

Oct. 20, 1953

D. BURKE
PUPPET DOLL

2,655,762

Filed Nov. 26, 1951

3 Sheets-Sheet 1

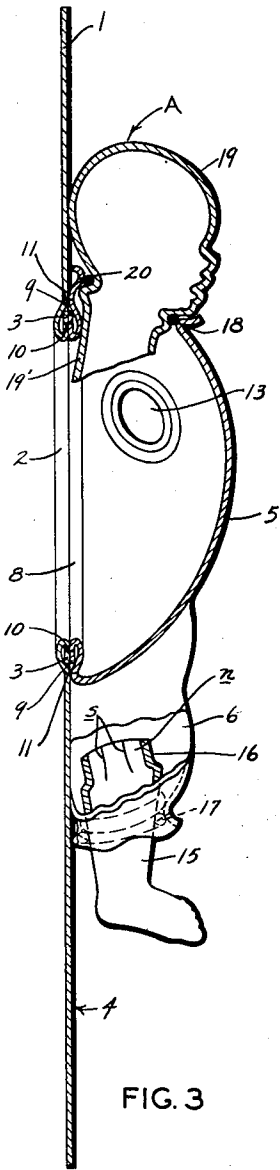


FIG. 3

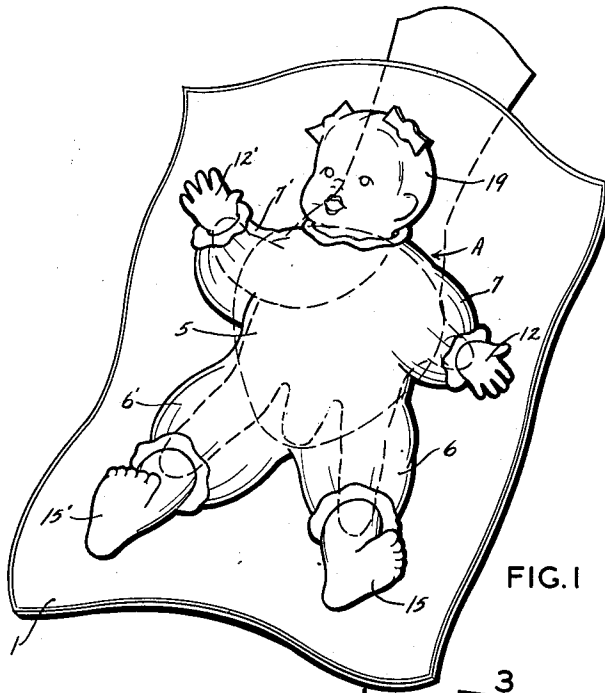


FIG. 1

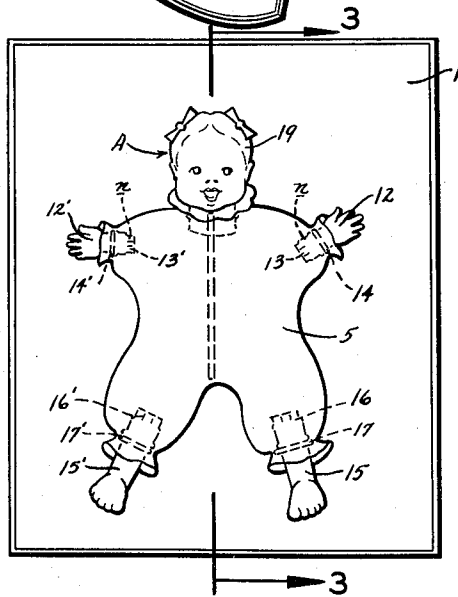


FIG. 2

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FIG. 4

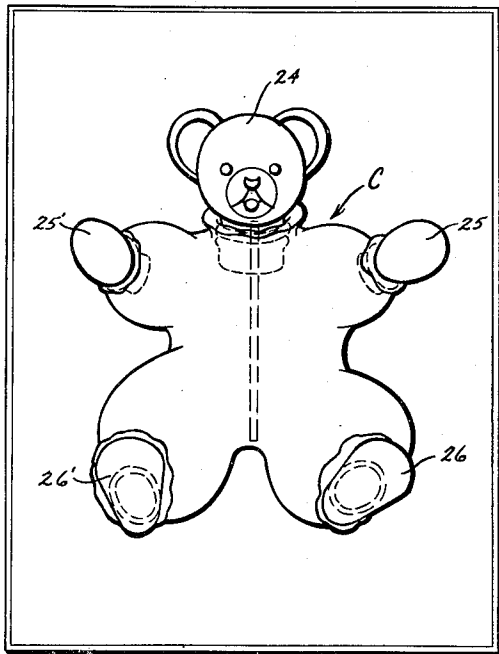
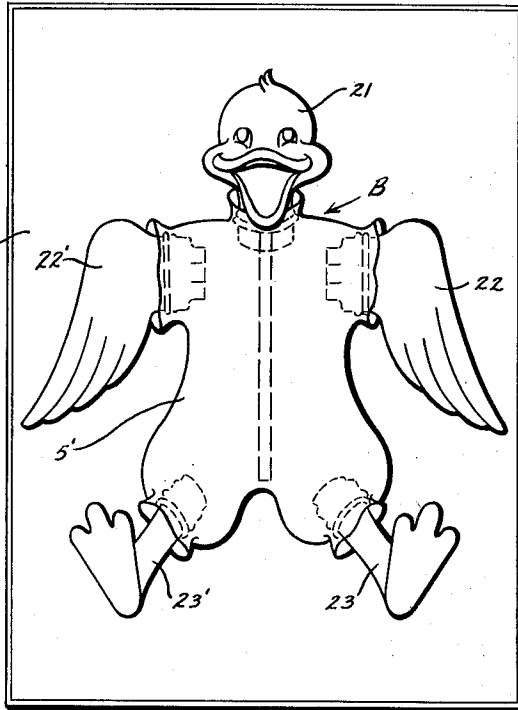


FIG. 5

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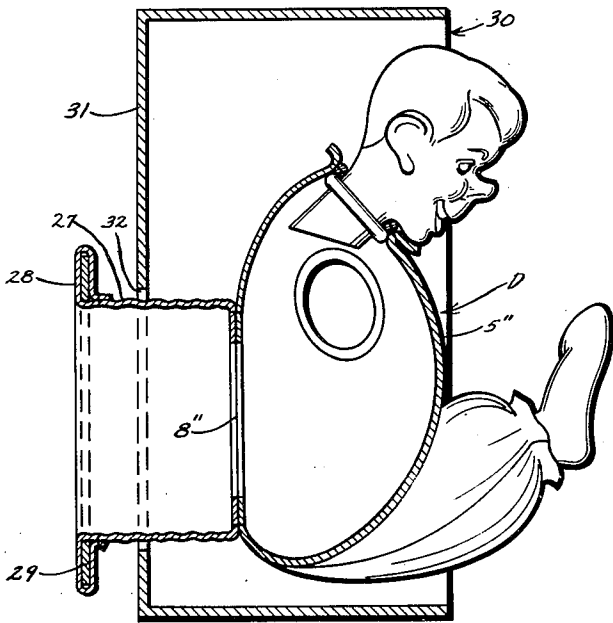
