

# CPC COOPERATIVE PATENT CLASSIFICATION

## A HUMAN NECESSITIES

### HEALTH; AMUSEMENT

### A63 SPORTS; GAMES; AMUSEMENTS

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

#### WARNING

The following IPC groups are not used in the CPC scheme. Subject matter covered by these groups is classified in the following CPC groups:

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

#### **1/00 Tops (flying tops [A63H 27/12](#))**

- 1/02 . with detachable winding devices
- 1/04 . . with string or band winding devices
- 1/06 . with integral winding devices
- 1/08 . with arrangements for winding-up by blowing
- 1/10 . able to be spun by whirling the axis with both hands
- 1/12 . Whip tops; Top whips
- 1/16 . Hopping, dancing, or curve-drawing tops
- 1/18 . Double tops; Multiple tops mounted in or on one another
- 1/20 . with figure-like features; with movable objects, especially figures
- 1/22 . Colour tops
- 1/24 . with illuminating arrangements
- 1/26 . emitting blasts or explosions
- 1/28 . Musical tops
- 1/30 . Climbing tops, e.g. Yo-Yo
- 1/32 . Whirling or spinning discs driven by twisted cords

#### Dolls; Figures; Musical toys

- 3/00 Dolls {(puppets or marionettes for shows or theatres [A63J 19/006](#))}**

#### NOTE

In this group, the following term is used with the meaning indicated:

– "doll" includes a toy animal

- 3/001 . {simulating physiological processes, e.g. heartbeat, breathing or fever (with fluid ingestion or emission [A63H 3/24](#))}
- 3/003 . {specially adapted for a particular function not connected with dolls (as electric lighting devices [A63H 3/006](#))}
- 3/005 . . {for use as container (containers [B65D](#))}
- 3/006 . {provided with electrical lighting (electrical lighting [F21](#))}
- 3/008 . {Dolls capable of simulating pregnancy or birth}
- 3/02 . made of fabrics or stuffed
- 3/04 . with deformable framework
- 3/06 . Air-filled or inflatable toy figures (connection of valves to inflatable elastic bodies [B60C 29/00](#))
- 3/08 . of flat paper to be cut-out, folded, or clothed
- 3/10 . Flat toy figures provided with limbs, with or without arrangements for making them stand up ([A63H 3/08](#) takes precedence)
- 3/12 . Double-faced dolls
- 3/14 . into which the fingers of the hand can be inserted, e.g. hand-puppets
- 3/16 . made of parts that can be put together {(facial parts only [A63H 3/365](#))}
- 3/18 . Jumping jacks

