S. J. SHAW & H. E. SMITH.

Toy-Gun.

No. 162,110. Patented April 13, 1875.

Fig. 1.

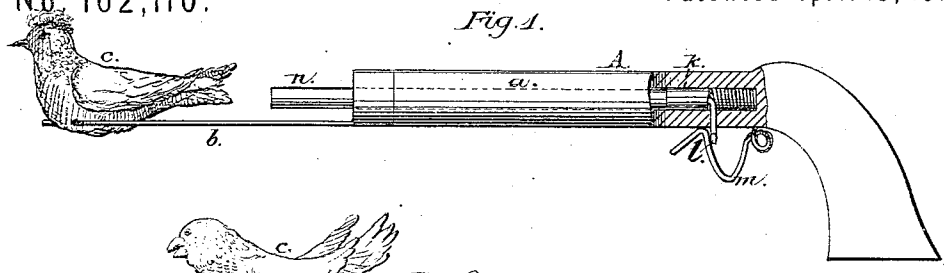


Fig. 2.

Fig. 3.

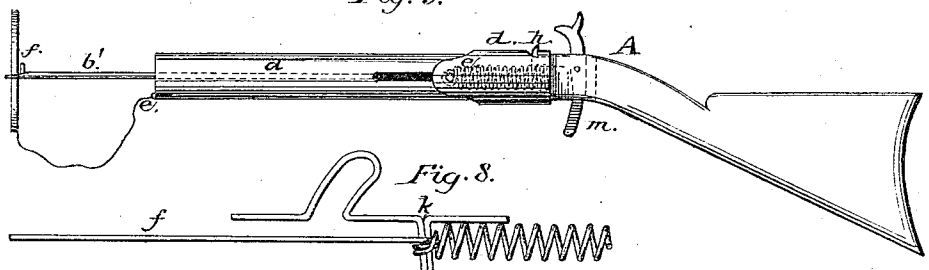


Fig. 8.

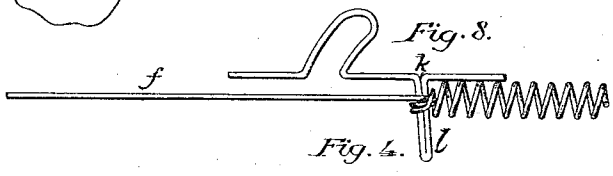


Fig. 4.

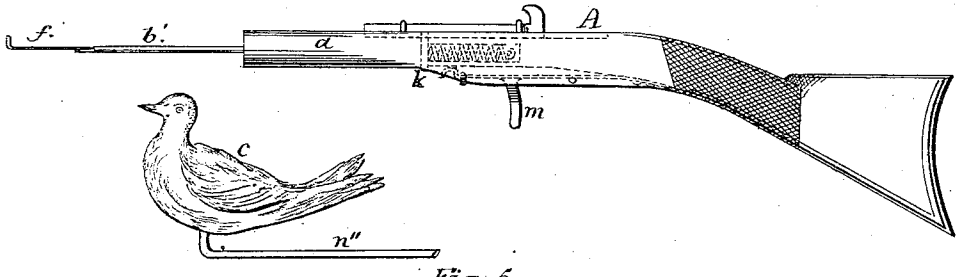


Fig. 5.

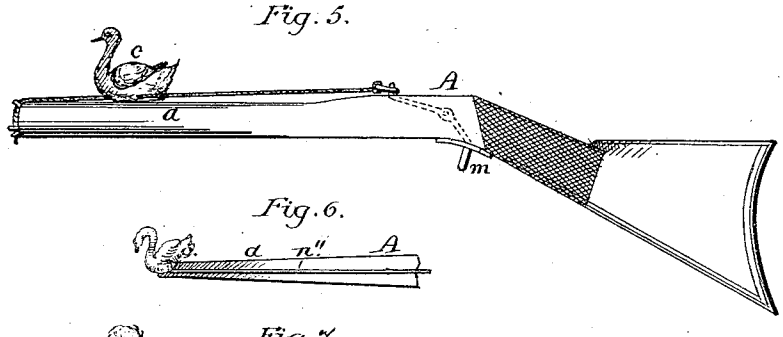
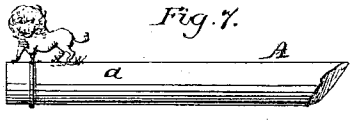


Fig. 6.

Fig. 7.



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UNITED STATES PATENT OFFICE.

SAMUEL J. SHAW AND H. EUGENE SMITH, OF MARLBOROUGH, MASS.

IMPROVEMENT IN TOY GUNS.

Specification forming part of Letters Patent No. **162,110**, dated April 13, 1875; application filed March 9, 1875.

