

CLASS D21, GAMES, TOYS, AND SPORTS EQUIPMENT

SECTION I - CLASS DEFINITION

This class provides for design patents claiming ornamental designs for:

1. Game or gambling article
2. Toy
3. Exercise equipment
4. Sports equipment
5. Amusement, playground, equipment or entertainment article not elsewhere specified
6. Tent

- (1) Note. Design patents in this class are classified by what is claimed and shown in full lines only. Broken, hatched or stippled lines, which may be included in design patent drawings, are considered as environment only.

SECTION II - REFERENCES TO OTHER CLASSES

SEE OR SEARCH CLASS:

- D2, Apparel and Haberdashery, for doll apparel or costume; subclass 719 for sleeping bag; subclass 904 for ski or skate type boot.
- D3, Travel Goods, Personal Belongings and Storage or Carrying Articles, subclasses 213 through 214 for doll carrier; subclasses 221-225 for belt-attached ball holder or sport article; subclasses 232-241 for purse; subclasses 247-253 for wallet or lotto card holder; subclasses 254-262 for case or carrying bag for sport article; subclasses 255 for golf bag; subclasses 257-258 for sports ball storage or carrying case.
- D6, Furnishings, appropriate subclasses for children's furniture; subclass 552 for rack for sport article or equipment storage rack; and subclasses 685-697.2 for desk for score keeping.
- D10, Measuring, Testing or Signalling Instruments, subclass 46.1 for lap counter or scorekeeper or indicator; subclasses 61 through 74 for designs of GPS navigational units, and sub-

class 70 in particular for designs of range finder instruments; subclass 83 for designs for strength-measuring devices; subclass 119.1 for game calls for attracting animals; subclass 119.3 for whistles; subclass 120 for horns.

- D11, Jewelry, Symbolic Insignia and Ornaments, subclasses 111 through 120 for artificial plants; subclasses 131-164 for sculpture; subclass 141 for sculpture-type mobile; subclass 184 for confetti.
- D12, Transportation, for motor propelled vehicle; subclasses 6 through 11 for sleigh or sled; subclass 16 for golf cart; subclasses 107-127 for pedal operated two or three wheeled vehicle; subclasses 112-113 for tricycle; subclasses 175-177 for steering wheel; subclass 178 for handlebar; subclasses 204-213 for wheel; subclass 307 for motorized swim board or surfboard; subclasses 500-603 for tire and tire tread.
- D13, Equipment for Production, Distribution, or Transformation of Energy, subclass 183 for magnet.
- D14, Recording, Communication or Information Retrieval Equipment, subclass 114 for video game memory cartridge; subclass 117.2 for trackball; subclass 117.4 for joystick; subclass 117.8 for computer keypad type controller; subclass 124 for virtual reality equipment.
- D16, Photography and Optical Equipment, subclass 130 for periscope; subclasses 303 and 311-312 for swimming goggles.
- D17, Musical Instruments, subclass 24 for music box.
- D18, Printing and Office Machinery, subclass 6 for abacus.
- D19, Office Supplies; Artists and Teachers Materials, subclass 1 for crossword puzzle; subclasses 35-51 for drawing instrument or device; subclasses 41-51 for lotto marker or dauber; subclass 61 for terrestrial or extra terrestrial model.
- D20, Sales and Advertising Equipment, subclasses 31 through 33 for mannequin.
- D22, Arms, Pyrotechnics, Hunting and Fishing Equipment, subclass 106 for sling shot; subclass 107 for archery type bow; subclass 112 for pyrotechnic article; subclass 113 for archery or firing range type target; subclass 116 for aerial disc launcher.
- D24, Medical and Laboratory Equipment, subclasses 110.1 through 110.4 for swimming facemask; subclass 110.2-110.3 for scuba mask; subclass 110.5 for snorkel.

- D25, Building Units and Construction Elements, subclass 2 for swimming pool; subclasses 56-57 for canopy or awning; subclasses 113-118 for construction or brick type block.
- D26, Lighting, subclasses 37 through 50 for flashlight or lantern.
- D29, Equipment for Safety, Protection and Rescue subclass 111 for catcher s mask; subclass 115 for baseball glove; subclass 118 for baseball type catcher s mitt.
- D30, Animal Husbandry, subclasses 147 through 148 for horseshoe; subclass 160 for animal specific exerciser or toy.
- D32, Washing, Cleaning or Drying Machines, subclasses 46 through 49 for lotto scraper.
- D34, Material or Article Handling Equipment, subclass 15 for golf bag type cart.
- D99, Miscellaneous, subclasses 34 through 42 for bank or coin box or coin holder.

SUBCLASSES

300 GAME OR GAMBLING ARTICLE:

This subclass is indented under the class definition. Design for a form of play intended to amuse several players interacting with one another or to risk or chance monetary reward.

SEE OR SEARCH THIS CLASS, SUBCLASS:

- 437, for boomerang.
- 443 through 444, for aerial toy frisbie type.
- 698 through 810, for sports equipment.
- 760 through 770, for skate, ski, or skimming device.
- 782 through 784, for billiards or pool equipment.
- 791 through 792, for golf training equipment.
- 811 through 833, for amusement or playground equipment.
- 813, for fortune telling device.
- 900, for cross-reference collection of backgammon games and gameboards.

SEE OR SEARCH CLASS:

- D3, Travel Goods, Personal Belongings and Storage or Carrying Articles, subclasses 247 through 253 for wallet or lotto card holder.

- D6, Furnishings, subclasses 685 through 697.2 for desk for scorekeeping.
- D10, Measuring, Testing or Signalling Instruments, subclass 46.1 for lap counter or scorekeeper or indicator; subclasses 61 through 74 for designs of GPS navigational units, and subclass 70 in particular for designs of range finder instruments; subclass 83 for designs for strength-measuring devices; subclass 119.1 for game calls for attracting animals; subclass 119.3 for whistles; subclass 120 for horns.
- D11, Jewelry, Symbolic Insignia and Ornaments, subclass 184 for confetti.
- D14, Recording, Communication or Information Retrieval Equipment, subclass 114 for video game memory cartridge; subclass 117.2 for trackball; subclass 117.4 for joystick; subclass 117.8 for computer keypad type controller; subclass 124 for virtual reality equipment.
- D19, Office Supplies; Artist s and Teachers Materials, subclasses 41 through 51 for lotto marker or dauber; subclass 61 for terrestrial or extra terrestrial model.
- D30, Animal Husbandry, subclasses 147 through 148 for horseshoe.
- D32, Washing, Cleaning or Drying Machines, subclasses 46 through 49 for lotto scraper.

301 Aerial projectile:

This subclass is indented under subclass 300. Design for game wherein an object is thrown, propelled, launched, or fired in flight toward a target.

SEE OR SEARCH THIS CLASS, SUBCLASS:

- 387, for dart or horseshoe.
- 437, for boomerang.
- 443 through 444, for aerial disk (e.g., frisbie type).
- 457, for hoop or hoop roller.
- 707 through 714, for sport type ball or projectile.

302 Target:

This subclass is indented under subclass 301. Design for game that includes an object or mark that player attempts to strike or hit.

- 303 Aperture or pocket:**
This subclass is indented under subclass 302.
Design that includes an opening or pouch type compartment.
- 304 Peg or hook:**
This subclass is indented under subclass 302.
Design that includes short, projecting, angled, bent, or curved member for catching or holding a projectile.
- SEE OR SEARCH CLASS:
D8, Tools and Hardware, subclasses 367 through 372 for hook or eye.
- 305 Including net:**
This subclass is indented under subclass 302.
Design that includes a filament-type, openwork material.
- SEE OR SEARCH THIS CLASS, SUB-CLASS:
699 through 705, for sports-type goal such as a basketball hoop or hockey net.
- 306 Marksman type:**
This subclass is indented under subclass 302.
Design for use with an actual or simulated weapon.
- SEE OR SEARCH CLASS:
D22, Arms, Pyrotechnics, Hunting and Fishing Equipment, subclass 113 for clay pigeon; subclass 132 for gun sight.
- 307 Dart board:**
This subclass is indented under subclass 302.
Design for holding or receiving dart-type projectile.
- SEE OR SEARCH THIS CLASS, SUB-CLASS:
387, for dart.
- 308 Circular:**
This subclass is indented under subclass 307.
Design with a round perimeter.
- 309 Including tether:**
This subclass is indented under subclass 302.
Design includes a cord member that may attach to a game piece.
- 310 Vertical fall:**
This subclass is indented under subclass 300.
Design for game wherein projectile drops or plunges down.
- 311 Fluid filled:**
This subclass is indented under subclass 310.
Design for game wherein the projectile drops or falls vertically through a liquid.
- 312 Surface projectile type:**
This subclass is indented under subclass 300.
Design for game wherein a propelled game piece remains in contact with the game surface.
- SEE OR SEARCH THIS CLASS, SUB-CLASS:
334 through 369, for gameboard.
456, for handheld whirling track.
564, for vehicle track or marble runway.
783 through 784, for billiard table.
- 313 Simulative:**
This subclass is indented under subclass 312.
Design that includes an ornamental feature or features that show the ornamental appearance of another article either as applied ornamentation or form.
- (1) Note. The search for a toy game that simulates the appearance of another object should also include the appropriate design class and subclass(es) for the actual object
- 314 Sport:**
This subclass is indented under subclass 313.
Design wherein the simulative feature is directed to an athletic activity or skill that is governed by a set of rules.
- SEE OR SEARCH THIS CLASS, SUB-CLASS:
799.2, for ping-pong or table tennis.
- 315 Baseball:**
This subclass is indented under subclass 314.
Design wherein the simulative feature is

directed to team game where a ball is hit with a bat and players run a course of four bases laid out in a diamond pattern in order to score.

316 Billiards:

This subclass is indented under subclass 314. Design wherein the simulative feature is directed to sport of pool or game played with cue sticks and balls on a cloth-covered table or surface.

SEE OR SEARCH THIS CLASS, SUB-CLASS:

783 through 784, for billiard table.

317 Bowling:

This subclass is indented under subclass 314. Design wherein the simulative feature is directed to sport of ten pins, duckpins, or nine pins wherein a ball is rolled down an alley in order to knock down a triangular group of ten pins.

SEE OR SEARCH THIS CLASS, SUB-CLASS:

785 through 786, for sport-type bowling equipment.

318 Hockey, football, or soccer:

This subclass is indented under subclass 314. Design wherein the simulative feature is directed to a field game wherein players transport a puck or ball projectile toward a net-type target or goal.

SEE OR SEARCH THIS CLASS, SUB-CLASS:

357, for gameboard with football or soccer-type ornamentation.

705, for hockey or soccer goal.

710, for hockey puck.

712, for football.

726, for hockey stick.

788, for football-type training equipment.

319 Golf:

This subclass is indented under subclass 314. Design wherein the simulative feature is directed to game wherein a spherical projectile is stuck with a club toward a cuplike target or marker.

SEE OR SEARCH THIS CLASS, SUB-CLASS:

358, for gameboard with golf type ornamentation.

708 through 709, for golf ball.

717 through 719, for golf tee.

733 through 752, for golf club

789 through 795, for golf accessory, tool, or training aid.

320 Racing:

This subclass is indented under subclass 314. Design wherein the simulative feature is directed to a sport where opponents transverse a course with great speed.

SEE OR SEARCH THIS CLASS, SUB-CLASS:

359, for gameboard with racing-type ornamentation.

321 Shuffleboard:

This subclass is indented under subclass 314. Design wherein the simulative feature is directed to game wherein a projectile is pushed with a stick across target upon a slick surface.

322 Incline:

This subclass is indented under subclass 312. Design wherein the game surface is canted or slants.

323 Including flipper or bumper:

This subclass is indented under subclass 322. Design wherein the inclined game surface includes rotating or pivoting member or members to direct a moving projectile.

324 Electronic type:

This subclass is indented under subclass 300. Design that is operated electrically.

(1) Note. Includes housing.

(2) Note. Includes battery-operated type.

SEE OR SEARCH CLASS:

D14, Recording, Communication or Information Retrieval Equipment, subclass 114 for video game memory cartridge; subclass 117.2 for track ball; subclass 117.4 for joystick; subclass 117.8 for computer keypad-type con-

- troller; subclass 124 for virtual reality equipment.
- 325 Arcade type:**
This subclass is indented under subclass 324. Design for freestanding game usually found in a special amusement area or park.
- 326 Provision for seated player:**
This subclass is indented under subclass 325. Design that includes a bench or seat.
- 327 Provision for plural player:**
This subclass is indented under subclass 325. Design that includes more than one set of controls for participants.
- 328 Sport specific:**
This subclass is indented under subclass 324. Design that is directed to a specific athletic activity or skill that is governed by a set of rules.
- (1) Note. An example of design in this subclass would be an electronic arcade game that is a representation of baseball, football, golf, or another athletic game.
- 329 Including screen:**
This subclass is indented under subclass 324. Design that includes a slick electronic display surface.
- 330 Folding type:**
This subclass is indented under subclass 329. Design that includes a provision for physical adjustment of the screen position.
- (1) Note. The folding provision may be for storage.
- 331 Including multidirectional switch or switch arrangement:**
This subclass is indented under subclass 329. Design that includes a pivot type control button or an arrangement of control button members in close proximity to one another so as to provide access with only a slight movement of the engaging finger.
- 332 Console (e.g., provision for cartridge or monitor attachable):**
This subclass is indented under subclass 324. Design for central control member that includes provision for a game cartridge or monitor attachment.
- SEE OR SEARCH CLASS:**
D14, Recording, Communication or Information Retrieval Equipment, subclasses 435 and 436 for video game memory cartridge; subclass 372 for virtual reality equipment.
- 333 Element or attachment:**
This subclass is indented under subclass 324. Design through 332 that is a part or accessory-type member.
- 334 Board or surface:**
This subclass is indented under subclass 300. Design for a defined or specific game playing area.
- SEE OR SEARCH THIS CLASS, SUBCLASS:**
813, for fortune telling, horoscope or ouija board.
900, for backgammon game or gameboard cross-reference art collection.
- 335 Folding:**
This subclass is indented under subclass 334. Design that includes a provision for bending or physical adjustment.
- (1) Note. The folding provision may be for storage.
- 336 Stepped, tiered, or vertical orientation:**
This subclass is indented under subclass 334. Design that is configured to provide plural play areas arranged in upright positions or on different levels.
- 337 Vertical:**
This subclass is indented under subclass 336. Design wherein play surface is arranged in an upright position.
- 338 Playing surface completely surrounded by lip or wall:**
This subclass is indented under subclass 334. Design wherein the game area includes a raised perimeter member.
- (1) Note. Includes marble, maze-type game.

- 339 Simulative of sport:**
This subclass is indented under subclass 338.
Design that includes an ornamental feature or features that show the ornamental appearance of an athletic activity or skill applied ornamentation or form.
- 340 Including labyrinth or maze:**
This subclass is indented under subclass 338.
Design that includes a complicated network of paths.
- 341 Including pocket or recess for game piece:**
This subclass is indented under subclass 338.
Design that includes a pouch-type holder or depression for capture of marker.
- 342 Pocket or recess for capture of game piece:**
This subclass is indented under subclass 334.
Design that includes a pouch-type holder or depression for capture of marker.
- 343 Cribbage type:**
This subclass is indented under subclass 342.
Design for a small game surface with depressions or holes arranged in rows that is used to keep score in a card game.
- 344 Tic-tac-toe type:**
This subclass is indented under subclass 342.
Design for game surface that includes nine or more depressions or holes and provides for linear game piece alignment.
- 345 Symmetrical:**
This subclass is indented under subclass 342.
Design that includes an even balanced arrangement of pockets or recesses on both sides where one side is the mirror image of the other.
- 346 Bilateral:**
This subclass is indented under subclass 345.
Design that includes a symmetrical arrangement of pockets or recesses on two axis.
- 347 Combined with chance-determining device:**
This subclass is indented under subclass 334.
Design that includes a integral device to determine the number of player moves.
- (1) Note. A chance-determining device may be a spinner, enclosed die, or similar device.
- 348 Checkerboard type:**
This subclass is indented under subclass 334.
Design that includes an alternating pattern of open and solid areas.
- 349 Rectangular or square perimeter:**
This subclass is indented under subclass 348.
Design that includes four flat sides and 90-degree corners.
- 350 Simulative:**
This subclass is indented under subclass 334.
Design that includes an ornamental feature or features that show the ornamental appearance of another article either as applied ornamentation or form.
- 351 Map (e.g., distinct geographical feature, trail, or fantasy type):**
This subclass is indented under subclass 350.
Design wherein the simulative feature is representation of a geographic feature or area.
- (1) Note. The simulative feature may be a map depicting a distinct geographical feature, trail, or fantasy-type ornamentation.
- 352 Outer space:**
This subclass is indented under subclass 351.
Design wherein the simulative feature is a map
- SEE OR SEARCH THIS CLASS, SUB-CLASS:
369 through 384, for chance-determining device.
814, for fortune telling, horoscope, or ouija board.
- SEE OR SEARCH THIS CLASS, SUB-CLASS:
336, for checkerboard with a stepped, tiered, or vertical orientation.
900, for backgammon game or gameboard cross-reference art collection.
- SEE OR SEARCH THIS CLASS, SUB-CLASS:
337, for checkerboard with a stepped, tiered, or vertical orientation.
901, for backgammon game or gameboard cross-reference art collection.

