

(No Model.)

J. M. CLARK.  
GAME COUNTER.

No. 533,436.

Patented Feb. 5, 1895.

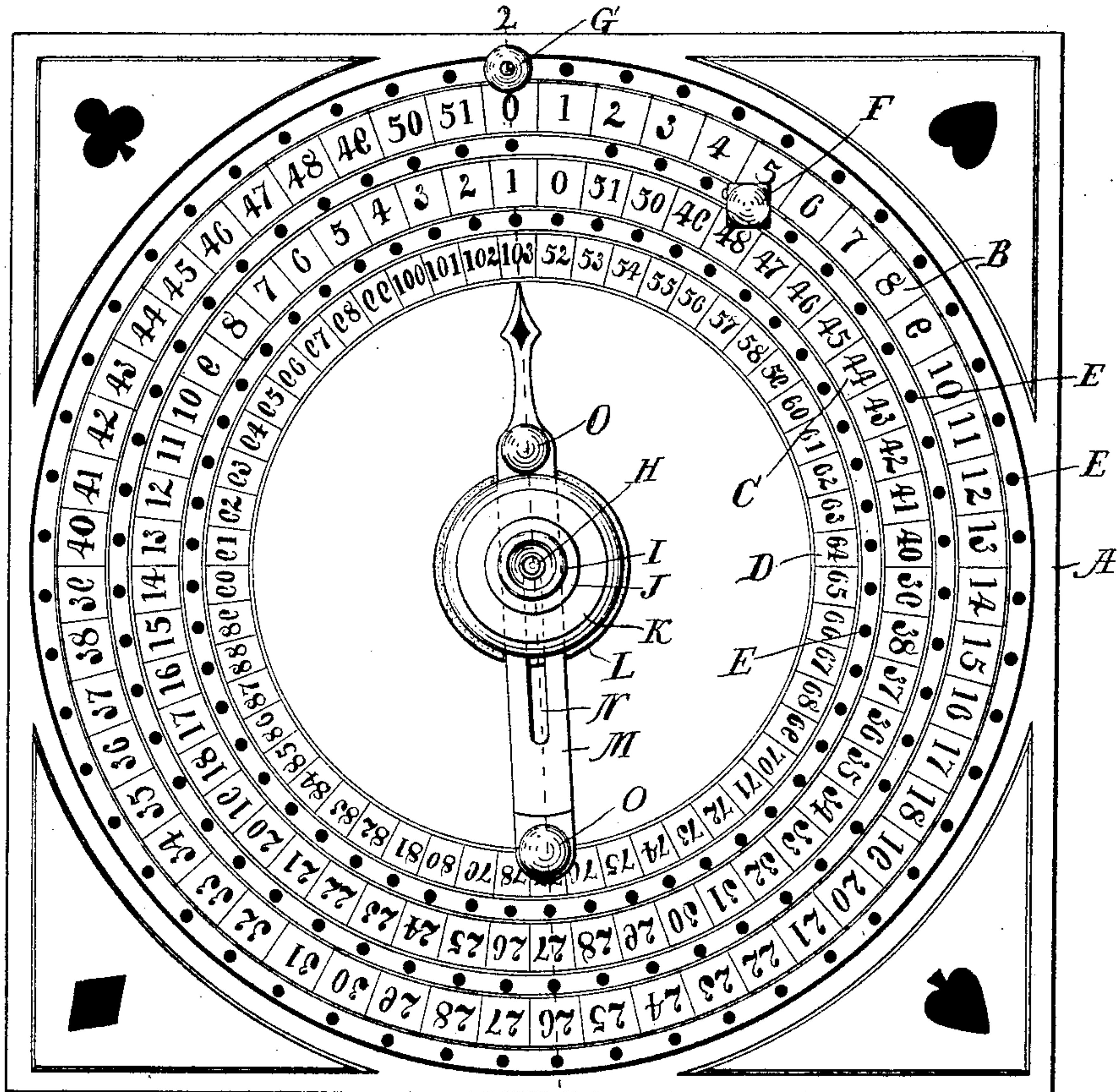


Fig. 1.

