S. A. NEEDERMAN.

TOY.

APPLICATION FILED JULY 25, 1919.

1,345,328. Patented June 29, 1920.

Fig. 2.

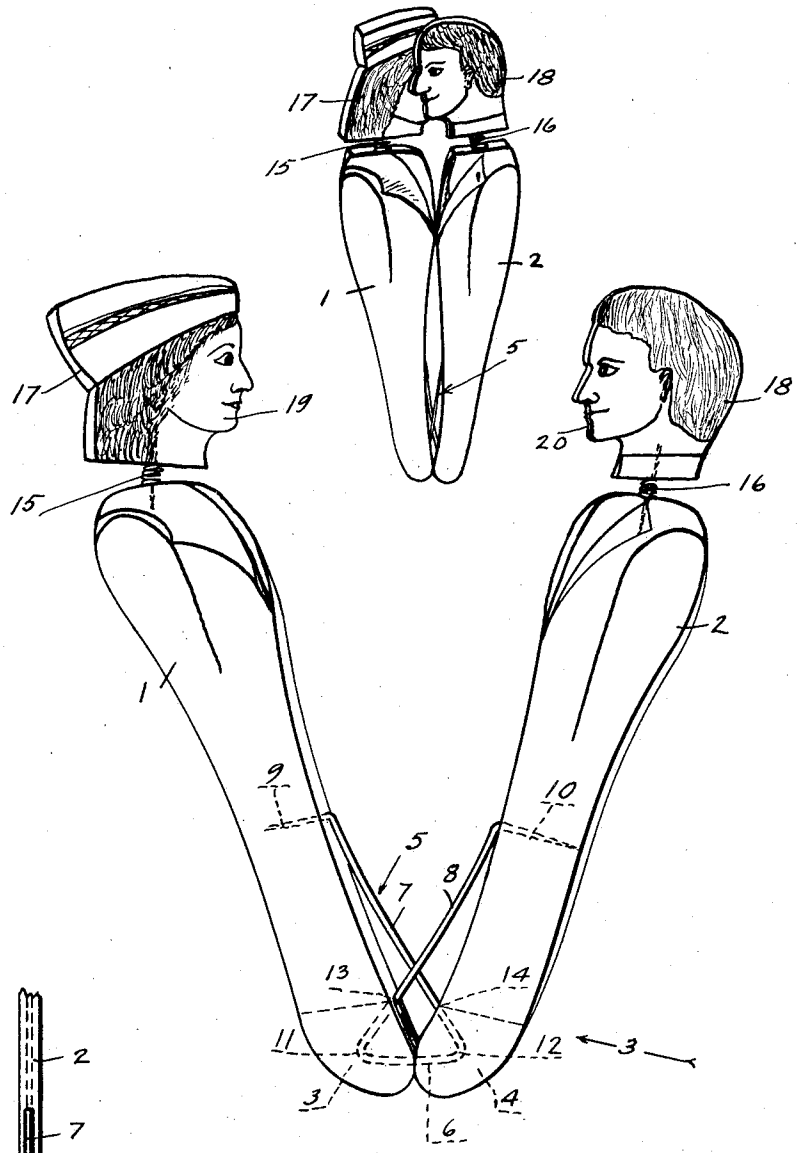


Fig. 1.

Fig. 3.

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TOY.

1,345,328. Specification of Letters Patent. **Patented June 29, 1920.**

Application filed July 25, 1919. Serial No. 313,324.

To all whom it may concern:

Be it known that I, STEPHEN A. NEEDERMAN, a citizen of the United States, residing at Los Angeles, in the county of Los Angeles and State of California, have invented new and useful Improvements in Toys, of which the following is a specification.

My object is to make a toy, and my invention consists of the novel features herein shown, described and claimed.

Figure 1 is a side elevation of a toy embodying the principles of my invention and showing the parts in normal position.

Fig. 2 is a side elevation illustrating the operation.

Fig. 3 is an edge view as seen looking in the direction indicated by the arrow 3 in Fig. 1.

The bodies 1 and 2 are flat sticks shaped and ornamented to simulate human busts. Notches 3 and 4 are formed from the lower ends of the bodies 1 and 2. A spring 5 connects the lower ends of the bodies 1 and 2, said spring comprising a substantially straight central portion 6, substantially straight arms 7 and 8 extending from the central portion 6, and prongs 9 and 10 extending from the free ends of the arms 7 and 8.

The spring is made of hard wire and cut to the desired length and bent to the desired shape, and the bends 11 and 12 joining the central portion 6 to the arms 7 and 8 are placed loosely in the notches 3 and 4, and the arms 7 and 8 cross in a central position between the bodies and bear against the corners 13 and 14 at the bottoms of the notches 3 and 4.

The prongs 9 and 10 are driven into the inner edges of the bodies 1 and 2 near their longitudinal centers. The tension of the spring 5 throws the upper parts of the bodies 1 and 2 apart and brings the lower ends of the bodies together, as in Fig. 1.

Coil springs 15 and 16 have their lower ends bent straight and driven into the upper ends of the bodies 1 and 2. The simulation 17 of a female head is made of a flat stick similar to the body 1, and the upper end of the coil 15 is straightened and driven into the lower edge of the stick. The simulation 18 of the male head is similarly formed and the upper end of the coil spring 16 is straightened and driven into the lower edge of the stick, so that the heads 17 and 18 will wabble or vibrate upon the springs 15 and 16 relative to the bodies 1 and 2. The spring 16 is heavier and stronger than the spring 15.

When the operator grasps the bodies 1 and 2 with the hand and presses the bodies toward each other the faces 19 and 20 will come together, as in Fig. 2.

Various changes may be made without departing from the spirit of my invention as claimed.

I claim:

A toy comprising two sticks simulating human bodies, each stick having a member simulating a human head, the heads being fixed to the body members with coil springs so that they will bob about, the sticks being hingedly fixed together in rocking contact with each other by a properly bent spring whose outer ends are fixed one to each of the sticks.

In testimony whereof I have signed my name to this specification.

STEPHEN A. NEEDERMAN.