

Brick 10006755: Lottery and Scratch Cards

Definition

Includes any product that may be described/observed as pre-printed form/receipt used for a ticket or entry form for gambling games or method of raising money in which a large number of tickets are sold which provide a chance to win prizes.

Includes products such as a card (as a lottery ticket) having a small area covered by an opaque coating which may be scraped away to reveal hidden information.

Excludes electronic transactions, and coupons.

Brick 10005133: Board Games (Non Powered)

Definition

Includes any products that can be described/observed as a **non-powered** pre-marked board with counters or pieces specifically designed for game playing, typically intended as a recreational activity.

Includes products designed for adults or children.

Specifically excludes powered board games.

Excludes products such as card games and puzzles.

Consumer Lifestage (2000045)

Attribute Definition

Indicates, with reference to the product branding, labelling or packaging, the descriptive term that is used by the product manufacturer to identify the period or stage in the consumer's life during which the product is considered to be suitable.

Attribute Values

<3 YEARS (30011504)	>15 YEARS (30011507)	3-5 YEARS (30008129)	UNCLASSIFIED (30002515)
>10-15YEARS (30011506)	>5-10 YEARS (30011505)	ALL AGES (30000164)	UNIDENTIFIED (30002518)

Number of Players (20001253)

Attribute Definition

Indicates, with reference to the product branding, labelling or packaging, the descriptive term that is used by the product manufacturer to identify the number of players that may use the product.

Attribute Values

>4 PLAYERS (30011511)	2 PLAYERS (30011508)	4 PLAYERS (30011510)	UNIDENTIFIED (30002518)
1 PLAYER (30008142)	3 PLAYERS (30011509)	UNCLASSIFIED (30002515)	

Target Gender (20000366)

Attribute Definition

Indicates, with reference to the product branding, labelling or packaging, the descriptive term that is used by the product manufacturer to identify the gender for which the product is specified.

Attribute Values

FEMALE (30003891)

UNCLASSIFIED (30002515)

UNISEX (30004340)

MALE (30004039)

UNIDENTIFIED (30002518)

Brick 10005134: Board Games (Powered)

Definition

Includes any products that can be described/observed as a game supported by a power source, specifically designed for game playing and typically intended as a recreational activity.

Includes products designed for adults or children.

Specifically excludes non-powered games and powered game consoles.

Excludes products such as non-powered board games, card games, computer games and game console software.

Consumer Lifestage (20000045)

Attribute Definition

Indicates, with reference to the product branding, labelling or packaging, the descriptive term that is used by the product manufacturer to identify the period or stage in the consumer's life during which the product is considered to be suitable.

Attribute Values

<3 YEARS (30011504)	>15 YEARS (30011507)	3-5 YEARS (30008129)	UNCLASSIFIED (30002515)
>10-15YEARS (30011506)	>5-10 YEARS (30011505)	ALL AGES (30000164)	UNIDENTIFIED (30002518)

Number of Players (20001253)

Attribute Definition

Indicates, with reference to the product branding, labelling or packaging, the descriptive term that is used by the product manufacturer to identify the number of players that may use the product.

Attribute Values

>4 PLAYERS (30011511)	2 PLAYERS (30011508)	4 PLAYERS (30011510)	UNIDENTIFIED (30002518)
1 PLAYER (30008142)	3 PLAYERS (30011509)	UNCLASSIFIED (30002515)	

Power Source (20000787)

Attribute Definition

Indicates, with reference to the product branding, labelling or packaging, the descriptive term that is used by the product manufacturer to identify different types of power source.

Attribute Values

BATTERY (30000289)	MAINS ELECTRICITY (30009416)	UNCLASSIFIED (30002515) UNIDENTIFIED (30002518)
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Target Gender (20000366)

Attribute Definition

Indicates, with reference to the product branding, labelling or packaging, the descriptive term that is used by the product manufacturer to identify the gender for which the product is specified.

Attribute Values

FEMALE (30003891)	UNCLASSIFIED (30002515)	UNISEX (30004340)
MALE (30004039)	UNIDENTIFIED (30002518)	

Brick 10005135:
Board Games/Cards/Puzzles – Accessories/Replacement Parts

Definition

Includes any products that can be described/observed as an item specifically designed as an accessory or replacement part for a board game, card game or puzzle that is typically sold separately or in addition to the game set.

Includes products such as chess pieces, dice and a card shuffler.

Excludes products such as a complete game set.

Type of Accessory/Replacement Part (20002150)

Attribute Definition

Indicates, with reference to the product branding, labelling or packaging, the descriptive term that is used by the product manufacturer to identify the type of accessory or replacement part.

Attribute Values

CARD SHUFFLER (30011512)	CHESS PIECES (30011513)	GAME BOARD (30011515)	UNCLASSIFIED (30002515)
CARD TABLE (30014404)	DICE (30011514)	POKER TABLE (30014412)	UNIDENTIFIED (30002518)

Brick 10005136:

Board Games/Cards/Puzzles Other

Definition

Includes any products that can be described/observed as a board game, card game or puzzle where the user of the schema is not able to classify the products in existing bricks within the schema.

Excludes all currently classified board games, card games or puzzles.

Brick 10005137: Board Games/Cards/Puzzles Variety Packs

Definition

Includes any products that can be described/observed as two or more distinct combinations of a board game sold together with a card game and/or a puzzle, which exist within the schema belonging to different bricks but to the same class, that is two or more products contained within the same pack which cross bricks within the Board Games/Cards/Puzzles class.

Includes products such as a chess game sold with extra chess pieces.

Items that are received free with purchases should be removed from the classification decision-making process.

Excludes products such as board game and activity set variety packs.

Brick 10005138: Card Games (Non Powered)

Definition

Includes any products that can be described/observed as non–electronic cards used for games of mental skill and recreational activity.

