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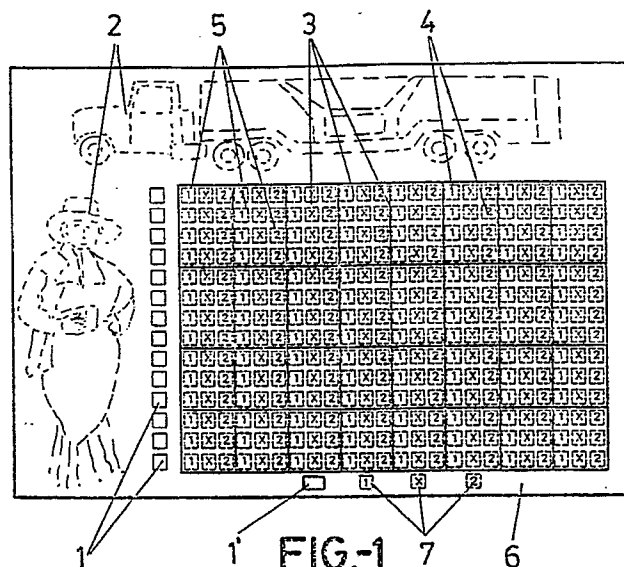
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(54) **Results checker for games of chance.**

(57) The invention relates to a results checker for games of chance. To improve previous correct results checkers in games of chance the results checker for games of chance according to the invention has a rectangular broader than higher shape, in a format similar to the ordinary football pool coupons, on whose face appear spaces (2) designed for advertising messages, appearing on the reverse side identical spaces (2') for the same purpose, blocks of symbols (3) in which appear columns with the sym-

bols 1,X,2 written on squares (4) defining 24 columns and 15 rows, perfectly symmetrical, these squares (4) having a symbol printed on the face whilst the external perimeter is found to be perforated or cut, appearing to the lefthand side of the first block a column (1) of small squares perfectly situated beside each of the rows of the blocks At the foot of the blocks there are three small perforated squares in line (7) and to the left a blank square (1').



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RESULTS CHECKER FOR GAMES OF CHANCE

The descriptive memorandum which follows below refers to a Utility Model relating to a results checker for games of chance, especially those of the football pool coupon type in which it is necessary to guess correctly 15 results from the same number again of football matches on the basis of multiple combinations of forecasts, on numbered blocks of 42 distinctive symbols which are ordered in homogeneous columns of 1, X and 2 symbols and three separate squares with three more symbols at the foot of the blocks.

This new definition of a RESULTS CHECKER IN GAMES OF CHANCE, represents an evident improvement and a novelty in comparison with previous correct result checkers in games of chance.

More precisely, the present model incorporates the advantage of making it easy to note down the results which are written in an outstandingly clear space. Moreover, by means of subsequently detaching the symbols corresponding to the results of the football matches, which are seen to be ordered on the template or base of the checker in an identical position to the one on the standard football pool coupons, some quadrangular holes remain empty which, by means of superimposing the checker on the football pool coupon allow an instantaneous and absolutely efficacious check to be made of the correct or erroneous guesses made by the investor in an unequivocal manner. After use the checker can be thrown away.

The correct guess checker, the object of this Utility Model, essentially consists of a rectangular card which is broader than it is higher, in a similar format to the football pool coupons.

The signs or symbols 1, x, 2, are written on small regular squares symmetrically set out with a small separation between them. The perimeter of the squares which contain the symbols are found to be cut or perforated from place to place on the base card.

Likewise at the foot of the blocks there are, outside of them and close to their centre point, three separate small squares set horizontally, inside of which also appear the symbols 1, X, 2. The external perimeter of these squares is cut or perforated.

The essential element of the present results checker, as well as the blocks of symbols, is a column located on the left hand side of the first block of symbols 1, X, 2 made up of small blank squares of the same dimensions as those in the blocks in which the symbols are written and perfectly in line with the 15 rows which make up the columns.

