

J. H. LESHER.  
 GAME COUNTER.  
 APPLICATION FILED SEPT. 28, 1908.

951,375.

Patented Mar. 8, 1910.

Fig. 1

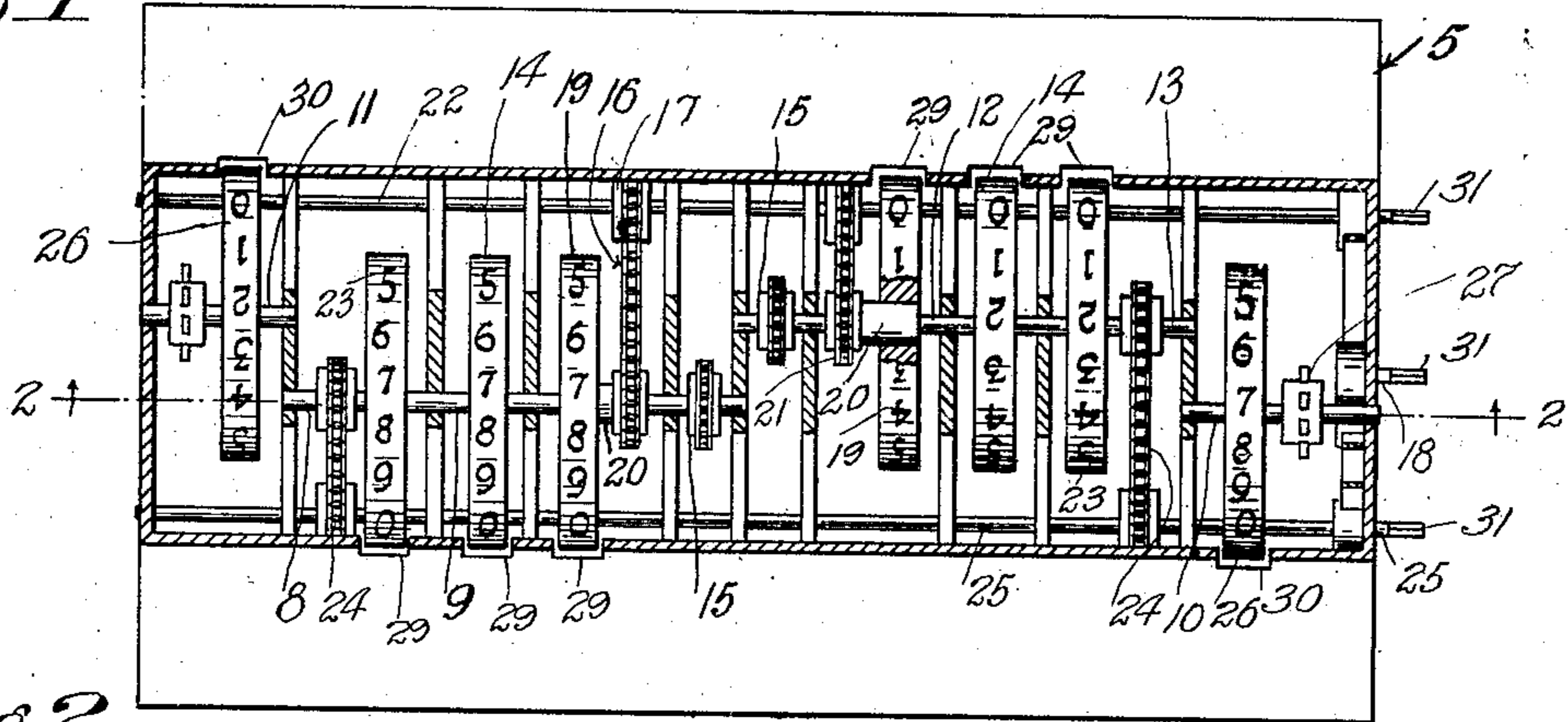