Excludes products such as electronic cards, board games and puzzles.

Consumer Lifestage (20000045)

Attribute Definition

Indicates, with reference to the product branding, labelling or packaging, the descriptive term that is used by the product manufacturer to identify the period or stage in the consumer's life during which the product is considered to be suitable.

Attribute Values

<3 YEARS (30011504)	>15 YEARS (30011507)	3-5 YEARS (30008129)	UNCLASSIFIED (30002515)
>10-15YEARS (30011506)	>5-10 YEARS (30011505)	ALL AGES (30000164)	UNIDENTIFIED (30002518)

Number of Players (20001253)

Attribute Definition

Indicates, with reference to the product branding, labelling or packaging, the descriptive term that is used by the product manufacturer to identify the number of players that may use the product.

Attribute Values

>4 PLAYERS (30011511)	2 PLAYERS (30011508)	4 PLAYERS (30011510)	UNIDENTIFIED (30002518)
1 PLAYER (30008142)	3 PLAYERS (30011509)	UNCLASSIFIED (30002515)	

Target Gender (20000366)

Attribute Definition

Indicates, with reference to the product branding, labelling or packaging, the descriptive term that is used by the product manufacturer to identify the gender for which the product is specified.

Attribute Values

FEMALE (30003891)	UNCLASSIFIED (30002515)	UNISEX (30004340)
MALE (30004039)	UNIDENTIFIED (30002518)	

Brick 10005139: Card Games (Powered)

Definition

Includes any products that can be described/observed as an electronic card game, typically played using a computerised screen.

Excludes products such as non–electronic cards, board games and puzzles.

Consumer Lifestage (20000045)

Attribute Definition

Indicates, with reference to the product branding, labelling or packaging, the descriptive term that is used by the product manufacturer to identify the period or stage in the consumer's life during which the product is considered to be suitable.

Attribute Values

<3 YEARS (30011504)	>15 YEARS (30011507)	3-5 YEARS (30008129)	UNCLASSIFIED (30002515)
>10-15YEARS (30011506)	>5-10 YEARS (30011505)	ALL AGES (30000164)	UNIDENTIFIED (30002518)

Number of Players (20001253)

Attribute Definition

Indicates, with reference to the product branding, labelling or packaging, the descriptive term that is used by the product manufacturer to identify the number of players that may use the product.

Attribute Values

>4 PLAYERS (30011511)	2 PLAYERS (30011508)	4 PLAYERS (30011510)	UNIDENTIFIED (30002518)
1 PLAYER (30008142)	3 PLAYERS (30011509)	UNCLASSIFIED (30002515)	

Power Source (20000787)

Attribute Definition

Indicates, with reference to the product branding, labelling or packaging, the descriptive term that is used by the product manufacturer to identify different types of power source.

Attribute Values

BATTERY (30000289)	MAINS ELECTRICITY (30009416)	UNCLASSIFIED (30002515) UNIDENTIFIED (30002518)
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Target Gender (20000366)

Attribute Definition

Indicates, with reference to the product branding, labelling or packaging, the descriptive term that is used by the product manufacturer to identify the gender for which the product is specified.

Attribute Values

FEMALE (30003891)

UNCLASSIFIED (30002515)

UNISEX (30004340)

MALE (30004039)

UNIDENTIFIED (30002518)

Brick 10005443: Practical Jokes

Definition

Includes any products that can be described/observed as an item that creates an unexpected occurrence which is intended to create amusement and fun.

Includes products such as whoopee cushions and itching powder.

Excludes products such as puzzles.

Brick 10005140: Puzzles (Non Powered)

Definition

Includes any products that can be described/observed as a non-powered problem or enigma specifically designed as recreational activity.

Includes products designed for adults or children.

Specifically excludes powered puzzles.

Excludes products such as cards and board games.

Consumer Lifestage (2000045)

Attribute Definition

Indicates, with reference to the product branding, labelling or packaging, the descriptive term that is used by the product manufacturer to identify the period or stage in the consumer's life during which the product is considered to be suitable.

Attribute Values

<3 YEARS (30011504)	>15 YEARS (30011507)	3-5 YEARS (30008129)	UNCLASSIFIED (30002515)
>10-15YEARS (30011506)	>5-10 YEARS (30011505)	ALL AGES (30000164)	UNIDENTIFIED (30002518)

Number of Players (20001253)

Attribute Definition

Indicates, with reference to the product branding, labelling or packaging, the descriptive term that is used by the product manufacturer to identify the number of players that may use the product.

Attribute Values

>4 PLAYERS (30011511)	2 PLAYERS (30011508)	4 PLAYERS (30011510)	UNIDENTIFIED (30002518)
1 PLAYER (30008142)	3 PLAYERS (30011509)	UNCLASSIFIED (30002515)	

Target Gender (20000366)

Attribute Definition

Indicates, with reference to the product branding, labelling or packaging, the descriptive term that is used by the product manufacturer to identify the gender for which the product is specified.

Attribute Values

FEMALE (30003891)
MALE (30004039)

UNCLASSIFIED (30002515)
UNIDENTIFIED (30002518)

UNISEX (30004340)

Type of Puzzle (20002151)

Attribute Definition

Indicates, with reference to the product branding, labelling or packaging, the descriptive term that is used by the product manufacturer to identify the type of puzzle.

Attribute Values

BRICK PUZZLE/ACTIVITY
CUBE (30011516)

CROSSWORD PUZZLE
(30011517)
JIGSAW PUZZLE (30008148)

MATHEMATICAL PUZZLE
(30008149)
UNCLASSIFIED (30002515)

UNIDENTIFIED (30002518)

Brick 10005141: Puzzles (Powered)

Definition

Includes any products that can be described/observed as an electronic puzzle, problem or enigma specifically designed as recreational activity.

