

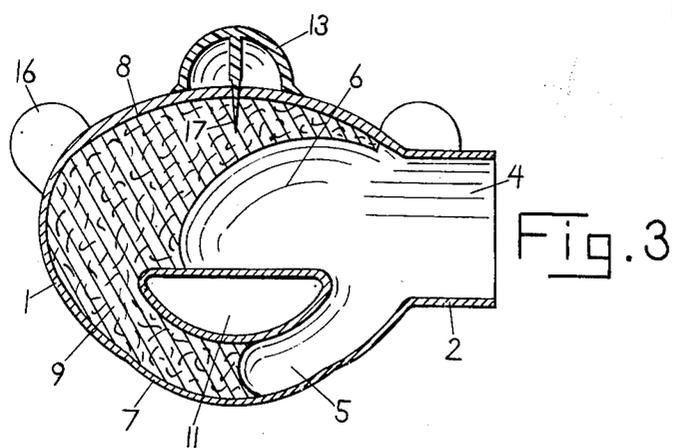
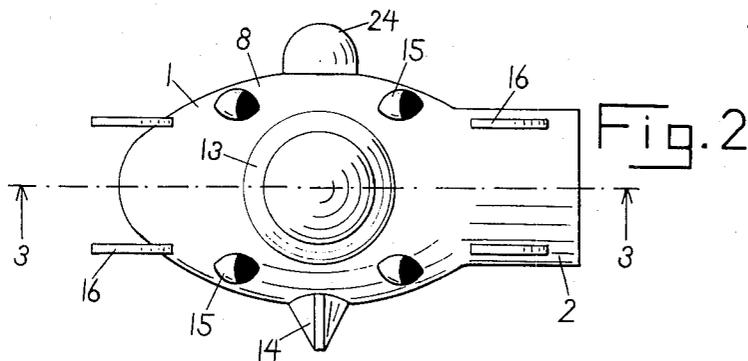
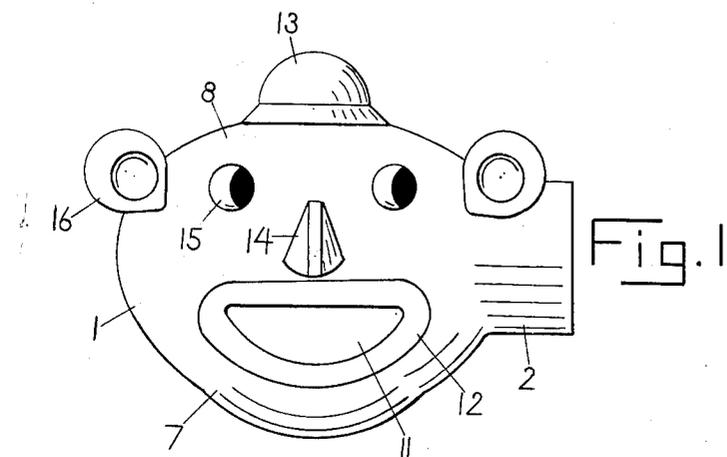
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TOY NOVELTY GLOVES

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TOY NOVELTY GLOVES

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Our invention relates to toys which simulate faces and are animated by the fingers of hand inserted in the toy in a manner similar to the insertion in a gloove or mitten.

Objects of our invention are to provide a glove which has one or, preferably, two lateral surfaces adapted to simulate faces and extending about a gap or aperture adapted to simulate a mouth, to form this mouth between a lower channel adapted for the insertion of a thumb and an upper compartment adapted for the insertion of the remaining parts of the hand, to connect the thumb-accommodating channel at both ends with the upper compartment, thereby to provide a circularly closed mouth facing or interrupting a lateral surface of the glove between the fingers of the inserted hand and extending substantially perpendicularly to the interrupted surface in a direction crossing the longitudinal direction of the fingers, and thereby to enable the fingers of the hand to change and to animate the shape of the mouth and of the surrounding face parts in a novel, realistic and amusing manner.

