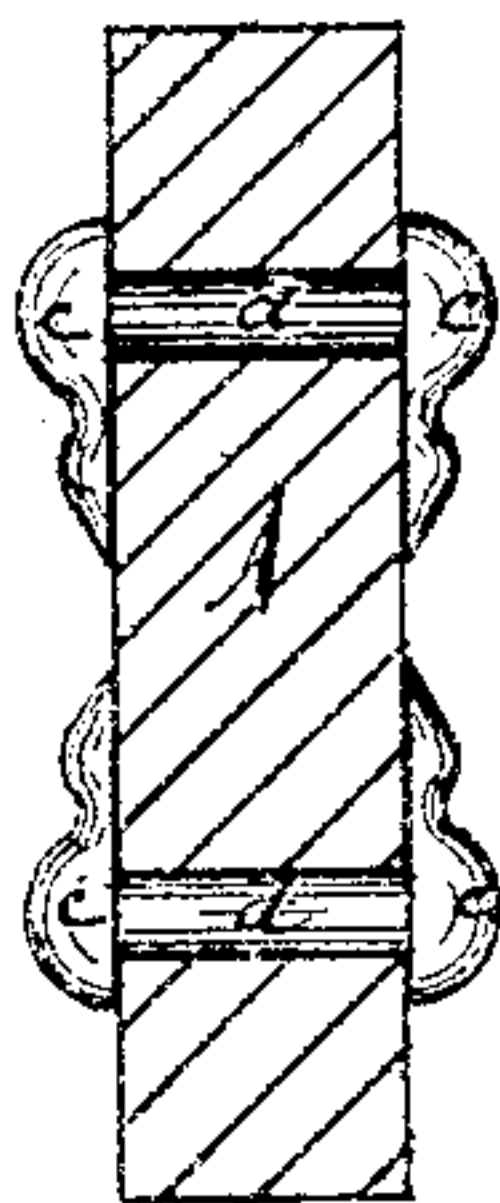


Fig. 3.



WITNESSES.

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JOSEPH W. WORMALD, OF BUFFALO, NEW YORK.

IMPROVEMENT IN GAME-REGISTERS.

Specification forming part of Letters Patent No. 132,553, dated October 29, 1872.

To all whom it may concern:

Be it known that I, JOSEPH WILLIAM WORMALD, of Buffalo, county of Erie and State of New York, have invented certain new and useful Improvements in Game-Recorders for Billiards, Bagatelle, Pigeon-Hole, &c., of which the following is a specification:

Nature of the Invention.

This invention relates to an index-board or marker for billiards, bagatelle, and other games of a similar nature; and the invention consists in providing a board with numerals and having a series of movable spring-pointers, as hereinafter described.

General Description.

In the drawing, Figure 1 is an elevation. Fig. 2 is an enlarged cross-section, showing the construction of the pointers, &c. Fig. 3 is a vertical cross-section, showing the manner of attaching the pointers to both sides of the board.

A is a suitable oblong board, having two rows of dovetailed grooves, *a a'*, in which the pointers or markers *c* slide longitudinally. These are constructed of a piece of wood or metal, made in any suitable or ornamental style, one end pointed and the other rounded, and having a bolt, *d*, (see Fig. 2,) and thumb-nut *e*, which engage with a wedge-shaped block, *f*, sitting in the groove *a*, and also having a spring, *g*, between the pieces *c* and *f*, and partly sitting in the block. This spring throws the marker out from the board, preventing friction when the thumb-screw is loosened to move it forward and back, but does not prevent the pointer from being screwed down so as to hold it at any desired number or numbers. Between each of the two rows of pointers, (see Fig. 1,) I arrange a series of numbers—units, tens, hundreds, and thousands. The grooves *a*, as will be seen, are divided into unequal spaces by small partitions *h*, each space having one pointer, or one above and one below. The two rows, upper and lower, of pointers will be of different colors, to designate the two sides of

the game. The first space will have the numbers from one to twenty; the second by twenties, from twenty to one hundred; the third by one hundreds, from one hundred to five hundred; and the fourth by five hundreds, from five hundred to fifteen hundred, as shown. This notation can be continued as high as necessary.

The form shown in Fig. 3 is for a long board to be set up in the center of the room so that both sides can be used for the same or different players or games. The other boards can be placed on the walls opposite each table, &c., so that lookers-on, as well as the players, can keep the tally. This will be especially useful in match games.

The figures may be painted or raised, or made in metal or gilt, or in any other suitable manner, so that they can be readily distinguished, and the boards and numbers as large as required.

The operation is exceedingly simple. When either player has made up to twenty points, the second pointer of his color is placed on the figure 20, and the first pointer continues to register the units, the second being moved as fast as twenty more is added to each tally. When one hundred is gained the third marker is set, and so on until the points of the game are all made.

Claim.

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

The game-indicator, numbered and constructed for operation as herein shown and described, and consisting of the dovetailed blocks *f*, spring *g*, thumb-screw *e*, bolt *d*, index-fingers *c c*, and grooves *a a'*, said grooves being divided into unequal spaces *h h*, as and for the purpose set forth.

In witness whereof I have hereunto signed my name in the presence of two subscribing witnesses.

Witnesses:

J. W. WORMALD.

J. R. DRAKE,

C. N. WOODWARD.