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GAME CALL DEVICE

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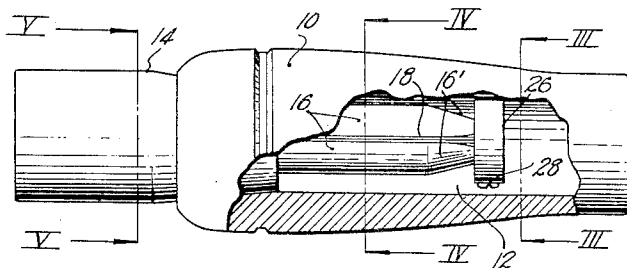


Fig. 1.

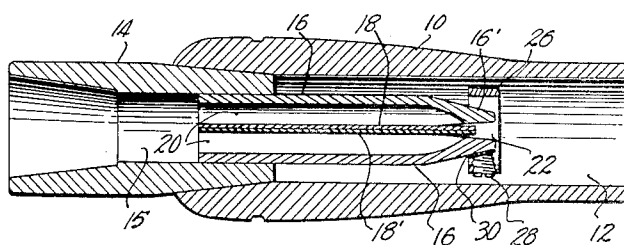


Fig. 2.

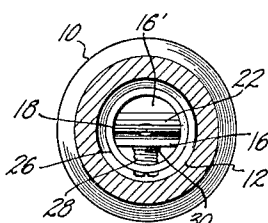


Fig. 3.

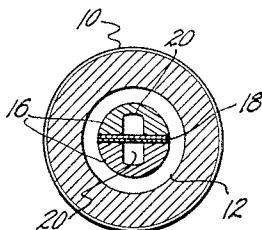


Fig. 4.

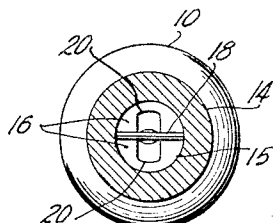


Fig. 5.

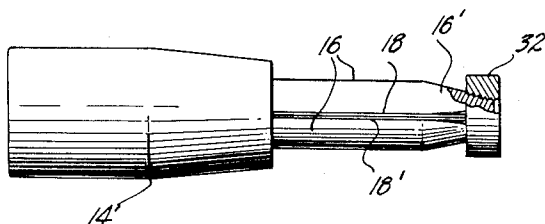


Fig. 6.

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GAME CALL DEVICE

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3 Claims. (Cl. 46—180)

The present invention relates to sports equipment, with particular reference to hunting accessories, such as game call devices used as game luring means in connection with the pursuit of certain types of game.

A primary object of the invention is to devise an improved type of game call comprising a plurality of reed elements in a novel form of reed assembly, adapted to produce a useful and wide range of game-luring sound effects.

A further object of the invention is to provide an improved form of reed assembly—of the multiple character just referred to—in which an efficient adjusting means is also included for readily varying or modifying the sound effects emitted by the device, as may be desired for adapting the same to various types of game calls, within the range of the sound-producing capacity of the device and the adjustment thereof for varying the pitch and tone of said sound effects.

With the foregoing general objects in view, the invention will now be described by reference to the accompanying drawing, illustrating a form of game call device duly constructed for a proper and efficient embodiment of the aforesaid features of improvement, after which such features and combinations thereof deemed to be novel and patentable will be particularly set forth and defined by the appended claims.

In the accompanying drawing—

Figure 1 is a plan view, showing a game call device constructed in accordance with my invention, part of the body portion thereof being illustrated as broken away to show a portion of the interior reed unit or assembly;

Figure 2 is a central longitudinal sectional view of the device illustrated in Figure 1;

Figures 3, 4 and 5 are transverse sectional views, representing cross-sections taken on the lines 3—3, 4—4 and 5—5, respectively, of Figure 1; and

Figure 6 is a detail plan view of the interior reed unit or assembly of the device—but showing a modified form of reed or tone adjusting means.

Referring now to the accompanying drawing in detail, my improved game call device is illustrated as comprising a main body and mouthpiece portion 10 of the usual tubular form, slightly larger at one end thereof, and providing a central bore or passage 12 into which is inserted (at said larger end) the reed unit or assembly of the device.

