CPC COOPERATIVE PATENT CLASSIFICATION

A HUMAN NECESSITIES

HEALTH; AMUSEMENT

A63 SPORTS; GAMES; AMUSEMENTS

A63H TOYS, e.g. TOPS, DOLLS, HOOPS OR BUILDING BLOCKS

WARNINGS

1. The following IPC groups are not in the CPC scheme. The subject matter for these IPC groups is classified in the following CPC groups:

CrC groups.		
A63H 3/33	covered by	<u>A63H 3/28</u>
A63H 17/267	covered by	<u>A63H 17/262</u>
A63H 17/273	covered by	<u>A63H 17/26</u>
A63H 17/385	covered by	<u>A63H 17/36</u>
A63H 17/39	covered by	<u>A63H 17/36</u>
A63H 17/41	covered by	<u>A63H 17/40</u>
A63H 25/00	covered by	<u>A63H 29/16, A63H 31/00</u>
A63H 25/02	covered by	<u>A63H 29/16, A63H 31/00</u>
A63H 27/01	covered by	<u>A63H 27/007</u>
A63H 27/127	covered by	<u>A63H 27/12</u>
A63H 27/133	covered by	<u>A63H 27/12</u>
A63H 27/16	covered by	<u>A63H 27/001, A63H 33/16</u>
A63H 27/18	covered by	<u>A63H 27/00, A63H 27/02</u>
A63H 27/20	covered by	<u>A63H 27/00</u>
A63H 27/22	covered by	<u>A63H 27/00, A63H 29/18</u>
A63H 27/24	covered by	<u>A63H 27/02, A63H 29/00, A63H 29/22</u>
A63H 27/26	covered by	<u>A63H 27/06</u>
A63H 27/28	covered by	<u>A63H 27/008</u>
A63H 27/30	covered by	<u>A63H 27/02</u>
A63H 27/32	covered by	<u>A63H 27/00</u>

2. In this subclass non-limiting references (in the sense of paragraph 39 of the Guide to the IPC) may still be displayed in the scheme.

1/00	Tops (diabolos or similar thrown and caught spinning	<u>Dolls;</u> Figure	es; <u>Musical toys</u>
1/02	tops or throwing and catching devices therefor <u>A63B 67/16;</u> flying tops { <u>A63H 27/12</u> }) . with detachable winding devices	3/00	Dolls {(puppets or marionettes for shows or theatres <u>A63J 19/006</u>)} NOTE
1/04 1/06 1/08 1/10 1/12	 with string or band winding devices with integral winding devices with arrangements for winding-up by blowing able to be spun by whirling the axis with both hands Whin tors: Ton whins 		In this group, the following term is used with the meaning indicated: • "doll" includes a toy animal
1/12 1/16 1/18	 Whip tops; Top whips Hopping, dancing, or curve-drawing tops Double tops; Multiple tops mounted in or on one another 	3/001	• {simulating physiological processes, e.g. heartbeat, breathing or fever (with fluid ingestion or emission <u>A63H 3/24</u>)}
1/20 1/22	 with figure-like features; with movable objects, especially figures 	3/003	 {specially adapted for a particular function not connected with dolls (as electric lighting devices <u>A63H 3/006</u>)}
1/24 1/26	 Colour tops with illuminating arrangements emitting blasts or explosions 	3/005 3/006	 . {for use as container (containers <u>B65D</u>)} . {provided with electrical lighting (electrical lighting <u>F21</u>)}
1/28 1/30 1/32	 Musical tops Climbing tops, e.g. Yo-Yo Whirling or spinning discs driven by twisted cords 	3/008 3/02 3/04	{Dolls capable of simulating pregnancy or birth}made of fabrics or stuffedwith deformable framework
		3/06 3/08	 Air-filled or inflatable toy figures (connection of valves to inflatable elastic bodies <u>B60C 29/00</u>) of flat paper to be cut-out, folded, or clothed

