

**CLASS D22, ARMS, PYROTECHNICS, HUNTING AND FISHING EQUIPMENT****SECTION I - CLASS DEFINITION**

This class provides for design patents claiming ornamental designs for:

1. Projectile Launching Weapon
2. Explosive of Pyrotechnic Article
3. Target or Target Launcher
4. Free Flight Projectile
5. Trapping, Repelling, or Vermin Destroying
6. Fishing Equipment
7. Miscellaneous

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

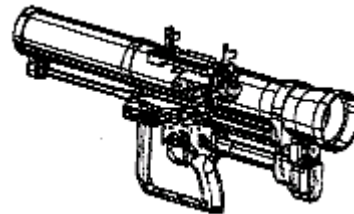
**SECTION II - REFERENCES TO OTHER CLASSES****SEE OR SEARCH CLASS:**

- D2, Apparel and Haberdashery, subclasses 829 through 830 for vest.
- D3, Travel Goods and Personal Belongings, subclass 220 for scabbard or sheath for knife or sword; subclasses 221-225 for body- or belt-attached fishing rod holder or carrier; subclasses 222 and 223 for gun holster; subclass 224 for body-attached cartridge holder; subclasses 254-262 for containers and carrying cases for sports equipment; subclass 260 for fishing creel; subclasses 273-302 for enclosed storage container; Cross Reference Art Collection 904 for sports accessory case; Cross Reference Art Collection 905 for tackle box.
- D10, Measuring, Testing, or Signalling Instruments, subclasses 46+ for designs of sonar or radar equipment, subclass 107 for buoys, and subclasses 114.1-114.9 for flashing, warning or directing-type lights.

- D12, Transportation, subclass 16.1 for drone, guided missile, or rocket.
- D16, Photography and Optical Equipment, subclass 132 for optical or telescopic gun sight.
- D21, Games, Toys, and Sports Goods, subclasses 302 through 309 for game-type target (e.g., toy marksman type, dart board, etc.); subclasses 567-575 for toy weapon; subclass 568 for toy sword; subclass 571 for toy bow or crossbow; subclasses 573-575 for toy handgun or rifle; subclasses 834-840 for tent.
- D25, Building Units and Construction Elements, subclass 16 for single occupant-type hunting blind.

**SUBCLASSES**

- 100 PROJECTILE LAUNCHING WEAPON:**  
This subclass is indented under the class definition. Design for article used to propel an object of bodily harm.



Example of a design for a projectile launching weapon.

- (1) Note. Includes firearm, slingshot, bow, or spear.

**SEE OR SEARCH THIS CLASS, SUBCLASS:**

113, for target launcher.

**SEE OR SEARCH CLASS:**

- D21, Games, Toys, and Sports Goods, subclasses 567 through 575 for toy weapon; subclass 568 for toy sword; subclasses 573-575 for toy handgun or rifle.

**101 Combined:**

This subclass is indented under subclass 100. Design that includes the disclosure of another design which, if claimed separately, would be classified in a subsequent subclass or class.

**102 Spear gun or blow gun:**

This subclass is indented under subclass 100. Design for a device for mechanically shooting a spear-like projectile underwater or by expelling a projectile with a gust of air from the mouth.



Example of a design for a blowgun.

**SEE OR SEARCH CLASS:**

D21, Games, Toys, and Sports Goods, subclass 387 for dart; subclasses 401 and 402 for bubble or smoke making toy; subclasses 567-575 for toy weapon.

**103 Rifle or shotgun:**

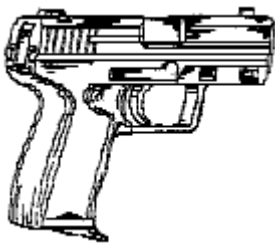
This subclass is indented under subclass 100. Design for a firearm with an elongated bore for firing from the shoulder.

**SEE OR SEARCH CLASS:**

D21, Games, Toys, and Sports Goods, subclass 573 for toy rifle.