Fig. 2

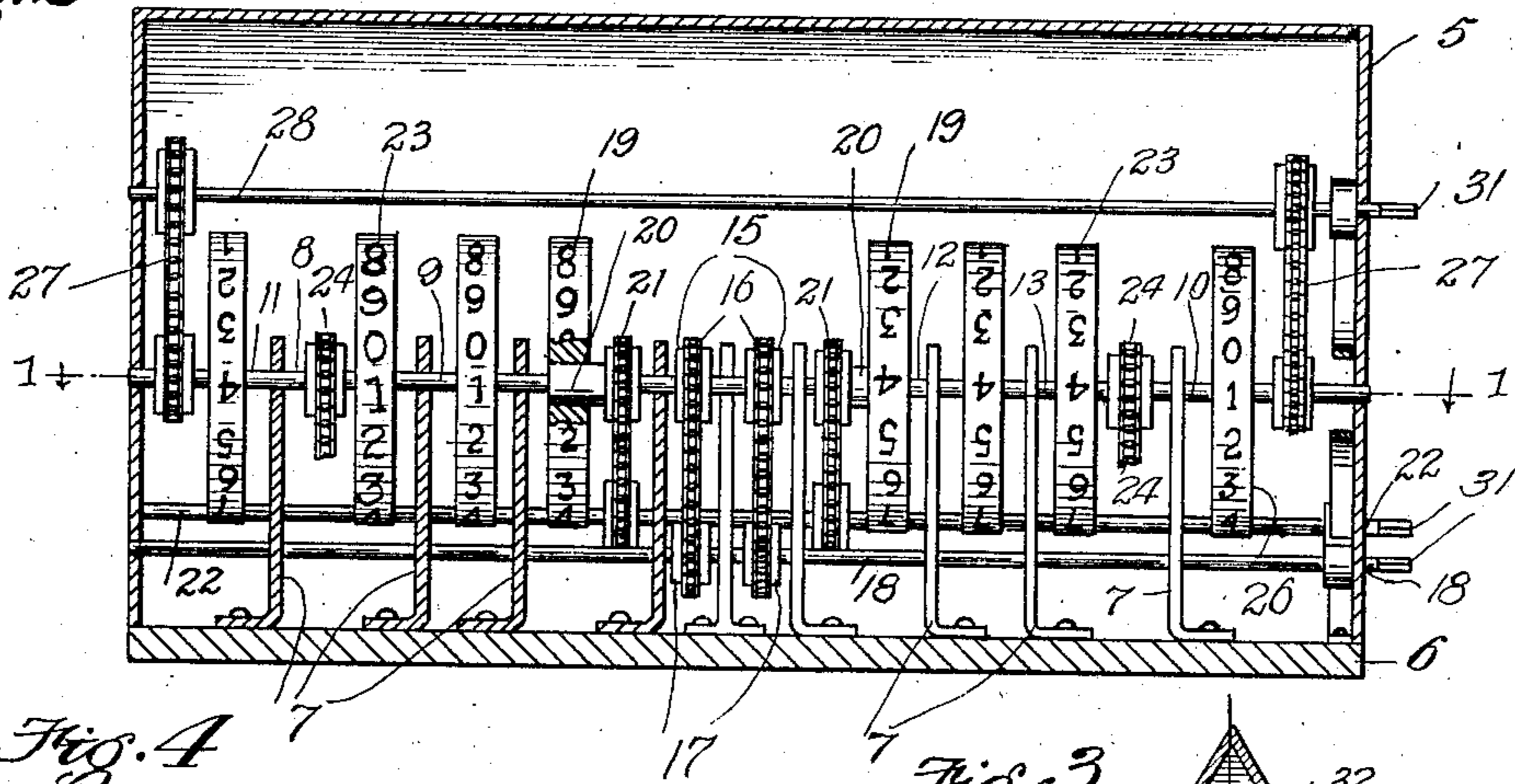


Fig. 4

