

No. 698,541.

Patented Apr. 29, 1902.

C. W. NEELY.
INDEX CARD FOR DUPLICATE WHIST.

(Application filed Apr. 5, 1901.)

(No Model.)

2 Sheets—Sheet 1.

Fig. 1

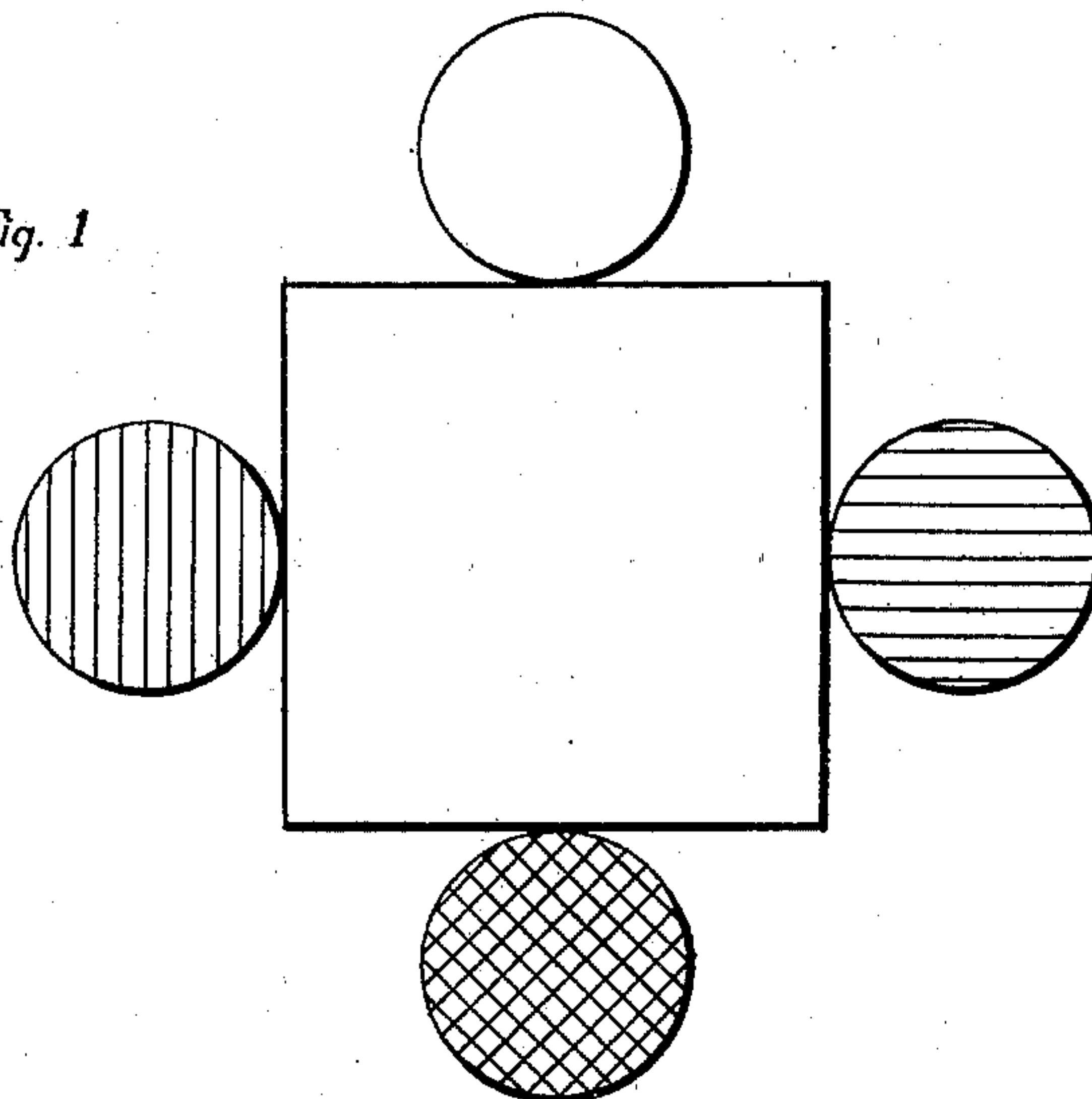


Fig. 2

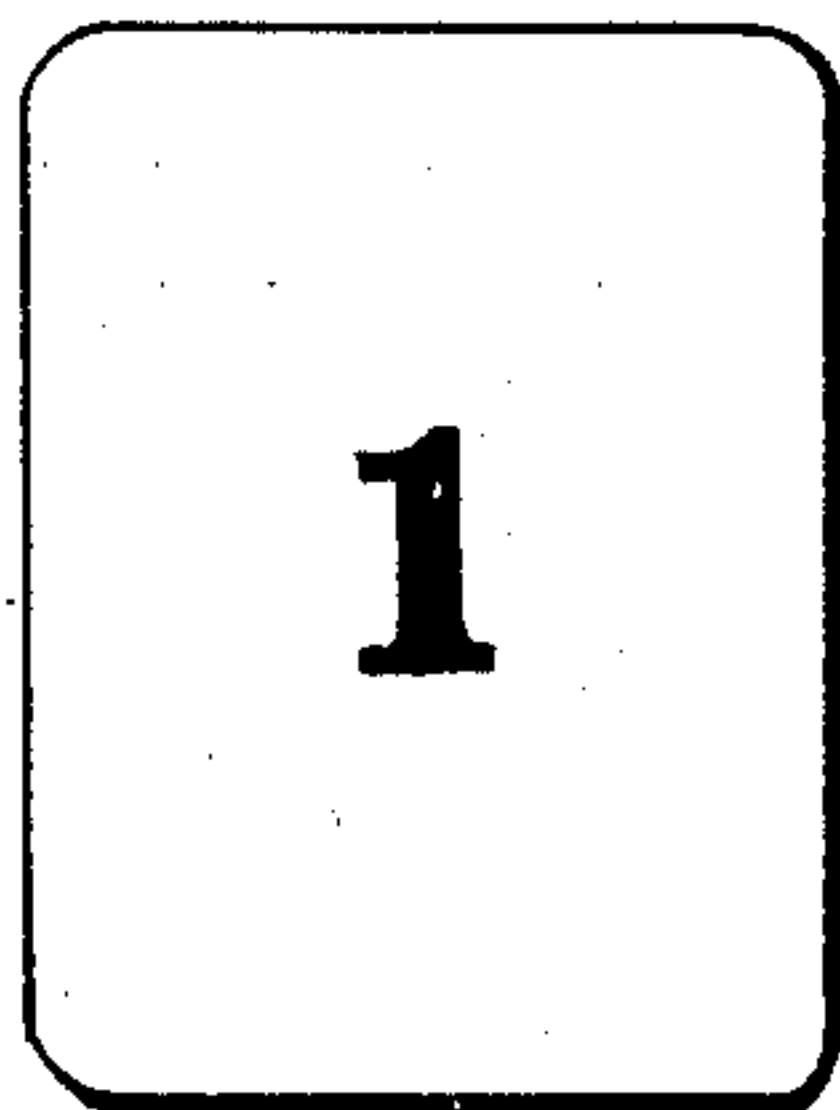


Fig. 3