**104 Pistol:**

This subclass is indented under subclass 100. Design for handheld firearm that includes a bore.



Example of a handheld design for a pistol.

**105 Simulative motif:**

This subclass is indented under subclass 104. Design that includes an ornamental feature or features that shows the ornamental appearance of another article as applied ornamentation.

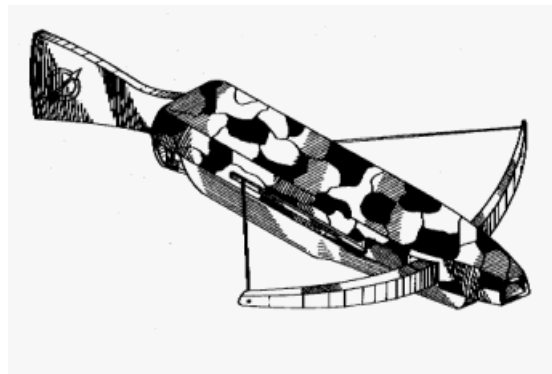
**106 Slingshot:**

This subclass is indented under subclass 100. Design for a Y-shaped stick having an elastic strap attached to the prongs used for flinging small stones:

(1) Note. Includes element.

**107 Bow:**

This subclass is indented under subclass 100. Design for a weapon consisting of a curved flexible strip of material, strung taut from end to end used to launch arrows.



Example of a design for a crossbow.

(1) Note. Includes element.

**SEE OR SEARCH CLASS:**

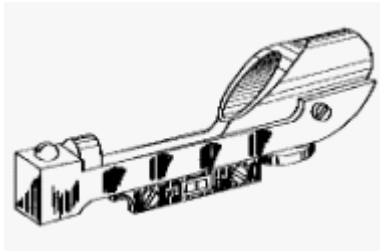
D21, Games, Toys, and Sports Goods, subclass 571 for toy bow or crossbow.

**108 Firearm element or attachment:**

This subclass is indented under subclass 100. Design for a part or accessory for a pistol or rifle, capable of firing a projectile using an explosive charge as a propellant.

**109 Gunsight, ventilating rib, or mount:**

This subclass is indented under subclass 108. Design for mechanism for aiming a firearm or support therefor or mechanism for circulating air into a firearm.



Example of a design for a gunsight.

SEE OR SEARCH CLASS:

D16, Photography and Optical Equipment, subclass 132 for optical or telescopic gun sight.

**110 Gunsight mount:**

This subclass is indented under subclass 109. Design for support for aiming mechanism for hand firearm such as a pistol, gun, or rifle.

SEE OR SEARCH CLASS:

D16, Photography and Optical Equipment, subclass 132 for optical or telescopic gun sight.

**111 Recoil pad:**

This subclass is indented under subclass 108. Design for end cap of a rifle that fits against the shoulder or upper body.

**112 EXPLOSIVE OR PYROTECHNIC ARTICLE:**

This subclass is indented under the class definition. Design for article that violently bursts or article of fireworks.



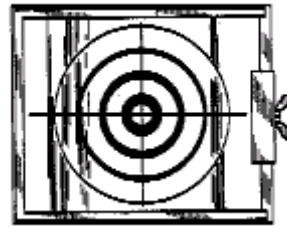
Example of a design for a pyrotechnic article.

SEE OR SEARCH CLASS:

D3, Travel Goods and Personal Belongings, subclass 224 for body attached cartridge holder.

**113 TARGET OR TARGET LAUNCHER:**

This subclass is indented under the class definition. Design for object or mark one tries to hit by shooting or propelling another article.



Example of a design for a pyrotechnic article.

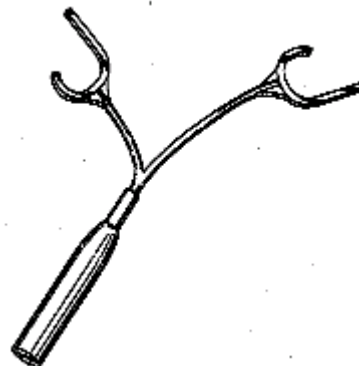
(1) Note. Includes clay pigeon and launcher.