3/20	• with parts moved due to movements of other parts, e.g. limbs	11/14	• Mechanically-moved walking figures balanced by gyrostatic effects
3/24	• Drinking dolls; Dolls producing tears; Wetting dolls	2011/16	• {Toy animals with pairs of legs performing turtle-like motions}
3/26	• Floating dolls		
3/28	• Arrangements of sound-producing means in dolls; Means in dolls for producing sounds	11/18	• Figure toys which perform a realistic walking motion
3/31	• • Bellows, cylinders or the like for sound production	11/20	• • with pairs of legs, e.g. horses
3/36	• Details; Accessories		<b>WARNING</b>
3/365	• • {allowing a choice of facial features, e.g. to change the facial expression (change of expression through animation <a href="#">A63H 3/48</a> , self-moving <a href="#">A63H 13/005</a> ; movable eyes <a href="#">A63H 3/40</a> )}		New group <a href="#">A63H 11/20</a> introduced in November 2005 is not complete. Documents from <a href="#">A63H 11/18</a> are in the process of being reorganised to the new group
3/38	• • Dolls' eyes	11/205	• • • {performing turtle-like motion}
3/40	• • • movable	<b>13/00</b>	<b>Toy figures with self-moving parts, with or without movement of the toy as a whole</b>
3/42	• • • Manufacture of eyes (artificial eyes for human beings <a href="#">A61F 2/14</a> )	13/005	• {with self-moving head or facial features (with a choice of features <a href="#">A63H 3/365</a> ; movable eyes <a href="#">A63H 3/40</a> )}
3/44	• • Dolls' hair or wigs; Eyelashes; Eyebrows (wigs, eyelashes, eyebrows for humans <a href="#">A41G</a> )	13/02	• imitating natural actions, e.g. catching a mouse by a cat, the kicking of an animal
3/445	• • • {Eyelashes; Eyebrows}	13/03	• • Egg-laying toy animals
3/46	• • Connections for limbs	13/04	• • Mechanical figures imitating the movement of players or workers
3/48	• • Mounting of parts within dolls, e.g. automatic eyes {or parts for animation (self-moving <a href="#">A63H 13/00</a> )}	13/045	• • • {imitating surfing}
3/50	• • Frames, stands, or wheels for dolls or toy animals	13/06	• • • imitating boxing or fighting
3/52	• • Dolls' houses, furniture, or other equipment {(simulating liquid flow <a href="#">A63H 33/3022</a> )}; Dolls' clothing (dolls' footwear <a href="#">A43B 3/28</a> )	13/08	• • • able to perform military exercises
<b>5/00</b>	<b>Musical or noise- producing devices for additional toy effects other than acoustical (musical tops <a href="#">A63H 1/28</a>; {sound-producing dolls <a href="#">A63H 3/28</a>; musical toy vehicles <a href="#">A63H 17/268</a>; acoustical vehicle-signalling devices <a href="#">A63H 17/32</a>; whistling toy locomotive arrangements <a href="#">A63H 19/14</a>}; music, sound or noise production in general <a href="#">G10</a>)</b>	13/10	• • • shooting arrows or other missiles
5/04	• Pistols or machine guns operated without detonators; Crackers {(cracker bonbons <a href="#">A63H 37/00</a> )}	13/12	• • • Gymnastic or acrobatic toy figures
<b>7/00</b>	<b>Toy figures led or propelled by the user</b>	13/14	• • • Rope-jumping toy figures
7/02	• by pushing or drawing	13/15	• • • imitating drawing or writing (changeable or secret pictures <a href="#">B44F 1/10</a> )
7/04	• • moving together with a toy vehicle {or together with wheels rolling on the ground, i.e. driven by vehicle or wheel movement}	13/16	• Boxes from which figures jump
7/06	• • with feet formed by rotary members	13/18	• Toy swinging chairs; Rocking-figure toys
<b>9/00</b>	<b>Special methods or compositions for the manufacture of dolls, toy animals, toy figures, or parts thereof</b>	13/20	• Toy roundabouts with moving figures; Toy models of fairs or the like, with moving figures {( <a href="#">A63H 7/04</a> takes precedence)}
<b>Mechanically or gravity driven toy figures</b>		<b>15/00</b>	<b>Other gravity-operated toy figures</b>
<b>11/00</b>	<b>Self-movable toy figures</b>	15/02	• Figures staggering down an inclined path by means of the gravity effect
11/02	• moved by vibrations produced by rotating eccentric weights	15/04	• Toy figures swinging about a point above the centre of gravity
11/04	• Climbing figures moving up-and-down	15/06	• Self-righting toys
11/06	• Jumping toys	15/08	• Tumbling toy figures operated by balls enclosed therein
11/08	• Toys performing somersaults		
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	<b>Toy vehicles; Toy engines</b>	
11/12	• • Wheeled toys with figures performing a wriggling motion when moving	<b>17/00</b>	<b>Toy vehicles, e.g. with self-drive; {(convertible into other toys <a href="#">A63H 33/003</a>); Cranes, winches or the like;} Accessories therefor (traffic games with figures moved by players <a href="#">A63F 9/14</a>)</b>

17/002	• {made of parts to be assembled}
17/004	• {Stunt-cars, e.g. lifting front wheels, roll-over or invertible cars}
17/006	• {Missile-launching means on toy vehicles}
17/008	• {Launching devices for motorless toy vehicles (start mechanisms for trackways <a href="#">A63H 18/026</a> ; for toy aircraft <a href="#">A63H 27/14</a> )}
17/02	• convertible into other forms under the action of impact or shock, e.g. arrangements for imitating accidents
17/045	• shaped as armoured cars, tanks or the like