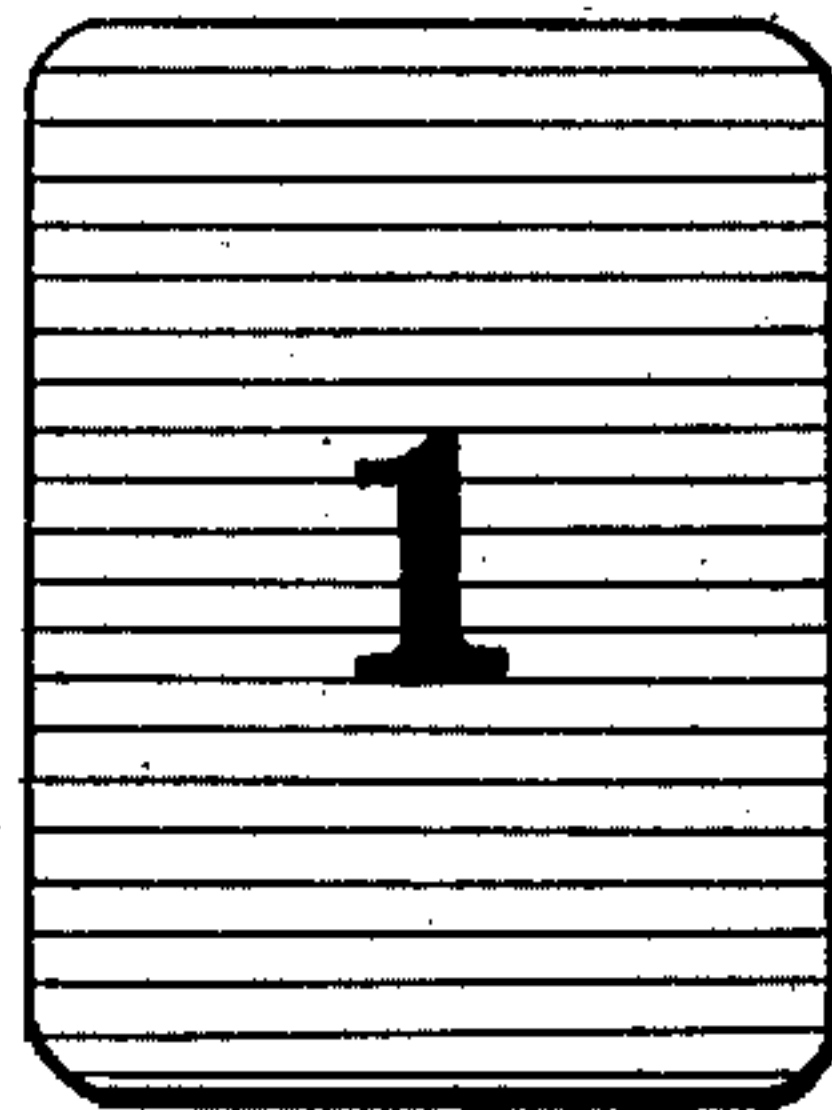


Fig. 4

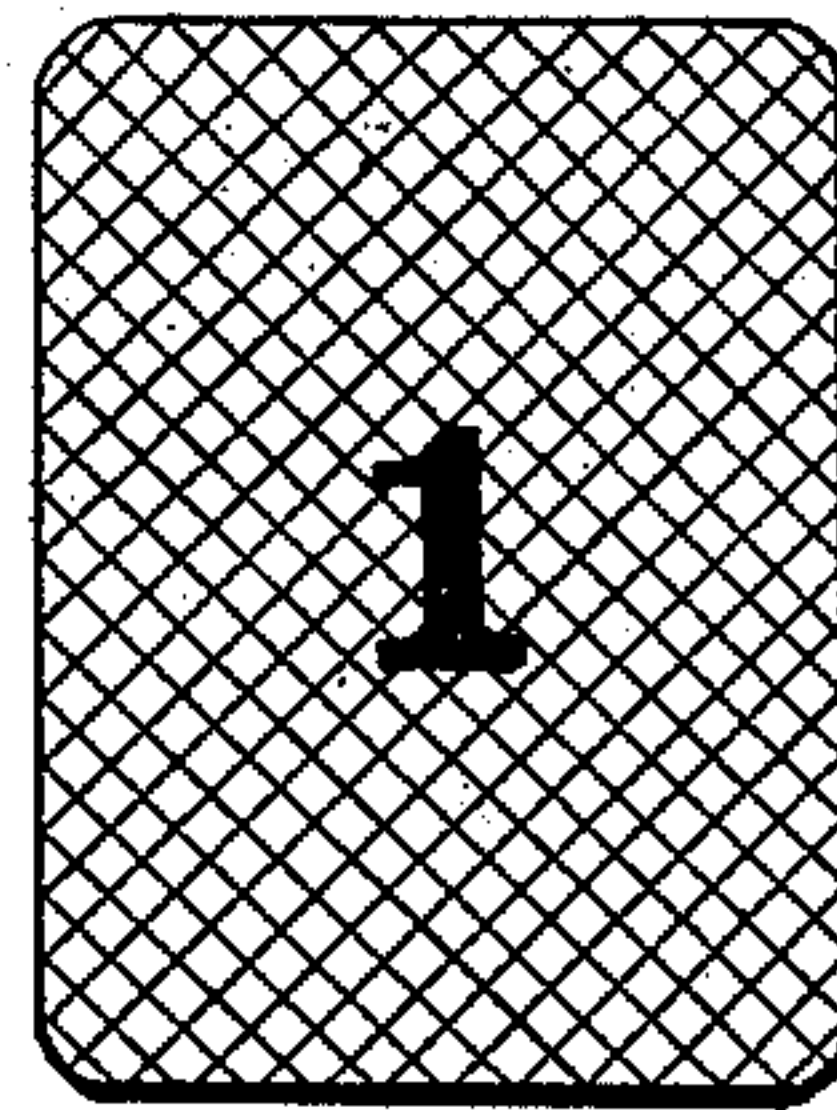
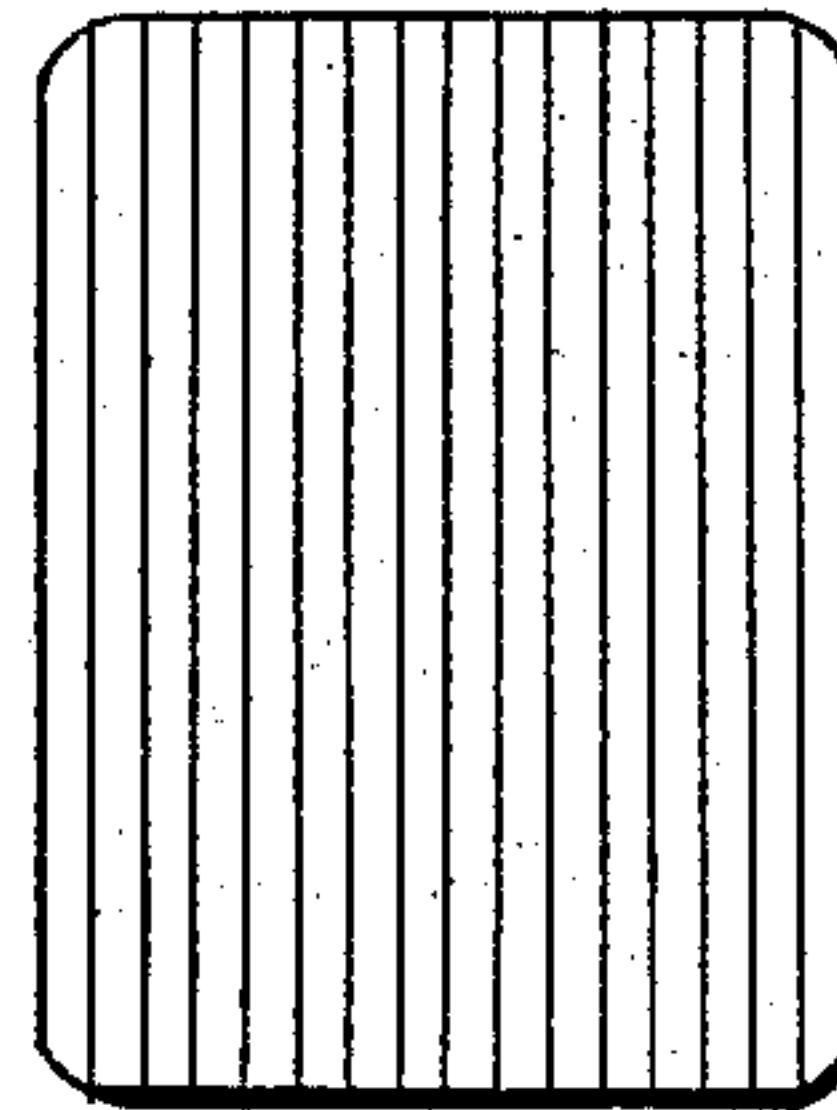
