

(No Model.)

A. REYNOLDS.
TOY SHOOTING APPARATUS.

No. 264,416.

Patented Sept. 12, 1882.

Fig. 1.

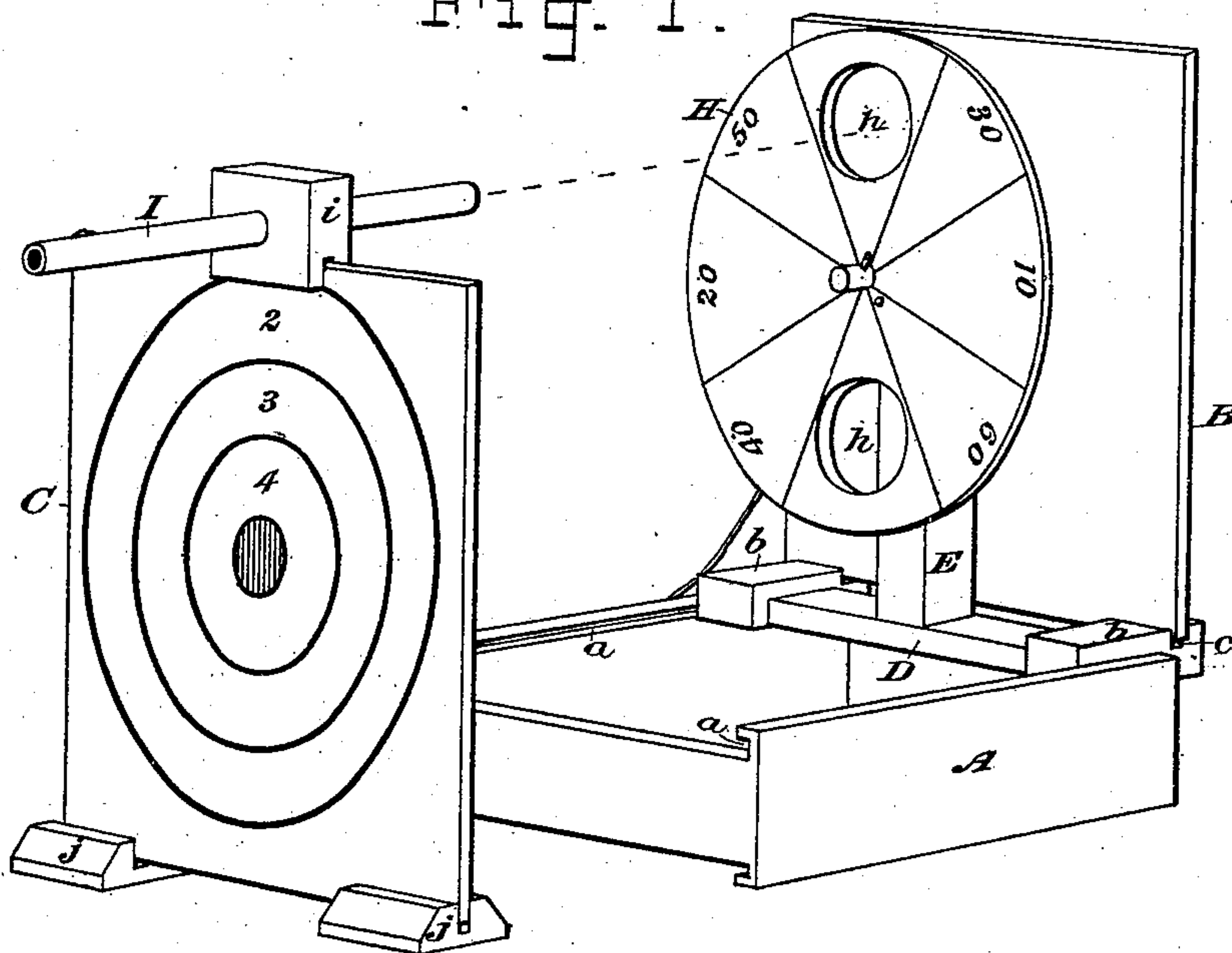


Fig. 3.