Includes products designed for adults or children.

Specifically excludes non-powered puzzles.

Excludes products such as cards and board games.

Consumer Lifestage (2000045)

Attribute Definition

Indicates, with reference to the product branding, labelling or packaging, the descriptive term that is used by the product manufacturer to identify the period or stage in the consumer's life during which the product is considered to be suitable.

Attribute Values

<3 YEARS (30011504)	>15 YEARS (30011507)	3-5 YEARS (30008129)	UNCLASSIFIED (30002515)
>10-15YEARS (30011506)	>5-10 YEARS (30011505)	ALL AGES (30000164)	UNIDENTIFIED (30002518)

Number of Players (20001253)

Attribute Definition

Indicates, with reference to the product branding, labelling or packaging, the descriptive term that is used by the product manufacturer to identify the number of players that may use the product.

Attribute Values

>4 PLAYERS (30011511)	2 PLAYERS (30011508)	4 PLAYERS (30011510)	UNIDENTIFIED (30002518)
1 PLAYER (30008142)	3 PLAYERS (30011509)	UNCLASSIFIED (30002515)	

Power Source (20000787)

Attribute Definition

Indicates, with reference to the product branding, labelling or packaging, the descriptive term that is used by the product manufacturer to identify different types of power source.

Attribute Values

BATTERY (30000289)

MAINS ELECTRICITY
(30009416)

UNCLASSIFIED (30002515)
UNIDENTIFIED (30002518)

Target Gender (20000366)

Attribute Definition

Indicates, with reference to the product branding, labelling or packaging, the descriptive term that is used by the product manufacturer to identify the gender for which the product is specified.

Attribute Values

FEMALE (30003891)

UNCLASSIFIED (30002515)

UNISEX (30004340)

MALE (30004039)

UNIDENTIFIED (30002518)

Brick 10005153: Baby/Infant Stimulation Toys (Non Powered)

Definition

Includes any products that can be described/observed as a **non-powered** toy to stimulate and amuse a baby.

Includes products such as a baby mobile and baby activity mat.

Excludes products such as electronic stimulation toys, bath toys, push/pull along toys and building blocks.

Type of Baby/Infant Stimulation Toy (Non Powered) (20002159)

Attribute Definition

Indicates, with reference to the product branding, labelling or packaging, the descriptive term that is used by the product manufacturer to identify the type of non-powered toy that is designed to amuse and stimulate a baby or infant.

Attribute Values

BABY ACTIVITY MAT
(30011541)

BABY MOBILE (30011542)

CRAWL ALONG TOY
(30011543)

UNCLASSIFIED (30002515)
UNIDENTIFIED (30002518)

Brick 10005154:
Baby/Infant Stimulation Toys (Powered)

Definition

Includes any products that can be described/observed as an electronic toy to stimulate and amuse a baby.

Includes products such as a baby mobile, which can be operated by a remote control and electronic crawling toys with flashing lights and sounds.

Excludes products such as non-powered stimulation toys, bath toys, push/pull along toys and building blocks.

Type of Baby/Infant Stimulation Toy (Powered) (20002160)

Attribute Definition

Indicates, with reference to the product branding, labelling or packaging, the descriptive term that is used by the product manufacturer to identify the type of powered or electronic toy that is designed to amuse and stimulate a baby or infant.

Attribute Values

ELECTRONIC BABY MOBILE (30011544)	ELECTRONIC CRAWL ALONG TOY (30011545)	UNCLASSIFIED (30002515) UNIDENTIFIED (30002518)
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Brick 10005155:

Bath/Pool Water Toys

Definition

Includes any products that can be described/observed as a toy, which is designed to be played with in the bath or in association with water. Typically, bath toys such as a rubber duck or a pool dolphin, are waterproof and will float in water, so are usually made of a lightweight rubber, plastic or wood and may be inflatable. Water toys that require the use of water to function, such as water pistols and blow bubbles, can be played with in the bath or outdoors.

Excludes products such as an inflatable swimming pool and water sports equipment.

Consumer Lifestage (20000045)

Attribute Definition

Indicates, with reference to the product branding, labelling or packaging, the descriptive term that is used by the product manufacturer to identify the period or stage in the consumer's life during which the product is considered to be suitable.

Attribute Values

<3 YEARS (30011504)	>15 YEARS (30011507)	3-5 YEARS (30008129)	UNCLASSIFIED (30002515)
>10-15YEARS (30011506)	>5-10 YEARS (30011505)	ALL AGES (30000164)	UNIDENTIFIED (30002518)

Target Gender (20000366)

Attribute Definition

Indicates, with reference to the product branding, labelling or packaging, the descriptive term that is used by the product manufacturer to identify the gender for which the product is specified.

Attribute Values

FEMALE (30003891)	UNCLASSIFIED (30002515)	UNISEX (30004340)
MALE (30004039)	UNIDENTIFIED (30002518)	

Type of Bath/Pool Water Toy (20002161)

Attribute Definition

Indicates, with reference to the product branding, labelling or packaging, the descriptive term that is used by the product manufacturer to identify the type of toy played with in a bath, swimming pool or in association with water.

Attribute Values

BLOW BUBBLES (30012277)
FLOATING BOAT (30011546)
RUBBER DUCK (30011547)

SQUEEZE TOY ANIMAL
(30011548)

SWIMMING POOL
FLOAT/RAFT (30013006)
UNCLASSIFIED (30002515)

UNIDENTIFIED (30002518)
WATER PISTOL (30012276)

Brick 10005156: Communication Toys (Non Powered)

Definition

Includes any products that can be described/observed as a **non-powered** educational toy designed to encourage interest and learning in communication through recreational activity.

Includes products such as a non-electronic toy phone and toy typewriter.

Excludes products such as powered communication toys, toy computers and books.

