

No. 768,689.

PATENTED AUG. 30, 1904.

J. J. POLI.
GAME INDICATOR.

APPLICATION FILED FEB. 19, 1903.

NO MODEL.

Fig. 1.

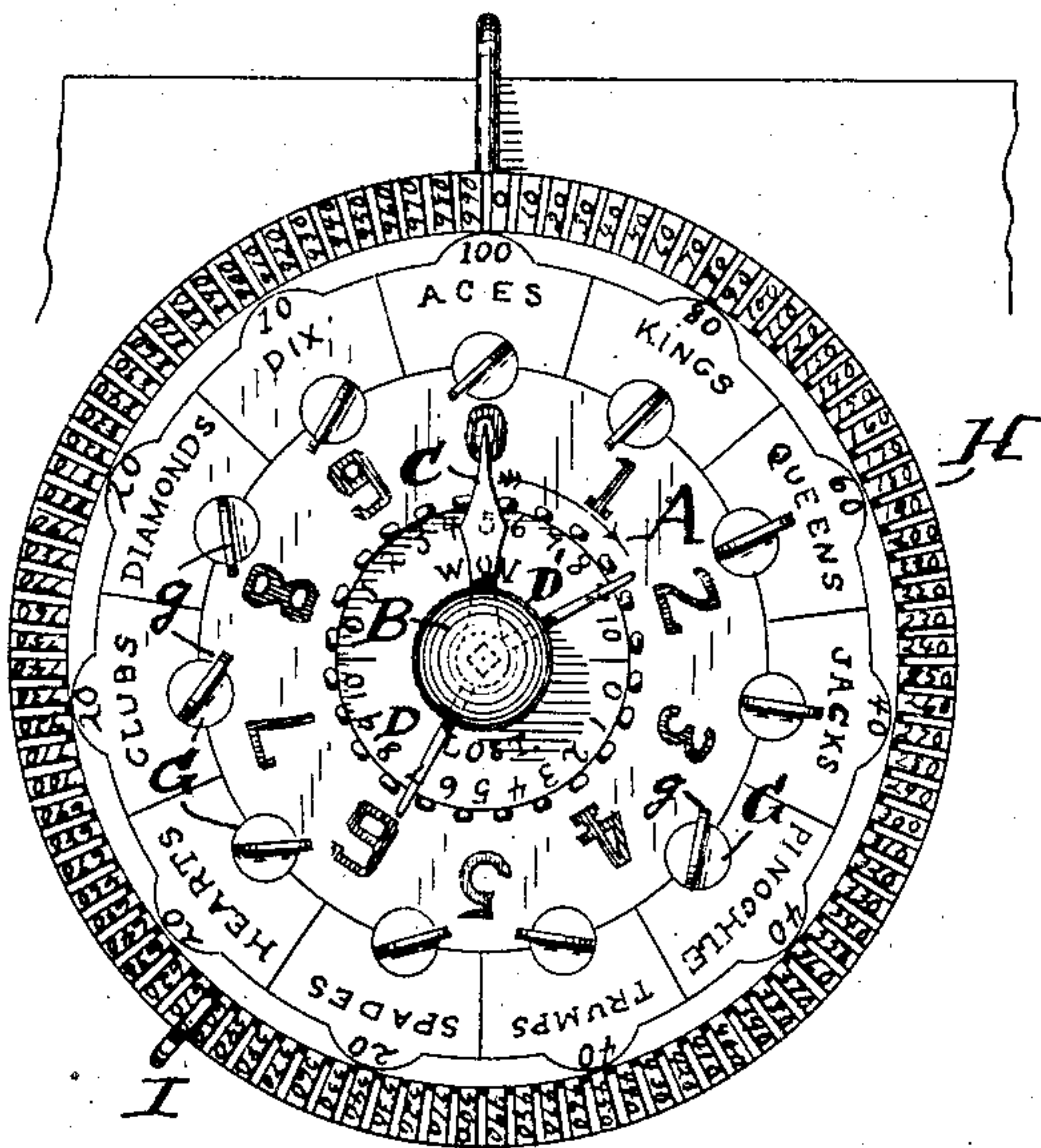


Fig. 2.