SEE OR SEARCH CLASS:

D21, Games, Toys, and Sports Goods, subclasses 302 through 309 for game-type target, e.g., toy marksman type, dart board, etc.

**114 Aerial or disc type:**

This subclass is indented under subclass 113. Design for trap shooting target, e.g., clay pigeon, etc.



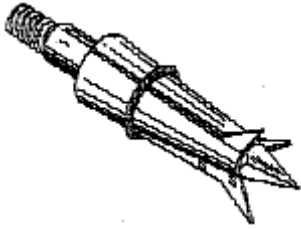
Example of a design for an aerial disc launcher.

**SEE OR SEARCH CLASS:**

D21, Games, Toys, and Sports Goods, subclasses 302 through 309 for game-type target, e.g., toy marksman type, dart board, etc.

**115 FREE FLIGHT PROJECTILE:**

This subclass is indented under the class definition. Design for object of bodily harm projected with force.



Example of a design for a free flight projectile.

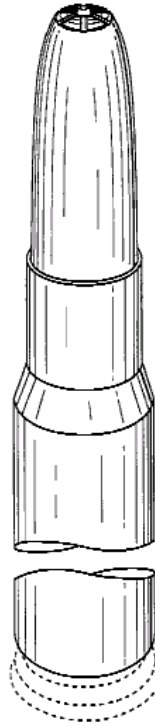
(1) Note. Includes element.

**SEE OR SEARCH CLASS:**

D3, Travel Goods and Personal Belongings, subclass 224, body attached cartridge holder.  
D21, Games, Toys, and Sports Goods, subclass 387 for dart; subclasses 436-454 for aerial toy.

**116 Pellet or bullet:**

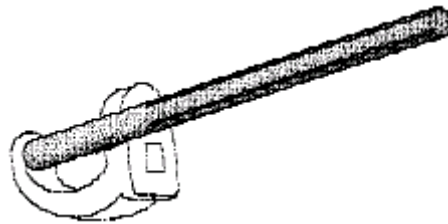
This subclass is indented under subclass 115. Design for firearm projectile or cartridge.



Example of a design for a bullet.

**117 HAND HELD WEAPON:**

This subclass is indented under the class definition. Design for hand held object of intentional bodily harm not otherwise provided for.



Example of a design for a hand held weapon.

(1) Note. Projectile launched weapon excluded.

**SEE OR SEARCH THIS CLASS, SUBCLASS:**

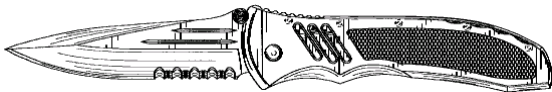
102, for spear or blow gun.  
103, for rifle, shotgun, or pistol.  
106, for slingshot.  
107, for bow.

**SEE OR SEARCH CLASS:**

- D3, Travel Goods and Personal Belongings, subclass 220 for scabbard or sheath for knife or sword; subclasses 221-225 for body or belt attached fishing rod holder or carrier; subclasses 222 and 223 for gun holster.
- D21, Games, Toys, and Sports Goods, subclasses 302 through 309 for target for game; subclasses 567-575 for toy weapon; subclass 568 for toy sword; subclasses 573-575 for toy handgun or rifle.

**118 Sword or knife:**

This subclass is indented under subclass 117. Design for elongated cutting blade or knife.



Example of a design for a knife.

**SEE OR SEARCH THIS CLASS, SUBCLASS:**

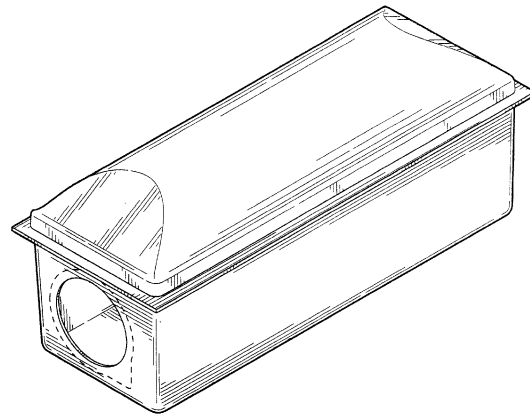
149, for fisherman's tool.

