Aug. 14, 1945. E. VALENTI 2,382,186

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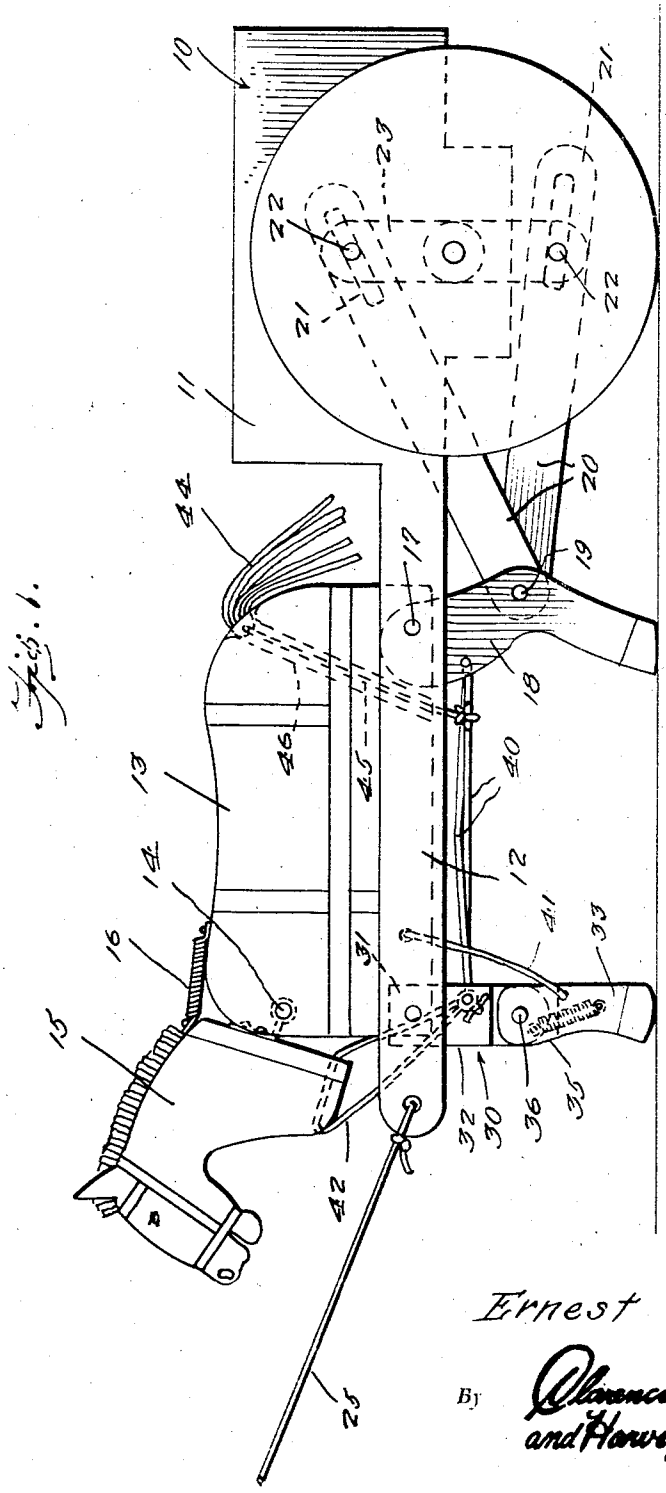


Fig. 1.

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Fig. 2.