Other objects are to provide the toy with a shape adapted to simulate a head, to make the toy considerably larger than a hand, to fill that part of the toy which is not used for accommodating the hand with a padding, thereby to secure a proper shape of the head, to provide a padding in that end of the mentioned channel which is not occupied by the thumb, thereby to provide a flexible connection of this end with the upper compartment, and thereby to extend the effect of finger movement from one end of the mouth to the other.

Further objects are to provide opposite sides of the toy with faces, each including the same mouth opening, but seen from a different side, to make the two faces different, and thereby to make possible to simulate different characters with one hand, for example for enacting a puppet play involving two characters.

Still further objects are to provide pieces simulating face parts and being affixed to the mitten in positions corresponding to the mouth-simulating gap and substantially symmetric thereto, to affix these pieces removably, thereby to make possible different positions of these pieces or the exchange of pieces with different pieces, thereby to make possible changes in the appearance of the faces, and thereby to increase the entertaining value of the toy.

Still other objects and advantages will appear from the following description of an exemplifying embodiment of our invention, from the appended claims and from the accompanying drawing in which:

Fig. 1 shows a view of an illustrative embodiment of our invention, seen from a side of the glove representing a front view of a face simulated by the toy.

Fig. 2 shows a top view of the same embodiment.

Fig. 3 shows a cross-section taken along the line 3-3 in Fig. 2.

Fig. 4 shows a partially sectional side view of a piece used in the same embodiment.

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Fig. 5 shows a side view of another piece used in the same embodiment.

Referring to the drawing, numeral 1 indicates a hollow body formed by a wall or coat of suitable flexible material, such as, for example, leather or knitted fabric. The outer shape of the body 1 is bulky and rounded in a manner similar to the shape of a head and has a sleeve-like extension 2 surrounding an opening 4 for the insertion of a hand. The interior of the body 1 contains a space adapted to accommodate a hand and branching into a lower portion 5 for the insertion of the hand's thumb and a higher portion 6 for the other fingers and the remaining part of the hand.

The space 5 and 6 gives the body 1 the character of a glove or mitten. But this body is preferably considerably longer and wider than a hand and differs from a mitten fundamentally by the connection of the thumb channel 7 with the front end of the body. This channel, seen from the side as in Figs. 1 and 3, has an elongated, symmetric shape forming broad ends leading into the upper compartment 8 of the body 1. The channel end nearer to the sleeve 2 serves for the passage of the thumb which reaches only through a portion of the channel 6, for example, a little less far than the center of the channel.

The portion of the channel 6 which exceeds the thumb-accommodating space 5 is filled with a padding of suitable yielding material, for example, with cotton. This padding 9 extends preferably into the compartment 8 and fills the same, except for the space 6.

Between its connected ends, the channel 7 is spaced from the compartment 8 by a gap or aperture 11 which has a shape adapted to simulate a mouth. This aperture passes through the body 1 in a direction crossing the longitudinal direction of the inserted hand or of its fingers whereby the simulated mouth, seen from a side of the body as in Fig. 1 appears substantially symmetrical, forms a circularly surrounded opening and faces a viewer looking toward a side of the body in a horizontal direction crossing the longitudinal direction of the fingers.

Accessories simulating face parts or wearing apparel are permanently or removably affixed to the body 1 in positions corresponding to the position of the mouth-simulating gap 11. For example, a lip 12 is painted about this gap, and other accessories are removably affixed to the body. These other accessories may comprise a hat 13 and pieces simulating face parts, for example, a nose 14 or 24, eyes 15 and ears 16. These face-simulating pieces are preferably arranged in symmetric positions corresponding to the position of the mouth 11.