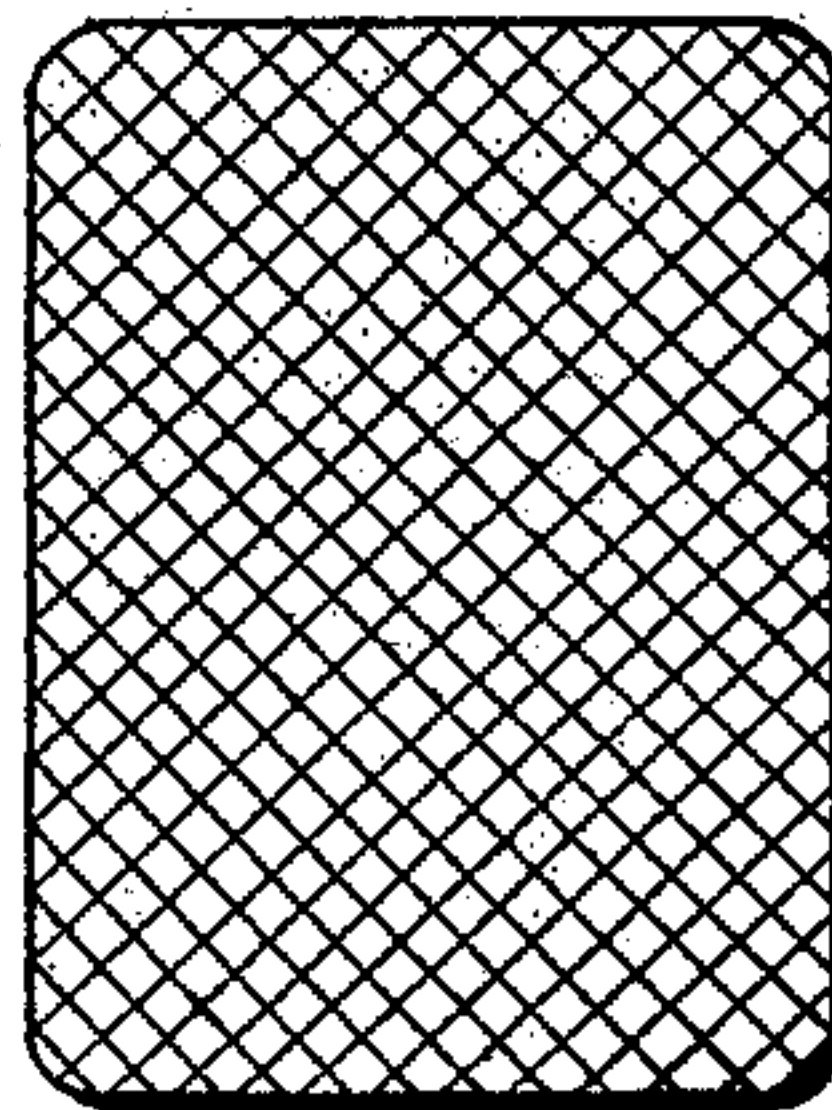
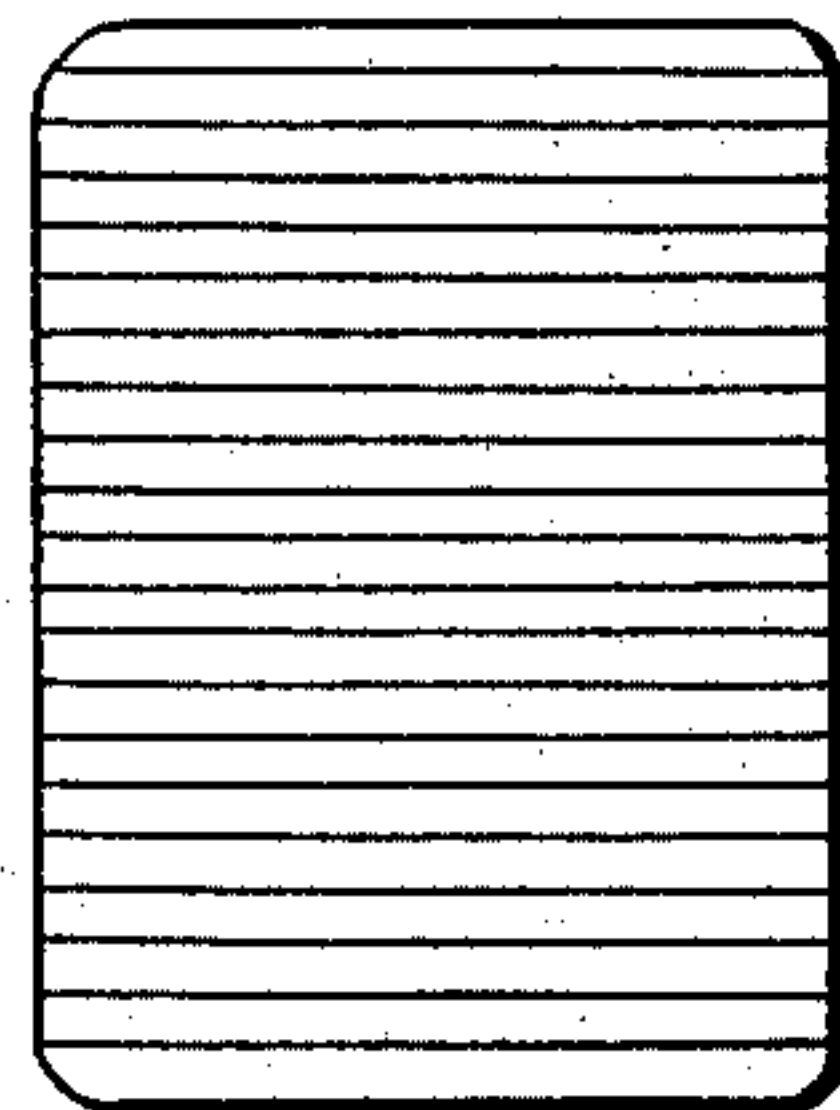
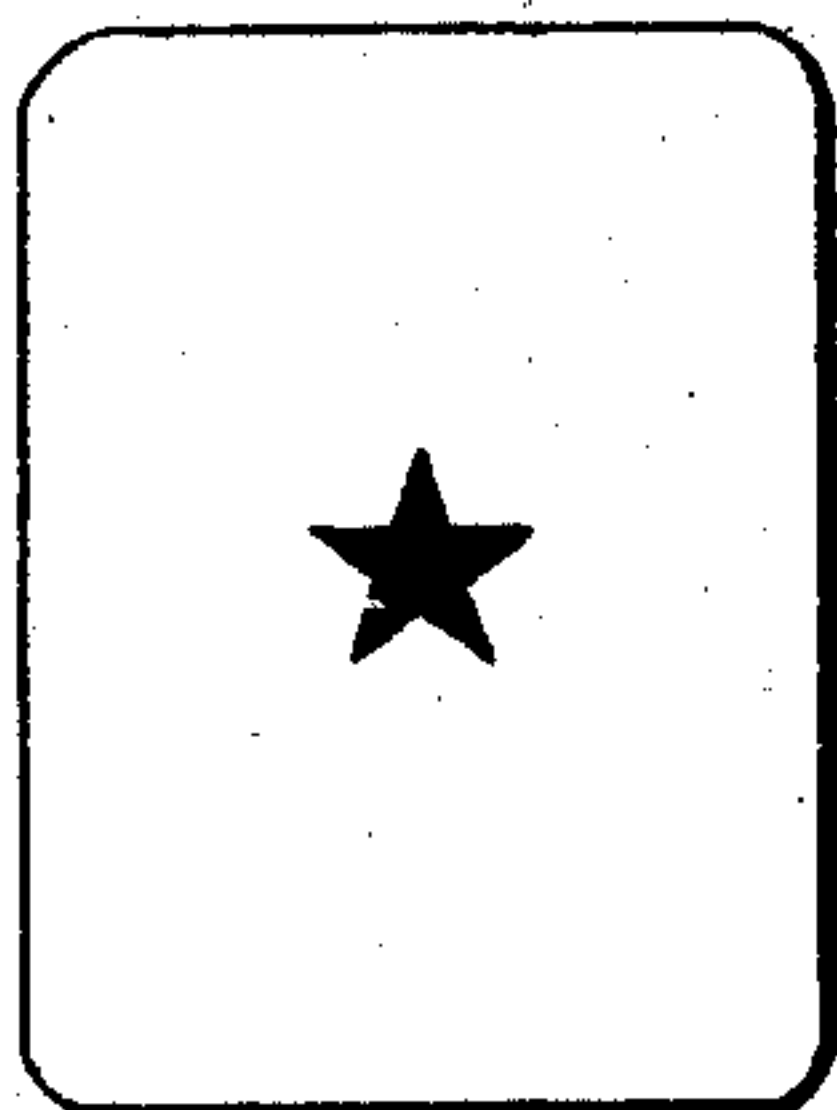


