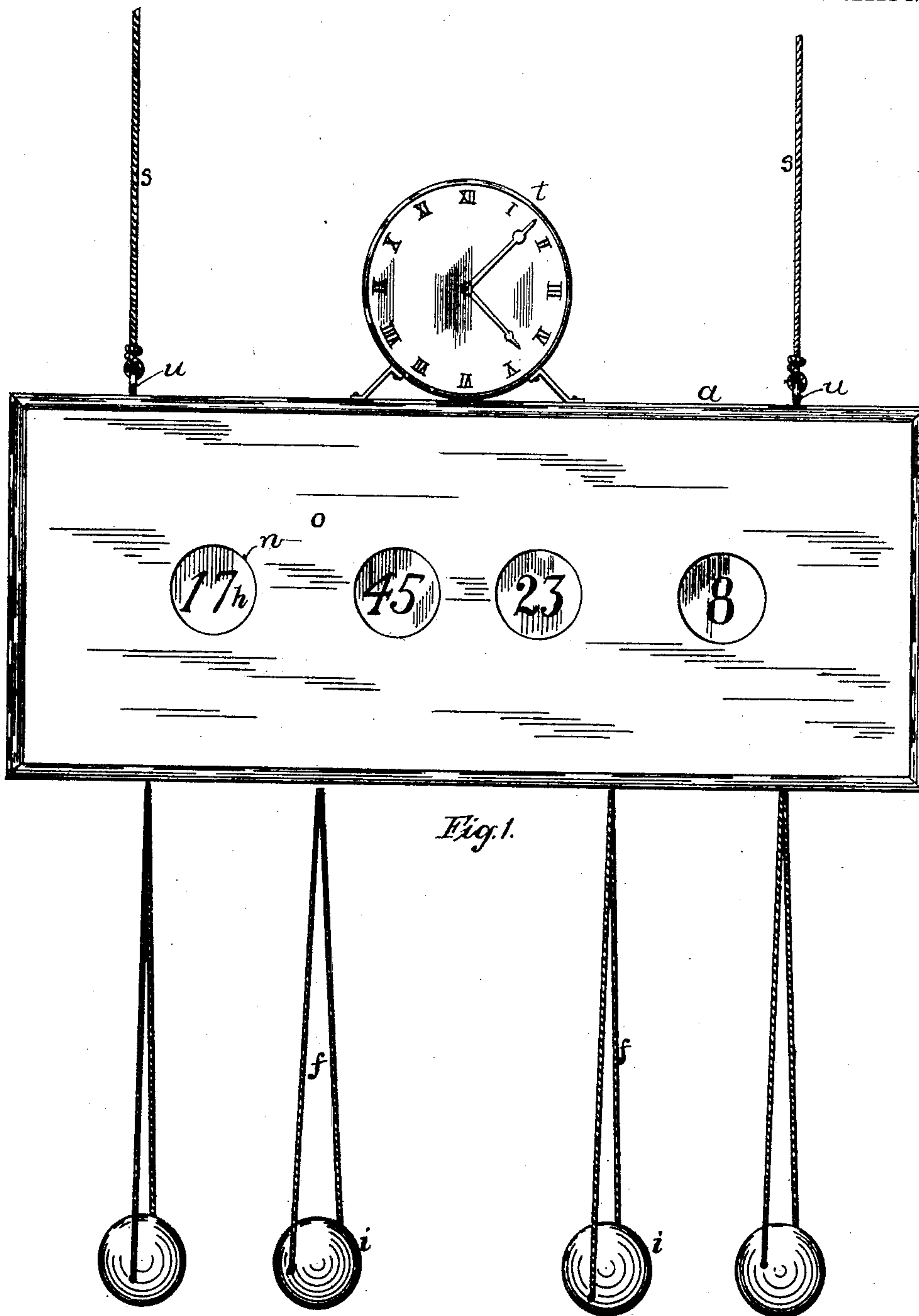


F. J. WEBER.
GAME POINTS INDICATOR.
APPLICATION FILED JUNE 9, 1909.

963,343.

