

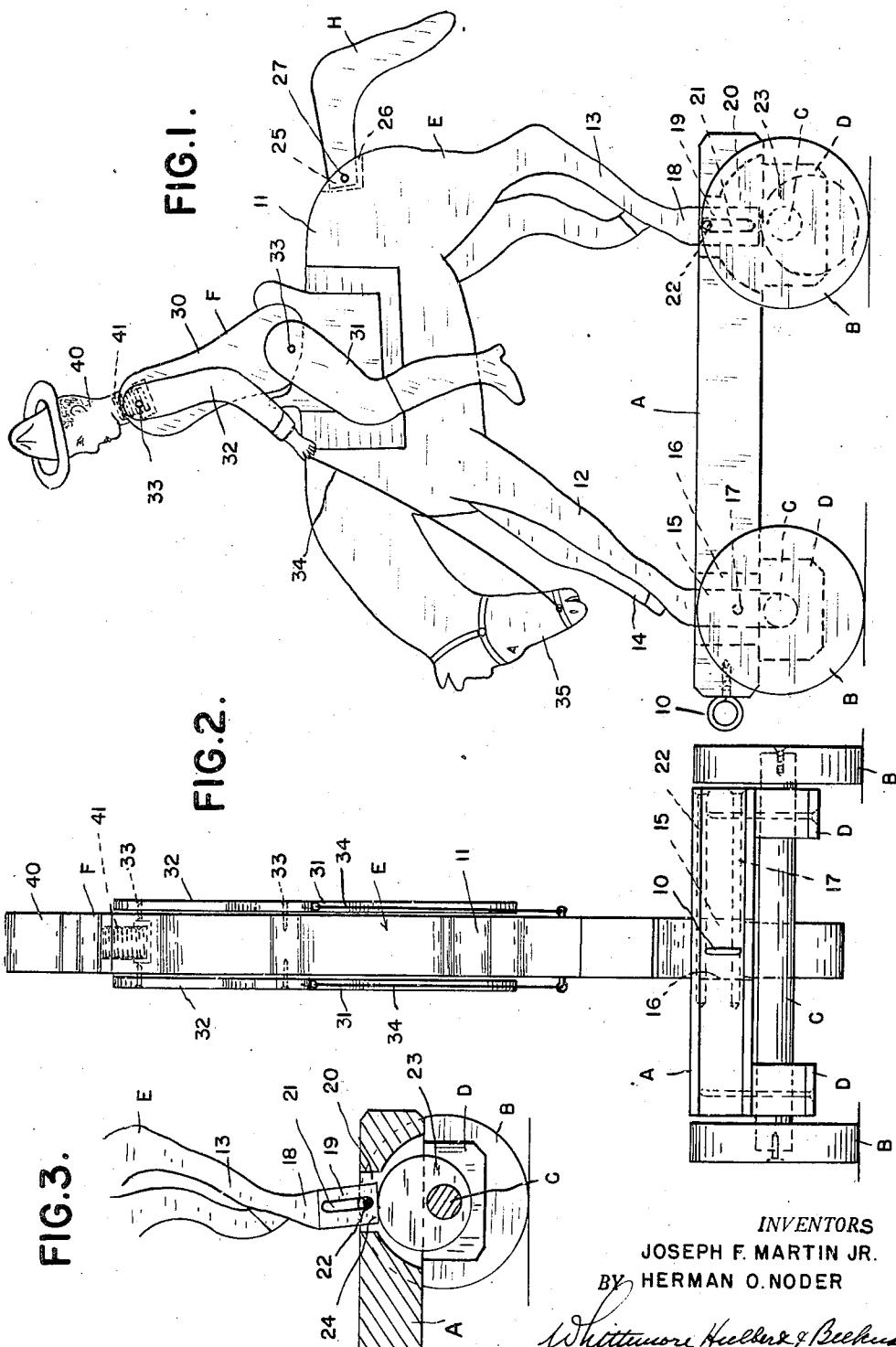
April 9, 1946.

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2,398,024

TOY

Filed Oct. 23, 1944



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## UNITED STATES PATENT OFFICE

2,398,024

## TOY

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Application October 23, 1944, Serial No. 559,940

5 Claims. (Cl. 46—108)

This invention relates generally to toys and refers more particularly to wheeled toys adapted to be pulled or pushed over a suitable surface for the amusement of children and others.

One of the essential objects of the invention is to provide a toy of the type described wherein an object simulating a bucking horse is pivoted at one end upon a suitable supporting platform and is actuatable at its other end by a rotary cam so that such object will swing upwardly and downwardly about said pivot to simulate the action of a bucking horse.

Another object is to provide a toy wherein an element simulating the tail of the horse is pivotally mounted so that it is free to swing as the horse bucks as aforesaid.

Another object is to provide a toy wherein an upstanding portion of the object simulates a rider for the horse and is provided upon opposite sides thereof with pivoted portions simulating legs and arms respectively of the rider.

Another object is to provide a toy wherein the pivotal movement of the arms of the rider is limited by reins terminally connected to said arms and to the head of the horse.

Another object is to provide a toy wherein the upstanding portion aforesaid has a portion simulating the head of the rider and mounted upon an upstanding coil spring so that such head may wobble about the axis of the spring when the horse is bucking.

Another object is to provide a toy that is simple in construction, economical to manufacture, efficient in operation and capable of attracting and holding the attention of children and others, while in operation.

