

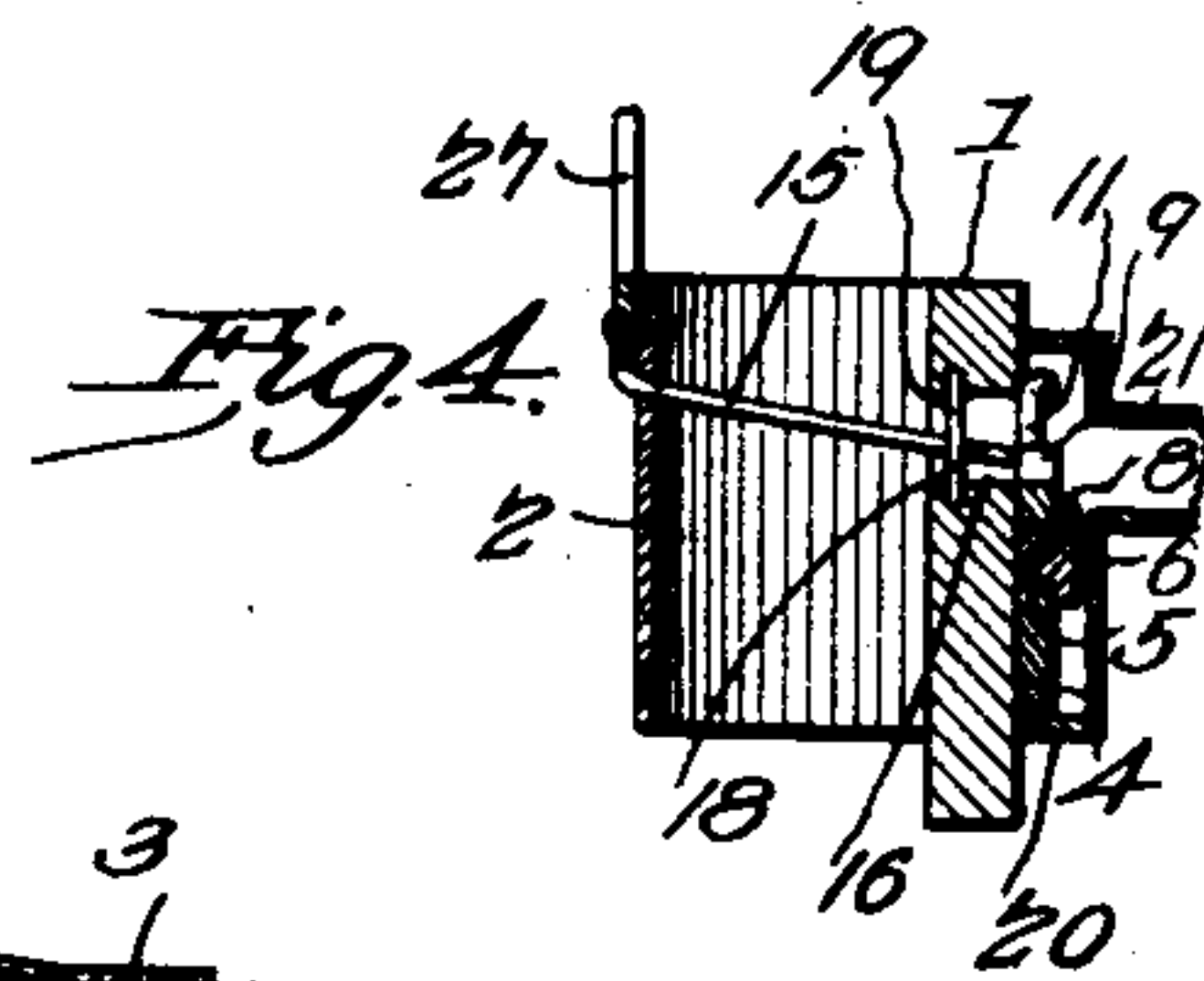