Consumer Lifestage (2000045)

Attribute Definition

Indicates, with reference to the product branding, labelling or packaging, the descriptive term that is used by the product manufacturer to identify the period or stage in the consumer's life during which the product is considered to be suitable.

Attribute Values

<3 YEARS (30011504)	>15 YEARS (30011507)	3-5 YEARS (30008129)	UNCLASSIFIED (30002515)
>10-15YEARS (30011506)	>5-10 YEARS (30011505)	ALL AGES (30000164)	UNIDENTIFIED (30002518)

Target Gender (20000366)

Attribute Definition

Indicates, with reference to the product branding, labelling or packaging, the descriptive term that is used by the product manufacturer to identify the gender for which the product is specified.

Attribute Values

FEMALE (30003891)	UNCLASSIFIED (30002515)	UNISEX (30004340)
MALE (30004039)	UNIDENTIFIED (30002518)	

Type of Communication Toy (Non Powered) (20002162)

Attribute Definition

Indicates, with reference to the product branding, labelling or packaging, the descriptive term that is used by the product manufacturer to identify the type of non-powered communication toy.

Attribute Values

TOY PHONE (30011549)

TOY TYPEWRITER
(30008346)

TOY WALKIE TALKIE
(30011550)

UNCLASSIFIED (30002515)
UNIDENTIFIED (30002518)

Brick 10005157: Communication Toys (Powered)

Definition

Includes any products that can be described/observed as a **powered** educational toy designed to encourage interest and learning in communication through recreational activity.

Includes products such as an electronic toy phone and toy typewriter.

Excludes products such as non-powered communication toys, toy computers and books.

Consumer Lifestage (2000045)

Attribute Definition

Indicates, with reference to the product branding, labelling or packaging, the descriptive term that is used by the product manufacturer to identify the period or stage in the consumer's life during which the product is considered to be suitable.

Attribute Values

<3 YEARS (30011504)	>15 YEARS (30011507)	3-5 YEARS (30008129)	UNCLASSIFIED (30002515)
>10-15YEARS (30011506)	>5-10 YEARS (30011505)	ALL AGES (30000164)	UNIDENTIFIED (30002518)

Target Gender (20000366)

Attribute Definition

Indicates, with reference to the product branding, labelling or packaging, the descriptive term that is used by the product manufacturer to identify the gender for which the product is specified.

Attribute Values

FEMALE (30003891)	UNCLASSIFIED (30002515)	UNISEX (30004340)
MALE (30004039)	UNIDENTIFIED (30002518)	

Type of Communication Toy (Powered) (20002163)

Attribute Definition

Indicates, with reference to the product branding, labelling or packaging, the descriptive term that is used by the product manufacturer to identify the type of powered communication toy.

Attribute Values

ACTIVITY TOUCH PAD
LEARNING SYSTEM
(30012264)

ALPHABET PHONICS
TEACHER (30012263)
ELECTRONIC TOY PHONE
(30011551)

ELECTRONIC TOY
TYPEWRITER (30011552)
ELECTRONIC TOY WALKIE-
TALKIE (30011553)

UNCLASSIFIED (30002515)
UNIDENTIFIED (30002518)

Brick 10005159:

Developmental/Educational Toys Other

Definition

Includes any products that can be described/observed as a developmental or educational toy designed for learning through recreational activities, where the user of the schema is not able to classify the products in existing bricks within the schema.

Excludes all currently classified non-powered and powered Developmental/Educational Toys.

Brick 10005160: Developmental/Educational Toys Variety Packs

Definition

Includes any products that can be described/observed as two or more distinct developmental or educational toys sold together, which exist within the schema belonging to different bricks but to the same class, that is two or more products contained within the same pack which cross bricks within the Developmental/Educational Toys class.

Includes products such as a baby mobile and squeeze bath toy sold together.

Items that are received free with purchases should be removed from the classification decision-making process.

Excludes products such as magic illusion games and fancy dress costume variety packs.

Brick 10005161: Push/Pull-along Toys (Non Powered)

Definition

Includes any products that can be described/observed as a **non-powered** toy animal or vehicle that can be pushed or pulled along by means of a handle or rope.

Excludes powered push or pull-along toys and baby stimulation toys

Consumer Lifestage (20000045)

Attribute Definition

Indicates, with reference to the product branding, labelling or packaging, the descriptive term that is used by the product manufacturer to identify the period or stage in the consumer's life during which the product is considered to be suitable.

Attribute Values

<3 YEARS (30011504)

>15 YEARS (30011507)

3-5 YEARS (30008129)

UNCLASSIFIED (30002515)

>10-15YEARS (30011506)

>5-10 YEARS (30011505)

ALL AGES (30000164)

UNIDENTIFIED (30002518)

Brick 10005162: Push/Pull-along Toys (Powered)

Definition

Includes any products that can be described/observed as a **powered** toy animal or vehicle that can be pushed or pulled along by means of a handle or rope. The battery power enables flashing lights and sounds to amuse a young child.

Excludes non-powered push or pull-along toys and baby stimulation toys

Consumer Lifestage (20000045)

Attribute Definition

Indicates, with reference to the product branding, labelling or packaging, the descriptive term that is used by the product manufacturer to identify the period or stage in the consumer's life during which the product is considered to be suitable.

Attribute Values

<3 YEARS (30011504)	>15 YEARS (30011507)	3-5 YEARS (30008129)	UNCLASSIFIED (30002515)
>10-15YEARS (30011506)	>5-10 YEARS (30011505)	ALL AGES (30000164)	UNIDENTIFIED (30002518)

Brick 10005163:

Scientific Toys (Non Powered)

Definition

Includes any products that can be described/observed as a **non-powered** educational item or set specifically designed to encourage interest and learning in science through recreational activity.

Includes products such as a chemistry set and an abacus.