Fig. 5



WITNESSES

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2 Sheets—Sheet 2.

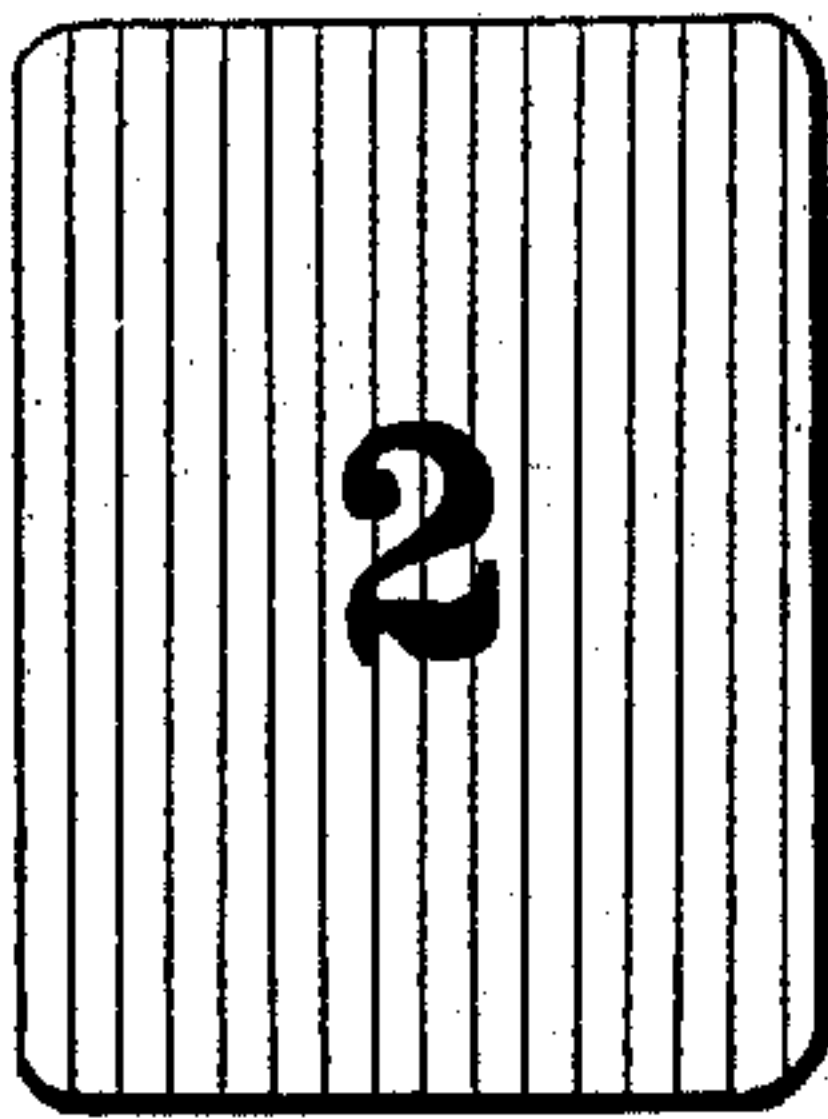


Fig. 6

