No. 731,825. PATENTED JUNE 23, 1903.

G. T. VOORHEES.

GAME APPARATUS.

APPLICATION FILED AUG. 30, 1901.

NO MODEL.

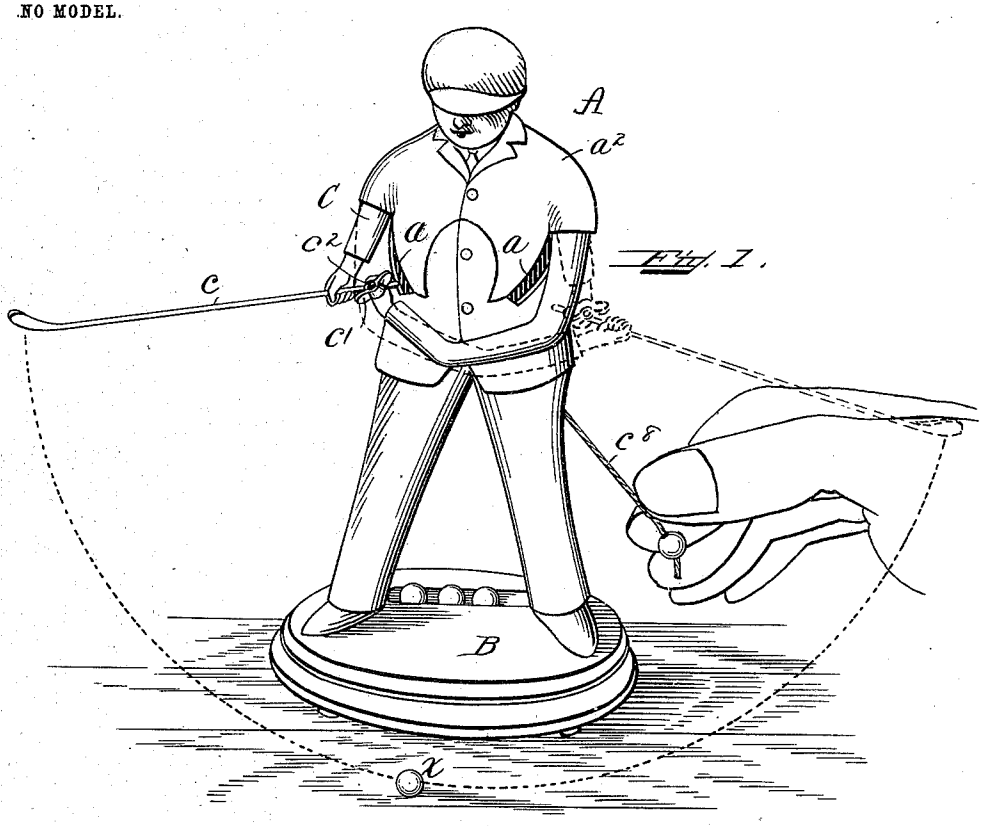


Fig. 1.

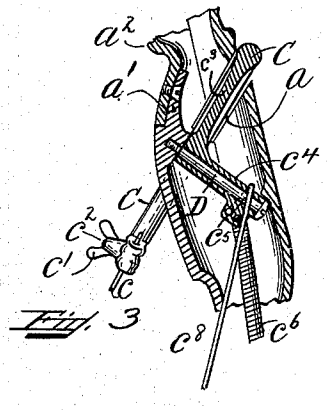


Fig. 3

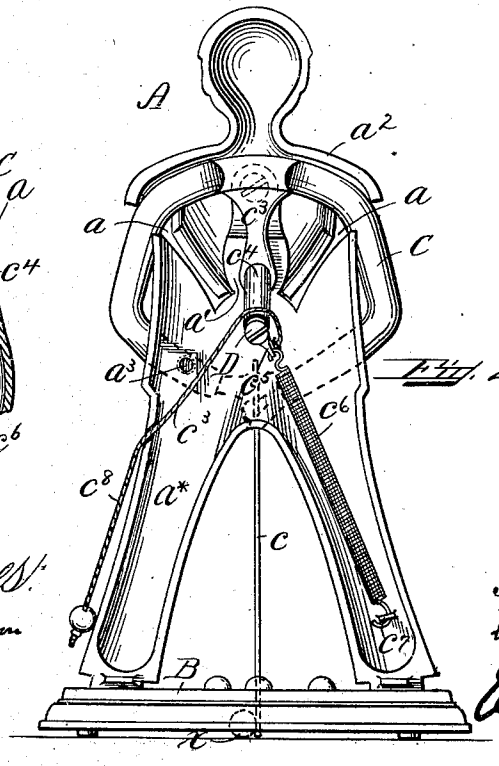


Fig. 2.

Witnesses:
Charles F. Richardson
E. A. Allen

Inventor:
Gardner T. Voorhees
by his attorney
Edmund J. Clark

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UNITED STATES PATENT OFFICE.

GARDNER T. VOORHEES, OF BOSTON, MASSACHUSETTS.

GAME APPARATUS.

SPECIFICATION forming part of Letters Patent No. 731,825, dated June 23, 1903.

Application filed August 30, 1901. Serial No. 73,838. (No model.)

