July 7, 1931. A. BRESCH 1,813,112

WALKING FIGURE WHEELED TOY

Filed Nov. 11, 1927

Fig. 1.

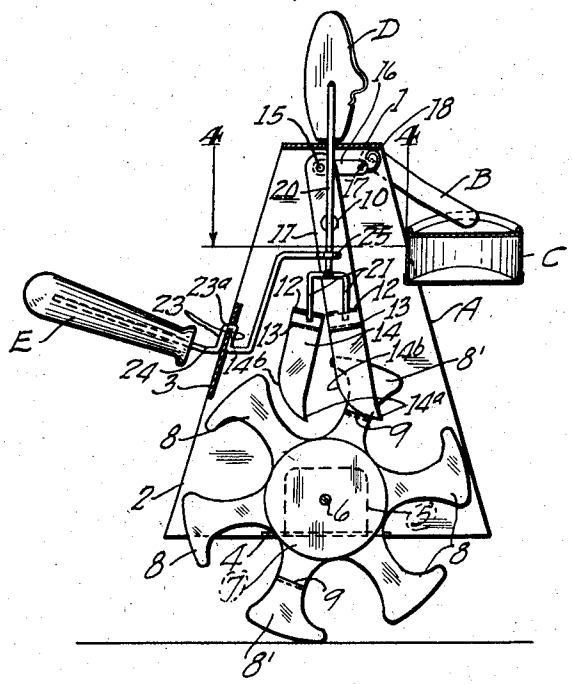
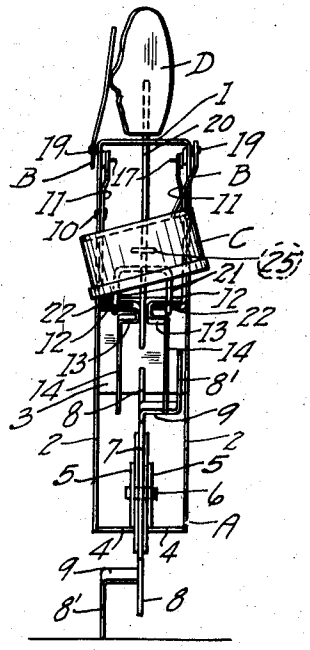


Fig. 2.



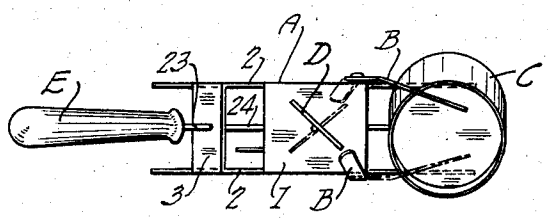


Fig. 3.

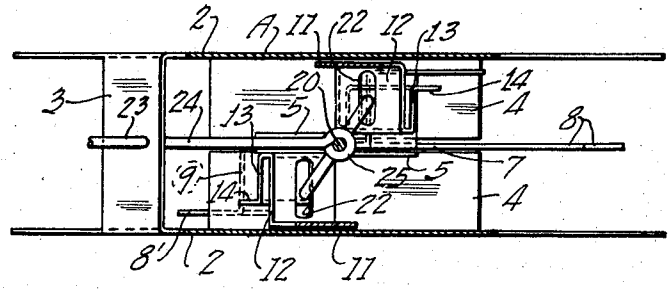


Fig. 4.

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UNITED STATES PATENT OFFICE

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WALKING FIGURE WHEELED TOY

Application filed November 11, 1927. Serial No. 232,654.

This invention relates generally to toys. More particularly, my invention relates to a certain new and useful improvement in toys of walking figure wheeled type and has for its object the provision of a toy of the animated type stated which may be inexpensively constructed, which generally resembles and simulates in appearance and body-movements a walking drummer-boy, and which is designed and adapted to retain the interest and afford amusement and enjoyment to the child.

And with the above and other objects in view, my invention resides in the novel features of form, construction, arrangement, and combination of parts hereinafter described and pointed out in the claims.