- or representation of the universe beyond the earths atmosphere.
- 353 Musical indica:**
This subclass is indented under subclass 350. Design wherein the simulative feature is symbol used in music.
- 354 Playing card suit or dice motif:**
This subclass is indented under subclass 350. Design wherein the simulative feature is a playing card such as diamond, heart, spade, or club, or die motif.
- 355 Sport or playing field:**
This subclass is indented under subclass 350. Design wherein the simulative feature is an athletic activity or a representation of an athletic play area.
- 356 Baseball:**
This subclass is indented under subclass 355. Design wherein the simulative feature is directed to team game where a ball is hit with a bat and players run to four bases to score.
- 357 Football or soccer:**
This subclass is indented under subclass 355. Design wherein the simulative feature is directed to game wherein players run on a field to transport a projectile to a net-type target or goals.
- 358 Golf:**
This subclass is indented under subclass 355. Design wherein the simulative feature is directed to game wherein a spherical projectile is stuck with a club toward a cuplike target or marker.
- 359 Racing:**
This subclass is indented under subclass 355. Design wherein the simulative feature is directed to a course over which participant s speed to win.
- 360 Animate:**
This subclass is indented under subclass 350. Design wherein the simulative feature is directed to an animal figure.
- 361 Humanoid:**
This subclass is indented under subclass 360. Design wherein the simulative feature is for a human-type figure.
- (1) Note. Includes any portion of the human figure, such as a head, hand, heart, etc.
- 362 Circular perimeter:**
This subclass is indented under subclass 334. Design that includes a round peripheral edge.
- 363 Polygonal perimeter:**
This subclass is indented under subclass 334. Design that includes a multisided, flat, peripheral edges.
- 364 Triangular perimeter:**
This subclass is indented under subclass 363. Design that includes three flat, peripheral edges.
- 365 Rectangular perimeter:**
This subclass is indented under subclass 363. Design that includes four flat, peripheral edges and four corners.
- 366 Including circular element:**
This subclass is indented under subclass 365. Design that includes a feature with a round configuration.
- 367 And curvilinear path:**
This subclass is indented under subclass 366. Design that includes a winding course or direction for game pieces.
- 368 Including triangular element:**
This subclass is indented under subclass 365. Design that includes a feature or element with a three-side configuration.
- 369 Chance-determining or gambling article:**
This subclass is indented under subclass 300. Design for device to randomly determine the number of player moves or article directed to game of monitory risk.
- (1) Note. A chance-determining device may be a spinner, enclosed die, or similar device.

- SEE OR SEARCH THIS CLASS, SUB-CLASS:
 347, for gameboard that includes chance determining device.
 396, for playing card dispenser.
 815, for fortune telling, horoscope, or ouija board.
- 370 Lever operated or slot machine type:**
 This subclass is indented under subclass 369.
 Design for device that operates by pulling a rigid bar which pivots.
- (1) Note. Includes one-arm-bandit-type game.
- 371 Random number or chance generator:**
 This subclass is indented under subclass 369.
 Design for device to select numbers without any determined order.
- SEE OR SEARCH THIS CLASS, SUB-CLASS:
 396, for playing card dispenser.
 816, for fortune telling, horoscope, or ouija board.
- 372 Dice or agitator:**
 This subclass is indented under subclass 371.
 Design for small object marked on the sides with numbers or symbols or device to shake same.
- (1) Note. Includes dice board.
- 373 Dice or teetotum:**
 This subclass is indented under subclass 372.
 Design for small cube marked on the sides with numbers or symbols only.
- 374 Spinner:**
 This subclass is indented under subclass 371.
 Design for device that includes an indicator that rotates around a central point to determine a random number or chance.
- 375 Roulette:**
 This subclass is indented under subclass 374.
 Design for wheel-like, chance-determining device used to gamble in the game or roulette.
- 376 Playing card:**
 This subclass is indented under subclass 369.
 Design for small, stiff document marked with symbols or used in games of chance.
- 377 Bingo, scratch, or punch type (e.g., lotto type):**
 This subclass is indented under subclass 376.
 Design for small document used to indicate or mark differently numbered areas.
- SEE OR SEARCH CLASS:
 D3, Travel Goods and Personal Belongings, subclasses 247 through 253 for lotto cardholder or wallet
- 378 Club, heart, diamond, or spade:**
 This subclass is indented under subclass 376.
 Design that includes one or more of the traditional playing card symbols or figures: club, heart, diamond, or spade.
- 379 Including numerical designation:**
 This subclass is indented under subclass 378.
 Design that includes a number or number symbol for ornamentation.
- 380 Star:**
 This subclass is indented under subclass 376.
 Design that includes a symbol or ornamentation that includes radiating points.
- 381 Alphabetical:**
 This subclass is indented under subclass 376.
 Design that includes the alphabetic or a written character-type symbol or ornamentation.
- 382 Sport motif:**
 This subclass is indented under subclass 376.
 Design that includes representation of an athletic symbol, playing field, or ornamentation suggesting an athletic game.
- 383 Animate:**
 This subclass is indented under subclass 376.
 Design that includes a representation of an animal.
- (1) Note. Includes portion of an animal such as hoof or feather.

- 384 Humanoid:**
This subclass is indented under subclass 383. Design that includes a representation of a human being or part thereof.
- (1) Note. Includes portion of a human, such as hand or head.
- 385 Element or accessory:**
This subclass is indented under subclass 300. Design through 384 that is a part or accessory.
- SEE OR SEARCH THIS CLASS, SUBCLASS:
396, for card shuffler.
- SEE OR SEARCH CLASS:
D10, Measuring, Testing or Signalling Instruments, subclass 46.1 for lap counter or scorekeeper or indicator; subclasses 61 through 74 for designs of GPS navigational units, and subclass 70 in particular for designs of range finder instruments; subclass 83 for designs for strength-measuring devices; subclass 119.1 for game calls for attracting animals; subclass 119.3 for whistles; subclass 120 for horns.
D14, Recording, Communication or Information Retrieval Equipment, subclass 114 for video game memory cartridge; subclass 117.2 for trackball; subclass 117.4 for joystick; subclass 117.8 for computer keypad-type controller.
D19, Office Supplies; Artists and Teachers Materials, subclasses 41 through 51 for lotto marker or dauber.
D32, Washing, Cleaning, or Drying Machine, subclasses 46 through 49 for lotto scraper.
- 386 Game piece:**
This subclass is indented under subclass 385. Design for two- or three-dimensional device or figure used to mark or represent a player in a game.
- 387 Dart, horseshoe, or quoit:**
This subclass is indented under subclass 386. Design for small, pointed missile, U-shaped cover for hoofed animals or ring-type projectile.
- SEE OR SEARCH CLASS:
473, Games Using Tangible Projectile, subclasses 578 through 586 for dart.
- 388 Chess specific:**
This subclass is indented under subclass 386. Design for game piece or figure specific for the game of chess.
- (1) Note. The disclosure must be specifically for game piece for the game of chess.
- 389 Set:**
This subclass is indented under subclass 388. Design for set of game pieces or figures used for the game of chess.
- 390 Disc type (e.g., poker chip, etc.):**
This subclass is indented under subclass 386. Design with a small, round, flat configuration such as a poker chip.
- SEE OR SEARCH THIS CLASS, SUBCLASS:
443 through 444, for aerial, disc-type toy
- 391 Domino:**
This subclass is indented under subclass 386. Design for game piece used in the game of dominoes which are usually oblong and contain pip or symbol on each half.
- 392 Holder for game cards or chips:**
This subclass is indented under subclass 385. Design for supporting articles used in a game.
- SEE OR SEARCH CLASS:
D3, Travel Goods, Personal Belongings and Storage or Carrying Articles, subclasses 221 through 225 for belt-attached ball holder or sport article; subclasses 232-241 for purse; subclasses 247-253 for wallet or lotto card holder.
D6, Furnishings, for children's furniture; subclass 552 for rack for sport article or equipment storage rack.
D14, Recording, Communication or Information Retrieval Equipment, subclasses 435 and 436 for video game memory cartridge; subclass 417 for trackball; subclasses 412-416 for joy-

stick; subclasses 399-401 for computer keypad-type controller; subclass 372 for virtual reality equipment.

393 Combined:

This subclass is indented under subclass 392. Design combined with an article that, if disclosed separately, would be proper design for a subsequent subclass or design patent class.

- (1) Note. A combined holder for game cards, game chips, and game pieces would be an example of the design of this subclass.

394 Hand held or with carrying handle:

This subclass is indented under subclass 392. Design that is for manual holding or includes a member for grasping or handling.

395 Revolving:

This subclass is indented under subclass 392. Design that spins or rotates around a central axis.

396 Card game accessory:

This subclass is indented under subclass 385. Design for object used for a card game not elsewhere provided for.

SEE OR SEARCH CLASS:

- D3, Travel Goods, Personal Belongings and Storage or Carrying Articles, subclasses 247 through 253 for wallet or lotto cardholder.

397 Game table or top:

This subclass is indented under subclass 385. Design for a table-type structure or the top surface thereof that includes an ornamented area for game playing.

SEE OR SEARCH THIS CLASS, SUBCLASS:

- 799.2, for table tennis or ping-pong table.

SEE OR SEARCH CLASS:

- D6, Furnishings, appropriate subclasses for children's furniture; subclasses 685 through 697.2 for desk for score keeping; and subclasses 707-707.26 for work surface or display unit.

398 TOY:

This subclass is indented under the class definition. Design for an article of amusement for a single child or individual usually without interaction from others.

SEE OR SEARCH THIS CLASS, SUBCLASS:

- 370, for lever-operated, gambling article.
371 through 375, for random number or chance generator.

SEE OR SEARCH CLASS:

- D2, Apparel and Haberdashery, for doll apparel or costume.
D3, Travel Goods, Personal Belongings and Storage or Carrying Articles, subclasses 213 through 214 for doll carrier.
D6, Furnishings, for children's furniture.
D10, Measuring, Testing or Signalling Instruments, subclass 119.3 for whistles and subclass 120 for horns.
D11, Jewelry, Symbolic Insignia and Ornaments, subclasses 131 through 164 for sculpture; subclass 184 for confetti.
D12, Transportation, for motor propelled vehicle; subclasses 6 through 11 for sleigh or sled; subclasses 107-127 for pedal-operated, two- or three-wheeled vehicle; subclasses 112-113 for tricy; subclasses 175-177 for steering wheel; subclass 178 for handlebar; subclasses 204-213 for wheel; subclasses 500-603 for tire and tire tread.
D14, Recording, Communication or Information Retrieval Equipment, subclass 372 for virtual reality equipment.
D16, Photography and Optical Equipment, subclass 130 for periscope.
D17, Musical Instruments, subclass 24 for music box.
D18, Printing and Office Machinery, subclass 6 for abacus.
D19, Office Supplies; Artist's and Teachers Materials, subclass 1 for crossword puzzle; subclasses 35-51 for drawing instrument or device; subclass 61 for terrestrial or extra terrestrial model.

- D20, Sales and Advertising Equipment, subclasses 31 through 33 for mannequin.
- D22, Arms, Pyrotechnics, Hunting and Fishing Equipment, subclass 106 for sling shot; subclass 107 for archery type bow; subclass 112 for pyrotechnic article; subclass 113 for archery or firing range-type target.
- D25, Building Units and Construction Elements, subclasses 113 through 118 for construction or brick-type block.
- D26, Lighting, subclasses 37 through 50 for flashlight or lantern.
- D30, Animal Husbandry, subclass 160 for animal specific toy.
- D99, Miscellaneous, subclasses 34 through 42 for bank or coin box or coin holder.
- 399 Balance type:**
This subclass is indented under subclass 398. Design that includes an apparatus that requires the equalization of weight on opposite sides.
- SEE OR SEARCH THIS CLASS, SUBCLASS:
412 through 418, for rocking toy.
688 through 689, for balance-type physical exerciser.
- 400 Baton, cheerleader pompon, or juggler stick:**
This subclass is indented under subclass 398. Design for stick used as symbol of authority of for twirling apparatus to visually lead cheers, or stick for juggling.
- 401 Bubble or smoke making:**
This subclass is indented under subclass 398. Design for producing thin sphere of liquid enclosed gas or visible vapor.
- (1) Note. Includes blowpipe.
- 402 Wand type:**
This subclass is indented under subclass 401. Design that produces bubbles by rotating or swinging back and forth.
- 403 Kaleidoscope:**
This subclass is indented under subclass 398. Design for viewing toy consisting of a tube containing small fragments or mirrors that form changing patterns or visual designs.
- 404 Magnetic:**
This subclass is indented under subclass 398. Design for toy that includes a magnet-type physical force.
- SEE OR SEARCH CLASS:
D13, Equipment for Production, Distribution, or Transformation of Energy, subclass 183 for magnet.
- 405 Sounding or noise-making:**
This subclass is indented under subclass 398. Design that produces acoustical energy.
- (1) Note. Includes musical toy.
- SEE OR SEARCH THIS CLASS, SUBCLASS:
465 through 467, for crib mobile.
516, for toy phonograph, radio, tape, or disc player.
574, for cap gun or toy firearm.
576 through 657, for doll that may include noise making feature.
586, for toy action figure combined with musical instrument.
- SEE OR SEARCH CLASS:
D10, Measuring, Testing, or Signalling Instruments, subclasses 119.2 through 120 for air-operated whistles and horns.
D17, Musical Instruments, subclass 24 for music box.
- 406 Rattle:**
This subclass is indented under subclass 405. Design an infant toy for shaking that produces a sharp series of sounds.
- 407 Including suction cup:**
This subclass is indented under subclass 406. Design that includes a vacuum-type device for attaching to other articles.