To all whom it may concern:

Be it known that I, GARDNER T. VOORHEES, a citizen of the United States, residing at Boston, in the county of Suffolk and State of Massachusetts, have invented certain new and useful Improvements in Game Apparatus, of which the following is a specification, reference being had therein to the accompanying drawings.

Figure 1 is a perspective view of my invention, showing the path traveled by a playing stick or club during its operation of striking a ball or other object designed to be moved thereby. Fig. 2 is a view showing the method of supporting and operating said club or stick, and Fig. 3 is a detail in longitudinal section.

The object of my invention is to provide a toy figure with which such games as golf, croquet, or the like may be played.

In the drawings illustrating the principle of my invention and the best mode now known to me of applying that principle, A is a toy figure; B, its base; C, its movable arms, and D a pivot-pin, on which said arms are mounted.

The figure A is that of a man secured to a comparatively heavy base B. It is hollow and cast in three pieces, constituting the front and rear portions of the figure. The front portion has openings a for arms C, which always occupy the same relation to each other and are pivotally mounted on a pin D on the inside of the front portion and inclined to the plane supporting the base B of the figure, the pivot-pin, arms, and openings being so formed and located that the swinging of the arms C about the pivot-pin D and from shoulder to shoulder across the front of the figure suggests the motion of a living player and when provided with a play-stick c may be utilized to strike a ball x or other object designed to be moved. The arms C are provided with hands having a socket, into which may be inserted a club c, retained therein by a nut c', threaded on a pin c^2, fast to the hands. The arms C have a spoke c^3, fast to a small hub c^4, mounted on the pivot-pin D, said hub c^4 being held thereon by the head of said pin D. The hub c^4 has a lug c^5 secured to one end of a spring c^6, the other end of said spring being attached to the front piece a at c^7. A string c^8, with which to raise the stick into striking position, is attached to said lug c^5 and passes outside the figure, where it can be grasped by the fingers. In order that the arms C and pivot-pin D can be conveniently assembled within the figure, the front portion of figure A is made up of two pieces—namely, a lower piece a^*, having an ear a', which supports the pivot-pin D and the arm C mounted thereon, and a top piece a^2, secured to said ear after the arms are in position on the pivot. The front and rear portions of the figure are then fixed together by a screw that passes through the rear into a threaded hole a^3 in the lower front piece a.

To operate my toy, the figure at a state of rest is so placed in reference to the ball x that the head of the club when brought in contact therewith will move the ball in the proper vertical plane or direction. The string c^8 is then drawn out of the figure A and against the stress of the spring c^6, and the club C is lifted into a striking position, as shown in Fig. 1. By releasing the string the tension of the spring draws down the club, which strikes the ball x and then moves into extreme forward position, (shown in the dotted lines in Fig. 1,) from which after a number of vibrations it returns to its normal or middle position. (Shown in Fig. 2.) By increasing the tension in the spring to a greater or less degree the ball may be moved different distances.

It will be plain that without departing from the spirit of my invention different forms may be given to it, and I wish to be understood as claiming my invention in the broadest manner legally permissible.

If desired, various play-sticks, mallets, &c., can be used, and the string operating the arms can be dispensed with, the tension needed in the spring being obtained by manipulating the exposed portions of the arms; but I prefer to use the string.

What I claim is—

1. In a game apparatus, a standing hollow figure having openings through the shoulders thereof; a hub, pivotally mounted within the body of said figure and having the axis of said hub, inclined from the upper front portion of said figure, rearwardly and downwardly; and two arms, protruding through said shoulder-openings, and rigidly mounted, within the figure, to said hub; all designed

to allow the hands of said arms to move across the front of said figure.

2. In a game apparatus, a standing hollow figure having openings through the shoulders thereof; a hub, pivotally mounted within the body of said figure and having the axis of said hub, inclined from the upper front portion of said figure, rearwardly and downwardly; two arms protruding through said shoulder-openings, and rigidly mounted, within the figure, to said hub; and a play-stick mounted in the hands of said figure.

3. In a game apparatus, a standing hollow figure having openings through the shoulders thereof; a hub pivotally mounted within the body of said figure and having the axis of said hub, inclined from the upper front portion of said figure, rearwardly and downwardly; two arms protruding through said shoulder-openings, and rigidly mounted, within the figure, to said hub; a play-stick mounted in the hands of said figure; a spring of any desired form, operatively connected with said arms, which, with said play-stick, may be lifted against the stress of said spring, and, when released, are enabled by the tension of the spring to strike the desired blow, thereby moving the object struck, from one position to another.

4. In a game apparatus, a standing hollow figure, having openings through the shoulders thereof; a hub, pivotally mounted within the body of said figure; two arms protruding through said shoulder-openings, and rigidly mounted, within said figure, to said hub; a play-stick, mounted in the hands of said figure; a spring of any desired form, operatively connected with said arms, which, with said play-stick, may be lifted against the stress of said spring, and by the tension of said spring, are enabled to strike the desired blow; and a cord, secured about said hub, and used to overcome the stress of the spring, in lifting the arms and the play-stick.

In testimony whereof I affix my signature in presence of two witnesses.

GARDNER T. VOORHEES.

Witnesses:

CHARLES F. RICHARDSON,

E. A. ALLEN.