Oct. 16, 1934. F. F. CONWILL 1,977,115

NERVE TESTING DEVICE

Filed Jan. 26, 1933

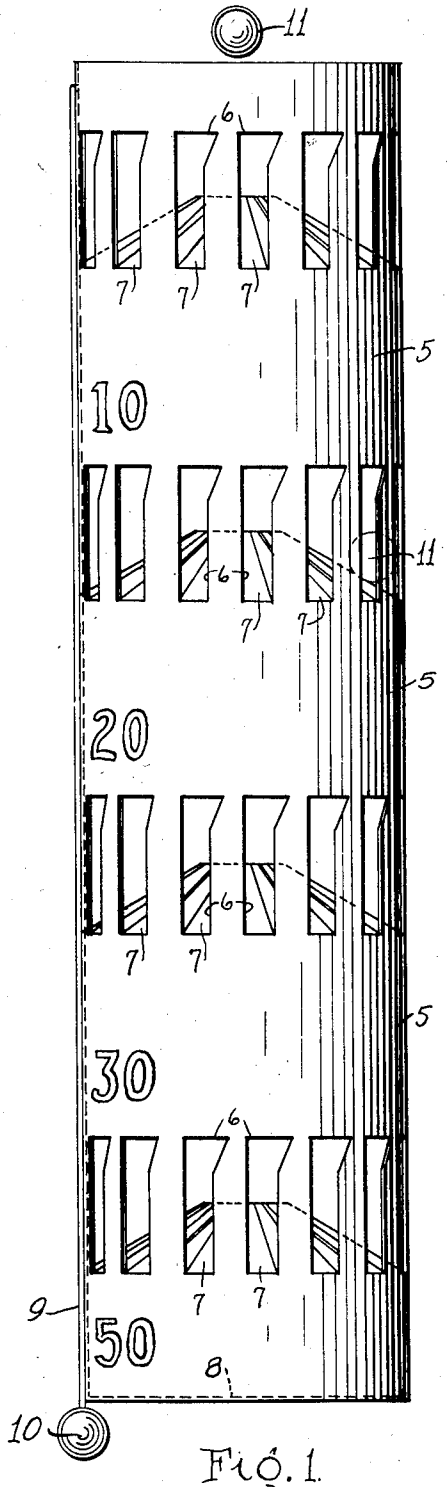

Fig. 1.

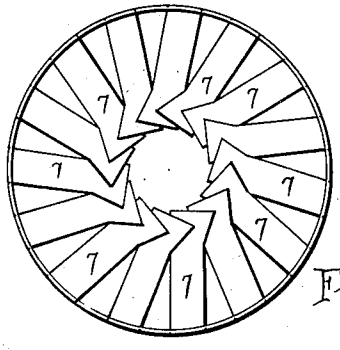

Fig. 2.

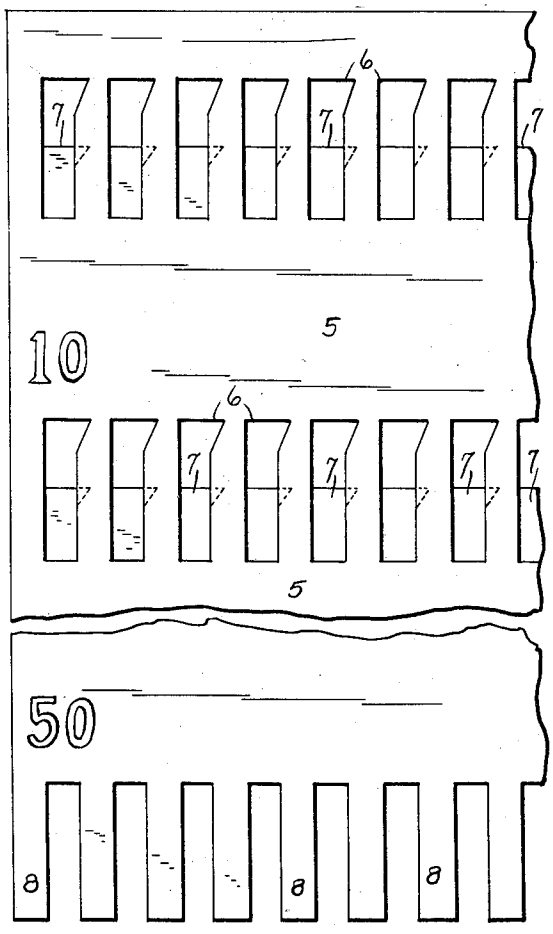

Fig. 3.

INVENTOR.

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NERVE TESTING DEVICE

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2 Claims. (Cl. 273—95)

This invention relates to a device of a novelty nature, and more particularly one which is adapted to test one's steadiness of nerve and perception of sight.

A further object of this invention is to provide an interesting and amusing toy and game, by seeing how high a score one can make.

A further object of this invention is to provide employment for factory workers, salesmen, and demonstrators.

The invention is used as a nerve-testing device, as a game, as a toy, or as an advertising novelty.

With the foregoing objects in mind, together with such other objects and advantages as may subsequently appear, this invention resides in the construction and arrangement of parts hereinafter described, and claimed and illustrated in the accompanying drawing, in which Figure I is a plain perspective view of the device, showing a casing with partitions. Figure II shows the construction of one of the partitions. Figure III shows a sheet of material, such as heavy paper or transparent material, cut and ready to be bent into shape.

In Figure I, 6 shows a cut portion of the casing; 7 shows the cut portion bent in toward the center to form the partially opened partition; 5 indicates the space between the partitions; 8 indicates the closed bottom; 9 is a string; and 10 a weight. This string and weight indicate when the device is perpendicular. 11 is a small ball used for dropping through the partitions when the device is held perpendicular. In Fig. 1 the ball is shown to be lodged on the side because the casing was not held perpendicular when the ball was dropped.

In Figure III, 5 indicates a sheet of material, in which 6 indicates the portions cut to form the partitions when bent into form. 8 shows the sheet cut in a way such that the bottom will be closed when the sheet is bent into form.

Now, by holding the casing perpendicular and dropping the ball, 11 shown in Figure I, it will fall through the partitions 10—20—30—and lodge in 50. Now, if the casing is not held perpendicular, the ball will lodge on the sides as indicated in compartment 10. Hence, it is evident that this device constitutes a game of skill in which the nervousness of the player is plainly indicated by the score registered by the falling ball.

The partitions may be constructed of different kinds of materials, such as wood, pressed paper, or celluloid, without affecting the objects of this invention. I have shown merely one form of construction.

I claim:

1. A device for the purpose described, comprising an open top and a closed bottom casing, with frusto-conical partitions, arranged and spaced uniformly, one above the other, with registering openings in the tops of the partitions through which balls may be dropped, and the bottoms of the partitions being sloped upwardly to the openings of the partitions, so that the walls of the partitions will not serve as a guide for falling balls, and so that balls will roll out easily when the casing is turned upside-down.

2. A device for the purpose described, comprising an open top and a closed bottom casing, with frusto-conical partitions, arranged one above the other, with registering openings in the tops of the partitions through which balls may be dropped, and the bottoms of the partitions sloping upwardly to the openings in the tops of the partitions, so that the walls of the partitions will not serve as a guide for falling balls, and so that the balls will roll out easily when the casing is turned upside-down, said partitions being numbered from top to bottom.

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