- 408 Including loop-type grip:**
This subclass is indented under subclass 406. Design that includes a handle for grasping that completely encircles the hand.
- 409 Keyboard (e.g., toy piano, toy organ, etc.):**
This subclass is indented under subclass 405. Design that includes a series of keys or buttons.
- (1) Note. Design in this class is a toy piano, organ, xylophone, etc.
- SEE OR SEARCH CLASS:
D17, Musical Instruments, subclasses 1 through 8 for keyboard-type musical instrument.
- 410 Xylophone:**
This subclass is indented under subclass 409. Design that includes flat bars graduated in length that produces tones when struck.
- SEE OR SEARCH CLASS:
D17, Musical Instruments, subclass 23 for xylophone or marimba.
- 411 Air operated:**
This subclass is indented under subclass 405. Design that produces sound by passage of a gas current, especially from the user's mouth.
- SEE OR SEARCH CLASS:
D10, Measuring, Testing or Signalling Instruments, subclass 119.3 for whistles and subclass 120 for horns.
D17, Musical Instruments, subclasses 10 through 12 for wind instrument.
- 412 Rocking or bouncing:**
This subclass is indented under subclass 398. Design that includes a semicircular base that oscillates or rebounds back and forth or up and down.
- (1) Note. Includes seesaw.
- SEE OR SEARCH THIS CLASS, SUBCLASS:
688 through 689, for rocking-type, physical exerciser.
797, for trampoline.
- SEE OR SEARCH CLASS:
472, Amusement Devices, subclass 135 for occupant-operated rocking or bouncing device; subclasses 106-115 for seesaw.
- 413 Pogo type:**
This subclass is indented under subclass 412. Design for stilt-like toy with a spring that rebounds or is used to jump up and down.
- SEE OR SEARCH CLASS:
472, Amusement Devices, subclass 135 for occupant-operated rocking or bouncing device
- 414 Simulative:**
This subclass is indented under subclass 412. Design that includes an ornamental feature or features that show the ornamental appearance of another article either as applied ornamentation or form.
- (1) Note. The search for a toy that simulates the appearance of another object should also include the appropriate design class and subclass(es) for the actual object
- 415 Animate:**
This subclass is indented under subclass 414. Design that simulates an animal.
- SEE OR SEARCH THIS CLASS, SUBCLASS:
576 through 657, for toy doll or stuffed animal.
- 416 Horse (e.g., hobby horse type):**
This subclass is indented under subclass 415. Design that simulates a four-legged animal with main or tail that is used for riding on or to carry or pull loads.
- (1) Note. Includes hobbyhorse.
- SEE OR SEARCH THIS CLASS, SUBCLASS:
421, for riding stick-type horse figure.
429, for toy vehicle that simulates a horse.
591, for action toy that shows an animal and rider.
620, for toy house, mule, or zebra.

- SEE OR SEARCH CLASS:
472, Amusement Devices, subclasses 95 through 105 for rocking horse.
D11, Jewelry, Symbolic Insignia and Ornaments, subclasses 134 through 137 for toy horse figure.
- 417 Including rocker base:**
This subclass is indented under subclass 416. Design that includes a semicircular base that permits oscillation.
- SEE OR SEARCH THIS CLASS, SUBCLASS:
412, for seesaw.
688, for rocker-type physical exerciser.
- 418 Humanoid:**
This subclass is indented under subclass 415. Design that simulates a human being.
- (1) Note. Includes part, such as heart, head, limb, etc.
- 419 Provision for standing or seated occupant:**
This subclass is indented under subclass 398. Design that includes a provision for the user to stand or sit.
- SEE OR SEARCH THIS CLASS, SUBCLASS:
412 through 418, for rocking or bouncing-type toy.
797, for trampoline.
- 420 Body worn or attached:**
This subclass is indented under subclass 419. Design that attaches to the human body.
- SEE OR SEARCH CLASS:
D2, Apparel and Haberdashery, for doll apparel or costume; subclass 719 for sleeping bag.
- 421 Standing type:**
This subclass is indented under subclass 419. Design that includes a provision for the user to stand upright.
- 422 Stilt:**
This subclass is indented under subclass 421. Design that attaches to the foot or leg of the user to elevate the user.
- 423 Scooter:**
This subclass is indented under subclass 421. Design that includes a flat running board and wheels and a long, supported handle for steering.
- SEE OR SEARCH CLASS:
D12, Transportation, for motor-propelled vehicle; subclasses 107 through 127 for pedal-operated, two- or three-wheeled vehicle; subclasses 175-177 for steering wheel; subclass 178 for handlebar; subclasses 204-213 for wheel.
- 424 Vehicle:**
This subclass is indented under subclass 419. Design for toy means of transportation.
- (1) Note. This subclass and its indents contain push-type vehicles only; they do not contain pedal- or motor-operated vehicles.
- SEE OR SEARCH THIS CLASS, SUBCLASS:
477, for coordination-type toy that simulates vehicular control(s).
533 through 560, for toy vehicle without provision for rider.
- SEE OR SEARCH CLASS:
D12, Transportation, for motor-propelled vehicle: subclasses 107 through 127 for pedal-operated, two- or three-wheeled vehicle; subclasses 175-177 for steering wheel; subclass 178 for handlebar; subclasses 204-213 for wheel.
- 425 Cart or wagon:**
This subclass is indented under subclass 424. Design that is used to carry loads and may be manually pushed or pulled.
- SEE OR SEARCH THIS CLASS, SUBCLASS:
534 through 536, for toy cart or wagon without provision for rider.

- 426 Coaster or hand-propelled type:**
This subclass is indented under subclass 424. Design for nonmechanical or hand-operated vehicle used to race.
- SEE OR SEARCH CLASS:
D12, Transportation, for motor-propelled vehicle; subclasses 107 through 127 for pedal-operated, two- or three-wheeled vehicle; subclasses 175-177 for steering wheel; subclass 178 for handlebar; subclasses 204-213 for wheel.
- 427 Simulative:**
This subclass is indented under subclass 424. Design that includes an ornamental feature or features that shows the ornamental appearance of another article either as applied ornamentation or form.
- (1) Note. The search for a toy that simulates the appearance of another object should also include the appropriate design class and subclass(es) for the actual object
- 428 Animate:**
This subclass is indented under subclass 427. Design that simulates an animal.
- SEE OR SEARCH THIS CLASS, SUB-CLASS:
576 through 658, for toy doll or stuffed animal
- 429 Horse:**
This subclass is indented under subclass 428. Design that simulates a four-legged animal with mane or tail that is used for riding on or to carry or pull loads.
- SEE OR SEARCH THIS CLASS, SUB-CLASS:
416, for rocking or bouncing toy that simulates a toy horse.
421, for riding stick-type horse figure
591, for action toy that shows an animal and rider.
621, for toy house, mule, or zebra.
- 430 Aircraft:**
This subclass is indented under subclass 427. Design that simulates conveyance or means of transportation within the atmosphere of the earth or space.
- SEE OR SEARCH THIS CLASS, SUB-CLASS:
420, for body worn or attached aircraft-type toy.
447 through 452, for toy aircraft or spacecraft.
- 431 Construction or earth working:**
This subclass is indented under subclass 427. Design that simulates heavy-duty vehicle used for purposes of construction or moving masses of soil.
- SEE OR SEARCH THIS CLASS, SUB-CLASS:
537, for farming or earth-moving toy.
554, for dump truck toy.
556, for forklift-type toy.
559, for open or cargo-type toy truck.
- SEE OR SEARCH CLASS:
D15, Machines Not Elsewhere Specified, subclasses 10 through 27 for toy agricultural or construction machinery.
- 432 Cycle or motorcycle:**
This subclass is indented under subclass 427. Design that simulates a means of bicycle, tricycle, or motor-operated bicycle or tricycle.
- SEE OR SEARCH THIS CLASS, SUB-CLASS:
538, for toy cycle.
- SEE OR SEARCH CLASS:
D12, Transportation, subclasses 107 through 127 for pedal-operated, two- or three-wheeled vehicle; subclass 178 for handlebar; subclasses 204-213 for wheel.
- 433 Automobile or truck:**
This subclass is indented under subclass 427. Design that simulates a small motor vehicle for passengers or for carrying loads.

- SEE OR SEARCH THIS CLASS, SUB-CLASS:
548 through 560, for toy automobile or truck.
- SEE OR SEARCH CLASS:
D12, Transportation, for motor-propelled vehicle; subclasses 175 through 177 for steering wheel; subclass 178 for handlebar; subclasses 204-213 for wheel.
- 434 Truck:**
This subclass is indented under subclass 433. Design that simulates a motor vehicle used to carry loads.
- SEE OR SEARCH THIS CLASS, SUB-CLASS:
552 through 560, for toy truck
- SEE OR SEARCH CLASS:
D12, Transportation, for motor-propelled vehicle; subclasses 175 through 177 for steering wheel; subclass 178 for handlebar; subclasses 204-213 for wheel.
- 435 Three wheeled:**
This subclass is indented under subclass 424. Design that includes three-wheel members.
- SEE OR SEARCH THIS CLASS, SUB-CLASS:
539, for toy cycle.
- SEE OR SEARCH CLASS:
D12, Transportation, subclasses 107 through 127 for pedal-operated, two- or three-wheeled vehicle; subclass 178 for handlebar; subclasses 204-213 for wheel.
- 436 Aerial:**
This subclass is indented under subclass 398. Design for toy that navigates the earth's atmosphere or outer space.
- SEE OR SEARCH THIS CLASS, SUB-CLASS:
386, for dart.
707 through 714, for sport-type projectile
- 437 Boomerang:**
This subclass is indented under subclass 436. Design for a curved air born missile that returns to the thrower when thrown.
- 438 Animate simulation:**
This subclass is indented under subclass 436. Design that includes an ornamental feature or features that shows the ornamental appearance of an animal either as applied ornamentation or form.
- SEE OR SEARCH THIS CLASS, SUB-CLASS:
415 through 417, for rocking or bouncing toy that simulates an animal.
428 through 429, for riding toy that simulates an animal.
576 through 657, for toy animal figure or representation thereof.
- 439 Inflated (e.g., balloon):**
This subclass is indented under subclass 438. Design for balloonlike object that encloses gas and simulates an animal.
- 440 Inflated (e.g., balloon):**
This subclass is indented under subclass 436. Design for balloon-like object that encloses gas.
- SEE OR SEARCH THIS CLASS, SUB-CLASS:
438, for balloon that simulates an animal.
445 through 446, for inflated kite.
- 441 Rotary wing or disc:**
This subclass is indented under subclass 436. Design that includes wing member that spins or rotates, or a substantially flat, circular, aerial toy.
- SEE OR SEARCH THIS CLASS, SUB-CLASS:
450, for propeller-type aircraft.
- 442 Helicopter:**
This subclass is indented under subclass 441. Design that includes a propeller member mounted in a horizontal configuration.

- SEE OR SEARCH CLASS:
D12, Transportation, subclasses 327 through 329 for helicopter
- 443 Disc shape:**
This subclass is indented under subclass 441. Design that is substantially flat and circular in overall form.
- (1) Note. Includes frisbie-type, aerial toy.
- SEE OR SEARCH THIS CLASS, SUB-CLASS:
444, for aerial, disc toy that includes pierced areas or openings.
- SEE OR SEARCH CLASS:
D12, Transportation, subclass 325 for disc or saucer-shaped aircraft or spacecraft.
- 444 Pierced:**
This subclass is indented under subclass 443. Design that includes openings or holes in the body.
- SEE OR SEARCH THIS CLASS, SUB-CLASS:
445, for aerial, disc toy that includes pierced-type openings.
- SEE OR SEARCH CLASS:
D12, Transportation, subclass 325 for disc or saucer-shaped aircraft or spacecraft.
- 445 Kite:**
This subclass is indented under subclass 436. Design that consists of a light framework intended to be flown in the wind and controlled by an attached cord.
- 446 Including rotary wing:**
This subclass is indented under subclass 445. Design that includes revolving, flat, projecting part.
- 447 Aircraft or spacecraft:**
This subclass is indented under subclass 436. Design for the atmosphere or outer space.
- (1) Note. Includes toy glider.
- SEE OR SEARCH THIS CLASS, SUB-CLASS:
420, for body worn or attached aircraft toy.
- SEE OR SEARCH CLASS:
D12, Transportation, subclasses 319 through 344 for aircraft or spacecraft.
- 448 Jet:**
This subclass is indented under subclass 447. Design for jet-propelled aircraft.
- SEE OR SEARCH CLASS:
D12, Transportation, subclass 343 for jet aircraft.
- 449 Formed of planar or sheet material:**
This subclass is indented under subclass 447. Design that consists of substantially flat members or parts.
- (1) Note. Includes paper airplane.
- SEE OR SEARCH THIS CLASS, SUB-CLASS:
445 through 446, for kite.
- SEE OR SEARCH CLASS:
D12, Transportation, subclass 321 for flexible or uniform thickness material forming lift surface
- 450 Including propeller:**
This subclass is indented under subclass 447. Design that includes a blade-type, revolving device for propulsion.
- SEE OR SEARCH CLASS:
D12, Transportation, subclasses 319 through 344 for propeller-driven aircraft.
- 451 Spacecraft or satellite:**
This subclass is indented under subclass 447. Design for outer space-type vehicles.
- SEE OR SEARCH THIS CLASS, SUB-CLASS:
622, for alien-type toy figure.
637, for toy astronaut or pilot figure.

- SEE OR SEARCH CLASS:
D12, Transportation, subclass 320 for space satellite or habitat; subclasses 326-330 for vertical, take-off-type aircraft or spacecraft.
- 452 Rocket:**
This subclass is indented under subclass 447. Design for missile or rocket-type propulsion.
- SEE OR SEARCH THIS CLASS, SUB-CLASS:
623, for alien-type toy figure.
637, for toy astronaut or pilot figure.
- SEE OR SEARCH CLASS:
D12, Transportation, subclass 320 for space satellite or habitat; subclasses 326-330 for vertical, take-off-type aircraft or spacecraft.
- 453 Element or attachment:**
This subclass is indented under subclass 436. Design through 452 that is a part or accessory.
- (1) Note. Includes kite control.
- SEE OR SEARCH THIS CLASS, SUB-CLASS:
302 through 309, for game target
- SEE OR SEARCH CLASS:
D22, Arms, Pyrotechnics, Hunting and Fishing Equipment, subclass 106 for sling shot; subclass 107 for archery-type bow; subclass 112 for pyrotechnic article; subclass 113 for archery or firing range-type target; subclass 116 for aerial disc launcher; subclass 122 for kite string reel.
D8, Tools and Hardware, for generic-type hardware.
- 454 Launcher or stand:**
This subclass is indented under subclass 453. Design that propels or supports another design.
- 455 Spinning or whirling:**
This subclass is indented under subclass 398. Design for rotates or twirls around a single axis.
- SEE OR SEARCH THIS CLASS, SUB-CLASS:
437, for boomerang.
433 through 444, for aerial disc or frisbie-type toy.
465 through 468, for tethered-type toy.
- 456 Track for whirling ball:**
This subclass is indented under subclass 455. Design for a confined course for a spinning, spherical form.
- (1) Note. Includes handheld-type, whirling track.
- SEE OR SEARCH THIS CLASS, SUB-CLASS:
564, for track for toy vehicle or marble runway.
- 457 Hoop or hoop roller:**
This subclass is indented under subclass 455. Design for circular band used to roll around the ground or controller therefor.
- (1) Note. Includes hula-hoop type.
- 458 Air operated (e.g., pinwheel):**
This subclass is indented under subclass 455. Design for spinning or whirling toy that is air operated.
- (1) Note. Includes pinwheel.
- 459 Spiral drop:**
This subclass is indented under subclass 455. Design that descends with a twisting motion.
- (1) Note. Includes toys that spin or whirl down around a central wire member.
- 460 Top:**
This subclass is indented under subclass 455. Design for toy that spins or twirls on a single axis.
- 461 Including holder or spin inducing element:**
This subclass is indented under subclass 460. Design that includes support or a mechanism to start the rotating or twirling motion.

- 462 Integral plunger:**
This subclass is indented under subclass 461. Design wherein the spin-inducing member is operated with a push-pull motion.
- 463 Cord impelled:**
This subclass is indented under subclass 460. Design wherein a string member is used to start the spinning motion.
- 464 Return top or diablo:**
This subclass is indented under subclass 463. Design for yo-yo-type spinning toy that is controlled by a horizontally held string or cord.
- 465 Tethered or suspended:**
This subclass is indented under subclass 398. Design for that includes a cord or string member.
- (1) Note. Includes toys having tethered elements that act together.
- SEE OR SEARCH THIS CLASS, SUB-CLASS:
476, for crib toy that includes tethered members.
587, for marionette or string-type puppet.
- 466 Including ball:**
This subclass is indented under subclass 465. Design that has a cord and spherical member.
- 467 Mobile:**
This subclass is indented under subclass 465. Design for decorative, suspended structure that includes members hung with separate cords to permit free movement.
- SEE OR SEARCH CLASS:
D11, Jewelry, Symbolic Insignia and Ornaments, subclass 141 for sculptural-type mobile.
- 468 Coordination or hand-manipulative type:**
This subclass is indented under subclass 398. Design generally intended for infant or small child that employs or requires manual dexterity for use.
- 469 Drawing type:**
This subclass is indented under subclass 468. Design for toy mechanism for making pictures with dry media.
- SEE OR SEARCH CLASS:
D19, Office Supplies; Artists and Teachers Materials, subclasses 35 through 51 for drawing instrument or device; subclasses 41-51 for lotto marker or dauber.
- 470 Shape matching or pounding:**
This subclass is indented under subclass 468. Design for organizing like or similar forms or for pushing or hammering a solid form through a support with a likely configured opening.
- SEE OR SEARCH THIS CLASS, SUB-CLASS:
478 through 482, for toy puzzle including wire puzzle.
- 471 Stacking:**
This subclass is indented under subclass 468. Design for placing toy forms or shapes on top of one another.
- 472 Sand type:**
This subclass is indented under subclass 468. Design for beach-type toy for playing with granular material.
- (1) Note. Includes toy mold for sand.
- SEE OR SEARCH THIS CLASS, SUB-CLASS:
532, for toy sand tool such as rake, shovel, or scoop.
- 473 Bath or floating type:**
This subclass is indented under subclass 468. Design for toy for use by infant or child in bath water or a toy intended to float in water.