Excludes products such as powered scientific toys and toy computers.

Consumer Lifestage (20000045)

Attribute Definition

Indicates, with reference to the product branding, labelling or packaging, the descriptive term that is used by the product manufacturer to identify the period or stage in the consumer's life during which the product is considered to be suitable.

Attribute Values

<3 YEARS (30011504)	>15 YEARS (30011507)	3-5 YEARS (30008129)	UNCLASSIFIED (30002515)
>10-15YEARS (30011506)	>5-10 YEARS (30011505)	ALL AGES (30000164)	UNIDENTIFIED (30002518)

Type of Scientific Toy (Non Powered) (20002164)

Attribute Definition

Indicates, with reference to the product branding, labelling or packaging, the descriptive term that is used by the product manufacturer to identify the type of non-powered scientific toy.

Attribute Values

ABACUS (30011554)	MAGIC/ILLUSION GAME (30011556)	MAGNETIC TRICKS (30011555)	STAR CHART (30011558)
CHEMISTRY SET (30008454)		SHAPE SORTER (30011557)	UNCLASSIFIED (30002515)
			UNIDENTIFIED (30002518)

Brick 10005164: Scientific Toys (Powered)

Definition

Includes any products that can be described/observed as a **powered** educational item or set specifically designed to encourage interest and learning in science through recreational activity.

Includes products such as a chemistry set with a power source to help conduct experiments.

Excludes products such as non-powered scientific toys and toy computers.

Consumer Lifestage (20000045)

Attribute Definition

Indicates, with reference to the product branding, labelling or packaging, the descriptive term that is used by the product manufacturer to identify the period or stage in the consumer's life during which the product is considered to be suitable.

Attribute Values

<3 YEARS (30011504)

>15 YEARS (30011507)

3-5 YEARS (30008129)

UNCLASSIFIED (30002515)

>10-15YEARS (30011506)

>5-10 YEARS (30011505)

ALL AGES (30000164)

UNIDENTIFIED (30002518)

Brick 10005165: Spinning Tops/Yo-Yos

Definition

Includes any products that can be described/observed as a toy that spins when set in motion by hand or by an attached coiled string, which is jerked away quickly to initiate a spinning motion. Tops spin on a point, which comes into contact with a surface or the ground. Some tops are designed with a spring that aids the spinning movement. As Yo-Yos spin they remain attached to their string and can be made to rise and fall when the player jerks the string.

Excludes products such as non-powered scientific toys and balls.

Consumer Lifestage (20000045)

Attribute Definition

Indicates, with reference to the product branding, labelling or packaging, the descriptive term that is used by the product manufacturer to identify the period or stage in the consumer's life during which the product is considered to be suitable.

Attribute Values

<3 YEARS (30011504)	>15 YEARS (30011507)	3-5 YEARS (30008129)	UNCLASSIFIED (30002515)
>10-15YEARS (30011506)	>5-10 YEARS (30011505)	ALL AGES (30000164)	UNIDENTIFIED (30002518)

Type of Spinning Top/Yo-Yo (20002242)

Attribute Definition

Indicates, with reference to the product branding, labelling or packaging, the descriptive term that is used by the product manufacturer to identify the type of spinning top or Yo-Yo.

Attribute Values

SPINNING TOP (30011772)	UNCLASSIFIED (30002515)	UNIDENTIFIED (30002518)	YO-YO (30011773)
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Brick 10005166: Toy Building Blocks (Non Powered)

Definition

Includes any products that can be described/observed as a **non-powered** set of stackable or connectable items which help to develop a young child's perception of shapes, colour, letters and related items.

Includes products such as alphabet blocks and wooden blocks.

Excludes products such as powered building blocks and toy model construction kits.

Consumer Lifestage (20000045)

Attribute Definition

Indicates, with reference to the product branding, labelling or packaging, the descriptive term that is used by the product manufacturer to identify the period or stage in the consumer's life during which the product is considered to be suitable.

Attribute Values

<3 YEARS (30011504)

>15 YEARS (30011507)

3-5 YEARS (30008129)

UNCLASSIFIED (30002515)

>10-15YEARS (30011506)

>5-10 YEARS (30011505)

ALL AGES (30000164)

UNIDENTIFIED (30002518)

Brick 10005167: Toy Building Blocks (Powered)

Definition

Includes any products that can be described/observed as a **powered** set of stackable or connectable items, which are put together in some form of related order. These recreational toys stimulate and develop the mind..

Includes products such as denshi blocks.

Excludes products such as non-powered building blocks and toy model construction kits.

Consumer Lifestage (20000045)

Attribute Definition

Indicates, with reference to the product branding, labelling or packaging, the descriptive term that is used by the product manufacturer to identify the period or stage in the consumer's life during which the product is considered to be suitable.

Attribute Values

<3 YEARS (30011504)

>15 YEARS (30011507)

3-5 YEARS (30008129)

UNCLASSIFIED (30002515)

>10-15YEARS (30011506)

>5-10 YEARS (30011505)

ALL AGES (30000164)

UNIDENTIFIED (30002518)

Brick 10005712: Toy Computer Accessories

Definition

Includes any products that can be described/observed as an accessory to an electronic toy computer that is purchased separately from the toy computer. These accessories are often themed to a particular cartoon character and colour.

Includes products such as an electronic toy mouse and an electronic toy keyboard.

Excludes products such as powered communication toys and all adult computer accessories.

Consumer Lifestage (20000045)

Attribute Definition

Indicates, with reference to the product branding, labelling or packaging, the descriptive term that is used by the product manufacturer to identify the period or stage in the consumer's life during which the product is considered to be suitable.