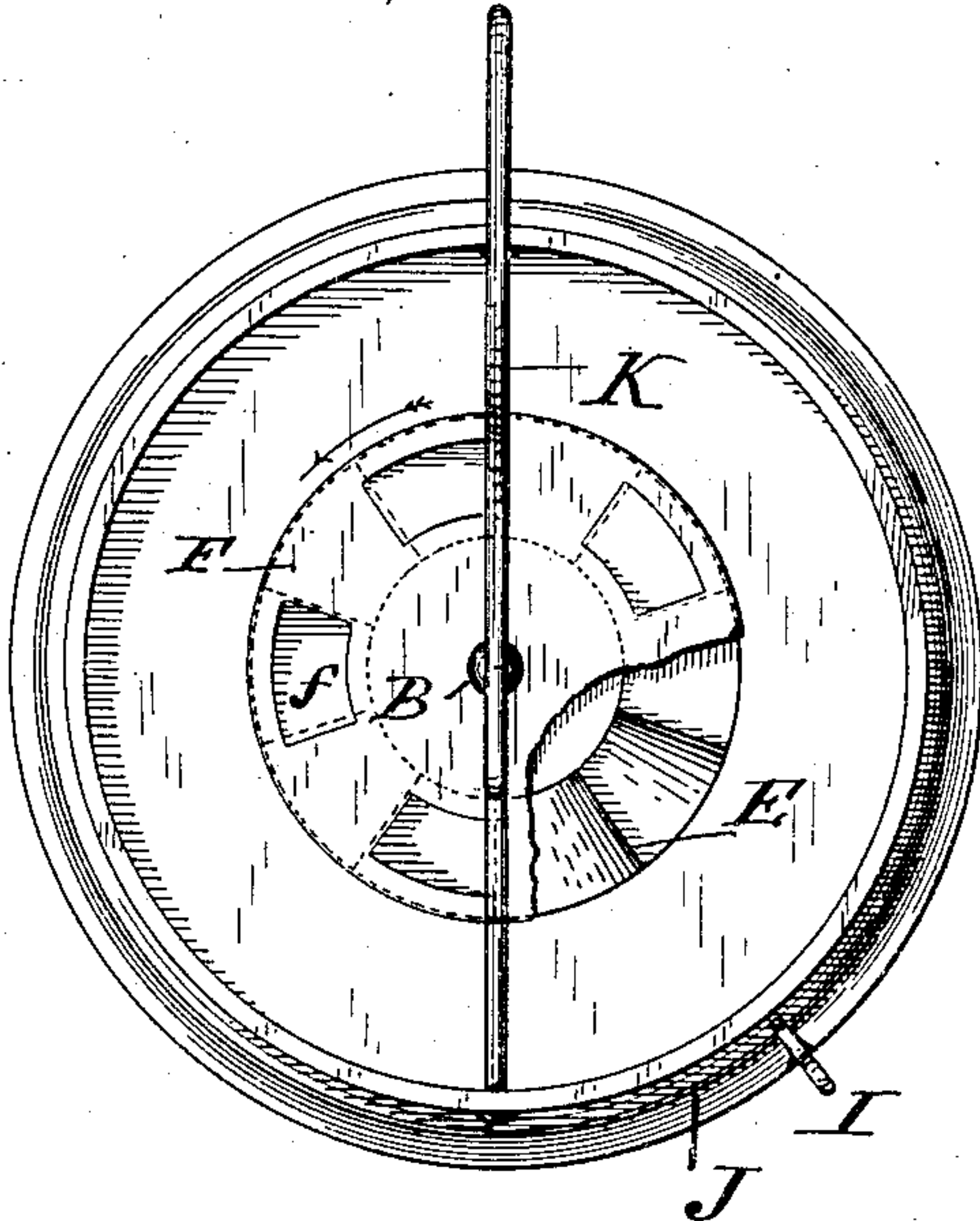


Fig. 3.