Dolls; Figures; Musical toys

3/10	• Flat toy figures provided with limbs, with or without arrangements for making them stand up (<u>A63H 3/08</u> takes precedence)
3/12	• Double-faced dolls
3/14	• into which the fingers of the hand can be inserted,
	e.g. hand-puppets
3/16	 made of parts that can be put together {(facial parts only <u>A63H 3/365</u>)}
3/18	Jumping jacks
3/20	• with parts moved due to movements of other parts, e.g. limbs
3/24	• Drinking dolls; Dolls producing tears; Wetting dolls
3/26	Floating dolls
3/28	 Arrangements of sound-producing means in dolls; Means in dolls for producing sounds
3/31	• Bellows, cylinders or the like for sound production
3/36	Details; Accessories
3/365	 {allowing a choice of facial features, e.g. to change the facial expression (change of expression through animation <u>A63H 3/48</u>, self-moving <u>A63H 13/005</u>; movable eyes <u>A63H 3/40</u>)}
3/38	• • Dolls' eyes
3/40	movable
3/42	• • Manufacture of eyes (artificial eyes for human beings <u>A61F 2/14</u>)
3/44	• Dolls' hair or wigs; Eyelashes; Eyebrows (wigs, eyelashes, eyebrows for humans <u>A41G</u>)
3/445	• • {Eyelashes; Eyebrows}
3/46	Connections for limbs
3/48	 Mounting of parts within dolls, e.g. automatic eyes {or parts for animation (self-moving <u>A63H 13/00</u>)}
3/50	. Frames, stands, or wheels for dolls or toy animals
3/52	 Dolls' houses, furniture or other equipment {(simulating liquid flow <u>A63H 33/3022</u>)}; Dolls' clothing or footwear
5/00	Musical or noise- producing devices for additional toy effects other than acoustical (musical tops <u>A63H 1/28</u> ; {sound-producing dolls <u>A63H 3/28</u> ; musical toy vehicles <u>A63H 17/268</u> ; acoustical vehicle-signalling devices <u>A63H 17/32</u> ; whistling toy locomotive arrangements <u>A63H 19/14</u> }; music, sound or noise production in general <u>G10</u>)
5/04	 Pistols or machine guns operated without detonators; Crackers {(cracker bonbons <u>A63H 37/00</u>)}
7/00	Toy figures led or propelled by the user
7/02	• by pushing or drawing
7/04	• moving together with a toy vehicle {or together
-	with wheels rolling on the ground, i.e. driven by
	vehicle or wheel movement}
7/06	• with feet formed by rotary members
9/00	Special methods or compositions for the manufacture of dolls, toy animals, toy figures, or parts thereof
Mechanically	or gravity driven toy figures
11/00	Self-movable toy figures

Self-movable toy figures 11/02 • moved by vibrations produced by rotating eccentric weights

A63H

11/04	Climbing figures moving up-and-down
11/06	• Jumping toys
11/08	• Toys performing somersaults
11/10	• Figure toys with single- or multiple-axle
11/10	undercarriages, by which the figures perform a
	realistic running motion when the toy is moving
	over the floor
11/10	
11/12	• • Wheeled toys with figures performing a wriggling
	motion when moving
11/14	• Mechanically-moved walking figures balanced by
	gyrostatic effects
2011/16	• {Toy animals with pairs of legs performing turtle-
	like motions}
11/18	 Figure toys which perform a realistic walking
	motion
11/20	• • with pairs of legs, e.g. horses
	WARNING
	New group <u>A63H 11/20</u> introduced in
	November 2005 is not complete. Documents
	from A63H 11/18 are in the process of being
	reorganised to the new group
11/205	• • • {performing turtle-like motion}
13/00	Toy figures with self-moving parts, with or without
15/00	movement of the toy as a whole
13/005	• {with self-moving head or facial features (with
15/005	a choice of features <u>A63H 3/365</u> ; movable eyes
	<u>A63H 3/40</u> }
12/02	
13/02	• imitating natural actions, e.g. catching a mouse by a cat, the kicking of an animal
12/02	-
13/03	• Egg-laying toy animals
13/04	• • Mechanical figures imitating the movement of
	players or workers
13/045	• • • {imitating surfing}
13/06	• • • imitating boxing or fighting
13/08	• • • able to perform military exercises
13/10	• • • shooting arrows or other missiles
13/12	• • • Gymnastic or acrobatic toy figures
13/14	Rope-jumping toy figures
13/15	• • • imitating drawing or writing (changeable or
10/10	secret pictures $\underline{B44F 1/10}$)
13/16	• Boxes from which figures jump
13/18	• Toy swinging chairs; Rocking-figure toys
13/20	• Toy roundabouts with moving figures; Toy
	models of fairs or the like, with moving figures {(A63H 7/04 takes precedence)}
15/00	Other gravity-operated toy figures
15/02	• Figures staggering down an inclined path by means
	of the gravity effect
15/04	• Toy figures swinging about a point above the centre
	of gravity
15/06	• Self-righting toys
15/08	• Tumbling toy figures operated by balls enclosed
	therein
Terrett	
Toy vehicles;	<u>1 oy engines</u>
17/00	Toy vehicles, e.g. with self-drive; {(convertible

