

(No Model.)

J. F. CHAMPLIN.

GAME COUNTER.

No. 364,704.

Patented June 14, 1887.

Fig. 1.

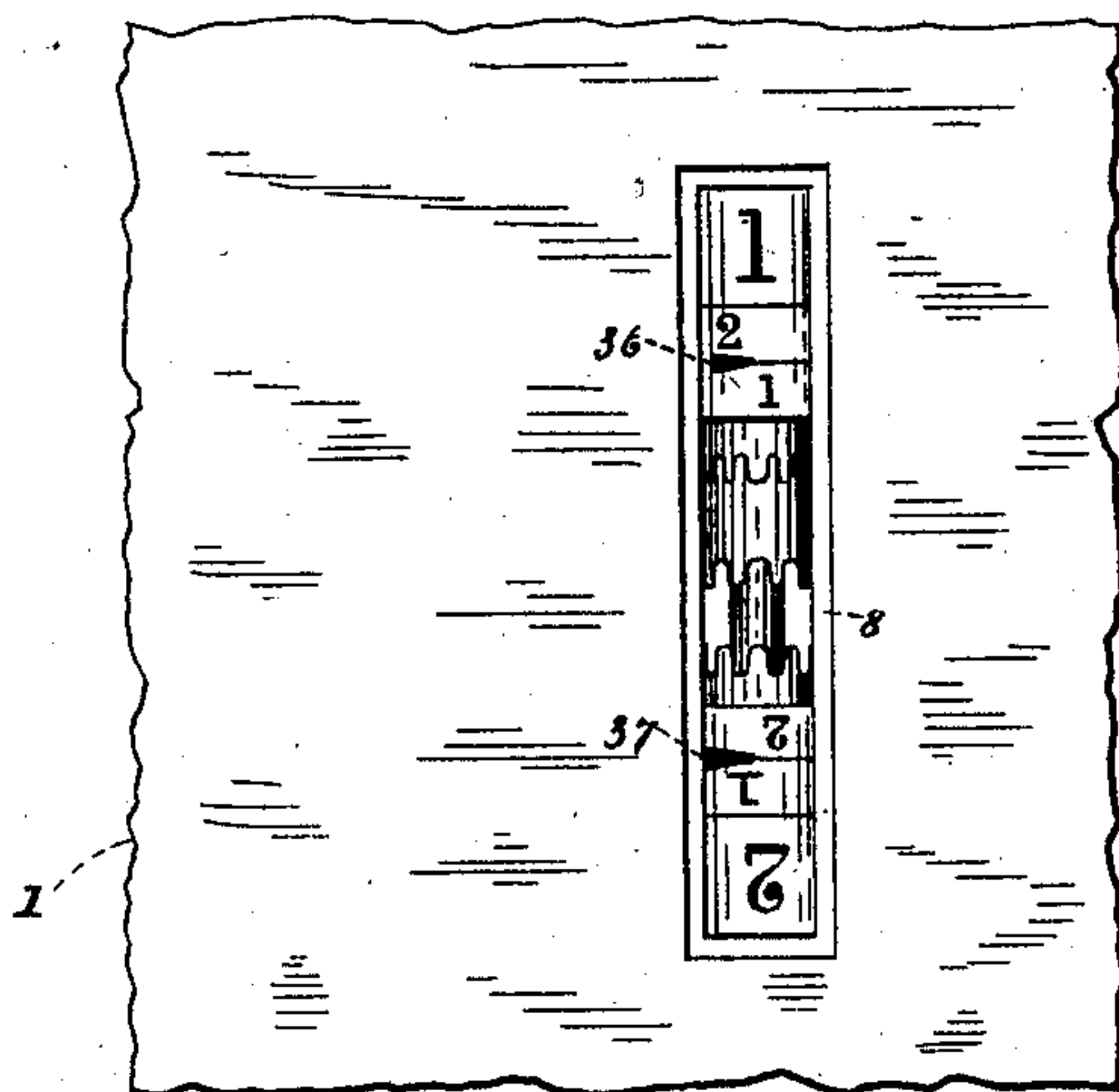


Fig. 2.

