SECTION A — HUMAN NECESSITIES

A63   SPORTS; GAMES; AMUSEMENTS

A63B   **APPARATUS FOR PHYSICAL TRAINING, GYMNASTICS, SWIMMING, CLIMBING, OR FENCING; BALL GAMES; TRAINING EQUIPMENT** (apparatus for passive exercising, massage A61H)

<u>Subclass index</u>

Gymnastic exercising apparatus [3]

1/00   **Horizontal bars for gymnastics [1, 2006.01]**
1/04   • Cleaning the rods **[1, 2006.01]**

3/00   **Parallel bars or similar gymnastic apparatus [1, 2006.01]**

4/00   **Balance beams [5, 2006.01]**

5/00   **Apparatus for jumping** (mats for jumping A63B 6/00; for racing or riding sports, e.g. hurdles, A63K) **[1, 5, 2006.01]**
5/02   • High-jumping posts **[1, 2006.01]**
5/04   • • Ropes therefor **[1, 2006.01]**
5/06   • Vaulting poles **[1, 2006.01]**
5/08   • Spring-boards (of trampoline type A63B 5/11) **[1, 5, 2006.01]**
5/10   • • for aquatic sports **[1, 2006.01]**
5/11   • Trampolines **[5, 2006.01]**
5/12   • Bolster vaulting apparatus, e.g. horses, bucks, tables **[1, 2006.01]**
5/16   • Training devices for jumping; Devices for balloon-jumping; Jumping aids **[1, 2006.01]**
5/20   • Skipping-ropes **[1, 2006.01]**
5/22   • Foot obstacles for skipping **[1, 2006.01]**

6/00   **Mats or the like for absorbing shocks for jumping, gymnastics or the like [5, 2006.01]**
6/02   • for landing, e.g. for pole vaulting **[5, 2006.01]**

7/00   **Freely-suspended gymnastic apparatus [1, 2006.01]**
7/02   • Swinging rings; Trapezes **[1, 2006.01]**
7/04   • Climbing-ropes **[1, 2006.01]**
7/06   • Rotors with hanging ropes **[1, 2006.01]**
7/08   • Apparatus for rope-dancing **[1, 2006.01]**

9/00   **Climbing poles, frames, or stages [1, 2006.01]**

15/00   **Clubs for gymnastics or the like [1, 2006.01]**
15/02   • with illuminating devices **[1, 2006.01]**

17/00   **Exercising apparatus combining several parts such as ladders, rods, beams, slides [1, 2006.01]**
17/02   • rigidly combined **[1, 2006.01]**
17/04   • separable **[1, 2006.01]**

19/00   **Hoop exercising apparatus [1, 2006.01]**
19/02   • Freely-movable rolling hoops, e.g. gyrowheels **[1, 2006.01]**
19/04   • movably supported on a framework **[1, 2006.01]**

21/00   **Exercising apparatus for developing or strengthening the muscles or joints of the body by working against a counterforce, with or without measuring devices** (electric or electronic controls therefor A63B 24/00) **[1, 2006.01]**
21/002   • isometric or isokinetic, i.e. substantial force variation without substantial muscle motion **[5, 2006.01]**
21/005   • using electromagnetic or electric force-resisters **[5, 2006.01]**

21/008	•	using hydraulic or pneumatic force-resisters **[5, 2006.01]**
21/012	•	using frictional force-resisters **[5, 2006.01]**
21/015	• •	including rotating or oscillating elements **[5, 2006.01]**
21/018	• •	including a rope moving relative to the surface of elements **[5, 2006.01]**
21/02	•	using resilient force-resisters **[1, 5, 2006.01]**
21/04	• •	attached to static foundation **[1, 2006.01]**
21/045	• •	having torsion element **[5, 2006.01]**
21/05	• •	Linearly-compressed elements **[5, 2006.01]**
21/055	• •	extension element type **[5, 2006.01]**
21/06	•	User-manipulated weights **[1, 5, 2006.01]**
21/062	• •	including guide for vertical array of weights **[5, 2006.01]**
21/065	• •	worn on user's body **[5, 2006.01]**
21/068	• •	using user's body weight **[5, 2006.01]**
21/072	• •	Dumb-bells, bar-bells or the like **[5, 2006.01]**
21/075	• • •	with variable weights **[5, 2006.01]**
21/078	• •	Devices for bench press exercises **[5, 2006.01]**
21/08	• •	anchored at one end **[1, 2006.01]**
21/16	•	Supports for anchoring force-resisters **[1, 2006.01]**
21/22	•	Resisting devices with rotary bodies **[1, 2006.01]**
21/28	•	Devices for two persons operating in opposition **[1, 2006.01]**

22/00   **Exercising apparatus specially adapted for conditioning the cardio-vascular system, for training agility or co-ordination of movements** (force-resisting aspects A63B 21/00; electric or electronic controls therefor A63B 24/00) **[5, 2006.01]**

22/02	•	with movable endless bands **[5, 2006.01]**
22/04	•	with movable steps **[5, 2006.01]**
22/06	•	with rotating cycling movement (support stands for bicycles A63B 69/16; unicycles B62K 1/00) **[5, 2006.01]**
22/08	• •	for the legs **[5, 2006.01]**
22/10	• •	for the arms **[5, 2006.01]**
22/12	• •	for legs and arms simultaneously **[5, 2006.01]**
22/14	•	Platforms for reciprocating rotating motion about a vertical axis **[5, 2006.01]**
22/16	•	Platforms for rocking motion about a horizontal axis; Balancing drums; Balancing boards or the like **[5, 2006.01]**
22/18	•	with elements having a circulating or rotating movement, generated by oscillating movement of the user (hoop exercising apparatus A63B 19/00) **[5, 2006.01]**
22/20	•	using rollers, wheels, castors or the like to be moved over the floor or other surface during exercising **[5, 2006.01]**

23/00   **Exercising apparatus specially adapted for particular parts of the body** (A63B 22/00 takes precedence; force-resisting aspects A63B 21/00; electric or electronic controls therefor A63B 24/00; devices for exercising or strengthening of fingers or arms in teaching operation of keyboards G09B, e.g. G09B 15/06) **[1, 5, 2006.01]**

23/02	•	for the abdomen, the spinal column, the torso, or the shoulders **[1, 2006.01]**
23/025	•	for the head or neck **[5, 2006.01]**
23/03	• •	for face muscles **[5, 2006.01]**
23/035	•	for limbs, i.e. upper or lower limbs, e.g. simultaneously **[5, 2006.01]**
23/04	• •	for lower limbs **[1, 5, 2006.01]**

23/08	• • •	for ankle-joints **[5, 2006.01]**
23/10	• • •	for feet or toes **[5, 2006.01]**
23/12	• •	for upper limbs **[5, 2006.01]**
23/14	• • •	for wrist-joints **[5, 2006.01]**
23/16	• • •	for hands or fingers **[5, 2006.01]**
23/18	•	for improving respiratory function **[5, 2006.01]**
23/20	•	for vaginal muscles **[5, 2006.01]**

24/00   **Electric or electronic controls for exercising apparatus of groups A63B 1/00-A63B 23/00 [5, 2006.01]**

25/00   **Stilts or the like [1, 2006.01]**

25/02	•	Elastic stilts **[1, 2006.01]**
25/04	•	with wheels **[1, 2006.01]**
25/06	•	Shoes formed with stilts to elongate the step **[1, 2006.01]**
25/08	•	Hopping-sticks, e.g. pogo sticks **[1, 2006.01]**
25/10	•	Elastic bouncing shoes fastened to the foot **[1, 2006.01]**

26/00   **Exercising apparatus not covered by groups A63B 1/00-A63B 25/00 [5, 2006.01]**

Climbing; Mountaineering

27/00   **Apparatus for climbing poles, trees, or the like** (safety belts for climbers A62B 35/00) **[1, 2006.01]**

| 27/02 | • | Climbing devices for round poles attachable to the feet **[1, 2006.01]** |
| 27/04 | • | Climbing devices for profile poles attachable to the feet **[1, 2006.01]** |

29/00   **Apparatus for mountaineering** (helmets A42B 3/00; non-skid devices or attachments for footwear, e.g. crampons, A43C 15/00; breathing masks or helmets for use at high altitudes A62B 18/00; picks B25D 7/00) **[1, 3, 2006.01]**

29/02	•	Mountain guy-ropes or accessories, e.g. avalanche ropes; Means for indicating the location of accidentally buried, e.g. snow-buried, persons **[1, 2006.01]**
29/04	•	Steps for climbing (for permanent fixing E06C 9/04) **[1, 2006.01]**
29/08	•	Hand equipment for climbers **[1, 2006.01]**

Swimming

31/00   **Swimming aids** (teaching swimming A63B 69/10-A63B 69/14; life-saving in water B63C 9/00) **[1, 2006.01]**

31/02	•	Swimming gloves **[1, 2006.01]**
31/04	• •	with arrangements for enlarging the propulsive surface **[1, 2006.01]**
31/08	•	Swim fins, flippers or other swimming aids held by, or attachable to, the hands, arms, feet or legs (A63B 31/18 takes precedence; worn as gloves A63B 31/02) **[1, 3, 2006.01]**
31/10	• •	held by, or attachable to, the hands or feet **[1, 3, 2006.01]**
31/11	• • •	attachable only to the feet **[3, 2006.01]**
31/12	• •	held by, or attachable to, the arms or legs **[1, 3, 2006.01]**
31/14	• •	with valve-flaps **[1, 2006.01]**
31/16	• •	with arrangements for varying the size of the swimming surface **[1, 2006.01]**

31/18 • Swimming appliances with propulsive effect for hands and feet simultaneously **[1, 2006.01]**

33/00 **Swimming equipment attachable to the head, e.g. swim caps or goggles** (diving masks B63C 11/12; breathing aids, e.g. snorkels, B63C 11/18) **[1, 2006.01]**

35/00 **Swimming framework with driving mechanisms operated by the swimmer or by a motor** (other vessels or like floating structures for pleasure or sport B63B 32/00, B63B 34/00; divers' sleds or like craft B63C 11/46) **[1, 2006.01]**
35/02 • shaped like a fish tail **[1, 2006.01]**
35/04 • with paddle wheels **[1, 2006.01]**
35/06 • with twin-bladed paddles or buoyant members **[1, 2006.01]**
35/08 • with propeller propulsion **[1, 2006.01]**
35/10 • • operated by the swimmer **[1, 2006.01]**
35/12 • • operated by a motor **[1, 2006.01]**

Balls

37/00 **Solid balls; Marbles** (heavy throwing-balls A63B 65/06) **[1, 2006.01]**
37/02 • Special cores **[1, 2006.01]**
37/04 • • Rigid cores **[1, 2006.01]**
37/06 • • Elastic cores **[1, 2006.01]**
37/08 • • Liquid cores; Plastic cores **[1, 2006.01]**
37/10 • • with eccentric centre of gravity **[1, 2006.01]**
37/12 • Special coverings **[1, 2006.01]**
37/14 • Special surfaces **[1, 2006.01]**

