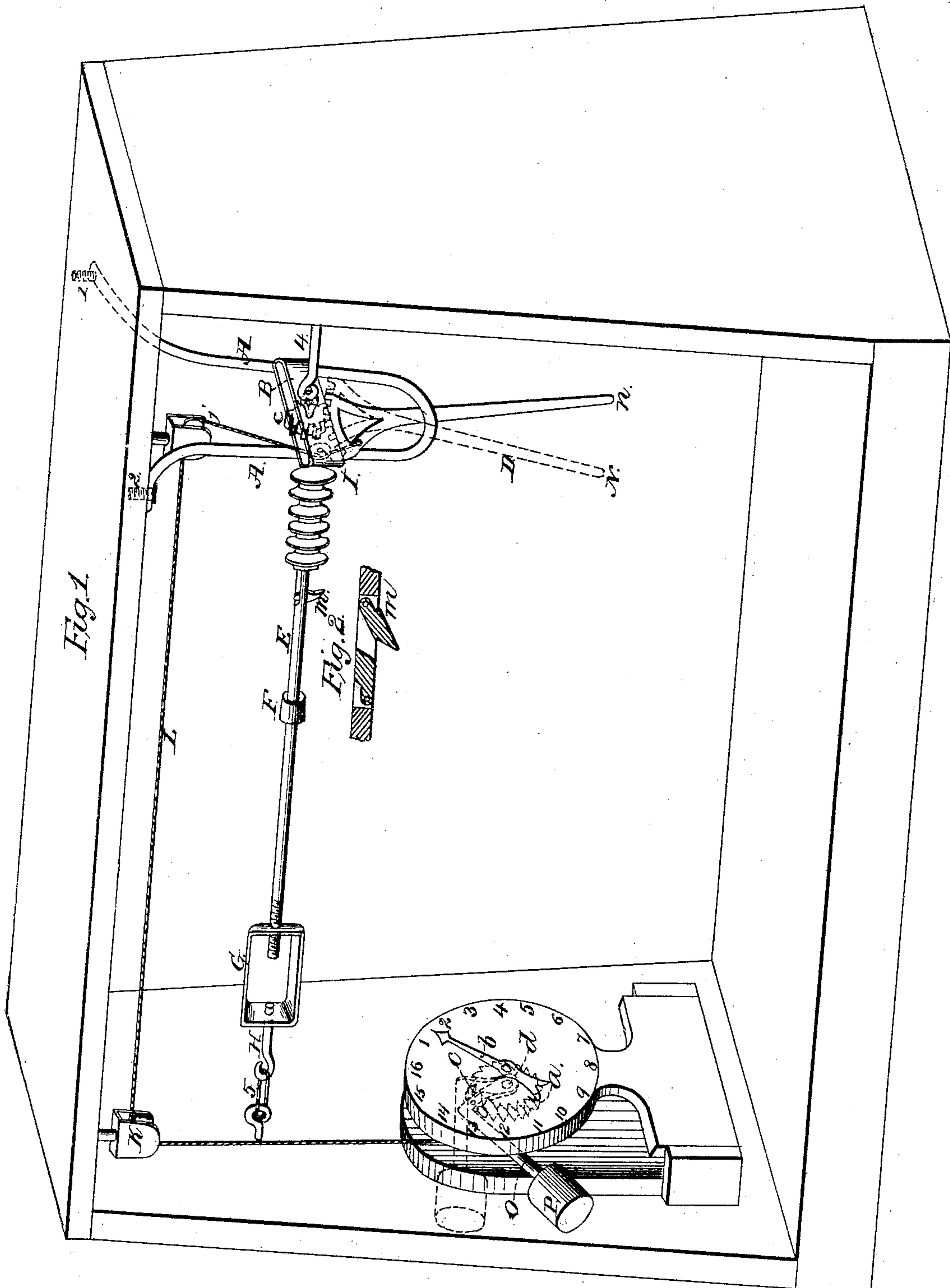


E. D. WATERBURY.

GAME-COUNTER.

No. 176,452.

Patented April 25, 1876.



Witnesses:
John Bliggett.
R. Valantine.

Inventor:
Emory D. Waterbury.

UNITED STATES PATENT OFFICE.

EMERY D. WATERBURY, OF MASON CITY, IOWA, ASSIGNOR TO L. J. WATERBURY AND JAMES ALLINGHAM.

IMPROVEMENT IN GAME-COUNTERS.

Specification forming part of Letters Patent No. **176,452**, dated April 25, 1876; application filed March 1, 1875.

To all whom it may concern:

Be it known that I, EMERY D. WATERBURY, of Mason City, Cerro Gordo county, State of Iowa, have invented a new and useful instrument for the use of owners and keepers of billiard-halls and billiard-players, which I designate a "Combination Billiard Tally and Register;" and I do further declare that the following is a full, clear, and exact description of the construction and operation of the same, reference being had to the annexed drawing, making a part of this specification, in which—

Figures 1 and 2 are views of the tally and register arranged for use.