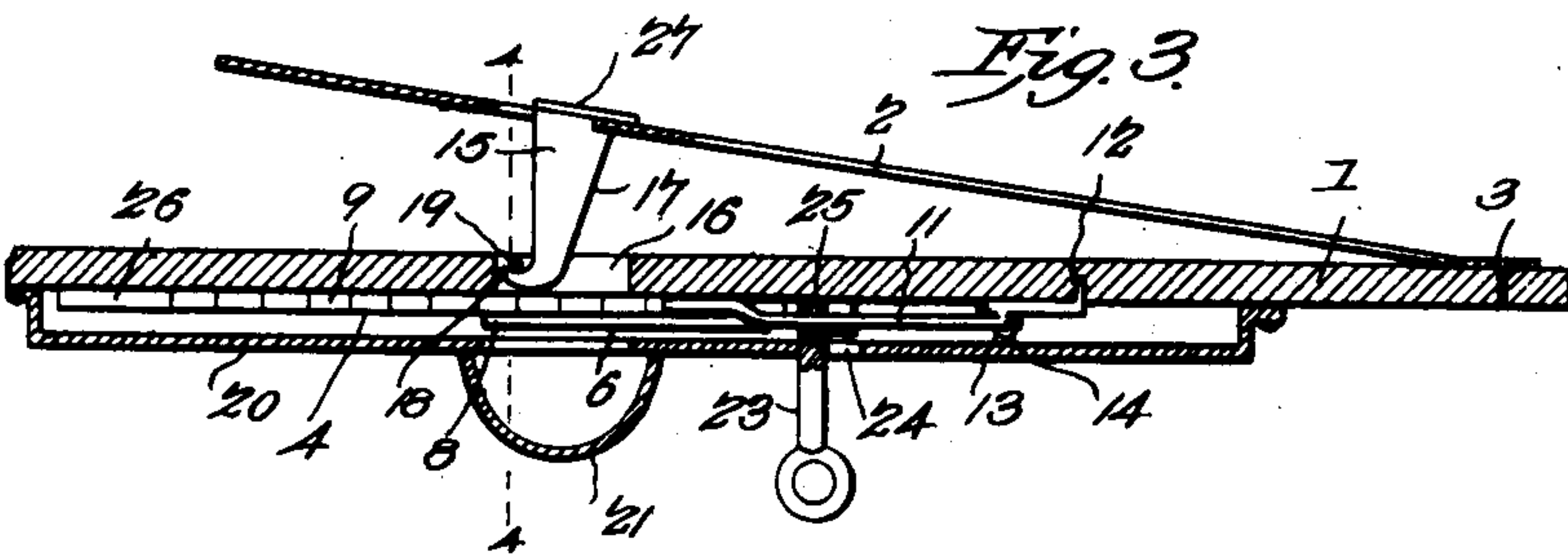
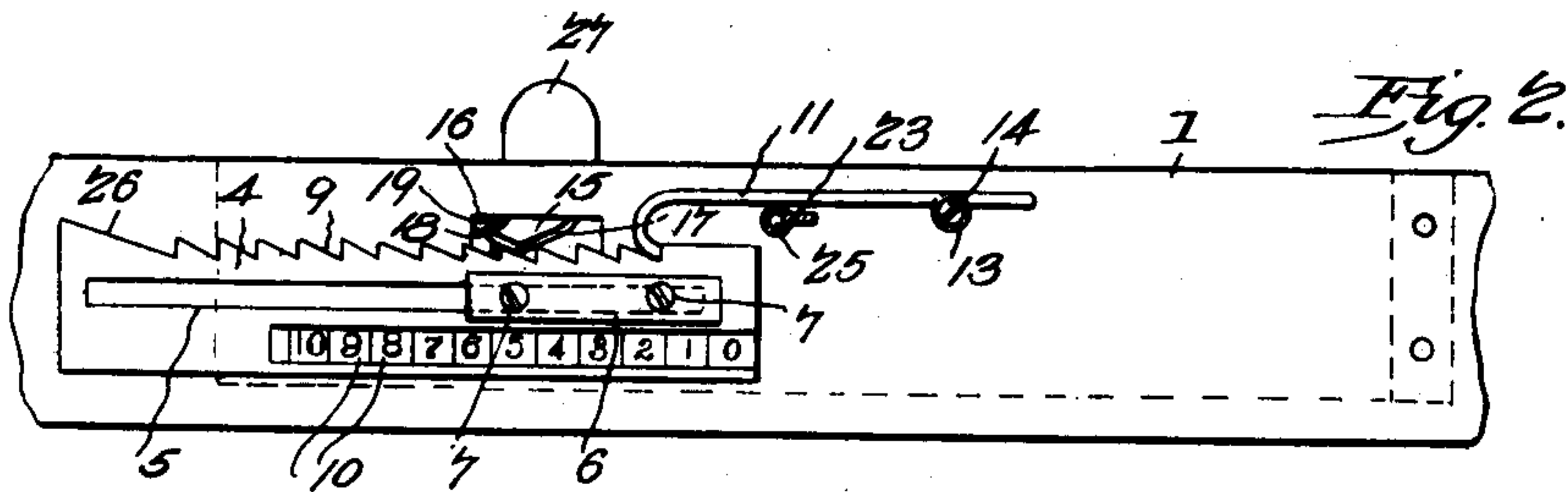
