

No. 705,873.

Patented July 29, 1902.

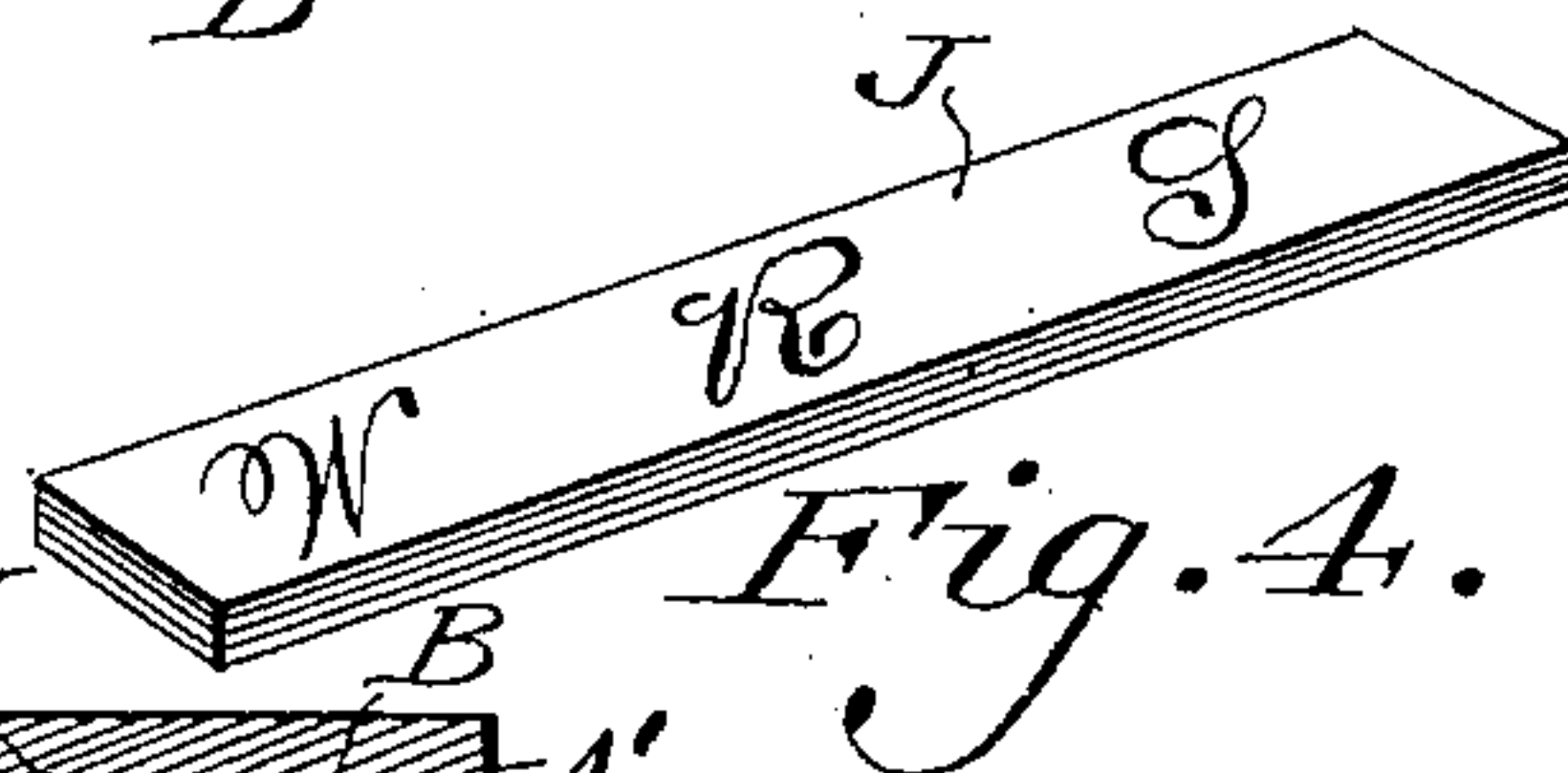
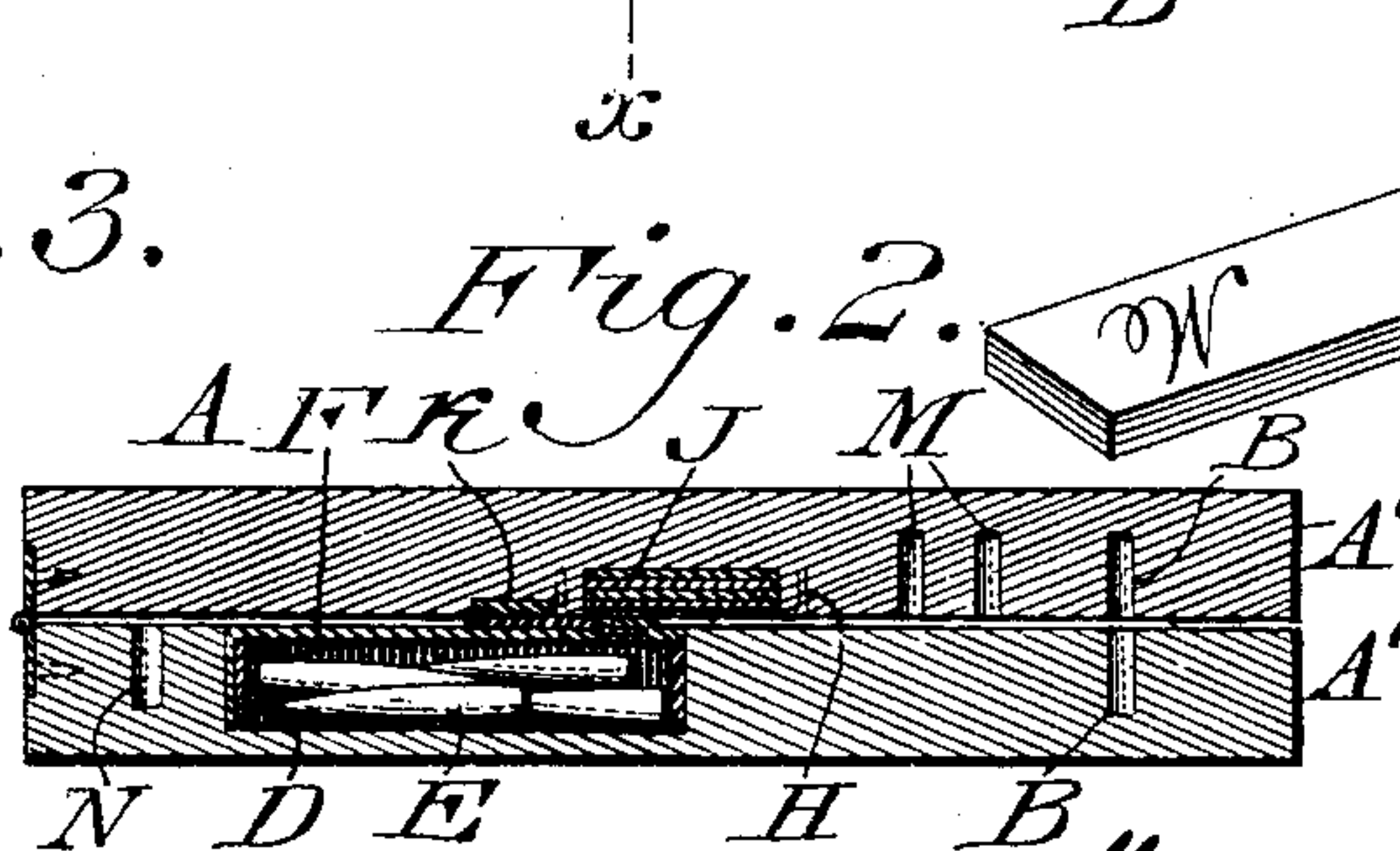