17/05	. 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	. . with tipping bodies	18/12	. Electric current supply to toy vehicles through the track
17/08	. . carrying a mechanically-raised ladder	18/14	. Drives arranged in the track, e.g. endless conveying means, magnets, driving-discs
17/10	. . carrying a tank for transporting liquids	18/16	. Control of vehicle drives by interaction between vehicle and track; Control of track elements by vehicles
17/12	. with cranes, winches or the like	2018/165	. . {Means to improve adhesion of the vehicles on the track, e.g. using magnetic forces}
17/14	. Endless-track automobiles or trucks	19/00	<b>Model railways (propulsion by special interaction between vehicle and track <a href="#">A63H 18/00</a>)</b>
17/16	. in the form of a bicycle, with or without riders thereon	19/02	. Locomotives; Motor coaches
17/18	. Tricycles, e.g. with moving figures	19/04	. . spring-driven
17/21	. shaped as motorcycles with or without figures	19/06	. . Steam-driven locomotives; Engines therefor
17/22	. Scooters with driver figure propelled by their wheels or by movement of the figure	19/08	. . . Boilers for locomotives
17/24	. shaped as sledges, sleighs, or bobsleighs with or without figures	19/10	. . electrically driven
17/25	. Other wheeled vehicles with moving figures {(toy figures moving together with toy vehicles, led or propelled by the user, <a href="#">A63H 7/04</a> ; self-movable toy figures driven by wheeled undercarriages <a href="#">A63H 11/10</a> )}	19/12	. . . with electric reversing gear
17/26	. Details; Accessories (drive mechanisms <a href="#">A63H 29/00</a> )	19/14	. . Arrangements for imitating locomotive features, e.g. whistling, signalling, puffing
17/262	. . {Chassis; Wheel mountings; Wheels; Axles; Suspensions; Fitting body portions to chassis}	19/15	. Special types of cars
17/264	. . {Coupling mechanisms (for model railway vehicles <a href="#">A63H 19/18</a> )}	19/16	. Parts for model railway vehicles
17/266	. . {Movable parts other than toy figures, driven by the wheels}	19/18	. . Car coupling or uncoupling mechanisms
17/268	. . {Musical toy vehicles}	19/20	. . Illuminating arrangements
17/28	. . Electric lighting systems	19/22	. . Wheels; Wheel axles; Bogies
17/30	. . Direction-indicators	19/24	. Electric toy railways; Systems therefor
17/32	. . Acoustical or optical signalling devices	2019/243	. . {Anti-collision systems}
17/34	. . Arrangements for imitating the noise of motors	2019/246	. . {Remote controls}
17/36	. . Steering-mechanisms for toy vehicles	19/26	. . Toy vehicles with overhead trolley-wire; Trolley-buses
17/38	. . . actuated by hand	19/28	. Mechanical toy railway systems
17/395	. . . steered by program	19/30	. Permanent way; Rails; Rail-joint connections
17/40	. . . Toy vehicles automatically steering or reversing by collision with an obstacle	19/32	. . Switches or points; Operating means therefor
17/42	. . Automatic stopping or braking arrangements	19/34	. Bridges; Stations; Signalling systems
17/44	. . Toy garages for receiving toy vehicles; Filling stations	19/36	. Model railway structures, e.g. kinds of arrangement of several units in containers, or on plates, or in combination with scenics for toy purposes (models or scenery for general purposes <a href="#">G09B</a> )
18/00	<b>Highways or trackways for toys (railway permanent way <a href="#">A63H 19/30</a>; for special railways <a href="#">A63H 21/00</a>); Propulsion by special interaction between vehicle and track</b>	2019/365	. . {Devices for putting or removing vehicles on or from the rails, e.g. ramps}
18/002	. {Air-actuated track systems, e.g. with air cushion}	21/00	<b>Other toy railways</b>
18/005	. {Accessories for indicating the winner of a race, e.g. lap counters, speed indicators}	21/02	. with cable- or rail-suspended vehicles
18/007	. {Vehicles moved by vibration}	21/04	. Mono-railways, e.g. with vehicles embracing the rail in the form of a saddle ( <a href="#">A63H 21/02</a> takes precedence)
18/02	. Construction or arrangement of the trackway	23/00	<b>Toy boats; Floating toys; Other aquatic toy devices</b>
18/021	. . {Flexible tracks; Fluid-pressure-actuated tracks}	23/005	. {made of parts to be assembled}
18/023	. . {Track control means, e.g. switches ( <a href="#">A63H 18/025</a> takes precedence)}	23/02	. Boats; Sailing boats
18/025	. . {Actuation of track parts by the vehicle}	23/04	. . Self-propelled boats, ships or submarines
18/026	. . {Start-finish mechanisms; Stop arrangements; Traffic lights; Barriers, or the like ( <a href="#">A63H 18/025</a> takes precedence)}	23/06	. . . jet-propelled
18/028	. . {Looping; Jumping; Tilt-track sections}	23/08	. Cartesian or other divers
18/04	. . Up-and-down-hill trackways ( <a href="#">A63H 18/06</a> takes precedence)	23/10	. Other water toys, floating toys, or like buoyant toys
18/06	. . designed to cause movement of a vehicle by alteration of the inclination of part of the trackway	23/12	. . Waterborne toy projectiles; Knock-apart toys; Exploding ship toys
		23/14	. . Special drives
		23/16	. . Aquatic toy installations; Harbour arrangements
		27/00	<b>Toy aircraft; Other flying toys (toys with parachutes <a href="#">A63H 33/20</a>) {; Starting or launching devices therefor}</b>
		27/001	. {Making or assembling thereof, e.g. by folding}