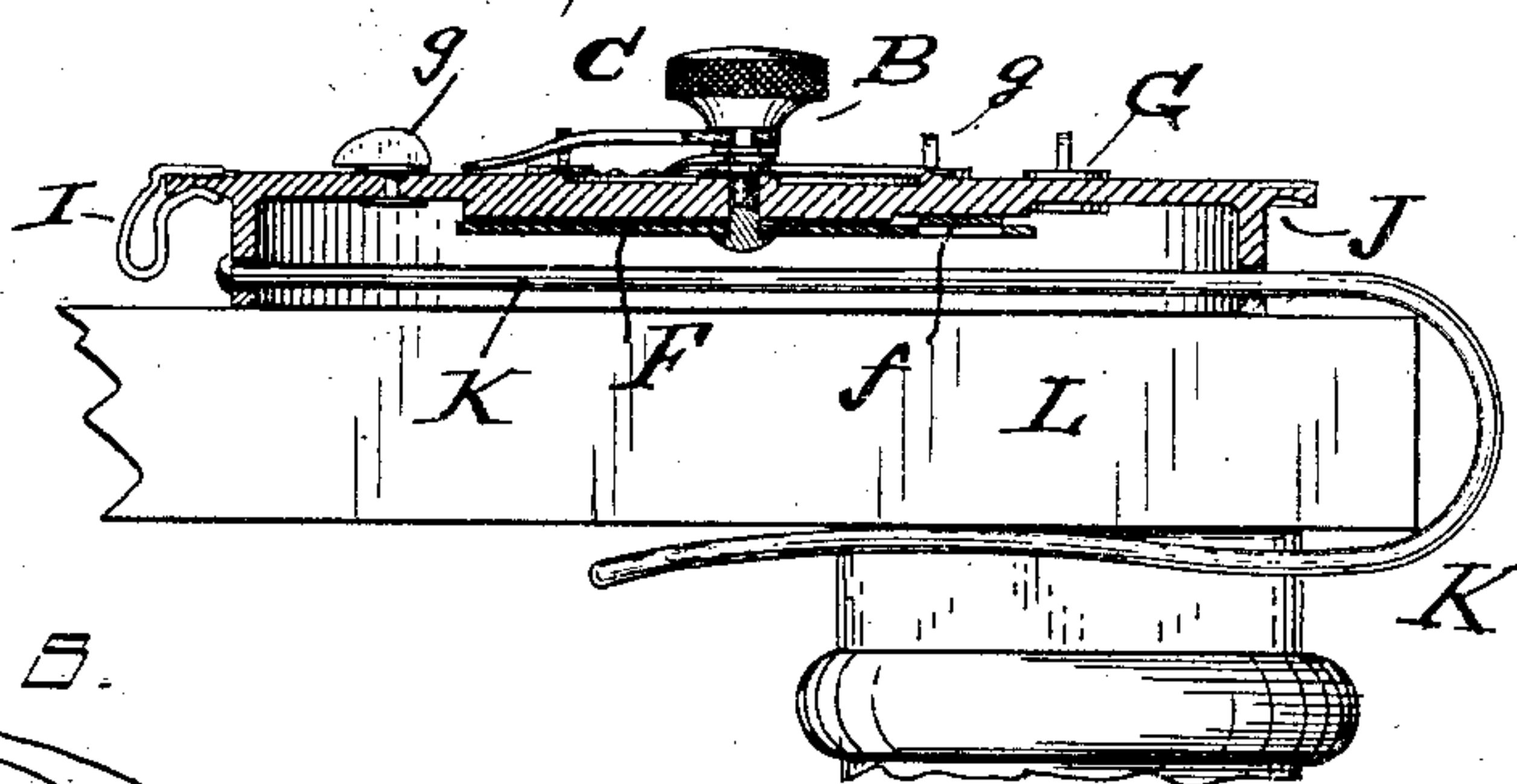


Fig. 4.