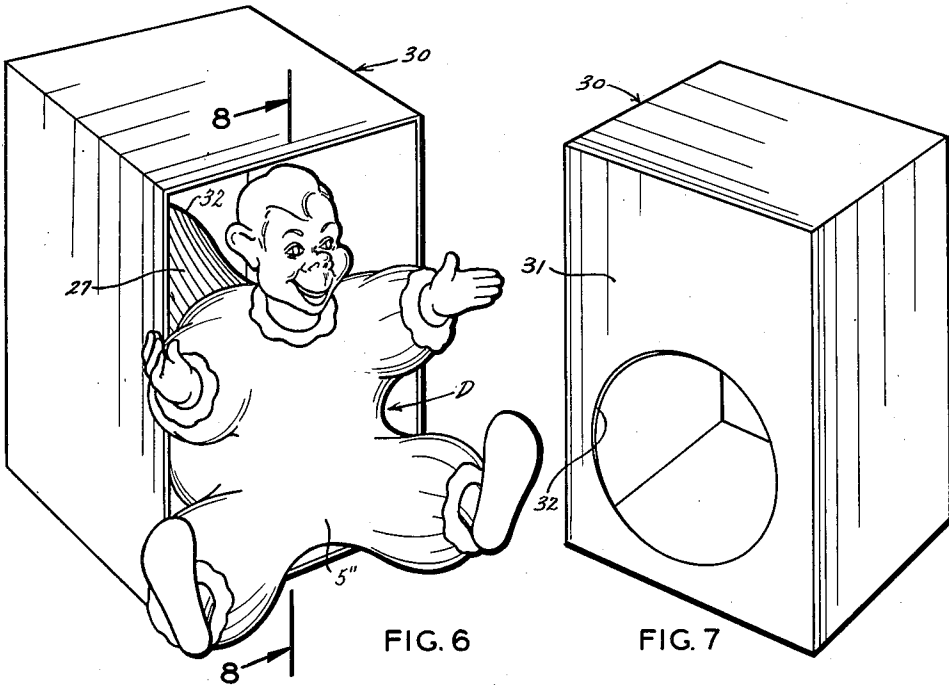


FIG. 8

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UNITED STATES PATENT OFFICE

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PUPPET DOLL

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Application November 26, 1951, Serial No. 258,129

4 Claims. (Cl. 46—116)

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This invention relates in general to certain new and useful improvements in children's toys and, more particularly, to a puppet doll.