**SEE OR SEARCH CLASS:**

- D7, Equipment for Preparing or Serving Food or Drink Not Elsewhere Specified, subclasses 649 through 652 for knife or blade.
- D8, Tools and Hardware, subclass 99 for folding or sliding blade.
- D21, Games, Toys, and Sports Goods, subclass 568 for toy sword.

**119 TRAPPING, REPELLING, OR VERMIN DESTROYING:**

This subclass is indented under the class definition. Design for article or device to catch or hold, revolt, or do bodily harm to animal or pest.



Example of a design for an animal trap.

- (1) Note. Element included.

**SEE OR SEARCH THIS CLASS, SUBCLASS:**

135, for fish scoop or net.

**120 Repeller:**

This subclass is indented under subclass 119. Design for warding or keeping insects away.

- (1) Note. Includes ultrasonic and chemical type.

**121 Marine life:**

This subclass is indented under subclass 119. Design directed to fish or water dwelling animals.

**122 Insect type:**

This subclass is indented under subclass 119. Design directed to small arthropod animals characterized by three pairs of legs and a segmented body with or without wings.

- (1) Note. Includes fly, cricket, mosquito, beetle, etc.

**123 Electrocuting:**

This subclass is indented under subclass 122. Design directed to use of electricity as means of destruction.

**124 Fly swatter:**

This subclass is indented under subclass 122. Design for implement used to kill insect consisting of a long handle with an attached member for crushing or smashing insect.



Example of a design for a fly swatter.

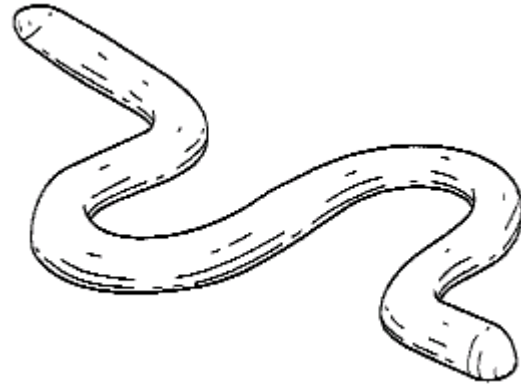
- 125 Lure:**  
This subclass is indented under subclass 119.  
Design for decoy used to bait or attract animals.



Example of a design for a decoy-type lure.

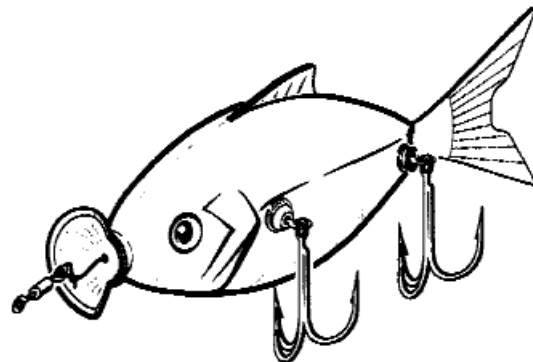
- (1) Note. Includes decoy.

- 126 Fishing:**  
This subclass is indented under subclass 125.  
Design for marine animals.
- 127 Wormlike:**  
This subclass is indented under subclass 126.  
Design with the appearance of a worm or long flexible rounded body without significant appendages.



Example of a design for a worm-type lure.