Attribute Values

<3 YEARS (30011504)	3-5 YEARS (30008129)	UNIDENTIFIED (30002518)
>5-10 YEARS (30011505)	UNCLASSIFIED (30002515)	

Type of Toy Computer Accessory (20002621)

Attribute Definition

Indicates, with reference to the product branding, labelling or packaging, the descriptive term that is used by the product manufacturer to identify the type of accessory used by a toy computer

Attribute Values

TOY COMPUTER KEYBOARD (30013184)	TOY COMPUTER MOUSE (30013185)	UNCLASSIFIED (30002515) UNIDENTIFIED (30002518)
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Brick 10005158:

Toy Computers

Definition

Includes any products that can be described/observed as an electronic toy computer designed to teach children the concepts of computing through the use of a rudimentary keyboard and software specifically designed to entertain a young user. These computers are often themed to a particular cartoon character and colour.

Excludes products such as powered communication toys and all adult computers.

Consumer Lifestage (20000045)

Attribute Definition

Indicates, with reference to the product branding, labelling or packaging, the descriptive term that is used by the product manufacturer to identify the period or stage in the consumer's life during which the product is considered to be suitable.

Attribute Values

<3 YEARS (30011504)	>15 YEARS (30011507)	3-5 YEARS (30008129)	UNCLASSIFIED (30002515)
>10-15YEARS (30011506)	>5-10 YEARS (30011505)	ALL AGES (30000164)	UNIDENTIFIED (30002518)

Target Gender (20000366)

Attribute Definition

Indicates, with reference to the product branding, labelling or packaging, the descriptive term that is used by the product manufacturer to identify the gender for which the product is specified.

Attribute Values

FEMALE (30003891)	UNCLASSIFIED (30002515)	UNISEX (30004340)
MALE (30004039)	UNIDENTIFIED (30002518)	

Brick 10005442: Toy Drawing Boards/Accessories

Definition

Includes any products that can be described/observed as a portable surface or board upon which children can create pictures and designs with the aid of special pens and shapes.

Includes magnetic drawing boards that contain magnetic particles within the board, which are activated with a magnetic pen, magnetic boards that are used in conjunction with manetic shapes and dry-erase boards used in conjunction with dry-erase markers that can be wiped clean without a trace.

Specifically excludes chalk black boards and easels for which there are adult equivalents.

Excludes products such as artists drawing boards, crayons and chawks as well as stationery pens and pencils.

Type of Toy Drawing Board/Accessory (20002374)

Attribute Definition

Indicates, with reference to the product branding, labelling or packaging, the descriptive term that is used by the product manufacturer to identify the type of toy drawing board and/or accessory.

Attribute Values

DRAWING BOARD
MAGNETS (30012273)
DRY-ERASE DRAWING
BOARD (30012271)

DRY-ERASE MARKER
(30012274)
MAGNETIC DRAWING
BOARD (30012270)

MAGNETIC PEN (30012272)
TOY DRAWING BOARD SET
(30012275)
UNCLASSIFIED (30002515)

UNIDENTIFIED (30002518)

Brick 10005168: Toy Model Construction (Non Powered)

Definition

Includes any products that can be described/observed as a **non-powered** set of pieces or formations designed to be assembled to recreate a miniaturised structure, item or being.

Includes products such as model boat, car and plane kits.

Excludes products such as powered toy model kits and plasticine or modelling clay which are classified in Arts and Crafts.

Consumer Lifestage (20000045)

Attribute Definition

Indicates, with reference to the product branding, labelling or packaging, the descriptive term that is used by the product manufacturer to identify the period or stage in the consumer's life during which the product is considered to be suitable.

Attribute Values

<3 YEARS (30011504)	>15 YEARS (30011507)	3-5 YEARS (30008129)	UNCLASSIFIED (30002515)
>10-15YEARS (30011506)	>5-10 YEARS (30011505)	ALL AGES (30000164)	UNIDENTIFIED (30002518)

Type of Toy Model Construction (Non Powered) (20002165)

Attribute Definition

Indicates, with reference to the product branding, labelling or packaging, the descriptive term that is used by the product manufacturer to identify the type of non-powered toy model construction kit.

Attribute Values

CONSTRUCTOR SET (30011559)	INTERLOCKING BLOCKS (30011561)	MODEL BOAT KIT (30011563)	MODEL VEHICLE KIT (30011566)
HAMMER AND PEG SET (30011560)	MECCANO SET (30011567)	MODEL HUMAN CONSTRUCTION (30011564)	UNCLASSIFIED (30002515)
	MODEL ANIMAL CONSTRUCTION (30011562)	MODEL PLANE KIT (30011565)	UNIDENTIFIED (30002518)

Brick 10005169: Toy Model Construction (Powered)

Definition

Includes any products that can be described/observed as a **powered** set of pieces or formations designed to be assembled to recreate a structure, item or being.

Includes products such as radio-controlled model boat, car and plane kits.

Excludes products such as non-powered toy model kits.

Consumer Lifestage (20000045)

Attribute Definition

Indicates, with reference to the product branding, labelling or packaging, the descriptive term that is used by the product manufacturer to identify the period or stage in the consumer's life during which the product is considered to be suitable.

Attribute Values

<3 YEARS (30011504)	>15 YEARS (30011507)	3-5 YEARS (30008129)	UNCLASSIFIED (30002515)
>10-15YEARS (30011506)	>5-10 YEARS (30011505)	ALL AGES (30000164)	UNIDENTIFIED (30002518)

Type of Toy Model Construction (Powered) (20002166)

Attribute Definition

Indicates, with reference to the product branding, labelling or packaging, the descriptive term that is used by the product manufacturer to identify the type of powered toy model construction kit.