39/00 **Hollow non-inflatable balls [1, 2006.01]**
39/02 • Arrangements for maintaining the pressure **[1, 2006.01]**
39/04 • • Pricking balls **[1, 2006.01]**
39/06 • Special coverings **[1, 2006.01]**
39/08 • • made of two halves **[1, 2006.01]**

41/00 **Hollow inflatable balls [1, 2006.01]**
41/02 • Bladders **[1, 2006.01]**
41/04 • • Closures therefor **[1, 2006.01]**
41/08 • Ball covers; Closures therefor **[1, 2006.01]**
41/10 • Bladder and cover united **[1, 2006.01]**
41/12 • Tools or devices for blowing up or closing balls **[1, 2006.01]**

43/00 **Balls with special arrangements [1, 2006.01]**
43/02 • with a handle **[1, 2006.01]**
43/04 • with an eccentric centre of gravity or with mechanism for changing the centre of gravity (solid balls A63B 37/10) **[1, 2006.01]**
43/06 • with illuminating devices **[1, 2006.01]**

45/00 **Apparatus or methods for manufacturing balls** (working of plastics or substances in a plastic state B29) **[1, 2006.01]**
45/02 • Marking of balls **[1, 2006.01]**

47/00 **Devices for handling or treating balls [1, 2006.01]**
47/02 • for picking-up **[1, 2006.01]**
47/04 • for cleaning balls (apparatus for cleaning balls, as accessories for bowling- or table alleys A63D 5/10) **[1, 2006.01]**

Rackets, bats, or other accessories for ball games

Note(s) [2015.01]
1. When classifying in groups A63B 49/00, A63B 53/00 or A63B 59/00, subject matter related to details or accessories of golf clubs, bats, rackets or the like are further classified in group A63B 60/00.
2. When classifying in groups A63B 49/00-A63B 60/00, it is desirable to add the indexing codes of group A63B 102/00.

49/00 **Stringed rackets, e.g. for tennis** (strings therefor A63B 51/00) **[1, 2006.01, 2015.01]**
49/02 • Frames **[1, 2006.01, 2015.01]**
49/022 • • String guides on frames, e.g. grommets **[2015.01]**
49/025 • • Means on frames for clamping string ends **[2015.01]**
49/028 • • Means for achieving greater mobility of the string bed **[2015.01]**
49/03 • • characterised by throat sections, i.e. sections or elements between the head and the shaft **[2015.01]**
49/032 • • • T-shaped connection elements **[2015.01]**
49/035 • • with easily dismountable parts, e.g. heads, shafts or grips **[2015.01]**
49/038 • • with head subframes for replacing strings **[2015.01]**
49/08 • • with special construction of the handle **[1, 2006.01, 2015.01]**
49/10 • • made of non-metallic materials, other than wood **[1, 2006.01, 2015.01]**
49/11 • • • with inflatable tubes, e.g. inflatable during fabrication **[2015.01]**
49/12 • • made of metal **[1, 2006.01, 2015.01]**
49/14 • • Protection devices on the frame **[1, 2006.01, 2015.01]**

51/00 **Stringing tennis, badminton or like rackets; Strings therefor; Maintenance of racket strings [1, 2006.01, 2015.01]**
51/005 • Devices for measuring the tension of strings (for controlling the tension during stringing A63B 51/14) **[2015.01]**
51/01 • Pre-woven string-sets ready for insertion into a frame **[2015.01]**
51/015 • String-aligning tools **[2015.01]**
51/02 • Strings; String substitutes; Products applied on strings, e.g. for protection against humidity or wear **[1, 2006.01, 2015.01]**
51/04 • • Sheet-like structures used as substitutes **[1, 2006.01]**
51/06 • Double-sided stringing **[1, 2006.01]**
51/08 • Diagonal stringing **[1, 2006.01]**
51/10 • Reinforcements for stringing **[1, 2006.01, 2015.01]**
51/11 • • Intermediate members for the cross-points of the strings **[2015.01]**
51/12 • Devices arranged in or on the racket for adjusting the tension of the strings **[1, 2006.01]**
51/14 • Arrangements for stringing, e.g. for controlling the tension of the strings during stringing **[1, 2006.01]**
51/16 • • Apparatus for stringing while manufacturing **[1, 2006.01]**

53/00 **Golf clubs [1, 2006.01, 2015.01]**
53/02 • Joint structures between the head and the shaft **[1, 2006.01, 2015.01]**
53/04 • Heads **[1, 2006.01, 2015.01]**

53/06	• • adjustable **[1, 2006.01, 2015.01]**
53/08	• with special arrangements for obtaining a variable impact **[1, 2006.01, 2015.01]**
53/10	• Non-metallic shafts **[1, 2006.01, 2015.01]**
53/12	• Metallic shafts **[1, 2006.01, 2015.01]**
53/14	• Handles **[1, 2006.01, 2015.01]**
55/00	**Bags for golf clubs; Stands for golf clubs for use on the course; Wheeled carriers specially adapted for golf bags [1, 2006.01, 2015.01]**
55/10	• Stands for golf clubs for use on the course **[1, 2006.01]**
55/20	• with special receptacles for the balls **[2015.01]**
55/30	• Bags with wheels **[2015.01]**
55/40	• Bags with partitions or club holders **[2015.01]**
55/50	• Supports, e.g. with devices for anchoring to the ground **[2015.01]**
55/53	• • with legs opening automatically upon putting the bag on the ground **[2015.01]**
55/57	• • Bags with tripod or like set-up stands **[2015.01]**
55/60	• Wheeled carriers specially adapted for golf bags **[2015.01]**
57/00	**Golfing accessories [1, 2006.01, 2015.01]**
57/10	• Golf tees **[2015.01]**
57/12	• • attached to straps **[2015.01]**
57/13	• • foldable or separable **[2015.01]**
57/15	• • height-adjustable **[2015.01]**
57/16	• • Brush-type tees **[2015.01]**
57/18	• • with writing means **[2015.01]**
57/19	• • with direction indicators **[2015.01]**
57/20	• Holders, e.g. of tees or of balls **[2015.01]**
57/30	• Markers **[2015.01]**
57/35	• • with magnets **[2015.01]**
57/40	• Golf cups or holes **[2015.01]**
57/50	• specially adapted for course maintenance **[2015.01]**
57/60	• Cleaning or maintenance of golf clubs, putters, shoes or other golf accessories (devices for cleaning handles or grips of golf clubs or putters A63B 60/36) **[2015.01]**
59/00	**Bats, rackets or the like, not covered by groups A63B 49/00-A63B 57/00 [1, 2006.01, 2015.01]**
	Note(s) [2015.01]
	In this group, the term "ball" also covers pucks or other objects to be hit during the game.
59/20	• having means, e.g. pockets, netting or adhesive type surfaces, for catching or holding a ball, e.g. for lacrosse or pelota **[2015.01]**
59/30	• forming hand-held throwing or catching aids for use with rings, discs, wheels or cylindrical throwing-bodies, or for use with balls having a central bore **[2015.01]**
59/40	• Rackets or the like with flat striking surfaces for hitting a ball in the air, e.g. for table tennis **[2015.01]**
59/42	• • with solid surfaces **[2015.01]**
59/45	• • • Rubber parts thereof; characterised by bonding between a rubber part and the racket body **[2015.01]**
59/48	• • with perforated surfaces **[2015.01]**
59/50	• Substantially rod-shaped bats for hitting a ball in the air, e.g. for baseball **[2015.01]**
59/51	• • made of metal **[2015.01]**
59/52	• • made of wood or bamboo **[2015.01]**
59/54	• • made of plastic **[2015.01]**

59/55	• • with non-circular cross-section **[2015.01]**
59/56	• • characterised by the head **[2015.01]**
59/58	• • characterised by the shape (A63B 59/55, A63B 59/56 take precedence) **[2015.01]**
59/59	• • with sound generators, e.g. with internal movable members therefor **[2015.01]**
59/60	• of mallet type, e.g. for croquet **[2015.01]**
59/70	• with bent or angled lower parts for hitting a ball on the ground, on an ice-covered surface, or in the air, e.g. for hockey or hurling **[2015.01]**
59/80	• Circular bats or paddles not provided for in groups A63B 59/20-A63B 59/70 **[2015.01]**
60/00	**Details or accessories of golf clubs, bats, rackets or the like [2015.01]**
60/02	• Ballast means for adjusting the centre of mass (A63B 60/24, A63B 60/54 take precedence) **[2015.01]**
60/04	• • Movable ballast means **[2015.01]**
60/06	• Handles **[2015.01]**
60/08	• • characterised by the material **[2015.01]**
60/10	• • with means for indicating correct holding positions (A63B 60/12 takes precedence) **[2015.01]**
60/12	• • contoured according to the anatomy of the user's hand **[2015.01]**
60/14	• • Coverings specially adapted for handles, e.g. sleeves or ribbons **[2015.01]**
60/16	• • Caps; Ferrules **[2015.01]**
60/18	• • with means for cooling, ventilating or sweat-reduction, e.g. holes or powder dispensers **[2015.01]**
60/20	• • with two handgrips **[2015.01]**
60/22	• • Adjustable handles **[2015.01]**
60/24	• • • Weighted handles **[2015.01]**
60/26	• • • with adjustable stiffness **[2015.01]**
60/28	• • • with adjustable length **[2015.01]**
60/30	• • • with adjustable circumference **[2015.01]**
60/32	• • with means for changing the angular position of the handle about its longitudinal axis **[2015.01]**
60/34	• • with the handle axis different from the main axis of the implement **[2015.01]**
60/36	• Devices for cleaning handles or grips **[2015.01]**
60/38	• Structurally associated means for storing and dispensing balls **[2015.01]**
60/40	• having holding means provided inside, on the edge or on the rear face of the striking surface **[2015.01]**
60/42	• Devices for measuring, verifying, correcting or customising the inherent characteristics of golf clubs, bats, rackets or the like, e.g. measuring the maximum torque a batting shaft can withstand **[2015.01]**
60/44	• • Presses for stringed rackets **[2015.01]**
60/46	• Measurement devices associated with golf clubs, bats, rackets or the like for measuring physical parameters relating to sporting activity, e.g. baseball bats with impact indicators or bracelets for measuring the golf swing **[2015.01]**
60/48	• with corrugated cross-section **[2015.01]**
60/50	• with through-holes (A63B 60/18 takes precedence; for stringing purposes A63B 49/00) **[2015.01]**
60/52	• with slits **[2015.01]**
60/54	• with means for damping vibrations **[2015.01]**
60/56	• Devices for protection, storage or transport, e.g. stands or cases **[2015.01]**
60/58	• • specially adapted for rackets **[2015.01]**
60/60	• • specially adapted for bats **[2015.01]**

60/62	• •	specially adapted for clubs, e.g. head covers **[2015.01]**
60/64	• • •	Sheaths for golf clubs **[2015.01]**

61/00 **Tennis nets or accessories for tennis or like games [1, 2006.01]**

61/02	•	Posts; Revolvably-mounted posts **[1, 2006.01]**
61/04	•	Straining or adjusting devices for nets **[1, 2006.01]**

63/00 **Targets or goals for ball games** (golf cups A63B 57/40) **[1, 2006.01]**