In the accompanying drawings,

Figure 1 is a longitudinal sectional view of a toy embodying my invention;

Figure 2 is a front elevational view of the toy;

Figure 3 is a plan view of the toy; and

Figure 4 is an enlarged transverse sectional view of the toy, taken approximately on the line 4—4, Figure 1.

Referring now more in detail and by reference characters to the drawings, which illustrate a preferred embodiment of my invention, the toy comprises a body A which is preferably of inverted U-shape in front view and of truncated cone-shape in side view, body A being preferably constructed of a section of suitable light-weight sheet metal, such as tin or the like, and including a top wall 1, depending spaced side walls 2, 2, and a preferably reduced side-wall bracing rear wall 3.

Centrally at the lower end of the body A, the side walls 2 are provided with inwardly presented opposed portions 4, 4, which, in turn, are bent upwardly to provide approximately parallel extensions 5, 5, adapted to form a bearing for a short shaft or pin 6 supporting for rotation intermediate the extensions 5 a suitable disk 7 provided peripherally with a series or plurality of spaced radial projections 8 each in side view having preferably the form shown in simulation of the human leg and foot. As best seen in Figures 1 and 2, two of such legs or projections in diametrically opposed relation, as, for instance, the legs or projections 8′, are oppositely bent intermediate their ends to include, for purposes shortly appearing, opposed outwardly presented angular portions 9 offset from, and disposed transversely to the plane of, the disk 7.

Disposed approximately flatwise upon the opposite inner faces of, and for swingable movement pivoted intermediate their ends, as at 10, to, the body side walls 2, are strips 11, 11, formed at their lower end with opposed inwardly presented somewhat U-shaped continuations comprising upper legs 12 and lower legs 13, the latter being preferably of reduced length relatively to upper legs 12 and formed at their free end with angular extensions 14, 14, continued downwardly for alternate engagement at their free lower end by the transverse leg-portions 9. Preferably, for facilitating engagement and riding disengagement between the disk-portions 9 and the strip-extensions 14, the latter at their free lower end and at their front edge are pointed, as at 14^a, the front edge then meeting the rear edge in a gradual curve, as at 14^b.

Pivoted, as at 15, to the upper end of each of the strips 11, are short links 16, attached to the free outer end of each of which is one end 17 of a reversely disposed somewhat C-shaped wire-member 18, the other end 19 of which is bent outwardly and extended loosely through the adjacent body-wall 3 and suitably engaged with the upper end of a member B having preferably the shape or form shown in simulation of the human arm. The wire-members 18 thus provide pivot supports for the arms B, and suitably fixed on the body A for alternate tapping engagement by the arms B, is a member C having the form preferably of a musical drum.

Disposed vertically of body A and extending for axial rotary movement through and both above and below said top wall 1, is a staff or shaft 20, affixed to the upper end of which and disposed above body A, is a member D having preferably the form shown in simulation of the human head. At its lower

end, the shaft 20 is forked or bifurcated, as shown, the tines 21, 21, of which project downwardly and into slots 22 provided for the purpose in the strip-legs 12.

Projecting, as at 23^a, through the body back or rear wall 2 and having opposed portions 23, 23, disposed and soldered or otherwise fixed to and upon the opposite outer and inner faces of said body rear wall, is a preferably wire-member 24 bent to extend upwardly and within the body A to loosely encircle at its one end, and brace the head-supporting staff 20, as at 25, and bent to extend at its other end outwardly of body A to receive a suitable handle or gripping member E of any suitable length for pushing, propelling, or otherwise manipulating the toy. By reason of its opposed wall-engaging portions 23, pushing pressure upon the handle E will be transmitted to and absorbed by the body back-wall 3, and the handle-supporting member 24 will continue to function and cannot easily be withdrawn or its bracing effect upon the head-shaft 20 affected should its attaching solder or other such fastening means become loose or broken.

In use, the child will naturally push the toy by means of the handle E over a floor, pavement, or the like, whereupon the disk 7, through engagement by its peripheral series of legs 8, 8′, will be rotated. On such rotation, the disk-portions 9 will alternately, in succession, engage the strip-extension 14, whereby the strips 11 will be oscillated, and the arms B, in turn, alternately lowered and raised swingably to engage the drum C, in simulation of the arm movements of a drummer-boy. Also, in turn, on the oscillations of the strips 11, the staff-tines 21 will be alternately actuated, and the head D consequently oscillated from side to side.