Attribute Values

RADIO-CONTROLLED BOAT (30011568)	RADIO-CONTROLLED VEHICLE (30011570)	UNCLASSIFIED (30002515)
RADIO-CONTROLLED PLANE (30011569)	ROBOT CONSTRUCTION KIT (30011571)	UNIDENTIFIED (30002518)

Brick 10005170: Viewing Toys (Non Powered)

Definition

Includes any products that can be described/observed as a **non-powered** educational toy designed to entertain and encourage learning by viewing changing scenes or patterns, mostly in 3D, through a viewing device or tube.

Includes products such as a non-powered viewer, picture slides/reels and a kaleidoscope.

Excludes products such as powered viewers and toy computers.

Consumer Lifestage (2000045)

Attribute Definition

Indicates, with reference to the product branding, labelling or packaging, the descriptive term that is used by the product manufacturer to identify the period or stage in the consumer's life during which the product is considered to be suitable.

Attribute Values

<3 YEARS (30011504)	>15 YEARS (30011507)	3-5 YEARS (30008129)	UNCLASSIFIED (30002515)
>10-15YEARS (30011506)	>5-10 YEARS (30011505)	ALL AGES (30000164)	UNIDENTIFIED (30002518)

Type of Viewing Toy (20002167)

Attribute Definition

Indicates, with reference to the product branding, labelling or packaging, the descriptive term that is used by the product manufacturer to identify the type of viewing toy.

Attribute Values

KALEIDOSCOPE (30011572)	PICTURE SLIDE/REEL (30011573)	UNCLASSIFIED (30002515) UNIDENTIFIED (30002518)	VIEWER (30011574)
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Brick 10005171: Viewing Toys (Powered)

Definition

Includes any products that can be described/observed as a **powered** educational toy designed to entertain and encourage learning by viewing changing scenes or patterns, mostly in 3D, through a viewing device or tube. The power source lights up the scenes being viewed. Some products are supplied with an infrared remote control that advances the picture reels to the next picture whenever the player is ready. The viewing device may be combined with a simple projector so that the images can be projected onto a wall or ceiling and some reels are sold with a sound cartridge that provides sound synchronised with the images being viewed.

Excludes products such as non-powered viewers and toy computers.

Consumer Lifestage (20000045)

Attribute Definition

Indicates, with reference to the product branding, labelling or packaging, the descriptive term that is used by the product manufacturer to identify the period or stage in the consumer's life during which the product is considered to be suitable.

Attribute Values

<3 YEARS (30011504)	>15 YEARS (30011507)	3-5 YEARS (30008129)	UNCLASSIFIED (30002515)
>10-15YEARS (30011506)	>5-10 YEARS (30011505)	ALL AGES (30000164)	UNIDENTIFIED (30002518)

Type of Viewing Toy (20002167)

Attribute Definition

Indicates, with reference to the product branding, labelling or packaging, the descriptive term that is used by the product manufacturer to identify the type of viewing toy.

Attribute Values

KALEIDOSCOPE (30011572)	PICTURE SLIDE/REEL (30011573)	VIEWER (30011574)
PICTURE REEL WITH SOUND CARTRIDGE (30011805)	UNCLASSIFIED (30002515)	VIEWER WITH PROJECTOR (30011806)
	UNIDENTIFIED (30002518)	

Brick 10006395: Action Figures (Non Powered)

Definition

Includes any products that can be described/observed as a non-powered action figure with the likeness of a human, character or animal specifically designed to be used for recreational activities. They possess a certain amount of posability, often referred to as "points of articulation". These figures will have moving parts that can be manipulated into various poses. Often they come with interchangeable accessories such as weapons or snap-on backpacks. Most action figures will be built entirely of moulded plastic, including its clothing and accessories, although occasionally some will come with one piece of cloth clothing (e.g. a robe or cape).

Specifically excludes non powered dolls and figures and powered dolls, figures and action figures.

Consumer Lifestage (2000045)

Attribute Definition

Indicates, with reference to the product branding, labelling or packaging, the descriptive term that is used by the product manufacturer to identify the period or stage in the consumer's life during which the product is considered to be suitable.

Attribute Values

<3 YEARS (30011504)	>15 YEARS (30011507)	3-5 YEARS (30008129)	UNCLASSIFIED (30002515)
>10-15YEARS (30011506)	>5-10 YEARS (30011505)	ALL AGES (30000164)	UNIDENTIFIED (30002518)

Target Gender (20000366)

Attribute Definition

Indicates, with reference to the product branding, labelling or packaging, the descriptive term that is used by the product manufacturer to identify the gender for which the product is specified.

Attribute Values

FEMALE (30003891)	UNCLASSIFIED (30002515)	UNISEX (30004340)
MALE (30004039)	UNIDENTIFIED (30002518)	

Brick 10006396: Action Figures (Powered)

Definition

Includes any products that can be described/observed as a powered action figure with the likeness of a human, character or animal specifically designed to be used for recreational activities. They possess a certain amount of posability, often referred to as "points of articulation". These figures will have moving parts that can be manipulated into various poses. Often they come with interchangeable accessories such as weapons or snap-on backpacks. Most action figures will be built entirely of moulded plastic, including its clothing and accessories, although occasionally some will come with one piece of cloth clothing (e.g. a robe or cape).

Specifically excludes powered dolls and figures and non-powered dolls, figures and action figures.

Consumer Lifestage (20000045)

Attribute Definition

Indicates, with reference to the product branding, labelling or packaging, the descriptive term that is used by the product manufacturer to identify the period or stage in the consumer's life during which the product is considered to be suitable.

Attribute Values

<3 YEARS (30011504)	>15 YEARS (30011507)	3-5 YEARS (30008129)	UNCLASSIFIED (30002515)
>10-15YEARS (30011506)	>5-10 YEARS (30011505)	ALL AGES (30000164)	UNIDENTIFIED (30002518)

Power Source (20000787)

Attribute Definition

Indicates, with reference to the product branding, labelling or packaging, the descriptive term that is used by the product manufacturer to identify different types of power source.

