# CPC COOPERATIVE PATENT CLASSIFICATION

#### A HUMAN NECESSITIES

### **HEALTH; AMUSEMENT**

A63 SPORTS; GAMES; AMUSEMENTS

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

#### **WARNINGS**

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

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

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

1/00	Tops (diabolos or similar thrown and caught spinning	Dolls; Figures; Musical toys	
1/02	tops or throwing and catching devices therefor A63B 67/16; flying tops {A63H 27/12})  with detachable winding devices	3/00	<b>Dolls</b> {(puppets or marionettes for shows or theatres <u>A63J 19/006</u> )}
1/04	with string or band winding devices		NOTE
1/06 1/08 1/10	<ul> <li>with integral winding devices</li> <li>with arrangements for winding-up by blowing</li> <li>able to be spun by whirling the axis with both hands</li> </ul>		In this group, the following term is used with the meaning indicated:  • "doll" includes a toy animal
1/12 1/16 1/18	<ul> <li>Whip tops; Top whips</li> <li>Hopping, dancing, or curve-drawing tops</li> <li>Double tops; Multiple tops mounted in or on one another</li> </ul>	3/001	• {simulating physiological processes, e.g. heartbeat, breathing or fever (with fluid ingestion or emission A63H 3/24)}
1/20	<ul> <li>with figure-like features; with movable objects, especially figures</li> </ul>	3/003	• {specially adapted for a particular function not connected with dolls (as electric lighting devices
1/22	• Colour tops	0/007	A63H 3/006)}
1/24	• with illuminating arrangements	3/005	• • {for use as container (containers <u>B65D</u> )}
1/26	emitting blasts or explosions	3/006	• {provided with electrical lighting (electrical lighting
1/28	Musical tops	2/009	F21)}
1/30	• Climbing tops, e.g. Yo-Yo	3/008	<ul> <li>{Dolls capable of simulating pregnancy or birth}</li> <li>made of fabrics or stuffed</li> </ul>
1/32	• Whirling or spinning discs driven by twisted cords	3/02 3/04	with deformable framework
		3/06	<ul> <li>With deformable framework</li> <li>Air-filled or inflatable toy figures (connection of valves to inflatable elastic bodies B60C 29/00)</li> </ul>