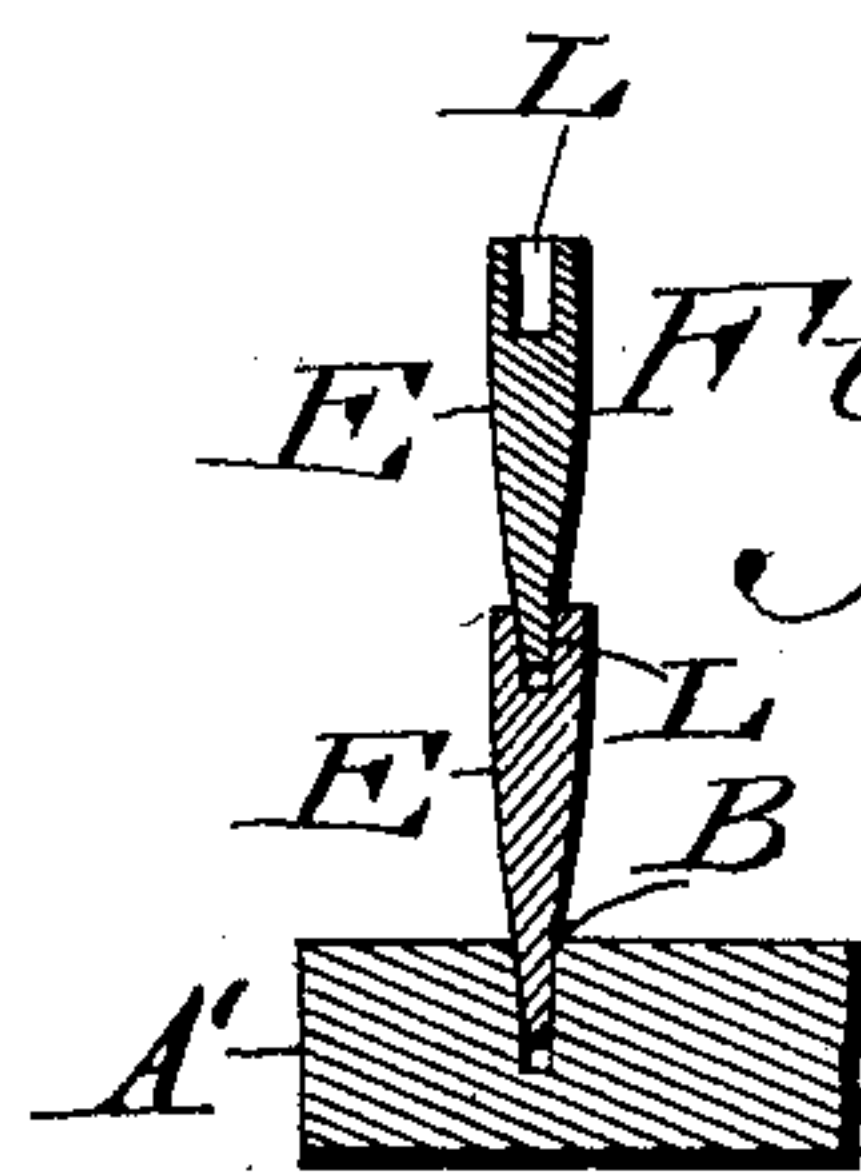