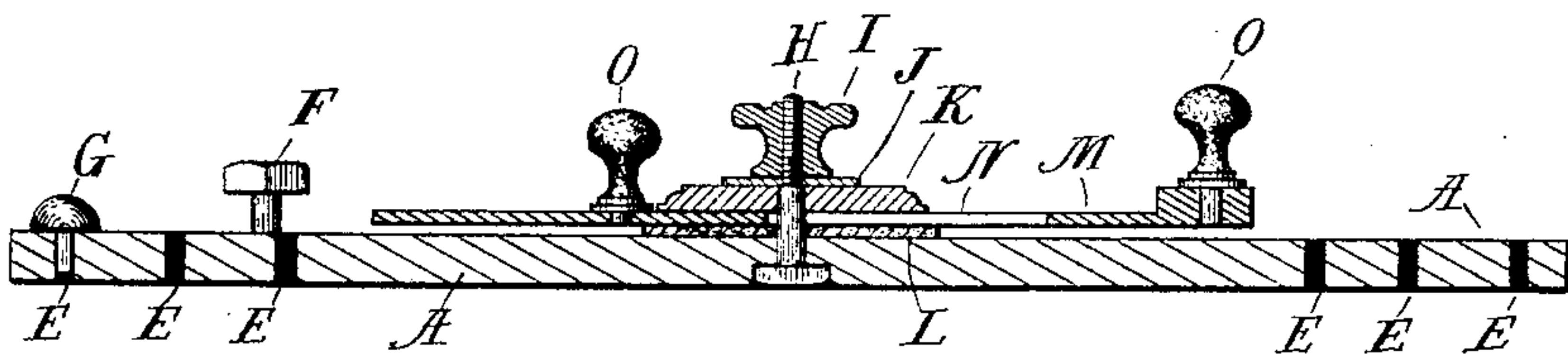


Fig. 2.

Witnesses

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# UNITED STATES PATENT OFFICE.

JAMES M. CLARK, OF GRAND RAPIDS, MICHIGAN.

## GAME-COUNTER.

SPECIFICATION forming part of Letters Patent No. 533,436, dated February 5, 1895.

Application filed November 26, 1894. Serial No. 530,073. (No model.)

*To all whom it may concern:*

Be it known that I, JAMES M. CLARK, a citizen of the United States, residing at Grand Rapids, in the county of Kent and State of Michigan, have invented certain new and useful Improvements in Game-Counters; and I do hereby declare the following to be a full, clear, and exact description of the invention, such as will enable others skilled in the art to which it appertains to make and use the same.

My invention relates to an improved game counter, and its object is to provide the same with means whereby both the net gains, or losses of a game may be indicated; also means whereby a series of concentric circles of numbers may be utilized by a single index; and also means for holding the index in position until purposely moved. I accomplish these objects by the mechanism hereinafter more fully described, and particularly pointed out in the claims, reference being had to the accompanying drawings, in which—

Figure 1 is a plan view of a device embodying my invention; and Fig. 2 a vertical section of the same on the line 2—2 of Fig. 1.

Like letters refer to like parts in both of the figures.

A represents the dial consisting of any suitable board, or table, having a flat upper surface, upon which surface are concentric circles of figures B, C, D. The outer circle B increases from left to right from a zero point, which point is for convenience marked by a pin G, and this circle is for counting the net gains of the game. The members of the circle C increase from right to left from the zero mark and is for counting the net minus, or "set back" quantity, due to net losses on the game. The inner circle of figures D runs from the highest number in the outer circle B upward, and is for counting games that run above the limit of the outer circle, which latter as herein shown numbers fifty-one points. Adjacent to each number on the dial is an opening or hole E and in these openings pins F may be inserted for counting the game if so desired. I prefer however to use an index M for that purpose, which index is journaled upon a bolt or stud H inserted in the board at the axis or center of the circles B, C, D.

Said index has knobs O, O, for adjusting it to the figures in the various circles, and to permit said index to be longitudinally adjusted to the circles B, C, D, which circles are necessarily of different radii, thus requiring an index of different length for each. I provide a longitudinal opening N in said index, through which the stud H passes.

Above the index M is a circular plate K, having a groove across its lower surface engaging said index, whereby said plate and index turn together. To prevent too easy displacement of the index a washer L of rubber, leather, or other suitable elastic material is inserted beneath said index and resting on the face of the board A.

Above the plate K is a non-rotative washer J surrounding the stud H and an adjusting nut I on said stud forces this washer J down upon the said plate K, index M, and elastic washer L and by turning said nut the friction to hold the index in place is adjusted. The non-rotative washer J prevents turning the nut I when the index is turned.

What I claim is—

1. In a game counter, a dial having a series of concentric circles of numbers, a central stud in said dial, an index rotative on said stud and having a slotted opening engaging said stud, an elastic washer between said index and dial, a circular plate having a groove engaging said index, a non-rotative washer above said plate, and an adjusting nut on said stud engaging said non-rotative washer, substantially as described.

2. In a game counter, a dial having a series of concentric circles of numbers, the outer circles increasing from left to right, the middle circle increasing from right to left and the inner circle extending the series of the outer circle, and an index pivoted at the center of said circles, and longitudinally adjustable on said pivot, substantially as described.

3. In a game counter a dial having a series of concentric circles of numbers and an opening opposite each of said numbers, a central stud in said dial, an index rotative on said stud and having a longitudinal slot engaging the same, a circular plate above said index having a transverse groove engaging

the same, an elastic washer engaging said index and plate at one side and the dial at the other side, a non-rotative washer on the stud engaging said plate, and an adjustable nut  
5 on the stud engaging said washer and adjusting the pressure upon the elastic washer, substantially as described.

In testimony whereof I affix my signature in presence of two witnesses.

JAMES M. CLARK.

Witnesses:

LUTHER V. MOULTON,  
LEWIS E. FLANDERS.