27/002	• {Means for manipulating kites or other captive flying toys, e.g. kite-reels ( <a href="#">reels in general B65H 75/00</a> )}	29/24	• Details or accessories for drive mechanisms, e.g. means for winding-up or starting toy engines
27/004	• {Means for launching objects from aircraft, e.g. pilot, missiles}	<b>30/00</b>	<b>Remote-control arrangements specially adapted for toys, e.g. for toy vehicles (<a href="#">steering mechanisms for toy vehicles A63H 17/36</a>; for model railways <a href="#">A63H 19/24</a>, <a href="#">A63H 19/28</a>)</b>
27/005	• {Rockets; Missiles}	30/02	• Electrical arrangements ( <a href="#">transformers H01F</a> ; <a href="#">converters H02M</a> )
27/007	• {Collapsible wings, e.g. for catapult aeroplanes}	30/04	• . . using wireless transmission
27/008	• {Propelled by flapping of wings ( <a href="#">driving mechanisms with extensible rubber bands for toys in general A63H 29/18</a> )}	30/06	• Hydraulic or pneumatic arrangements
27/02	• {Model aircraft}	<b>31/00</b>	<b>Gearing for toys (<a href="#">gearing in general F16H</a>)</b>
27/04	• Captive toy aircraft	31/02	• Screw-spindle mechanisms
27/06	• {Jet-propelled flying toys, e.g. aeroplanes ( <a href="#">A63H 27/04</a> , <a href="#">A63H 27/12</a> take precedence)}	31/04	• Friction mechanisms
27/08	• Kites {(other than toy aspects <a href="#">B64C 31/06</a> )}	31/06	• Belt or string gear
27/082	• . . {Rotary kites; Kites provided with rotary parts}	31/08	• Gear-control mechanisms; Gears for imparting a reciprocating motion
27/085	• . . {Inflatable kites}	31/10	• Gearing mechanisms actuated by movable wires enclosed in flexible tubes
27/087	• . . {Means for launching objects along the kite string, e.g. with parachutes}	<b>33/00</b>	<b>Other toys</b>
27/10	• Balloons ( <a href="#">connection of valves to inflatable elastic bodies B60C 29/00</a> ; {other than toy aspects <a href="#">B64B 1/40</a> })	33/001	• {Toy-moulding appliances; Toy moulding}
2027/1008	• . . {Anchoring means or weights}	33/002	• {Devices for converting reciprocal or vibratory motion into rotary motion, e.g. for propellers}
2027/1016	• . . {combined with candy or other food items}	33/003	• {Convertible toys, e.g. robots convertible into 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 balloons}	33/005	• {Motorised rolling toys}
2027/1041	• . . {Holding or sealing means, e.g. handling rods, clamps or plugs}	33/006	• {Infant exercisers, e.g. for attachment to a crib}
2027/105	• . . {Knotting means}	33/007	• {Push or pull wheels, e.g. with movable parts other than toy figures driven by the wheels ( <a href="#">A63H 33/02</a> takes precedence; for driving movable toy figures <a href="#">A63H 7/04</a> )}
2027/1058	• . . {associated with light or sound}	33/008	• {Playhouses, play-tents, big enough for playing inside}
2027/1066	• . . {Having means to guide movement, e.g. propeller or wings}	33/009	• {Toy swords or similar toy weapons; Toy shields}
2027/1075	• . . {Special shapes or constructions ( <a href="#">for aircraft type balloons A63H 2027/1066</a> )}	33/02	• Toy hoops{, i.e. rings to be rolled by separate sticks}; Sticks for propelling
2027/1083	• . . {Valves or nozzles}	33/04	• Building blocks, strips, or similar building parts
2027/1091	• . . {with object inserted within; Means or methods for insertion of objects}	33/042	• . . {Mechanical, electrical, optical, pneumatic or hydraulic arrangements; Motors}
27/12	• {Helicopters ( <a href="#">A63H 27/04</a> takes precedence); Flying tops}	33/044	• . . {Buildings}
27/14	• Starting or launching devices for toy aircraft; Arrangements on toy aircraft for starting or launching {(for launching objects from an aircraft <a href="#">A63H 27/004</a> )}	33/046	• . . {comprising magnetic interaction means, e.g. holding together by magnetic attraction}
<b>Driving or controlling toys, e.g. toy vehicles</b>		33/048	• . . {to be assembled using hook and loop-type fastener or the like}
<b>29/00</b>	<b>Drive mechanisms for toys in general</b>	33/06	• . . to be assembled without the use of additional elements
29/02	• Clockwork mechanisms	33/062	• . . . {with clip or snap mechanisms}
29/04	• . . Helical-spring driving mechanisms	33/065	• . . . {using elastic deformation ( <a href="#">A63H 33/062</a> takes precedence)}
29/06	• . . Other elements therefor	33/067	• . . . {with rotation or translation, e.g. of keyhole or bayonet type}
29/08	• Driving mechanisms actuated by balls or weights	33/08	• . . . provided with complementary holes, grooves, or protuberances, e.g. dovetails
29/10	• Driving mechanisms actuated by flowing media	33/082	• . . . . {with dovetails}
29/12	• . . by a sand stream	33/084	• . . . . {with grooves ( <a href="#">dovetails A63H 33/082</a> )}
29/14	• . . by a water stream	33/086	• . . . . {with primary projections fitting by friction in complementary spaces between secondary projections, e.g. sidewalls}
29/16	• . . by steam or compressed air	33/088	• . . . . {with holes ( <a href="#">A63H 33/062</a> , <a href="#">A63H 33/065</a> take precedence)}
29/165	• . . . {jet-propelled}	33/10	• . . to be assembled by means of additional non-adhesive elements
29/18	• Driving mechanisms with extensible rubber bands		
29/20	• Flywheel driving mechanisms		
29/22	• Electric drives ( <a href="#">power supply through track A63H 18/12</a> )		