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3/08

. of flat paper to be cut-out, folded, or clothed

Dolls; Figures; Musical toys

A63H

3/10	• Flat toy figures provided with limbs, with or without	11/04	Climbing figures moving up-and-down
	arrangements for making them stand up (A63H 3/08	11/06	. Jumping toys
3/12	takes precedence)  Double-faced dolls	11/08	Toys performing somersaults
3/12	<ul> <li>into which the fingers of the hand can be inserted,</li> </ul>	11/10	<ul> <li>Figure toys with single- or multiple-axle undercarriages, by which the figures perform a</li> </ul>
3/14	e.g. hand-puppets		realistic running motion when the toy is moving
3/16	<ul> <li>made of parts that can be put together {(facial parts)</li> </ul>		over the floor
5,10	only A63H 3/365)}	11/12	• • Wheeled toys with figures performing a wriggling
3/18	Jumping jacks	11,12	motion when moving
3/20	• with parts moved due to movements of other parts,	11/14	Mechanically-moved walking figures balanced by
	e.g. limbs		gyrostatic effects
3/24	<ul> <li>Drinking dolls; Dolls producing tears; Wetting dolls</li> </ul>	2011/16	• {Toy animals with pairs of legs performing turtle-
3/26	<ul> <li>Floating dolls</li> </ul>		like motions}
3/28	<ul> <li>Arrangements of sound-producing means in dolls;</li> </ul>	11/18	• Figure toys which perform a realistic walking
	Means in dolls for producing sounds	11/20	motion
3/31	Bellows, cylinders or the like for sound	11/20	• with pairs of legs, e.g. horses
2/26	production		<u>WARNING</u>
3/36 3/365	<ul><li>Details; Accessories</li><li>• {allowing a choice of facial features, e.g.</li></ul>		New group A63H 11/20 introduced in
3/303	to change the facial expression (change of		November 2005 is not complete. Documents
	expression through animation A63H 3/48,		from A63H 11/18 are in the process of being
	self-moving A63H 13/005; movable eyes		reorganised to the new group
	<u>A63H 3/40</u> )}	11/205	• • • {performing turtle-like motion}
3/38	Dolls' eyes		
3/40	movable	13/00	Toy figures with self-moving parts, with or without
3/42	Manufacture of eyes (artificial eyes for human	13/005	movement of the toy as a whole . {with self-moving head or facial features (with
3/44	beings A61F 2/14)  Dells' heir or wigg: Evolughes: Evolughes (wigg	15/005	a choice of features A63H 3/365; movable eyes
3/44	• Dolls' hair or wigs; Eyelashes; Eyebrows (wigs, eyelashes, eyebrows for humans <u>A41G</u> )		A63H 3/40)}
3/445	• • {Eyelashes; Eyebrows}	13/02	• imitating natural actions, e.g. catching a mouse by a
3/46	• Connections for limbs		cat, the kicking of an animal
3/48	Mounting of parts within dolls, e.g. automatic	13/03	Egg-laying toy animals
	eyes {or parts for animation (self-moving	13/04	Mechanical figures imitating the movement of
	<u>A63H 13/00</u> )}	12/015	players or workers
3/50	. Frames, stands, or wheels for dolls or toy animals	13/045	• • {imitating surfing}
3/52	. Dolls' houses, furniture or other equipment	13/06	imitating boxing or fighting
	{(simulating liquid flow <u>A63H 33/3022</u> )}; Dolls'	13/08 13/10	<ul><li>able to perform military exercises</li><li>shooting arrows or other missiles</li></ul>
	clothing or footwear	13/10	Gymnastic or acrobatic toy figures
5/00	Musical or noise- producing devices for additional	13/12	Rope-jumping toy figures
	toy effects other than acoustical (musical tops	13/15	imitating drawing or writing (changeable or
	A63H 1/28; {sound-producing dolls A63H 3/28;	10, 10	secret pictures <u>B44F 1/10</u> )
	musical toy vehicles A63H 17/268; acoustical	13/16	Boxes from which figures jump
	vehicle-signalling devices <u>A63H 17/32</u> ; whistling toy locomotive arrangements <u>A63H 19/14</u> }; music, sound	13/18	Toy swinging chairs; Rocking-figure toys
	or noise production in general <u>G10</u> )	13/20	• Toy roundabouts with moving figures; Toy
5/04	• Pistols or machine guns operated without		models of fairs or the like, with moving figures
2, 0	detonators; Crackers {(cracker bonbons		$\{(\underline{A63H7/04} \text{ takes precedence})\}$
	<u>A63H 37/00</u> )}	15/00	Other gravity-operated toy figures
7/00	Toy figures led or propelled by the user	15/02	• Figures staggering down an inclined path by means
7/02	<ul> <li>by pushing or drawing</li> </ul>		of the gravity effect
7/04	• moving together with a toy vehicle {or together	15/04	• Toy figures swinging about a point above the centre
	with wheels rolling on the ground, i.e. driven by		of gravity
	vehicle or wheel movement}	15/06	Self-righting toys
7/06	with feet formed by rotary members	15/08	Tumbling toy figures operated by balls enclosed therein
9/00	Special methods or compositions for the		ulereni
	manufacture of dolls, toy animals, toy figures, or	Toy vehicles	; Toy engines
	parts thereof	17/00	Toy vehicles, e.g. with self-drive; {(convertible
Mechanicall	y or gravity driven toy figures	17,00	into other toys A63H 33/003); Cranes, winches or
			the like;} Accessories therefor (traffic games with
11/00	Self-movable toy figures		figures moved by players A63F 9/14)
11/02	<ul> <li>moved by vibrations produced by rotating eccentric weights</li> </ul>	17/002	• {made of parts to be assembled}
	weights		

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Toy vehicles; Toy engines A63H