Patented July 5, 1910.

2 SHEETS—SHEET 1.



Witnesses:
Cecil Long
John S. Perkins

Inventor:
Franz Joseph Weber
by J. H. Seisler Atty.

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2 SHEETS—SHEET 2.

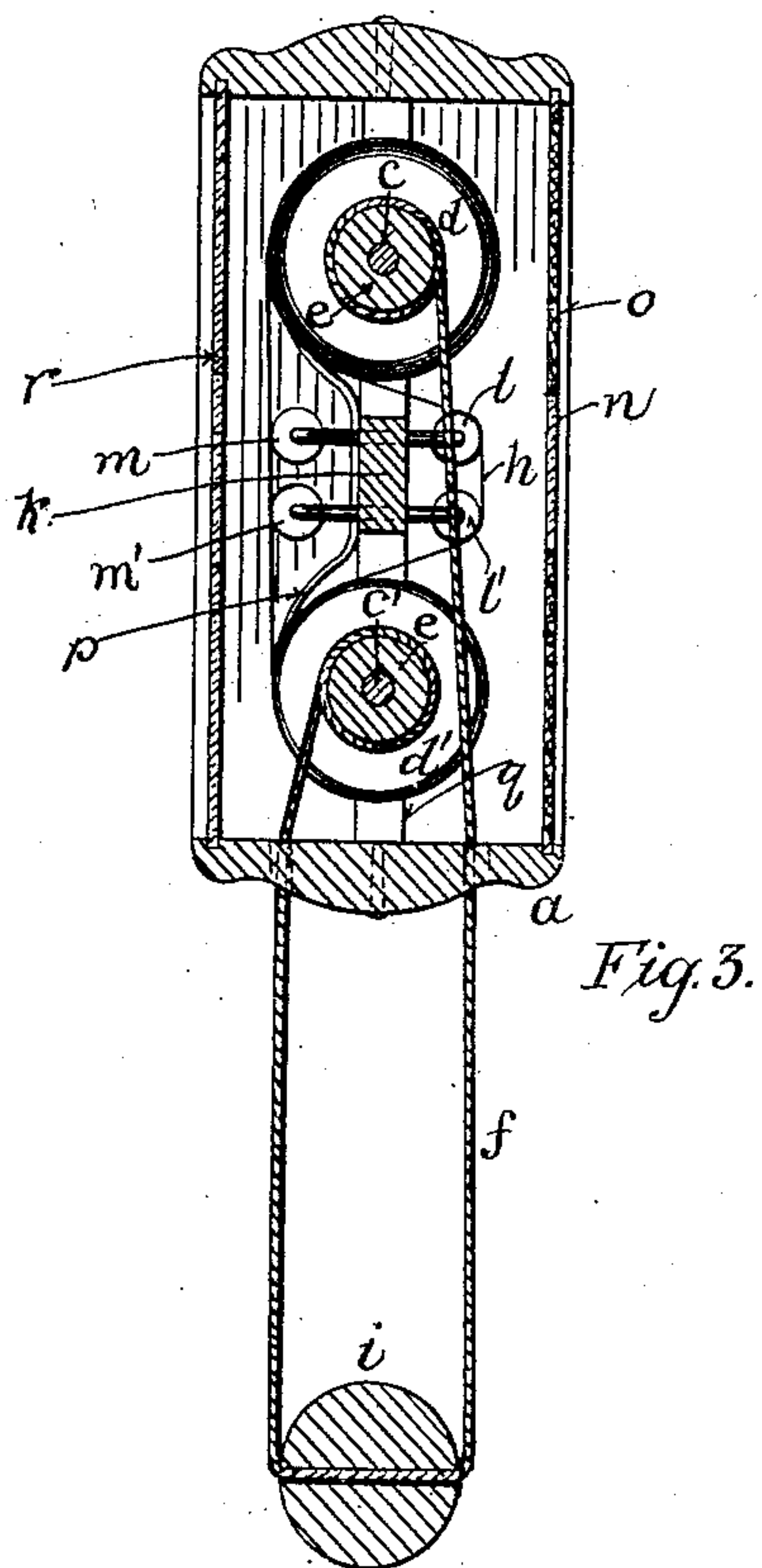


Fig. 3.