63/02	•	rigidly mounted (A63B 63/08 takes precedence) **[1, 3, 2006.01]**
63/04	•	adjustably or pivotally mounted (A63B 63/08 takes precedence) **[1, 3, 2006.01]**
63/06	•	Revolving targets **[1, 2006.01]**
63/08	•	with horizontal opening for ball, e.g. for basketball **[3, 2006.01]**

65/00 **Implements for throwing** (throwing toys A63H 33/18) **[1, 2006.01]**

65/02	•	Darts, spears or the like **[1, 2006.01]**
65/04	•	Throwing-hammers **[1, 2006.01]**
65/06	•	Heavy throwing-balls **[1, 2006.01]**
65/08	•	Boomerangs **[1, 2006.01]**
65/10	•	Discus discs; Quoits **[1, 2006.01]**
65/12	•	Ball-throwing apparatus with or without catchers **[1, 2006.01]**

67/00 **Sporting games or accessories therefor, not provided for in groups A63B 1/00-A63B 65/00 [1, 2006.01]**

67/02	•	Special golf games, e.g. miniature golf **[1, 2006.01]**
67/04	•	Table games physically beneficial for the human body, modelled on outdoor sports, e.g. table tennis (other table games A63F) **[1, 2006.01]**
67/06	•	Ring or disc tossing games **[1, 2006.01]**
67/08	•	Juggling or spinning ball games played as games of skill (A63B 67/16 takes precedence) **[1, 2006.01, 2019.01]**
67/10	•	Games with thread-suspended or swingably- mounted bodies, e.g. balls, pointed bodies shaped as birds, animals, or the like, for aiming at and hitting targets (games using a bat with a ball tethered thereto A63B 67/20; pin games with tethered balls A63D 7/00) **[1, 2006.01]**
67/12	•	Flip games **[1, 2006.01]**
67/14	•	Curling stone; Shuffleboard; Similar sliding games **[1, 2006.01]**
67/16	•	Diabolos or similar thrown and caught spinning tops; Throwing and catching devices therefor **[1, 2006.01, 2019.01]**
67/18	•	Badminton or similar games with feathered missiles **[1, 2006.01, 2016.01]**
67/183	• •	Feathered missiles **[2016.01]**
67/187	• • •	Shuttlecocks **[2016.01]**
67/19	• • • •	with several feathers connected to each other **[2016.01]**
67/193	• • • •	with all feathers made in one piece **[2016.01]**
67/197	• • •	with special functions, e.g. light emission or sound generation **[2016.01]**
67/20	•	Games using a bat with a ball tethered thereto **[3, 2006.01]**
67/22	• •	the bat having one or more holes therein **[3, 2006.01]**

69/00 **Training appliances or apparatus for special sports** (training of parachutists B64D 23/00) **[1, 2006.01]**

69/02	•	for fencing **[1, 2006.01]**
69/04	•	simulating the movement of horses (toy animals for riding A63G 19/00) **[1, 2006.01]**
69/06	•	for rowing or sculling **[1, 2006.01]**
69/08	• •	with water-filled pools **[1, 2006.01]**
69/10	•	Swimming instruction apparatus for use without water **[1, 2006.01]**
69/12	•	Arrangements in swimming pools for teaching swimming **[1, 2006.01]**
69/14	• •	Teaching frames for swimming **[1, 2006.01]**
69/16	•	for cycling **[1, 2006.01]**
69/18	•	for skiing **[1, 2006.01]**
69/20	•	Punching balls **[1, 2006.01]**
69/22	• •	mounted on, or suspended from, a fixed support **[1, 2006.01]**
69/24	• •	mounted on, or suspended from, a movable support **[1, 2006.01]**
69/26	• • •	attached to the human body **[1, 2006.01]**
69/28	• •	Attachments located on the balls at opposite points **[1, 2006.01]**
69/30	• • •	Resilient attachments **[1, 2006.01]**
69/32	• •	with indicating devices **[1, 2006.01]**
69/34	•	Boxing or football dummies **[1, 2006.01]**
69/36	•	for golf **[1, 2006.01]**
69/38	•	for tennis **[1, 2006.01]**
69/40	•	Stationarily-arranged devices for projecting balls (traps for clay-pigeon targets F41J 9/18) **[1, 2006.01]**

71/00 **Games or sports accessories not covered in groups A63B 1/00-A63B 69/00** (starting appliances A63K 3/02) **[1, 2006.01]**

71/02	•	for large-room or outdoor sporting games **[1, 2006.01]**
71/04	•	for small-room or indoor sporting games **[1, 2006.01]**
71/06	•	Indicating or scoring devices for games or players **[1, 2006.01]**
71/08	•	Body-protectors for players or sportsmen (protective clothing or garments for sporting purposes A41D 13/00) **[1, 2006.01]**
71/10	• •	for the head (in the form of caps or hats A42B 1/08; helmets A42B 3/00) **[1, 2006.01]**
71/12	• •	for the body or the legs **[1, 2006.01]**
71/14	• •	for the hands, e.g. baseball, boxing, or golfing gloves (archer's finger tabs F41B 5/16) **[1, 2006.01]**
71/16	• • •	air-filled **[1, 2006.01]**

Indexing scheme associated with groups A63B 49/00-A63B 61/00 relating to the type of sport [2015.01]

102/00 **Application of clubs, bats, rackets or the like to the sporting activity [2015.01]**

102/02	•	Tennis **[2015.01]**
102/04	•	Badminton **[2015.01]**
102/06	•	Squash **[2015.01]**
102/08	•	Paddle tennis, padel tennis or platform tennis **[2015.01]**
102/10	•	Battledore **[2015.01]**
102/12	•	Hanetsuki **[2015.01]**
102/14	•	Lacrosse **[2015.01]**
102/16	•	Table tennis **[2015.01]**

102/18	• Baseball, rounders or similar games **[2015.01]**	102/30	• Floorball **[2015.01]**
102/20	• Cricket **[2015.01]**	102/32	• Golf **[2015.01]**
102/22	• Hockey **[2015.01]**	102/34	• Polo **[2015.01]**
102/24	• Ice hockey **[2015.01]**	102/36	• Croquet **[2015.01]**
102/26	• Hurling **[2015.01]**	102/38	• Gateball **[2015.01]**
102/28	• Bandy **[2015.01]**		

A63C   **SKATES; SKIS; ROLLER SKATES; DESIGN OR LAYOUT OF COURTS, RINKS OR THE LIKE** (water skis B63B 32/00, B63B 34/00) **[5]**

Subclass index

SKATES
    Ice skates...1/00, 3/00
    Roller skates...17/00
SKIS, SNOW SHOES
    Snow skis..5/00-11/00
    Snow shoes...13/00
PLAYING-COURTS, RINKS, BOWLING GREENS OR AREAS FOR WATER-SKIING, COVERS
THEREFOR...19/00

Skates; Accessories for skating

1/00   **Skates** (roller skates or skate boards A63C 17/00) **[1, 2006.01]**
1/02   • rigidly mounted on the sole of the boot **[1, 2006.01]**
1/04   • fastened by means of clamps **[1, 2006.01]**
1/06   • • with sole and heel plates each equipped with clamps **[1, 2006.01]**
1/08   • • with simultaneously-tightened sole and heel clamps **[1, 2006.01]**
1/10   • • tightened by the movement of the foot **[1, 2006.01]**
1/12   • • tightened by lateral swinging or shifting of the blade or of the whole skate **[1, 2006.01]**
1/14   • • tightened by means of springs **[1, 2006.01]**
1/16   • • Special structure of the clamp fastening devices **[1, 2006.01]**
1/18   • fastened by means of straps **[1, 2006.01]**
1/20   • with fastening means on special metal parts **[1, 2006.01]**
1/22   • with special foot-plates of the boot **[1, 2006.01]**
1/24   • • Elastic plates **[1, 2006.01]**
1/26   • • divided into two parts permitting adjustment to the size of the foot **[1, 2006.01]**
1/28   • • Pivotally-mounted plates **[1, 2006.01]**
1/30   • with special blades **[1, 2006.01]**
1/32   • • Special constructions of the simple blade **[1, 2006.01]**
1/34   • • Multi-part blades **[1, 2006.01]**
1/36   • • with several blades **[1, 2006.01]**
1/38   • of the tubular type **[1, 2006.01]**
1/40   • manufactured of one piece of material **[1, 2006.01]**
1/42   • Manufacture of skates **[1, 2006.01]**

3/00   **Accessories for skates [1, 2006.01]**
3/02   • Supports for the foot-joint (footwear with foot-supporting parts A43B 7/14) **[1, 2006.01]**
3/04   • Supporting frames or gliders for skaters **[1, 2006.01]**
3/06   • Supports for use whilst strapping skates on to boots **[1, 2006.01]**
3/08   • Special spikes for the blades of skates **[1, 2006.01]**
3/10   • Auxiliary devices for sharpening blades **[1, 2006.01]**
3/12   • Guards for skate blades **[1, 2006.01]**
3/14   • Keys for skates **[1, 2006.01]**

Skis or snowboards; Accessories therefor

5/00   **Skis or snowboards** (sledges with runners, e.g. ski-bobs, B62B 13/00; runners for sledges B62B 17/02; runners for carrying wheeled vehicles to facilitate travel on snow or ice B62B 19/00) **[1, 2006.01]**
5/02   • collapsible; divided **[1, 2006.01]**
5/025   • Short skis **[4, 2006.01]**
5/03   • Mono skis; Snowboards **[4, 2006.01]**
5/035   • with ground engaging rolls or belts **[4, 2006.01]**
5/04   • Structure of the surface thereof **[1, 4, 2006.01]**
5/044   • • of the running sole **[4, 2006.01]**
5/048   • • of the edges **[4, 2006.01]**
5/052   • • of the tips or rear ends **[4, 2006.01]**
5/056   • • Materials for the running sole **[4, 2006.01]**
5/06   • with special devices thereon, e.g. steering devices **[1, 2006.01]**
5/065   • • Anti-crossing devices **[4, 2006.01]**
5/07   • • comprising means for adjusting stiffness **[1, 2006.01]**
5/075   • • Vibration-dampers **[4, 2006.01]**
5/08   • motor-driven (A63C 5/035 takes precedence) **[1, 4, 2006.01]**
5/11   • combined with sails or the like **[4, 2006.01, 2020.01]**

Note(s) [2020.01]

When classifying in this group, details of sail or rigging arrangements which are suited for marine wind propulsion are also classified in the relevant groups of subclass B63H, e.g. in groups B63H 8/00, B63H 9/04.