17/004	• {Stunt-cars, e.g. lifting front wheels, roll-over or	18/025	• • {Actuation of track parts by the vehicle}
	invertible cars}	18/026	• • {Start-finish mechanisms; Stop arrangements;
17/006	• {Missile-launching means on toy vehicles}		Traffic lights; Barriers, or the like (A63H 18/025
17/008	• {Launching devices for motorless toy vehicles (start		takes precedence)}
	mechanisms for trackways <u>A63H 18/026</u> ; for toy	18/028	• • {Looping; Jumping; Tilt-track sections}
17/00	aircraft <u>A63H 27/14</u> )}	18/04	Up-and-down-hill trackways ( <u>A63H 18/06</u> takes
17/02	• convertible into other forms under the action of	10/06	precedence)
	impact or shock, e.g. arrangements for imitating accidents	18/06	designed to cause movement of a vehicle
17/045	<ul> <li>shaped as armoured cars, tanks or the like</li> </ul>		by alteration of the inclination of part of the trackway
17/043	Trucks; Lorries	18/08	with mechanical means for guiding or steering
2017/055	{for agricultural use}	18/10	with magnetic means for steering
17/06	<ul> <li>with tipping bodies</li> </ul>	18/12	Electric current supply to toy vehicles through the
17/08	carrying a mechanically-raised ladder	10/12	track
17/10	carrying a tank for transporting liquids	18/14	• Drives arranged in the track, e.g. endless conveying
17/12	<ul> <li>with cranes, winches or the like</li> </ul>		means, magnets, driving-discs
17/14	Endless-track automobiles or trucks	18/16	• Control of vehicle drives by interaction between
17/16	• in the form of a bicycle, with or without riders		vehicle and track; Control of track elements by
17/10	thereon		vehicles
17/18	Tricycles, e.g. with moving figures	2018/165	• • {Means to improve adhesion of the vehicles on
17/21	<ul> <li>shaped as motorcycles with or without figures</li> </ul>		the track, e.g. using magnetic forces}
17/22	Scooters with driver figure propelled by their	19/00	Model railways (propulsion by special interaction
	wheels or by movement of the figure	17/00	between vehicle and track A63H 18/00)
17/24	<ul> <li>shaped as sledges, sleighs, or bobsleighs with or</li> </ul>	19/02	Locomotives; Motor coaches
	without figures	19/04	spring-driven
17/25	• Other wheeled vehicles with moving figures {(toy	19/06	Steam-driven locomotives; Engines therefor
	figures moving together with toy vehicles, led or	19/08	Boilers for locomotives
	propelled by the user, <u>A63H 7/04</u> ; self-movable	19/10	electrically driven
	toy figures driven by wheeled undercarriages	19/12	with electric reversing gear
4=10-	A63H 11/10)}	19/14	Arrangements for imitating locomotive features,
17/26	• Details; Accessories (drive mechanisms	,	e.g. whistling, signalling, puffing
17/262	A63H 29/00)	19/15	• Special types of cars
17/262	• • {Chassis; Wheel mountings; Wheels; Axles; Suspensions; Fitting body portions to chassis}	19/16	Parts for model railway vehicles
17/264	Coupling mechanisms (for model railway)	19/18	Car coupling or uncoupling mechanisms
17/204	vehicles A63H 19/18)}	19/20	Illuminating arrangements
17/266	• • {Movable parts other than toy figures, driven by	19/22	Wheels; Wheel axles; Bogies
	the wheels}	19/24	<ul> <li>Electric toy railways; Systems therefor</li> </ul>
17/268	• • {Musical toy vehicles}	2019/243	• • {Anti-collision systems}
17/28	Electric lighting systems	2019/246	• • {Remote controls}
17/30	Direction-indicators	19/26	Toy vehicles with overhead trolley-wire; Trolley-
17/32	Acoustical or optical signalling devices		buses
17/34	Arrangements for imitating the noise of motors	19/28	<ul> <li>Mechanical toy railway systems</li> </ul>
17/36	Steering-mechanisms for toy vehicles	19/30	<ul> <li>Permanent way; Rails; Rail-joint connections</li> </ul>
17/38	actuated by hand	19/32	Switches or points; Operating means therefor
17/395	steered by program	19/34	<ul> <li>Bridges; Stations; Signalling systems</li> </ul>
17/40	Toy vehicles automatically steering or	19/36	• Model railway structures, e.g. kinds of arrangement
	reversing by collision with an obstacle		of several units in containers, or on plates, or in
17/42	<ul> <li>Automatic stopping or braking arrangements</li> </ul>		combination with scenics for toy purposes (models
17/44	Toy garages for receiving toy vehicles; Filling	2019/365	or scenery for general purposes <u>G09B</u> )  • • {Devices for putting or removing vehicles on or
	stations	2019/303	from the rails, e.g. ramps}
18/00	Highways or trackways for toys (railway permanent		from the rains, e.g. rainps
	way <u>A63H 19/30</u> ; for special railways <u>A63H 21/00</u> );	21/00	Other toy railways
	Propulsion by special interaction between vehicle	21/02	<ul> <li>with cable- or rail-suspended vehicles</li> </ul>
	and track	21/04	• Mono-railways, e.g. with vehicles embracing the
18/002	• {Air-actuated track systems, e.g. with air cushion}		rail in the form of a saddle (A63H 21/02 takes
18/005	• {Accessories for indicating the winner of a race, e.g.		precedence)
	lap counters, speed indicators}	23/00	Toy boats; Floating toys; Other aquatic toy devices
18/007	• {Vehicles moved by vibration}	23/005	• {made of parts to be assembled}
18/02	Construction or arrangement of the trackway	23/02	Boats; Sailing boats
18/021	• • {Flexible tracks; Fluid-pressure-actuated tracks}	23/04	Self-propelled boats, ships or submarines
18/023	• • {Track control means, e.g. switches	23/06	jet-propelled
	(A63H 18/025 takes precedence)}		