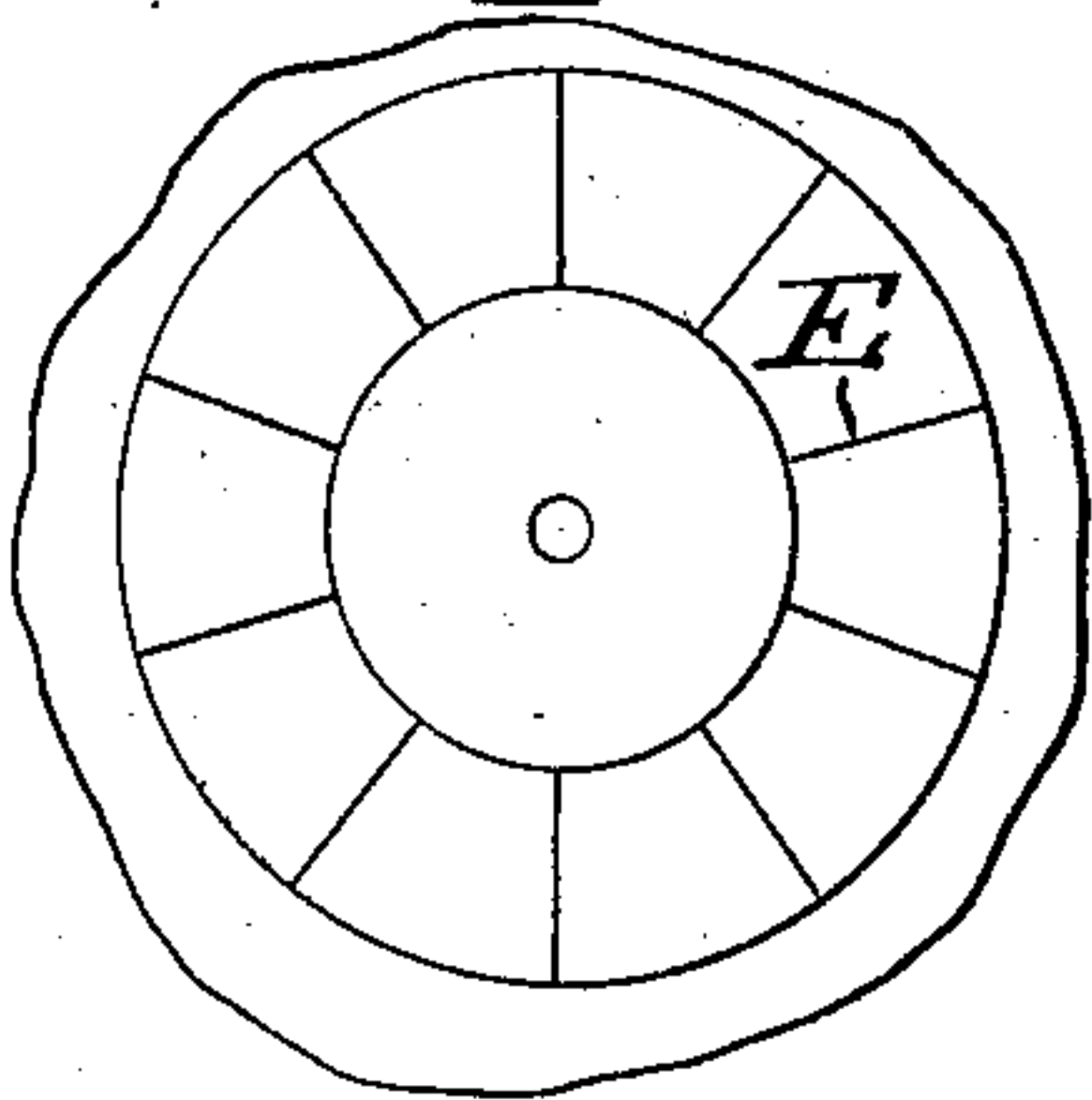


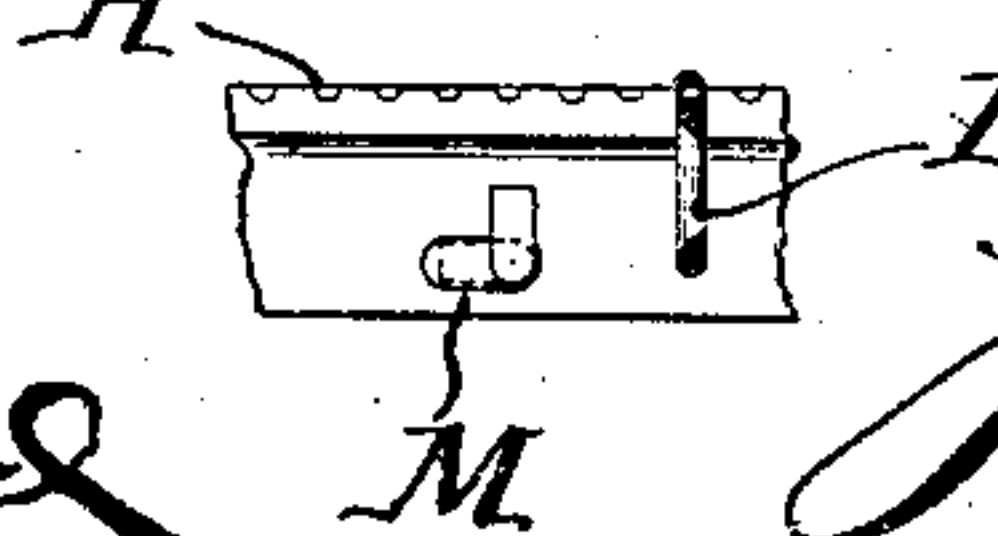
Fig. 5.



Fig. 6.



Fig. 7.



