

No. 704,149.

E. T. VAN GIESON.
GAME COUNTER.

(Application filed Mar. 1, 1902.)

Patented July 8, 1902.

(No Model.)

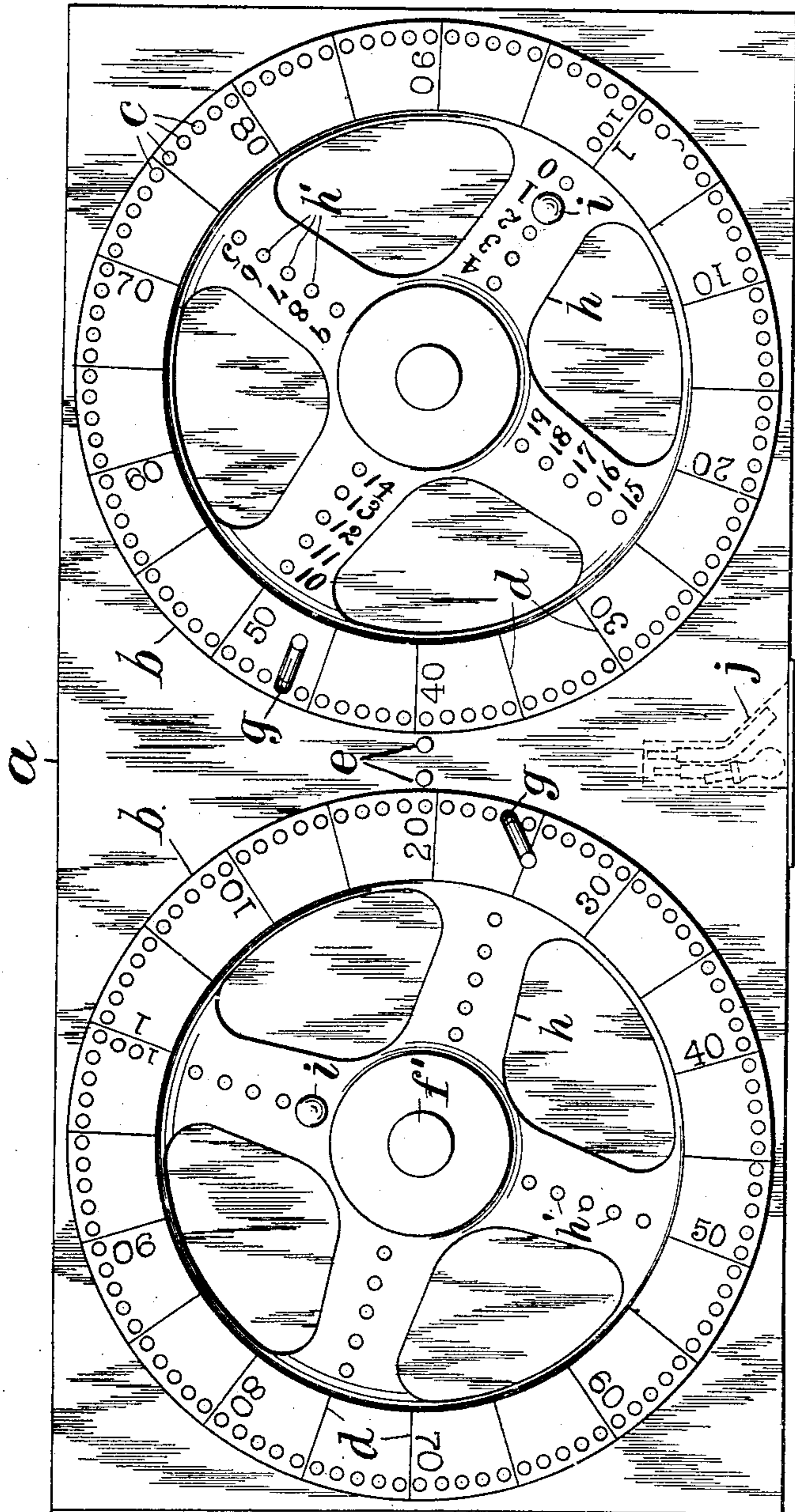


Fig. 1.