- SEE OR SEARCH THIS CLASS, SUB-CLASS:
801 through 810, for water sport equipment including flotation device.
- 474 Multiple activity:**
This subclass is indented under subclass 473. Design that provides for plural objects for manual dexterity in a bath environment, e.g., busy box type.
- 475 Multiple activity:**
This subclass is indented under subclass 468. Design that provides for plural objects for manual dexterity, e.g., busy box type.
- (1) Note. This subclass is distinguished from the previous subclass in that the later is for multiple, activity-type toy intended for use in a bath or float.
- 476 Crib type (e.g., attachable to infant-type furniture):**
This subclass is indented under subclass 475. Design for toy intended for use with or attachable to infant furniture.
- 477 Vehicular control simulation:**
This subclass is indented under subclass 475. Design that suggests the operation of a vehicle such as a toy steering wheel or the like.
- SEE OR SEARCH THIS CLASS, SUB-CLASS:
424 through 435, for toy vehicle that includes a provision for standing or seated occupant
- 478 Puzzle:**
This subclass is indented under subclass 468. Design for toy designed to test ingenuity or reasoning power.
- SEE OR SEARCH THIS CLASS, SUB-CLASS:
311, for fluid-filled puzzle or game.
338 through 341, for marble, maze-type puzzle or game.
- 479 Interfitting elements (e.g., take apart and put together):**
This subclass is indented under subclass 478. Design for puzzle that includes pieces which
- are intended to connect together and be taken apart, e.g., take apart and put together type.
- SEE OR SEARCH THIS CLASS, SUB-CLASS:
484 through 505, for toy construction or building block.
- 480 Planar (e.g., jigsaw type):**
This subclass is indented under subclass 479. Design for flat pieces or jigsaw-type that fit together in a flat plane.
- (1) Note. Includes puzzle keeper.
- 481 Including cord:**
This subclass is indented under subclass 478. Design that includes a string member.
- 482 Wire type:**
This subclass is indented under subclass 478. Design for puzzle consisting of hard filament-type members.
- 483 Representation or scale model:**
This subclass is indented under subclass 398. Design for toy that is a miniature or physical representation of another article.
- 484 Construction type (building block):**
This subclass is indented under subclass 483. Design for toy building block.
- SEE OR SEARCH CLASS:
D25, Building Units and Construction Elements, subclasses 113 through 118 for construction or brick-type block.
- 485 Substrate (e.g., base):**
This subclass is indented under subclass 484. Design for base, plate-type foundation that other construction toys connect to.
- 486 Elongated:**
This subclass is indented under subclass 484. Design that is long and slender with more length than width.
- SEE OR SEARCH CLASS:
D25, Building Units and Construction Elements, subclasses 119 through 125 for extruded shape.

- 487 Cylindrical:**
This subclass is indented under subclass 486.
Design that is substantially an elongated, round shape.
- 488 Circular:**
This subclass is indented under subclass 484.
Design that is substantially round.

SEE OR SEARCH THIS CLASS, SUB-CLASS:
498, for construction-type toy that is spherical in form.
- 489 Panel type:**
This subclass is indented under subclass 484.
Design for substantially flat, rectangular form.

SEE OR SEARCH CLASS:
D25, Building Units and Construction Elements, subclasses 138 through 144 for construction type panel.
- 490 Simulative:**
This subclass is indented under subclass 489.
Design that includes an ornamental feature or features that shows the ornamental appearance of another article either as applied ornamentation or form.

(1) Note. The search for a toy that simulates the appearance of another object should also include the appropriate design class and subclass(es) for the actual object.
- 491 Rectangular:**
This subclass is indented under subclass 489.
Design having the form of a rectangle.
- 492 Curved or folded:**
This subclass is indented under subclass 489.
Design configured with a rounded, even bend or is bent over upon itself.
- 493 Simulative of diverse article:**
This subclass is indented under subclass 484.
Design that includes an ornamental feature or features that show the ornamental appearance of a diverse article either as applied ornamentation or form.

(1) Note. Simulation of actual building block is excluded.
- (2) Note. The search for a toy that simulates the appearance of another object should also include the appropriate design class and subclass(es) for the actual object.
- 494 Building part (e.g., window, door, roof, staircase, etc.):**
This subclass is indented under subclass 493.
Design that simulates an ornamental feature or features such as a window, door, roof, staircase, or other part of a building.

SEE OR SEARCH CLASS:
D25, Building Units and Construction Elements, subclasses 48.1 through 48.8 for a closure such as a door or window; subclasses 62-69 for stair or staircase; subclasses 102-164 for architectural stock material.
- 495 Vehicle part:**
This subclass is indented under subclass 493.
Design that includes an ornamental feature or features that simulate an element or portion of a means for transportation.

SEE OR SEARCH THIS CLASS, SUB-CLASS:
528, for toy engine.
561 through 565, for parts of toy vehicle.

SEE OR SEARCH CLASS:
D12, Transportation, subclasses 400 through 426.1 and subclasses 159-223 for vehicle parts or accessories not elsewhere specified.
- 496 Plant:**
This subclass is indented under subclass 493.
Design that includes an ornamental feature or features that simulate organic life cultivated for flowers or foliage.

SEE OR SEARCH CLASS:
D11, Jewelry, Symbolic Insignia and Ornaments, subclasses 111 through 120 for artificial plants; subclasses 131-164 for sculpture.
- 497 Arch:**
This subclass is indented under subclass 484.
Design that includes a curved support configuration that supports the weight above it.

- 498 Sphere:**
This subclass is indented under subclass 484. Design with the form or configuration of a round ball.
- 499 Cube:**
This subclass is indented under subclass 484. Design with form or configuration of a block with six square sides or faces.
- 500 Rectangular (e.g., rectilinear form):**
This subclass is indented under subclass 484. Design with the form of a rectangle.
- 501 Including open area:**
This subclass is indented under subclass 500. Design that includes a nonenclosed space.
- 502 Including open area:**
This subclass is indented under subclass 484. Design that includes a nonenclosed space.
- 503 Curved surface:**
This subclass is indented under subclass 484. Design that includes a round bend or rounded-type configuration.

(1) Note. Connector, per se, not considered.
- 504 Angled surface:**
This subclass is indented under subclass 484. Design that includes a configuration that includes angles.
- 505 Wedge, pyramid, or triangular:**
This subclass is indented under subclass 504. Design with a three-sided or tapered-type configuration.
- 506 Building or structure:**
This subclass is indented under subclass 483. Design for toy representation of a permanent construction.

(1) Note. Includes toy fence.

SEE OR SEARCH THIS CLASS, SUBCLASS:
834 through 839, for tent
- 507 Simulative of diverse article:**
This subclass is indented under subclass 506. Design that includes an ornamental feature or features that show the ornamental appearance of a diverse article either as applied ornamentation or form.

(1) Note. The search for a toy that simulates the appearance of another object should also include the appropriate design class and subclass(es) for the actual object.
- 508 Barn or stable:**
This subclass is indented under subclass 506. Design for a large farm structure to house farm animals or agricultural implements.
- 509 Service type (e.g., airport, garage, store, service station, etc.):**
This subclass is indented under subclass 506. Design for commercial structure or for commercial activity.

(1) Note. Includes airport, garage, store, and gas station.
- 510 Tower (e.g., lighthouse, windmill, castle, etc.):**
This subclass is indented under subclass 506. Design that is or includes a slender elevated structure that is high in portion to its width and length.

(1) Note. Includes lighthouse, windmill, and castle.
- 511 Angled roof:**
This subclass is indented under subclass 506. Design that includes a roof-type top configuration with angles.

SEE OR SEARCH CLASS:
D25, Building Units and Construction Elements, subclass 17 and subclasses 22-30 for building or structure that includes an angled roof.

- 512 Cash register or calculator:**
This subclass is indented under subclass 483. Design for toy machine for the collection of money or toy machine that does mathematical-type calculations.
- SEE OR SEARCH CLASS:
D18, Printing and Office Machinery, subclasses 4.1-4.3 for cash register; subclasses 6-8 for calculator.
- 513 Communications or media:**
This subclass is indented under subclass 483. Design for toy means to exchange or record information.
- (1) Note: Includes toy microphone.
- SEE OR SEARCH CLASS:
D14, Recording, Communication, or Information Retrieval Equipment, subclasses 225 through 238 for microphone.
- 514 Camera or projector:**
This subclass is indented under subclass 513. Design for toy apparatus for taking pictures or projecting pictures type images onto a screen.
- SEE OR SEARCH CLASS:
D16, Photography and Optical Equipment, subclasses 200 through 220 for camera; subclasses 221-236 for projector.
- 515 Computer or television:**
This subclass is indented under subclass 513. Design for toy data processing terminal or TV set.
- SEE OR SEARCH CLASS:
D14, Recording, Communication, or Information Retrieval Equipment, subclasses 300 through 455 for computer; subclasses 126-134 for television.
- 516 Phonograph, radio, tape, or disc player:**
This subclass is indented under subclass 513. Design for toy, sound-reproduction device.
- SEE OR SEARCH CLASS:
D14, Recording, Communication, or Information Retrieval Equipment, subclasses 155 through 216 for toy recording device, radio, or media player.
- 517 Telephone or walkie-talkie:**
This subclass is indented under subclass 513. Design for toy phone set, radio-type communication device.
- SEE OR SEARCH CLASS:
D14, Recording, Communication, or Information Retrieval Equipment, subclasses 137 through 153 for walkie-talkie or telephone.
- 518 Typewriter or printer:**
This subclass is indented under subclass 513. Design for toy device for printing documents by pressing keys or other mechanical means.
- SEE OR SEARCH CLASS:
D18, Printing and Office Machinery, subclasses 1 through 2 for typewriter or word processor; subclasses 55-59 for printing equipment.
- 519 Furniture:**
This subclass is indented under subclass 483. Design for toy, movable articles used to furnish a room.
- (1) Note: Includes toy safe.
- SEE OR SEARCH CLASS:
D6, Furnishings, for children s furniture.
- 520 Bed or cradle:**
This subclass is indented under subclass 519. Design for toy furniture for sleeping or resting.
- SEE OR SEARCH CLASS:
D6, Furnishings, subclasses 382 through 395 for toy bed; subclass 331 for playpen.
- 521 Seating:**
This subclass is indented under subclass 519. Design for toy furniture for sitting.

- SEE OR SEARCH CLASS:
D6, Furnishings, subclasses 334 through 381 for seating.
- 522 Table, desk, or workbench:**
This subclass is indented under subclass 519.
Design for toy, flat work surface.
- SEE OR SEARCH CLASS:
D6, Furnishings, subclasses 707 through 707.26 for work surface.
- 523 Appliance:**
This subclass is indented under subclass 483.
Design for toy representation of common, household-type machine for cooking, cleaning, or sewing.
- SEE OR SEARCH CLASS:
D6, Furnishings, subclasses 707 through 707.26 for work surface.
- 524 Kitchen freestanding unit (e.g., stove, grill, sink, etc.):**
This subclass is indented under subclass 523.
Design for toy kitchen appliance unit that may contain combined such as stove and sink or the like.
- 525 Food preparation type (e.g., pot, pan, etc.):**
This subclass is indented under subclass 523.
Design for toy hand-appliance for cooking food.
- (1) Note. Included in this subclass is toy pot, pan, kettle, or similar article.
- 526 Cleaning type (e.g., vacuum, washing machine, iron, etc.):**
This subclass is indented under subclass 523.
Design for toy appliance for removing dirt or soil.
- (1) Note. Included in this subclass are toy vacuum, washing machine, iron, and the like.
- SEE OR SEARCH CLASS:
D32, Washing, Cleaning or Drying Machine, subclasses 15 through 24 for vacuum-type appliance; subclasses 6-13 for laundry or dry clean-
- ing machine; subclasses 689-70 for iron.
- 527 Sewing machine:**
This subclass is indented under subclass 523.
Design for toy device for joining textile material with thread.
- SEE OR SEARCH CLASS:
D3, Travel Goods and Personal Belongings, subclasses 18 through 29 for hand-sewing equipment.
D15, Machines Not Elsewhere Specified, subclasses 66 through 71 for toy sewing machine.
- 528 Industrial-type machine:**
This subclass is indented under subclass 483.
Design for toy representation of industrial equipment usually found in a factory.
- (1) Note. Includes toy engine or motor.
- 529 Medical type:**
This subclass is indented under subclass 483.
Design for toy for health treatment.
- 530 Playground type:**
This subclass is indented under subclass 483.
Design for toy play structure usually found in parks.
- (1) Note. Includes toy carousel.
- SEE OR SEARCH THIS CLASS, SUBCLASS:
830, for carousel, roundabout, or whirligig.
- 531 Timepiece:**
This subclass is indented under subclass 483.
Design for toy watch or clock.
- 532 Tool (e.g., rake, shovel, pliers, etc.):**
This subclass is indented under subclass 483.
Design for toy device used to perform or facilitate manual or mechanical work.
- (1) Note. Includes toy rake, shovel, pliers, and the like.
- SEE OR SEARCH THIS CLASS, SUBCLASS:
472, for toy, sand-type tool or plaything.

- 533 Vehicle:**
This subclass is indented under subclass 483.
Design for toy transportation means.
- SEE OR SEARCH THIS CLASS, SUB-CLASS:
424 through 435, for vehicle with provision for standing or seated occupant
580, for toy animal figure that converts to a toy vehicle.
- 534 Cart, carriage, or wagon:**
This subclass is indented under subclass 533.
Design for toy transportation means drawn by animal or human.
- SEE OR SEARCH CLASS:
D12, Transportation, subclasses 17 through 19 for vehicle drawn by animal.
D34, Material of Article Handling Equipment, subclasses 12 through 26 for handcart or frame.
- 535 Carriage:**
This subclass is indented under subclass 534.
Design for toy, animal-drawn vehicle for carrying passengers.
- (1) Note. Includes toy stroller.
- SEE OR SEARCH CLASS:
D12, Transportation, subclass 129 for stroller.
D34, Material of Article Handling Equipment, subclasses 12 through 26 for handcart or frame.
- 536 Wagon:**
This subclass is indented under subclass 534.
Design for toy cart with four wheels.
- 537 Farming or earth moving:**
This subclass is indented under subclass 533.
Design for toy vehicle for agriculture or soil working.
- SEE OR SEARCH THIS CLASS, SUB-CLASS:
431, for construction or earth-working, toy vehicle that includes provision for standing or seated occupant.
- 538 Cycle:**
This subclass is indented under subclass 533.
Design for toy vehicle with two or three wheels and straddle-type seat.
- SEE OR SEARCH THIS CLASS, SUB-CLASS:
432, for cycle of motorcycle with provision for standing or seated occupant.
- SEE OR SEARCH CLASS:
D12, Transportation, subclasses 107 through 113 for cycle or motorcycle.
- 539 Tank or track-type carrier:**
This subclass is indented under subclass 533.
Design for toy heavily armored vehicle or including endless track-type element or feature.
- SEE OR SEARCH CLASS:
D12, Transportation, subclass 12 for armored vehicle.
- 540 Rail:**
This subclass is indented under subclass 533.
Design for toy vehicle for use with fixed tracks or rails.
- SEE OR SEARCH CLASS:
D12, Transportation, subclass 36 and 37 for rail vehicle.
- 541 Locomotive:**
This subclass is indented under subclass 540.
Design for toy engine for train.
- SEE OR SEARCH CLASS:
D12, Transportation, subclass 38 for locomotive.
- 542 Watercraft:**
This subclass is indented under subclass 533.
Design for toy ship or boat.
- SEE OR SEARCH THIS CLASS, SUB-CLASS:
769 through 770, for surfboard or water sled.
803 through 809, for swimming or flotation device including air mattress.