- 128 With fibrous or featherlike appendage:**  
This subclass is indented under subclass 126.  
Design with filament- or plume-type appendage.
- 129 Spoon or spinner:**  
This subclass is indented under subclass 126.  
Design with flat, oval, or rotating member.
- 130 Simulative:**  
This subclass is indented under subclass 129.  
Design that includes an ornamental feature or features that show the ornamental appearance of another article either as applied ornamentation or form.
- 131 Fish:**  
This subclass is indented under subclass 130.  
Design that simulates the appearance of a cold-blooded aquatic vertebrate characteristically having fins, gills, and a streamlined body.



Example of a design for a fish-shaped lure.

**132 Simulative:**

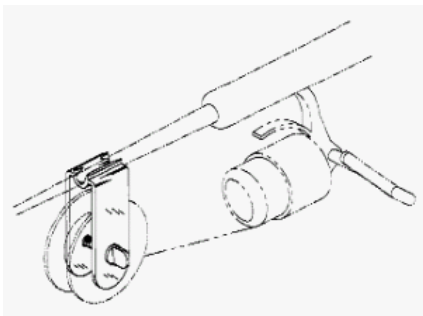
This subclass is indented under subclass 126. Design that includes an ornamental feature or features that show the ornamental appearance of another article either as applied ornamentation or form.

**133 Fish:**

This subclass is indented under subclass 132. Design that simulates the appearance of a cold-blooded aquatic vertebrate characteristically having fins, gills, and a streamlined body.

**134 FISHING EQUIPMENT:**

This subclass is indented under the class definition. Design for equipment to lure or ensnare fish or cold-blooded animal living wholly in water.



Example of a design for fishing equipment.

(1) Note. Element included.

SEE OR SEARCH THIS CLASS, SUBCLASS:

135, for fish scoop or net.

SEE OR SEARCH CLASS:

D2, Apparel and Haberdashery, subclass 829 and 830 for vest.

D3, Travel Goods and Personal Belongings, subclasses 221 through 225 for body or belt attached fishing rod holder or carrier; subclass 254-262 for containers and carrying cases for sports equipment; subclass 260 for fishing creel; subclasses 273-302 for enclosed storage container; Cross Reference Art Collection 904 for sports accessory case; Cross Reference Art Collection 905 for tackle box.

D10, Measuring, Testing, or Signalling Instruments, subclasses 46+ for designs of sonar or radar equipment, subclass 107 for buoys, and subclasses 114.1-114.9 for flashing, warning or directing-type lights.

D12, Transportation, subclasses 300 through 318 for watercraft.

D21, Games, Toys, and Sports Goods, subclasses 834 through 840 for tent.

D25, Building Units and Construction Elements, subclass 16 for single occupant-type hunting blind.

**135 Net or scoop:**

This subclass is indented under subclass 134. Design for shovel-type tool or open-weave filament for lifting fish from the water.

**136 Bait bucket or container:**

This subclass is indented under subclass 134. Design for pail or vessel for holding food or lure to entice fish.



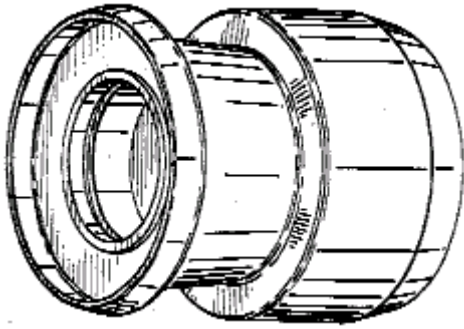
Example of a design for a bait basket.

SEE OR SEARCH CLASS:

D32, Washing, Cleaning, or Drying Machine, subclass 53 and 53.1 for bucket or paint bucket.

**137 Rod or reel:**

This subclass is indented under subclass 134. Design for thin straight piece or bar of material used for fishing or a device to wind fishing line or cord.



Example of a design for a fishing reel.

