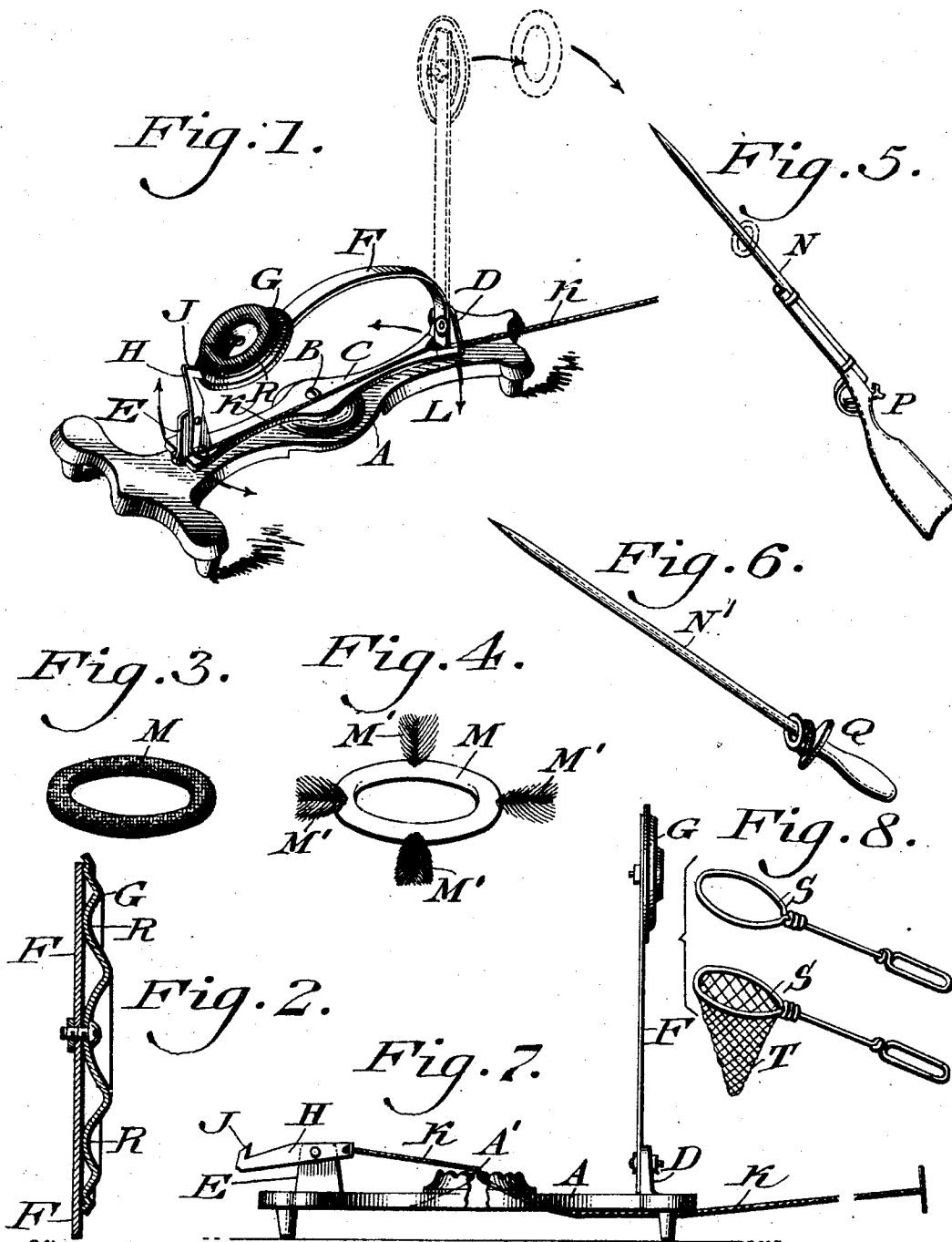


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 TOY AND GAME TRAP SHOOTER.  
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# UNITED STATES PATENT OFFICE.

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TOY AND GAME TRAP-SHOOTER.

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To all whom it may concern:

Be it known that I, CLARENCE A. EVANS, a citizen of the United States, residing at Chester, in the county of Delaware, State of Pennsylvania, have invented a new and useful Toy and Game Trap-Shooter, of which the following is a specification.

My invention consists of a toy and game trap shooter, embodying a head or support for a projectile, a resilient arm carrying the same, means for controlling said arm prior to the discharge of said projectile, and means for catching said projectile.

It further consists of means for adjusting said head or support so as to sight it relatively to the position of the player.

It further consists of details of construction, as will be hereinafter set forth and pointed out in the claims.

For the purpose of explaining the invention, the accompanying drawing illustrates a satisfactory reduction of the same to practice, but the important instrumentalities thereof may be varied, and so it is to be understood that the invention is not limited to the specific arrangement and organization shown and described.