- SEE OR SEARCH CLASS:
D12, Transportation, subclasses 300 through 316 for watercraft or hull.
- 543 Steamboat or paddle wheel:**
This subclass is indented under subclass 542. Design for toy watercraft that operates by steam or with revolving paddle-type propulsion member.
- 544 Sail:**
This subclass is indented under subclass 542. Design for toy watercraft that includes member to catch wind for propulsion.
- 545 Submarine:**
This subclass is indented under subclass 542. Design for toy watercraft designed to be completely submerged in use.
- 546 Tugboat type:**
This subclass is indented under subclass 542. Design for toy watercraft intended to pull larger ship or boat.
- 547 Including figure:**
This subclass is indented under subclass 542. Design that shows a representation of a toy human.
- 548 Automobile:**
This subclass is indented under subclass 533. Design for toy motor car.
- (1) Note. Includes scale model.
- SEE OR SEARCH THIS CLASS, SUBCLASS:
581, for toy robot that reconfigures into a toy automobile.
- 549 Racing type:**
This subclass is indented under subclass 548. Design for toy motor vehicle designed for speed.
- 550 Exposed wheels:**
This subclass is indented under subclass 549. Design without wheel fenders.
- 551 Roofless:**
This subclass is indented under subclass 548. Design that is open or with an uncovered passenger area.
- 552 Truck or bus:**
This subclass is indented under subclass 533. Design for toy vehicle designed to carry loads or passengers.
- 553 Cement:**
This subclass is indented under subclass 552. Design for toy vehicle that includes a concrete mixer.
- 554 Dump truck:**
This subclass is indented under subclass 552. Design for toy, load-carrying vehicle that includes a means to elevate a platform for unloading.
- 555 Fire engine:**
This subclass is indented under subclass 552. Design for toy vehicle that includes fire-extinguishing equipment.
- SEE OR SEARCH CLASS:
D12, Transportation, subclass 13 for fire-fighting vehicle.
- 556 Tow or forklift type:**
This subclass is indented under subclass 552. Design for toy, small, industrial vehicle designed to carry and lift loads with a pronged forklift-like member.
- SEE OR SEARCH CLASS:
D34, Material of Article Handling Equipment, subclass 28 for forklift; subclass 33 for crane or hoist.
- 557 Including weapon:**
This subclass is indented under subclass 552. Design that includes a gun or cannon or war-type article.
- 558 Articulated type:**
This subclass is indented under subclass 552. Design that includes or provides for a separable trailer member.
- (1) Note. Includes trailer, per se.

- SEE OR SEARCH CLASS:
D12, Transportation, subclasses 101 through 105 for trailer.
- 559 Open cargo type:**
This subclass is indented under subclass 552.
Design for toy truck that is open or not enclosed.
- 560 Simulative:**
This subclass is indented under subclass 552.
Design that includes an ornamental feature or features that show the ornamental appearance of an animal either as applied ornamentation or form.
- 561 Element or attachment:**
This subclass is indented under subclass 533.
Design through 560 that is an element or attachment.
- SEE OR SEARCH THIS CLASS, SUB-CLASS:
528, for toy engine or motor.
- SEE OR SEARCH CLASS:
D8, Tools and Hardware, for generic-type hardware.
- 562 Body or chassis:**
This subclass is indented under subclass 561.
Design for exterior shell or basic frame structure.
- 563 Wheel:**
This subclass is indented under subclass 561.
Design for disc or circular frame that may include a toy tire.
- SEE OR SEARCH THIS CLASS, SUB-CLASS:
779, for skate wheel.
- SEE OR SEARCH CLASS:
D12, Transportation, subclasses 500 through 603 for tire and tire tread.
- 564 Runway or track:**
This subclass is indented under subclass 561.
Design for course or rail unit for a toy vehicle to operate.
- SEE OR SEARCH THIS CLASS, SUB-CLASS:
456, for handheld, whirling track..
- 565 Section:**
This subclass is indented under subclass 564.
Design for section of a runway or track used with a toy vehicle.
- 566 Controller:**
This subclass is indented under subclass 561.
Design for unit to regulate or direct mechanical operation or motion of a toy vehicle.
- (1) Note. Includes a transformer for a toy train or toy train set.
- SEE OR SEARCH CLASS:
D14, Recording, Communication, or Information Retrieval Equipment, subclasses 400-401 for video, game-type controller.
- 567 Weapon:**
This subclass is indented under subclass 483.
Design for toy instrument of attack or defense.
- 568 Sword or dagger:**
This subclass is indented under subclass 567.
Design for toy, elongated, cutting blade or knife.
- SEE OR SEARCH CLASS:
D22, Arms, Pyrotechnics, Hunting and Fishing Equipment, subclass 118 for sword or knife.
- 569 Cannon or tripod mount:**
This subclass is indented under subclass 567.
Design for toy, large-mounted instrument that propels heavy projectiles or mount for mechanized or machine-type firearms.
- 570 Projectile type:**
This subclass is indented under subclass 567.
Design for toy weapon that propels another article to do damage or harm.
- SEE OR SEARCH CLASS:
D22, Arms, Pyrotechnics, Hunting and Fishing Equipment, subclasses 100 through 112 for projectile-type weapon.

- 571 Bow or crossbow:**
This subclass is indented under subclass 570. Design for toy means for launching or projecting an arrow.
- SEE OR SEARCH CLASS:
D22, Arms, Pyrotechnics, Hunting and Fishing Equipment, subclass 107 for bow.
- 572 Fluid filled (e.g., water gun, etc.):**
This subclass is indented under subclass 570. Design for toy weapon for projecting liquid or air.
- (1) Note. Includes water gun and water rifle.
- 573 Handgun or rifle:**
This subclass is indented under subclass 570. Design for toy hand firearms.
- SEE OR SEARCH CLASS:
D22, Arms, Pyrotechnics, Hunting and Fishing Equipment, subclasses 103 through 105 for rifle or pistol.
- 574 Handgun:**
This subclass is indented under subclass 573. Design for toy pistol or gun.
- SEE OR SEARCH CLASS:
D22, Arms, Pyrotechnics, Hunting and Fishing Equipment, subclasses 104 through 105 for pistol.
- 575 Simulative:**
This subclass is indented under subclass 574. Design for toy handgun that includes an ornamental feature or features that show the ornamental appearance of another article either as applied ornamentation or form.
- SEE OR SEARCH CLASS:
D22, Arms, Pyrotechnics, Hunting and Fishing Equipment, subclass 105 for simulative pistol.
- 576 Animate figure:**
This subclass is indented under subclass 483. Design for toy doll, stuffed animal, or toy representation of an animal figure.
- SEE OR SEARCH CLASS:
D11, Jewelry, Symbolic Insignia and Ornaments, subclasses 131 through 164 for sculpture.
- 577 Plural or changeable face only:**
This subclass is indented under subclass 576. Design for figure that includes plural facial images, heads, or facial features that may be altered.
- (1) Note. Plural figure not included.
- 578 Robot figure (e.g., mechanical figure):**
This subclass is indented under subclass 576. Design for toy, machine-type or mechanical-type figure.
- 579 Reconfigurable toy figure (e.g., transformer type):**
This subclass is indented under subclass 578. Design for toy, robot figure that may be changed or altered into a different appearance or appearances.
- (1) Note. Robot members may be twisted or turned to transform into a different appearance.
- 580 To vehicle:**
This subclass is indented under subclass 579. Design wherein the toy may be reconfigured into the appearance of a toy means of transportation.
- SEE OR SEARCH THIS CLASS, SUBCLASS:
581, for toy reconfiguring into an automobile.
582, for toy reconfiguring into an aircraft or spacecraft.
583, for toy reconfiguring into a helicopter.
- 581 Automobile:**
This subclass is indented under subclass 580. Design wherein the reconfigured appearance is that of a toy motor car.
- 582 Aircraft or spacecraft:**
This subclass is indented under subclass 580. Design wherein the reconfigured appearance of a toy vehicle for transportation in the atmosphere or outer space.

- SEE OR SEARCH THIS CLASS, SUB-CLASS:
583, for toy reconfiguring into a helicopter.
- 583 Helicopter:**
This subclass is indented under subclass 580.
Design wherein the reconfigured appearance is a toy aircraft that includes a horizontally oriented propeller member.
- 584 Animal figure:**
This subclass is indented under subclass 579.
Design wherein the reconfigured appearance of a toy animal.
- 585 Action type (e.g., motion imparted to figure):**
This subclass is indented under subclass 576.
Design for toy figure that includes a feature that produces mechanical movement.
- (1) Note. To be classified in this subclass, the design must be a toy, animate figure that is intended to move through motion being imparted to the figure.
- (2) Note. Excludes articulated figure or figure attached to a wheeled base.
- 586 Including musical instrument:**
This subclass is indented under subclass 585.
Design that includes a representation or a device for making sounds or music.
- SEE OR SEARCH THIS CLASS, SUB-CLASS:
405 through 411, for toy noisemaker or toy musical instrument, per se.
- 587 Puppet or marionette:**
This subclass is indented under subclass 585.
Design for toy figure with strings attached for imparting motion or a toy figure that includes a glove-type opening for the human hand.
- 588 Hand or figure type:**
This subclass is indented under subclass 587.
Design that includes an opening for the human hand or appendage thereof.
- 589 Pop-up type (e.g., jack-in-the-box, etc.):**
This subclass is indented under subclass 585.
Design for that includes a jack-in-the-box type
- feature wherein a figure springs out of a box-like container.
- 590 Plural figure:**
This subclass is indented under subclass 585.
Design comprised of two or more figures.
- 591 Combined animal and rider:**
This subclass is indented under subclass 590.
Design wherein the plural figures are comprised of an animal beast and a figure that rides.
- 592 Wheel-imparted animation:**
This subclass is indented under subclass 585.
Design wherein animation is imparted by the rotation or oscillation of a tire or disc member.
- 593 Humanoid figure:**
This subclass is indented under subclass 592.
Design wherein a wheel imparts motion to a representation of a human figure.
- 594 Humanoid:**
This subclass is indented under subclass 585.
Design for representation of a human figure or shows human-type characteristics.
- 595 Plural figure:**
This subclass is indented under subclass 576.
Design for animate figure toy composed of more than one representation of a human figure.
- 596 Ape or monkey:**
This subclass is indented under subclass 576.
Design for toy representation of a primate.
- (1) Note. Includes gorilla, chimpanzee, orangutan, and gibbon.
- 597 Aquatic:**
This subclass is indented under subclass 576.
Design for toy animal that lives in water.
- SEE OR SEARCH THIS CLASS, SUB-CLASS:
627, for mermaid.
653, for penguin.
- 598 Alligator:**
This subclass is indented under subclass 597.
Design for reptile of the crocodile family.

- 599 Fish:**
This subclass is indented under subclass 597.
Design for toy, cold-blooded, sea, or water creature.
- (1) Note. Includes toy whale, dolphin, and sea horse.
- 600 Frog:**
This subclass is indented under subclass 597.
Design for small cold-blooded, jumping animal that lives both on land and in water.
- 601 Octopus:**
This subclass is indented under subclass 597.
Design for toy sea animal with soft body and long tentacles.
- 602 Seal or walrus:**
This subclass is indented under subclass 597.
Design for toy amphibious, fish-eating, sea mammal with flippers.
- 603 Turtle:**
This subclass is indented under subclass 597.
Design for sea creature resembling a tortoise.
- (1) Note. Includes tortoise.
- 604 Bear:**
This subclass is indented under subclass 576.
Design for large, heavy, toy animal figure with thick fur and claws.
- 605 Including garment:**
This subclass is indented under subclass 604.
Design for toy bear with clothing.
- 606 Bird:**
This subclass is indented under subclass 576.
Design for toy, feathered animal with two wings and two legs.
- 607 Webbed foot:**
This subclass is indented under subclass 606.
Design toy, feathered animal that has feet with skin filling the spaces between the toes.
- SEE OR SEARCH THIS CLASS, SUB-CLASS:
600, for frog.
- 608 Duck:**
This subclass is indented under subclass 607.
Design for toy swimming bird.
- 609 Rooster, hen, turkey, or chick:**
This subclass is indented under subclass 576.
Design for toy domestic fowl.
- 610 Bovine:**
This subclass is indented under subclass 576.
Design for toy cow.
- 611 Canine:**
This subclass is indented under subclass 576.
Design for toy dog.
- 612 Including garment:**
This subclass is indented under subclass 611.
Design that includes clothing.
- 613 Yarn, fur, or fiber:**
This subclass is indented under subclass 611.
Design that includes spun thread, animal hair, or filament.
- 614 Deer, moose, reindeer, or elk:**
This subclass is indented under subclass 576.
Design for toy representation of grazing-type forest animal that may have antlers.
- 615 Dinosaur or dragon:**
This subclass is indented under subclass 576.
Design for toy representation of extinct reptile or mythical reptile monster.
- 616 Elephant:**
This subclass is indented under subclass 576.
Design for toy representation of the largest living land mammal with large ears and tusks.
- 617 Feline:**
This subclass is indented under subclass 576.
Design for toy representation of cat figure.
- (1) Note. Includes toy fox.
- 618 Lion or tiger:**
This subclass is indented under subclass 617.
Design for toy representation of a wild or jungle-dwelling cat figure.

- 619 Giraffe:**
This subclass is indented under subclass 576.
Design for toy representation of jungle animal with elongated neck.
- 620 Horse, mule, or zebra:**
This subclass is indented under subclass 576.
Design for toy representation of four-legged animal with flowing main and tail.
- 621 Humanoid:**
This subclass is indented under subclass 576.
Design for toy representation of a humanlike figure.
- (1) Note. Includes grotesque, humanoid figure.
- SEE OR SEARCH THIS CLASS, SUBCLASS:
585 through 594, for action-type toy, including humanoid type.
- SEE OR SEARCH CLASS:
D20, Sales and Advertising Equipment, subclasses 31 through 33 for mannequin.
- 622 Alien type (e.g., humanoid space monster or creature):**
This subclass is indented under subclass 621.
Design for toy, humanoid space monster or creature.
- 623 Armless or legless:**
This subclass is indented under subclass 621.
Design for figure without arm or leg appendages.
- (1) Note. Includes ghost.
- 624 Composed of yarn or fiber:**
This subclass is indented under subclass 621.
Design made of spun threads, woven fabric strips, or filament.
- 625 Infant:**
This subclass is indented under subclass 621.
Design for toy representation of a human baby figure.
- (1) Note. Includes baby or papoose with blanket wrap or carrier.
- 626 Winged:**
This subclass is indented under subclass 621.
Design that includes wing members.
- 627 Simulative:**
This subclass is indented under subclass 621.
Design that includes an ornamental feature or features that show the ornamental appearance of another article either as applied ornamentation or form.
- (1) Note. The search for a toy that simulates the appearance of another object should also include the appropriate design class and subclass(es) for the actual object.
- (2) Note. Includes mermaid.
- 628 Plant life:**
This subclass is indented under subclass 627.
Design wherein the simulative feature is organic life cultivated for foliage, fruit, vegetable, or flower.
- 629 Snowman:**
This subclass is indented under subclass 627.
Design for toy figure suggestive of packed snow members of a rounded form.
- 630 Grossly exaggerated head:**
This subclass is indented under subclass 621.
Design for toy figure with a head member that is disproportionately large with respect to the overall figure.
- 631 Including body garment:**
This subclass is indented under subclass 621.
Design for toy figure that includes clothing.
- 632 Clown or jester:**
This subclass is indented under subclass 631.
Design for toy representation of a performer suggesting comic tricks or actions.
- 633 Elf, gnome, leprechaun, or pixie:**
This subclass is indented under subclass 631.
Design for toy representation of dwarf figure suggesting imaginary actions, magic, or mischief.