5/12   • Making thereof; Selection of particular materials (materials for the running sole A63C 5/056) **[1, 4, 2006.01]**
5/14   • • using synthetic materials; having a plurality of bonded layers **[4, 2006.01]**

5/16	• Devices enabling skis to be used whilst held in a particular configuration with respect to each other, e.g. for training purposes **[4, 2006.01]**

7/00 Devices preventing skis from slipping back; Ski-stoppers or ski-brakes [1, 4, 2006.01]

7/02	• Skins; Substitutes for skins **[1, 2006.01]**
7/04	• Fastening-devices for skins **[1, 2006.01]**
7/06	• Tooth-shaped running sole-plates **[1, 2006.01]**
7/08	• Stoppage blades attachable to the skis in such manner that these blades are permanently in the operative position **[1, 2006.01]**
7/10	• Hinged stoppage blades attachable to the skis in such manner that these blades can be moved out of the operative position **[1, 2006.01]**
7/12	• Ski crampons preventing lateral slipping **[1, 2006.01]**

9/00 Ski bindings [1, 2006.01, 2012.01]

9/02	• Non-self-releasing bindings with swivel sole-plate or swivel parts, i.e. Ellefsen-type **[1, 2006.01, 2012.01]**
9/04	• Non-self-releasing long strap bindings **[1, 2006.01, 2012.01]**
9/06	• Non-self-releasing heel-engaging cable bindings fastened to the front end of the ski **[1, 2006.01, 2012.01]**
9/08	• yieldable or self-releasing in the event of an accident, i.e. safety bindings **[1, 2006.01, 2012.01]**
9/081	• • with swivel sole-plate **[1, 2006.01, 2012.01]**
9/082	• • with swivel heel-plate **[1, 2006.01, 2012.01]**
9/083	• • with loosenable cable strap **[1, 2006.01, 2012.01]**
9/084	• • with heel hold-downs, e.g. swingable **[1, 2006.01, 2012.01]**
9/085	• • with sole hold-downs, e.g. swingable **[1, 2006.01, 2012.01]**
9/086	• • using parts which are fixed on the shoe of the user and are releasable from the ski binding **[1, 2006.01, 2012.01]**
9/088	• • with electronically controlled locking devices **[4, 2006.01, 2012.01]**
9/10	• Non-self-releasing toe jaw-irons; Non-self-releasing binding hooks made of one piece **[1, 2006.01, 2012.01]**
9/12	• Non-self-releasing elastic heel-straps **[1, 2006.01, 2012.01]**
9/14	• Non-self-releasing bindings without heel-straps, but with both guiding cheeks and toe-straps **[1, 2006.01, 2012.01]**
9/16	• Non-self-releasing bindings without straps, but with guiding cheeks **[1, 2006.01, 2012.01]**
9/18	• Non-self-releasing bindings without heel-straps, but with a clamping device arranged at the front end of, or behind, the binding **[1, 2006.01, 2012.01]**
9/20	• Non-self-releasing bindings with special sole edge holders instead of toe-straps **[1, 2006.01, 2012.01]**
9/22	• Arrangements for adjusting the toe-clamps **[1, 2006.01, 2012.01]**
9/24	• Tighteners for ski bindings (tighteners for self-releasing ski bindings A63C 9/08) **[1, 2006.01, 2012.01]**

10/00 Snowboard bindings [2012.01]

10/02	• characterised by details of the shoe holders **[2012.01]**
10/04	• • Shoe holders for passing over the shoe **[2012.01]**
10/06	• • • Straps therefor, e.g. adjustable straps **[2012.01]**
10/08	• • Toe or heel stirrups; Clamps **[2012.01]**
10/10	• • using parts which are fixed on the shoe, e.g. means to facilitate step-in **[2012.01]**
10/12	• • Yieldable or self-releasing in the event of an accident, i.e. safety bindings **[2012.01]**
10/14	• • Interfaces, e.g. in the shape of a plate **[2012.01]**
10/16	• • Systems for adjusting the direction or position of the bindings **[2012.01]**
10/18	• • • about a vertical rotation axis relative to the board **[2012.01]**
10/20	• • • in longitudinal or lateral direction relative to the board **[2012.01]**
10/22	• • • to fit the size of the shoe (A63C 10/06 takes precedence) **[2012.01]**
10/24	• • Calf or heel supports, e.g. adjustable high back or heel loops **[2012.01]**
10/26	• • Shock or vibration dampers **[2012.01]**
10/28	• • characterised by auxiliary devices or arrangements on the bindings **[2012.01]**

11/00 Accessories for skiing or snowboarding (fittings on vehicles for carrying skis B60R 9/12) **[1, 2006.01]**

11/02	• Devices for stretching, clamping or pressing skis or snowboards for transportation or storage **[1, 4, 2006.01]**
11/04	• for treating skis or snowboards **[1, 2006.01]**
11/06	• • Edge-sharpeners **[1, 2006.01]**
11/08	• • Apparatus for waxing or dewaxing **[1, 2006.01]**
11/10	• Apparatus for towing (ski-lifts B61B 11/00) **[1, 2006.01]**
11/12	• Apparatus for hooking the heel part of the boot to the ski **[1, 2006.01]**
11/14	• Apparatus for repairing damaged skis or snowboards **[1, 2006.01]**
11/16	• Special devices on boots for fastening skis thereto (A63C 9/00 takes precedence) **[1, 2006.01]**
11/18	• Devices for removing snow from skis, snowboards, boots or bindings **[1, 2006.01]**
11/20	• Snow protectors on skis or snowboards **[1, 2006.01]**
11/22	• Ski-sticks **[1, 2006.01]**
11/24	• • Rings for ski-sticks **[1, 2006.01]**
11/26	• Devices for use in mounting bindings, e.g. jigs **[4, 2006.01]**

13/00 Snow shoes [1, 2006.01]

13/02	• Snow shoe rings **[1, 2006.01]**

17/00 Roller skates; Skate-boards [1, 4, 2006.01]

17/01	• Skate-boards (A63C 17/02-A63C 17/28 take precedence) **[4, 2006.01]**
17/02	• with wheels arranged in two pairs **[1, 2006.01]**
17/04	• with wheels arranged otherwise than in two pairs **[1, 2006.01]**
17/06	• • single-track type **[1, 2006.01]**
17/08	• • • single-wheel type **[1, 2006.01]**
17/10	• with endless tracks **[1, 2006.01]**
17/12	• with driving mechanisms **[1, 2006.01]**
17/14	• with brakes, e.g. toe stoppers, freewheel roller clutches **[1, 2006.01]**
17/16	• for use on specially shaped or arranged runways **[1, 2006.01]**
17/18	• convertible into ice or snow-running skates **[1, 2006.01]**
17/20	• with fixable wheels permitting the skates to be used for walking **[1, 2006.01]**
17/22	• Wheels for roller skates **[1, 2006.01]**

17/24	• • with ball-shaped or spherical running surfaces **[1, 2006.01]**		19/02	• Shaping of the surface of courts according to the necessities of the different games **[1, 2006.01]**
17/26	• with special auxiliary arrangements, e.g. illuminating, marking, or push-off devices **[1, 2006.01]**		19/04	• Mats or carpets for courts **[1, 2006.01]**
17/28	• with arrangements for sitting **[1, 2006.01]**		19/06	• Apparatus for setting-out or dividing courts **[1, 2006.01]**
			19/08	• • Mechanical means for marking-out **[1, 2006.01]**
19/00	**Design or layout of playing courts, rinks, bowling greens or areas for water-skiing; Covers therefor [1, 4, 2006.01]**		19/10	• Ice-skating or roller-skating rinks; Slopes or trails for skiing, ski-jumping or tobogganing **[1, 4, 2006.01]**
			19/12	• Removable protective covers for courts, rinks or games pitches or the like **[1, 4, 2006.01]**

A63D BOWLING GAMES, e.g. SKITTLES, BOCCE OR BOWLS; INSTALLATIONS THEREFOR; BAGATELLE OR SIMILAR GAMES; BILLIARDS (balls A63B 37/00)

1/00	**Installations for bowling games, e.g. bowling-alleys or bocce courts** (bowling greens A63C 19/00) **[1, 2006.01]**		5/10	• Apparatus for cleaning balls, pins, or alleys **[1, 2006.01]**
1/02	• collapsible; portable **[1, 2006.01]**		**7/00**	**Games of pins, e.g. ninepins with tethered balls [1, 2006.01]**
1/04	• Form or material of the surface; Pin-stands integral with the surface **[1, 2006.01]**			
1/06	• Adjusting apparatus; Stands for players **[1, 2006.01]**		**9/00**	**Pins [1, 2006.01]**
1/08	• Tracks for returning or circulating the balls **[1, 2006.01]**		**13/00**	**Bagatelle or similar games [1, 2006.01]**
3/00	**Table bowling games; Miniature bowling-alleys; Bowling games** (games of pins A63D 7/00) **[1, 2006.01]**		**15/00**	**Billiards, e.g. carom billiards or pocket billiards; Billiard tables** (bagatelle A63D 13/00) **[1, 2006.01]**
3/02	• Arrangement of devices for propelling or projecting the balls **[1, 2006.01]**		15/02	• Billiard tables adapted to rest on ordinary tables or the like **[1, 2006.01]**
5/00	**Accessories for bowling-alleys or table alleys [1, 2006.01]**		15/04	• Billiard tables convertible into other tables, or the like (into beds A47C 17/62) **[1, 2006.01]**
5/02	• Apparatus for trapping or lifting the balls; Separate devices for returning the balls **[1, 2006.01]**		15/06	• Cushions or fastenings therefor **[1, 2006.01]**
5/04	• Indicating devices **[1, 2006.01]**		15/08	• Cues **[1, 2006.01]**
5/06	• Pin stands **[1, 2006.01]**		15/10	• • Apparatus for holding or handing-up cues **[1, 2006.01]**
5/08	• Arrangements for setting-up or taking away pins **[1, 2006.01]**		15/12	• • Tip fastenings **[1, 2006.01]**
5/09	• • the pins being assembled in right order before setting down **[1, 2006.01]**		15/14	• • Means for roughening the cue-tips **[1, 2006.01]**
			15/16	• Chalk holders **[1, 2006.01]**
			15/20	• Scoring or registering devices **[1, 2006.01]**

A63F CARD, BOARD OR ROULETTE GAMES; INDOOR GAMES USING SMALL MOVING PLAYING BODIES; VIDEO GAMES; GAMES NOT OTHERWISE PROVIDED FOR [5]

1/00	**Card games** (aspects of games using an electronically generated display having two or more dimensions showing representations related to the game A63F 13/00) **[1, 7, 2006.01]**		**3/00**	**Board games; Raffle games** (racing games, traffic games, or obstacle games characterised by figures moved by action of the players A63F 9/14; aspects of games using an electronically generated display having two or more dimensions showing representations related to the game A63F 13/00) **[1, 7, 2006.01]**
1/02	• Cards; Special shapes of cards (card-printing methods B41K, B41M) **[1, 2006.01]**		3/02	• Chess; Similar board games **[1, 2006.01]**
1/04	• Card games combined with other games **[1, 2006.01]**		3/04	• Geographical or like games **[1, 2006.01]**
1/06	• Card game appurtenances **[1, 2006.01]**		3/06	• Lottos or bingo games; Systems, apparatus or devices for checking such games **[1, 5, 2006.01]**
1/08	• • Card-presses **[1, 2006.01]**		3/08	• Raffle games that can be played by a fairly large number of people **[1, 2006.01]**
1/10	• • Card-holders **[1, 2006.01]**			
1/12	• • Card-shufflers **[1, 2006.01]**		**5/00**	**Roulette games** (aspects of games using an electronically generated display having two or more dimensions showing representations related to the game A63F 13/00) **[1, 7, 2006.01]**
1/14	• • Card-dealers **[1, 2006.01]**			
1/16	• • Apparatus for indicating the dealer **[1, 2006.01]**		5/02	• Roulette-like ball games **[1, 2006.01]**
1/18	• • Scoring or registering devices; Indicators (A63F 1/16 takes precedence; time-testing devices G07C) **[1, 2006.01]**		5/04	• Disc roulettes; Dial roulettes; Teetotums; Dice-tops **[1, 2006.01]**