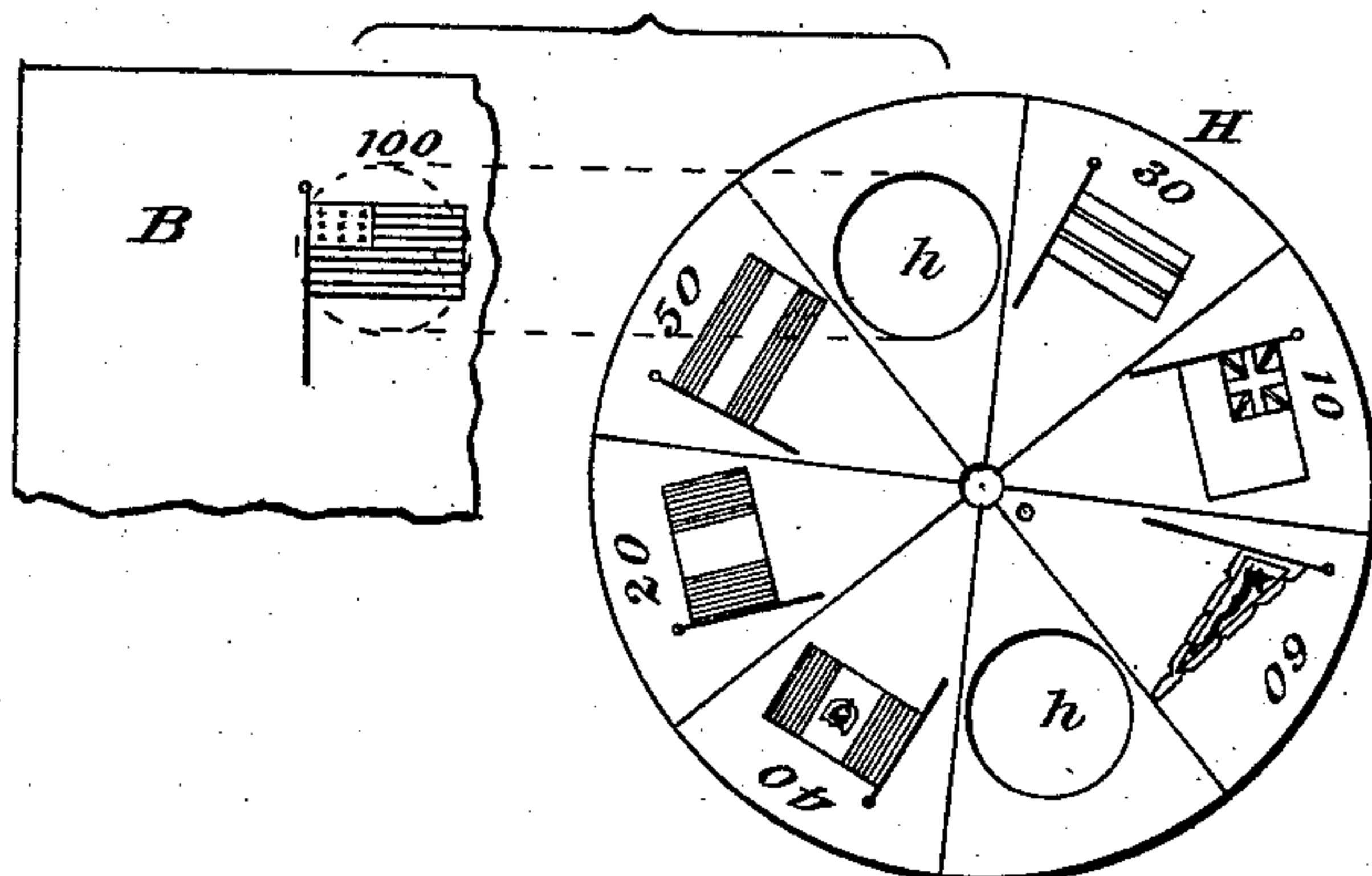


Fig. 2.