Toy venicles, e.g. with sen-unve, ((conventible
into other toys A63H 33/003); Cranes, winches or
the like;} Accessories therefor (traffic games with
figures moved by players A63F 9/14)
• {made of parts to be assembled}

1=1001	
17/004	• {Stunt-cars, e.g. lifting front wheels, roll-over or
	invertible cars}
17/006	• {Missile-launching means on toy vehicles}
17/008	• {Launching devices for motorless toy vehicles (start
	mechanisms for trackways <u>A63H 18/026</u> ; for toy
17/02	aircraft <u>A63H 27/14</u>)}
17/02	• convertible into other forms under the action of
	impact or shock, e.g. arrangements for imitating accidents
17/045	 shaped as armoured cars, tanks or the like
17/045	 shaped as armoured ears, tanks of the fike Trucks; Lorries
2017/055	 for agricultural use}
17/06	with tipping bodies
17/08	 with upping bodies carrying a mechanically-raised ladder
17/10	 carrying a tank for transporting liquids
17/10	 carrying a tank for transporting inquites with cranes, winches or the like
17/12	Endless-track automobiles or trucks
17/14	 Endless-track automobiles of flucks in the form of a bicycle, with or without riders
17/10	thereon
17/18	• Tricycles, e.g. with moving figures
17/21	 shaped as motorcycles with or without figures
17/21	 Scooters with driver figure propelled by their
17/22	wheels or by movement of the figure
17/24	 shaped as sledges, sleighs, or bobsleighs with or
17/24	without figures
17/25	• Other wheeled vehicles with moving figures {(toy
11/25	figures moving together with toy vehicles, led or
	propelled by the user, <u>A63H 7/04</u> ; self-movable
	toy figures driven by wheeled undercarriages
	<u>A63H 11/10</u>)}
17/26	. Details; Accessories (drive mechanisms
	<u>A63H 29/00</u>)
17/262	• • {Chassis; Wheel mountings; Wheels; Axles;
	Suspensions; Fitting body portions to chassis}
17/264	• • {Coupling mechanisms (for model railway
	vehicles <u>A63H 19/18</u>)}
17/266	• • {Movable parts other than toy figures, driven by
	the wheels}
17/268	• • {Musical toy vehicles}
17/28	Electric lighting systems
17/30	Direction-indicators
17/32	Acoustical or optical signalling devices
17/34	. Arrangements for imitating the noise of motors
17/36	Steering-mechanisms for toy vehicles
17/38	• • • actuated by hand
17/395	steered by program
17/40	Toy vehicles automatically steering or
	reversing by collision with an obstacle
17/42	• Automatic stopping or braking arrangements
17/44	• Toy garages for receiving toy vehicles; Filling
	stations
18/00	Highways or trackways for toys (railway permanent
	way <u>A63H 19/30;</u> for special railways <u>A63H 21/00</u>);
	Propulsion by special interaction between vehicle
	and track
18/002	• {Air-actuated track systems, e.g. with air cushion}
18/005	• {Accessories for indicating the winner of a race, e.g.
10/055	lap counters, speed indicators}
18/007	• {Vehicles moved by vibration}
18/02	Construction or arrangement of the trackway
18/021	• {Flexible tracks; Fluid-pressure-actuated tracks}
18/023	• {Track control means, e.g. switches
	(A63H 18/025 takes precedence)}

