

(No Model.)

F. DAYTON.
GAME COUNTER.

No. 298,835.

Patented May 20, 1884.

Fig. 1.

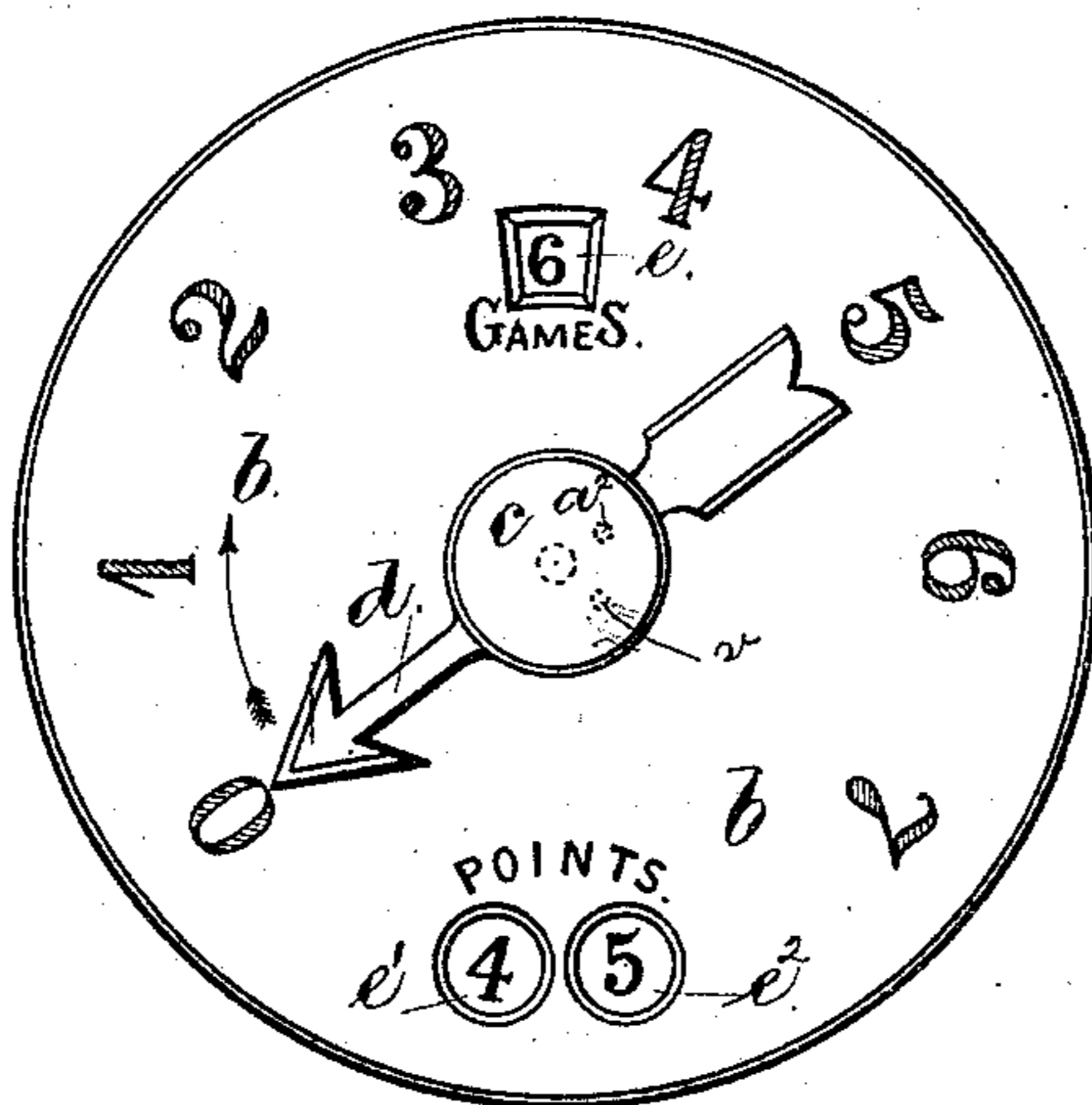