- 634 Occupational or vocational uniform:**
This subclass is indented under subclass 631.
Design for toy figure with clothing suggesting a profession or trade.
- (1) Note. Includes nurse, ballerina, witch, farmer, and clergy.
- 635 Athletic attire:**
This subclass is indented under subclass 634.
Design for toy figure with clothing for playing an organized sport type activity.
- (1) Note. Includes cheerleader and swimmer.
- 636 Military type:**
This subclass is indented under subclass 634.
Design for toy figure with clothing suggesting the armed forces, fireman, or uniformed police.
- 637 Astronaut or pilot:**
This subclass is indented under subclass 636.
Design for toy figure with clothing suggesting a uniform for air or space travel.
- 638 Santa Claus:**
This subclass is indented under subclass 634.
Design for Saint Nicholas-type, holiday figure personifying the spirit of Christmas holiday season.
- 639 National, regional, or ethnic attire:**
This subclass is indented under subclass 631.
Design for toy figure with clothing that suggests a particular geographic region or culture.
- (1) Note. Includes royalty.
- 640 Cowboy or cowgirl:**
This subclass is indented under subclass 639.
Design for toy figure with clothing that suggests attire of the American west.
- 641 Indian (e.g., North American Indian and Eskimo):**
This subclass is indented under subclass 639.
Design for toy figure with clothing that includes native North American or Eskimo attire.
- 642 Asian type (e.g., Oriental):**
This subclass is indented under subclass 639.
Design for toy figure with clothing that includes attire particular to the Orient.
- 643 Play attire (e.g., snowsuit, shorts, jeans, etc.):**
This subclass is indented under subclass 631.
Design for toy figure that that includes leisure clothing such as snowsuit, shorts, or jeans.
- 644 Overalls:**
This subclass is indented under subclass 643.
Design for toy figure that includes bib-type coveralls.
- 645 Feminine-type attire:**
This subclass is indented under subclass 631.
Design for toy figure with clothing worn by girls or women.
- 646 Coat, cape, or vest:**
This subclass is indented under subclass 645.
Design for toy figure with feminine-type outer garment, cloak, or weskit.
- 647 Pinafore or apron:**
This subclass is indented under subclass 645.
Design for toy figure with feminine-type clothing protector.
- 648 Dress or skirt:**
This subclass is indented under subclass 645.
Design for toy figure with feminine-type garment that includes a bodice and garment that hangs from the neck or waist and may include a bodice.
- 649 Feminine figure:**
This subclass is indented under subclass 621.
Design for toy figure with features of a girl or woman.
- 650 Insect:**
This subclass is indented under subclass 576.
Design for toy representation of a small, anthropoid animal with six legs, possibly winged, and a body divided into three parts.
- (1) Note. Includes butterfly, ant, fly, and the like.

- 651 Kangaroo:**
This subclass is indented under subclass 576.
Design for toy representation of an Australian animal with strong hind legs for jumping and possibly a pouch on the front of the body.
- 652 Lamb, goat, or sheep:**
This subclass is indented under subclass 576.
Design for toy representation of a grass-eating animal with a thick, fleecy coat or small animal with horns.
- 653 Penguin:**
This subclass is indented under subclass 576.
Design for toy representation of a seabird of the Antarctic region.
- 654 Pig:**
This subclass is indented under subclass 576.
Design for toy representation of a domestic or wild animal with short legs, cloven hooves, and a broad, blunt snout.
- 655 Rabbit:**
This subclass is indented under subclass 576.
Design for toy representation of a hare or burrowing animal with long ears, and a short fluffy tail.
- 656 Rodent (e.g., beaver, groundhog, squirrel, mouse, skunk, rat, etc.):**
This subclass is indented under subclass 576.
Design for toy representation of a small animal characterized by large incisors and a tail such as a rat, mouse, beaver, groundhog, squirrel, or skunk.
- 657 Snake:**
This subclass is indented under subclass 576.
Design for toy representation of a reptile with long narrow body and no legs and may have scale-type skin texture.
- 658 Element or attachment:**
This subclass is indented under subclass 576.
Design through 677 that is a part or accessory.

(1) Note. Includes holder, stand, or support for doll.
- 659 Head, mask, or feature:**
This subclass is indented under subclass 658.
Design for toy representation of the uppermost part of the body containing the eyes, mouth, nose, ears, and jaw, or cover worn over the face to conceal identity or a distinct part of the face such as the eyes, mouth, or nose.
- 660 Mask:**
This subclass is indented under subclass 659.
Design for toy cover for the face or portion thereof to conceal identity.
- 661 Feature:**
This subclass is indented under subclass 659.
Design for toy representation of a distinct area of the face such as the eye, mouth, nose, or jaw.

(1) Note. Includes disguise-type feature.
- 662 EXERCISE EQUIPMENT:**
This subclass is indented under the class definition. Design for machine or device for controlled physical activity requiring exertion to develop or maintain fitness.
- SEE OR SEARCH CLASS:
D6, Furnishings, for children s furniture; subclass 552 for rack for sport article or equipment storage rack.
D10, Measuring, Testing or Signalling Instruments, subclass 46.1 for lap counter or scorekeeper or indicator; and subclass 83 for designs for strength-measuring devices.
D12, Transportation, subclasses 107 through 127 for pedal-operated, two- or three-wheeled vehicle; subclasses 112-113 for tricycle; subclass 307 for motorized swim board or surfboard.
D16, Photography and Optical Equipment, subclasses 303 and 311-312 for swimming goggles.
D22, Arms, Pyrotechnics, Hunting and Fishing Equipment, subclass 106 for sling shot; subclass 107 for archery-type bow; subclass 112 for pyrotechnic article; subclass 113 for archery or firing range-type target; subclass 116 for aerial disc launcher.

- D24, Medical and Laboratory Equipment, subclasses 110.1 through 110.4 for swimming facemask; subclass 110.2-110.3 for scuba mask; subclass 110.5 for snorkel.
- D25, Building Units and Construction Elements, subclass 2 for swimming pool.
- D30, Animal Husbandry, subclass 160 for animal-specific exerciser or toy.
- 663 Stationary cycle:**
This subclass is indented under subclass 662. Design for immobile piece of fitness equipment having a saddle seat, handlebars, and pedals that is used to strengthen physical fitness.
- SEE OR SEARCH CLASS:
D12, Transportation, subclasses 107 through 127 for pedal-operated, two or three-wheeled vehicle; subclasses 112-113 for tricycle.
- 664 Stand for converting bicycle:**
This subclass is indented under subclass 663. Design for mount or support for converting a bicycle for immobile physical exercise.
- 665 Including upper body exercise feature:**
This subclass is indented under subclass 663. Design for stationary cycle with a device for physical exercise of the arms and upper torso.
- 666 Recumbent:**
This subclass is indented under subclass 663. Design for a stationary cycle configured for a reclining figure.
- 667 Including visible fly wheel:**
This subclass is indented under subclass 663. Design for stationary cycle with an uncovered spinning disc or circular member.
- (1) Note. Flywheel may be partially visible.
- 668 Walking, jogging, or skiing machine-type platform:**
This subclass is indented under subclass 662. Design for machine or device to exercise the legs by aerobic-type motion.
- 669 Treadmill:**
This subclass is indented under subclass 668. Design for exercise device with an endless belt
- for walking, jogging, or running while remaining in one place.
- 670 Climbing type (e.g., stair climbing, etc.):**
This subclass is indented under subclass 668. Design for physical exercise that simulates stair climbing.
- (1) Note. Includes stair climber-type exercise machine or platform.
- 671 Platform (e.g., step type):**
This subclass is indented under subclass 670. Design for step-type aerobic exercise.
- (1) Note. Includes platform for step-type physical exercise.
- 672 Jumping or skipping:**
This subclass is indented under subclass 662. Design for aerobic exercise device for hopping or rebounding-type motions.
- (1) Note: Includes jump rope.
- SEE OR SEARCH THIS CLASS, SUBCLASS:
797, for trampoline
- 673 Lever, bar, or pulley-operated machine:**
This subclass is indented under subclass 662. Design for mechanical exercise machine that includes a bar, wheel, or rope-mounted apparatus.
- 674 Rowing type:**
This subclass is indented under subclass 673. Design for exercise machine for arm and leg exercise that simulates propelling a boat with oars.
- 675 Including attached weights:**
This subclass is indented under subclass 673. Design that shows heavy mass units for controlled movement.
- 676 Including bench or seat:**
This subclass is indented under subclass 673. Design that provides for seated or reclining user.
- 677 Forearm type (e.g., arm wrestling):**
This subclass is indented under subclass 673. Design for arm-wrestling-type exercise.

- 678 Aquatic (i.e., fluid resistance type):**
This subclass is indented under subclass 662.
Design for exercise device intended to be used in water for fluid resistance type exertion.
- SEE OR SEARCH THIS CLASS, SUB-CLASS:
769 through 770, for surfboard.
800 through 810, for water sport equipment including life preserver swimming training aids.
- 679 Bar type:**
This subclass is indented under subclass 662.
Design for length of cylindrical tube used for physical exercise.
- SEE OR SEARCH THIS CLASS, SUB-CLASS:
681, for weight lifting bar.
686, for ballet bar.
694, for accessory bar for physical exercise machine.
- 680 Weight:**
This subclass is indented under subclass 662.
Design for heavy mass unit for lifting.
- SEE OR SEARCH THIS CLASS, SUB-CLASS:
675, for exercise machine that includes attached weight members.
- 681 Barbell or dumbbell:**
This subclass is indented under subclass 680.
Design for tubular member that includes static or adjustable weight masses at each end used to develop muscles.
- 682 Grip-retentive handle:**
This subclass is indented under subclass 681.
Design that includes a support member that is configured to easily mold to the configuration of the human hand.
- 683 Body worn or attached:**
This subclass is indented under subclass 680.
Design that is placed on or adheres to the human body.
- 684 For hand, wrist, or finger only:**
This subclass is indented under subclass 662.
Design for exercise below the elbow only.
- 685 For foot only:**
This subclass is indented under subclass 662.
Design for the end part of the leg and ankle only.
- 686 Platform, frame, or support:**
This subclass is indented under subclass 662.
Design for device or apparatus for holding the body or part of the body or bears the weight of the body during physical exercise.
- (1) Note. Includes ballet bar.
- SEE OR SEARCH THIS CLASS, SUB-CLASS:
668 through 671, for walking, jogging, or skiing machine-type platform.
671, for step-type, exercise platform.
- SEE OR SEARCH CLASS:
D6, Furnishings, subclass 552 for rack for sport article or equipment storage rack; subclasses 582-594 for carpet, floor mat, or rug.
- 687 Sit-up type:**
This subclass is indented under subclass 686.
Design for bending-type exercise for the waist and abdominal muscles.
- SEE OR SEARCH THIS CLASS, SUB-CLASS:
690, for platform combined with slant-board.
- 688 Rocking or swivel type:**
This subclass is indented under subclass 686.
Design for with a base that includes curved base that permits oscillation or pivots in a horizontal plane.
- (1) Note. Includes inversion-type platform.
- SEE OR SEARCH THIS CLASS, SUB-CLASS:
412 through 418, for rocking or bouncing toy, including pogo stick.
- 689 Swivel type:**
This subclass is indented under subclass 686.
Design that pivots in a horizontal plane.

- 690 Combined with bench, chair, or slantboard:**
This subclass is indented under subclass 686.
Design that is combined with a support for seated or reclining user.
- 691 Tubular:**
This subclass is indented under subclass 686.
Design that is configured or formed of a cylindrical tube.
- 692 Spring or compression (e.g., "push-pull type"):**
This subclass is indented under subclass 662.
Design for push-pull-type exerciser that may include curved filament members.
- 693 Exposed wire spring:**
This subclass is indented under subclass 692.
Design that includes exposed twisted filament or spring member.
- 694 Element or attachment:**
This subclass is indented under subclass 662.
Design through 693 that is a part or accessory.
- 695 Seat:**
This subclass is indented under subclass 694.
Design for support for sitting.
- SEE OR SEARCH CLASS:
D6, Furnishings, subclasses 716 through 716.7 for furniture seat.
- 696 Console:**
This subclass is indented under subclass 694.
Design for area for indicator or electronic display.
- 697 Cycle frame or housing:**
This subclass is indented under subclass 694.
Design for tubular member stationary bicycle.
- SEE OR SEARCH CLASS:
D12, Transportation, subclasses 107 through 127 for pedal-operated, two- or three-wheeled vehicle; subclasses 112-113 for tricycle.
- 698 SPORT EQUIPMENT:**
This subclass is indented under the class definition. Design for articles used in athletic activities or games.
- SEE OR SEARCH CLASS:
D2, Apparel and Haberdashery, subclass 904 for ski or skate-type boot.
D3, Travel Goods, Personal Belongings and Storage or Carrying Articles, subclasses 221 through 225 for belt-attached ball holder or sport article; subclasses 254-262 for case or carrying bag for sport article; subclass 255 for golf bag; subclasses 257-258 for sports ball storage or carrying case; cross-reference art collections 904 for sports accessory case and subclass 905 for tackle box.
D6, Furnishings, subclass 552 for rack for sport article or equipment storage rack and subclasses 685-697.2 for desk for scorekeeping.
D10, Measuring, Testing or Signalling Instruments, subclass 46.1 for lap counter or scorekeeper or indicator; subclass 70 for designs of range finder instruments; subclass 83 for designs for strength-measuring devices.
D12, Transportation, for motor propelled vehicle; subclasses 6 through 11 for sleigh or sled; subclass 16 for golf cart; subclasses 107-127 for pedal-operated, two- or three-wheeled vehicle; subclasses 112-113 for tricycle; subclass 307 for motorized swim board or surfboard
D16, Photography and Optical Equipment, subclass 303 and subclasses 311-312 for swimming goggles.
D22, Arms, Pyrotechnics, Hunting and Fishing Equipment, subclass 106 for sling shot; subclass 107 for archery-type bow; subclass 112 for pyrotechnic article; subclass 113 for archery or firing range-type target; subclass 116 for aerial, disc launcher (includes clay pigeon).
D24, Medical and Laboratory Equipment, subclasses 110.1 through 110.4 for swimming face mask; subclasses 110.2-110.3 for scuba mask; subclass 110.5 for snorkel.
D25, Building Units and Construction Elements, subclass 2 for swimming pool.

- D29, Equipment for Safety, Protection, and Rescue, subclass 115 for baseball glove; subclass 116 for boxing-type glove.
- D32, Washing, Cleaning, or Drying Machine, subclass 47 for ski or cleat scraper.
- D34, Material or Article Handling Equipment, subclass 15 for golf bag type cart.
- 699 Goal:**
This subclass is indented under subclass 698. Design for target used in athletic activities or sports.
- (1) Note. Includes element or attachment.
- SEE OR SEARCH THIS CLASS, SUBCLASS:
790, for golf-type goal.
- SEE OR SEARCH CLASS:
473, Games Using Tangible Projectile, subclasses 476 through 489 for goal or target structure
- 700 Croquet type (e.g., wicket or post):**
This subclass is indented under subclass 699. Design for use in sport played on a lawn by hitting balls with mallets through hoops.
- (1) Note. Includes wicket and croquet goal post.
- SEE OR SEARCH CLASS:
473, Games Using Tangible Projectile, subclasses 410 through 413 for croquet equipment
- 701 Basketball type:**
This subclass is indented under subclass 699. Design for hoop, goal, or target used in the sport of basketball.
- (1) Note. Includes element.
- 702 Including ground support:**
This subclass is indented under subclass 701. Design that rests upon or is inserted into the floor or earth surface.
- (1) Note. Includes free-standing, basketball support.
- 703 Attachable to vertical surface:**
This subclass is indented under subclass 701. Design for anchoring to a surface perpendicular to the ground.
- 704 Rebound or return device:**
This subclass is indented under subclass 701. Design for device that promotes the return or channeling of a basketball away from the hoop or goal.
- 705 Including net:**
This subclass is indented under subclass 699. Design that includes thread or filament open-work.
- SEE OR SEARCH THIS CLASS, SUBCLASS:
701 through 704, for basketball type.
- 706 Boundary or court marker:**
This subclass is indented under subclass 699. Design for indicating the playing area or physical limits of sport activity.
- SEE OR SEARCH THIS CLASS, SUBCLASS:
793 through 794, for golf-type marker.
- 707 Projectile:**
Design under subclass 698 for object used in sports to hurl through the air or on the ground.
- SEE OR SEARCH THIS CLASS, SUBCLASS:
387, for dart, horseshoe, or quoit
437, for boomerang.
443 through 444, for aerial disc or frisbie type.
- 708 Golf type (e.g., golf ball):**
This subclass is indented under subclass 707. Design for small, hard ball or projectile specifically intended to be struck with a golf club.
- SEE OR SEARCH CLASS:
473, Games Using Tangible Projectile, subclasses 351 through 385 for game ball
D3, Travel Goods, Personal Belongings and Storage or Carrying Articles, subclasses 254 through 262 for case or carrying bag for sport article; subclass

255 for golf bag; subclasses 257-258 for sports ball storage or carrying case.