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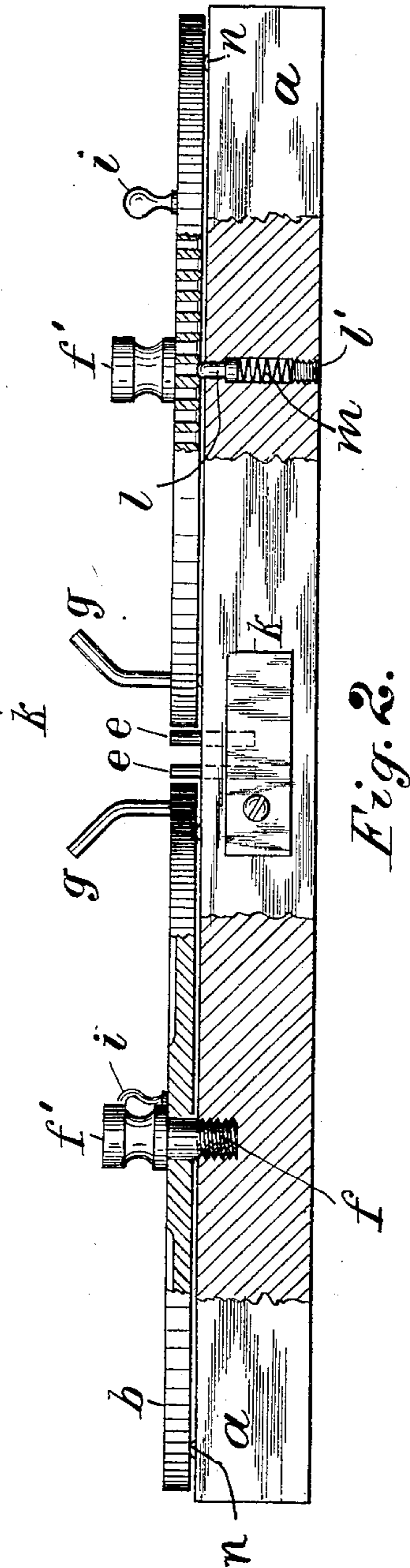


Fig. 2.

UNITED STATES PATENT OFFICE.

EUGENE T. VAN GIESON, OF NEWARK, NEW JERSEY.

GAME-COUNTER.

SPECIFICATION forming part of Letters Patent No. 704,149, dated July 8, 1902.

Application filed March 1, 1902. Serial No. 96,195. (No model.)

To all whom it may concern:

Be it known that I, EUGENE T. VAN GIESON, a citizen of the United States, residing at 271 Belleville avenue, Newark, county of Essex, State of New Jersey, have invented certain new and useful Improvements in Game-Counters, fully described and represented in the following specification and the accompanying drawings, forming a part of the same.

The object of the present invention is to furnish a game-counter adapted for use with games like cribbage in which the player scores frequently during the progress of the game, and the device is adapted particularly to show not only the aggregate number of points scored at any given time, but to always indicate clearly the number of points scored in the last play. This result is accomplished by a counter consisting merely of a single dial, with serially-numbered holes, and two pins which are inserted in the holes and indicate, respectively, the score prior to the last play and the score made during the last play. No multiplying-wheels or connected dials are used to show the aggregate of the points scored, but the score for each player is indicated solely upon a single dial by the two pins.

The dial may be stationary and the pins advanced from the zero-point during the progress of the play, in which case two movable pins are used, or the dial may be rotary and one of the pins fixed permanently in the base adjacent to the edge of the dial to register the score previous to the last play, while one movable pin is used to indicate the score made at the last play.

To form a pawl to hold the rotary dial from accidental displacement, the counting-holes are extended through the dial and a taper-pointed spring-plug is fitted in the base to press into the holes.

The dial is preferably formed with a central hub and radial arms to be grasped by the fingers for turning the same and may be pivoted upon a clamp-screw, by turning which the dial may be held stationary when desired.

It is found convenient to mount two of the counting-dials for independent use upon the same base and to imprint the numbers upon the dials in opposite positions, so that the

players sitting at opposite sides of the base may each use one of the dials to register his own score.

A pocket is arranged in the edge of the base to hold the pins when not in use, and a button is pivoted upon the edge of the base to turn over the mouth of the pocket.

The invention will be understood by reference to the annexed drawings, in which—

Figure 1 is a plan of the device with duplicate dials adapted for use by two players; and Fig. 2 is an edge view of the same with the base in section at the center of the clamp-screw under one of the dials and in section through the spring-pawl under the other dial, the parts in section being hatched.

a designates a flat base, which is shown rectangular, but may be made with rounded or octagon ends or of any other ornamental shape.

b and *b'* designate the counting-dials, each of which is shown with one hundred holes *c*, formed through the dial-plate adjacent to its edge. Division-lines *d* are placed at intervals between the holes and numbered from "1" to "100." Each dial is pivoted upon the base by a clamp-screw *f'*, which can be turned by a head *f'* to clamp the dial to the base and hold it from turning when desired. Adjacent to the edge of each of the dials is a stationary score-pin *e*, and a movable score-pin *g* is shown in one of the holes *c* upon each dial. In the arms *h* of the dial holes *h'* are shown, numbered serially to be used in registering, by means of a game-counting pin *i*, the number of games played. The first hole in the series is marked "zero" to retain the game-counting pin until either player wins the first game.

The operation of scoring with one movable and one stationary pin is effected by turning the "100-mark" upon each of the dials to the stationary score-pin and placing a movable pin in the hole marked "100," the movable pin of each player being then next the hole marked in readiness to make the first score. When a certain number of points is scored by each player, he advances the movable score-pin in his dial a corresponding number of holes, and the number of holes between such movable score-pin and the stationary score-pin then shows the number of points

scored in his last play. When the player makes his next score, he turns the dial to bring the movable score-pin opposite the stationary pin, and then advances the movable pin a number of holes corresponding to his new score. The number of holes between the stationary pin and the movable pin then indicates the score last made.