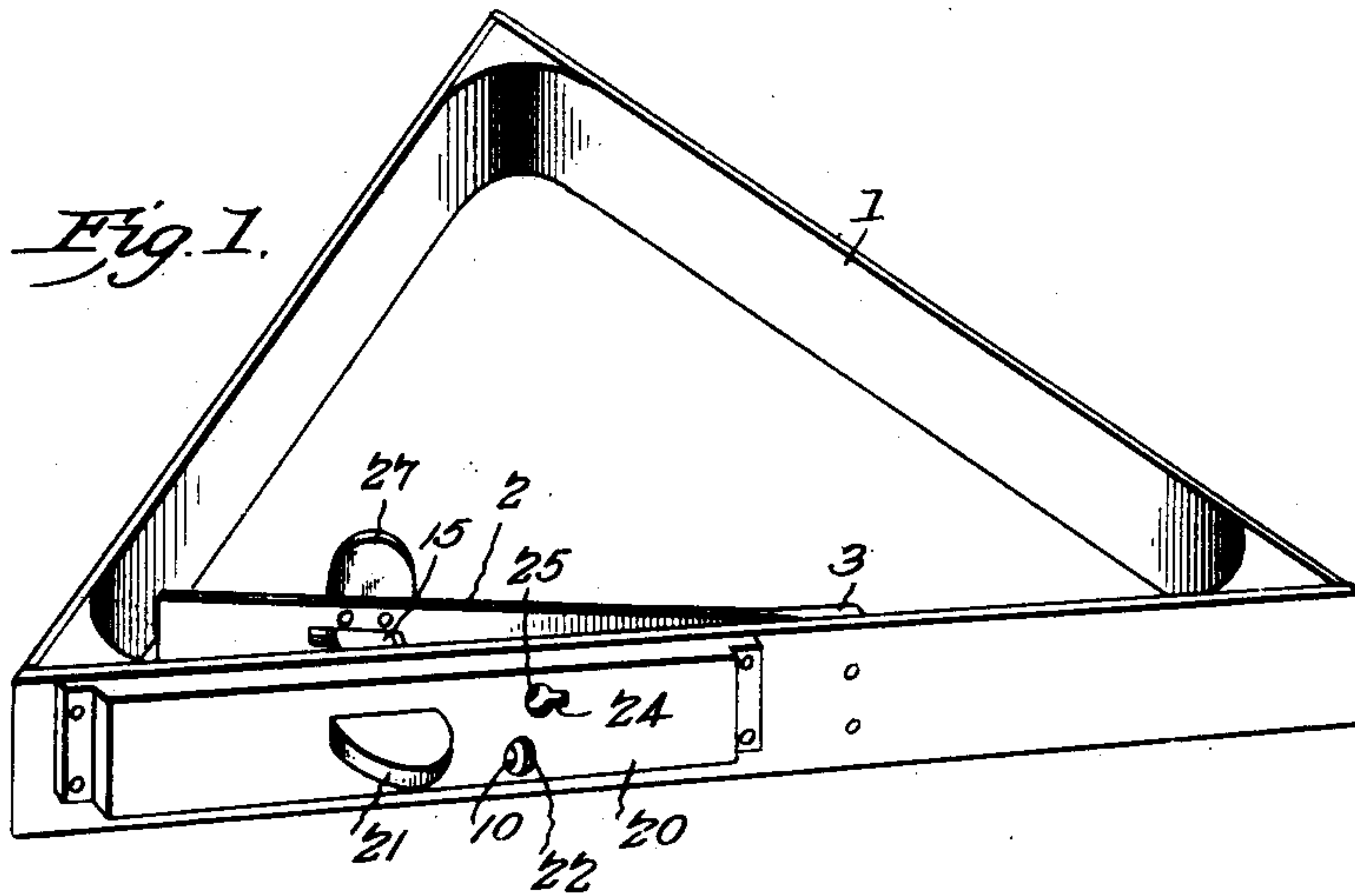
No. 713,576.

