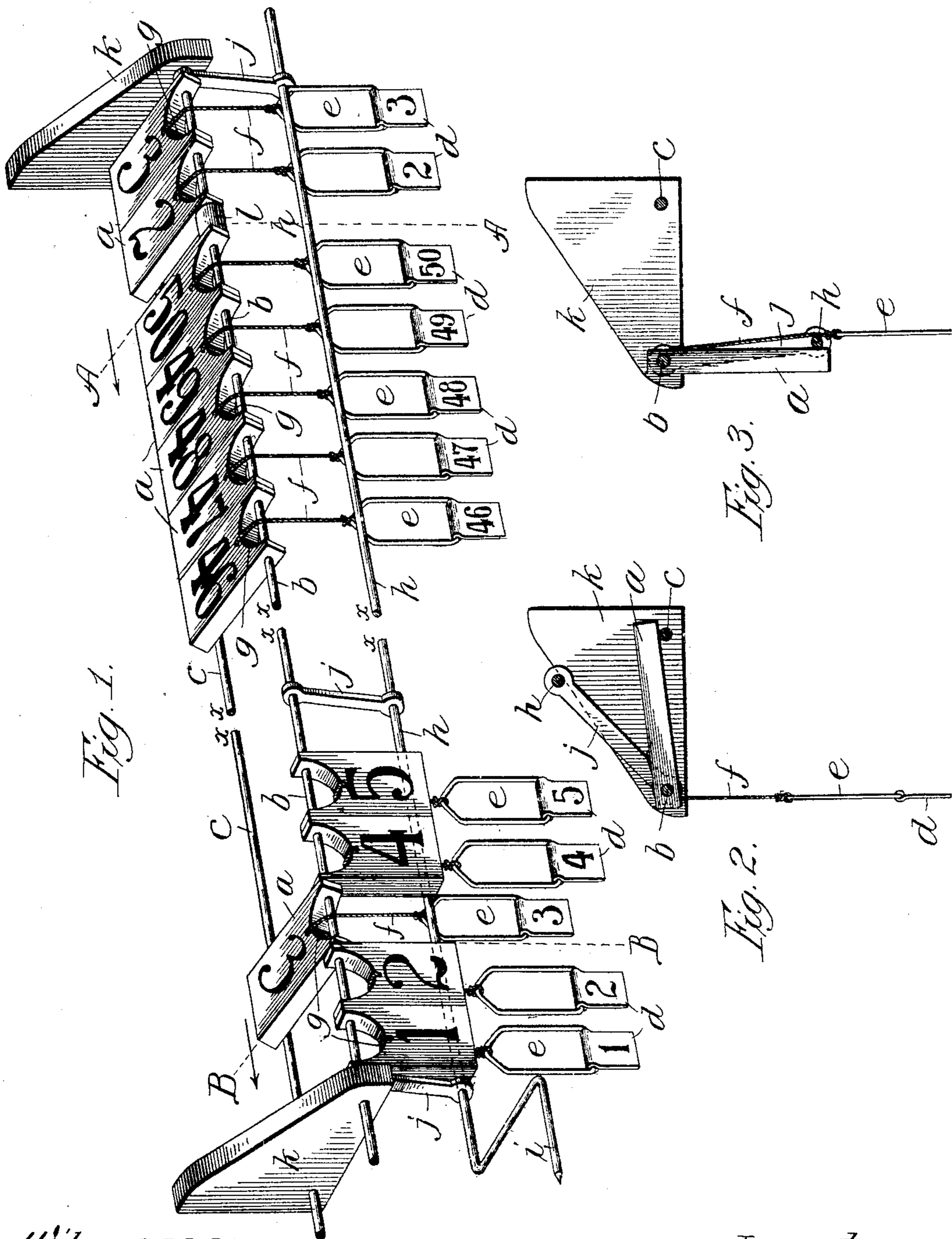


No. 797,800.

PATENTED AUG. 22, 1905.