Each player when marking a new score turns the dial to bring the movable score-pin opposite the stationary score-pin, and both pins then indicate the total score made prior to the new play, while the advance of the movable pin from the stationary pin upon each new play always indicates the number of points scored during such new play. In using the apparatus with a stationary dial the dial is set in any convenient position for the operator to read the numbers upon the division-lines and is then clamped by the screw *f'*. When the player first scores, he puts one score-pin in the hundredth hole, and the other score-pin in the hole corresponding to the number of points scored and after each new score leaves the advance pin stationary and advances the rear score-pin forward to mark the new score, so that the space between the two pins always shows the number of points scored in the last play, while the advance pin shows by the number of the hole in which it is placed the total score to that point. This method of using two score-pins is the same as is employed upon a regular cribbage-board with two rows of holes, but offers many advantages over the use of such a regular board, as it requires considerable practice to score correctly upon the two rows of holes upon the cribbage-board, owing to the absence of serial numbers and the necessity of going over the double row of holes twice in playing each game.

In the present invention the holes are numbered in a continuous series and are arranged in a circular row, so that their sequence is more readily distinguished than when arranged in a double line, and a sufficient number of holes is provided upon the dial to register the total points scored in any game.

The holes *h* in the arms of the dial serve to register the games one after the other that may be won by either player, the game-counting pin *i* being kept in the zero-hole until the first game is scored and advanced to the other holes in succession to indicate the total number of games won.

The dial may be fixed stationary by the clamp-screw *f'* to suit those who are habituated to the use of an ordinary cribbage-board; but less labor is involved by scoring with only one movable score-pin *g* and making the dial rotary, so as to turn the holes in the dial adjacent to the stationary score-pin *e*.

Where the dial is pivoted by means of a clamp-screw, it can be pressed toward the base in just a sufficient degree to hold it securely in place and yet prevent it from accidental displacement; but the extension of the mar-

ginal holes *c* through the dial furnishes a very simple means of applying a detent or pawl to prevent accidental displacement of the dial. Such a detent is shown at *l* in Fig. 2 as a spring-plug pressed upwardly within a socket in the base by a spiral spring *m*. The upper end of the plug is rounded, and the lower end of each of the holes is slightly countersunk, so that the edges of the holes readily depress the plug when the dial is turned, while the plug presses into the holes with sufficient force to hold the dial in place when adjusted. A set-screw *l'* is shown underneath the spring to adjust it with the required force.

Where the spring-plug is employed, it is preferable that the dial should turn easily, and in Fig. 2 metallic studs *n* are shown inserted in the base to lift the under side of the dial slightly from the base. The metal of the dial moves readily upon the metallic heads of the studs, while the clamp-screw *f'* still serves, when desired, to hold the dial stationary by pressing it upon the studs instead of directly upon the wooden body of the base.

A pocket *j* is formed in the edge of the base to hold the pins when not in use, and a button *k* is pivoted upon the edge of the base to turn over the mouth of the socket, the button being jointed upon a screw which clamps it tightly enough to remain in place.

I am aware that it is common in calculating-machines to shift a dial through the desired arc by applying a pin, moved by the hand, to one of a series of numbered holes upon the dial; but my invention differs from such calculating-machine in employing two pins, one of which when the score has been registered shows the score prior to the last play while the other shows the number of points made during the last play. In calculating-machines no such means is provided of simultaneously indicating by means of two pins related simultaneously to the holes the two scores which are of interest to the player, but which are of no importance in merely adding numbers together, as in the latter case the aggregate of the numbers is all that is desired.

In calculating-machines it is common to use multiplying-wheels of some kind to register the repeated rotations of the dial; but my invention differs from such constructions in using only a single dial, which contains a sufficient number of holes to register the highest score made in the game.

Having thus set forth the nature of the invention, what is claimed herein is—

1. In a single-dial game-counter, the combination, with a flat base and a visible circular dial pivoted thereon and formed with arms to turn the same, and having a spring-pawl to hold the dial in place, and a series of holes adjacent to its edge with divisions between the holes at intervals and numbers applied to the divisions, of two score-pins operated in connection with such holes for indicating respectively the score prior to the last

play, and the score made during such play, a series of game-counting holes in the arms of the dial, numbered serially, an additional hole without number, and a pin fitted to such
5 game-counting and additional holes to register the number of games, the whole arranged and operated substantially as herein set forth.

2. The combination, with the base *a*, of two single-dial game-counters comprising each
10 the circular dial *b* having the series of holes *c* adjacent to its edge with divisions *d* between the holes at intervals and numbers applied to the divisions, of two score-pins operated in connection with such holes to indi-

cate simultaneously, when the score is registered, the score prior to the last play and the score made during the last play, the dials being held each rotatably upon the base by the central clamp-screw *f'*, which permits them
20 to be turned separately into convenient positions for the use of two players.

In testimony whereof I have hereunto set my hand in the presence of two subscribing witnesses.

EUGENE T. VAN GIESON.

Witnesses:

FLORENCE E. VAN GIESON,
THOMAS S. CRANE.