7/00 **Indoor games using small moving playing bodies, e.g. balls, discs or blocks** (board games, raffle games A63F 3/00; roulette games A63F 5/00; aspects of games using an electronically generated display having two or more dimensions showing representations related to the game A63F 13/00; miniature bowling games A63D 3/00; bagatelle or similar games A63D 13/00; billiards, pocket billiards A63D 15/00) **[1, 7, 2006.01]**

7/02 • using falling playing bodies or playing bodies running on an inclined surface, e.g. pinball games **[1, 2006.01]**

7/04 • using balls to be shaken or rolled in small boxes **[1, 2006.01]**

7/06 • Games simulating outdoor ball games, e.g. hockey (if physically beneficial for the human body A63B 67/00) **[1, 2006.01]**

7/07 • • in which the playing bodies contact, or are supported by, the playing surface continuously, e.g. using air-cushion support **[3, 2006.01]**

7/20 • • in which the playing bodies are projected through the air **[3, 2006.01]**

7/22 • Accessories; Details **[3, 2006.01]**

7/24 • • Devices controlled by the player to project or roll-off the playing bodies (arrangement of such devices in table alleys, miniature bowling-alleys or bowling games A63D 3/02; in bagatelle or billiards A63D 13/00, A63D 15/00) **[3, 2006.01]**

7/26 • • • electric or magnetic **[3, 2006.01]**

7/28 • • • using gravity **[3, 2006.01]**

7/30 • • Obstacles; Targets; Scoring or pocketing devices; Playing-body-actuated sensors, e.g. switches; Tilt indicators **[3, 2006.01]**

7/32 • • • Apparatus for varying scoring values **[3, 2006.01]**

7/34 • • Other devices for handling the playing bodies, e.g. bonus ball return means **[3, 2006.01]**

7/36 • • Constructional details not covered by groups A63F 7/24-A63F 7/34, e.g. frames, game boards, guide tracks **[3, 2006.01]**

7/38 • • • Playing surfaces movable during play **[3, 2006.01]**

7/40 • • • Balls or other moving playing bodies, e.g. pinballs, discs **[3, 2006.01]**

9/00 **Games not otherwise provided for** (aspects of games using an electronically generated display having two or more dimensions showing representations related to the game A63F 13/00) **[1, 7, 2006.01]**

9/02 • Shooting or hurling games (throwing-implements for sports or recreational use A63B 65/00; throwing or projecting toys per se A63H 33/18; targets, target ranges, bullet catchers F41J) **[1, 3, 2006.01]**

9/04 • Dice (dice-tops A63F 5/04); Dice-boxes; Mechanical dice-throwing devices **[1, 2006.01]**

9/06 • Patience; Other games for self-amusement (balls to be shaken in small boxes A63F 7/04) **[1, 2006.01]**

9/08 • • Puzzles provided with elements movable in relation to each other **[1, 2006.01]**

9/10 • • Two-dimensional jig-saw puzzles **[1, 2006.01]**

9/12 • • Three-dimensional jig-saw puzzles **[1, 2006.01]**

9/14 • Racing games, traffic games, or obstacle games characterised by figures moved by action of the players (games using dice A63F 3/00) **[1, 2006.01]**

9/16 • Spinning-top games **[1, 2006.01]**

9/18 • Question-and-answer games **[1, 2006.01]**

9/20 • Dominoes or like games; Mah-Jongg games **[1, 2006.01]**

9/24 • Games using electronic circuits not otherwise provided for **[5, 2006.01]**

9/26 • Balancing games, i.e. bringing elements into or out of balance **[7, 2006.01]**

9/28 • Chain-reaction games with toppling pieces; Dispensers or positioning devices therefor **[7, 2006.01]**

9/30 • Capturing games for grabbing or trapping objects, e.g. fishing games **[7, 2006.01]**

9/32 • Games with a collection of long sticks, e.g. mikado® (A63F 9/30 takes precedence) **[7, 2006.01]**

9/34 • Games using magnetically moved or magnetically held pieces, not provided for in other subgroups of group A63F 9/00 **[7, 2006.01]**

11/00 **Game accessories of general use [7, 2006.01]**

Note(s) [7]

Game accessories specially adapted for a particular type of game are classified in one of the groups A63F 1/00-A63F 9/00 covering the particular game.

13/00 **Video games, i.e. games using an electronically generated display having two or more dimensions [7, 2006.01, 2014.01]**

13/20 • Input arrangements for video game devices **[2014.01]**

13/21 • • characterised by their sensors, purposes or types **[2014.01]**

13/211 • • • using inertial sensors, e.g. accelerometers or gyroscopes **[2014.01]**

13/212 • • • using sensors worn by the player, e.g. for measuring heart beat or leg activity **[2014.01]**

13/213 • • • comprising photodetecting means, e.g. cameras, photodiodes or infrared cells (A63F 13/219, A63F 13/655 take precedence) **[2014.01]**

13/214 • • • for locating contacts on a surface, e.g. floor mats or touch pads **[2014.01]**

13/2145 • • • • the surface being also a display device, e.g. touch screens **[2014.01]**

13/215 • • • comprising means for detecting acoustic signals, e.g. using a microphone **[2014.01]**

13/216 • • • using geographical information, e.g. location of the game device or player using GPS **[2014.01]**

13/217 • • • using environment-related information, i.e. information generated otherwise than by the player, e.g. ambient temperature or humidity **[2014.01]**

13/218 • • • using pressure sensors, e.g. generating a signal proportional to the pressure applied by the player **[2014.01]**

13/219 • • • for aiming at specific areas on the display, e.g. light-guns **[2014.01]**

13/22 • • Setup operations, e.g. calibration, key configuration or button assignment **[2014.01]**

13/23 • • for interfacing with the game device, e.g. specific interfaces between game controller and console **[2014.01]**

13/235 • • • using a wireless connection, e.g. infrared or piconet **[2014.01]**

13/24 • • Constructional details thereof, e.g. game controllers with detachable joystick handles **[2014.01]**

13/245 • • • specially adapted to a particular type of game, e.g. steering wheels **[2014.01]**

13/25 • Output arrangements for video game devices **[2014.01]**

13/26 • • having at least one additional display device, e.g. on the game controller or outside a game booth **[2014.01]**

13/27 • • characterised by a large display in a public venue, e.g. in a movie theatre, stadium or game arena **[2014.01]**

13/28 • • responding to control signals received from the game device for affecting ambient conditions, e.g. for vibrating players' seats, activating scent dispensers or affecting temperature or light (controlling the output signals based on the game progress A63F 13/50) **[2014.01]**

13/285 • • • Generating tactile feedback signals via the game input device, e.g. force feedback **[2014.01]**

13/30 • Interconnection arrangements between game servers and game devices; Interconnection arrangements between game devices; Interconnection arrangements between game servers **[2014.01]**

13/31 • • Communication aspects specific to video games, e.g. between several handheld game devices at close range **[2014.01]**

13/32 • • using local area network [LAN] connections **[2014.01]**

13/323 • • • between game devices with different hardware characteristics, e.g. hand-held game devices connectable to game consoles or arcade machines **[2014.01]**

13/327 • • • using wireless networks, e.g. Wi-Fi or piconet **[2014.01]**

13/33 • • using wide area network [WAN] connections **[2014.01]**

13/332 • • • using wireless networks, e.g. cellular phone networks **[2014.01]**

13/335 • • • using Internet **[2014.01]**

13/338 • • • using television networks **[2014.01]**

13/34 • • using peer-to-peer connections **[2014.01]**

13/35 • • Details of game servers **[2014.01]**

13/352 • • • involving special game server arrangements, e.g. regional servers connected to a national server or a plurality of servers managing partitions of the game world **[2014.01]**

13/355 • • • Performing operations on behalf of clients with restricted processing capabilities, e.g. servers transform changing game scene into an MPEG-stream for transmitting to a mobile phone or a thin client **[2014.01]**

13/358 • • • Adapting the game course according to the network or server load, e.g. for reducing latency due to different connection speeds between clients **[2014.01]**

13/40 • Processing input control signals of video game devices, e.g. signals generated by the player or derived from the environment **[2014.01]**

13/42 • • by mapping the input signals into game commands, e.g. mapping the displacement of a stylus on a touch screen to the steering angle of a virtual vehicle **[2014.01]**

13/422 • • • automatically for the purpose of assisting the player, e.g. automatic braking in a driving game **[2014.01]**

13/424 • • • involving acoustic input signals, e.g. by using the results of pitch or rhythm extraction or voice recognition **[2014.01]**

13/426 • • • involving on-screen location information, e.g. screen coordinates of an area at which the player is aiming with a light gun **[2014.01]**

13/428 • • • involving motion or position input signals, e.g. signals representing the rotation of an input controller or a player's arm motions sensed by accelerometers or gyroscopes **[2014.01]**

13/44 • • involving timing of operations, e.g. performing an action within a time slot **[2014.01]**

13/45 • Controlling the progress of the video game **[2014.01]**

13/46 • • Computing the game score **[2014.01]**

13/47 • • involving branching, e.g. choosing one of several possible scenarios at a given point in time **[2014.01]**

13/48 • • Starting a game, e.g. activating a game device or waiting for other players to join a multiplayer session **[2014.01]**

13/49 • • Saving the game status; Pausing or ending the game **[2014.01]**

13/493 • • • Resuming a game, e.g. after pausing, malfunction or power failure **[2014.01]**

13/497 • • • Partially or entirely replaying previous game actions **[2014.01]**

13/50 • Controlling the output signals based on the game progress **[2014.01]**

13/52 • • involving aspects of the displayed game scene **[2014.01]**

13/525 • • • Changing parameters of virtual cameras **[2014.01]**

13/5252 • • • • using two or more virtual cameras concurrently or sequentially, e.g. automatically switching between fixed virtual cameras when a character changes room or displaying a rear-mirror view in a car-driving game **[2014.01]**

13/5255 • • • • according to dedicated instructions from a player, e.g. using a secondary joystick to rotate the camera around a player's character **[2014.01]**

13/5258 • • • • by dynamically adapting the position of the virtual camera to keep a game object or game character in its viewing frustum, e.g. for tracking a character or a ball **[2014.01]**

13/53 • • involving additional visual information provided to the game scene, e.g. by overlay to simulate a head-up display [HUD] or displaying a laser sight in a shooting game **[2014.01]**

13/533 • • • for prompting the player, e.g. by displaying a game menu **[2014.01]**

13/537 • • • using indicators, e.g. showing the condition of a game character on screen **[2014.01]**

13/5372 • • • • for tagging characters, objects or locations in the game scene, e.g. displaying a circle under the character controlled by the player **[2014.01]**

13/5375 • • • • for graphically or textually suggesting an action, e.g. by displaying an arrow indicating a turn in a driving game **[2014.01]**

