

W. ZAEHRINGER.

No. 260,442.

Patented July 4, 1882.

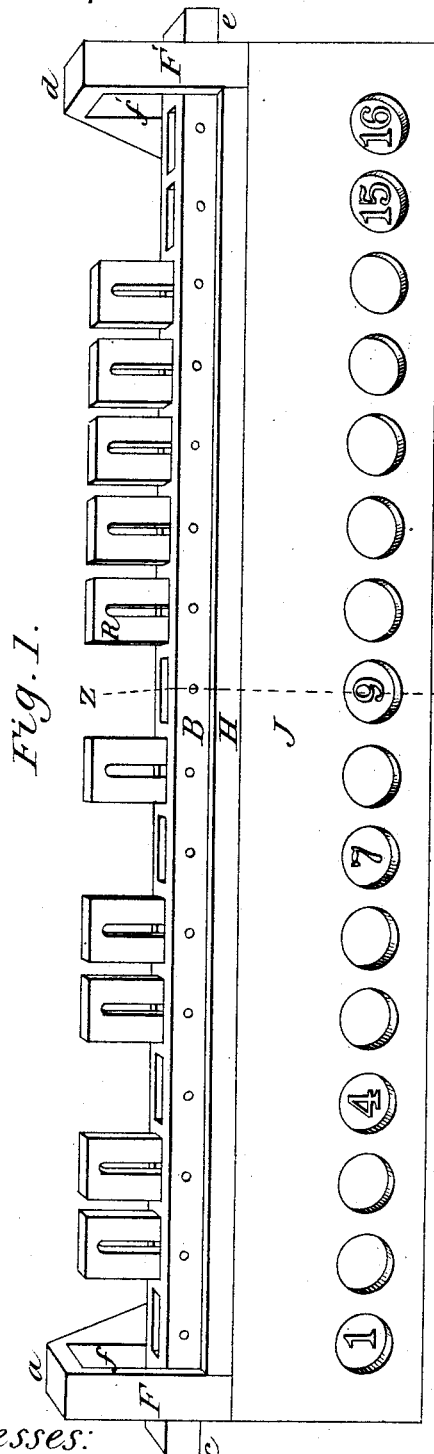


Fig. 1.

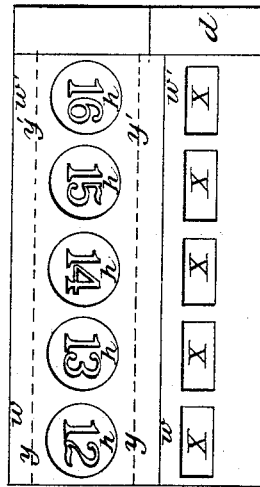


Fig. 8.

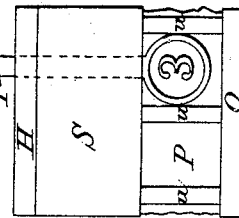


Fig. 7.

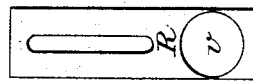
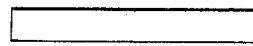
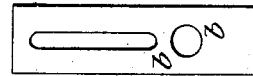


Fig.4.Fig.5.Fig.6.

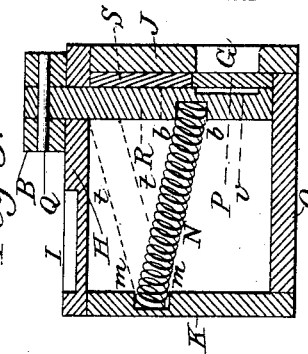


Fig. 3.

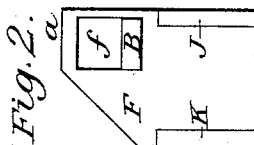


Fig. 2.

Witnesses:

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UNITED STATES PATENT OFFICE.

WILLIAM ZAEHRINGER, OF NEW ORLEANS, LOUISIANA.

POOL-PLAYER'S PORTABLE POSITION-REGISTER.

SPECIFICATION forming part of Letters Patent No. 260,442, dated July 4, 1882.

Application filed January 27, 1882. (No model.)

To all whom it may concern:

Be it known that I, WM. ZAEHRINGER, a resident of the city of New Orleans, parish of Orleans, and State of Louisiana, have invented a certain new and useful Register for the Use of Pool-Game Keepers, including pyramid, fifteen-ball, and pin pool; and I do hereby declare the following to be a full, clear, and correct description of the same, reference being had to the annexed drawings, making a part of this specification.

The object of this invention is to furnish an easy and effective means whereby the keeper of a game of pool is enabled to keep a record of the several position-balls after having dealt out one of these to each individual player in the game.

In playing pool it is customary to use sixteen small balls, numbered from 1 to 16. These being put into a bottle-shaped basket and mixed by briskly shaking the same, the game-keeper now deals out one of the balls to each player, and the number found by the player upon the ball he has received determines his turn to play a shot or inning.

My invention will be readily understood, reference being had to the accompanying drawings, whereon Figure 1 represents a perspective view of that side of the register facing the players.