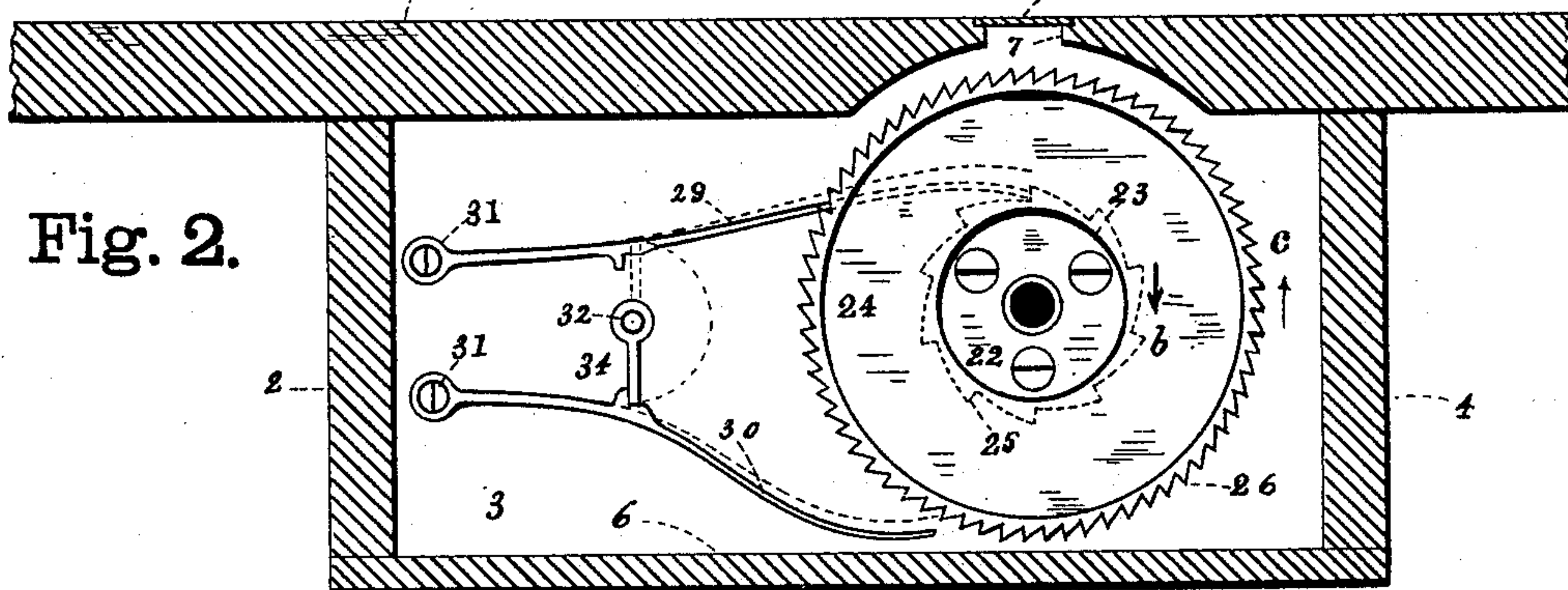
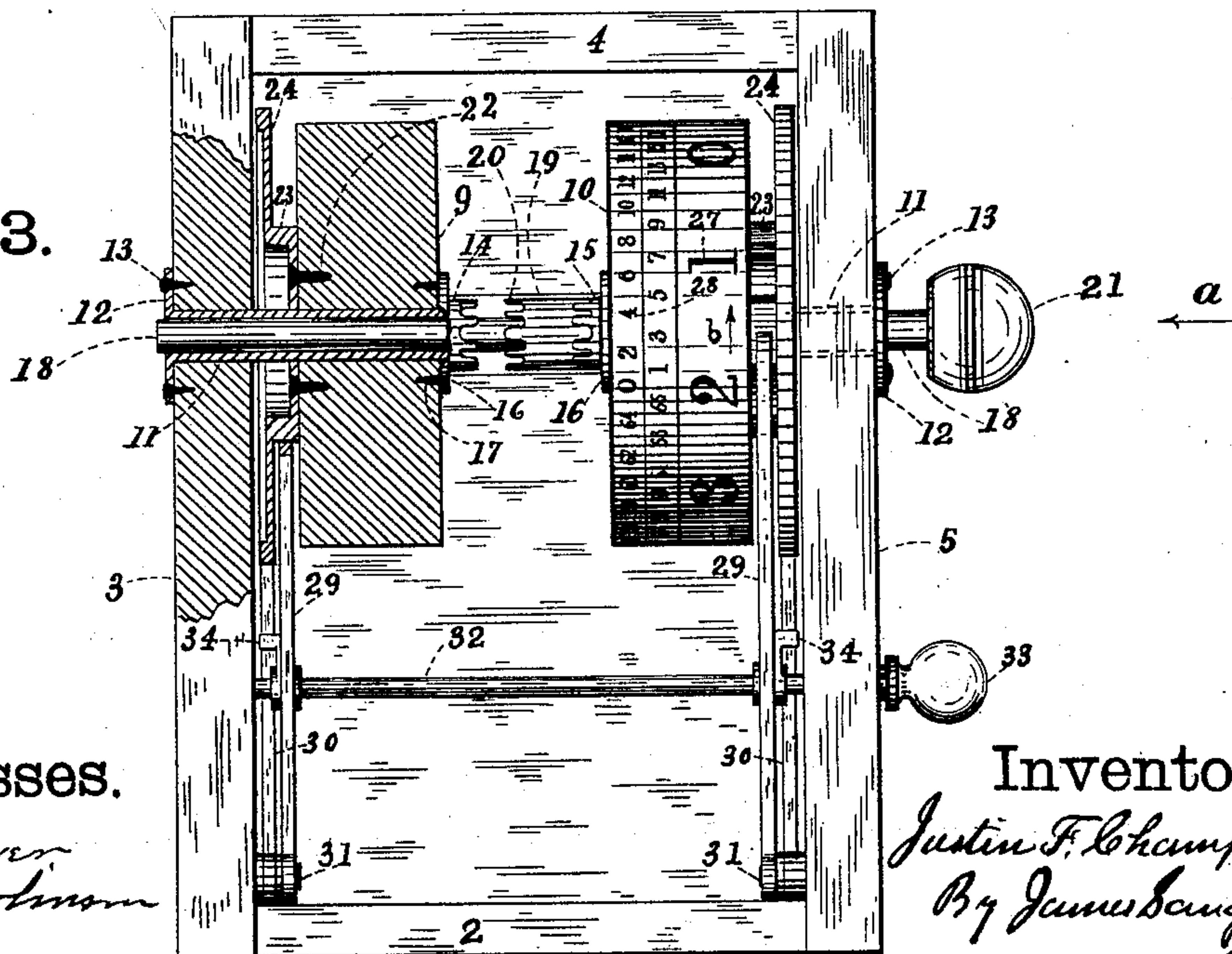