Fig. 2

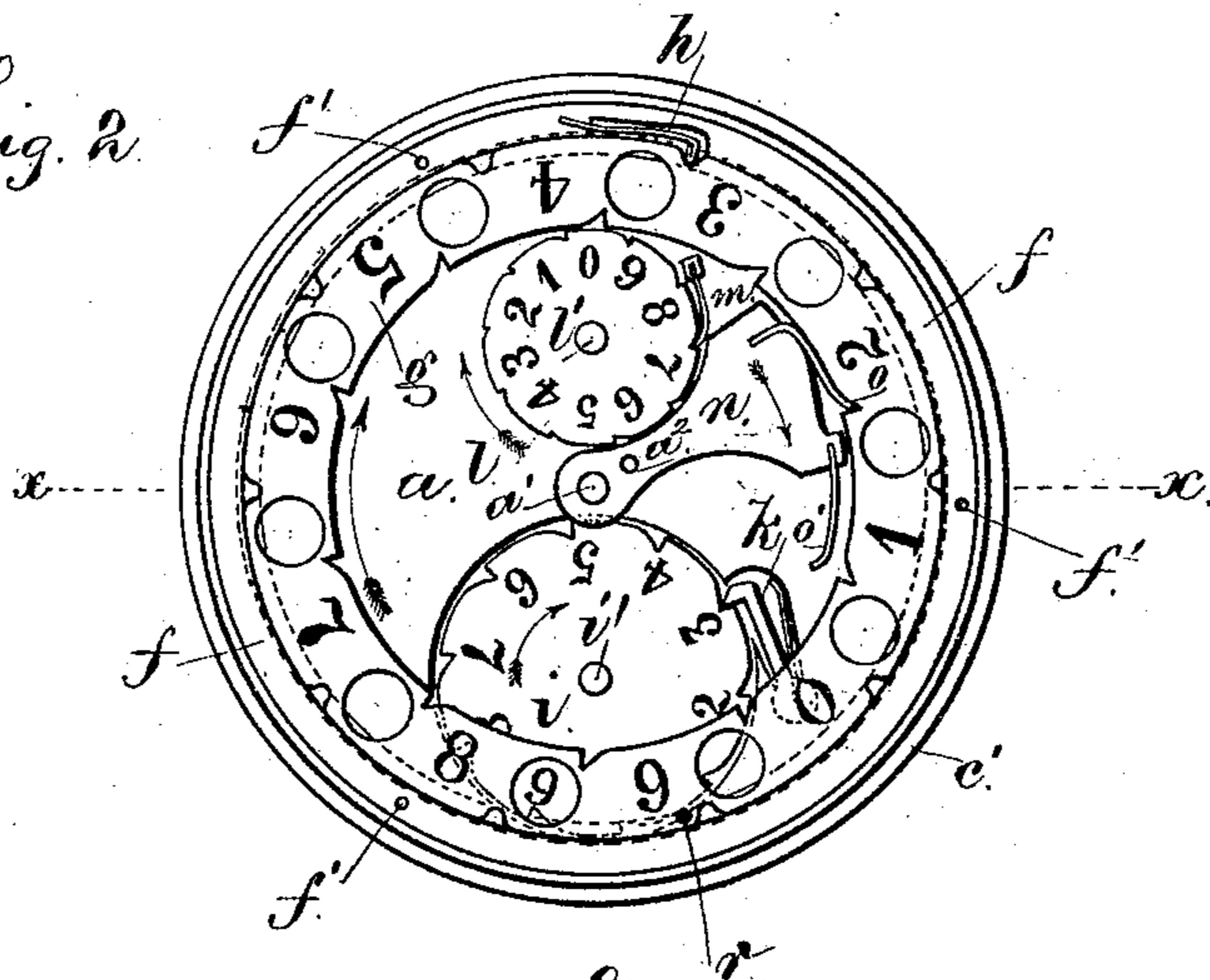
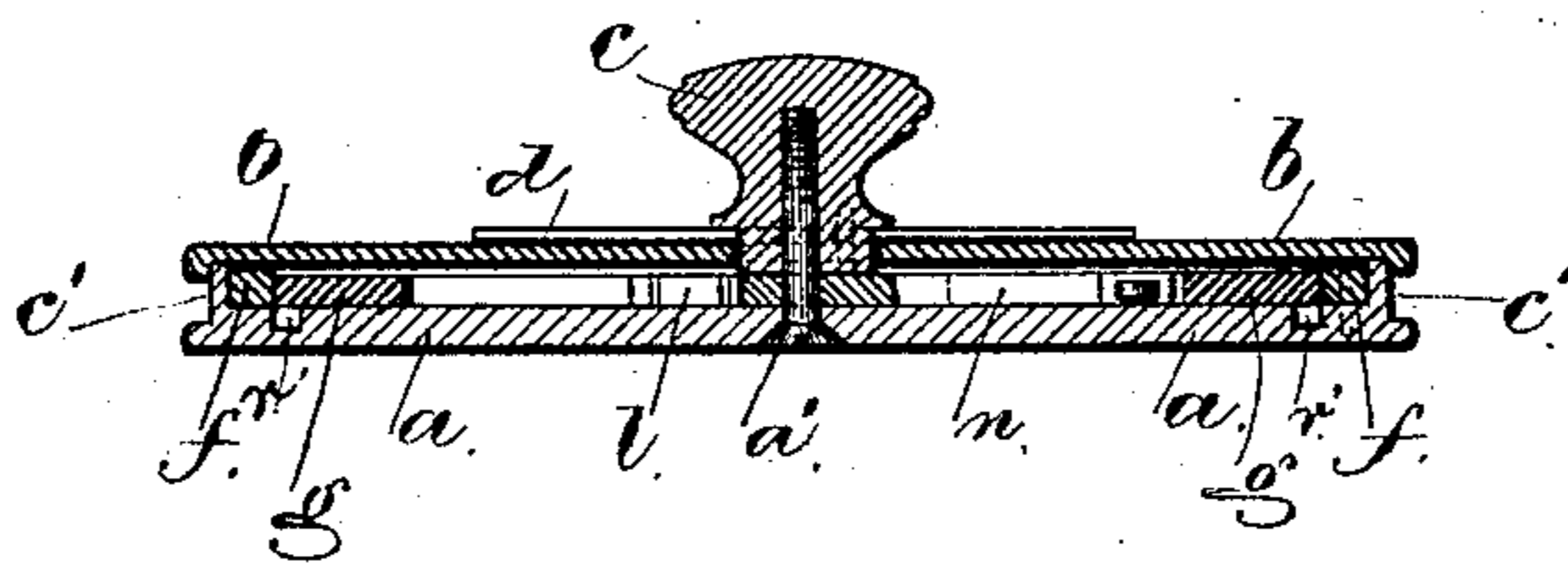


