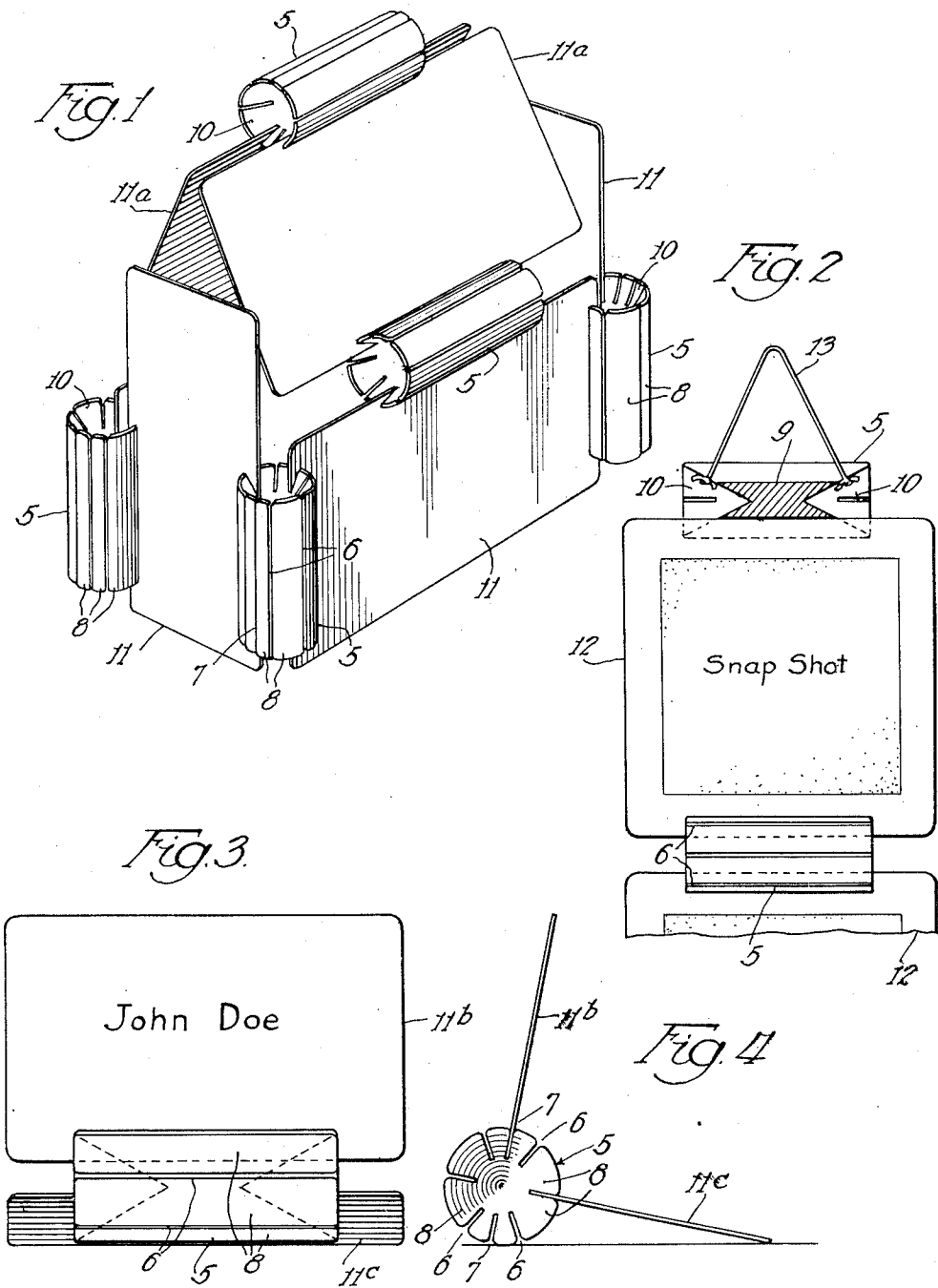


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D. E. COLE
CONSTRUCTION TOY

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CONSTRUCTION TOY

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4 Claims. (Cl. 46—31)

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This invention relates to a toy composed of two or more units capable of being assembled to simulate many well known objects. The ultimate intricacy of what may be constructed with the units of the toy is dependent entirely upon the ingenuity of the individual using this toy. Much is left to the imagination of a child playing with the toy.

One of the objects of the present invention is to provide two basic kinds of units—one in the nature of a body, preferably cylindrical, having circumferentially disposed longitudinally extending slits extending inward from its face, and the other unit being in the nature of a sheet of material such as cardboard, metal, wood, plastic or other suitable material capable of being inserted into any slit of one or more of the bodies, whereby to construct an article simulating any of many well known objects.

Other objects and advantages will appear in the course of this specification, and with all of said objects and advantages in view, this invention consists in the several novel features hereinafter fully set forth and claimed.

The invention is clearly illustrated in the drawing accompanying this specification, in which:

Fig. 1 is a perspective view of one embodiment of the invention showing several units assembled so as to simulate a house;

Fig. 2 is a view partly in front elevation and partly in vertical section illustrating the use of several of the body units for connecting and supporting photographs, pictures, or the like;

Fig. 3 is a front elevation showing one of the body units serving as a holder for a place card or other card, and

Fig. 4 is a side elevation of the parts seen in Fig. 3.