The removably affixed pieces may be exchanged with other pieces of different appearance in order to change the appearance or the character of the face. They may be made of any suitable material and may be attached to the body 1 in any suitable manner. For example, these pieces may be made of plastic material. The drawing exemplifies several methods of attachment, though all removable pieces may be attached in one of the exemplified manners. For example, the head 13 has a needle-shaped central stem 17 piercing the body 1; the nose 24 has a shaft 18 connected with a pin or needle 19 which has a coiled end tightly wound about the shaft 18; each of the eyes 15 is provided with a folded strip 21 of adhesive tape which has one of its folded portions glued to the inner side of the eye 15 while the other portion is adapted to be attached to the body 1 in a manner in which the crease of the strip 21 forms a hinge. When the inserted hand makes a jerking movement, the hinged eyes will turn slightly about these hinges whereby the animation of the face is increased.

The shape of the body 1 is preferably symmetric with respect to the cross-section shown in Fig. 3. Hence, the

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toy may be operated either by the right or by the left hand, and it is further possible to use two opposite sides of the toy for the simulation of faces. Preferably, these two faces simulate different characters distinguished by different attachments. For example, the nose 14 visible from one side is different from the nose 24 visible from the other side.

We desire it understood that our invention is not confined to the particular embodiment shown and described, the same being merely illustrative, and that our invention may be carried out in other ways within the scope of the appended claims without departing from the spirit of our invention as it is obvious that the particular embodiment shown and described is only one of the many that may be employed to attain the objects of our invention.

Having described the nature of our invention, what we claim and desire to protect by Letters Patent is:

1. A toy glove comprising a hollow flexible body having an opening for insertion of a hand and forming two chambers, one of said chambers forming a channel for insertion of the thumb, the other chamber forming a compartment for the remaining parts of the hand, said channel being connected with said compartment at both channel ends and being spaced, between said ends, from said compartment by a mouth-simulating gap facing a viewer looking toward a side of said body in a direction crossing the longitudinal direction of the hand fingers; and pieces simulating other face parts and being affixed to said body side in positions corresponding and substantially symmetric to said mouth-simulating gap.

2. A toy glove comprising a hollow flexible body having an opening for insertion of a hand and forming two chambers, one of said chambers forming a channel for insertion of the thumb, the other chamber forming a compartment for the remaining parts of the hand, said channel being connected with said compartment at both channel ends and being spaced, between said ends, from said compartment by a mouth-simulating gap facing a viewer looking toward a side of said body in a direction crossing the longitudinal direction of the hand fingers, said channel having a length exceeding the length of a thumb; a padding filling the exceeding portion of said channel; and pieces simulating other face parts and being affixed to said body side in positions corresponding and substantially symmetric to said mouth-simulating gap.

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3. A toy glove comprising a hollow flexible body having an opening for insertion of a hand and forming two chambers, one of said chambers forming a channel for insertion of the thumb, the other chamber forming a compartment for the remaining parts of the hand, said channel being connected with said compartment at both channel ends and being spaced, between said ends, from said compartment by a mouth-simulating gap facing a viewer looking toward a side of said body in a direction crossing the longitudinal direction of the hand fingers, said chambers having a length exceeding considerably the length of said hand; a padding filling the exceeding length of said chambers; and pieces simulating other face parts and being affixed to said body side in positions corresponding and substantially symmetric to said mouth-simulating gap.

4. A toy glove comprising a hollow flexible body having an opening for insertion of a hand and forming two chambers, one of said chambers forming a channel for insertion of the thumb, the other chamber forming a compartment for the remaining parts of the hand, said channel being connected with said compartment at both channel ends and being spaced, between said ends, from said compartment by a mouth-simulating gap extending from one side of said body through to the opposite side and facing viewers looking toward opposite sides of said body in directions crossing the longitudinal direction of the hand fingers; and pieces simulating other face parts and being affixed to said opposite body sides in positions corresponding to said mouth-simulating gap whereby one gap simulates the mouths of two faces, pieces affixed to one side being different from pieces affixed to the opposite side whereby said body sides simulate different faces.

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