**138 Combined:**

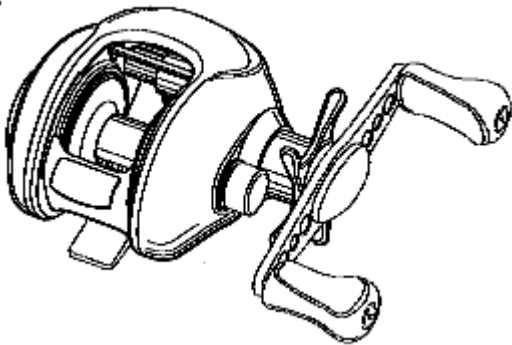
This subclass is indented under subclass 137. Design that includes the disclosure of another design.

**139 With diverse article:**

This subclass is indented under subclass 138. Design that includes the disclosure of another design which, if claimed separately, would be classified in a subsequent subclass or class.

**140 Crank operated reel:**

This subclass is indented under subclass 137. Design for cord winding device that includes a handle for transmitting rotary motion.



Example of a design for a crank operated fishing reel.

**141 Reel rotates perpendicular to rod:**

This subclass is indented under subclass 140. Design for cord winding device that winds at a right angle to the thin bar member.

**142 Rod:**

This subclass is indented under subclass 137. Design for thin, straight piece or bar of material used for fishing.

(1) Note. Includes reel support or handle and rod tip.

(2) Note. Includes element.

**143 Line guide:**

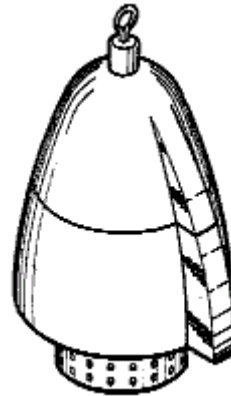
This subclass is indented under subclass 137. Design for fishing cord support or spacer.

**144 Fishhook or guard:**

This subclass is indented under subclass 134. Design for a curved or sharply bended wire member with a sharply pointed end or protective cover therefor.

**145 Sinker:**

This subclass is indented under subclass 134. Design for small weight used in fishing.

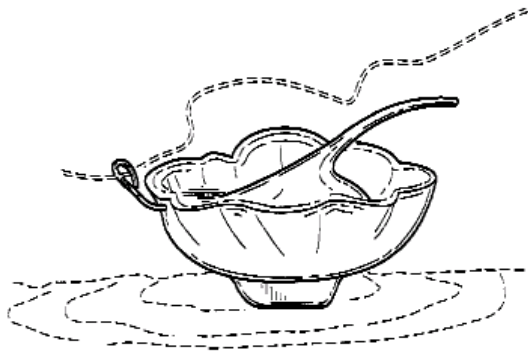


Example of a design for a fishing sinker.

**146 Float:**

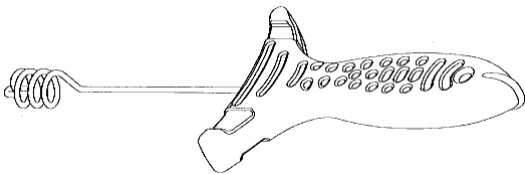
This subclass is indented under subclass 134. Design for marking placement or for preventing fishing line and bait from sinking.





Example of a design for a fishing float.

- 147 Fishing rod holder:**  
This subclass is indented under subclass 134. Design for supporting bar-type equipment used to fish.
  
- 148 Combined with diverse article:**  
This subclass is indented under subclass 147. Design that includes the disclosure of another design which, if claimed separately, would be classified in a subsequent subclass or class.
  
- 149 Fisherman's tool:**  
This subclass is indented under subclass 134. Design for facilitating manual work specific to the sport of fishing.



Example of a design for a fisherman's tool.

- 150 Relatively movable plural handles:**  
This subclass is indented under subclass 149. Design that includes handle members that pivot.

**SEE OR SEARCH CLASS:**

D8, Tools and Hardware, subclasses 52 through 58 for tools with jaws activated by movable plural handles, e.g., pliers, etc.

**199 MISCELLANEOUS:**

This subclass is indented under the class definition. Design for article directed to arms, pyrotechnics, hunting, and fishing equipment not elsewhere provided for.



Example of a design for miscellaneous subject matter for this class.

END