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Toy vehicles; Toy engines A63H

22/00		20.400	5
23/08	Cartesian or other divers	29/08	Driving mechanisms actuated by balls or weights  Original mechanisms actuated by flavoirs and in-
23/10 23/12	<ul> <li>Other water toys, floating toys, or like buoyant toys</li> <li>Waterborne toy projectiles; Knock-apart toys;</li> </ul>	29/10 29/12	Driving mechanisms actuated by flowing media  by a condistroom
23/12	Exploding ship toys	29/12	<ul><li>by a sand stream</li><li>by a water stream</li></ul>
23/14	Special drives	29/14	by steam or compressed air
23/16	Aquatic toy installations; Harbour arrangements	29/165	{jet-propelled}
		29/18	<ul><li>Driving mechanisms with extensible rubber bands</li></ul>
27/00	Toy aircraft; Other flying toys (toys with parachutes	29/20	Flywheel driving mechanisms
	<u>A63H 33/20</u> )	29/22	Electric drives (power supply through track
27/001	• {Making or assembling thereof, e.g. by folding}	_>,	A63H 18/12)
27/002	• {Means for manipulating kites or other captive	29/24	Details or accessories for drive mechanisms, e.g.
	flying toys, e.g. kite-reels (reels in general B65H 75/00)}		means for winding-up or starting toy engines
27/004	• {Means for launching objects from aircraft, e.g.	30/00	Remote-control arrangements specially adapted
_,,,,,	pilot, missiles}	30/00	for toys, e.g. for toy vehicles (steering mechanisms
27/005	• {Rockets; Missiles}		for toy vehicles A63H 17/36; for model railways
27/007	• {Collapsible wings, e.g. for catapult aeroplanes}		A63H 19/24, A63H 19/28)
27/008	• {Propelled by flapping of wings (driving	30/02	• Electrical arrangements (transformers <u>H01F</u> ;
	mechanisms with extensible rubber bands for toys in		converters <u>H02M</u> )
	general <u>A63H 29/18</u> )}	30/04	<ul> <li>using wireless transmission</li> </ul>
27/02	• {Model aircraft}	30/06	<ul> <li>Hydraulic or pneumatic arrangements</li> </ul>
27/04	Captive toy aircraft	31/00	Gearing for toys (gearing in general F16H)
27/06	• {Jet-propelled flying toys, e.g. aeroplanes	31/02	• Screw-spindle mechanisms
27/08	( <u>A63H 27/04</u> , <u>A63H 27/12</u> take precedence)}  • Kites (kite-sails or kite-wings specially adapted for	31/04	Friction mechanisms
27/08	water sports boards <u>B63H 8/10</u> ; kite-sails for wind	31/06	Belt or string gear
	propelled vessels <u>B63H 9/069</u> )	31/08	Gear-control mechanisms; Gears for imparting a
27/082	• • {Rotary kites; Kites provided with rotary parts}		reciprocating motion
27/085	{Inflatable kites}	31/10	<ul> <li>Gearing mechanisms actuated by movable wires</li> </ul>
27/087	{Means for launching objects along the kite		enclosed in flexible tubes
	string, e.g. with parachutes}	33/00	Other toys