Patented Nov. 11, 1902.

E. J. WELLS.
GAME REGISTER.

(Application filed May 24, 1901.)

(No Model.)



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UNITED STATES PATENT OFFICE.

ELMER J. WELLS, OF NASHUA, IOWA, ASSIGNOR OF ONE-HALF TO GIDEON B. WOOD, OF NASHUA, IOWA.

GAME-REGISTER.

SPECIFICATION forming part of Letters Patent No. 713,576, dated November 11, 1902.

Application filed May 24, 1901. Serial No. 61,779. (No model.)

To all whom it may concern:

Be it known that I, ELMER J. WELLS, a citizen of the United States, residing at Nashua, in the county of Chickasaw and State of Iowa, have invented a new and useful Game-Register, of which the following is a specification.

This invention relates to registers, and is designed to provide an improved device of this character which is especially adapted for use in connection with the game of pool or similar games in which a plurality of balls or movable objects are set up or grouped by an inclosing frame at the beginning of each game. It is furthermore designed to provide such a frame with a registering device to register each time the balls are set up and to plainly indicate the number of games played. Moreover, it has for its object to provide for automatically actuating the register by the operation of setting up the balls.

With these and other objects in view the present invention consists in the combination and arrangement of parts, as will be hereinafter more fully described, shown in the accompanying drawings, and particularly pointed out in the appended claims, it being understood that changes in the form, proportion, size, and minor details may be made within the scope of the claims without departing from the spirit or sacrificing any of the advantages of the invention.

In the drawings, Figure 1 is a perspective view of an ordinary triangular frame employed in connection with a pool-table for setting up the balls and provided with the present game-register. Fig. 2 is an enlarged detail elevation of the register with the face-plate or casing removed therefrom. Fig. 3 is a detail longitudinal sectional view thereof. Fig. 4 is a detail transverse sectional view taken on the line 4 4 of Fig. 3.

Like characters of reference designate corresponding parts in all of the figures of the drawings.

To adequately illustrate the application and operation of the present invention, there has been illustrated in the drawings a triangular frame 1, such as commonly employed in connection with a pool-table for setting up or bunching the balls at the beginning of each game.

In carrying out the invention there is pro-

vided a tongue 2, mounted upon the inner face of one side of the frame and formed by means of a metallic spring-plate, having one end fixedly secured to the frame, as at 3, and its opposite end portion bent or inclined outwardly from the frame, so that it may be forced backwardly against the adjacent side of the frame by the balls when the latter are being set up and for the purpose of actuating the register by the backward movement of the tongue. It will of course be understood that the tongue is comparatively thin, so as not to interfere with the proper setting up of the balls and is also designed to spring outwardly when the frame is removed from the balls, so as to be in position for again actuating the register when the balls are again set up for another game.