O. W. FIELD.  
GAME COUNTER.

APPLICATION FILED NOV. 10, 1904.



Witnesses:  
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# UNITED STATES PATENT OFFICE.

OTIS W. FIELD, OF CHICAGO, ILLINOIS.

## GAME-COUNTER.

No. 797,800.

Specification of Letters Patent.

Patented Aug. 22, 1905.

Application filed November 10, 1904. Serial No. 232,245.

*To all whom it may concern:*

Be it known that I, OTIS W. FIELD, a citizen of the United States, residing at Chicago, in the county of Cook and State of Illinois, have invented certain new and useful Improvements in Game-Counters, of which the following is a specification, reference being had therein to the accompanying drawings.

My invention relates to devices for keeping count of the scores made by players of games, such as billiards, cards, &c. It is especially adapted for use in billiard-playing, replacing the present antiquated and unsatisfactory method of counting, being more convenient for use by the players and giving to both them and spectators at a glance not only the total amount of points made, but also the amounts of different plays.

My invention is fully illustrated in the accompanying drawings, in which—

Figure 1 (broken at *x* for convenience in illustrating) represents the device as it is ordinarily set up for use in billiard-playing. Fig. 2 is a sectional view taken on the line A A of Fig. 1, and Fig. 3 is a sectional view taken on the line B B of the same figure.

*a* is one of a number of similar blocks upon which the numbers from "1" up are placed by being either printed, painted, stamped, or any other convenient method and may be made of wood, metal, or other suitable material. For appearance and convenience their upper parts are scalloped, and through the sides of this scallop holes are bored, through which the supporting-wire passes, the blocks being loosely strung thereon. Each block is numbered identically on two opposite sides, so that when down it may be read from either side of the counter.

*b* is a wire upon which the blocks *a* are strung. *c* is a second wire, lying back of the wire *b* and in substantially the same horizontal plane, upon which the lower parts of the blocks *a* rest when in their normal position ready for use and together with the wire *b* supports the blocks in that position.

*d* is a smaller block or tab having numbers on both sides thereof corresponding to that of the block above it, to which it is attached through the medium of the loop *e* and the cord *f*, the latter being glued to the block *a* in the slit *g* or otherwise secured.

*h* is the returning-rod, and its function is to throw back the blocks to their first or normal position at the end of the game (or "string") or whenever so desired.

*i* is a projection from the returning-rod for convenience in manipulating the latter.

*j* is a connection between the supporting-wire *b* and the returning-rod.

*k* is an abutment at either end of the line of blocks strung on the supporting and resting wires *b* and *c* and outside of the returning-rod connection in the manner shown in Fig. 1, its object being to keep the blocks and returning-rod in position.

At the right of Fig. 1 are shown two extra blocks, numbered "2" and "3," with their pendent tabs. These are for use when the game consists of more points than the highest-numbered block, in which case when the entire string is exhausted the blocks are returned to their first position in the manner hereinafter described, and the extra block numbered "2" is brought into view in the manner hereinafter described, thus indicating that the player is on the second string. These extra blocks (of which there can be any quantity, but of which but two are shown) are for convenience separated from the rest of the blocks, as shown at *h*.

The manner of using my improved game-counter is as follows when employed in billiards: The player upon scoring places the tip end of his cue within the loop and lightly on top of the tab bearing the amount of his score, whereupon its corresponding block falls down upon the returning-rod and remains there in vertical position, exposing to the players and spectators its number both in front and rear and continuing to expose it as other numbers fall, thus indicating both runs and score. When the end of the string is reached or for any reason it is desired to return the blocks to their first position, the player touches the projection *i* on the returning-rod with his cue, and the blocks are immediately thrown back. The counter may be manipulated from either side. When my device is used in billiards, it will usually be found most desirable to place it over the table, and I have so shown it in the drawings and described it; but it may also be placed against the wall, in which case but one side of the blocks and tabs need be numbered, or it may be placed on a table in a suitable frame and support. In the two latter cases the tabs would be preferably manipulated by the finger.