Thus, as the child pushes the toy along, all its parts, namely, the legs 8, 8′, the arms B, and the head D, are automatically simultaneously animated, to the amusement and interest of the child, and to increase the simulated resemblance between the toy and a drummer-boy or other character, and body A, while not here shown, may be painted or otherwise colored and ornamented as may be desired.

I am aware that changes in the form, construction, arrangement, and combination of the several parts of my new toy may be made and substituted for those herein shown and described without departing from the nature and principle of my invention.

Having thus described my invention, what I claim and desire to secure by Letters Patent is:

1. In a toy, in combination with a body, a pair of arms disposed in relation to the body, a disk mounted for rotation on the body, and means for alternately swinging said arms on rotation of the disk, said means comprising strips pivoted intermediate their ends upon the body, links pivotally connected at one end to the upper end of said strips, reversely disposed C-shaped members having engagement at one end with said links and supporting engagement at their other end with the arms, and offset portions on the disk adapted for engagement with said strips at their opposite end.

2. In a toy, in combination, a body, a shaft mounted for oscillation on the body, a disk mounted for rotation on the body, and means for oscillating said shaft on rotation of the disk, said means comprising strips pivoted upon the body, slotted extensions on said strips, offset portions on the disk adapted for alternately swinging said strips, and extensions on said shaft fitting in said slots for engagement by said strip-extensions.

3. In a toy, in combination, a body, a shaft mounted for oscillation on the body, a disk mounted for rotation on the body, means for oscillating said shaft on rotation of the disk, a rod fixed intermediate its ends to the body, and having at one end reenforcing engagement with the shaft, and a manipulating handle supported on the other end of said rod.

4. In a wheeled figure toy, in combination, a body having connected spaced side walls, a pair of arms disposed in relation to the respective side walls, a disk mounted on the body for rotation intermediate said walls, the disk having a series of spaced radial projections, and means for alternately swinging said arms on rotation of the disk, said means including strips extending lengthwise adjacent to, and pivoted intermediate their ends upon said respective side walls, links pivotally connected at one end to the upper end of said strips and having operating engagement at their other end with said arms, some of said disk-projections being provided with outwardly offset transversely presented portions, and inwardly offset extensions presented downwardly from said strips for engagement by said offset disk-portions.

5. In a wheeled figure toy, in combination, a body having a top wall and side walls, the latter depending from opposite ends of the top wall, a shaft mounted for oscillation on the body and projecting at an end upwardly through the top wall and having its lower portion disposed intermediate the side walls, a head fixed upon the projecting end of the shaft, and means for oscillating said shaft and its carried head on rotation of the disk, said means comprising strips disposed for pivoted movement intermediate said walls, a disk mounted on the body for rotation intermediate the side walls, opposed projections on the disk adapted for engagement with the strips, and extensions on the shaft alternately engageable by the strips.

6. In a wheeled figure toy, in combination, a body having a top wall and side walls, the latter depending from opposite ends of the top wall, a pair of arms disposed for movement adjacent the respective side walls, a shaft mounted for oscillation on the body and projecting at an end upwardly through the top wall and having its lower portion disposed intermediate the side walls, a head fixed upon the projecting end of the shaft, and means for effecting oscillation of the head and alternate swinging of the arms, said means comprising strips disposed for pivoted movement upon the respective side walls, a disk mounted on the body for rotation intermediate the side walls, slotted extensions on the strips adapted for engagement by the disk on rotation thereof, and tines on the shaft fitting in the respective slots of said extensions.

7. In a walking figure toy, in combination, a body in figurative human-simulation, the same comprising a top wall and depending side walls, a longitudinal head-supporting shaft engaging the top wall for oscillation intermediate said side walls, and means for oscillating said shaft, said means including oppositely swingable strips pivoted on the body, slotted members on the strips, and extensions on the shaft fitting in the slots of said members.

In testimony whereof, I have signed my name to this specification.

ALBERT BRESCH.