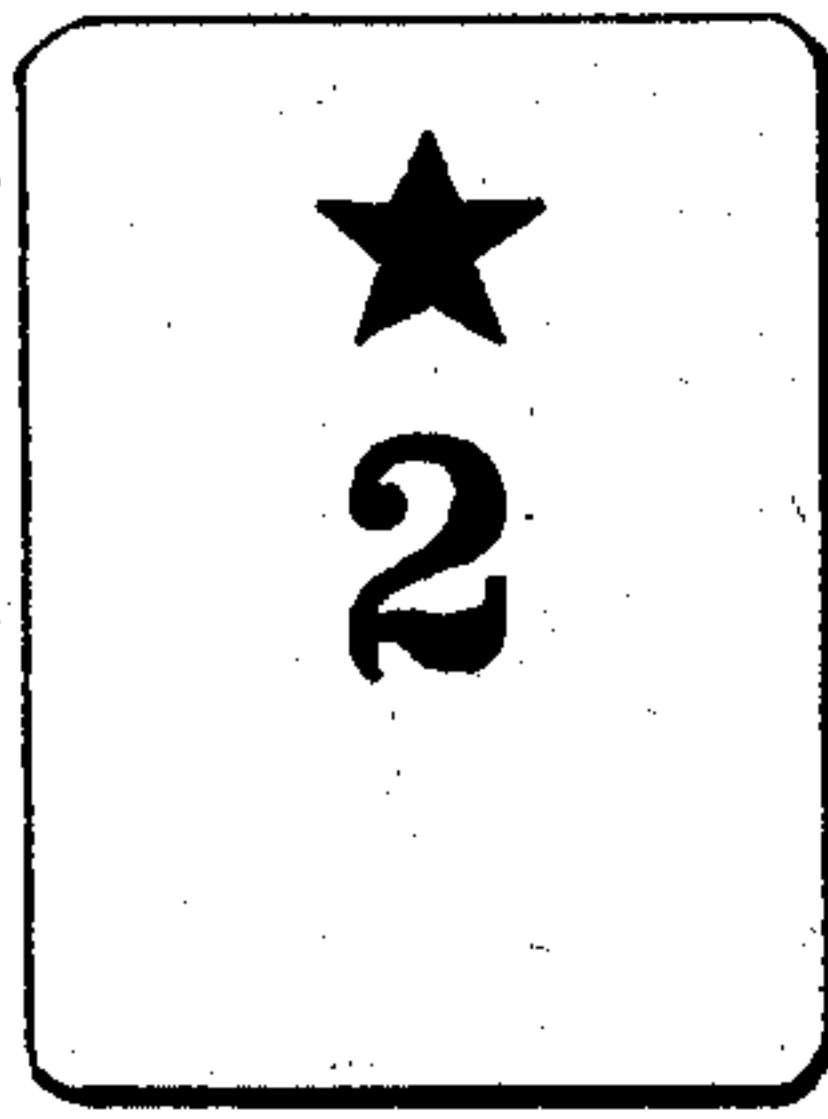


Fig. 7

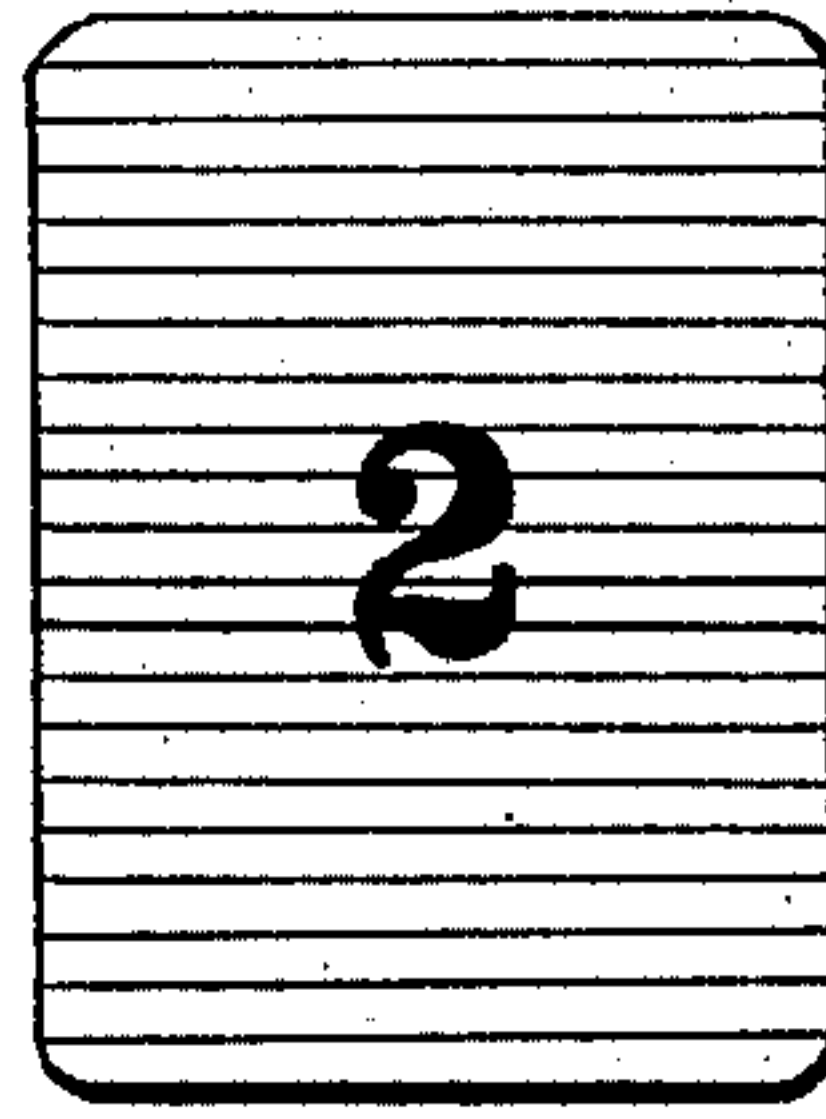


Fig. 8

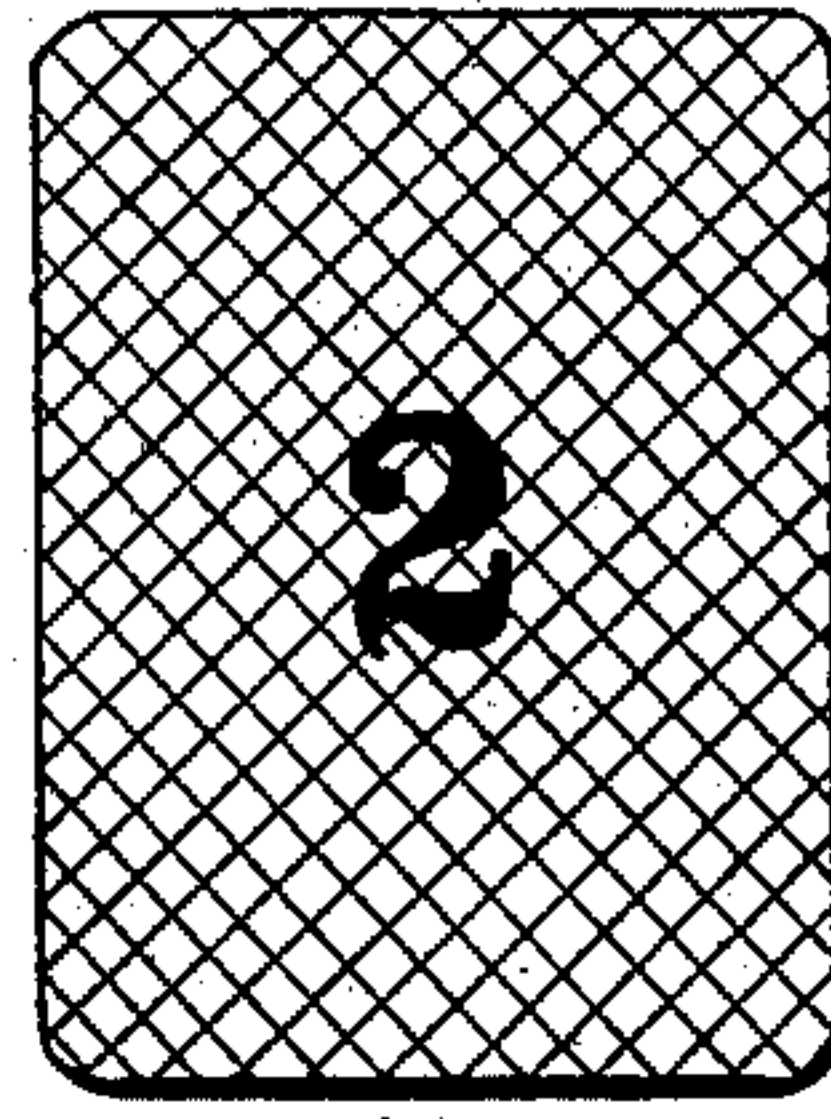


Fig. 9