27/10	• Balloons (connection of valves to inflatable	33/001	• {Toy-moulding appliances; Toy moulding}
	elastic bodies <u>B60C 29/00</u> ; {other than toy aspects	33/002	• {Devices for converting reciprocal or vibratory
	<u>B64B 1/40</u> })		motion into rotary motion, e.g. for propellers}
	{Anchoring means or weights}	33/003	• {Convertible toys, e.g. robots convertible into
	• • {combined with candy or other food items}		rockets or vehicles convertible into planes}
2027/1025	• {Fabrication methods or special materials therefor}	33/004	• • {made of fabrics or stuffed}
2027/1033	Inflation devices or methods for inflating	33/005	• {Motorised rolling toys}
2027/1033	balloons}	33/006	• {Infant exercisers, e.g. for attachment to a crib}
2027/1041	• • {Holding or sealing means, e.g. handling rods,	33/007	• {Push or pull wheels, e.g. with movable parts other
	clamps or plugs}		than toy figures driven by the wheels (A63H 33/02
2027/105	{Knotting means}		takes precedence; for driving movable toy figures A63H 7/04)}
2027/1058	{associated with light or sound}	33/008	• {Playhouses, play-tents, big enough for playing
2027/1066	• • {Having means to guide movement, e.g. propeller	23/000	inside}
	or wings}	33/009	• {Toy swords or similar toy weapons; Toy shields}
2027/1075	{Special shapes or constructions (for aircraft type	33/02	• Toy hoops {, i.e. rings to be rolled by separate
	balloons <u>A63H 2027/1066</u> )}		sticks}; Sticks for propelling
2027/1083	• • {Valves or nozzles}	33/04	<ul> <li>Building blocks, strips, or similar building parts</li> </ul>
2027/1091	• { with object inserted within; Means or methods for insertion of objects }	33/042	• • {Mechanical, electrical, optical, pneumatic or
27/12	• {Helicopters (A63H 27/04 takes precedence);		hydraulic arrangements; Motors}
2//12	Flying tops}	33/044	• • {Buildings}
27/14	• Starting or launching devices for toy aircraft;	33/046	• • {comprising magnetic interaction means, e.g.
27/1.	Arrangements on toy aircraft for starting or	22/049	holding together by magnetic attraction}
	launching {(for launching objects from an aircraft	33/048	<ul> <li>{ to be assembled using hook and loop-type fastener or the like}</li> </ul>
	A63H 27/004)}	33/06	<ul><li>to be assembled without the use of additional</li></ul>
D.:	man Wasa Assessed Assessed Assessed Assessed	33/00	elements
Driving or co	ontrolling toys, e.g. toy vehicles	33/062	• • • {with clip or snap mechanisms}
29/00	Drive mechanisms for toys in general	33/065	• • • {using elastic deformation (A63H 33/062 takes
29/02	Clockwork mechanisms		precedence)}
29/04	Helical-spring driving mechanisms	33/067	• • • {with rotation or translation, e.g. of keyhole or
29/06	Other elements therefor		bayonet type}