In a like manner, to the left hand side of the three small squares which appear at the foot of the blocks, there is a small blank square.

The rest of the surface of the base card is covered by rectangular areas without any printed elements on them, which are provided for including messages with various contents, particularly advertising ones.

The procedure for using the RESULTS CHECKER FOR GAMES OF CHANCE, is very simple and efficient, which is one of the advantages and innovations which it incorporates. In essence its method of use is the following. The base card checkers will be sold or given away on a massive scale to the public by commercial companies who will have used the spaces provided for the purpose to include their advertising messages. The person or persons who have made their forecasts on the football pool coupons, once they know the results of the football matches which are widely announced by the communications media, will note them down in the 14 small squares located on the left hand side of the blocks of symbols 1, X, 2 and that which appears on its own at the foot of the blocks which makes the 15th number for the full forecast.

Once the results have been noted down in the spaces provided for the purpose, and in view of them, the user has nothing more to do, using the same pencil or ballpoint pen that was used to note down the results, then press on the corresponding symbols which appear in the perforated squares in the blocks and at the foot of them, which will make them detach or fall out, leaving in their place spaces or holes in the manner of small quadrangular windows.

Having completed this operation on as many blocks as those which appear in the football pool coupon that the user has gambled with, in each one of these blocks exactly 14 holes or small quadrangular windows will appear and one more at the foot of the blocks for the result of the full forecast of 15.

The next operation is to superimpose on the coupon of the forecasts, the results checker whose dimensions are exactly the same as the football pool coupon, and in this way it is possible to be able to see the coupon with the forecasts through the quadrangular holes, and instantaneously check to see if in the box which is showing below on the coupon, the corresponding cross or sign of having gambled on that result appears, or if no symbol or mark appears, which presupposes a failure to have guessed correctly.

Obviously, this mechanism enables the simul-

taneous examination of all of the blocks and all the bets made, and the rapid and exact appraisal of the correct or incorrect guesses which have been made, thus avoiding, on the one hand the quite frequent errors in detecting correct guesses or in wrongly attributing correct ones, and on the other hand the problem of the person who accidentally spoils the football pool coupon, as now happens sometimes, when they want to write the results obtained on the coupon itself.

Obviously, the present Utility Model, by its characteristics, offers an enormous advantage for persons with any kind of visual or manual deficiency and who, thanks to it, with no problems will be able to check and see the result of their bets rapidly and easily, - avoiding, as happens at the moment, that small winnings slip by un-noticed by the persons who might have obtained them because of poor checking of them on the coupon, this being a situation which affects significant sectors of elder persons who are at the age of manual or visual deficiencies, or persons who suffer from some kind of physical deficiency or malady.

In order to be able to understand better the characteristics and the operation of the present Utility Model of a RESULTS CHECKER FOR GAMES OF CHANCE, two sheets of drawings are attached in which all the constituent element are defined and the working procedure.

In Figure 1, a model of a football pool forecast card is represented which is made of 8 blocks of three columns each and a total of 42 symbols and at the foot of this combination, the option of one more forecast with three additional symbols, for the full forecast of 15.

With number (1), the small quadrangular areas are designated, which will serve to note down the results of the games played on the corresponding date.

With the reference (1'), the square which appears at the foot of the blocks to note down the full forecast of 15, is mentioned.

Reference (2) alludes to the spaces provided for advertising messages.

Reference (2') indicates the spaces which are identical in location and dimensions, which appear on the reverse of the coupon, for advertising messages.

Reference number (3) indicates the blocks of symbols with which the forecasts are made.

Reference number (4) refers to the symbols with which the forecasts are made.

Reference number (5) indicates the perforations or cutting around the perimeter which are to be seen on the square areas on which the symbols of the forecasts are written.

Reference number (7) indicates the three perforated squares which appear at the foot of the

blocks for the full forecast of 15.

Finally the reference number 6 corresponds to the body of the card or base of the results checker.