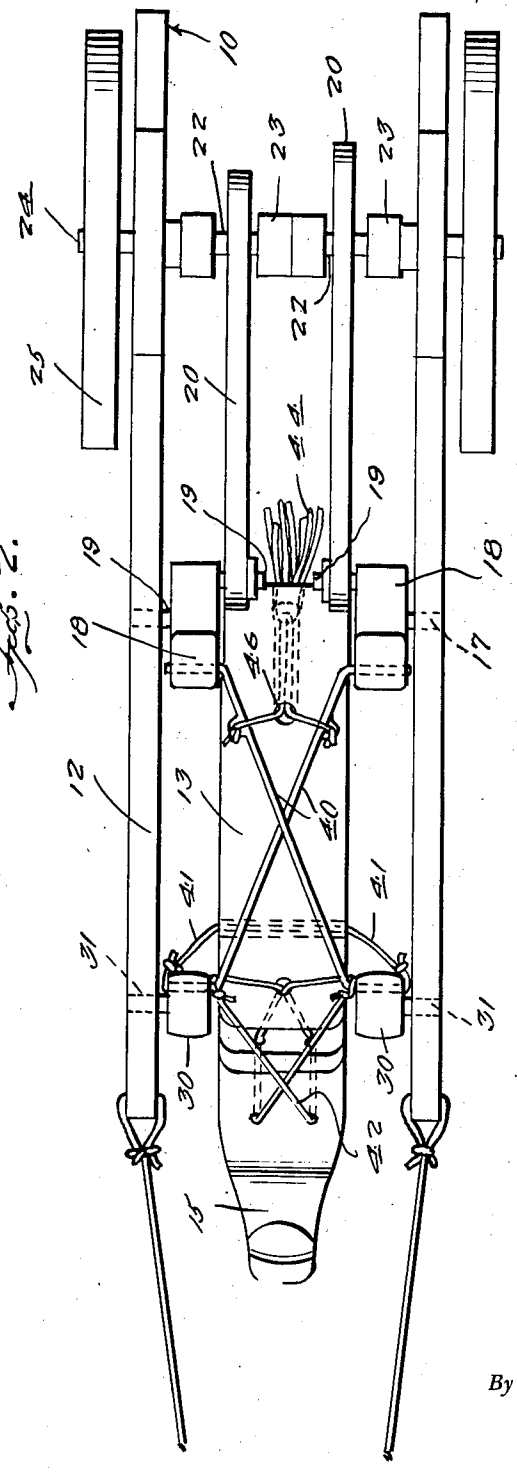


Fig. 3.

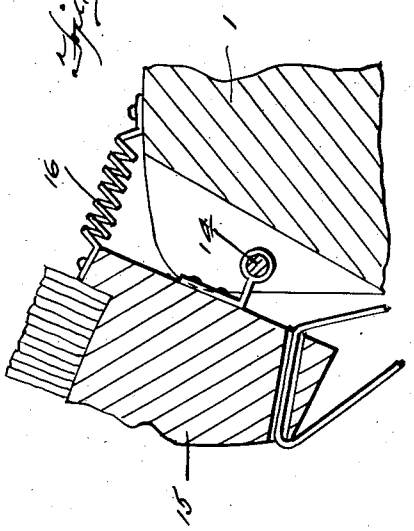
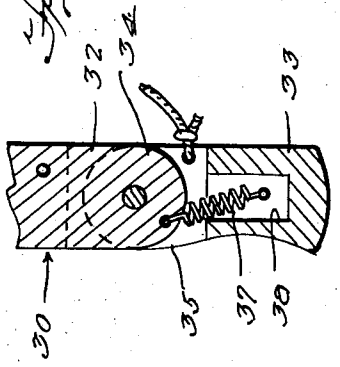


Fig. 4.



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Patented Aug. 14, 1945 2,382,186

UNITED STATES PATENT OFFICE

2,382,186

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Application November 8, 1944, Serial No. 562,503

4 Claims. (Cl. 46—102)

This invention relates to a toy, more particularly to such a toy adapted for the amusement and edification of small children.

A primary object of this invention is the provision of an improved toy having a high entertainment value, in simulation of a horse and wagon, wherein all the movements of an actual horse are simulated by the model thereof.

An additional object of the invention is the provision of a toy of the character above-identified, provided with means whereby the legs, as well as the head and tail of the horse, are movable by rotation of the wheels of the cart.

A further and more specific object of the invention is the provision of such a device wherein the front legs of the horse are pivotally connected to enhance the realism of the movement thereof.

Other objects reside in the combinations of elements, arrangements of parts, features of construction, all as will be more fully pointed out hereinafter and shown in the accompanying drawings wherein there is disclosed a preferred embodiment of this inventive concept.

In the drawings:

Figure 1 is a side elevational view of one form of device embodying features of this invention, certain concealed parts thereof being indicated in dotted lines.

Figure 2 is a bottom plan view of the device disclosed in Figure 1, certain concealed parts being indicated in dotted lines.

Figure 3 is an enlarged fragmentary sectional view disclosing the mounting of the head of the horse to the body, and

Figure 4 is an enlarged sectional view taken through one of the front legs of the simulated animal disclosing the pivotal mounting of the knee joints.

Like reference characters refer to like parts throughout several views of the drawings.

Having reference now to the drawings, there is generally indicated at 10 a cart body, the sides 11 of which are provided with extending members 12 in simulation of the shafts normally associated with a cart. In position between the shaft 12 is the simulated body of a horse 13, to which is pivotally secured as on a pivot 14 a simulated head 15 adapted for vertical movement with respect thereto, a spring 16 being provided to connect the head and body portions in a resilient manner.

Pivotally secured to the body 13 as by means of pivots 17, and positioned between the body and the shaft 12 are a pair of rear legs 18, each of which is pivotally connected as by a pivot 19 to a link 20 extending rearwardly into the body of the cart, and being provided with a slotted aperture 21 adjacent the other extremity. Passed through the slots 21, are pins 22 comprising portions of off-set eccentrics 23 oppositely disposed and comprising the intermediate portion of the axle 24 of the cart, wheels 25 being mounted on the exterior extremities of the axle. Thus, it will be seen that as the vehicle is moved forwardly, as for example by pulling the same by means of a string 25 attached to the extremities of the shaft 12, the rotation of the wheels causes the movement of the eccentrics 23 to alternately move the opposite rear legs 18 forwardly and rearwardly.