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riving or co	ntrolling toys, e.g. toy vehicles		А63Н
33/08	provided with complementary holes, grooves,	33/3066	• • {Watches or clocks}
22/002	or protuberances, e.g. dovetails	33/3072	• • {Tools or machine-tools}
33/082	• • • { with dovetails }	33/3077	• • {Typewriters}
33/084	• • • • { with grooves (dovetails $\underline{A63H 33/082}$ )}	33/3083	• • {Printing machinery}
33/086	• • • { with primary projections fitting by friction	33/3088	• • {Textile-machines (toy looms <u>D03D 29/00</u> )}
	in complementary spaces between secondary projections, e.g. sidewalls}	33/3094	• • {Doctors' instruments}
22/000		33/32	• Moulds, shapes, spades, or the like, for playing with
33/088	• • • • { with holes ( <u>A63H 33/062</u> , <u>A63H 33/065</u> take precedence)}	33/36	sand Sparking toys
33/10	<ul> <li>to be assembled by means of additional non- adhesive elements</li> </ul>	33/38	• Picture books with additional toy effects, e.g. pop- up or slide displays (picture books <u>B42D 1/00</u> )
33/101	• • { with clip or snap mechanism }	33/40	Windmills; Other toys actuated by air currents
33/102	• • • {using elastic deformation ( <u>A63H 33/101</u> takes precedence)}	33/40	(driving mechanisms for toy figures or vehicles A63H 29/16)
33/103	• • { with wires, springs, suction cups, telescopic elements }	33/42	• Toy models or toy scenery not otherwise covered
33/105	• • { with grooves, e.g. dovetails }	33/425	<ul> <li>(models or scenery for general purposes <u>G09B</u>)</li> <li>. {Toy space systems, e.g. satellites, space ships}</li> </ul>
33/106	• • { with rotation, e.g. of bayonet type}	27/00	Island Confetti atmosphere on other deman forman
33/107	• • • {using screws, bolts, nails, rivets, clamps}	37/00	Jokes; Confetti, streamers, or other dance favours {; Cracker bonbons or the like}
33/108	• • • {with holes ( <u>A63H 33/101</u> , <u>A63H 33/102</u> and <u>A63H 33/107</u> take precedence)}	37/005	• {Popper toys, i.e. disc-shaped toys which jump when snapping to their original shape after
33/12	<ul> <li>Perforated strips or the like assembled by rods, bolts, or the like</li> </ul>		distortion}
33/14	<ul> <li>specially adapted to be assembled by adhesive or cement</li> </ul>		
33/16	Models made by folding paper	2200/00	Computerized interactive toys, e.g. dolls
33/18	• Throwing or slinging toys, {e.g. flying disc toys	2200/00	Computerized interactive toys, e.g. dons
	(discs used in athletics A63B 65/10)}(as part of a game A63F 9/02; sling weapons F41B 3/00; spring		
	toy guns <u>F41B 7/08</u> )		
33/185	<ul> <li>{Aerial toy rotating automatically when descending under gravity}</li> </ul>		
33/20	Toys with parachutes; Toy parachutes		
	{(A63H 27/004, A63H 27/005, and A63H 27/087		
	take precedence; parachutes for aeronautics		
	<u>B64D 17/00</u> )}		
33/22	<ul> <li>Optical, colour, or shadow toys ({puzzles with</li> </ul>		
	optical elements A63F 9/0613}; kaleidoscopes		
00/0	G02B 27/08)		
33/26	• Magnetic or electric toys (electric drives		
	A63H 29/22 {; indoor games played with small balls using magnetic power A63F 7/0088,		
	A63F 7/068})		
33/28	Soap-bubble toys; Smoke toys (blowing smoke)		
33/20	rings A24F 13/30)		
33/30	. Imitations of miscellaneous apparatus not otherwise		
	provided for, e.g. telephones, weighing-machines,		
	cash-registers (savings boxes A45C 1/12; toy ticket		
	punches <u>G07B 9/02</u> )		
33/3005	• • {Cash-registers}		
33/3011	• • {Weighing-machines}		
33/3016	{Telephones}		
33/3022	• • {simulating liquid flow, e.g. nursing bottles		
	(drinking weening wetting dolls A63H 3/24))		

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(drinking, weeping, wetting dolls A63H 3/24)}

• • {simulating driving; Accessories therefor, e.g.

. . {Loading stations, e.g. with conveyors, elevators, cranes (cranes, winches or the like per se

• • {Radio or television sets}

steering wheels}

• • {Baths; Showers}

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. . {Vacuum-cleaners}

• • {Washing-machines}

• • {Ovens, or other cooking means}

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