Fig. 3.



Witnesses.

C. C. Phayer
Mrs. J. J. Johnson

Inventor.

Justin F. Champlin.
By James Sangster
att.

UNITED STATES PATENT OFFICE.

JUSTIN F. CHAMPLIN, OF WILLINK, NEW YORK.

GAME-COUNTER.

SPECIFICATION forming part of Letters Patent No. 364,704, dated June 14, 1887.

Application filed March 14, 1887. Serial No. 230,826. (No model.)

To all whom it may concern:

Be it known that I, JUSTIN F. CHAMPLIN, a citizen of the United States, residing in Willink, in the county of Erie and State of New York, have invented certain new and useful Improvements in Game-Counters, of which the following is a specification.

My invention relates to certain improvements in game-counters in which the counting mechanism is attached to and forms a part of the table upon which it is used, and will be fully and clearly hereinafter described and claimed, reference being had to the accompanying drawings, in which—

Figure 1 represents a portion of a table-top, showing a plan of so much of my invention as may be seen through the transparent opening in the top of a table. Fig. 2 is a vertical longitudinal section through a portion of a table-top and through the box or case surrounding the counting mechanism, showing, also, a side elevation of the counting mechanism; and Fig. 3 represents a bottom view of the counting mechanism, a portion being in section, so as to show the construction of some of the parts. The bottom of the case is also left off, so as to expose the mechanism above it.

This counting mechanism is adapted to keep count for both sides for any game from one point to ten, or from one to sixty-six.

In said drawings, 1 represents a portion of a table-top of any ordinary construction having my invention connected thereto.