Figures 3 and 4 show the procedure by which the perforated squares corresponding to the correct results are pressed out, and how these detach leaving a hole or a small square window which makes it possible to see through the results checker card from place to place.

As is seen, the procedure is enormously simple and of undoubted efficiency in checking, which fully justifies its aptness and absolute novelty.

It is not considered necessary to amplify the description any further for an expert in the matter to understand the scope of the invention and the advantages that derive from it.

The materials, form, size and layout of the elements will be susceptible to variations, always and when this does not mean an alteration in the essential nature of the invention.

The terms in which this memorandum has been written should always be taken in the broad and not the limiting sense.

Claims

1. st.- RESULTS CHECKER FOR GAMES OF CHANCE, characterized by its rectangular broader than higher shape, in a format similar to the ordinary football pool coupons, on whose face appear spaces (2) designed for advertising messages, appearing on the reverse side identical spaces (2') for the same purpose, blocks of symbols (3) in which appear columns with the symbols 1, X, 2 written on squares (4) defining 24 column and 14 rows, perfectly symmetrical, these squares (4) having a symbol printed on their face whilst their external perimeter is found to be perforated or cut, appearing to the left hand side of the first block a column (1) of small squares perfectly situated beside each of the rows of the blocks. At the foot of the blocks there are three small perforated squares in line (7) and to their left a blank square (1').

2. nd.- RESULTS CHECKER FOR GAMES OF CHANCE, according to the 1st. claim, characterized because by pressing with a pencil or any sharp instrument on the squares (4) of the blocks of symbols (3), the perimeter perforation (5) makes these squares give and become detached, leaving in its place holes or small quadrangular windows, in such a way that if the base of the checker (6) is superimposed on a football pool coupon, the empty squares coincide exactly with the same number again

of squares on the coupon making it possible to see the symbol printed on it and to check if it has been betted upon because it has the corresponding mark showing on it.