It is the primary object of the present invention to provide an animated puppet doll having a body and bodily appendages, such as legs and arms, which can be manipulated by the fingers and hands of the user so as to impart to the doll a unique life-like appearance and series of movements, enhancing its interest and value as a plaything or toy for children.

It is another object of the present invention to provide a hand-animated puppet doll in which the hand of the user is effectively concealed from view so as to accentuate the illusion of reality in the various movements imparted to the doll's appendages.

It is also an object of the present invention to provide a hand-animated puppet doll of the type stated which may resemble a human baby or other similar human form, a bird, animal, or any other figure simulative of familiar animated characters.

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

In the accompanying drawings (three sheets)—

Figure 1 is a perspective view of a puppet doll constructed in accordance with and embodying the present invention;

Figure 2 is a top plan view of the puppet doll;

Figure 3 is a longitudinal sectional view taken along line 3—3 of Figure 2;

Figure 4 is a top plan view of a modified form of puppet doll constructed in accordance with and embodying the present invention;

Figure 5 is a top plan view of another modified form of puppet doll constructed in accordance with and embodying the present invention;

Figure 6 is a perspective view of another modified form of puppet doll constructed in accordance with and embodying the present invention;

Figure 7 is a rear-side perspective view of the box-like element forming a part of the modified form of the invention as shown in Figure 6; and

Figure 8 is a vertical sectional view taken along line 8—8 of Figure 6.

Referring now in more detail and by reference characters to the drawings, which illustrate practical embodiments of the present invention, A designates a puppet doll comprising a preferably rectangular doll's blanket 1 formed preferably of a marginally hemmed piece of cotton flannel

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blanketing or similar fabric centrally provided with a longitudinally extending split or slot 2, the marginal edges of which are turned over in the provision of a hem flap 3, for purposes presently more fully appearing.

Mounted upon the forwardly presented face 4 of the blanket 1 is an unstuffed limp doll-body 5 formed preferably of cotton flannel or any other similar fabric or material and including leg elements 6, 6', and sleeve elements 7, 7'. As will be understood by reference to Figure 1, the body 5 and its associated leg and sleeve elements 6, 6', 7, 7', in the embodiment shown somewhat resemble a child's sleeping garment. It should be understood in this connection, however, that these elements can, if desired, be made to resemble a pair of rompers, a pair of overalls, or any other customary article of child's wearing apparel having sleeves and legs.

The body 5 is provided in its back wall with a longitudinally extending slit or opening 8, substantially coincident with the slit or opening 2, and is turned back in the provision of a continuous hem flap 9, which is secured by a line of stitches 10 to the hem flap 3 of the blanket 1. The rearward portion of the body 5 is additionally secured to the blanket 1 around the slits 2, 8, by a line of stitches 11 in the provision of a concealed hem, so that the slits 2, 8, will conjointly form a smoothly finished well-defined opening through which the user may insert the entire hand, or, at least, all five fingers, into the interior of the body 5.

Inserted within, and extending outwardly from, the lower ends of each of the sleeve elements 7, 7', are hollow hand-simulating elements 12, 12', respectively, formed preferably of rubber, or a vinyl plastic molding compound, or any other similar material, and having inwardly presented concealed tubular socket portions 13, 13', respectively, into which the user may insert the tips of the thumb and small finger. The sleeve elements 7, 7', are furthermore internally provided with securely stitched annular loops of elastic tape 14, 14', for tightly and retentively encircling the hand-simulating elements 12, 12', in the region of the wrist, so that they will be securely attached or held in place. It will, of course, be understood that any alternative method for securing and attaching the hand-simulating elements 12, 12', may be employed.

Inserted within, and extending outwardly from, the lower ends of each of the leg elements 6, 6', are hollow foot-simulating members 15, 15', respectively, formed of the same kind of material as

the hand-simulating elements 12, 12', and having inwardly presented concealed tubular socket portions 16, 16', respectively, into which the user may insert the tips of the index and third fingers of the hand. It will be noted that the socket portions 16, 16', are cocked at an angle to the principal portions of the foot-simulating elements 15, 15', somewhat in the manner of a knee-joint, so that when manipulated they will appear more realistic. The socket portions 13, 13', 16, 16', are, furthermore, tapered inwardly at their upper ends in the provision of gripper-necks *n* which are slotted, as at *s*, so as to accommodate and snugly grip finger-tips of various sizes. The leg elements 6, 6', are furthermore internally provided with securely stitched annular loops of elastic tape 17, 17', for tightly and retentively encircling the foot-simulating elements 15, 15', in the region of the knee, so that they will be securely attached or held in place. It will, of course, be understood that any alternative method for securing and attaching the foot-simulating elements 15, 15', may be employed.