2, 3, 4, and 5 represent the sides of the case inclosing the counting mechanism, and 6 designates the bottom of the same. It is placed on the under side of the table and carries the counting mechanism. Directly over the figures for indicating the condition of a game is an opening, 7, through the top of the table, having a plate of glass, 8, set in and secured in any well-known way, so as to be even with the top of the table. (See Fig. 1.) The wheels 9 and 10, containing the counting-numbers, are mounted on the sleeves 11. (See Fig. 3.) There are two of the sleeves 11, one in the side piece 3 and the other in the side piece 5. They are firmly secured in line with each other by means of the flanges 12 and screws 13. On these sleeves the wheels 9 and 10 are mounted, so as to turn easily on them. On the inner side of

each wheel 9 and 10 is a portion of a clutch-coupling, 14 and 15. These parts are secured by means of the flanged portions 16 by screws 17. These portions are secured to the wheels and turn with them. Through these sleeves is passed a rod, 18, having the remaining or central portion of the clutch 19. This is rigidly secured to the clutch in any well-known way, (either by a key or pin passing through it.) These clutch portions are provided with the usual toes, 20, which interlock or fit in between each other when together, as shown by the parts 15 and 19, which are engaged with each other. One end of the rod 18 is provided with a handle, 21. The object of this construction is to provide the means for connecting with and turning either of the wheels 9 or 10. It is in position now for operating the wheel 10 by pushing the handle 21 in the direction of the arrow *a*. The part 19 will be disengaged from the part 15 and engage with the part 14, in which position the wheel 9 can only be turned, while the wheel 10 remains stationary.

On the outer sides of each of the wheels 9 and 10 are secured by screws 22 two ratcheted wheels, 23 and 24. (See Figs. 2 and 3.) These ratcheted wheels are preferably cast in one piece, as shown. The ratchet 23 is on the inside next to the wheels and is provided with ten teeth, 25, (shown by the dotted lines in Fig. 2,) while the large ratchets are provided with sixty-six teeth, 26. (Shown also in Fig. 2.) It will be noticed that the teeth 25 and 26 are arranged to run in opposite directions, so that when the device is used for counting ten points by means of the large numbers 27 it can only be moved in the direction of the arrow *b*, and when using the small numbers 28, running from one to sixty-six, it can be moved only in the direction of the arrow *c*. The pawls 29 and 30, for holding the ratchet-wheels in position, are constructed so that when the pawls 29 are in action on the teeth 25 of the ratchet-wheels 23 the pawl 30 is off from the teeth 26 in the wheel 24. (See Fig. 2.) These pawls are rigidly secured to each side of case 3 and 5 by means of screws 31, or in any well-known way, and their ends when free to act are adapted to spring toward and into the teeth 25 or 26. They are changed from one ratchet-wheel to

the other by means of the rod 32 and its handle 33; on this rod are secured two dogs or arms, 34. It will be seen from this construction that when turned in the position shown in Fig. 2, away from the pawls 29, it will force the pawls 30 out of and away from the teeth 26 in the wheels 24 and allow the pawls 29 to engage with the teeth 25 in the wheels 23.

In using this device the counting-wheel 9 is used for one player or players on one side and the numbers on the wheel 10 are used for the player or players on the other side, and each is readily and separately brought into action by engaging the clutch with either counting-wheel, as above mentioned. The numbers are brought up and exposed consecutively by turning the wheels so that one notch or tooth only passes under the pawls engaged as each number required is brought to view. 36 and 37 are the pointers for indicating the numbers required.

I claim as my invention—

1. A game-counter consisting of the top 1, provided with the opening 7, the transparent top 8, the counting-wheels below it mounted

in bearings in the case, and each provided with two sets of numerals, from one to ten and from one to sixty-six, in combination with two pairs of ratchet-wheels having teeth corresponding in number with the numbers on the counting-wheels, and pawls for holding them in position, mechanism for bringing the pawls into or out of action, and mechanism for disengaging or engaging with either of the counting-wheels, substantially as and for the purposes described.

2. A game-counter consisting of the numbering-wheels 9 and 10, having two series of numbers, from one to ten and from one to sixty-six, each mounted on sleeves in the frame, in combination with the ratchet-wheels 23 and 24, pawls 29 and 30, mechanism for bringing one or the other into action, and a clutch for engaging with and turning either one or the other of the counting-wheels, substantially as described.

JUSTIN F. CHAMPLIN.

Witnesses:

A. C. THAYER,
JAMES SANGSTER.