Witnesses
Lem S. Miller
Amelia D. Muchlenhard

Inventor
John J. Poli
James A. Ramsey
His Attorney.

UNITED STATES PATENT OFFICE.

JOHN J. POLI, OF CINCINNATI, OHIO.

GAME-INDICATOR.

SPECIFICATION forming part of Letters Patent No. 768,689, dated August 30, 1904.

Application filed February 19, 1903. Serial No. 144,055. (No model.)

To all whom it may concern:

Be it known that I, JOHN J. POLI, a citizen of the United States, residing at Cincinnati, in the county of Hamilton and State of Ohio, have invented certain new and useful Improvements in Game-Indicators, of which the following is a specification.

My invention relates to improvements in game-indicators, and is especially adapted for use in keeping a record of the points and games in pinochle, progressive euchre, and the like.

The object of my invention is to produce a game-indicator which is extremely simple in construction and operation, inexpensive to manufacture, convenient and durable in use, and is adapted to record the number of points, whether large or small, of almost any game and also record the number of games won and lost.

My invention consists in a game-indicator having upon one side register marks or numbers and having upon the opposite side corresponding notches or dogs arranged in a circle and adjacent thereto a revolving plate with a series of spring-teeth adapted to bear against the notched surface and drop into said notches when drawn over same, whereby a click is produced as each number is indicated, which serves to prevent cheating by moving the indicator too far and the plate and indicator which moves with it from backward movement; in providing upon the same indicator-face one or more circular rows of figures and corresponding pointers loosely mounted upon the indicator-stem to indicate the number of games won and lost or other similar information; in providing said indicator-face with a circular row of names used in the game of pinochle or other similar games, the number of points which may be registered for each and an indicator for each meld; in a series of numbers arranged around the outer surface of the indicator-disk between radial notches, preferably commencing with "0" and increasing ten points at a time up to "1,000," and in an indicator adapted to be pushed around the periphery of the disk to register the total number of points in series of tens, the points from "0" to "10" be-

ing registered by the central indicator; in providing said indicator with a detachable spring-clamp to hold the indicator securely in place upon a table or other similar object, and in the particular construction, combination, and arrangement of the several parts and also in the several parts separately.

In the drawings which serve to illustrate my invention, Figure 1 is a top or plan view of one of my game-indicators mounted upon a table. Fig. 2 is a bottom view of my game-indicator with a portion of the spring-disk cut away to show the pawls or dogs which engage the ratchet. Fig. 3 is a vertical section taken through near the center of the indicator and showing one means of securing same to the table. Fig. 4 is a vertical section of the spring ratchet-wheel. Fig. 5 is a bottom view showing the dogs on the reverse side of the indicator-disk. Fig. 6 is an edge view of same, and Fig. 7 is a detail view showing the spring-clamp detachably connected to the indicator.

I preferably construct my game-indicator as shown in the drawings, in which—

A is the dial or face having characters thereon by which to register the number of points in each game and the number of games won or lost; B, the stem or handle upon which is rigidly mounted the indicator C and also loosely pivoted thereon small pointers D D' to register the number of games won and lost. The reverse side of the disk is provided with a series of notches each having a perpendicular wall at one end, the bottom of each notch tapering upwardly from the lower end of said wall to the top of the vertical wall of the adjacent notch, and so on in a circle, forming a complete series of dogs or pawls E, preferably ten in number, to correspond with the ten register-figures upon the opposite or face side of the disk arranged over and adjacent to said series of notches or dogs. Upon the lower end of the stem B is rigidly mounted a ratchet-wheel F, having laterally-projecting spring-teeth *f*, adapted to bear against the notched surface on the under side of the disk and drop with force into each notch as the teeth are turned over same, whereby a click or noise is produced and serves to notify the

opposing player of the number of points turned. As the stem turns both the indicator and ratchet-wheel in unison, the indicator registers the number of points reported by the clicks. These teeth when dropped into the notches prevent backward movement, since their free ends engage the vertical walls of the respective notches when so turned, but readily slide over said dogs when turned in the forward direction. I also place upon the disk the names of the mentions or melds used in playing the game of pinochle, sixty-six, &c., when the same are used, together with the number of points associated with each of said different mentions or melds, and a separate thumb-button G for each of said mentions or melds, with a pointer or indicator *g* for each. I also place around the outer edge or periphery of said dial numbers from "0" to "1,000," each number increasing in the ratio of ten and each being placed between radial notches or grooves H and in which is clamped a pointer I, which may be moved around said disk to indicate the number of points in tens which have been scored, any numbers below ten being indicated by the indicator C, which, added to the number registered by the pointer I, gives the total number of points. The indicator I is held in place and from lateral movement by engaging in a circular groove J on the under side of the disk and is held in any adjusted position by engagement with the notches or radial grooves upon the upper side of the disk. I preferably secure the indicator to a table or other object by means of the clamp K, which is formed of a spring which engages the table L. This clamp may be permanently secured to the indicator, as shown in Figs. 2 and 3, or it may be detachably connected thereto, as shown in the modified form, Fig. 7, showing a horizontal slot M, through which the catch upon the end of the clamp will pass when the same is turned out of its regular clamping position.