13/5378 • • • • for displaying an additional top view, e.g. radar screens or maps (using two or more virtual cameras concurrently A63F 13/5252) **[2014.01]**

13/54 • • involving acoustic signals, e.g. for simulating revolutions per minute [RPM] dependent engine sounds in a driving game or reverberation against a virtual wall **[2014.01]**

13/55 • Controlling game characters or game objects based on the game progress **[2014.01]**

13/56 • • Computing the motion of game characters with respect to other game characters, game objects or elements of the game scene, e.g. for simulating the behaviour of a group of virtual soldiers or for path finding **[2014.01]**

13/57 • • Simulating properties, behaviour or motion of objects in the game world, e.g. computing tyre load in a car race game (A63F 13/56 takes precedence) **[2014.01]**

13/573 • • • using trajectories of game objects, e.g. of a golf ball according to the point of impact **[2014.01]**

13/577 • • • using determination of contact between game characters or objects, e.g. to avoid collision between virtual racing cars **[2014.01]**

13/58 • • by computing conditions of game characters, e.g. stamina, strength, motivation or energy level **[2014.01]**

13/60 • Generating or modifying game content before or while executing the game program, e.g. authoring tools specially adapted for game development or game-integrated level editor **[2014.01]**

13/61 • • using advertising information **[2014.01]**

13/63 • • by the player, e.g. authoring using a level editor **[2014.01]**

13/65 • • automatically by game devices or servers from real world data, e.g. measurement in live racing competition **[2014.01]**

13/655 • • • by importing photos, e.g. of the player **[2014.01]**

13/67 • • adaptively or by learning from player actions, e.g. skill level adjustment or by storing successful combat sequences for re-use **[2014.01]**

13/69 • • by enabling or updating specific game elements, e.g. unlocking hidden features, items, levels or versions **[2014.01]**

13/70 • Game security or game management aspects **[2014.01]**

13/71 • • using secure communication between game devices and game servers, e.g. by encrypting game data or authenticating players **[2014.01]**

13/73 • • Authorising game programs or game devices, e.g. checking authenticity **[2014.01]**

13/75 • • Enforcing rules, e.g. detecting foul play or generating lists of cheating players **[2014.01]**

13/77 • • involving data related to game devices or game servers, e.g. configuration data, software version or amount of memory **[2014.01]**

13/79 • • involving player-related data, e.g. identities, accounts, preferences or play histories **[2014.01]**

13/792 • • • for payment purposes, e.g. monthly subscriptions **[2014.01]**

13/795 • • • for finding other players; for building a team; for providing a buddy list **[2014.01]**

13/798 • • • for assessing skills or for ranking players, e.g. for generating a hall of fame (computing the game score A63F 13/46) **[2014.01]**

13/80 • Special adaptations for executing a specific game genre or game mode **[2014.01]**

13/803 • • Driving vehicles or craft, e.g. cars, airplanes, ships, robots or tanks **[2014.01]**

13/807 • • Gliding or sliding on surfaces, e.g. using skis, skates or boards **[2014.01]**

13/812 • • Ball games, e.g. soccer or baseball **[2014.01]**

13/814 • • Musical performances, e.g. by evaluating the player's ability to follow a notation **[2014.01]**

13/816 • • Athletics, e.g. track-and-field sports **[2014.01]**

13/818 • • Fishing **[2014.01]**

13/822 • • Strategy games; Role-playing games (A63F 13/825, A63F 13/828 take precedence) **[2014.01]**

13/825 • • Fostering virtual characters **[2014.01]**

13/828 • • Managing virtual sport teams **[2014.01]**

13/833 • • Hand-to-hand fighting, e.g. martial arts competition (A63F 13/837 takes precedence) **[2014.01]**

13/837 • • Shooting of targets **[2014.01]**

13/843 • • involving concurrently two or more players on the same game device, e.g. requiring the use of a plurality of controllers or of a specific view of game data for each player **[2014.01]**

13/847 • • Cooperative playing, e.g. requiring coordinated actions from several players to achieve a common goal **[2014.01]**

13/85 • Providing additional services to players **[2014.01]**

13/86 • • Watching games played by other players **[2014.01]**

13/87 • • Communicating with other players during game play, e.g. by e-mail or chat **[2014.01]**

13/88 • • Mini-games executed independently while main games are being loaded **[2014.01]**

13/90 • Constructional details or arrangements of video game devices not provided for in groups A63F 13/20 or A63F 13/25, e.g. housing, wiring, connections or cabinets **[2014.01]**

13/92 • • Video game devices specially adapted to be hand-held while playing **[2014.01]**

13/95 • • Storage media specially adapted for storing game information, e.g. video game cartridges **[2014.01]**

13/98 • • Accessories, i.e. detachable arrangements optional for the use of the video game device, e.g. grip supports of game controllers **[2014.01]**

A63G **MERRY-GO-ROUNDS; SWINGS; ROCKING-HORSES** (swings or rocking horses as nursery furniture A47D 13/10)**; CHUTES; SWITCHBACKS; SIMILAR DEVICES FOR PUBLIC AMUSEMENT**

Subclass index

A63G

Merry-go-rounds or roundabouts

1/00   **Roundabouts [1, 2006.01]**
1/02   •   with masking tunnels **[1, 2006.01]**
1/04   •   with toboggans **[1, 2006.01]**
1/06   •   with several concentric turntables **[1, 2006.01]**
1/08   •   power-driven **[1, 2006.01]**
1/10   • •   electrically driven **[1, 2006.01]**
1/12   •   rotated by the passengers themselves **[1, 2006.01]**
1/14   • •   rotated by pushing the feet against a fixed surface or by running **[1, 2006.01]**
1/16   • •   rotated by means of grip-rings **[1, 2006.01]**
1/18   • •   rotated by oars **[1, 2006.01]**
1/20   • •   rotated by swinging or rocking **[1, 2006.01]**
1/22   •   with bicycles serving as seats **[1, 2006.01]**
1/24   •   with seats performing movements in a horizontal plane, other than circular movements **[1, 2006.01]**
1/26   • •   with seats moving with a planetary motion in a horizontal plane **[1, 2006.01]**
1/28   •   with centrifugally-swingable suspended seats **[1, 2006.01]**
1/30   •   with seats moving up-and-down, e.g. figure-seats **[1, 2006.01]**
1/32   •   with seats two or more of which form a see-saw **[1, 2006.01]**
1/34   •   with seats moving in an undulating track **[1, 2006.01]**
1/36   •   with movably-mounted swing-like seats not moving radially outwards **[1, 2006.01]**
1/38   •   with rocking turntables **[1, 2006.01]**
1/40   • •   and oblique masts **[1, 2006.01]**
1/42   • •   cone-like shaped **[1, 2006.01]**
1/44   •   with turntables moved up and down **[1, 2006.01]**
1/46   • •   moved by a screw spindle **[1, 2006.01]**
1/48   •   with turntables and movably-mounted vehicles thereon which move to the outside when the roundabout is rotated **[1, 2006.01]**

3/00   **Water roundabouts, e.g. freely floating [1, 2006.01]**
3/02   •   with floating seats **[1, 2006.01]**
3/04   •   for swimmers **[1, 2006.01]**
3/06   •   Submarine roundabouts **[1, 2006.01]**

4/00   **Accessories for roundabouts not restricted to one of groups A63G 1/00 or A63G 3/00 [1, 2006.01]**

5/00   **Games on roundabouts [1, 2006.01]**

7/00   **Up-and-down-hill tracks or switchbacks [1, 2006.01]**

Swings; See-saws; Rocking horses; Other toy animals for riding [3]

9/00   **Swings [1, 2006.01]**
9/02   •   with two suspensory axles **[1, 2006.01]**
9/04   •   with moving supporting-points **[1, 2006.01]**
9/06   •   Climbing swings **[1, 2006.01]**
9/08   •   Looping-the loop swings **[1, 2006.01]**
9/10   •   with seats shaped as riding horses, breeches, or the like **[1, 2006.01]**
9/12   •   Special fastenings of the suspensory point **[1, 2006.01]**
9/14   •   elastically suspended **[1, 2006.01]**
9/16   •   Driving mechanisms, such as ropes, gear, belt, motor drive **[1, 2006.01]**
9/18   • •   moved by rocking runners **[1, 2006.01]**
9/20   • •   Oar swings **[1, 2006.01]**

9/22   •   Brakes **[1, 2006.01]**

11/00   **See-saws [1, 2006.01]**

13/00   **Cradle swings; Rocking-horses; Like devices resting on the ground [1, 2006.01]**
13/02   •   Cradle swings **[1, 2006.01]**
13/04   • •   Spring-supported cradle swings **[1, 2006.01]**
13/06   •   Rocking-horses **[1, 2006.01]**
13/08   • •   mounted on links or springs **[1, 2006.01]**
13/10   • •   with dismountable runners usable for other purposes **[1, 2006.01]**

15/00   **Rocking horses on runners adapted for progressive movement [1, 2006.01]**
15/02   •   with divided runners **[1, 2006.01]**
15/04   •   with arrangements for pushing forward **[1, 2006.01]**

17/00   **Hobby-horses [1, 2006.01]**

19/00   **Toy animals for riding [1, 2006.01]**
19/02   •   made to travel by riding movements other than by ratchet wheels **[1, 2006.01]**
19/04   •   with eccentric wheels **[1, 2006.01]**
19/06   •   Swingably-mounted toy animals for riding made to travel by means of parallelogram-joints **[1, 2006.01]**
19/08   •   made to travel by ratchet-wheels, e.g. by stretching the legs **[1, 2006.01]**
19/10   • •   by pressing the seats or saddles up-and-down **[1, 2006.01]**
19/12   • •   by performing oscillations **[1, 2006.01]**
19/14   • •   by moving the stirrups or pedals **[1, 2006.01]**
19/16   •   made to travel by punting **[1, 2006.01]**
19/18   •   made to travel by pacing **[1, 2006.01]**
19/20   •   motor-driven **[1, 2006.01]**

Chutes; Slides; Similar apparatus for public amusement

21/00   **Chutes; Helter-skelters [1, 2006.01]**
21/02   •   without rails **[1, 2006.01]**
21/04   •   with fixed rails **[1, 2006.01]**
21/06   •   with passing arrangements for cars **[1, 2006.01]**
21/08   •   with additional rotation of cars **[1, 2006.01]**
21/10   •   with spiral tracks **[1, 2006.01]**
21/12   •   with special cars, e.g. horse-shaped **[1, 2006.01]**
21/14   •   with driven slideways **[1, 2006.01]**
21/16   •   with forced removal of the passenger from the seat **[1, 2006.01]**
21/18   •   Water-chutes **[1, 2006.01]**
21/20   •   Slideways with movably suspended cars, or with cars moving on ropes, or the like **[1, 2006.01]**
21/22   •   Suspended slideways **[1, 2006.01]**

23/00   **Rotating or rocking pots [1, 2006.01]**

25/00   **Autocar-like self-drivers; Runways therefor [1, 2006.01]**

27/00   **Russian swings; Great wheels, e.g. Ferris wheels [1, 2006.01]**
27/02   •   with special movements of the seat-carriers **[1, 2006.01]**
27/04   •   with tiltable axis **[1, 2006.01]**
27/06   •   rolling on the level **[1, 2006.01]**
27/08   •   mounted on roundabouts **[1, 2006.01]**