Referring to said drawing and first to Fig. 1, the reference characters 5 designate several of one of the kinds of the first basic units, herein shown as comprising a body preferably of cylindrical form composed of wood, metal, plastic, paper or other suitable material and having several longitudinally extending slits 6, 7, that extend inward radially from the cylindrical face of the body and divide the other portion thereof into a plurality of segments 8. The slits extend from end to end of the body and extend inward for some distance leaving a solid core 9 at the middle of the body which forms the connecting medium between the segments 8. The slits 6 are spaced equidistantly about the body and if desired the slits 7 may be spaced intermediate certain of the slits 6.

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Referring now to Fig. 2 which shows one of the bodies in central longitudinal section it will be seen that both ends thereof are recessed as at 10. The recesses may be tapered as shown or may be of any other desirable shape. The purpose of the recesses will be presently explained.

The second basic unit of the invention comprises a flat piece of material 11 such as cardboard, wood, metal, plastic, paper or other suitable material formed of suitable sizes and shapes such as playing cards or other cards, or the unit 11 may be of triangular, round or oval shape, or shapes simulating wheels or the shapes of animals, airplanes or other well known objects.

The second basic unit 11 should be of a thickness to fit fairly tightly in the slits in the body so as to enable the assembled article to hold together. The several units are assembled to simulate articles by inserting the edges of the units 11 into the slits of the units 5.

In Fig. 1 several of the bodies 5 are arranged vertically and connect four sheets or cards 11 in the form of a rectangle with two of the sheets or cards extending lengthwise of the toy house and two extending vertically. The roof may be composed of two cards designated by 11a which converge toward each other at the top of the structure and are connected together by one of the bodies 5, and the lower edges of said cards 11a are connected to the upper edges of the side wall cards 11 by bodies, one of which is seen at 5.

Manifestly a great variety of objects may be simulated with the toy or it may be used for ornamental or useful purposes; as for instance, connecting mediums between photographs, pictures or the like 12 as seen in Fig. 2. A cord 13 or the like, with knots on its ends may be inserted into the ends of one of the slits in the upper body 5 for suspending the article from a picture hook or nail or the like.

Figs. 3 and 4 illustrate the application of the body 5 to a place or other display card. The card or sheet 11b, on which the name of the individual is displayed is inserted into one of the slits in the body 5, and the other sheet 11c is inserted into a slit at right angles to the one in which the card 11b is held, the card 11c serving as a stabilizer for the device.

The outer corners of the slits and the ends thereof are rounded off to facilitate the insertion of a sheet of material into a slit, either along the length thereof or at the ends of opposite slits.

In constructing certain articles it may be found necessary to insert a card or other sheet of

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material across one or both ends of the body. The recesses 10 provide open spaces between the ends of the slits and make it possible for a card or other sheet of material to be inserted into oppositely disposed slits at the ends of the bodies.

Having thus described my invention, it is obvious that various immaterial modifications may be made in the same without departing from the spirit of my invention; hence, I do not wish to limit myself to the exact form, construction, arrangement or combination of parts herein shown and described or uses mentioned.

What I claim as new and desire to secure by Letters Patent is:

1. A toy capable of being assembled to simulate a variety of objects and comprising two basic kinds of units, one unit being in the form of a cylindrical body having conical recesses in its ends and longitudinally extending slits which extend radially inwardly from the cylindrical face of the body and being disposed circumferentially about the cylindrical face of the body with the bottom edges of the slits terminating at the walls of the conical recesses, and the other unit comprising a sheet of material whose edge portions are capable of being inserted into any of the slits in the cylindrical face of the body, and crosswise of the body in the slits at the end of the body.

2. A toy capable of being assembled to simulate a variety of objects comprising a cylindrical body having conical recesses in its ends and a plurality of longitudinally extending slits which extend inward radially from its cylindrical face and are disposed circumferentially about the same with the bottom edges of the slits terminating at the walls of the conical recesses, and several pieces of sheet material removably secured crosswise of the body in any of the slits and held therein by friction.

3. A toy capable of being assembled to simu-

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late a variety of objects comprising a cylindrical body having a plurality of longitudinally extending slits which extend radially inward from its cylindrical face and are disposed circumferentially about the same, there being conical recesses extending inwardly from the ends of the body and intersecting said slits, and one or more pieces of sheet material removably secured in any of the slits, the portions of the oppositely disposed slits at the conical recesses in the body being adapted to receive an edge portion of a piece of sheet material when extended radially across an end portion of the body.

4. A toy capable of being assembled to simulate a variety of objects and comprising cylindrical bodies and pieces of sheet material, the cylindrical bodies having longitudinally extending slits which extend radially inward from the faces of the bodies, the bodies having conical recesses extending inward from their ends and intersecting the slits, and said pieces of sheet material being adapted to be held along the length of the bodies in said slits and to be held crosswise of the bodies in those portions of the slits which are intersected by the walls of the conical recesses.

DALTON E. COLE.

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