709 Including circular surface pattern:
This subclass is indented under subclass 708. Design that includes a surface texture or pattern composed of round areas or depressions.

710 Puck or curling stone:
This subclass is indented under subclass 707. Design for projectile used for sliding over ice or a smooth, flat surface.

(1) Note. Design may include a handle member.

SEE OR SEARCH CLASS:

473, Games Using Tangible Projectile, subclass 587 for curling stone.

711 Shuttlecock:
This subclass is indented under subclass 707. Design for projectile used in the sport of badminton.

SEE OR SEARCH CLASS:

473, Games Using Tangible Projectile, subclass 579 for shuttlecock.

712 Ovoid (e.g., football, etc.):
This subclass is indented under subclass 707. Design for projectile that shows a football-type shape or form.

713 Spherical:
This subclass is indented under subclass 707. Design that is round in overall form.

714 Simulative:
This subclass is indented under subclass 713. Design that includes an ornamental feature or features that show the ornamental appearance of another article either as applied ornamentation or form.

(1) Note. The search for a toy that simulates the appearance of another object should also include the appropriate design class and subclass(es) for the actual object.

715 Projectile support:
This subclass is indented under subclass 698. Design for holding or positioning a sport ball.

SEE OR SEARCH CLASS:

D3, Travel Goods, Personal Belongings and Storage or Carrying Articles, subclasses 254 through 262 for case or carrying bag for sport article; subclass 255 for golf bag; subclasses 257-258 for sports ball storage or carrying case.

D6, Furnishings, subclass 552 for rack for sport article or equipment storage rack.

716 Kick type:
This subclass is indented under subclass 715. Design that supports projectile in position for striking with the foot.

717 Tee:
This subclass is indented under subclass 715. Design for support specific for striking a golf ball.

SEE OR SEARCH THIS CLASS, SUBCLASS:

792, for tee combined with mat.

SEE OR SEARCH CLASS:

473, Games Using Tangible Projectile, subclasses 387 through 403 for tee.

D3, Travel Goods, Personal Belongings and Storage or Carrying Articles, subclasses 254 through 262 for case or carrying bag for sport article.

718 Including ground insertion means:
This subclass is indented under subclass 717. Design that includes a spike, pointed member or other means to anchor into the support ground.

719 Including tether:
This subclass is indented under subclass 715. Design that also has a cord, string, or chain member.

720 Dispenser type:
This subclass is indented under subclass 715. Design that includes a provision for dispensing or throwing one or more projectiles.

(1) Note. Includes pitching and throwing machine.

- 721 Retriever:**
This subclass is indented under subclass 715.
Design that includes means to grasp and hold a projectile.
- (1) Note. Includes golf ball retriever.
- (1) Note. Includes a rest or bridge and shuffleboard-type cue.
- SEE OR SEARCH CLASS:
473, Games Using Tangible Projectile, subclasses 44 through 52 for cue.
- 722 Striking, launching, or catching implement:**
This subclass is indented under subclass 698.
Design for implement for hitting, throwing, or capturing a sport-type projectile.
- SEE OR SEARCH THIS CLASS, SUBCLASS:
457, for hoop roller.
775, for ski pole.
- SEE OR SEARCH CLASS:
D29, Equipment for Safety, Protection, and Rescue, subclass 115 for baseball glove; subclass 116 for boxing-type glove.
- 723 Combined type (e.g., jai alai racket, etc.):**
This subclass is indented under subclass 722.
Design that is combined with another article that, if disclosed separately, would be proper design for a subsequent subclass or design patent class.
- (1) Note. Includes jai alai racket
- 724 Lacrosse type:**
This subclass is indented under subclass 723.
Design that can both catch and throw sport projectile.
- 725 Bat, club, or racket:**
This subclass is indented under subclass 722.
Design for implement used for striking balls in baseball, hockey golf, tennis or table tennis, or other sports.
- SEE OR SEARCH CLASS:
473, Games Using Tangible Projectile, subclasses 524 through 557 for racket or paddle; subclass 558 for mallet; subclasses 564-568 for bat
- 726 Cue:**
This subclass is indented under subclass 725.
Design for long, slender, striking stick generally used for billiards or pool.
- 727 Hockey:**
This subclass is indented under subclass 725.
Design for a club with a striking area set at an angle to the stick handle member used for striking a puck.
- 728 Mallet (e.g., croquet or polo type):**
This subclass is indented under subclass 725.
Design for a hammer-type club used in polo or croquet.
- SEE OR SEARCH CLASS:
473, Games Using Tangible Projectile, subclass 558 for mallet.
- 729 Racket or paddle:**
This subclass is indented under subclass 725.
Design for a striking instrument with stringed web used in tennis or solid, oar-shaped striking device used for table tennis.
- (1) Note. Includes element or attachment.
- SEE OR SEARCH CLASS:
473, Games Using Tangible Projectile, subclasses 524 through 552 for racket or paddle.
- 730 Including pierced shaft or throat:**
This subclass is indented under subclass 729.
Design that includes an open area or hole in the elongated, stick handle portion or near the web area.
- 731 Paddle:**
This subclass is indented under subclass 729.
Design for solid, oar-shaped, striking device.
- SEE OR SEARCH CLASS:
473, Games Using Tangible Projectile, subclasses 524 through 552 for paddle.
D12, Transportation, subclass 215 for boat oar or paddle.

- 732 Including strap or loop-style handle:**
This subclass is indented under subclass 731.
Design that includes a handle strip for grasping to encircle the wrist or arm.
- 733 Golf club or golf head:**
This subclass is indented under subclass 725.
Design that is a stick-like, striking instrument with a flared end used for striking golf balls.
- SEE OR SEARCH THIS CLASS, SUB-CLASS:
758, for golf club finger locator.
791, for training aid.
- 734 Adjustable:**
This subclass is indented under subclass 733.
Design that includes a provision for changing alignment between the club and head members.
- 735 Simulative:**
This subclass is indented under subclass 733.
Design that includes an ornamental feature or features that shows the ornamental appearance of an animal either as applied ornamentation or form.
- 736 Putter:**
This subclass is indented under subclass 733.
Design for golf club used to gently strike a golf ball to make it roll.
- 737 Including mirror, prism, or level member:**
This subclass is indented under subclass 736.
Design that includes a visual tool or indicator to aid user.
- 738 Opposed striking surfaces (e.g., mallet type):**
This subclass is indented under subclass 736.
Design that includes a head member with a mallet-type configuration.
- 739 Pierced head:**
This subclass is indented under subclass 736.
Design that includes an opening or hole in the flared striking surface area.
- 740 Splayed or dual hosel:**
This subclass is indented under subclass 736.
Design that includes a head member that connects to the shaft with a double or split tube.
- 741 Hosel centered on striking surface:**
This subclass is indented under subclass 736.
Design wherein the shaft member attaches near or at the center of the head.
- 742 Including alignment aid:**
This subclass is indented under subclass 736.
Design wherein the center of the striking area is visually marked or indicated.
- 743 Distinct V-groove or notch:**
This subclass is indented under subclass 742.
Design wherein the visual indicator is a furrow or inscribed line.
- 744 Plural:**
This subclass is indented under subclass 743.
Design that includes plural furrows or inscribed lines.
- 745 Distended type:**
This subclass is indented under subclass 742.
Design that includes a rounded, extended head member.
- 746 Arrow, line, or dot:**
This subclass is indented under subclass 742.
Design that includes a pointed line or spot.
- 747 Iron:**
This subclass is indented under subclass 733.
Design for special purpose with a striking surface placed at a sharp area with respect to the shaft.
- 748 Including fully rimmed depression or cavity on rear surface:**
This subclass is indented under subclass 747.
Design that includes a depressed area on the back of the striking surface.
- 749 Plural:**
This subclass is indented under subclass 748.
Design that includes more than one depressed area on the back of the striking surface.
- 750 Including textured striking surface:**
This subclass is indented under subclass 747.
Design that includes a pattern on the hitting area

- 751 And alignment aid:**
This subclass is indented under subclass 750. Design that includes pattern on the striking surface and the center of the striking area is visually marked or indicated.
- 752 Including ornamentation or contour on bottom:**
This subclass is indented under subclass 733. Design for that includes an ornamentation configuration on the underside of the head.
- 753 Element or attachment:**
This subclass is indented under subclass 725. Design through 752 that is a part or accessory.
- SEE OR SEARCH CLASS:
D3, Travel Goods, Personal Belongings and Storage or Carrying Articles, subclasses 221 through 225 for belt-attached ball holder or sport article; subclasses 254-262 for case or carrying bag for sport article; subclass 255 for golf bag; subclasses 257-258 for sports ball storage or carrying case; cross-reference art collections 904 for sports accessory case and cross-reference art collection 905 for tackle box.
D4, Brushware, subclass 118 for golf club cleaning bush combined with scraper.
- 754 Cover or press:**
This subclass is indented under subclass 753. Design for protective wrapper or device to keep a racket from becoming warped.
- SEE OR SEARCH CLASS:
D6, Furnishings, subclass 552 for rack or holder for sport articles.
- 755 Press:**
This subclass is indented under subclass 754. Design for keeping a racket from becoming warped.
- (1) Note. Includes press for tennis racket or paddle.
- 756 Grip or shaft:**
This subclass is indented under subclass 753. Design for holding areas or the elongated stick member of a sport striking bat or club.
- 757 Shaft:**
This subclass is indented under subclass 756. Design for the elongated stick or column member for a sport striking bat or club.
- 758 Finger or hand locator:**
This subclass is indented under subclass 753. Design for accessory that indicates the proper placement of the hand, fingers, or thumb.
- 759 Golf specific:**
This subclass is indented under subclass 753. Design for accessory directed specifically to the sport of golf.
- SEE OR SEARCH THIS CLASS, SUBCLASS:
791, for golf-type training aid.
- SEE OR SEARCH CLASS:
D4, Brushware, subclass 118 for golf club cleaning bush combined with scraper.
D3, Travel Goods, Personal Belongings and Storage or Carrying Articles, subclasses 221 through 225 for belt-attached ball holder or sport article; subclasses 254-262 for case or carrying bag for sport article; subclass 255 for golf bag; subclasses 257-258 for sports ball storage or carrying case; cross-reference art collection 904 sports accessory case and cross-reference art collection 905 for tackle box.
- 760 Skate, ski, or skimming device:**
This subclass is indented under subclass 698. Design device for gliding across the surface of a smooth surface, water, snow or ice.
- SEE OR SEARCH CLASS:
D3, Travel Goods, Personal Belongings and Storage or Carrying Articles, subclass 261 for ski or skate and subclass 317 for carrier or case.
D12, Transportation, subclass 10 for sled.
- 761 Ice:**
This subclass is indented under subclass 760. Design for gliding across a frozen, water surface.

- 762 Combined with boot:**
This subclass is indented under subclass 761.
Design that is combined with footwear.
- SEE OR SEARCH CLASS:
D2, Apparel and Haberdashery, subclass 904 for boot with provision for skate or ski.
- 763 Roller:**
This subclass is indented under subclass 760.
Design that includes wheel members.
- (1) Note. Includes roller skate chassis.
- SEE OR SEARCH THIS CLASS, SUB-CLASS:
779, for roller skate wheel.
- 764 In-line type:**
This subclass is indented under subclass 763.
Design wherein the wheel members are aligned in tandem.
- 765 Skateboard:**
This subclass is indented under subclass 763.
Design for small, substantially flat, wheeled platform for rider.
- SEE OR SEARCH THIS CLASS, SUB-CLASS:
817, for skateboard-type ramp.
- 766 Ski:**
This subclass is indented under subclass 760.
Design for an elongated, runner member that curves up at the front end and attaches to a boot for gliding over snow, water, or other slick surface.
- (1) Note. Includes water ski and snowboard.
- (2) Note. Includes tandem-type ski.
- 767 Including seat or handle:**
This subclass is indented under subclass 766.
Design that includes a provision for seated user or includes a projection for grasping by the hand.
- (1) Note. Includes water sled.
- 768 Snowshoe:**
This subclass is indented under subclass 760.
Design for racket-shaped frame with openings or containing interlaced strips that can be attached to the foot or footwear to facilitate walking in deep snow.
- 769 Surfboard or water sled:**
This subclass is indented under subclass 766.
Design for small flat boardlike platform for skimming the surface of the turbulent water or surf.
- 770 Including distinct hand grip or provision therefor:**
This subclass is indented under subclass 769.
Design that includes a projection for grasping by the hand.
- 771 Element, attachment, or accessory:**
This subclass is indented under subclass 760.
Design through 770 that is a part or accessory.
- SEE OR SEARCH CLASS:
D8, Tools and Hardware, subclass 21 for golf cleat wrench.
D32, Washing, Cleaning, or Drying Machine, subclass 47 for ski or cleat scraper.
- 772 Guard:**
This subclass is indented under subclass 771.
Design for protective cover for roller skate wheels or ice skate blade.
- 773 Binding:**
This subclass is indented under subclass 771.
Design for device that attaches footwear to a ski or skate.
- 774 Strap or tether:**
This subclass is indented under subclass 773.
Design for long narrow strip of pliant material or cord used to connect binding to ski to user.
- 775 Ski or skate pole:**
This subclass is indented under subclass 771.
Design for tubular, handheld, sticklike device to aid propulsion of skier or skater.

776 Tip, brake, or protector:

This subclass is indented under subclass 771.
Design member placed at the end of a ski or skate to protect, slow, or stop motion.

777 Tow bar or handle:

This subclass is indented under subclass 771.
Design for hand-grasping element used by skier or skater when being towed or pulled.

778 Skeg or fin:

This subclass is indented under subclass 771.
Design for flat projectile for use with water ski or surfboard.

779 Wheel:

This subclass is indented under subclass 771.
Design for disc or circular members used on skate to permit roll atop another surface.

SEE OR SEARCH THIS CLASS, SUB-CLASS:

563, for wheel for toy vehicle

780 Baseball:

This subclass is indented under subclass 698.
Design for equipment directed to the sport played with a bat and ball and opposing teams on a field with a diamond-shaped course with four bases laid out in diamond pattern not elsewhere provided for.

(1) Note. Includes portable pitching mounds and nontarget training devices.

SEE OR SEARCH THIS CLASS, SUB-CLASS:

713 through 714, for baseball and spherical-type sport projectile.

720, for baseball-throwing machine.

725, for bat.

SEE OR SEARCH CLASS:

D3, Travel Goods, Personal Belongings and Storage or Carrying Articles, subclasses 221 through 225 for belt-attached ball holder or sport article; subclasses 254-262 for case or carrying bag for sport article; subclasses 257-258 for sports ball storage or carrying case.

D10, Measuring, Testing or Signalling Instruments, subclass 46.1 for counter or scorer for game or sport.

D29, Equipment for Safety, Protection and Rescue subclass 111 for catcher's mask; subclass 115 for baseball glove; subclass 118 for baseball-type catcher's mitt.

781 Basketball:

This subclass is indented under subclass 698.
Design for the sport played between teams with the object of throwing a ball through an elevated hoop or basket at ends of a rectangular court not elsewhere provided for.