- 33/101 . . . {with clip or snap mechanism}
- 33/102 . . . {using elastic deformation ([A63H 33/101](#) takes precedence)}
- 33/103 . . . {with wires, springs, suction cups, telescopic elements}
- 33/105 . . . {with grooves, e.g. dovetails}
- 33/106 . . . {with rotation, e.g. of bayonet type}
- 33/107 . . . {using screws, bolts, nails, rivets, clamps}
- 33/108 . . . {with holes ([A63H 33/101](#), [A63H 33/102](#) and [A63H 33/107](#) take precedence)}
- 33/12 . . . Perforated strips or the like assembled by rods, bolts, or the like
- 33/14 . . specially adapted to be assembled by adhesive or cement
- 33/16 . Models made by folding paper
- 33/18 . Throwing or slinging toys, {e.g. flying disc toys (discs used in athletics [A63B 65/10](#))} (as part of a game [A63F 9/02](#); sling weapons [F41B 3/00](#); spring toy guns [F41B 7/08](#))
- 33/185 . . {Aerial toy rotating automatically when descending under gravity}
- 33/20 . Toys with parachutes; Toy parachutes {([A63H 27/004](#), [A63H 27/005](#), and [A63H 27/087](#) take precedence; parachutes for aeronautics [B64D 17/00](#))}
- 33/22 . Optical, colour, or shadow toys ({puzzles with optical elements [A63F 9/0613](#)}; kaleidoscopes [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 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 [G07B 9/02](#))
- 33/3005 . . {Cash-registers}
- 33/3011 . . {Weighing-machines}
- 33/3016 . . {Telephones}
- 33/3022 . . {simulating liquid flow, e.g. nursing bottles (drinking, weeping, wetting dolls [A63H 3/24](#))}
- 33/3027 . . {Radio or television sets}
- 33/3033 . . {simulating driving; Accessories therefor, e.g. steering wheels}
- 33/3038 . . {Baths; Showers}
- 33/3044 . . {Loading stations, e.g. with conveyors, elevators, cranes (cranes, winches or the like [per se](#) [A63H 17/12](#))}
- 33/305 . . {Vacuum-cleaners}
- 33/3055 . . {Ovens, or other cooking means}
- 33/3061 . . {Washing-machines}
- 33/3066 . . {Watches or clocks}
- 33/3072 . . {Tools or machine-tools}
- 33/3077 . . {Typewriters}
- 33/3083 . . {Printing machinery}
- 33/3088 . . {Textile-machines (toy looms [D03D 29/00](#))}
- 33/3094 . . {Doctors' instruments}
- 33/32 . Moulds, shapes, spades, or the like, for playing with sand
- 33/36 . Sparking toys
- 33/38 . Picture books with additional toy effects, e.g. pop-up or slide displays (picture books [B42D 1/00](#))

- 33/40 . Windmills; Other toys actuated by air currents (driving mechanisms for toy figures or vehicles [A63H 29/16](#))
- 33/42 . Toy models or toy scenery not otherwise covered (models or scenery for general purposes [G09B](#))
- 33/425 . . {Toy space systems, e.g. satellites, space ships}
- 37/00 Jokes; Confetti, streamers, or other dance favours{; Cracker bonbons or the like}**
- 37/005 . {Popper toys, i.e. disc-shaped toys which jump when snapping to their original shape after distortion}

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