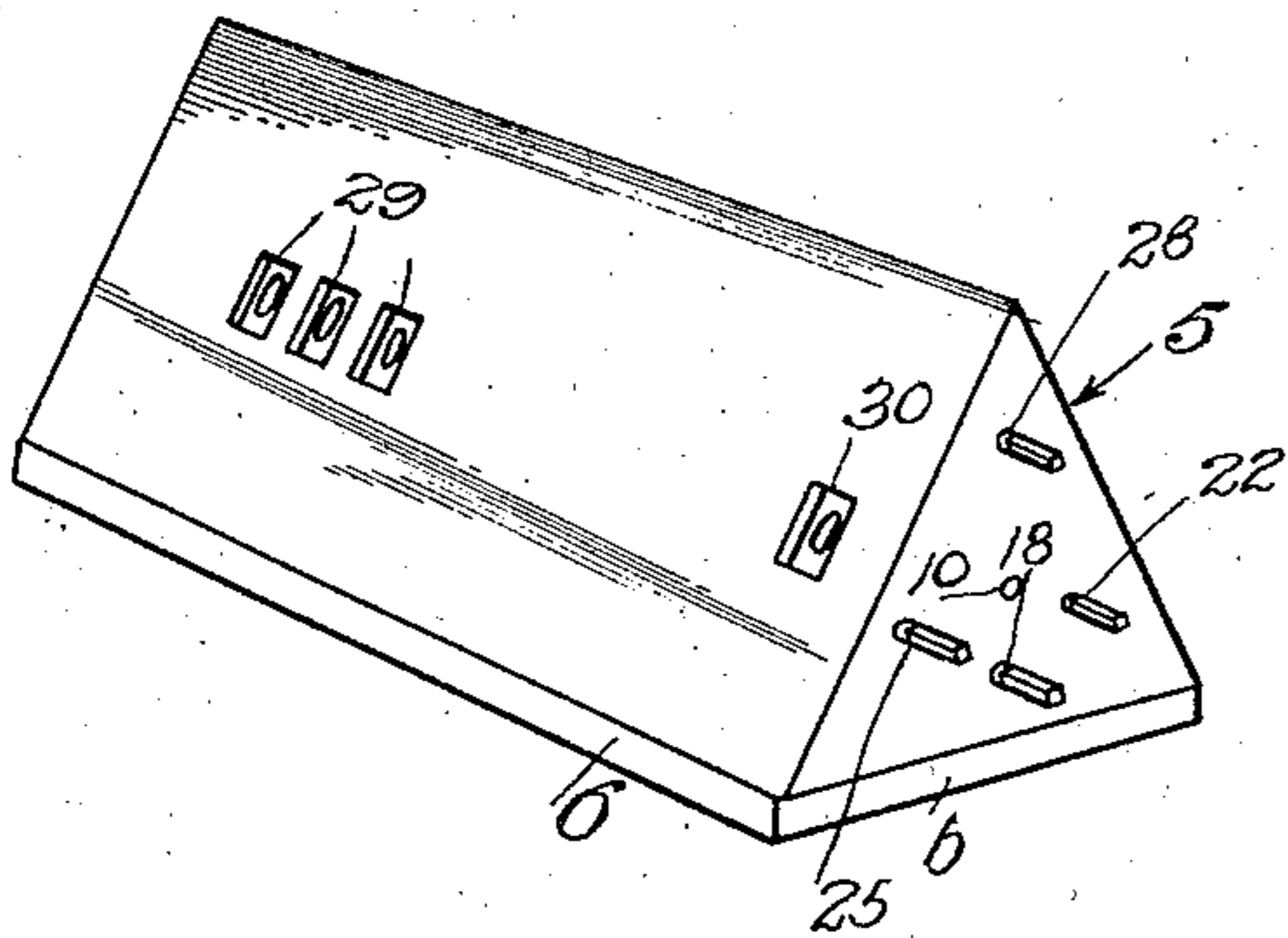
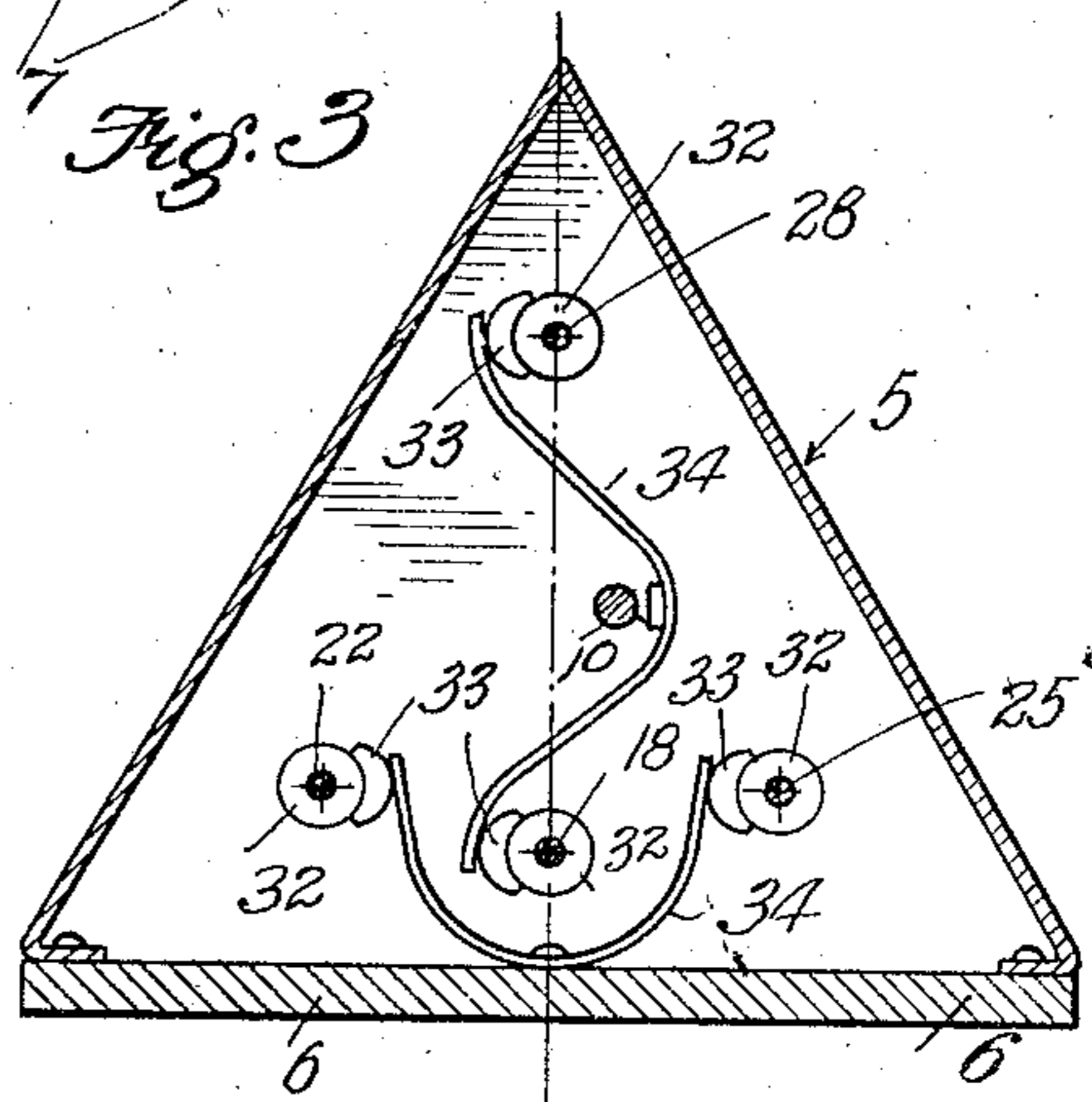