Finally, the body 5 is provided at its upper end with a collar-like neck portion 18 into which is inserted a hollow doll's head 19 formed of the same material as the hand-simulating elements 12, 12', and foot-simulating elements 15, 15', and having a neck-like extension 19', which is short at the front and long at the back, substantially as shown in Figure 3. The doll's head 19 is furthermore retentively secured in place by an annular loop 20 of elastic tape stitched securely within and encircling the neck portion 18.

In use, the doll's body is draped over the outstretched hand of the user and the hand, or, at least, the five fingers of the hand, inserted through the opening formed by the slits 2, 8, so as to extend into the sack-like interior of the body 5, filling it out and giving it a semblance of reality. The several fingers, as above indicated, are inserted into the tubular portions 13, 13', 16, 16', and moved in any desired direction to impart life-like movements to the hand-simulating and foot-simulating elements 12, 12', 15, 15'. Although none of the fingers are necessarily inserted into the doll's head 19, the long back portion of the neck-like extension will lie on the heel-portion of the hand to elevate the head 19 to impart the illusion that the baby-doll is holding its head up. Furthermore, this arrangement will cause the head 19 to move around in an animated fashion suggestive of the movements of a baby's head, responsive to movement in the hand normally resulting from manipulation of the fingers. It has been found that some children with a high degree of digital dexterity can insert the thumb of the hand into the hollow doll's head 19 and work the hand-simulating and leg-simulating elements 12, 12', 15, 15', with the four fingers. In any case, the puppet doll A can be manipulated to provide highly amusing entertainment for children of all ages.

If desired, it is possible to provide a modified form of puppet doll B, substantially similar to the previously described puppet doll A and comprising a doll blanket 1' having a fabric body element 5' equipped with a duck's head 21 positioned in place of the doll's head 19 and wing-like simulating elements 22, 22', inserted in place of the hand-simulating elements 12, 12'. The body element 5' is further provided with duckfoot-simulating elements 23, 23', in place of the foot-simulating elements 15, 15', of the previously described puppet doll A.

Another modification of the present invention

may be provided in the form of a teddy bear C, as shown in Figure 5, having a hollow teddy bear's head 24, teddy bear's paws 25, 25', and teddy bear's feet 26, 26', which may likewise be manipulated from the inside in substantially the same manner as previously described in connection with the puppet doll A.

If desired, it is possible to provide a further modified form of puppet doll D, as shown in Figures 6 to 8, inclusive. The puppet doll D is similar in all respects to the previously described puppet doll A except that it is provided at the rear of its body portion 5'' with a slot 8'' marginally stitched to a rearwardly extending tubular wristlet 27 instead of the blanket-like member 1. The wristlet 27 is preferably formed of a knitted tube or a loosely woven bias-cut section of fabric stitched together along its edges to form a tube, it merely being necessary that the tubular material have sufficient elasticity so as to hug the wrist of the user. At its outer or rearward periphery, the tube is curled back upon itself in the formation of an annular hem 28 and is preferably formed around a relatively stiff ring 29, which is large enough for loosely encircling the user's wrist, substantially as shown in Figure 8.

Provided for co-operation with the puppet doll D is an open-fronted, preferably rectangular shadow box 30 having a rear wall 31 provided adjacent its lower margin with a relatively large, substantially circular opening 32 through which the wristlet 27 is inserted. It will, of course be understood in this connection that the aperture 32 is large enough so as to loosely encircle the wristlet 27 when the user's wrist is inserted therethrough. The shadow box 30 may be held in one hand by the user while the other hand is inserted through the wristlet 27 into the interior of the puppet body 5'' and the fingers utilized to manipulate the various limb-simulating elements, or, if desired, the shadow box 30 may be set up on the edge of the table, somewhat in the manner of the so-called stage of a Punch and Judy show. In either case, the puppet may be manipulated so as to gesticulate, make nodding and wagging movements of the head, simulating gymnastic stunts around the edge of the shadow box, and perform all sorts of amusing movements and capers.