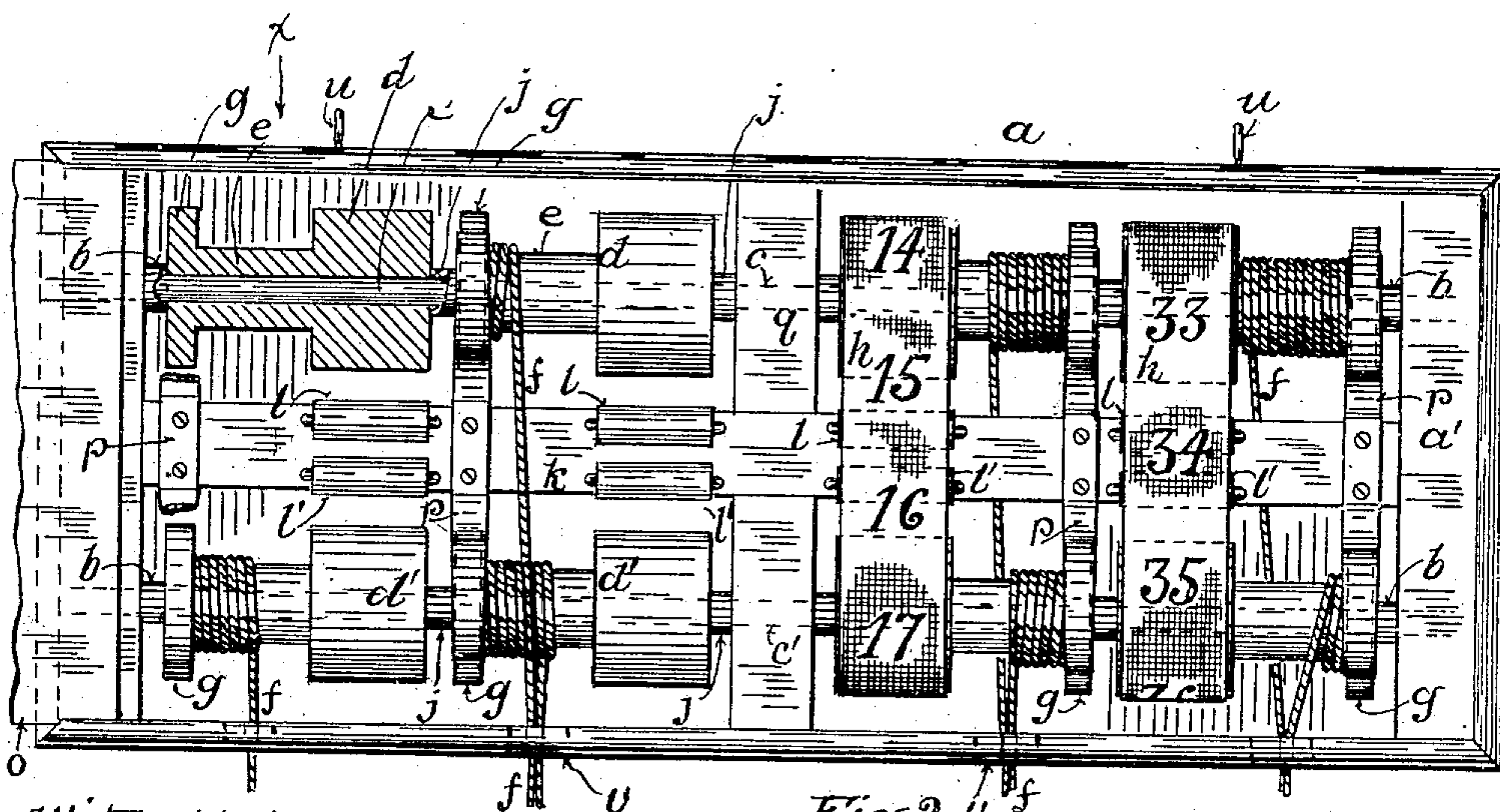


Fig. 2.