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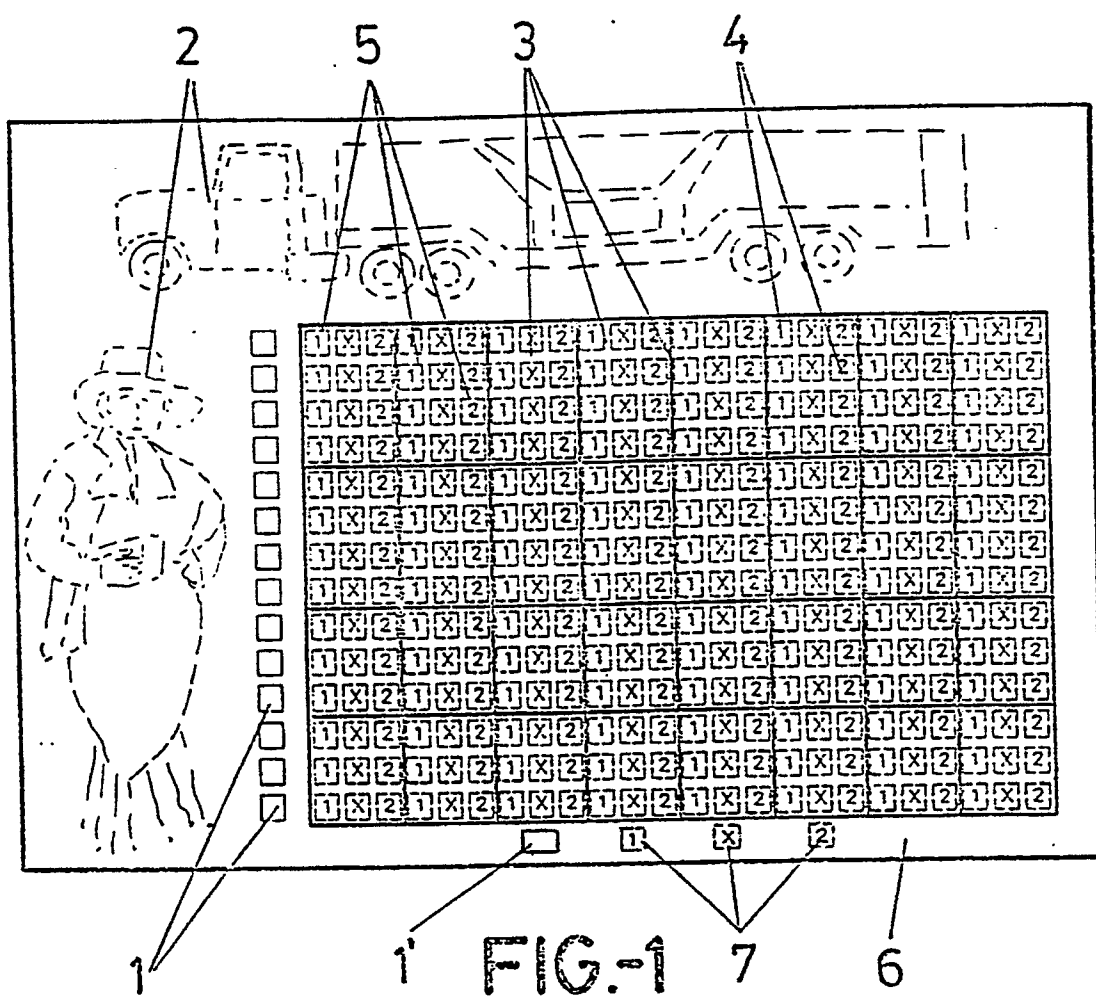
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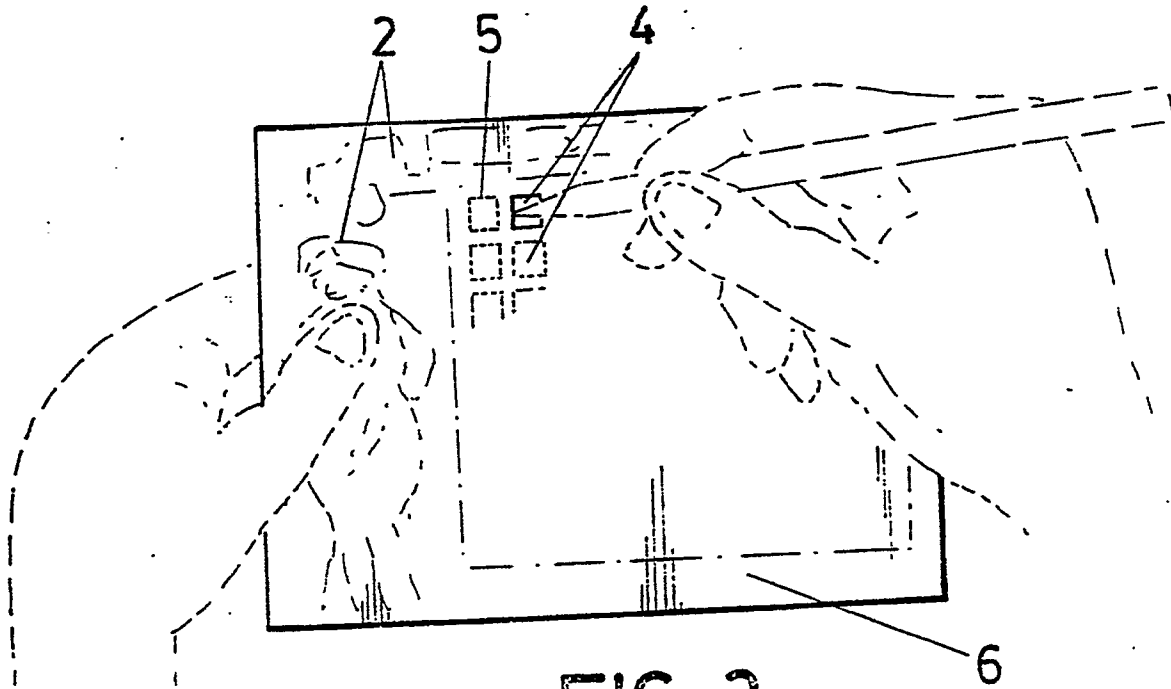