My game-indicator is used as follows: Clamp same to the table by first inserting the clamp in the openings in the vertical walls of the indicator by turning the clamp portion on a horizontal plane parallel with the indicator-disk and then permitting it to drop to the position shown in Fig. 3 in order to fasten the parts together, as shown in Fig. 7, after which secure to the table by springing the clamp over the edge thereof, as shown in Fig. 3. In a game the player or players on each side should be provided with one of these indicators, and whatever the game may be when any number of points from one to ten are made the indicator C should be moved to registersuch number of points. To illustrate, if three points were made turn the indicator C so that it would point over figure "3" on the disk. When ten points have been made, allow the indicator to remain, as shown upon

the drawings, at "0" and turn the small pointer D' over the figure "1" to indicate that one game has been won, and so on with each game. The number of games lost would be registered by the pointer D on the opposite side of the face. This is for any ordinary game. When it is desired to play the game of pinochle or any similar game where a large number of points are to be counted, register the number of games won or lost in the way just described, but first register the points by means of the indicators *g* and the total of said points in tens by means of the indicator I and for any number below ten by the indicator C. This enables each player to keep a perfect record of the number of points won and the number of games won or lost without the use of chalk and the inconvenience and uncertainty of accuracy in its use and overcomes the danger of cheating, which is so frequently practiced by means of chalk and similar means of keeping the record.

It will be obvious from the above description that my device is capable of some modification without material departure from the scope and spirit of the same, and I do not, therefore, wish to be understood as limiting myself to the precise construction and arrangement as herein set forth.

I claim—

1. In a game-indicator, a disk having a face provided with register characters, a stem or handle, an indicator rigidly mounted thereon and adapted to turn therewith over said face, a series of laterally-projecting dogs on the reverse side of said indicator-face and a ratchet-disk having laterally-projecting teeth struck up from its plane surface adapted to engage said dogs and be turned by the handle to which it is rigidly attached and produce a click as well as prevent reverse or backward movement of the indicator, substantially as set forth.

2. In a game-indicator, a register-disk, an indicator, a stem adapted to move said indicator, pointers mounted upon said stem and adapted to be moved independently of the indicator and a series of independent pointers arranged beyond the sweep of the indicator to register the number of melds declared in the course of a given play, in the game of pinochle or the like.

3. In a game-indicator, a register-disk, an indicator, a stem adapted to move said indicator, pointers mounted upon said stem and adapted to be moved independently of the indicator and a series of independent pointers arranged beyond the sweep of the indicator to register the number of melds declared in the course of a given play, in the game of pinochle or the like, a circular row of figures around the periphery of the register-disk by which to register the total number of points won.

4. In a game-indicator, a register-disk, an

indicator, a stem adapted to move said indicator, pointers mounted upon said stem and adapted to be independent of the indicator and a series of independent pointers arranged beyond the sweep of the indicator to register the number of melds declared in the course of a given play, in the game of pinochle, or the like, a circular row of figures around the periphery of the register-disk to indicate the total number of points won, grooves between each of said numbers and an indicator adapted to engage with each of said grooves, whereby the same is held in adjusted position until moved to a different position.

5. In a game-indicator, a register-disk, having characters by which to register the number of games won or lost, the number of points from "0" to "10," the names and number of

points which may be secured in a game of pinochle or the like, characters by which to register the total number of points, and means to indicate said several points and games.

6. In a game-indicator, a disk having one face provided with register characters, and its reverse side provided with a circular row of dogs, a stem or handle, an indicator rigidly mounted thereon and adapted to turn there-with over said face and a ratchet-disk rigidly mounted upon said stem and having a circular row of teeth adapted to engage said dogs, substantially as set forth.

JOHN J. POLI.

Witnesses:

JAMES N. RAMSEY,
SAM MEYERS.