Aug. 14, 1945. D. E. GUMB 2,382,630

ANIMATED TOY

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Fig. 1.

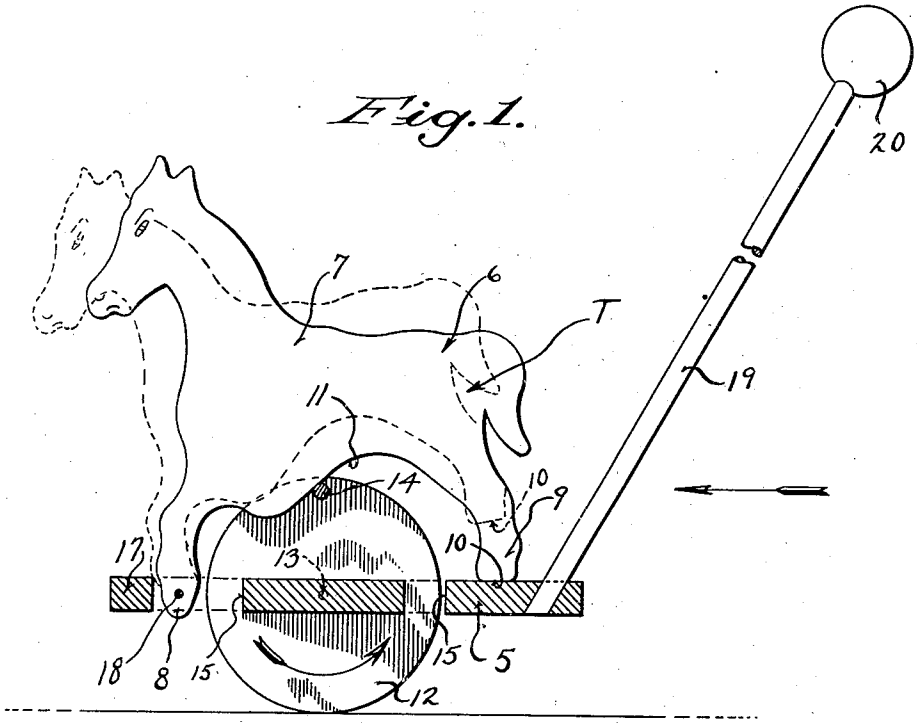
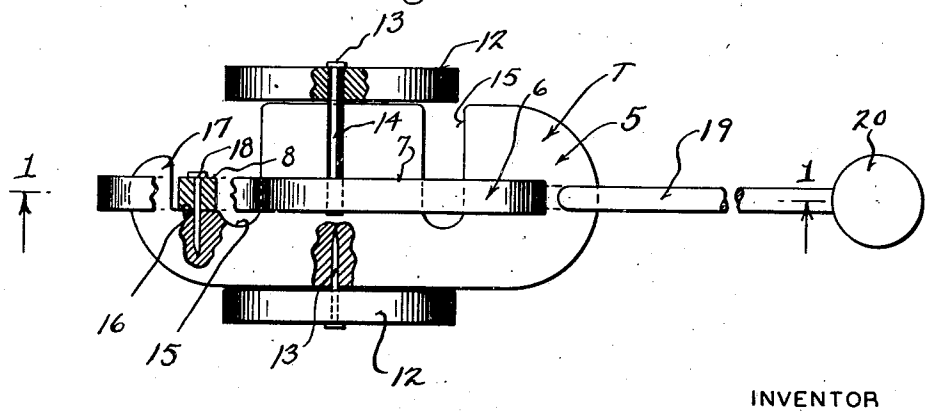


Fig. 2.



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ANIMATED TOY

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3 Claims. (Cl. 46—99)

This invention appertains to toys for children and more particularly to a novel figure toy adapted to be pulled or pushed over the ground.

One of the primary objects of my invention is to provide an animated wheeled toy which will simulate the appearance of a galloping horse or other animal when the toy is moved over the ground.

Another salient object of my invention is to provide a wheeled toy embodying a platform having a figure pivoted thereon with means operated from a wheel of the toy for moving the figure up and down as the toy is pulled or pushed over the ground.

Another salient object of my invention is to provide a means whereby the rear legs of the figure will strike the platform as the figure lowers so as to provide a sound similar to the hoof beat of a galloping horse or other animal.

A further important object of my invention is to provide a wheeled figure toy which will present a pleasing and attractive appearance and which embodies a minimum number of parts and which can be placed upon the market at a low cost.