To all whom it may concern:

Be it known that we, SAMUEL J. SHAW and H. EUGENE SMITH, both of Marlborough, Middlesex county, Massachusetts, have invented a new and useful Improvement in Toy Guns or Pistols, of which the following is a full and clear specification describing the same.

The invention relates to what is known as toy pistols or guns; and it consists in so constructing the weapon that the game-shaped target may be attached to it in such a manner that it will of necessity fall or be struck at every discharge. It also consists in the particular arrangement of the parts of the gun, which will be more fully described hereafter.

Referring to the drawings forming part of this specification, Figure 1 shows a toy pistol with our improved attachment, part of the stock being cut away to show the spring. Fig. 3 shows a modification of our improvement applied to a toy-gun. Fig. 8 is a detail view of the spring and the extension-rod; and Figs. 2, 4, 5, 6, and 7 are modifications of our invention.

In the drawings, A represents the stock or body of an ordinary toy gun or pistol, to the front end of which is attached a rigid arm, *b*. On the extreme end of the arm the bird or other game is placed, in such a manner that it will not fall off, but so loosely attached that it will be easily knocked off when struck by the projectile.

In some cases it may be preferable to attach the game directly to the projectile, especially when such projectile is used for a ramrod to load or compress the spring. In that case the ramrod accompanies the game upon the discharge of the gun.

Fig. 2 shows such a modification of our invention. This game-target may consist of a piece of pasteboard or wood, having the outline of a bird or other object suitably marked, to make it more truly represent the same. Near the bottom of this object is a small perforation, by means of which it may be attached to the arm *b* of the weapon; or, when used as before described, attached directly to the ramrod or projectile *n'*, it may be glued, riveted, or otherwise suitably fastened. If desired, a string may be fastened to the game, and to the weapon, as at Fig. 3, to prevent the game being lost or knocked too far when struck by the projectile.

To give the required projecting force, we use a spiral spring of wire or other suitable material. To the front end of the coiled spring (the rear end being attached to the stock of the pistol) we fasten a head or block, *k*, to which is attached the bent arm *l*, to engage with the trigger *m*. The ramrod *n* is used to compress the spring until the arm *l* is caught by the trigger, and may be left in and used as a projectile, or, being removed, any suitable device may be substituted.

When the ramrod with the game-target attached is used, it is left in position after loading the gun, and both are projected together.

In Figs. 3 and 4 we have shown more particularly the second part of our invention. Around the barrel of the weapon is placed the sleeve *d*, in such a manner that it will slide freely. Attached to the sleeve at *e* is a bar, which passes through a slot provided in the barrel. To this bar is attached the extension-rod *f*, bent, as shown, at its front end, where it strikes the game-target, so as not to injure it. The sleeve is provided with a notch in which the point *h* of the trigger engages (see Fig. 3) when the spring (which is inside the barrel and bears against the rod) is compressed, to load or charge the gun. This we consider a very important feature of our invention, as it furnishes an easy, quick, and reliable way of charging the gun, it being discharged by pulling the trigger. In this instance the arm *b'* is made hollow, to allow the extension-rod *f* to pass through it, and it is cut away at the end to support the game-piece, and to permit the bent end of the extension-rod to be pushed back in place, as before described.

In Fig. 4 is shown an equivalent means for operating the extension-rod, which, in this case, is made of one and the same piece of wire with the coiled spring, (shown in detail in Fig. 8,) the manner of loading and discharging being clearly shown.

Fig. 5 is a modification of the first part of our invention, in which the game-piece is held in position on the end of the barrel by an

elastic cord, that is stretched to engage with the trigger when the gun is loaded, and by its elasticity knocks over the game when relieved.

Fig. 6 shows another modification, wherein we provide the game-target with a bent arm, which is inserted into the tube when the gun is loaded, the slot *o* serving to support the said game-target in an upright position.

It will be observed that, in making the weapon with the game loosely attached, we have overcome a great objection to the use of this class of toys by children, for as an object at which the child is to shoot is always provided, and he is also sure of killing or bringing down his game, there is no reason for his aiming at a person or thing which might be injured by being hit.

What we claim as our invention is—

1. In combination with a toy pistol or gun, the game-target *c* attached to the weapon and arranged to fall or be hit at every shot, substantially as described.

2. The detachable game-target *c*, in combination with the weapon, constructed substantially as described, and provided with the supporting-arms *b*.

3. In combination with the toy weapon described, the hollow arm *b'*, and the extension-arm *f*, substantially as and for the purpose set forth.

4. The combination of the hollow arm *b'*, the coiled spring, and the extension-arm *f*, with the sleeve *d* and the trigger *m*, as shown.

5. The combination of the game-target, provided with the bent arm *n''*, with the muzzle of the gun, having the slot *o*, for supporting the game in an upright position, as described.

6. In combination with a toy gun or pistol, the game-target *c*, provided with the extended arm *n'*, as shown and described.

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