Figure 1 represents a perspective view of a device embodying my invention. Fig. 2 represents a vertical section of the head of a detached portion on an enlarged scale. Figs. 3 and 4 represent perspective views of the projectiles employed. Figs. 5, 6 and 8 represent perspective views of projectile-catching and receiving devices employed. Fig. 7 represents a side elevation, partly broken away, of another form of a member of the device.

Similar letters of reference indicate corresponding parts in the figures.

Referring to the drawings:—A designates a base of a member of the device, the same having pivotally mounted thereon as at B the horizontally-arranged arm C, from whose ends rise the lugs D, E.

Connected with the lug D is the vertically-arranged spring F, to whose upper end is secured the disk or head G.

Mounted on the lug E is the cap H, one end of which is provided with the nose J, the latter being adapted to engage the head G when the spring F is flexed, as shown in Fig. 1. The other end of said catch has connected with it the cord K, which extends forward therefrom along the arm C, then passes through an opening L in the front

end of said arm and under the same and extends to the place where the player stands.

M designates projectiles, which form members of the game, the same being of the form of rings adapted to be placed on the head G and forcibly discharged therefrom, one of said projectiles being provided with feathers or wings M', so that it may be made noticeable as it leaves the head G, if so desired and will fly in a proper line.

N designates a pole and N' designates a stick, on either of which a projectile is adapted to be caught, the pole being mounted on the gun stock P, as a carrier therefor, and the pole being connected with the grip or handle Q as its carrier, but the carriers may be omitted.

In Fig. 8, I show rings S with handles therefor, the upper ring being adapted to have the flying projectile directed through, and the lower ring having a net or pocket T depending therefrom adapted to have the projectile caught therein.

The head G has its upper surface formed concavo-convex producing the recess R, the same forming a depressed bed on which a projectile may be placed and within whose wall it may be held without liability to slip therefrom when primarily seated thereon.

The operation is as follows:—The spring F is bent back, and the head G engaged by the catch H, whereby it is held in the position shown in Fig. 1, after which a projectile is placed on said head in the recess R. The player now holds the catching object so that it is in the path of the projectile when subsequently propelled. The player lightly draws the cord K so as to move the arm to the right or left or place it straight to the front relatively to the position of the player or intended direction of flight to be imparted to a ring. The player then more forcibly draws said cord, when the catch H is moved from the head G and the latter, under the impulse of the resiliency of the spring F, quickly flies or returns to its first position, when the projectile is forcibly propelled from the bed and driven toward the player, see dotted lines Fig. 1, the player then endeavoring to "ring" or catch the projectile, which is the object of the toy or game involved, it being evident that to accomplish this requires the exercise of considerable patience and skill, and the device is educational in its nature in causing the eye to watch the coming pro

jectile and directing it thereto for the best results in catching.

Fig. 7 shows a base without the arm C. In this construction, the lugs D, E rise directly from said base, and the cord K passes from the catch H through the opening A' in the base instead of through said arm, but the head G may be held, loaded and released, the same as shown in Fig. 1, while the "ringing" or catching of the projectile on a pole, etc. is not varied, so far as the playing of the game or toy is concerned.

The device presents an interesting and amusing toy and game, in a simple, durable, compact and inexpensive manner.

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

1. A head formed with an annular recess forming a bed for the seating of a projectile, a resilient carrier therefor, a support for said carrier, a catch member, said carrier being adapted to be flexed and said head being adapted to be primarily controlled by said catch member in the flexed condition of the carrier, an arm pivotally mounted on said support, means independent of the axis of rotation constructed to adjust said arm and trip said catch member.

2. A base member, a resilient carrier mounted thereon, a head having an annular recess forming a bed for the seating of a ring, a pivotally mounted catch on the base member for direct engagement with the outer edge of said head, and means directly connected with said catch for operating the same.

3. A head, a carrier therefor of inherent resiliency adapted to be flexed, a support, an arm pivotally mounted on said support and having at one end a vertical lug to which said carrier is attached, a lug rising from the other end of said arm, a catch pivotally mounted on the last-named lug and having a nose adapted for direct engagement with said head, and a cord connected with said catch for operating the same to release the carrier and to rotate said arm.

4. In a device of the character stated, a head having a circular recess in its face, a resilient carrier for said head, means directly engaging said head for controlling the same in the flexed condition of the carrier, a rotatable member carrying said carrier and controlling means, and means directly connected with the controlling means and independent of the axis of rotation of said rotatable means for adjusting the position of said rotatable means and for positively actuating the controlling means to disengage the carrier.

5. In a device of the character stated, a catch-carrying arm pivotally mounted for rotation and having a cord guide, a catch pivotally mounted on said arm, and an operative cord passed through said guide independent of the axis of rotation of said arm and common to the catch and arm and constructed to move said arm on its pivot and to positively actuate the catch.

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