29/00	**Rolling drums turning somersaults with or without rolling seats [1, 2006.01]**	31/08	• •	with looping, hopping, or throwing motions of the substructure **[1, 2006.01]**
29/02	• with seats staying at the bottom of the drum **[1, 2006.01]**	31/10	• •	with escalators or similar moving substructures **[1, 2006.01]**
		31/12	• •	with inflatable and movable substructures (connection of valves to inflatable elastic bodies B60C 29/00) **[1, 2006.01]**

Other apparatus for public amusement

		31/14	• •	with planes mounted on springs; with movable planes **[1, 2006.01]**
31/00	**Amusement arrangements [1, 2006.01]**	31/16	•	creating illusions of travel **[1, 2006.01]**
31/02	• with moving substructures **[1, 2006.01]**			
31/04	• • with jolting substructures **[1, 2006.01]**	**33/00**		**Devices allowing competitions between several persons, not otherwise provided for [1, 2006.01]**
31/06	• • with undulatory motion of the substructure **[1, 2006.01]**			

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

Subclass index

1/00	**Tops** (diabolos or similar thrown and caught spinning tops or throwing and catching devices therefor A63B 67/16; flying tops A63H 27/127) **[1, 2006.01, 2019.01]**	3/04	•	with deformable framework **[1, 2006.01]**
		3/06	•	Air-filled or inflatable toy figures **[1, 2006.01]**
1/02	• with detachable winding devices **[1, 2006.01]**	3/08	•	of flat paper to be cut-out, folded, or clothed **[1, 2006.01]**
1/04	• • with string or band winding devices **[1, 2006.01]**	3/10	•	Flat toy figures provided with limbs, with or without arrangements for making them stand up (A63H 3/08 takes precedence) **[1, 4, 2006.01]**
1/06	• with integral winding devices **[1, 2006.01]**			
1/08	• with arrangements for winding-up by blowing **[1, 2006.01]**	3/12	•	Double-faced dolls **[1, 2006.01]**
1/10	• able to be spun by whirling the axis with both hands **[1, 2006.01]**	3/14	•	into which the fingers of the hand can be inserted, e.g. hand-puppets **[1, 2006.01]**
1/12	• Whip tops; Top whips **[1, 2006.01]**	3/16	•	made of parts that can be put together **[1, 2006.01]**
1/16	• Hopping, dancing, or curve-drawing tops **[1, 2006.01]**	3/18	•	Jumping jacks **[1, 2006.01]**
1/18	• Double tops; Multiple tops mounted in or on one another **[1, 2006.01]**	3/20	•	with parts moved due to movements of other parts, e.g. limbs **[1, 2006.01]**
1/20	• with figure-like features; with movable objects, especially figures **[1, 2006.01]**	3/24	•	Drinking dolls; Dolls producing tears; Wetting dolls **[1, 2006.01]**
1/22	• Colour tops **[1, 2006.01]**	3/26	•	Floating dolls **[1, 2006.01]**
1/24	• with illuminating arrangements **[1, 2006.01]**	3/28	•	Arrangements of sound-producing means in dolls; Means in dolls for producing sounds **[1, 2006.01]**
1/26	• emitting blasts or explosions **[1, 2006.01]**			
1/28	• Musical tops **[1, 2006.01]**	3/31	• •	Bellows, cylinders or the like for sound production **[1, 2006.01]**
1/30	• Climbing tops, e.g. Yo-Yo **[1, 2006.01]**	3/33	• •	Other sound-producing means specially adapted for dolls **[1, 2006.01]**
1/32	• Whirling or spinning discs driven by twisted cords **[1, 2006.01]**	3/36	•	Details; Accessories **[1, 2006.01]**
		3/38	• •	Dolls' eyes **[1, 2006.01]**
		3/40	• • •	movable **[1, 2006.01]**
		3/42	• • •	Manufacture of eyes **[1, 2006.01]**
Dolls; Figures; Musical toys		3/44	• •	Dolls' hair or wigs; Eyelashes; Eyebrows **[1, 2006.01]**
3/00	**Dolls [1, 2006.01]**	3/46	• •	Connections for limbs **[1, 2006.01]**
	Note(s)	3/48	• •	Mounting of parts within dolls, e.g. automatic eyes **[1, 2006.01]**
	In this group, the following term is used with the meaning indicated:	3/50	• •	Frames, stands, or wheels for dolls or toy animals **[1, 2006.01]**
	• "doll" includes a toy animal.			
3/02	• made of fabrics or stuffed **[1, 2006.01]**	3/52	• •	Dolls' houses, furniture, or other equipment; Dolls' clothing (dolls' footwear A43B 3/28) **[1, 2006.01]**

5/00 **Musical or noise-producing devices for additional toy effects other than acoustical** (musical tops A63H 1/28; hand-thrown impact-exploded noise makers F42B 4/16) **[1, 2006.01]**

5/04 • Pistols or machine guns operated without detonators; Crackers (firecrackers F42B 4/04) **[1, 2006.01]**

7/00 **Toy figures led or propelled by the user [1, 2006.01]**
7/02 • by pushing or drawing **[1, 2006.01]**
7/04 • • moving together with a toy vehicle **[1, 2006.01]**
7/06 • • with feet formed by rotary members **[1, 2006.01]**

9/00 **Special methods or compositions for the manufacture of dolls, toy animals, toy figures, or parts thereof [1, 2006.01]**

Mechanically or gravity driven toy figures

11/00 **Self-movable toy figures [1, 2006.01]**
11/02 • moved by vibrations produced by rotating eccentric weights **[1, 2006.01]**
11/04 • Climbing figures moving up-and-down **[1, 2006.01]**
11/06 • Jumping toys **[1, 2006.01]**
11/08 • Toys performing somersaults **[1, 2006.01]**
11/10 • Figure toys with single- or multiple-axle undercarriages, by which the figures perform a realistic running motion when the toy is moving over the floor **[1, 2006.01]**
11/12 • • Wheeled toys with figures performing a wriggling motion when moving **[1, 2006.01]**
11/14 • Mechanically-moved walking figures balanced by gyrostatic effects **[1, 2006.01]**
11/18 • Figure toys which perform a realistic walking motion **[4, 2006.01]**
11/20 • • with pairs of legs, e.g. horses **[4, 2006.01]**

13/00 **Toy figures with self-moving parts, with or without movement of the toy as a whole [1, 2006.01]**
13/02 • imitating natural actions, e.g. catching a mouse by a cat, the kicking of an animal **[1, 2006.01]**
13/03 • • Egg-laying toy animals **[4, 2006.01]**
13/04 • • Mechanical figures imitating the movement of players or workers **[1, 2006.01]**
13/06 • • • imitating boxing or fighting **[1, 2006.01]**
13/08 • • • able to perform military exercises **[1, 2006.01]**
13/10 • • • shooting arrows or other missiles **[1, 2006.01]**
13/12 • • • Gymnastic or acrobatic toy figures **[1, 2006.01]**
13/14 • • • Rope-jumping toy figures **[1, 2006.01]**
13/15 • • • imitating drawing or writing **[4, 2006.01]**
13/16 • Boxes from which figures jump **[1, 2006.01]**
13/18 • Toy swinging chairs; Rocking-figure toys **[1, 2006.01]**
13/20 • Toy roundabouts with moving figures; Toy models of fairs or the like, with moving figures **[1, 2006.01]**

15/00 **Other gravity-operated toy figures [1, 2006.01]**
15/02 • Figures staggering down an inclined path by means of the gravity effect **[1, 2006.01]**
15/04 • Toy figures swinging about a point above the centre of gravity **[1, 2006.01]**
15/06 • Self-righting toys **[1, 2006.01]**
15/08 • Tumbling toy figures operated by balls enclosed therein **[1, 2006.01]**

Toy vehicles; Toy engines

17/00 **Toy vehicles, e.g. with self-drive; Accessories therefor [1, 2006.01]**
17/02 • convertible into other forms under the action of impact or shock, e.g. arrangements for imitating accidents **[1, 2006.01]**
17/045 • shaped as armoured cars, tanks or the like **[4, 2006.01]**
17/05 • Trucks or lorries **[1, 2006.01]**
17/06 • • with tipping bodies **[1, 2006.01]**
17/08 • • carrying a mechanically-raised ladder **[1, 2006.01]**
17/10 • • carrying a tank for transporting liquids **[1, 2006.01]**
17/12 • with cranes, winches or the like **[1, 2006.01]**
17/14 • Endless-track automobiles or trucks **[1, 2006.01]**
17/16 • in the form of a bicycle, with or without riders thereon **[1, 2006.01]**
17/18 • Tricycles, e.g. with moving figures **[1, 2006.01]**
17/21 • shaped as motorcycles with or without figures **[4, 2006.01]**
17/22 • Scooters with driver figure propelled by their wheels or by movement of the figure **[1, 2006.01]**
17/24 • shaped as sledges, sleighs, or bobsleighs with or without figures **[1, 2006.01]**
17/25 • Other wheeled vehicles with moving figures **[1, 2006.01]**
17/26 • Details; Accessories (drive mechanisms A63H 29/00) **[1, 2006.01]**
17/267 • • Mounting wheels on the chassis **[4, 2006.01]**
17/273 • • Opening or closing mechanisms for doors or the like **[4, 2006.01]**
17/28 • • Electric lighting systems **[1, 2006.01]**
17/30 • • Direction-indicators **[1, 2006.01]**
17/32 • • Acoustical or optical signalling devices **[1, 2006.01]**
17/34 • • Arrangements for imitating the noise of motors **[1, 2006.01]**
17/36 • • Steering-mechanisms for toy vehicles **[1, 2006.01]**
17/38 • • • actuated by hand **[1, 2006.01]**
17/385 • • • remotely controlled **[4, 2006.01]**
17/39 • • • • radio controlled **[4, 2006.01]**
17/395 • • • steered by programme **[4, 2006.01]**
17/40 • • • Toy vehicles automatically steering or reversing by collision with an obstacle **[1, 2006.01]**
17/41 • • • Toy vehicles prevented from falling off the supporting surface by automatic steering or reversing **[4, 2006.01]**
17/42 • • Automatic stopping or braking arrangements **[1, 2006.01]**
17/44 • • Toy garages for receiving toy vehicles; Filling stations **[1, 2006.01]**

18/00 **Highways or trackways for toys** (railway permanent way A63H 19/30; for special railways A63H 21/00)**; Propulsion by special interaction between vehicle and track [1, 2006.01]**
18/02 • Construction or arrangement of the trackway **[1, 2006.01]**
18/04 • • Up-and-down-hill trackways (A63H 18/06 takes precedence) **[1, 2006.01]**
18/06 • • designed to cause movement of a vehicle by alteration of the inclination of part of the trackway **[1, 2006.01]**
18/08 • with mechanical means for guiding or steering **[1, 2006.01]**