FIG.-2

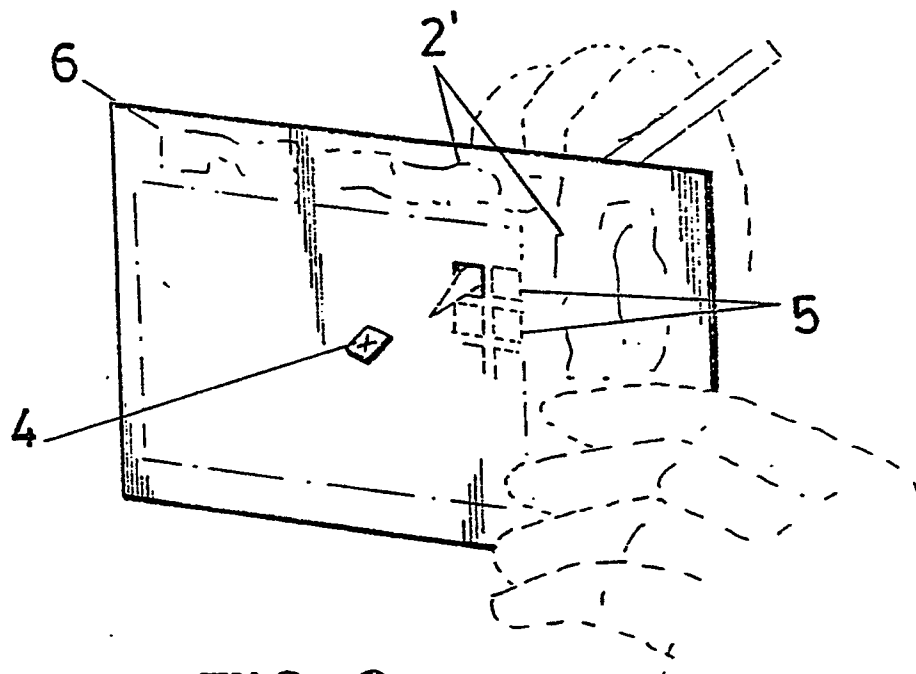


FIG.-3



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EUROPEAN SEARCH REPORT

Application Number

EP 90 10 3111

DOCUMENTS CONSIDERED TO BE RELEVANT			
Category	Citation of document with indication, where appropriate, of relevant passages	Relevant to claim	CLASSIFICATION OF THE APPLICATION (Int. Cl.5)
Y	DE-U-8 708 586 (OTT) * Page 2, lines 7-12; page 3, line 20; figure * - - -	1,2	A 63 F 3/06
Y	NL-A-6 911 265 (OOSTERBEEK) * Page 2, lines 12-16, claim 1; figure 4 * - - -	1,2	
A	FR-A-2 446 657 (ROUARD et al.) * Claim 1; figure 1 * - - -	1,2	
A	DE-A-3 318 441 (AUGUSTIN) * Claim 1; page 3, lines 27-29; figure 1 * - - - - -	1,2	
			TECHNICAL FIELDS SEARCHED (Int. Cl.5)
			A 63 F
The present search report has been drawn up for all claims			
Place of search The Hague		Date of completion of search 04 March 91	Examiner GLAS J.
CATEGORY OF CITED DOCUMENTS X: particularly relevant if taken alone Y: particularly relevant if combined with another document of the same category A: technological background O: non-written disclosure P: intermediate document T: theory or principle underlying the invention E: earlier patent document, but published on, or after the filing date D: document cited in the application L: document cited for other reasons ----- &: member of the same patent family, corresponding document			