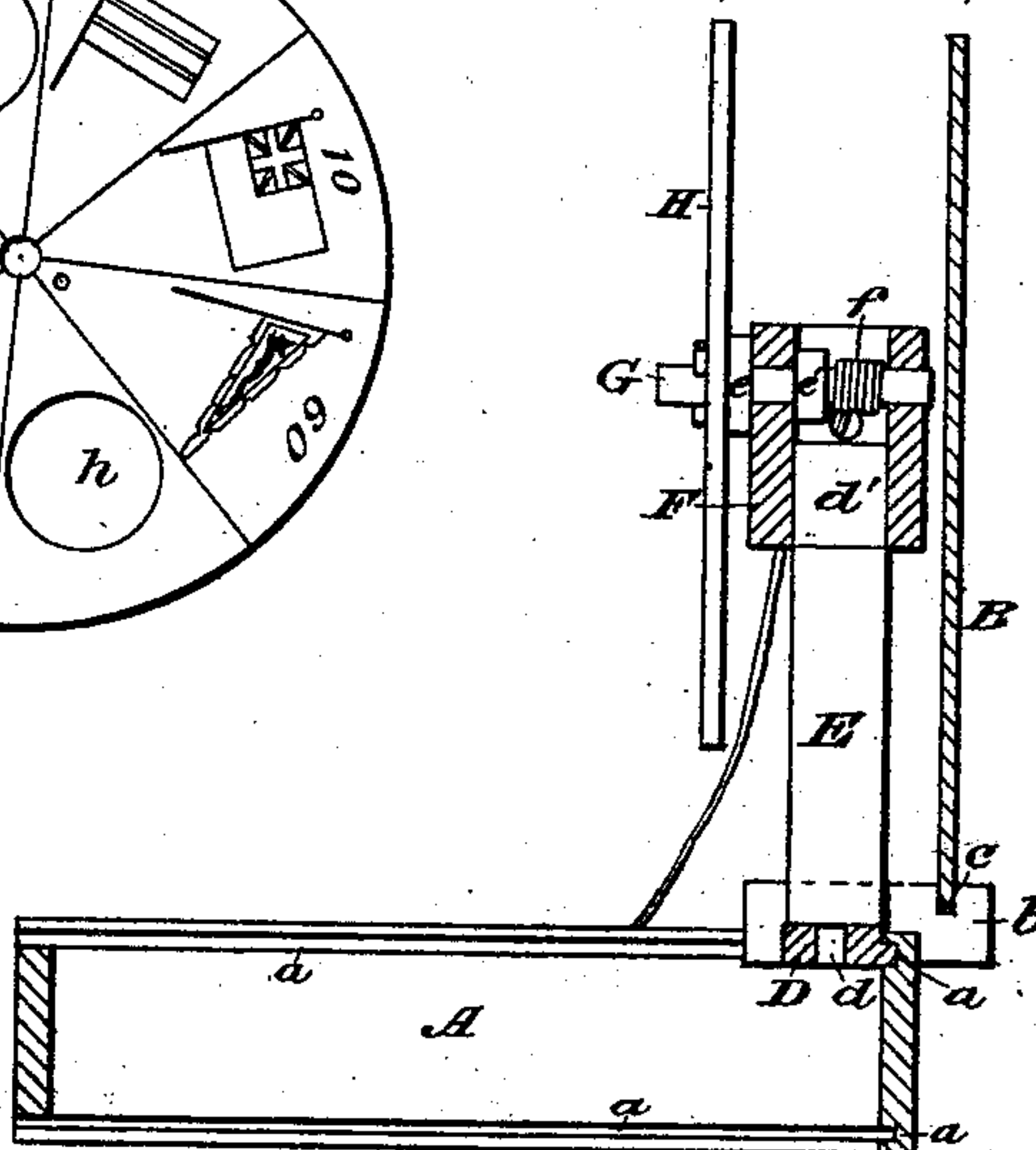
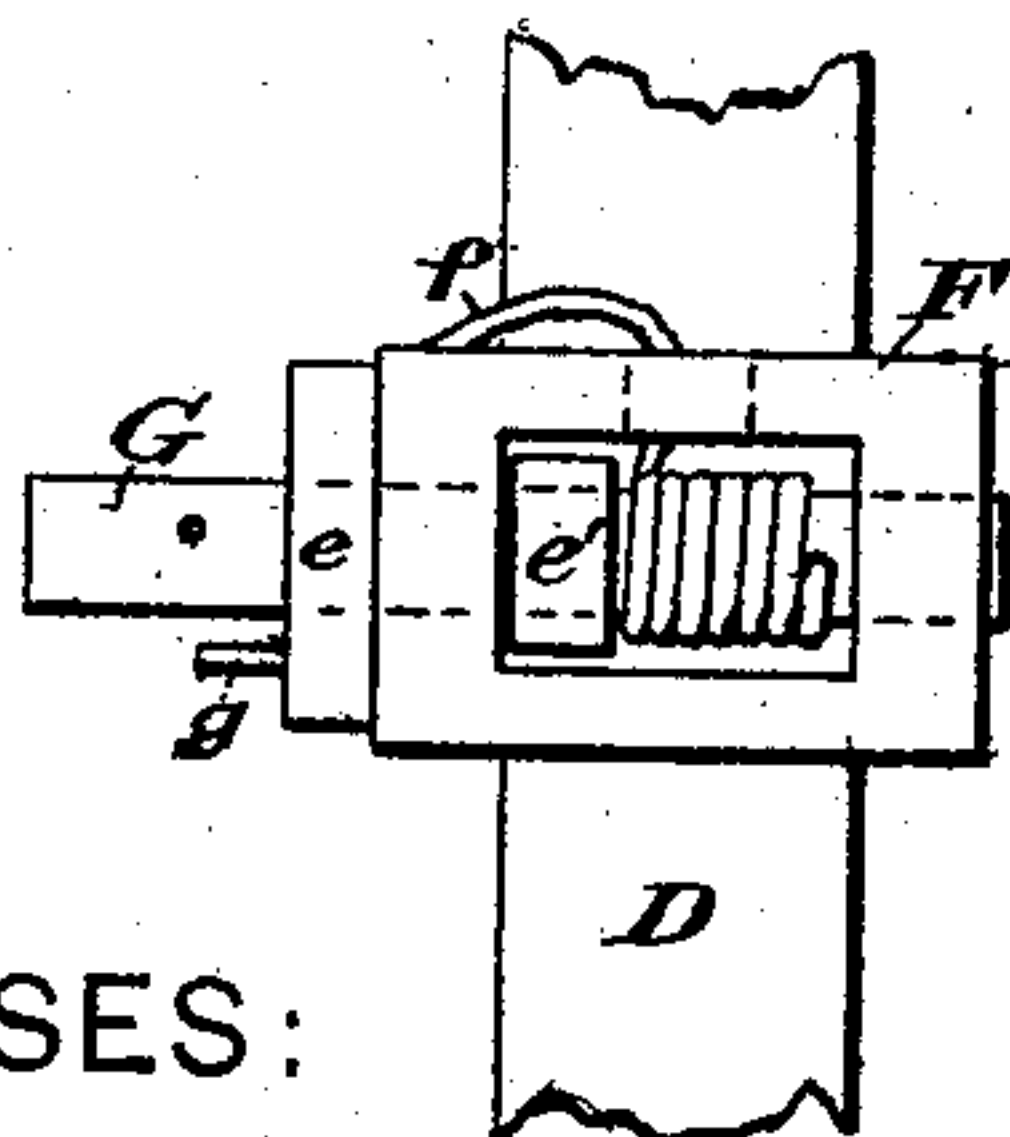