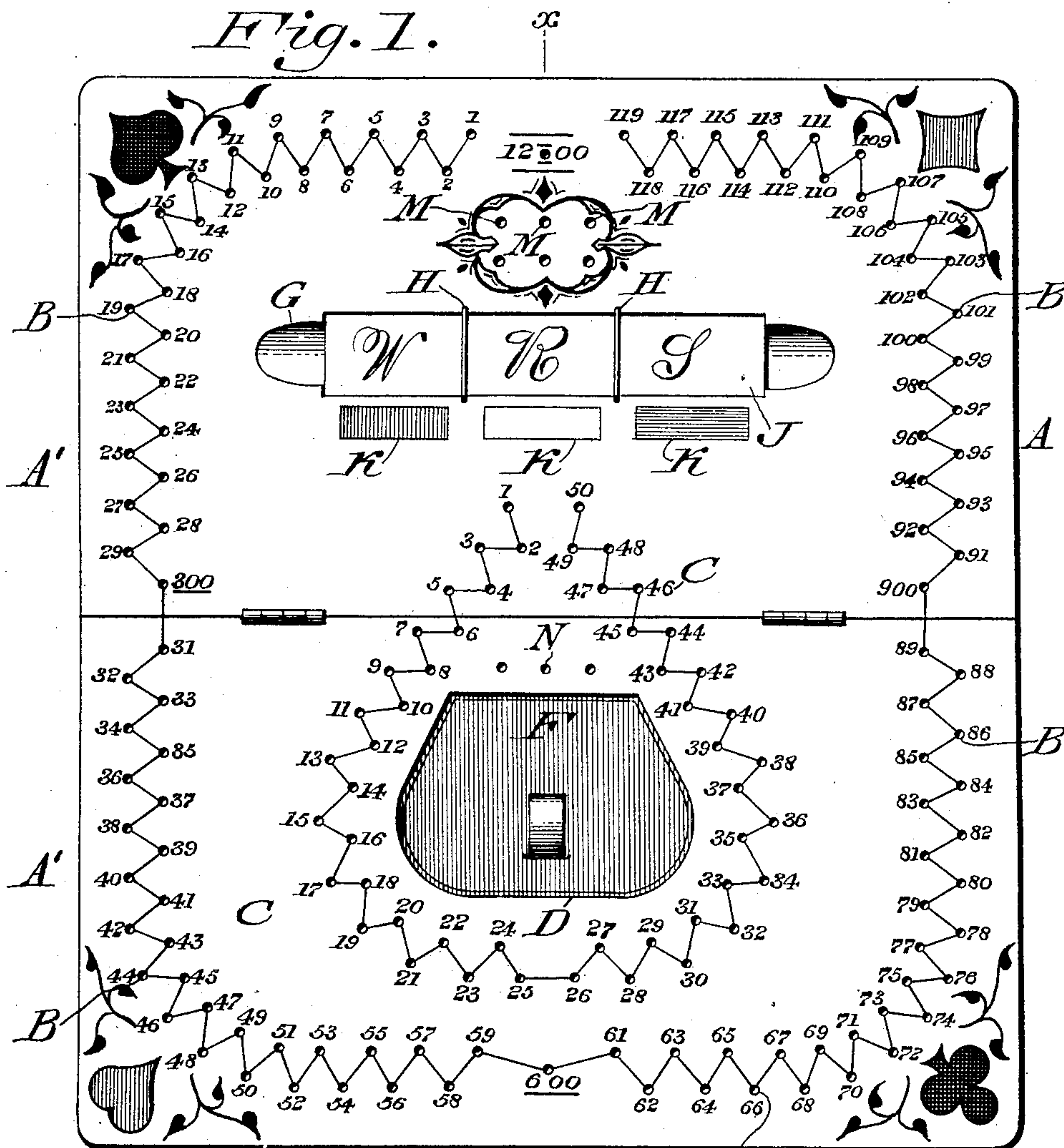
M. SCHINKEL.