Other forms of embodiment of my invention may suggest themselves—as, for instance, instead of placing the lower numbers on blocks or tabs below the loops they may be placed

on the returning-rod above the loops—and any suitable material may be used in the construction of the parts.

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

1. A game-counter consisting of two series of numbers arranged in horizontal lines, one series being in advance of the other and normally vertical and in plain view while the second is normally concealed, in combination with cords or the like individually indicated by the numbers of the first series and extending to the corresponding numbers of the other, whereby the numbers of the first series may be pulled over and left depending fully exposed to indicate both runs and score.

2. A game-counter consisting of two series of numbers arranged in horizontal position, one series being in the rear of the other, in combination with cords or the like with rings or loops attached thereto extending from the rear series to the other, substantially as and for the purpose described.

3. A game-counter consisting of a series of numbered blocks normally resting in a practically-concealed position above another series of similarly-numbered blocks or tabs arranged in vertical position to fully expose their numbers, said smaller blocks being so connected with the upper blocks that by depressing a smaller block its correspondingly-numbered larger block will fall forward and expose its number to view and thus remain as subsequent blocks fall, to mark both runs and score.

4. A game-counter consisting of a series of blocks numbered upon one side thereof normally resting in a practically-concealed position, and another and lower series of similarly-numbered smaller blocks or tabs arranged in vertical position to fully expose their numbers, said smaller blocks being so connected with the upper blocks that by depressing a smaller block its correspondingly-numbered larger block will fall forward and expose its number to view and thus remain as subsequent blocks fall, to mark both runs and score.

5. A game-counter consisting of a series of blocks numbered upon two of their opposite sides, normally resting in a practically-concealed position, and another and lower series of similarly-numbered smaller blocks or tabs arranged in vertical position to fully expose their numbers, said smaller blocks being so connected with the upper blocks that by depressing a smaller block its correspondingly-numbered larger block will fall forward and expose its number to view and thus remain as

subsequent blocks fall, to mark both runs and score.

6. A game-counter consisting of a series of numbered blocks, a pivotal support upon which they are strung, a support parallel thereto upon which they normally rest in a position practically concealing their numerals, a lower series of smaller blocks or tabs arranged vertically with their numerals in full sight, and mechanism associating the tabs of the second series with the correspondingly-numbered blocks of the first series and operating when actuated to swing the indicated block of the latter over from its position of rest and cause it to fall to the vertical, fully displaying its number.

7. A game-counter consisting of a numbered series of blocks, a pivotal support upon which they are strung, a support parallel thereto upon which they normally rest in a position practically concealing their numerals, a lower series of smaller numbered blocks or tabs arranged vertically with their numerals in full sight, mechanism associating the tabs of the second series with the corresponding blocks of the first series and operating, when actuated, to swing the indicated block of the latter over from its position of rest and cause it to fall to the vertical, fully displaying its number, and a restoring-rod adapted to be manipulated to carry all exposed blocks of the first series back to their normal position at the conclusion of a game.

8. A game-counter consisting of a series of numbered run and score recording blocks, a pivotal support upon which they are strung, a support parallel thereto upon which they normally rest in a position practically concealing their numerals, a lower series of smaller numbered blocks or tabs arranged vertically with their numerals in full sight, a series of string recording-blocks strung upon the same pivotal support at a space from the run and score recording blocks and normally resting upon the same support with their numbers practically concealed, a corresponding lower series of vertical numbered tabs, and mechanism associating the individual tabs with a corresponding block, and operating, when actuated, to swing the indicated block of the overhead series from its position of rest and allow it to fall to the vertical, fully exposing its number.

In testimony whereof I hereunto affix my signature in presence of two witnesses.

OTIS W. FIELD.

Witnesses:

ARTHUR GREENE,  
CHARLES L. HINE.