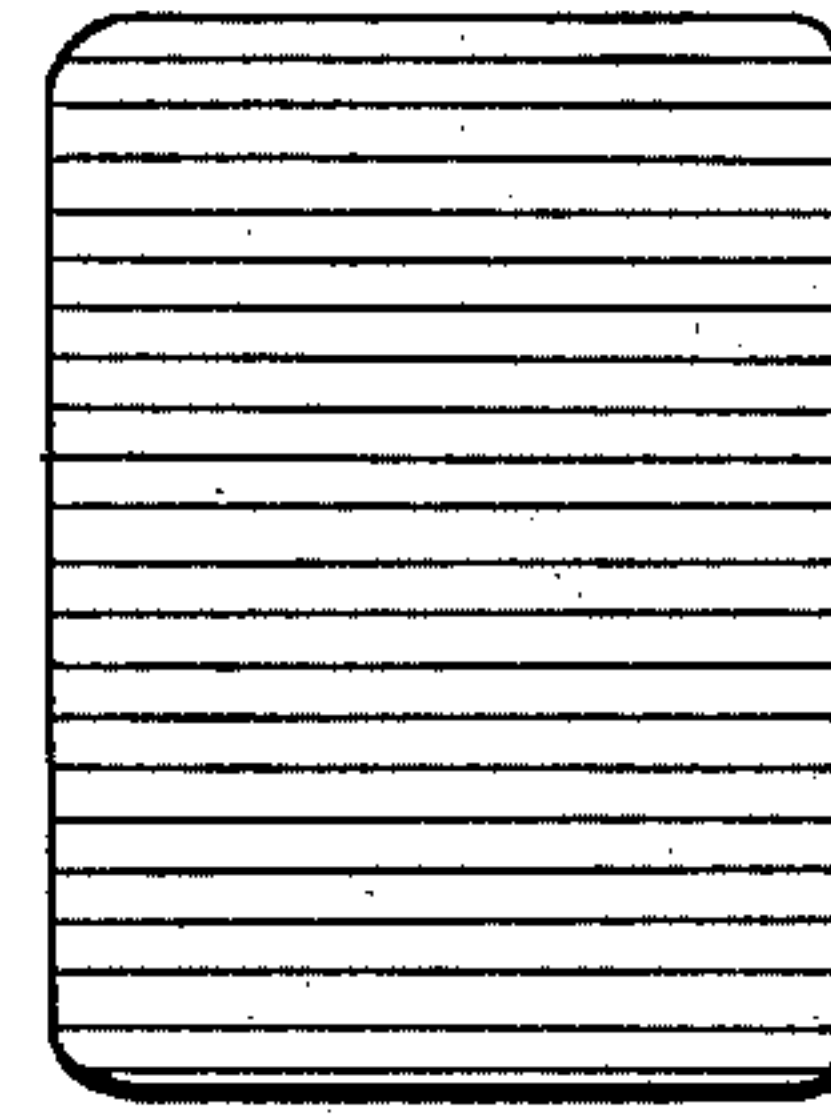
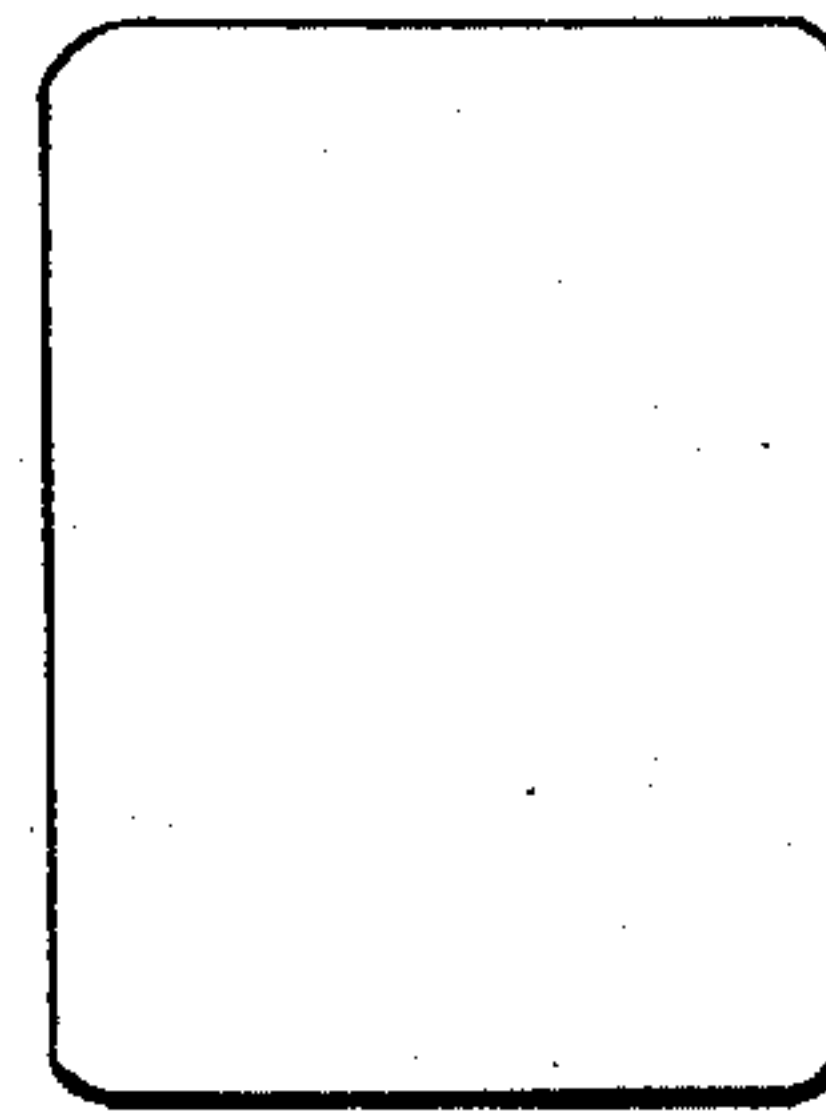
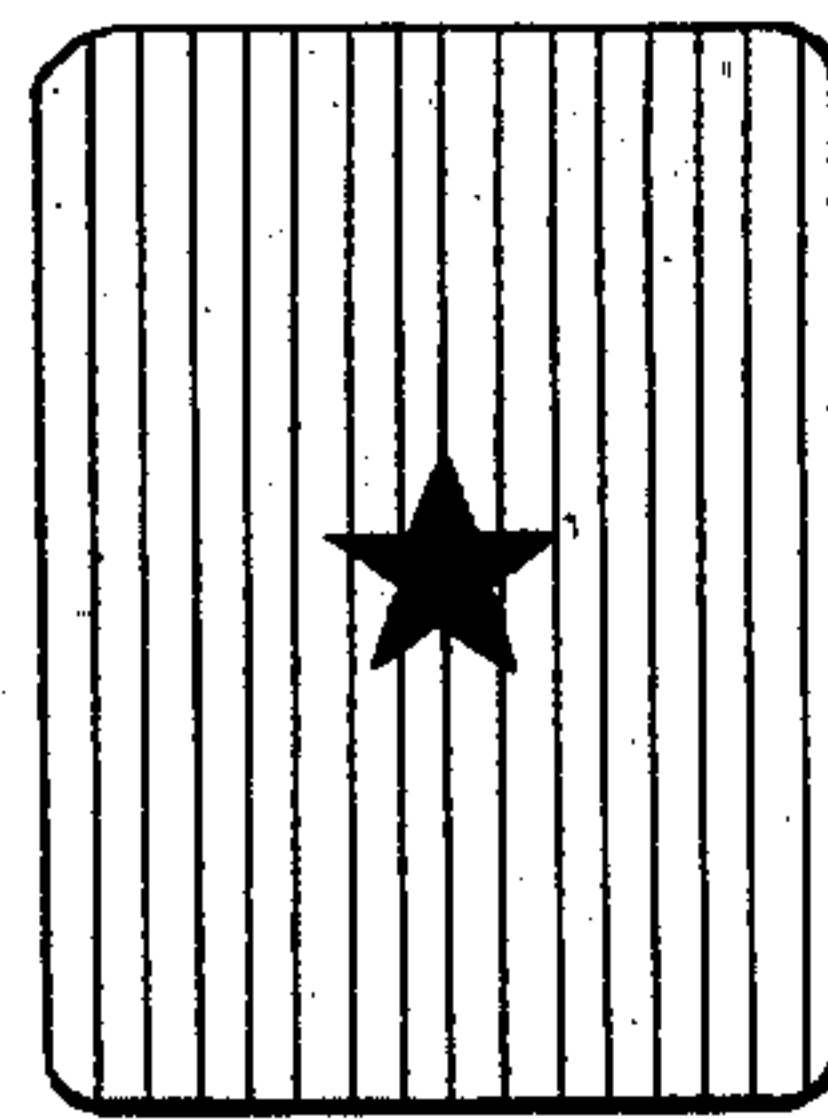
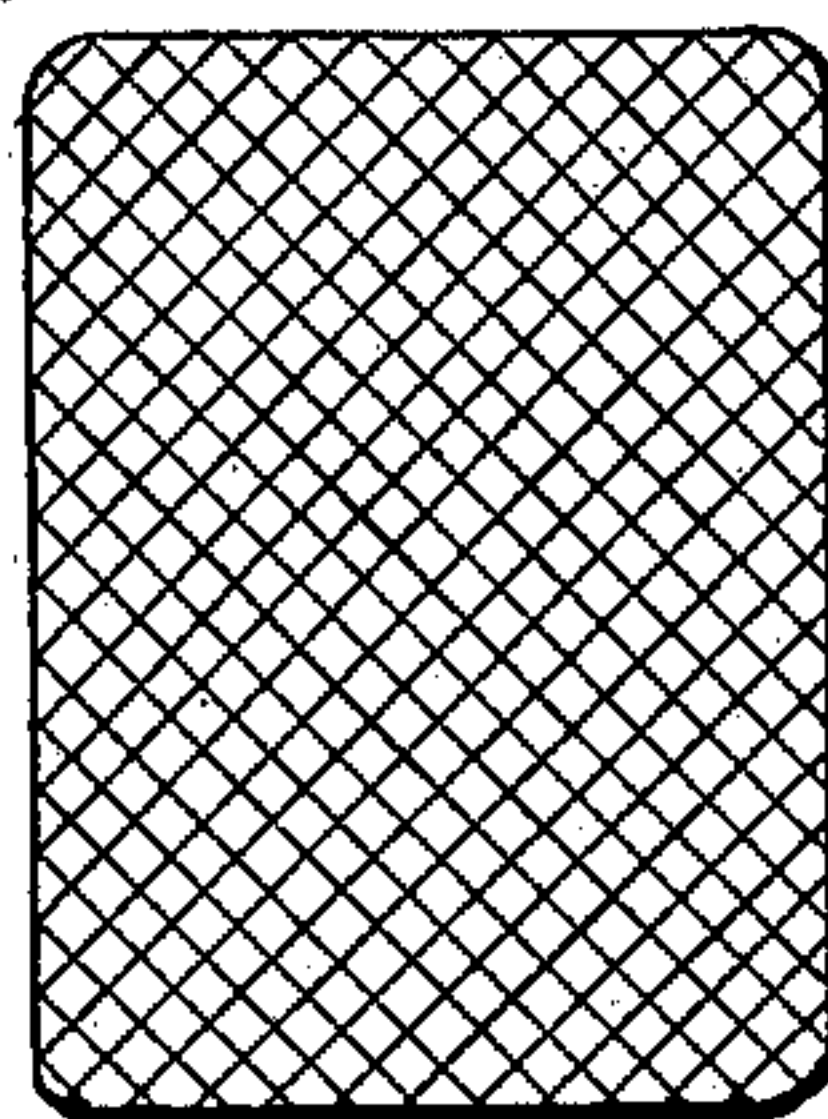