Front legs, generally indicated at 30, are also provided between the shaft 12 and the horse's body 13 and are pivotally mounted as on pivot 31 between the body and the shaft 12. The front legs 30 are formed of upper and lower sections 32 and 33, respectively, the section 32 being provided with an extending lug 34 adapted to be positioned between bifurcations 35 of the section 33 and secured therein for pivotal movement as by means of a pivot 36. A spring 37 is positioned within a suitable recess 38 in each member 33, and has its extremities secured to the lug 34 and to 33, in such manner as to bias the parts back to straight line relationship, when moved in the manner to be described hereinafter.

Extending from each of rear legs 18 to the upper section of the opposite front legs 30 is a rod or lever 40, the arrangement being such that as each leg is moved in the manner previously described, the opposite front leg correspondingly moves. A retaining cord 41 or the like extends from shaft 12 to the lower section of each front leg, the arrangement being such that as the upper portion of the leg is moved forwardly the lower portion is bent about the pivot 36 to simulate the knee action of a real animal.

A cord or loop 42 is secured to the lower portion of the head member 15, and has its opposite extremities secured to the ends of the members 40, the arrangement being such that as the members move forward to move one or the other of the front legs 30, the head is caused to bob up and down in realistic manner being returned to an upright position by the action of the spring 16.

Means are also provided for moving the tail 44 of the animal in a realistic manner, such means comprising a cord 45 or the like extending through a bore 46 in the body of the animal, and being secured to an intermediate portion of the

members 40 in such manner as to be movable thereby.

From the foregoing it will now be seen that as the vehicle is towed forwardly by a child or the like, the horse is caused to move in a realistic manner, opposite rear and front legs moving forwardly at the same time, and the front leg bending realistically at the knee, while simultaneously the head is caused to bob and the tail to move in a manner to provide entertainment and amusement to the child.

Thus, it will be seen that there is herein provided a device accomplishing all the objects of this invention and others including many advantages of great practical utility and commercial importance.

As many embodiments may be made of this inventive concept, and as many modifications may be made in the embodiment hereinbefore shown and described, it is to be understood that all matter herein is to be interpreted merely as illustrative and not in a limiting sense.

I claim:

1. A wheeled toy comprising the combination with a simulated cart including a pair of sides arranged in spaced parallel relation; shafts integral with the sides and projecting from the forward ends of the sides, a pair of pivot pins extending transversely between opposite shafts, an axle extending transversely of the cart in parallel relation to the pivot pins, and wheels fixed to the outer ends of the axle, of a body simulating the body of a horse supported on the pivot pins, legs pivotally supported on the pivot pins and means connecting the axle and the legs to cause the latter to move as the wheels turn.

2. A wheeled toy comprising the combination with a simulated cart including a pair of sides arranged in spaced parallel relation; shafts integral with the sides and projecting from the forward ends of the sides, a pair of pivot pins extending transversely between opposite shafts, an axle extending transversely of the cart in parallel relation to the pivot pins, and wheels fixed to the outer ends of the axle, of a body simulating the body of a horse supported on the pivot pins, legs pivotally supported on the pivot pins a head pivotally supported at the forward end of the body and means to cause the legs to move and the head to bob as the wheels turn.

3. A wheeled toy comprising the combination with a simulated cart including a pair of sides arranged in spaced parallel relation; shafts integral with the sides and projecting from the forward ends of the sides, a pair of pivot pins extending transversely between opposite shafts, an axle extending transversely of the cart in parallel relation to the pivot pins, and wheels fixed to the outer ends of the axle, of a body simulating the body of a horse supported on the pivot pins, articulated front legs pivotally mounted on the pivot pin remote from the cart, hind legs pivotally mounted on the pivot pin nearest the cart, a pair of tie rods, each rod connecting the front leg on one side of the body to the hind leg on the opposite side of the body to cause the said legs to move in unison and means to move the hind legs as the wheels turn.

4. A wheeled toy comprising the combination with a simulated cart including a pair of sides arranged in spaced parallel relation; shafts integral with the sides and projecting from the forward ends of the sides, a pair of pivot pins extending transversely between opposite shafts, an axle extending transversely of the cart in parallel relation to the pivot pins, and wheels fixed to the outer ends of the axle, of a body simulating the body of a horse supported on the pivot pins, articulated front legs pivotally mounted on the pivot pin remote from the cart, hind legs pivotally mounted on the pivot pin nearest the cart, a pair of tie rods, each rod connecting the front leg on one side of the body to the hind leg on the opposite side of the body to cause the said legs to move in unison, a head pivotally mounted at the forward end of the body, means connected to the head and to the tie rods to cause the head to bob as the legs move, and means to move the hind legs as the wheels turn.

ERNEST VALENTI.