Other objects, advantages and novel details of construction of this invention will be made more apparent as this description proceeds, especially when considered in connection with the accompanying drawing, wherein:

Fig. 1 is a side elevation of a toy embodying our invention;

Fig. 2 is an end view thereof; and

Fig. 3 is a fragmentary vertical sectional view through the toy.

Referring now to the drawing, A is the platform, B are supporting wheels for the platform, C are axles for said wheels, D are bearings for the axles rigid with the underside of the platform, E is an object simulating a bucking horse, and F is an object simulating a rider for said horse, of a toy embodying our invention.

As shown, the platform A is substantially flat and elongated in form and is provided at its

forward end with an eye 10 to which a cord, string and the like (not shown) may be connected for pulling the toy over a suitable surface.

The object E simulating a bucking horse extends longitudinally of the platform A and has a solid body portion 11 provided at the front and rear thereof with depending portions 12 and 13 respectively simulating the front and rear legs of the horse.

Preferably the forward depending portion 12 is provided below portions 14 representing the front hoofs of the horse with a downward extension 15 that is received in a vertical slot or opening 16 in the platform A and is pivoted on a pin 17 extending transversely of said platform. The rear depending portion 13 is provided below portions 18 representing the rear hoofs of the horse with a downward extension 19 that is received in a vertical slot or opening 20 in the platform A and has a vertically extending elongated slot 21 receiving a pin 22 extending transversely of the platform. A rotary cam 23 on the rear axle C engages the lower end 24 of said downward extension 19 and causes the horse E to swing upwardly and downwardly about the pivot pin 17.

An element H simulating the tail of the horse has an end portion 25 within a suitable recess 26 in the body portion 11 and pivoted on a pin 27 rigid with said body portion, so that such tail element is free to swing relative to the body portion as the horse is actuated by the cam 23.

The object F simulating the rider for the horse has a solid body portion 30 that is an integral upstanding part of the body portion 11 of the horse and is provided upon opposite sides thereof with pivoted portions 31 and 32 respectively simulating legs and arms of the rider. Preferably the leg portions 31 are free to swing about their pivots 33 while the arm portions 32 are limited in their swinging movement by reins 34 terminally connected to said arm portions and to the head 35 of the horse.

The object F also has a portion 40 simulating the head of the rider and mounted upon an upstanding coil spring 41 so that such head 40 may move or wobble about the axis of the spring when the horse is actuated by the cam 23. Preferably opposite ends of the coil spring 41 are anchored in the body portion 30 and head portion 40 of the object F.

In use, when the toy is pulled or pushed over a suitable surface, the rotary cam 23 on the rear axle C will engage the underside of the downward

extension 19 of the object E and will cause such extension 19 to be raised and lowered in the slot 20 relative to the pin 22. Consequently, the horse E will swing upwardly and downwardly about the pivot 17. During this swinging movement of the horse, the tail element H thereof and the legs 31 and arms 32 of the object F simulating a rider will swing about their pivots, and the swinging action of the arms 32 will be limited by the reins 34. The swinging motion of the horse E will also cause the spring mounted head 40 of the rider to swing or wobble about on the body portion 30 of the rider. Hence, all moving parts will move simultaneously to simulate the bucking action of a horse and rider when the toy is moved as aforesaid.

What we claim as our invention is:

1. A toy having a platform provided with supporting wheels, axles for said wheels, a cam on one of said axles, a one-piece element above the platform, one part of said element simulating a horse and having a portion pivoted to the platform and having another portion engaging and actuatable by said cam, a second part of said one-piece element extending upwardly from the first part intermediate its ends and simulating the body portion of a rider for the horse, said second part of the one-piece element being provided with a spring mounted element simulating the head of the rider, said second part being provided upon opposite sides thereof with pivoted elements simulating the arms and legs of the rider.

2. A toy having a solid one-piece element shaped to simulate the body, head and legs of an animal and the body of a rider for said animal, the body of the rider having additional relatively movable elements simulating the head, arms and legs of the rider, the arms being connected to the head of the animal, a supporting platform, and connections between the legs of said animal and said platform including means permitting relative movement between the solid one-piece element and platform so that the additional elements aforesaid will move relative to said solid one-piece element.

3. A toy having a platform provided with sup-

porting wheels, axles for said wheels, a cam on one of said axles, said platform having a vertical slot registering with said cam, an element simulating an animal located above the platform, said element having a depending portion pivoted to the platform and having another depending portion mounted for limited vertical movement within said slot and actuatable by said cam, said element also having an upstanding portion simulating the body portion of a rider for the animal, said upstanding portion being provided at its upper end with an element simulating the head of the rider and provided upon its opposite sides with separate elements simulating the arms and legs respectively of the rider.

4. A toy having a platform provided at spaced points thereof with vertical slots, horizontal pins crossing said slots and anchored in said platform, an element above the platform simulating the body of an animal and having depending leg portions, one leg portion having a downward extension within one of said slots and pivoted on one of said pins, another leg portion having a downward extension slidable vertically in the other of said slots and having a vertically extending slot receiving another of said pins, supporting wheels for said platform, axles for said wheels, and means for swinging the downward extension of said one leg portion about its pivot pin, including a cam on one of said axles engaging the underside of the slidable extension.

5. A toy having a wheeled platform provided with spaced vertical slots, a single element above the platform having spaced downward extensions within said slots, one of said extensions being pivotally connected to said platform, the other of said extensions being slidable vertically in the other of said slots, means for swinging the pivoted extension about its pivotal connection, including a rotary cam free of but engageable with the other of said extensions to slide the same vertically, and means carried by the platform for limiting the sliding action of said other extension.