The improved form of reed unit or assembly comprises a tubular member or fitting 14 one end of which is tapered (as illustrated in Figure 2) for a pressure fit within the bore or passage 12 at the larger end of the main body portion 10 of the device. The interior passage 15 of said fitting 14 is also correspondingly tapered, and the smaller end thereof adapted to accommodate the reeds and tone finger elements of the assembly in freely projecting relation within the central passage 12 of the body portion 10 of the device (as shown in Figure 2).

The reed and tone finger elements of the reed unit or assembly comprise a pair of substantially duplicate tone fingers 16 (sometimes termed bills or soundboard ele-

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ments) and also a pair of reeds 18 and 18'—which are also duplicates with the exception of being of slightly different thickness, and have their ends gripped between corresponding ends of said tone fingers 16—inside the inner end of the passage 12 of the tubular fitting 14 (as shown in Figs. 2 and 5). As appears from the illustrated reed and tone finger combination, the fingers 16 are not only provided with air passage grooves 20 communicating with the outlet bore or passage 15, but their opposed faces are gradually tapered toward their free ends to provide additional space 22 (as indicated in Fig. 2) allowing vibratory action of the tips or free ends of the reeds—which terminate slightly short of the inner or free ends of the fingers 16, but overlap the corresponding ends of the grooves 20 in said fingers 16—as represented in Figure 2.

With a game call device having the above described features of construction, when put in use, as by means of an air blast applied to the mouth piece end thereof, the game call sound is produced by the joint vibration of the reed elements 18 and 18' and the effect of their colliding engagement with each other—resulting in a combined reed and guttural sound effect.

For modifying such sound effect—as for producing more or less shriller tones, I have devised an adjusting means for constricting the tone passages 20 in which the reed elements are positioned, which means is illustrated as comprising a ring or collar element 26 fitted over the free ends of the fingers 16, and the latter being suitably beveled (as indicated at 16') for facilitating the mounting of said ring or collar. The ring or collar element 26 is also provided with an adjusting screw 23 having its inner end in operative engagement with a protecting disk 30 bearing against the outer beveled end of said finger 16—whereby the ends of the said fingers 16 may obviously be simultaneously manipulated for expanding or contracting the tonal space provided by said grooves 20 and thus varying the tonal pitch and otherwise modifying the sound effects of the device.

As a modified form of such adjusting means, the same contracting action may be produced by means of a threaded ring or collar 32 applied to the free ends of the fingers 12, as illustrated in Fig. 6.

The improved construction thus provides a novel and efficient form of game call device, adapted to produce not only a novel and unique sound effect or game call as emitted by the joint vibratory action of the two reed elements positioned in direct engagement with each other, but also a wide range of game call sounds by means of the ready adjustment of the reed assembly as above described—the types of sounds so produced varying widely as to tone and pitch, and thus adapting the same for use in a corresponding wide range of game-calling, relating to both bird and animal life—as, for example, coons, foxes, crows, and various other species of game life.

While I have herein illustrated and described one preferred form of construction for embodying my proposed features of improvement, the same is of course susceptible of various different types of arrangement and construction, and I therefore desire to be understood as reserving the right to such variations therein as may fairly fall within the spirit and scope of my invention as defined by the following claims.

Having described my invention, what I claim is:

1. A game call device, comprising a body portion having a central bore or passage and formed with a mouthpiece at one end of said passage, and a reed unit or assembly mounted within the opposite end of said passage and comprising a pair of tone fingers and a pair of superposed reed elements embraced between said fingers in alignment with said central bore or passage of said body portion of the device.

2. A game call device, comprising a body portion hav-

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ing a central bore or passage and formed with a mouth-
 piece at one end of said passage, a reed unit or assembly
 mounted within the opposite end of said passage and com-
 prising a pair of tone fingers and a pair of superposed reed
 elements embraced between said fingers in alinement with
 said central bore or passage, and adjusting means opera-
 tive to vary the spaced relation between the free ends of
 said tone fingers and thereby modifying the sound effects
 produced by operation of the device.

3. A game call device, comprising a body portion hav- 10
 ing a central bore or passage and formed with a mouth-
 piece at one end of said passage, a reed unit or assembly
 mounted within the opposite end of said passage and com-
 prising a pair of tone fingers and a pair of superposed reed
 elements embraced between said tone fingers in alinement

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with said central bore or passage, and an adjustably
 mounted ring element embracing the free ends of said
 tone fingers and operative to expand or contract the same
 for varying the spaced relation thereof and thereby modi-
 fying the sound effect produced by operation of the device.

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