18/025	• • {Actuation of track parts by the vehicle}
18/026	• • {Start-finish mechanisms; Stop arrangements;
	Traffic lights; Barriers, or the like (A63H 18/025
	takes precedence)}
18/028	• {Looping; Jumping; Tilt-track sections}
18/04	• Up-and-down-hill trackways (<u>A63H 18/06</u> takes precedence)
18/06	• designed to cause movement of a vehicle by alteration of the inclination of part of the
10/00	trackway
18/08	• with mechanical means for guiding or steering
18/10	• with magnetic means for steering
18/12	• Electric current supply to toy vehicles through the track
18/14	• Drives arranged in the track, e.g. endless conveying
10/14	means, magnets, driving-discs
18/16	• Control of vehicle drives by interaction between
	vehicle and track; Control of track elements by
2019/165	vehicles
2018/165	• • {Means to improve adhesion of the vehicles on the track of a using magnetic former.]
	the track, e.g. using magnetic forces}
19/00	Model railways (propulsion by special interaction
	between vehicle and track A63H 18/00)
19/02	Locomotives; Motor coaches
19/04	• • spring-driven
19/06	Steam-driven locomotives; Engines therefor
19/08	Boilers for locomotives
19/10	electrically driven
19/12	with electric reversing gear
19/14	. Arrangements for imitating locomotive features,
	e.g. whistling, signalling, puffing
19/15	• Special types of cars
19/16	• Parts for model railway vehicles
19/18	• Car coupling or uncoupling mechanisms
19/20	. Illuminating arrangements
19/22	. Wheels; Wheel axles; Bogies
19/24 2019/243	• Electric toy railways; Systems therefor
	{Anti-collision systems}
2019/246 19/26	• {Remote controls}
19/20	Toy vehicles with overhead trolley-wire; Trolley- buses
19/28	Mechanical toy railway systems
19/30	· Permanent way; Rails; Rail-joint connections
19/32	Switches or points; Operating means therefor
19/34	Bridges; Stations; Signalling systems
19/36	• Model railway structures, e.g. kinds of arrangement
	of several units in containers, or on plates, or in combination with scenics for toy purposes (models
	or scenery for general purposes $\underline{G09B}$)
2019/365	• {Devices for putting or removing vehicles on or
2017/303	from the rails, e.g. ramps}
21/00	Other toy railways
21/02	• with cable- or rail-suspended vehicles
21/04	• Mono-railways, e.g. with vehicles embracing the
	rail in the form of a saddle (<u>A63H 21/02</u> takes precedence)
23/00	Toy boats; Floating toys; Other aquatic toy devices
23/00	• {made of parts to be assembled}
23/003	 Boats; Sailing boats
23/02	 Boars, Saming boars Self-propelled boars, ships or submarines
23/04	 jet-propelled
25/00	• • • Jet propendu

22/08	Contacion on other divers
23/08	Cartesian or other diversOther water toys, floating toys, or like buoyant toys
23/10 23/12	 Other water toys, floating toys, or fike buoyant toys Waterborne toy projectiles; Knock-apart toys;
23/12	Exploding ship toys
23/14	Special drives
23/16	• Aquatic toy installations; Harbour arrangements
27/00	Toy aircraft; Other flying toys (toys with parachutes
27/001	<u>A63H 33/20</u>)
27/001 27/002	 {Making or assembling thereof, e.g. by folding} {Means for manipulating kites or other captive
27/002	flying toys, e.g. kite-reels (reels in general
	<u>B65H 75/00</u> }
27/004	• {Means for launching objects from aircraft, e.g.
	pilot, missiles}
27/005	• {Rockets; Missiles}
27/007	• {Collapsible wings, e.g. for catapult aeroplanes}
27/008	• {Propelled by flapping of wings (driving
	mechanisms with extensible rubber bands for toys in
	general <u>A63H 29/18</u>)}
27/02	• {Model aircraft}
27/04	• Captive toy aircraft
27/06	• {Jet-propelled flying toys, e.g. aeroplanes (<u>A63H 27/04</u> , <u>A63H 27/12</u> take precedence)}
27/08	• Kites (kite-sails or kite-wings specially adapted for
	water sports boards <u>B63H 8/10</u> ; kite-sails for wind
27/082	propelled vessels <u>B63H 9/069</u>)
27/082 27/085	 . {Rotary kites; Kites provided with rotary parts} . {Inflatable kites}
27/083	
27/087	• {Means for launching objects along the kite string, e.g. with parachutes}
27/10	Balloons (connection of valves to inflatable
	elastic bodies <u>B60C 29/00;</u> {other than toy aspects
	<u>B64B 1/40</u> })
2027/1008	• • {Anchoring means or weights}
2027/1016	• • {combined with candy or other food items}
2027/1025	• • {Fabrication methods or special materials
	therefor}
2027/1033	• • {Inflation devices or methods for inflating balloons}
2027/1041	,
2027/1041	clamps or plugs}
2027/105	• {Knotting means}
2027/1058	• {associated with light or sound}
2027/1066	• {Having means to guide movement, e.g. propeller
	or wings}
2027/1075	• • {Special shapes or constructions (for aircraft type
	balloons <u>A63H 2027/1066</u>)}
2027/1083	• • {Valves or nozzles}
2027/1091	• • {with object inserted within; Means or methods
07/10	for insertion of objects}
27/12	• {Helicopters (<u>A63H 27/04</u> takes precedence); Flying tops}
27/14	• Starting or launching devices for toy aircraft;
27/14	Arrangements on toy aircraft for starting or
	launching {(for launching objects from an aircraft
	<u>A63H 27/004</u>)}
Driving or co	ntrolling toys, e.g. toy vehicles
29/00	Drive mechanisms for toys in general