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UNITED STATES PATENT OFFICE.

FRANZ JOS. WEBER, OF PORTLAND, OREGON.

GAME-POINTS INDICATOR.

963,343.

Specification of Letters Patent.

Patented July 5, 1910.

Application filed June 9, 1909. Serial No. 501,199.

To all whom it may concern:

Be it known that I, FRANZ JOSEPH WEBER, a citizen of the United States, and residing in Portland, county of Multnomah, and State of Oregon, have invented a new and useful Improvement in Game-Points Indicators, of which the following is a specification, reference being had to the accompanying drawings as constituting a part thereof.

This invention has for its object to obtain an indicator device, inexpensively made and of neat appearance, which is convenient for indicating the points made in playing games, such as billiards and pool.

My device resides in the arrangement of the devices and features hereinafter more fully explained.

In the drawings: Figure 1 is a front elevation representing my device as suspended from a ceiling, or other support; Fig. 2 is an elevation showing the interior of the case of my device and the mechanism therein contained, part of which is shown in section, and the glass covering the front of the case being moved to one side; and Fig. 3 is a cross section approximately taken on a line pointed by the arrow *x* in Fig. 2.

The case, *a*, can be made of wood, or other suitable material. In its side walls *a'* are provided axle sockets *b*, in which are rigidly supported the ends of axles *c*, *c'* in vertical alinement. On the axles *c*, *c'* are mounted a series of spools *d*, *d'*. The spools *d*, *d'* are spaced apart by washers *j*, and they are formed with recessed or reduced portions *e*, to which is connected the revolving medium of the spools, which in the drawings is represented by cords *f*, the ends of which are fastened to and wind on said reduced portions *e* of the spools *d*, *d'*. The portions *g* of the spools constitute flanges for holding the winding ends of the operating cords in place, and the main portions of the spools *d*, *d'* have fastened thereto the ends of ribbons *h*, imprinted on the face with consecutive numbers representing points in the game. The cords *f* are held in pendent position, as shown in Figs. 1 and 3, by any suitable means, such, for example, as a ball *i*.

Secured longitudinally in the case *a*, midway between the top and bottom, is a bar *k*, on which bar are rotatably supported rollers *l*, *l'*, *m*, *m'*, over which the ribbons *h* run, as illustrated more clearly in the sectional view Fig. 3; the rollers *l*, *l'* being especially de-

signed and arranged to so hold and conduct the ribbon portions running thereover as to present a flat surface, rendering the numeral on such flat portion clearly visible through the circular transparent disks *n*, of the glass cover *o*, which, in its other parts, may be rendered opaque by being painted so as to disclose only the ribbon portions brought into registration with such transparent openings *n*. On the bar *k* there are further mounted springs *p*, the two extremities of which are arranged to bear upon the collars *g* of the spools *d*, *d'* and serve as a brake restraining the rotation of such spools to the operation thereof by the cords *f*. The spools *d*, *d'* are so arranged as to be substantially equi-distant.

q is merely a central support.

The back of the case is closed by a glass plate *r*, or thin board. The case is conveniently suspended by means of cords *s*, *s*, attached to ears *u*, *u*.

t merely represents a clock which it is convenient to mount on my game indicator, so as to be able to keep track of the duration of the game.

The operation of my device is self evident from the description.

The cords *f* extend through slots *v* in the bottom of the case *a*, said slots being made of sufficient length to prevent any binding of the cords when worked up and down through the same.