Fig. 3



Witnesses:  
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# UNITED STATES PATENT OFFICE.

JOSEPH H. LESHER, OF HYNES, CALIFORNIA.

GAME-COUNTER.

951,375

Specification of Letters Patent.

Patented Mar. 8, 1910.

Application filed September 28, 1908. Serial No. 454,986.

To all whom it may concern:

Be it known that I, JOSEPH H. LESHER, a citizen of the United States, residing at Hynes, in the county of Los Angeles and State of California, have invented new and useful Improvements in Game-Counters, of which the following is a specification.

This invention relates to a counter for keeping count of scores in the playing of games and the object thereof is to provide a counter which is simple in construction and operation and by means of which the score number can be kept in sight of all parties in the game.

To this end the invention consists of a case containing two sets of indicator disks, one set being visible from each side of the case. Means are provided for rotating corresponding indicator disks of each set with each other so that both sets always indicate the same number. Further, means are provided so that the disks cannot be accidentally moved and, if desired, the counters may be provided with keys for the rotation of the indicator disks so that the score cannot be tampered with by any one not entitled to change the score number.

In the accompanying drawings, forming a part of this specification:—Figure 1,—is a sectional plan view of a counter embodying my invention taken on line 1—1 of Fig. 2. Fig. 2,—is a longitudinal vertical section of the same taken on line 2—2 of Fig. 1. Fig. 3,—is a cross section taken on line 3—3 of Fig. 2. Fig. 4,—is a perspective view of the counter.

In the drawings 5 designates a case which is formed upon a base 6 of any suitable material, the case being conveniently triangular in cross section as illustrated.

Within the case is mounted a number of bearing plates 7 which extend from the base and form supports for the various shafts within the case. The shafts are spaced apart horizontally, shafts 8, 9 and 10 being placed toward one side of the case while shafts 11, 12 and 13 are placed toward the other side thereof shafts 9 and 13 carry rigidly mounted on them disks 14 which constitute the tens indicators a sprocket wheel 15 is mounted on each of these shafts and chain 16 connects these sprocket wheels with sprocket wheels 17 on key shaft 18 located in the lower part of the case. Units disks 19 are mounted on sleeves 20 which rotate

loosely on shafts 9 and 12 and are provided with sprocket connections 21 to key shaft 22 located in the lower part of the case. Hundreds disks 23 are rigidly mounted on shafts 8 and 13, these shafts being provided with sprocket connections 24 to key shaft 25. Disks 26 are rigidly mounted on shafts 10 and 11 respectively, these disks constituting an indicator for the number of games played. Shafts 10 and 11 are provided with sprocket connections 27 to key shaft 28 mounted in the upper part of the case.

Cut in the side walls of the case are apertures 29 through which disks 14, 19 and 23 are visible from either side and 30 through which one of the disks 26 is visible from either side. It will be noted that the arrangement of disks is such that the indication of the game score is at some distance from the indication of the number of games played so that the two are not at all likely to be confused. The disks are so arranged that the same members are always visible through the apertures on the opposite sides of the case regardless of how they may be rotated. All of the key shafts extend out of the case at one end and are squared at 31 for the engagement of a key by means of which they may be turned. By these means it is provided that the score indication cannot be changed by anyone unauthorized to do so.

Within the case each of the key shafts is provided with a small drum 32 against which a shoe 33 is pressed by flat spring 34. The pressure of the shoes is sufficient to afford friction to prevent the accidental moving of the indicator disks as they might otherwise do if left free.

Cut in each lateral face of case 5 are apertures 25 through which the respective sets of indicator disks are visible, one set being visible from each side of the case. The disks are so arranged that the same numbers are always visible through the apertures on each side of the case so that the same number is always indicated on each side.

From the foregoing description it will be seen that I have provided a simple game counter which fulfils all the requisite conditions. The score number and the number of games played is always within sight of both or all of the parties in the game and the number cannot be changed without each party knowing and seeing the change made.

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

5 A counter, comprising a casing having apertures on opposite sides thereof, a pair of shafts journaled within said casing, said shafts extending in the same direction but each shaft being journaled to one side of the center of said casing, gear means to  
10 move said shafts simultaneously, a plurality of indicator disks mounted on each of said shafts, a second pair of shafts journaled

within said casing, a shaft at either end thereof, an indicator disk for each shaft, and means to move the last named shafts in 15 unison.

In witness that I claim the foregoing I have hereunto subscribed my name this 16th day of September, 1908.

JOS. H. LESHER.

Witnesses:

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HALLIE M. PROCTOR.