With these and other objects in view, the invention consists in the novel construction, arrangement, and formation of parts, as will be hereinafter more specifically described, claimed, and illustrated in the accompanying drawing, in which drawing:

Figure 1 is a vertical sectional view through my improved toy, the section being taken substantially on the line 1—1 of Figure 2, looking in the direction of the arrows.

Figure 2 is a top plan view of my toy with parts thereof broken away and in section to illustrate structural detail.

Referring to the drawing in detail, wherein similar reference characters designate corresponding parts throughout the several views, the letter T generally indicates my toy and the same includes a base or platform 5 formed from any desired material such as wood. Mounted on the platform 5 is a figure 6 which can also be formed from any desired material. This figure is cut or formed to simulate the appearance of any desired animal or the like such as a horse. For the purpose of illustration, the figure in the drawing has been shown to take the appearance of a horse. Thus the figure 6 includes a body 7 having front legs 8 and rear legs 9. Particular attention is called to the fact that the front legs 8 extend below the rear legs 9 and that the rear legs 9 terminate in a flat hammer face 10 for striking the platform 5 for a purpose, which will be later set forth. The lower edge of the body 7 is provided with a cam surface 11, the purpose of which will also be hereinafter more fully set forth.

The platform 5 is supported upon wheels 12, and these wheels 12 are rotatably mounted upon axles 13 carried by the platform. In the present instant these axles can be in the nature of nails driven into the side edges of the platform. One wheel 12 includes an inwardly extending eccentric pin or crank 14 which is adapted to wipe against the cam surface 11. The platform is provided with inwardly directed slots 15 on opposite sides of the axle so that the eccentric pin 14 can pass by the platform during the rotation of the wheels. The front end of the platform forwardly of the front slot 15 is also preferably cut away as at 16 to form a pivot support and a stop shoulder 17. The front legs 8 of the figure 6 is mounted in the cut away portion and is pivotally connected to the platform by means of a pivot pin 18. Hence the figure is mounted for free rocking movement on the platform. Forward rocking movement of the figure is limited by the engagement of the front legs 8 with the stop shoulder on arm 17.

When the toy is moved over the ground, the wheels 12 will rotate in a counter clockwise direction and the eccentric pin 14 will ride against the cam surface 11 and as the pin reaches the high point of the cam surface, the figure will be rocked upwardly on the pivot pin 18. As the eccentric pin rides off of the cam surface, the figure will lower by gravity and the rear legs 19 will strike the platform and give a sound to simulate the beat of a horse's hoof. If desired, a spring can be employed to facilitate the forcible lowering of the figure.

Obviously, the figure can be pulled or pushed over the ground and where the figure is pulled, a string can be attached to the platform and additional wheels can be provided for preventing the rocking of the platform on the wheels 12.

In the present instant, I have shown the toy to be of the push type, and consequently the rear end of the platform has attached thereto an upwardly and rearwardly inclined handle 19 which can terminate in a hand grip 20.

From the foregoing description, it can be seen that I have provided a figure toy which can be easily manipulated by a child and which embodies a minimum number of parts, none of which are liable to become out of working order.

Various changes in details can be made providing the same do not depart from the spirit or the scope of the claims.

I claim:

1. An animated wheeled toy comprising a platform, rotatable wheels supporting the platform, a figure shaped to simulate an animal having a body provided with front and rear legs, means pivotally connecting one of said legs to the platform, the lower edge of said figure having a cam surface, an eccentric pin carried by one of said wheels for wiping engagement with the cam surface during rotation of the wheels, and said other leg being adapted to strike against the platform to produce a sound during the movement of the figure on the platform.

2. An animated wheeled toy comprising a platform including a single block having a pair of slots extending in from one edge of the platform, a pair of rotatable wheels rotatably carried by the platform, an eccentric pin carried by one of the wheels and movable through the slots, a figure shaped to simulate an animal having a body and front and rear legs, means pivotally connecting the front leg to the platform, the lower edge of the body of the figure having a cam surface against which the eccentric pin is adapted to ride for raising and lowering the figure during the rotation of the wheels, the rear leg of the figure being adapted to strike the platform upon the lowering of the figure.

3. An animated wheeled toy comprising a platform including a single block having a pair of slots extending in from one edge of the platform, a pair of rotatable wheels rotatably carried by the platform, an eccentric pin carried by one of the wheels and movable through the slots, a figure shaped to simulate an animal having a body and front and rear legs, means pivotally connecting the front leg to the platform, the lower edge of the body of the figure having a cam surface against which the eccentric pin is adapted to ride for raising and lowering the figure during the rotation of the wheels, the rear leg of the figure being adapted to strike the platform upon the lowering of the figure, and means on the platform for limiting said swinging movement of the figure.

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