A A is a frame, made of iron or brass, of such size and dimensions as may be desired, and to be attached to the ceiling by means of screws 1 and 2. B represents two cross-bars, made a part of frame A A, inclosing the cog-wheel C, and cogs on the upper part of lever D. C is a cog-wheel of same material as frame A A, and of proper diameter, and fitting between the bars B so closely as not to interfere with its proper revolutions, and fastened firmly on its axis E, which extends through the bars B. D is a lever, of same material as frame A A and cog-wheel C, of proper dimensions, hung in a slot in lower part of frame A A by means of a pivot, its upper end forming a section of a cog-wheel gearing with the cog-wheel C, and inclosed laterally by the bars B. E is a wire, one-fourth of an inch in diameter, and of convenient length, in the center of which, F, is a solid and stationary button. On either side of F are the buttons used in counting. One end of the wire E passes through the bars B, and also through the wheel C, and forming its axis, as before stated, and revolving with the wheel. After passing through the bars B the wire E connects with the hooked end of the wire 4, which is itself fastened to the walls of the building or other substantial structure. The other end of the wire E forms a convex screw, and connects with the concave screw G, which is itself connected with the wall or other substantial structure by means of the wire 5 and swivel H, around which last it partly revolves when turned by the lever D, as hereafter stated. I J K, in

Fig. 1, are pulleys, over which passes a cord, L, connecting the upper part of lever D with the lever O of Fig. 1. I is within the bars B. J is a swivel-pulley attached to the ceiling by means of a screw. K is also a swivel-pulley, and may be attached wherever convenience requires in adjusting it to the direction of the cord L in connecting with the lever O of Fig. 1.

Fig. 1 consists of the ratchet-wheel *a*, the index *b*, both of brass or iron, and the brass or iron lever O, enlarged at P to form a weight on the end, the ratchet *c*, and a dial-plate numbered from 1 to any number desirable, and is stationary. The ratchet-wheel *a* and index *b* are so attached as to move together, the whole of Fig. 1 being fastened to any portion of the room most convenient to the hall-tender by means of the pivot *d*, on which the ratchet-wheel *a*, index *b*, and lever O may be easily revolved.

Fig. 2 is a plan view of the half of wire E next to frame A A. In the wire, at M, is a slot about three-fourths of an inch in length, in which are two small stops fastened on pivots, and so arranged as to allow one to drop below the wire at each half-revolution, while the other drops from the top of the wire into the slot, resting on the small pin in the center of the slot, the one next the frame, when below the wire, permitting the sliding of the buttons from the frame toward the center F, and preventing the removal back again. The stop nearest the center F, when below the wire E, permits the moving of the buttons from center F toward the frame A A, and prevents them from being moved back from the frame to the center. The stops being on opposite sides of the wire, each half-revolution of the wire E brings one within the slot on upper side and the other below the wire, alternately.

The operation of the above-described billiard tally and register is as follows: The wire E is strained to the required tension by means of the screw G. Between the stops at M in the wire E and the frame A A are the buttons for one side of the game, and between F and the screw C are the buttons for the other side of the game. The stop nearest the center F is dropped below the wire E, and prevents the buttons from being moved from the frame A

A toward the center F. By drawing the lever D from dotted line *n* to the place at N the cog-wheel C and wire E are turned half-way round, causing the stop nearest the center to fall in the slot on the upper side of the wire, and the stop nearest the frame A A to drop below the wire in such way as to permit the buttons to slide toward the center. By this movement of the lever D the cord L is drawn in such a manner as to raise the lever O, Fig. 3, and the ratchet *c* catching in the notch of the ratchet-wheel *a*, the wheel and index are moved, and the index *b* caused to point to a number on the face of the dial, indicating the number of the game, at which place the index remains to the end of the game, the buttons being on the wire on both sides next to the center F. To pass the buttons back on the wire to frame A A, the lever D is moved from N back to *n*, causing half a revolution of the wire E, and the stop nearest the frame A A to drop into the stop on the upper side of the wire. By this movement of the lever D the cord L is slackened, and the lever O, Fig. 2, by means of the weight P, is dropped to dot-

ted lines, placing the ratchet *c* in another notch of the ratchet-wheel *a*, Fig. 1. The lever D being at *n*, and the stop nearest the center below the wire, and the buttons on the wire E next to frame A A, the same movements as above described are repeated for the next game, the index *b*, Fig. 3, being pointed to the next number. These movements, repeated in each game, keep a continual register of the games played.

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

1. The wire E, for holding the counting-buttons, provided with the latches or stops M M, operating substantially as set forth.

2. The combination, with the wire provided with the latches or stops, of a pinion, segmental gear, and lever, substantially as set forth.

3. The combination, with the wire, pinion, and segmental-gear lever, of a registering mechanism, substantially as set forth.

E. D. WATERBURY.

Witnesses:

JAMES RADING,
WARREN SACHEL.