The axles *c*, *c'* can be made of wood, if preferred, incased in metal bushings in the bearing portions, so as to prevent undue wear.

I claim:

1. A game indicator comprising a case, a pair of longitudinal axle rods perpendicularly alined in the case, a series of spools independently revoluble on each axle rod and perpendicularly alined in pairs; means spacing the spools apart; ribbons secured at their ends to the spools and winding thereon, and said ribbons being suitably marked; each spool being provided with cords fastened thereto at their ends and winding thereon, said cords having a pendent end hanging through an opening therefor provided in the bottom of the case; a movable weight on each pendent cord; and a brake to restrain the revolution of the spools.

2. A game indicator comprising a case, a pair of longitudinal axle-rods perpendicularly alined in the case, a series of spools

independently revoluble on each axle-rod and perpendicularly alined in pairs, said spools being each made with a recessed part located to leave a broad faced surface at one end and a narrow faced collar at the opposite end, means spacing the spools apart, ribbons secured at their ends to the broad faced periphery of the spools and winding thereon, said ribbons being marked with consecutive numbers, cords attached at their ends and winding on the recessed parts of each pair of spools, said cords having a pendent end hanging through an opening therefor provided in the bottom of the case, a movable weight on each pendent cord-end, a brake to restrain the revolution of the spools, and said case including a front plate adapted to conceal the interior of the case, but provided with display openings for those portions of said ribbons crossing behind said plate, and guide rollers arranged to so guide the ribbons across said front plate as to cause a portion of said ribbons to be displayed close to and parallel to said front plate, and in registration with the display openings of the latter.

3. A game indicator comprising a case, a pair of longitudinal axle-rods perpendicularly alined in the case, a series of spools independently revoluble on each axle-rod and perpendicularly alined in pairs, said spools being each made with a recessed part located to leave a broad faced surface at one end and a narrow faced collar at the opposite end, means spacing the spools apart, ribbons secured at their ends to the broad faced periphery of the spools and winding thereon, said ribbons being marked with consecutive numbers, cords attached at their ends and winding on the recessed parts of each pair of spools, said cords having a pendent end hanging through an opening therefor provided in the bottom of the case, a movable weight on each pendent cord-end, a spring brake consisting of extending arms arranged to simultaneously bear on a pair of spools, said case including a front plate adapted to conceal the interior of the case, but provided with display openings for those portions of said ribbons crossing behind said plate, and guide rollers arranged

to so guide the ribbons across said front plate as to cause a portion of said ribbons to be displayed close to and parallel to said front plate, and in registration with the display openings of the latter.

4. A game indicator comprising a case, a pair of longitudinal axle-rods perpendicularly alined in the case, a series of spools independently revoluble on each axle-rod and perpendicularly alined in pairs, said spools being each made with a recessed part located to leave a broad faced surface at one end and a narrow faced collar at the opposite end, means spacing the spools apart, ribbons secured at their ends to the broad faced periphery of the spools and winding thereon, said ribbons being marked with consecutive numbers, cords attached at their ends and winding on the recessed parts of each pair of spools, said cords having a pendent end hanging through an opening therefor provided in the bottom of the case, a movable weight on each pendent cord-end, and a brake to restrain the revolution of the spools.

5. A game indicator comprising a case, a pair of longitudinal axle-rods perpendicularly alined in the case, a series of spools independently revoluble on each axle-rod and perpendicularly alined in pairs, said spools being each made with a recessed part located to leave a broad faced surface at one end and a narrow faced collar at the opposite end, means spacing the spools apart, ribbons secured at their ends to the broad faced periphery of the spools and winding thereon, said ribbons being marked with consecutive numbers, cords attached at their ends and winding on the recessed parts of each pair of spools, said cords having a pendent end hanging through an opening therefor provided in the bottom of the case, a movable weight on each pendent cord-end, and a spring brake consisting of extending arms arranged to simultaneously bear on a pair of spools.

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Witnesses:

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