The game-keeper, having taken his position behind the register, is ready to operate the numbered keys, of which there are sixteen. We will suppose that six players—named Thomas, Robert, Paul, John, Phil., and Frank—are about to begin a game of pool and occupying various positions on both sides and at the foot of the table, thus commanding a full front view of the register. Everything being ready, the game-keeper deals a ball out to each player, who, after noting well the number of such ball, hands or rolls it back to the game-keeper, who places the six balls upon the table before him, reading or calling off the number he finds upon each ball—thus, 1, 4, 7, 9, 15, and 16. The game-keeper having called the number upon each ball out, he now registers these, so that each player can learn in a moment when his turn comes to play, and they find themselves in this order: Paul plays first, having

received No. 1 ball; Robert is second, having got ball 4; John, having had 7 ball, is third; Thomas, with 9 ball, is fourth; Frank is fifth, with ball 15; and Phil. plays last, having got the highest ball out.

It is evident that when the numbers having been out are registered the game-keeper is no longer taxed to remember them, and he is at the same time spared the annoyance occasioned by numerous questions usually put by the players, such as the following: "What number do I play? I had the 9 ball." "What does 7 play?" "How do the balls run?" "Was the 4 ball the lowest out?" It will be seen that all these questions, and more, are faithfully answered by referring to the register.

Regarding the construction of this invention very little explanation is necessary.

Figure 1 is a perspective view from that side of the register which faces the players, who are supposed to occupy positions on each side and foot of the table. A game of pool is in progress, and the register indicates that there are six players in the game, and that the following numbers were out to determine their respective turns to play—viz., 1, 4, 7, 9, 15, 16. During each game the register is placed upon brackets against the wall or upon the pool-board or rack, so as to be accessible to the players. When it is desired to begin a new game it is necessary to withdraw all numbers now shown. To accomplish this the game-keeper places the register down upon the bed of the table, takes his position behind the same, and, placing the thumb of his right hand on top of shoulder F at *a*, the forefinger underneath the end of draw-bar B at *c*, next placing the thumb of the left hand on top of shoulder F' at *d* and forefinger underneath the end of draw-bar B at *e*, he raises both ends of the draw-bar at the same time. When the draw-bar reaches the height of openings *f f* the keys now down will be brought in line with the remaining ten. The draw-bar B is pressed down to rest on the top of register, as shown in drawings, and the register is now prepared to exhibit another set of numbers from 1 to 16.

Fig. 2 represents a reduced size of the left-hand end view of register. *a* is the top of

shoulder F. B is the draw-bar. *f* is the opening through shoulder F, keeping draw-bar B always in line with the keys and gaging its upward movement.

5 Fig. 3 represents a vertical section through the line *z z* in Fig. 1. H is the top of register, with a groove cut out lengthwise to receive a strip of paper with guide-numbers *h h h* printed thereon. On the top of this strip of paper
10 is placed a strip of glass, I, to protect the guide-numbers from becoming soiled. J is the front of register, in which are cut sixteen holes of the size shown at G, through which the keys R disclose their respective numbers when
15 they are pressed down. K is the back of register, having sixteen holes cut inside to a proper depth, as shown at *m*, to receive one end of open spiral spring N. O is the bottom of register. S is a strip of wood running from shoulder
20 to shoulder of the register, and serving to keep the walls *u u u*, Fig. 7, in a vertical position. P is a strip of glass of the same dimensions as strip of wood S, serving to protect the printed numbers of keys R. R represents
25 a key—No. 9 in Fig. 1—pressed down and exposing its number through glass P and hole G cut out in front J. Q is a pin or rivet fastened into draw-bar B, serving to raise key R to its proper height upon operating draw-bar
30 B. From this description it is evident that when the bar B is raised to its full height the end of spring N, fastened in back of key R at *b b*, will travel upward with the key until it assumes the position shown by dotted lines *t t*,
35 in which position key R will be held by the spring until said key is again pressed down.

Fig. 4 is a front view of key R slightly countersunk, as shown at *v*, to admit the print-

ed number required. Fig. 5 is a side view, and Fig. 6 is a back view, of key R.

40 Fig. 7 is a front sectional view of register with front J removed, showing the partition-walls *u u u*, serving to hold the keys in a vertical position. T represents a different form of key, which can be made of cast metal, hav-
45 ing a projecting pin on its back to fit into the end of spiral spring N, and a knob, *g*, on its top for pressing it downward.

Fig. 8 is sectional top view of register with keys and draw-bar removed. X X are holes
50 cut out, through which keys R are to play up and down. The dotted lines *y y* show the edges of the strip of glass I, Fig. 3, and *w w* show the width of a thin strip of sheet metal running the full length of register, keeping
55 the glass in position, and having holes cut out at regular distances, exposing to view of the game-keeper guide-numbers 16, 15, 14, 13, 12, &c.

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

A pool-player's portable position-register, consisting of a series of numbered or lettered
65 vertical operating-keys, R, held in position by springs N, operating draw-bar B, running through shoulders F F', and a series of guide-numbers, *h*, all made substantially as and for the purpose set forth.

In testimony whereof I have hereto signed
70 my name.

WM. ZAEHRINGER.

In presence of—

C. S. QUAID,

JNO. OBERLANDER.