(1) Note. Includes nontarget training devices.

SEE OR SEARCH THIS CLASS, SUB-CLASS:

701 through 704, for basketball-type goal, hoop, or target

713 through 714, for basketball or spherical sport projectile.

782 Billiards or pool:

This subclass is indented under subclass 698.
Design for equipment used in the sport played on a rectangular, cloth-covered table with raised edges in which a cue is used to hit small hard balls against one another or the sides of the table.

SEE OR SEARCH THIS CLASS, SUB-CLASS:

713 through 714, for billiard or pool ball.

726, for cue.

SEE OR SEARCH CLASS:

473, Games Using Tangible Projectile, subclasses 1 through 53 for billiards or pool equipment

D6, Furnishings, subclass 552 for rack or holder for billiard equipment.

783 Table:

This subclass is indented under subclass 782.
Design for playing surface or support therefor used in billiards or pool.

- SEE OR SEARCH CLASS:
473, Games Using Tangible Projectile, subclasses 4 through 34 for billiard or pool table.
- D6, Furnishings, subclasses 709 through 709.22 for billiard table leg or generic element or table accessory.
- 784 Rectangular perimeter:**
This subclass is indented under subclass 783. Design with four sides.
- 785 Bowling:**
This subclass is indented under subclass 698. Design for accessories used in the sport of rolling a ball down an alley in order to knock down pins.
- SEE OR SEARCH THIS CLASS, SUB-CLASS:
713 through 715, for bowling ball.
- SEE OR SEARCH CLASS:
473, Games Using Tangible Projectile, subclasses 54 through 130 bowling equipment.
- D3, Travel Goods, Personal Belongings and Storage or Carrying Articles, subclasses 254 through 262 for case or carrying bag for sport article; subclasses 257-258 for sports ball storage or carrying case.
- D10, Measuring, Testing, or Signalling Instruments, subclass 46.1 for counter or scorer for game or sport.
- 786 Pin or pin holder:**
This subclass is indented under subclass 785. Design target for bowling ball or support therefor.
- 787 Boxing:**
This subclass is indented under subclass 698. Design for accessories not elsewhere provided for directed to the sport wherein opponents hit or punch one another with padded gloves.
- (1) Note. Includes punching bag.
- SEE OR SEARCH CLASS:
D29, Equipment for Safety, Protection and Rescue, subclass 100 for protective covering for body; subclass 116 for boxing glove; subclasses 120-121 for limb or wrist-protective covering.
- 788 Football:**
This subclass is indented under subclass 698. Design for accessories or articles not elsewhere provided for directed to the sport of wherein an oval projectile is carried on a designated field.
- (1) Note. Includes blocking dummies.
- (2) Note. Includes penalty-type flag.
- SEE OR SEARCH THIS CLASS, SUB-CLASS:
699, for goal.
712, for football.
716, for kicking-type tee.
- SEE OR SEARCH CLASS:
D3, Travel Goods, Personal Belongings and Storage or Carrying Articles, subclasses 254 through 262 for case or carrying bag for sport article; subclasses 257-258 for sports ball storage or carrying case.
- D10, Measuring, Testing, or Signalling Instruments, subclass 46.1 for counter or scorer for game or sport; subclass 119.3 for whistles.
- D29, Equipment For Safety, Protection and Rescue, subclasses 100 for protective covering for body; subclasses 102-107 for cranial-type helmet; subclass 120-121 for limb or wrist protective covering.
- 789 Golf:**
This subclass is indented under subclass 698. Design for accessories or articles not elsewhere provided for directed to the sport played on a course wherein a small, hard ball is hit with various clubs into a hole with as few strokes as possible.
- SEE OR SEARCH THIS CLASS, SUB-CLASS:
319, for golf-type game.
358, for gameboard with golf motif.
707 through 714, for golf projectile.
717 through 719, for tee.
733 through 752, for golf club.

SEE OR SEARCH CLASS:

D3, Travel Goods, Personal Belongings and Storage or Carrying Articles, subclasses 254 through 262 for case or carrying bag for sport article; subclass 255 for golf bag; subclasses 257-258 for sports ball storage or carrying case; subclass 320 for golf bag compartment or divider; subclass 327 for golf bag strap; subclass 328.1 for golf bag holder.

D8, Tools and Hardware, subclasses 21 and 70 for golf cleat wrench.

D10, Measuring, Testing or Signalling Instruments, subclass 46.1 for counter or scorer for game or sport; subclass 70 for designs of range finder instruments.

D29, Equipment for Safety, Protection and Rescue, subclasses 117.1-117.2 for golf glove.

790 Target:

This subclass is indented under subclass 789. Design for object or mark to be hit with a golf ball.

791 Training aid:

This subclass is indented under subclass 789. Design for device or article used to improve golf skills.

SEE OR SEARCH THIS CLASS, SUBCLASS:

759, for golf-training aids that attach to golf club.

792 Mat:

This subclass is indented under subclass 791. Design for thin, rug-type support for standing when swinging golf clubs.

793 Tool or marker:

This subclass is indented under subclass 789. Design for device used to repair or maintain golf equipment or a golf course or an object to indicate a golf ball position or placement.

SEE OR SEARCH CLASS:

D32, Washing, Cleaning or Drying Machine, subclass 47 for cleat scraper.

794 Marker:

This subclass is indented under subclass 793. Design for article to indicate golf ball position or placement only.

795 Including brush:

This subclass is indented under subclass 793. Design for golf-type tool with a bristle-type member.

(1) Note. Includes golf ball washer.

796 Holder or stand:

This subclass is indented under subclass 789. Design to support a golf club.

SEE OR SEARCH CLASS:

D3, Travel Goods, Personal Belongings and Storage or Carrying Articles, subclasses 221 through 230 for generic accessory case; subclasses 254-262 for case or carrying bag for sport article; subclass 255 for golf bag; subclasses 257-258 for sports ball storage or carrying case; subclass 320 for golf bag compartment or divider; subclass 327 for golf bag strap; subclass 328.1 for golf bag holder.

D34, Material or Article Handling Equipment, subclass 27 for accessory tray attachable to a golf cart.

797 Gymnastics:

This subclass is indented under subclass 698. Design for device for the sport of demonstrating athletic agility, strength, balance and muscle coordination.

(1) Note. Includes trampoline.

798 Martial arts (e.g., karate or ju-jitsu):

This subclass is indented under subclass 698. Design for device for fighting-type or self-protection-type athletic activity or sport.

(1) Note. Includes equipment for karate and ju-jitsu.

799.1 Tennis or volleyball:

This subclass is indented under subclass 698. Design for equipment not elsewhere provided for directed to the sport played with rackets and

a light ball by players on a rectangular court divided by a net.

SEE OR SEARCH THIS CLASS, SUB-CLASS:

713 through 714, for projectile or ball.
729 through 732, for racket or paddle.
755, for racket press.

SEE OR SEARCH CLASS:

D6, Furnishings, subclass 552 for racket holder.

799.2 Table tennis:

This subclass is indented under subclass 799.1. Design for ping-pong-type equipment:

(1) Note. Includes ping-pong table

SEE OR SEARCH THIS CLASS, SUB-CLASS:

713 through 714, for projectile or ball.
729 through 732, for racket or paddle.
755, for racket press.

800 Track and field:

This subclass is indented under subclass 698. Design for device for prepared course for athletic, arena-type racing, throwing, or jumping event.

801 Water sports:

This subclass is indented under subclass 698. Design for device for organized, athletic activity played in water.

SEE OR SEARCH CLASS:

D25, Building Units and Construction Elements, subclass 2 for swimming pool; subclass 41.1 for swimming pool grab rail; subclasses 64 and 65 for ladder.

802 Diving board or platform:

This subclass is indented under subclass 801. Design for flexible length of material or structure used by swimmers or divers to spring themselves into water.

(1) Note. Includes element or attachment.

SEE OR SEARCH CLASS:

D25, Building Units and Construction Elements, subclass 2 for swimming pool; subclass 41.1 for swimming pool grab rail; subclasses 64 and 65 for ladder.

803 Swimming or flotation:

This subclass is indented under subclass 801. Design device to aid propulsion or floating of the body on top of water.

804 Body worn or attached:

This subclass is indented under subclass 803. Design that clings or attaches to the human body.

805 Belt or vest type (e.g., life preserver):

This subclass is indented under subclass 804. Device that encircles the human waist or chest area.

(1) Note. Includes life preserver.

806 Fin or flipper:

This subclass is indented under subclass 804. Device for small, thin projection fitted to the body that aids in moving through water.

807 Hand attached:

This subclass is indented under subclass 806. Device that attaches at the wrist or below.

SEE OR SEARCH CLASS:

D29, Equipment for Safety, Protection, and Rescue, subclasses 113 through 117 for sport glove.

808 Simulative:

This subclass is indented under subclass 803. Design that includes an ornamental feature or features that show the ornamental appearance of another article either as applied ornamentation or form.

809 Mattress type:

This subclass is indented under subclass 803. Design for swimming float that is substantially rectangular in configuration.

SEE OR SEARCH CLASS:

D12, Transportation, subclass 316 for raft-type vehicle or platform.

- 810 Underwater tow or hydroplane:**
This subclass is indented under subclass 803. Design for mechanical device used by individual divers for propulsion beneath the surface of the water.
- 811 AMUSEMENT, PLAYGROUND EQUIPMENT or ENTERTAINMENT ARTICLE NOT ELSEWHERE SPECIFIED:**
This subclass is indented under the class definition. Design for amusing structure for children s play or entertainment-type article not elsewhere specified.
- SEE OR SEARCH THIS CLASS, SUBCLASS:
412 through 418, for seesaw or teeter-totter.
797, for trampoline.
- SEE OR SEARCH CLASS:
D10, Measuring, Testing or Signalling Instruments, subclass 119.3 for whistles; subclass 120 for horns.
D11, Jewelry, Symbolic Insignia and Ornaments, subclass 184 for confetti.
D14, Recording, Communication or Information Retrieval Equipment, subclass 372 for virtual reality equipment.
D16, Photography and Optical Equipment, subclass 130 for periscope.
D18, Printing and Office Machinery, subclass 6 for abacus.
D22, Arms, Pyrotechnics, Hunting and Fishing Equipment, subclass 113 for archery or firing range-type target.
D25, Building Units and Construction Elements, subclass 2 for swimming pool.
D26, Lighting, subclasses 37 through 50 for flashlight or lantern.
- 812 Trick, gag, or magic device:**
This subclass is indented under subclass 811. Design for a gimmick-type article or for the art of mysteriously controlling events or effects.
- 813 Fortune teller (e.g., astrological device):**
This subclass is indented under subclass 812. Design for device to tell the future of an individual.
- (1) Note. Includes astrological-type game-board and device.
- 814 Playground equipment or amusement ride apparatus:**
This subclass is indented under subclass 811. Design for heavy-duty structure for children s play used in park areas or ride for an amusement park.
- SEE OR SEARCH THIS CLASS, SUBCLASS:
412 through 418, for seesaw.
- 815 Sandbox or wading pool:**
This subclass is indented under subclass 814. Design for shallow, play-type container that holds granular, sand-type material or water.
- SEE OR SEARCH CLASS:
472, Amusement Devices, subclass 126 for sandbox.
D25, Building Units and Construction Elements, subclass 2 for swimming pool.
- 816 Simulative:**
This subclass is indented under subclass 815. Design that includes an ornamental feature or features that show the ornamental appearance of another article either as applied ornamentation or form.
- 817 Skateboard-type ramp:**
This subclass is indented under subclass 814. Design for curved, slope-type structure for use with skateboard.
- SEE OR SEARCH THIS CLASS, SUBCLASS:
760 through 779, for skate, ski, or skimming device.
- 818 Slide type:**
This subclass is indented under subclass 814. Design for sliding board.
- SEE OR SEARCH CLASS:
472, Amusement Devices, subclasses 116 through 117 for body slide.

- 819 Water slide:**
This subclass is indented under subclass 818.
Design for sliding board that includes a provision for wet or watered surface.
- SEE OR SEARCH CLASS:
472, Amusement Devices, subclass 127 for waterslide.
- 820 Simulative:**
This subclass is indented under subclass 818.
Design that includes an ornamental feature or features that show the ornamental appearance of another article either as applied ornamentation or form.
- 821 Twisted or spiral curvature:**
This subclass is indented under subclass 818.
Design that includes a winding course or surface configuration.
- 822 Including swing:**
Design under 818 that includes a hanging seat or suspended platform that oscillates to and fro.
- 823 Swing:**
This subclass is indented under subclass 814.
Design for a hanging seat or suspended platform that oscillates to and fro.
- SEE OR SEARCH CLASS:
472, Amusement Devices, subclasses 118 through 125 for swing.
- 824 Tire seat type:**
This subclass is indented under subclass 823.
Design that includes seat member with an appearance or form of the covering for a vehicular wheel.
- 825 Simulative:**
This subclass is indented under subclass 823.
Design that includes an ornamental feature or features that show the ornamental appearance of another article either as applied ornamentation or form.
- 826 Climbing:**
This subclass is indented under subclass 814.
Design for structure of joined pipes or the like for children to pull themselves up or down.
- 827 Simulative:**
This subclass is indented under subclass 826.
Design that includes an ornamental feature or features that show the ornamental appearance of another article either as applied ornamentation or form.
- 828 Riding or sitting:**
This subclass is indented under subclass 814.
Design with provision for occupant to ride or sit.
- 829 Ferris wheel type:**
This subclass is indented under subclass 828.
Design for large, revolving, vertical wheel that holds passengers.
- 830 Carousel, roundabout, or whirligig:**
This subclass is indented under subclass 828.
Design for a merry-go-round, rotating, or spinning platform that holds passengers.
- SEE OR SEARCH THIS CLASS, SUBCLASS:
530, for representation or scale model of toy carousel.
- SEE OR SEARCH CLASS:
472, Amusement Devices, subclasses 1 through 47 for roundabout.
- 831 Simulative:**
This subclass is indented under subclass 828.
Design that includes an ornamental feature or features that show the ornamental appearance of another article either as applied ornamentation or form.
- 832 Animate:**
This subclass is indented under subclass 831.
Design that includes an ornamental feature or features that simulate the ornamental appearance of an animal either as applied ornamentation or form.
- 833 Vehicle:**
This subclass is indented under subclass 831.
Design that includes an ornamental feature or features that simulate the ornamental appearance of a means for transportation either as applied ornamentation or form.

834 TENT:
This subclass is indented under the class definition. Design for portable shelter or dwelling usually made of textile material and supported by a framework of poles.

SEE OR SEARCH CLASS:

D2, Apparel and Haberdashery, subclass 719 for sleeping bag.
D3, Travel Goods, Personal Belongings and Storage or Carrying Articles, subclasses 216 through 217 for backpack.
D12, Transportation, subclass 403 for tent designed to attach to a motor vehicle.
D25, Building Units and Construction Elements, subclasses 56 through 57 for canopy or awning.

835 Inflatable type:
This subclass is indented under subclass 834. Design that supports itself with a gas-filled structure.

836 Simulative:
This subclass is indented under subclass 834. Design that includes an ornamental feature or features that show the ornamental appearance of another article either as applied ornamentation or form.

837 Shelter type (e.g., substantially open or without closure):
This subclass is indented under subclass 834. Design for purposes for temporary cover only and is substantially open on one or more sides and lacks a closure member.

838 Single occupant type:
This subclass is indented under subclass 834. Design that is intended to hold one person.

839 Element or attachment:
This subclass is indented under subclass 834. Design through 838 that is a part or accessory.

840 Stake:
This subclass is indented under subclass 839. Design for ground insertion member.

SEE OR SEARCH CLASS:

D8, Tools and Hardware, subclasses 388 through 393 for generic-type, piercing-type fastener.

CROSS-REFERENCE ART COLLECTIONS

900 BACKGAMMON GAME or GAMEBOARD:

This subclass is indented under the class definition. Subject matter under this cross-reference art collection is a collection of design and utility patent cross-reference documents that are titled or show designs for backgammon games and gameboards. Since these designs vary in scope and appearance, this subject matter does not lend itself to a classic array of subclasses

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