Fig. 3.



Witnesses

Harold Terrell
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UNITED STATES PATENT OFFICE.

FRANK DAYTON, OF PORTLAND, OREGON.

GAME-COUNTER.

SPECIFICATION forming part of Letters Patent No. 298,835, dated May 20, 1884.

Application filed March 13, 1884. (No model.)

To all whom it may concern:

Be it known that I, FRANK DAYTON, of Portland, in the county of Multnomah and State of Oregon, have invented a new and useful Improvement in Game-Counters; and the following is declared to be a description of the same.

Game-counters of various kinds have heretofore been employed, said counters usually consisting of a printed card or dial upon which is a pointer.

My improved counter is especially applicable to whist, but may be used with equal advantage in all other games where counting is desirable; and it consists in a case containing a numbered counting-ring and wheels or disks, and a pointer and turning-button upon the outside of the disk. Said turning-button, through the devices hereinafter described, operates the numbered counting-ring and wheels and revolves them progressively. The numbers upon these wheels or disks are visible in succession through suitable apertures in the case.

My improved counter can be operated to show the number of games from one to ten and the number of points in the games from one to one hundred. The wheel or disk for giving the number of games is operated at the proper time with the other mechanism, or it may be operated separately.

In the drawings, Figure 1 is a plan of my improved counter. Fig. 2 is a plan of the counter, the face of the case and turning-button being removed; and Fig. 3 is a cross-section at the line *x x*.

The case is composed of two parts, the base *a* and face *b*; and I employ a turning-button, *c*, and pointer *d*, that can be operated to give the counts of points and number of games played. Upon the face *b* of the case there are numbers from 0 to 7, inclusive, (see Fig. 1,) and there are apertures made in said face at *e e' e''*, and the numbers on the ring and wheels in the case are seen through these apertures. The aperture at *e* is marked "Games," and those at *e' e''* are marked "Points." The base *a* is provided with an annular rib, *c'*, as shown in the section, Fig. 3, and upon the base *a*, inside the rib *c'*, is fitted the ring *f*, which is kept from turning by the pins *f'*, said ring