Fig. 4.



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TOY SHOOTING APPARATUS.

SPECIFICATION forming part of Letters Patent No. 264,416, dated September 12, 1882.

Application filed April 28, 1882. (No model.)

To all whom it may concern:

Be it known that I, ALFRED REYNOLDS, a citizen of the United States, residing at Brooklyn, Kings county, New York, have invented certain Improvements in Toy Shooting-Games, of which the following is a specification.

My invention relates to a toy which may be used indoors and by which games or matches may be played. Games either of chance or skill may be played—that is to say, the marksmanship of the players may depend entirely upon chance; or it may depend upon skill, just as the game or match is played. The principal features of the invention, however, are designed to render the hitting of the target in the spot desired wholly a matter of chance.

The principal features consist, first, in the employment of a target capable of being rapidly rotated, and marked with divisions separated by radial lines; and, second, in providing the target with one or more apertures, through which the dart may pass and hit a fixed target behind the revolving target. Other novel features consist in the construction and arrangement of the parts whereby they may be readily set up or taken apart.

The novel features of this invention will be set forth in the claims.

In the drawings which serve to illustrate my invention, Figure 1 is a perspective view of the toy set up for use, and Fig. 2 is a longitudinal vertical section of the same. Figs. 3 and 4 are detached views, which will be referred to more particularly hereinafter.

A represents the frame of a rectangular box provided with a removable bottom, B, and removable cover C. These slide in grooves *a a* in the frame, and are or may be alike and interchangeable. These parts B and C serve other purposes or uses, as targets, &c., which uses will be hereinafter explained. In the box formed by the parts A, B, and C may be packed all the other parts of the toy.

D is a cross bar or piece with tongues on each end and one edge. This piece slips into the grooves *a a* in the frame A, as shown, where it is firmly held by means of a clamp or clamps, *b b*, which take over the piece D and the end piece of the frame A. These clamps have grooves or sockets *c* formed in them, in which

is inserted the edge of the bottom B to form a fixed target or barrier to arrest the darts. In the piece D, at or near its center, is a socket to receive a tenon, *d*, Fig. 2, on a post, E. On the upper end of this post is formed a tenon, *d'*, which snugly fits a socket in a bearing-frame, F. (Shown enlarged and in plan in Fig. 4) In this frame is rotatively mounted a shaft, G, provided with fixed collars *e e'* to prevent its escape from its bearings. To this shaft is fixed one end of a string, *f*, the other end of which is led out through a hole in the side of frame F. When the string is wound upon the shaft and smartly pulled the shaft will be rapidly rotated, as will be well understood.