29/08	. Driving mechanisms actuated by balls or weights
29/10	Driving mechanisms actuated by flowing media
29/12	• • by a sand stream
29/14	• • by a water stream
29/16	by steam or compressed air
29/165	{jet-propelled}
29/18	• Driving mechanisms with extensible rubber bands
29/20	Flywheel driving mechanisms
29/22	• Electric drives (power supply through track <u>A63H 18/12</u>)
29/24	• Details or accessories for drive mechanisms, e.g. means for winding-up or starting toy engines
30/00	Remote-control arrangements specially adapted for toys, e.g. for toy vehicles (steering mechanisms for toy vehicles <u>A63H 17/36</u> ; for model railways
30/02	<u>A63H 19/24, A63H 19/28</u>) Electrical arrangements (transformers <u>H01F;</u>
	converters <u>H02M</u>)
30/04	• • using wireless transmission
30/06	• Hydraulic or pneumatic arrangements
31/00	Gearing for toys (gearing in general F16H)
31/02	Screw-spindle mechanisms
31/04	Friction mechanisms
31/06	Belt or string gear
31/08	• Gear-control mechanisms; Gears for imparting a
	reciprocating motion
31/10	• Gearing mechanisms actuated by movable wires enclosed in flexible tubes
33/00	Other toys
33/00	• {Toy-moulding appliances; Toy moulding}
33/001	 {Toy-mouthing apphances, Toy mounting} {Devices for converting reciprocal or vibratory
55/002	motion into rotary motion, e.g. for propellers}
33/003	• {Convertible toys, e.g. robots convertible into
	rockets or vehicles convertible into planes}
33/004	• • {made of fabrics or stuffed}
33/005	• {Motorised rolling toys}
33/006	• {Infant exercisers, e.g. for attachment to a crib}
33/007	• {Push or pull wheels, e.g. with movable parts other
	than toy figures driven by the wheels (A63H 33/02 takes precedence; for driving movable toy figures
	A63H 7/04)}
33/008	• {Playhouses, play-tents, big enough for playing
	inside}
33/009	• {Toy swords or similar toy weapons; Toy shields}
33/02	• Toy hoops {, i.e. rings to be rolled by separate sticks}; Sticks for propelling
33/04	 Building blocks, strips, or similar building parts
33/042	• {Mechanical, electrical, optical, pneumatic or
	hydraulic arrangements; Motors}
33/044	• • {Buildings}
33/046	• • {comprising magnetic interaction means, e.g.
	holding together by magnetic attraction}
33/048	• {to be assembled using hook and loop-type fastener or the like}
33/06	• to be assembled without the use of additional elements
33/062	• • • {with clip or snap mechanisms}
33/065	 {using elastic deformation (<u>A63H 33/062</u> takes
	precedence)}
33/067	• • {with rotation or translation, e.g. of keyhole or bayonet type}