being notched and provided with a spring-catch, *h*. The ring *g* fits inside the ring *f*, and said ring *g* has ten notches at regular intervals in both its outer and inner edge, and the spring-catch *h* in the ring *f* engages the notches in the outer edge of ring *g*, one by one, holding the said ring *g* in position. Said ring *g* has ten holes through it, at regular intervals apart, and numbers from 0 to 9, inclusive, upon its face, also at regular intervals around its circumference; and said ring *g* has a pin, *r*, projecting from its under side, and immediately behind the figure 9. The base *a* is deeply recessed for the wheel or disk *i* and spring-latch *k*, so that the disk *i* is flush with the surface of the base *a*. The disk *i* revolves upon the center-pin *i'* in the base *a*, and its outer edge is notched for engaging the latch *k*, and upon its surface are numbers from 0 to 9, inclusive. The disk or wheel *l* is centered upon the pin *l'* in the base *a*, and its outer edge is notched and its face has numbers also from 0 to 9, and the spring-catch *m*, fast upon the base *a*, engages the notches in the outer edge of *l* and holds it from turning except when pressure is applied. The dog or arm *n* is centered at the screw *a'*, and the pointer and turning-button *c* are connected to this arm *n* by the screw *a'* and pin *a''*. This arm can be given a forward and backward movement by grasping the button *c*, the pointer moving from 0 to 7. This arm *n* has fastened to it spring catches or pawls *o o'*, the catch *o* engaging the notches in the inner edge of ring *g*, and when the arm has been swung around and the pointer is moving from 6 to 7 the catch *o'* engages a notch in the disk *l* and revolves it one number.

To commence to operate the counter, the parts should be at 0. The turning-button *c* and pointer *d* are turned to the right from 0 to 7, one or more numbers at a time, for the points in the game. As these parts turn, the ring *g* is also revolved by reason of the arm *n* and catch *o*, and the catch *o'*, during the movement from No. 6 to 7, turns the disk *l* from 0 to No. 1. The button *c*, pointer *d*, and dog *n* are turned back to 0 without disturbing the ring and wheels in the case, and the same movements are afterward repeated progressively and the count continued. The pin *r* in the ring *g*, projecting from its under side,

- travels in a groove, r' , in the base a . This pin r is just back of the figure 9, and as the ring g is revolved the pin r comes around to and engages a notch in the outer edge of the disk i , turning said disk i one number, so that from units the count is increased to tens, and the count with this ring g and the disk i will be increased with each revolution of ring g in units and tens till one hundred is reached, when it will be again at the starting-point. The numbers upon the disk i are visible through the holes in the ring g and the hole at e' in the face, and the numbers on ring g are visible simply through the aperture at e'' .
- 15 The disk l for counting games can be revolved by the turning-button c , dog n , and catch o' by a simple short movement without affecting the other parts. This is done while the pointer is between Nos. 6 and 7 on the face
- 20 b . The movement given to the indicator for turning this disk l one tooth at a time is shorter than that required for moving the numbering ring g , because the teeth of the disk l are smaller than the teeth of the ring g .
- 25 My improved game-counter can be put into a small pocket-case similar to a watch.
- The spring-catch h will give a clicking noise as the parts are turned to each point; or a bell may be employed to sound for each point recorded. In the under side of the turning-button c there is a hole, v , that can be made to engage the pin a'' and change the game from one of seven points to one of five points by limiting the movement of the pointer.
- 35 I may prefer to employ two game-counting wheels, so as to be able to record games up to one hundred, and a third counting-wheel, so as to record points up to one thousand.

I claim as my invention—

1. In a game-counter, the combination, with the two-part case having openings in its face, and a pointer, of a turning-button, c , the dog or arm n , the ring f , the numbered ring g , having holes, and the numbered disks i l , and mechanism, substantially as described, for moving the parts progressively, as set forth.
2. In a game-counter, the case composed of the base a , having an annular rib, c' , the numbered face b , with openings, the pointer d and turning-button c , connected together, the numbered ring and disks, and mechanism for moving the same progressively and giving the count, as set forth.
3. The combination, in a game-counter, of the numbered ring g , having holes through it, and notches in its outer and inner edges, the spring-catch h and pin r , the notched disks l and i and spring-catches m and k , the dog or arm n and catches o o' , and means for revolving the same, substantially as set forth.
4. The base a , having an annular rib, c' , and the ring f , held stationary by pins and provided with a spring-catch, h , in combination with the notched ring g , having holes and numbers, as described, and a pin, r , the notched wheel i and catch or pawl k , the arm or dog n and catch o , and a pointer, d , connected to said dog or arm, as and for the purposes set forth.

Signed by me this 6th day of March, A. D. 1884.

FRANK DAYTON.

Witnesses:

HAROLD SERRELL,
WILLIAM G. MOTT.