The registering mechanism comprises a slidable plate 4, mounted upon the outer face of the same side of the frame to which the tongue is attached and adapted to slide longitudinally in opposite directions thereon. A longitudinal slot 5 extends throughout the intermediate portion of the plate and is for the reception of a guide-block 6, which is connected to the frame by suitable fastenings 7, and has opposite longitudinal flanges 8, that overlap the outer side of the plate, and thereby slidably hold the latter to the frame. The upper edge of the plate is provided with a longitudinal series of ratchet-teeth 9, and a longitudinal series of numbers 10 is provided upon the lower portion of the outer face of the slidable plate and progressing regularly from zero at the right hand to any predetermined number at the opposite end of the series.

For adjustably holding the slidable register-plate against accidental movement there is provided a ratchet device 11 in the form of a spring-dog arranged in operative relation with respect to the ratchet-teeth of the slide. As shown in the drawings, this dog is formed from a single length of spring-wire having one end bent into a catch-head for engagement with the ratchet-teeth and its opposite end bent into a lateral spur 12, which is driven into the frame, there being an intermediate loop or eye 13 for the reception of a fastening 14 set into the frame.

In order that the slidable number-plate

may be actuated to slide longitudinally by the inward movement of the tongue 2, the latter is provided with a transverse finger 15, which works through a slot or opening 16, 5 formed in the adjacent side of the frame, so that the finger may engage the ratchet-teeth of the slide, and thereby force the latter longitudinally one step at a time. The inner actuating edge of the finger is disposed at an 10 angle to the teeth of the plate, so that in traveling across each tooth the latter is forced to yield to the finger whereby the slide is moved. Moreover, the finger is vertically elastical, so as to yield to the upward inclination of each 15 tooth as the slide moves forwardly and also to snap downwardly after clearing the tooth when sprung outwardly from engagement therewith in order that the outer end of the finger may be in position to engage the lower- 20 most portion of the next tooth. At the outer end of the finger there is provided a hook 18, disposed at the front or outer edge thereof and designed to engage a vertical stop-pin 19, extending across the slot or opening in 25 the frame, whereby the tongue is prevented from springing too far away from the side of the frame.

For the protection of the movable parts of the register there is provided a casing or face- 30 plate 20, secured to the outer side of the frame by means of suitable fastenings, so as to inclose or house the slide and the ratchet device, there being an intermediate lateral extension of the casing, as indicated at 21, for 35 the reception of the finger 15 when it moves inwardly across the plate and projects outwardly beyond the same. An opening 22 is also formed in the casing, so as to expose a single number on the slidable plate, thereby 40 to indicate how many games have been played.

To reset the slide after it has been moved to its limit in one direction, there is provided a suitable key 23, which is designed to be in the possession of the attendant in charge of 45 the game-table and also adapted to be inserted through a keyhole-slot 24 and into engagement with a key-post 25, projected outwardly from the frame and located below the movable portion of the ratchet-dog, so 50 that by turning the key into engagement with the dog the latter may be lifted out of engagement with the teeth of the slidable plate, whereby the latter is freed and may be dropped back to its original position by 55 bringing the frame into a vertical position.

As hereinbefore indicated, it is designed to lock the register at the completion of a predetermined number of games, and to carry out this purpose the ratchet-teeth terminate 60 short of what will be termed the "rear end of the slide," so as to form an upstanding stop-shoulder 26, (shown in Fig. 2,) against which the outer end of the finger 15 will strike without any effect to move the plate. When the 65 finger is in engagement with this locking-shoulder, the tongue 2 will be disposed substantially as in Figs. 1 and 3 or projected into

the interior of the frame, whereby it will be impossible to properly set up the balls, as the tongue, which is now rigid, will interfere 70 therewith.

For convenience in manually manipulating the register-actuating tongue or member 2, should it become necessary, there is provided a suitable finger-piece 27, rising 75 from the upper edge of the tongue and adjacent to its free end.

It will of course be understood that the numbers on the slide correspond to the ratchet-teeth, so that as the plate is fed one 80 step the next succeeding number will be brought opposite the opening in the casing, so as to be displayed therethrough.