29/02

29/04

29/06

. Clockwork mechanisms

. . Other elements therefor

. . Helical-spring driving mechanisms

33/08	• • • provided with complementary holes, grooves,
55/00	or protuberances, e.g. dovetails
33/082	• • • • {with dovetails}
33/084	• • • • {with grooves (dovetails <u>A63H 33/082</u>)}
33/086	• • • • {with primary projections fitting by friction
	in complementary spaces between secondary
	projections, e.g. sidewalls}
33/088	• • • • { with holes (<u>A63H 33/062, A63H 33/065</u>
	take precedence)}
33/10	• • to be assembled by means of additional non-
	adhesive elements
33/101	• • • {with clip or snap mechanism}
33/102	• • • {using elastic deformation (<u>A63H 33/101</u> takes
	precedence)}
33/103	• • • {with wires, springs, suction cups, telescopic
22/105	elements}
33/105	• • {with grooves, e.g. dovetails}
33/106 33/107	 • {with rotation, e.g. of bayonet type} • {using screws, bolts, nails, rivets, clamps}
33/107	••• {with holes (<u>A63H 33/101</u> , <u>A63H 33/102</u> and
33/108	<u>A63H 33/107</u> take precedence)}
33/12	• • Perforated strips or the like assembled by rods,
55/12	bolts, or the like
33/14	• specially adapted to be assembled by adhesive or
	cement
33/16	• Models made by folding paper
33/18	• Throwing or slinging toys, {e.g. flying disc toys
	(discs used in athletics <u>A63B 65/10</u>)}(as part of a
	game <u>A63F 9/02;</u> sling weapons <u>F41B 3/00;</u> spring
22/105	toy guns <u>F41B 7/08</u>)
33/185	• {Aerial toy rotating automatically when
33/20	descending under gravity }Toys with parachutes; Toy parachutes
55/20	(<u>A63H 27/004</u> , <u>A63H 27/005</u> , and <u>A63H 27/087</u>
	take precedence; parachutes for aeronautics
	B64D 17/00)}
33/22	• Optical, colour, or shadow toys ({puzzles with
	optical elements A63F 9/0613}; kaleidoscopes
	<u>G02B 27/08</u>)
33/26	. Magnetic or electric toys (electric drives
	<u>A63H 29/22</u> {; indoor games played with small
	balls using magnetic power <u>A63F 7/0088</u> , $A_{63E} = 7/0681$)
33/28	A63F 7/068}) Soap-bubble toys; Smoke toys (blowing smoke
33/28	rings <u>A24F 13/30</u>)
33/30	• Imitations of miscellaneous apparatus not otherwise
00,00	provided for, e.g. telephones, weighing-machines,
	cash-registers (savings boxes A45C 1/12; toy ticket
	punches <u>G07B 9/02</u>)
33/3005	• • {Cash-registers}
33/3011	• • {Weighing-machines}
33/3016	• • {Telephones}
33/3022	• {simulating liquid flow, e.g. nursing bottles
00/0007	(drinking, weeping, wetting dolls <u>A63H 3/24</u>)}
33/3027	• {Radio or television sets}
33/3033	• {simulating driving; Accessories therefor, e.g. steering wheels}
33/3038	• {Baths; Showers}
33/3038	 {Baths; Snowers} {Loading stations, e.g. with conveyors, elevators,
55/5044	cranes (cranes, winches or the like <u>per se</u>
	$\frac{A63H 17/12}{3}$
33/305	. {Vacuum-cleaners}
33/3055	• {Ovens, or other cooking means}
33/3061	• {Washing-machines}
	,

33/3066	• • {Watches or clocks}
33/3072	• • {Tools or machine-tools}
33/3077	• • {Typewriters}
33/3083	• • {Printing machinery}
33/3088	• • {Textile-machines (toy looms <u>D03D 29/00</u>)}
33/3094	• • {Doctors' instruments}
33/32	• Moulds, shapes, spades, or the like, for playing with sand
33/36	Sparking toys
33/38	• Picture books with additional toy effects, e.g. pop- up or slide displays (picture books <u>B42D 1/00</u>)
33/40	• Windmills; Other toys actuated by air currents (driving mechanisms for toy figures or vehicles A63H 29/16)
33/42	• Toy models or toy scenery not otherwise covered (models or scenery for general purposes <u>G09B</u>)
33/425	• • {Toy space systems, e.g. satellites, space ships}
37/00	Jokes; Confetti, streamers, or other dance favours {; Cracker bonbons or the like}
37/005	 {Popper toys, i.e. disc-shaped toys which jump when snapping to their original shape after distortion}

2200/00 Computerized interactive toys, e.g. dolls