GAME BOARD.

(Application filed Feb. 5, 1902.)

(No Model.)

Fig. 1.



Witnesses

P. F. Nagle.  
L. Douville.

Inventor

Max Schinkel.

By  
Hiedersheim & Fairbanks.  
Attorneys



# UNITED STATES PATENT OFFICE.

MAX SCHINKEL, OF PHILADELPHIA, PENNSYLVANIA.

## GAME-BOARD.

SPECIFICATION forming part of Letters Patent No. 705,873, dated July 29, 1902.

Application filed February 5, 1902. Serial No. 92,610. (No model.)

*To all whom it may concern:*

Be it known that I, MAX SCHINKEL, a citizen of the United States, residing in the city and county of Philadelphia, State of Pennsylvania, have invented new and useful Improvements in Game-Keeping Apparatus, of which the following is a specification.

My invention consists of a game-keeping apparatus, more particularly for penuchle, the same embodying rows or lines of numbered openings for keeping independent and cumulative counts, next of a holder for the tablets for indicating the order of the players, next of a receptacle for the pegs employed, and, finally, providing for a count when two or more players reach the same number, each row of numbered openings being used by all of the players, one row being for "melting" and the other row for the score.

Figure 1 represents a plan view of a game-keeping apparatus embodying my invention. Fig. 2 represents a section thereof on line *xx*, Fig. 1. Fig. 3 represents a vertical section of a portion of the board of the game and the pegs employed therefor, one peg being superimposed on the other. Fig. 4 represents a perspective view of the tablets employed.

Similar letters of reference indicate corresponding parts in the figures.

Referring to the drawings, A designates what may be termed a "board" or "field," the same for the purpose of compactness in folding being formed of sections A', which are hinged together, so that one section may be placed upon the other, as in Fig. 2.

On the face of the board is a row of numbered openings B, which are shown in units, tens, and hundreds, the units and tens representing hundreds and the hundreds representing thousands, so that the score may be up to twelve hundred, as usual in the game of penuchle. Within the row B is a row of numbered openings C for melting from one to fifty. In the face of the board is a receptacle D for the pegs E of the game, said receptacle having a covering F for preventing loss of said pegs, especially when the sections of the board are folded, as most plainly shown in Fig. 2.

G designates a recess in one of the sections, at the top of which are the cross-bars H, said recess being adapted to receive the strips or

tablets J, which are prevented from displacement by means of said cross-bars H, they being adapted for the purpose of writing thereon the names of the players in their order, it being noticed that on the board adjacent to said tablets are marks K, which are colored in accordance with the color of the pegs employed, which in the present game are red, white, and blue, it being evident that the person who is to play the red has his name or initial first on the outside tablet, the white next, and the blue third. When a tablet has been used, it may be readily rubbed out, turned or removed, and a fresh tablet substituted.

In the head end of the pegs E are recesses L, which are adapted to receive the point of another peg inserted therein. In the board are openings M, in which the pegs are inserted prior to playing, and openings N for the pegs of melting.

The operation is as follows: The game is played as usual, and when a player makes "points" the keeper inserts the peg of said player in an opening at the corresponding number in the row C. Then he counts "cards" and adds the amount of the same to the points and advances the peg to the new number, making a score. The latter is then transferred to the proper opening in the row B. The other player follows, and the keeper counts his points and adds cards and makes his score. The first player continues, and as he increases his score it is recorded in the row B, leaving the first peg remain in position to indicate the previous score. When the first player again takes his turn, the first peg is removed to the number of the third score, allowing the peg of the second score to remain to indicate the second score, and so the game continues.

When two players reach the same number, the peg of the first player having been inserted in the opening of said number the peg of the subsequent player is inserted in the socket of the peg of the first player, thus supporting the same, as shown in Fig. 2.

At the corners of the board are the four

aces of a pack of cards. It will be seen that all of the players use the same rows, the row C being for melting and the other row B for the score.

Having thus described my invention, what I claim as new, and desire to secure by Letters Patent, is—

1. In a score-keeping apparatus of the character stated, a board having a recess and means bridging said recess for retaining strips or tablets for the order of playing.

2. In a score-keeping apparatus, a board, and pegs having centrally-disposed recesses and tapered ends whereby said pegs are adapted to be inserted into said board and into each other.

3. In a score-keeping apparatus of the character stated, a board having numbered open-

ings thereon and a recess with bars extending across the same, and tablets removably inserted under said bars and in said recess for the order of playing.

4. In a score-keeping apparatus of the character stated, a board having openings and pegs each provided with an axially-disposed opening, thus adapting said pegs to be inserted into any of the openings of the board and into each other.

MAX SCHINKEL.

Witnesses:

JOHN A. WIEDERSHEIM,  
C. D. MCVAY.