H is a target arranged to rotate in a vertical plane, a hole in the center of which fits on the end of the shaft G. The target is prevented from rotating on the shaft by means of a pin, *g*, Fig. 4, on the collar *e*, which engages a hole in the target or other similar contrivance. A linchpin or any similar device will prevent the target from slipping off the shaft. The target H may be marked in various ways, and may have markings of different kinds on its opposite faces. It may or may not have apertures formed in it to enable darts to pass through it and strike the fixed target B. I will describe the preferred marking and arrangement of apertures. I divide the target into eight equal sectors by radial lines, and form in it two apertures, *h h*, oppositely arranged. On the six unperforated divisions I mark, for example, representations of the flags of different nations, together with numerals which designate the amount to be placed to the player's credit when he shall lodge a dart in any particular flag-division. In the present case the division marked 10 shows in Fig. 3 the English flag; 20, the French flag; 30, the Spanish; 40, the Italian; 50, the German; and 60, the Chinese. The numbers alone may, however, be used, as in Fig. 1. On the fixed target B, at a point opposite an aperture, *h*, when said aperture is directly above the axis of the target H, is marked the representation of an American flag with the numeral 100. This is shown at the left in Fig. 3, the target H being shown in front elevation at the right.

I is a tube or blow-gun, which fits snugly in a hole bored in a bearing-block, *i*. This block is grooved in its lower edge to fit snugly onto the edge of the box-cover C, the lower edge of which cover is fitted snugly into grooves in feet or base pieces *j j*. These parts thus put together form a rest for the blow-gun and elevate it to the proper level—that is to say, to a level with the center of an aperture, *h*, in the revolving target when the said aperture is at its highest point, as indicated by the dotted lines in Fig. 1. The blow-gun may be set at any distance desired from the revolving target; but the alignment of the gun with the aperture should be approximately preserved. Otherwise it would not be possible to send a dart through the aperture, which is the desire of the player.

The toy being set up, one player keeps the target H in rapid rotation while his antagonist fires darts through the tube I, employing the ordinary darts, for example, and his breath as a motive force, as in ordinary blow-guns. After the number of darts agreed upon has been fired the motion of the target is checked and the position of the darts noted. Then the other player takes his turn at firing.

In carrying on the game, as just described, it will be seen that the hits are governed entirely by chance as respects the portion of the target that will be struck by the dart. I propose, however, as an additional feature of interest, that the target may be left stationary and the darts or missiles be fired at it without a rest—that is to say, the tube I may be detached from the block *i* or the block from the cover C. The success of the player would then depend more upon skill than chance. A target may also be marked on one face of the cover C, and this be fired at without a rest and at any convenient distance. In Fig. 1 I have shown what is known as the "Creedmoor" target, marked on said cover.

In lieu of marking flags on the sectors of the revolving target, animals of different kinds may be represented thereon, or men of different nationalities; or one set of figures may be represented on one side of the target and another set on the other side. More than one revolving target may be packed in the box, so as to add variety to the toy. By employing a rotating target with apertures of different sizes—for example, irregularly arranged—and

compelling the player to fire at it without a rest or support much interest is created, and this I contemplate as a feature of my invention.

The various parts are fitted together snugly and held together by friction, and may be readily taken apart and packed in the box for convenience in storing, &c.

I am aware that a target for a toy shooting-game has been proposed, in which animals, &c., are carried around in a horizontal plane on a wheel mounted on a vertical axis. In my game, however, the disk-like target rotates in a vertical plane, and one object is to fire darts through apertures therein while it is rapidly revolving. This feature I believe to be new.

Having thus described my invention, I claim—

1. The combination, in a toy shooting-game, of a target mounted to rotate in a vertical plane, said target being provided with one or more apertures, and a stationary target arranged behind the rotating target to receive the missiles that pass through the apertures in the rotating target, substantially as and for the purposes set forth.

2. The combination, to form a toy shooting-game, of a rotary disk-target, H, a rectangular box-frame, A, a frame secured removably to said box, and bearing the said target, a fixed target mounted removably on said box in a vertical plane behind the rotary target, and capable when removed of entering horizontal grooves in said box and forming the top or bottom thereof, substantially as set forth.

3. The combination, in a toy, of the grooved box-frame A, the removable cover and bottom, the cross-piece D, provided with tongues to fit the grooves in the box, and a mortise at its middle, the clamps *b*, arranged to take over the piece D and the end of the box-frame, and provided with a groove, *c*, to receive the target B, the post E, the frame F, made to fit thereon, the horizontally-mounted shaft G, and the target H, mounted on said shaft G, all arranged to operate as set forth.

In witness whereof I have hereunto signed my name in the presence of two subscribing witnesses.

ALFRED REYNOLDS.

Witnesses:

HENRY CONNETT,
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