Fig. 10

| THE SIMPLEX SYSTEM—DUPLICATE WHIST | | | | |
|------------------------------------|----------|----------|------|-------|
| TRUMPS 1901 | | | | |
| No. | RED | WHITE | GAIN | |
| | Mr. | Mr. | RED | WHITE |
| | BLUE | BROWN | | |
| | Mr. | Mr. | BLUE | BROWN |
| 1 | | | | |
| 2 | | | | |
| 3 | | | | |
| 4 | | | | |
| 5 | | | | |
| 6 | | | | |
| 7 | | | | |
| 8 | | | | |
| 9 | | | | |
| 10 | | | | |
| 11 | | | | |

WITNESSES

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INDEX-CARD FOR DUPLICATE WHIST.

SPECIFICATION forming part of Letters Patent No. 698,541, dated April 29, 1902.

Application filed April 5, 1901. Serial No. 54,455. (No model.)

To all whom it may concern:

Be it known that I, CHARLES W. NEELY, a citizen of the United States, residing at Philadelphia, in the county of Philadelphia and State of Pennsylvania, have invented a new and useful System of Index-Cards for Duplicate Whist, to be called the "Simplex System," of which the following is a specification.

Briefly stated, the object of the invention is to provide a simple, compact, and useful system of colored index-cards by which in the game of duplicate whist the four whist-hands (thirteen cards each) of each of a number of packs of playing-cards may be distributed to the players for the original play and properly redistributed for the duplicate play. For each pack of playing-cards there are four index-cards, one for each player. The index-cards are of any four different colors, preferably red, white, blue, as hereinafter explained, and any fourth color, and they are of the same size and shape as the playing-cards, usually two and one-half by three and one-half inches. Each index-card is of one color on the face. The back, however, is of a different color, so that for the duplicate play the whist-hands are shifted either to the right or to the left. The players are indicated by colors, each player taking the index-cards of one and the same color for each and every pack of playing-cards and for both the original and the duplicate play. On the face of each of the four index-cards belonging to each pack of playing-cards is printed the number of the pack and on one of the four a star is printed to indicate the lead. On the back there is no printing except the star to indicate the lead on the duplicate play. The index-cards are attached to the playing-cards by rubber bands.

As the index-cards are colored I have used throughout the drawings vertical ruling to indicate red, a plain surface for white, horizontal ruling for blue, and double diagonal ruling for brown.

Figure 1 illustrates the position of the players at the table, "Red" and "Blue" being partners against "White" and "Brown." Figs. 2, 3, 4, and 5 in the upper part illustrate the face and in the lower part the back of each of the four index-cards for the first of a number

of packs of playing-cards, the number "1" being printed on the face of each card. The star appears on the first card, both on its red face and its white back, and indicates the players who lead on the original and the duplicate plays, respectively. Figs. 6, 7, 8, and 9 illustrate similarly the faces and backs of the index-cards for the second pack of playing-cards. The index-cards for pack No. 3 are the same as those for pack No. 1 except that the number "3" is substituted for the number "1" and the star is on the card with the blue face and the brown back. The index-cards for pack No. 4 are the same as those for pack No. 2 except as to the number thereon and the fact that the star is on the card with the brown face and the blue back. The index-cards for the subsequent packs, while they do not follow in precisely the same order as to colors, are arranged in substantially the same manner. Fig. 10 is the score-card.

Any number of packs of playing-cards may be used. When the number is determined for any given play, the cards are all dealt before play begins. The first pack is divided or dealt into four parts or whist-hands of thirteen (13) cards each. To each part is attached by a rubber band, face or numbered side up, one of the index-cards with the number "1" thereon, and a fifth rubber band binds together the four hands of that pack. The next pack is similarly divided or dealt, and the index-cards numbered "2" are similarly attached, and so on until the dealing is completed. The trump-suit is agreed upon and remains the same during the entire play. The player selected to distribute the cards is preferably designated by "Brown," who therefore takes up pack No. 1 and passes the four whist-hands around to the left, as usual, and in the order of the national colors, red, white, blue, (an order easily remembered,) taking for himself the hand to which the brown index-card is attached. The index-cards are laid on the table face up. The star indicates the player who leads, the play following to the left, as usual. The playing-cards are not mixed or played to the center of the table, but each player lays his card in front of him face up until the four have played and the winner of the trick is determined.

Each player then turns his cards of that trick face down, vertically to the winners, horizontally to the losers. The second trick is then played and similarly turned down on the first and, as before, vertically to the winners, horizontally to the losers, and so on for all of the cards in the pack. The number of tricks taken by "Red" and "Blue" is then recorded on the score-card in the column headed by the players "Red" and "Blue" opposite No. 1 and will equal the number of cards which "Red" and "Blue" have each played vertically in front of them and on which all of the four players will have a check. In case of dispute the trick or tricks which any player has placed incorrectly may be readily located. Each player takes up his thirteen cards, places his index-card on them face or numbered side down, and binds them with a rubber band. A fifth rubber band is again placed around the entire pack, and it is set aside until the original play of all the packs is completed. The second pack is then taken up, the hands distributed, played, and the number of tricks taken by "Red" and "Blue" is scored as before, and similarly for as many packs as are used. The duplicate play then commences. Any pack is taken up at random. Its number is not known. As before, "Brown" distributes the four hands to the left, "Red," "White," "Blue," again taking for himself the hand to which the brown index-card is attached. Thus the index-cards which any one player receives during the entire sitting for both the original and the duplicate play will always be the same color, so that there can be no misunderstanding or confusion as to the proper whist-hand of any pack which he should receive. The index-cards are removed and placed face down on the table, the players having no right to look at the face. The number of the pack which is being played is therefore unknown, and consequently the score which "Red" and "Blue" made with that pack is also unknown. The play proceeds as on the original. The cards, similarly, by their position mark the winners of each trick, and when the thirteen tricks have been played the number of the pack is ascertained by examining the face of the index-cards, the number of tricks taken by "White" and "Brown" determined and entered on the score-card in the column headed by the players "White" and "Brown" opposite the number of the pack, and when compared with the number of tricks taken by "Red" and "Blue" on the original play of the same pack the difference will be the gain by either side, which gain is then recorded on the score-card in the proper column under the heading "Gain." When the duplicate play is concluded, the totals of the score-card will show the result of the contest.

Many good whist-players object to duplicate whist from the fact that when playing over the hands the second time the cards are remembered; but this objection is almost

wholly removed in the simplex system by so shifting the colors that on the duplicate play it is impossible for a player to know which of his opponents held his hand on the original play. This feature is of considerable importance and can be better explained by a reference to the drawings. Thus on the duplicate play of pack No. 1 (see Fig. 2) "White" holds the cards which his right-hand opponent ("Red") held on the original play, but on the duplicate play of pack No. 2 (see Fig. 8) "White" holds the cards which his left-hand opponent ("Blue") held on the original play.

While colors and numbers have preferably been used in this specification, the same object may be attained by using a device or character instead of a color and a letter instead of a number; but the essential features of the invention are, first, that the same color, device, or character shall not appear on both the face and the back of the same index-card; second, that the number or letter shall appear on the face of the index-card only and not on its back; third, that the color, device, or character on the back of the index-card shall be such as to shift the whist-hands for the duplicate play at one time to the right and at another to the left and not in a constant and regular rotation in one and the same direction; fourth, that the colors, devices, or characters shall be so arranged that, assuming the number of packs used to be four or a multiple thereof, each player shall have the same number of leads, which number shall be the same for both the original and the duplicate play; fifth, that the colors, devices, or characters shall be so arranged that if the number of packs used shall not be four or a multiple thereof any two partners in the duplicate play will have the same number of leads as their adversaries had on the original play; sixth, that for the sake of simplicity the word "Deal" or "Dealer" is entirely omitted from the index-cards as unnecessary, the star always indicating the leader. Also the double-score record (that for both sides) for both the original and duplicate plays is unnecessary, as a comparison of the score of one side on the original play with the score of the other side on the duplicate play will give correct results.

I therefore claim as my invention and desire to secure by Letters Patent—

1. A set of colored index-cards for separating the four whist-hands of a pack of playing-cards in the game of duplicate whist, comprising an index-card for each player, the faces and backs being so colored that the face of each card has the same color as the back of another whereby the hands of the respective players are indicated for the original play and shifted to the opponents for the duplicate play, substantially as described.

2. In combination a series of sets of colored index-cards for duplicate whist comprising four index-cards for each pack of play-

ing-cards used, with an appropriate character on the face of each index-card to identify the pack to which it belongs and an appropriate character on the face and back of one
5 of the four index-cards of each set to indicate the lead, substantially as described.

In testimony whereof I have signed my

name to this specification in the presence of two subscribing witnesses.

CHARLES W. NEELY.

Witnesses:

JAS. F. SMYTH,
HARRY B. RUMRILL.