18/10	• with magnetic means for steering **[1, 2006.01]**
18/12	• Electric current supply to toy vehicles through the track **[1, 2006.01]**
18/14	• Drives arranged in the track, e.g. endless conveying means, magnets, driving-discs **[1, 2006.01]**
18/16	• Control of vehicle drives by interaction between vehicle and track; Control of track elements by vehicles **[1, 2006.01]**
19/00	**Model railways** (propulsion by special interaction between vehicle and track A63H 18/00) **[1, 2006.01]**
19/02	• Locomotives; Motor coaches **[1, 2006.01]**
19/04	• • spring-driven **[1, 2006.01]**
19/06	• • Steam-driven locomotives; Engines therefor **[1, 2006.01]**
19/08	• • • Boilers for locomotives **[1, 2006.01]**
19/10	• • electrically driven **[1, 2006.01]**
19/12	• • • with electric reversing gear **[1, 2006.01]**
19/14	• • Arrangements for imitating locomotive features, e.g. whistling, signalling, puffing **[1, 2006.01]**
19/15	• Special types of cars **[1, 2006.01]**
19/16	• Parts for model railway vehicles **[1, 2006.01]**
19/18	• • Car coupling or uncoupling mechanisms **[1, 2006.01]**
19/20	• • Illuminating arrangements **[1, 2006.01]**
19/22	• • Wheels; Wheel axles; Bogies **[1, 2006.01]**
19/24	• Electric toy railways; Systems therefor **[1, 2006.01]**
19/26	• • Toy vehicles with overhead trolley-wire; Trolley-buses **[1, 2006.01]**
19/28	• Mechanical toy railway systems **[1, 2006.01]**
19/30	• Permanent way; Rails; Rail-joint connections **[1, 2006.01]**
19/32	• • Switches or points; Operating means therefor **[1, 2006.01]**
19/34	• Bridges; Stations; Signalling systems **[1, 2006.01]**
19/36	• Model railway structures, e.g. kinds of arrangement of several units in containers, or on plates, or in combination with scenics for toy purposes **[1, 2006.01]**
21/00	**Other toy railways [1, 2006.01]**
21/02	• with cable- or rail-suspended vehicles **[1, 2006.01]**
21/04	• Mono-railways, e.g. with vehicles embracing the rail in the form of a saddle (A63H 21/02 takes precedence) **[1, 2006.01]**
23/00	**Toy boats; Floating toys; Other aquatic toy devices [1, 2, 2006.01]**
23/02	• Boats; Sailing boats **[1, 2006.01]**
23/04	• • Self-propelled boats, ships or submarines **[1, 2006.01]**
23/06	• • • jet-propelled **[1, 2006.01]**
23/08	• Cartesian or other divers **[1, 2006.01]**
23/10	• Other water toys, floating toys, or like buoyant toys **[1, 2006.01]**
23/12	• • Waterborne toy projectiles; Knock-apart toys; Exploding ship toys **[1, 2006.01]**
23/14	• • Special drives **[1, 2006.01]**
23/16	• • Aquatic toy installations; Harbour arrangements **[1, 2006.01]**
25/00	**Toy steam, gas, or compressed-air engines** (for locomotives A63H 19/06) **[1, 2006.01]**
25/02	• Distributing-gear **[1, 2006.01]**
27/00	**Toy aircraft; Other flying toys** (toys with parachutes A63H 33/20) **[1, 2006.01]**

27/01	• Toy aircraft with flexible or folded wings **[4, 2006.01]**
27/04	• Captive toy aircraft **[1, 2006.01]**
27/08	• Kites (kite-sails or kite-wings specially adapted for water sports boards B63H 8/10; kite-sails for wind propelled vessels B63H 9/069) **[1, 2006.01, 2020.01]**
27/10	• Balloons **[1, 2006.01]**
27/127	• Flying toys capable of landing or taking-off vertically; Flying tops **[4, 2006.01]**
27/133	• • Helicopters; Gyroplanes (A63H 27/04 takes precedence) **[4, 2006.01]**
27/14	• Starting or launching devices for toy aircraft; Arrangements on toy aircraft for starting or launching **[1, 2006.01]**
27/16	• Flying toys made of folded paper **[4, 2006.01]**
27/18	• Constructional features of fuselages, wings or the like, e.g. for model aircraft **[4, 2006.01]**
27/20	• Transmission systems for actuating flying control surfaces, lift-increasing flaps or the like **[4, 2006.01]**
27/22	• Self-propelled toy aircraft, e.g. with extensible rubber bands (A63H 27/04, A63H 27/127 take precedence) **[4, 2006.01]**
27/24	• • combustion engine or electric motor propelled **[4, 2006.01]**
27/26	• • • Jet-propelled flying toys, e.g. aeroplanes (A63H 27/04, A63H 27/127 take precedence) **[4, 2006.01]**
27/28	• Toy ornithopters **[4, 2006.01]**
27/30	• Features common to propellers for model aircraft, e.g. constructional features (for helicopters A63H 27/133) **[4, 2006.01]**
27/32	• Alighting gear for toy aircraft, e.g. wheeled type, floats **[4, 2006.01]**

Driving or controlling toys, e.g. toy vehicles

29/00	**Drive mechanisms for toys in general [1, 2006.01]**
29/02	• Clockwork mechanisms **[1, 2006.01]**
29/04	• • Helical-spring driving mechanisms **[1, 2006.01]**
29/06	• • Other elements therefor **[1, 2006.01]**
29/08	• Driving mechanisms actuated by balls or weights **[1, 2006.01]**
29/10	• Driving mechanisms actuated by flowing media **[1, 2006.01]**
29/12	• • by a sand stream **[1, 2006.01]**
29/14	• • by a water stream **[1, 2006.01]**
29/16	• • by steam or compressed air **[1, 2006.01]**
29/18	• Driving mechanisms with extensible rubber bands **[1, 2006.01]**
29/20	• Flywheel driving mechanisms **[1, 2006.01]**
29/22	• Electric drives (power supply through track A63H 18/12) **[1, 2006.01]**
29/24	• Details or accessories for drive mechanisms, e.g. means for winding-up or starting toy engines **[1, 2006.01]**
30/00	**Remote-control arrangements specially adapted for toys, e.g. for toy vehicles** (remotely controlled steering mechanisms for toy vehicles A63H 17/385; for model railways A63H 19/24, A63H 19/28) **[1, 4, 2006.01]**
30/02	• Electrical arrangements **[1, 2006.01]**
30/04	• • using wireless transmission **[1, 2006.01]**
30/06	• Hydraulic or pneumatic arrangements **[1, 2006.01]**
31/00	**Gearing for toys [1, 2006.01]**
31/02	• Screw-spindle mechanisms **[1, 2006.01]**

31/04	• Friction mechanisms **[1, 2006.01]**
31/06	• Belt or string gear **[1, 2006.01]**
31/08	• Gear-control mechanisms; Gears for imparting a reciprocating motion **[1, 2006.01]**
31/10	• Gearing mechanisms actuated by movable wires enclosed in flexible tubes **[1, 2006.01]**

33/00 **Other toys [1, 2006.01]**

33/02	• Toy hoops; Sticks for propelling **[1, 2006.01]**
33/04	• Building blocks, strips or similar building parts **[1, 2006.01]**
33/06	• • to be assembled without the use of additional elements **[1, 2006.01]**
33/08	• • • provided with complementary holes, grooves, or protuberances, e.g. dovetails **[1, 2006.01]**
33/10	• • to be assembled by means of additional non-adhesive elements **[1, 2006.01]**
33/12	• • • Perforated strips or the like assembled by rods, bolts, or the like **[1, 2006.01]**
33/14	• • specially adapted to be assembled by adhesive or cement **[1, 2006.01]**
33/16	• Models made by folding paper **[1, 2006.01]**

33/18	• Throwing or slinging toys (spring toy guns F41B 7/08) **[1, 2006.01]**
33/20	• Toys with parachutes; Toy parachutes **[1, 2006.01]**
33/22	• Optical, colour, or shadow toys (kaleidoscopes G02B 27/08) **[1, 2006.01]**
33/26	• Magnetic or electric toys (electric drives A63H 29/22) **[1, 2006.01]**
33/28	• Soap-bubble toys; Smoke toys (arrangements for producing smoke images or rings during smoking A24F 13/30) **[1, 2006.01]**
33/30	• Imitations of apparatus, not otherwise provided for, e.g. telephones, weighing-machines or cash-registers **[1, 3, 2006.01]**
33/32	• Moulds, shapes, spades, or the like, for playing with sand **[1, 2006.01]**
33/36	• Sparking toys **[1, 2006.01]**
33/38	• Picture books with additional toy effects, e.g. pop-up or slide displays **[1, 4, 2006.01]**
33/40	• Windmills; Other toys actuated by air currents (driving mechanisms for toys actuated by steam or compressed air A63H 29/16) **[1, 2006.01]**
33/42	• Toy models or toy scenery not otherwise provided for **[1, 2006.01]**

37/00 **Jokes; Confetti, streamers, or other dance favours [4, 2006.01]**

A63J **DEVICES FOR THEATRES, CIRCUSES, OR THE LIKE; CONJURING APPLIANCES OR THE LIKE**

Subclass index

1/00 **Stage arrangements [1, 2006.01]**

1/02	• Scenery; Curtains; Other decorations; Means for moving same **[1, 2006.01]**

3/00 **Equipment for, or arrangement of, circuses or arenas [1, 2006.01]**

5/00 **Auxiliaries for producing special effects on stages, or in circuses or arenas [1, 2006.01]**

5/02	• Arrangements for making stage effects; Auxiliary stage appliances **[1, 2006.01]**
5/04	• • Arrangements for making sound-effects **[1, 2006.01]**
5/10	• Arrangements for making visible or audible the words spoken **[1, 2006.01]**
5/12	• Apparatus for raising or lowering persons **[1, 2006.01]**

7/00 **Auxiliary apparatus for artistes [1, 2006.01]**

9/00 **Centrifugal tracks, loop-the-loops or the like [1, 2006.01]**

11/00 **Labyrinths [1, 2006.01]**

13/00 **Panoramas, dioramas, stereoramas, or the like [1, 2006.01]**

15/00 **Peep-shows, e.g. raree-shows; Kaleidoscopic or other opalescence exhibitions [1, 2006.01]**

17/00 **Apparatus for performing colour-music [1, 2006.01]**

19/00 **Puppet, marionette, or shadow shows or theatres [1, 2006.01]**

21/00 **Conjuring appliances; Auxiliary apparatus for conjurers [1, 2006.01]**

25/00 **Equipment specially adapted for cinemas** (cinematographic projection means G03B) **[2009.01]**

99/00 **Subject matter not provided for in other groups of this subclass [2009.01]**

A63K **RACING; RIDING SPORTS; EQUIPMENT OR ACCESSORIES THEREFOR** (stop watches G04F 7/06; timing G07C 1/22; indicating arrangements for variable information by selection or combination of individual elements G09F 9/00)

1/00 **Race-courses; Race-tracks [1, 2006.01]**

1/02	• for greyhounds or other dogs **[1, 2006.01]**

3/00 **Equipment or accessories for racing or riding sports [1, 2006.01]**

3/02 • Starting-appliances, e.g. starting blocks **[1, 2006.01]**

3/04 • Hurdles or the like **[1, 2006.01]**

99/00 **Subject matter not provided for in other groups of this subclass [2006.01]**