Although a triangular frame has been shown, it is obvious that the register may be 85 applied to any form of frame, according to the game. Moreover, the device may be applied to any side of the frame and to any part of the side; but it is preferred to locate the same as close as possible to one corner of 90 the frame, such location being governed by the form of the frame—i. e., whether or not the corners of the frame are provided with the rounded or concaved filling-blocks, as shown in Fig. 1. 95

It is desired to call attention to the fact that the part 2 forms a yieldable obstructing member for normally obstructing the capacity 100 of the frame and is constructed to actuate the register mechanism by a movement from its obstructing position; also, that the part 15 is projected externally of the frame during the register-actuating movement of the obstructing member, and the casing 21 houses 105 the external path of the projected part so as to prevent access thereto to obstruct the register-operating movement of the obstructing member.

Having thus described my invention, I claim— 110

1. A frame for setting up the movable playing devices of a game, having a game-register, which is carried solely by and also forms a part of the frame.

2. A frame for setting up the movable playing devices of a game, having a game-register, 115 and an actuating device therefor, which is constructed and arranged for operative engagement with the playing devices when the latter are being set up. 120

3. A frame for setting up the movable playing devices of a game, having a game-register, and an elastically-yieldable actuating device therefor mounted upon the inner side of the 125 frame and normally spaced away therefrom to lie in position for operative engagement with the playing devices.

4. A frame for setting up the movable playing devices of a game, having a game-register, which is carried solely thereby, and is also 130 constructed for automatic operation by the manipulation of the frame during the setting up of the playing devices.

5. A frame for setting up the movable play-

ing devices of a game, having a game-register, which is carried solely thereby, and is constructed for operative contact with the playing devices during the setting up thereof.

5 6. A frame for setting up the movable playing devices of a game, having a game-register mounted upon the outer side thereof, and a yieldable register-actuating device mounted upon the inner side of the frame for operative
10 engagement with the playing devices, and having a lateral register-engaging projection, the frame having an opening for the slidable reception of the projection and to permit the latter cooperating with the register.

15 7. A frame for setting up the movable playing devices of a game, having a game-register, comprising a slidable number-plate mounted upon the outer side of the frame, a casing in-
20 closing the slide and having an opening for the exposure of a single number at a time, and an elastically-yieldable plate-operating device mounted upon the inner side of the frame and constructed for operative engage-
25 ment with the playing devices when being set up.

8. A frame for setting up the movable playing devices of a game, having a game-register, comprising an adjustably-movable numbered
30 slide, means for adjustably holding the slide against accidental movement, a trip device therefor, and a plate-operating device mounted upon the inner side of the frame and constructed for operative engagement with the playing device.

35 9. A frame for setting up the playing devices of a game having a game-register, comprising a numbered slide provided with ratchet-teeth, a ratchet-dog in engagement with the teeth, and a slide-operating device
40 yieldably mounted upon the inner side of the frame for engagement by the playing devices, and cooperating with the ratchet-teeth of the slide to feed the latter with a step-by-step movement.

45 10. A frame for setting up the movable playing devices of a game, having a game-register, comprising a numbered slide mounted upon the outer side of the frame, and having
50 ratchet-teeth upon one longitudinal edge thereof, a spring ratchet-dog mounted upon the frame and in engagement with the ratchet-teeth, and an elastically-yieldable slide-operating device mounted upon the inner side
55 of the frame for engagement with the playing devices, and provided with a lateral projection cooperating with the ratchet-teeth to feed the slide with a step-by-step movement, there being an opening formed through the frame for the accommodation of the lateral projec-
60 tion of the slide-operating device.