It should be understood that changes and modifications in the form, bodily shape, artistic configuration, construction, arrangement, and combination of the several parts of the puppet doll 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. A puppet-toy comprising a blanket-like member having an opening, and a hollow-garment-simulating body member having a head-simulating element, leg-simulating elements, and hand-simulating elements, said leg-simulating and hand-simulating elements having inwardly presented socket-portions disposed within the body-member and accessible only from the interior thereof, said body member being secured upon one face of the blanket-like member with the body member and said hand simulating and leg simulating elements being exposed upon said face of the blanket-like member, said body member having its hollow interior communicating to the opening whereby to permit the user to insert the fingers and at least part of the hand through the opening into the interior of the body member,

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said head-simulating element having an elongated neck-like section extending into the hollow interior of the body member so as to rest against the user's hand and impart an appearance of elevation to the head-simulating element, said hand-simulating elements being provided with tubular extensions projecting into the interior of the body member for receiving the finger tips of the user's hand, said leg-simulating elements being also provided with tubular extensions adapted to receive the finger tips of the user's hand and furthermore being cocked at an angle to the main portion of the leg-simulating elements somewhat in the manner of a knee-joint, the tubular extensions being so arranged that the tips of four fingers of the user's hand may be respectively inserted therein for manipulating said elements while the user's wrist and arm are substantially concealed beneath the blanket-like member and thereby imparting to the puppet-toy an appearance of independent animation.

2. A toy comprising a view-screening element arranged to provide a wall-member having an aperture therein, said aperture being located entirely within the confines of the wall-member and having a continuous margin spaced inwardly at all points from the peripheral margins of the wall-member, and a doll-like figure simulative of a living creature, said doll-like figure comprising a head and a flexible hollow torso portion with flexible hollow arm and leg members, said torso being provided with a rearwardly presented opening lying wholly within the confines of the torso, said torso being joined to one face of the wall-member with the entire doll-like figure exposed to view upon the face of the wall-member to give the appearance of a living creature completely in front of the view-screening element, the opening and aperture being in substantial registration to provide for access to the interior of the body member from a substantially concealed position directly behind the view-screening element, whereby to permit the user to insert his fingers and at least a portion of his hand through the aperture and opening into the interior of the body member and place a separate finger in each of all of the arm and leg members at the same time for manipulating all of said arm and leg members while the user's wrist and arm are substantially concealed behind the view-screening element and thereby imparting to the doll-like figure an appearance of independent animation.

3. A toy comprising a blanket-like member having an aperture therein, said aperture being located entirely within the confines of the blanket-like member and having a continuous margin spaced inwardly at all points from the peripheral margin of the blanket-like member, and a doll-like figure simulative of a living creature, said doll-like figure comprising a head and a flexible hollow torso portion with flexible hollow arm and leg members, said torso being provided with a back-wall having an opening lying wholly within the confines of the torso, said torso being joined to one face of the blanket-like member, with the torso and body-extremities exposed to view upon the face of the blanket-like member and with the

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entire doll-like figure extending outwardly from the opening to give the appearance of a living creature completely in front of the blanket-like member, the opening and aperture being in substantial registration to provide for access to the interior of the body member from a substantially concealed position directly behind the blanket-like member, whereby to permit the user to insert his fingers and at least a portion of his hand through the aperture and opening into the interior of the body member and place a separate finger in each of all of the arm and leg members at the same time for manipulating all of said arm and leg members while the user's wrist and arm are substantially concealed behind the blanket-like member and thereby imparting to the doll-like figure an appearance of independent animation.

4. A toy comprising a view-screening element arranged to provide a wall-member having an aperture therein, said aperture being located entirely within the confines of the wall-member and having a continuous margin spaced inwardly at all points from the peripheral margins of the wall-member, and a doll-like figure simulative of a living creature, said doll-like figure comprising a head and a flexible hollow torso portion with flexible hollow arm and leg members, said torso being provided with a rearwardly presented opening lying wholly within the confines of the torso, said torso being joined to one face of the wall-member with the entire doll-like figure exposed to view upon the face of the wall-member to give the appearance of a living creature completely in front of the view-screening element, the opening and aperture being in substantial registration to provide for access to the interior of the body member from a substantially concealed position directly behind the view-screening element, whereby to permit the user to insert his fingers and at least a portion of his hand through the aperture and opening into the interior of the body member and place a separate finger in each of all of the arm and leg members at the same time for manipulating all of said arm and leg members while the user's wrist and arm are substantially concealed behind the view-screening element and thereby imparting to the doll-like figure an appearance of independent animation, said head having an elongated neck-like section extending into the hollow torso portion so as to rest against the user's hand and impart an appearance of elevation to the head during manipulation of the arm and leg members.

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