11. A frame for setting up the movable playing devices of a game, having a game-register, comprising a slidable plate mounted upon the
65 outer side of the frame and having an intermediate longitudinal slot, ratchet-teeth upon one longitudinal edge, and a consecutive series of numbers at the opposite side of the

slot, a guide-support passing through the slot and connected to the frame, a spring ratchet-dog upon the frame and in engagement with
70 the ratchet-teeth, a slide-operating device mounted upon the inner side of the frame, and having a lateral projection constructed for cooperation with the ratchet-teeth to feed the plate with a step-by-step movement, there
75 being an opening formed through the frame to accommodate the projection, a casing enclosing the slide and the ratchet-dog, and provided with an opening to expose a single number at a time, and a keyhole-slot adjacent to
80 one side of the dog, a key-post projecting outwardly from the frame and aligned with the keyhole-slot, and a key for engagement with the post to trip the dog out of engagement with the slide.
85

12. A frame for setting up the playing devices of a game, having a game-register, and an actuating device therefor, comprising a spring-tongue connected to the inner side of the frame and inclined away therefrom into
90 the interior thereof for operative engagement with the playing devices when being set up, the tongue also having an operative engagement with the register.

13. A frame for setting up the movable play- 95
ing devices of a game, having a game-register mounted upon the outer side thereof, a spring-tongue having one end connected to the inner side of the frame and inclined laterally away from and into the interior thereof for engage- 100
ment with the playing devices when being set up, the free end portion of the tongue having a lateral projection constructed for cooperation with the register, and having an outer terminal lateral shoulder, there being an open- 105
ing in the frame for the accommodation of the projection, and a stop-pin extending across the opening and cooperating with the shoulder to limit the movement of the tongue away from the frame. 110

14. In combination with a pool-assembling guard or frame, a member attached thereto, adapted to obstruct its capacity, which is held yieldably in obstructing position and is movable therefrom, combined with a registering 115
mechanism mounted upon the guard and caused to operate by the movement of the obstructing member away from obstructing position.

15. A frame for setting up the movable play- 120
ing devices of a game, having a registering mechanism, and a yieldable combined frame-obstructing and registering-actuating member adapted to obstruct the capacity of the frame, normally lying in obstructing position, 125
and constructed to actuate the register mechanism by a movement of the member from its normal obstructing position.

16. A frame for setting up the movable playing devices of a game provided with register- 130
ing mechanism arranged to be automatically operated in setting up the said playing devices, substantially as described.

17. A frame for setting up the movable play-

ing devices of games, provided with game-registering mechanism and having actuating means normally projecting into the space within the frame, whereby it is adapted to be operated by the playing devices, substantially as described.

18. A frame for setting up the movable playing devices of a game, a game-register mounted on the frame, and a movable actuating device normally projecting into the space inclosed by the frame and arranged to move outward to operate the game-register, substantially as described.

19. A frame for setting up the playing devices of a game, a game-register mounted on the frame and provided with characters for indicating the number of games, an actuating device for advancing the slide, and means for engaging the slide to hold the same against backward movement, said means being adapted to be disengaged from the slide to permit the latter to drop back by gravity when the frame is arranged in an upright position, substantially as described.

20. A frame for setting up the playing devices of a game, a register mounted on the frame and provided with a gravity-return indicating-slide, and an actuating device for advancing the slide, substantially as described.

21. A frame for setting up the playing devices of a game, a register mounted on the frame and provided with a gravity-return indicating-slide, an actuating device for advancing the slide, and means for engaging the slide to lock the same against backward movement, said means being adapted to be dis-

gaged from the slide, substantially as and for the purpose described.

22. A frame for setting up the movable playing devices of a game, a game-register mounted on the frame and provided with a slide having ratchet-teeth, and an actuating device normally projecting into the space inclosed by the frame and arranged to engage the ratchet-teeth to advance the slide, substantially as described.

23. A frame for setting up the movable playing devices of a game, a game-register mounted on the frame and provided with a movable indicating member having ratchet-teeth, and an actuating device arranged to engage the ratchet-teeth to actuate the indicating member and normally projecting into the space inclosed by the frame, substantially as described.

24. A frame for setting up the movable playing devices of a game, a game-register mounted on the frame and having a movable indicating member provided with ratchet-teeth, an actuating device arranged to engage the ratchet-teeth to advance the movable member, and a dog also engaging the ratchet-teeth to lock the movable member against backward movement, substantially as described.

In testimony that I claim the foregoing as my own I have hereto affixed my signature in the presence of two witnesses.

ELMER J. WELLS.

Witnesses:

A. E. DYE,
G. B. WOOD.