Attribute Values

BATTERY (30000289)	MAINS ELECTRICITY (30009416)	UNCLASSIFIED (30002515) UNIDENTIFIED (30002518)
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Target Gender (20000366)

Attribute Definition

Indicates, with reference to the product branding, labelling or packaging, the descriptive term that is used by the product manufacturer to identify the gender for which the product is specified.

Attribute Values

FEMALE (30003891)

MALE (30004039)

UNCLASSIFIED (30002515)

UNIDENTIFIED (30002518)

UNISEX (30004340)

Brick 10005144:
Dolls/Puppets/Soft Toys Other

Definition

Includes any products that can be described/observed as a doll, puppet or soft toy where the user of the schema is not able to classify the products in existing bricks within the schema.

Excludes all currently classified dolls, puppets or soft toys.

Brick 10005142: Dolls/Soft Toys (Non Powered)

Definition

Includes any products that can be described/observed as a non-powered doll, figure or soft toy with the likeness of a human, character or animal specifically designed to be used for recreational activities. A doll will often come with clothing that can be removed almost completely. They possess a certain amount of posability, but the emphasis on posability is often second to the realism of the sculpts and accessories.

Includes products designed to resemble fantasy or fictional characters.

Specifically excludes non powered action figures and powered dolls, figures and action figures.

Excludes products such as dolls' vehicles and dolls' accessories.

Consumer Lifestage (2000045)

Attribute Definition

Indicates, with reference to the product branding, labelling or packaging, the descriptive term that is used by the product manufacturer to identify the period or stage in the consumer's life during which the product is considered to be suitable.

Attribute Values

<3 YEARS (30011504)	>15 YEARS (30011507)	3-5 YEARS (30008129)	UNCLASSIFIED (30002515)
>10-15YEARS (30011506)	>5-10 YEARS (30011505)	ALL AGES (30000164)	UNIDENTIFIED (30002518)

If Stuffed/Filled (20001952)

Attribute Definition

Indicates, with reference to the product branding, labelling or packaging, the descriptive term that is used by the product manufacturer to identify whether or not a product has been stuffed or filled.

Attribute Values

NO (30002960)	UNIDENTIFIED (30002518)	YES (30002654)
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Target Gender (20000366)

Attribute Definition

Indicates, with reference to the product branding, labelling or packaging, the descriptive term that is used by the product manufacturer to identify the gender for which the product is specified.

Attribute Values

FEMALE (30003891)	UNCLASSIFIED (30002515)	UNISEX (30004340)
MALE (30004039)	UNIDENTIFIED (30002518)	

Type of Doll/Soft Toy (20002152)

Attribute Definition

Indicates, with reference to the product branding, labelling or packaging, the descriptive term that is used by the product manufacturer to identify the type of doll or soft toy.

Attribute Values

ANIMAL DOLL (30011518)	FASHION DOLL (30008160)	SOFT TOY PYJAMA CASE (30012142)	UNCLASSIFIED (30002515)
BABY DOLL (30008158)	RAG DOLL (30011807)		UNIDENTIFIED (30002518)

Brick 10005143: Dolls/Soft Toys (Powered)

Definition

Includes any products that can be described/observed as a powered doll, figure or soft toy with the likeness of a human, character or animal specifically designed to be used for recreational activities. A doll will often come with clothing that can be removed almost completely. They possess a certain amount of posability, but the emphasis on posability is often second to the realism of the sculpts and accessories.

Includes products designed to resemble fantasy or fictional characters.

Excludes toys that have molded plastic clothing as part of the cast.

Specifically excludes powered action figures and non-powered dolls, figures and action figures.

Consumer Lifestage (2000045)

Attribute Definition

Indicates, with reference to the product branding, labelling or packaging, the descriptive term that is used by the product manufacturer to identify the period or stage in the consumer's life during which the product is considered to be suitable.

Attribute Values

<3 YEARS (30011504)	>15 YEARS (30011507)	3-5 YEARS (30008129)	UNCLASSIFIED (30002515)
>10-15YEARS (30011506)	>5-10 YEARS (30011505)	ALL AGES (30000164)	UNIDENTIFIED (30002518)

Power Source (20000787)

Attribute Definition

Indicates, with reference to the product branding, labelling or packaging, the descriptive term that is used by the product manufacturer to identify different types of power source.

Attribute Values

BATTERY (30000289)	MAINS ELECTRICITY (30009416)	UNCLASSIFIED (30002515)
		UNIDENTIFIED (30002518)

Target Gender (20000366)

Attribute Definition

Indicates, with reference to the product branding, labelling or packaging, the descriptive term that is used by the product manufacturer to identify the gender for which the product is specified.

Attribute Values

FEMALE (30003891)	UNCLASSIFIED (30002515)	UNISEX (30004340)
MALE (30004039)	UNIDENTIFIED (30002518)	

Type of Doll/Soft Toy (20002152)

Attribute Definition

Indicates, with reference to the product branding, labelling or packaging, the descriptive term that is used by the product manufacturer to identify the type of doll or soft toy.

Attribute Values

ANIMAL DOLL (30011518)	FASHION DOLL (30008160)	UNIDENTIFIED (30002518)
BABY DOLL (30008158)	UNCLASSIFIED (30002515)	

Brick 10005145:

Puppets

Definition

Includes any products that can be described/observed as a figure of a person or animal designed to fit over the hand and be manipulated, or alternatively, be attached to strings and rods which are manoeuvred by hand to make the figure move.

Includes products such as marionettes.

Excludes products such as action dolls and puppet theatres.

Consumer Lifestage (2000045)

Attribute Definition

Indicates, with reference to the product branding, labelling or packaging, the descriptive term that is used by the product manufacturer to identify the period or stage in the consumer's life during which the product is considered to be suitable.

Attribute Values

<3 YEARS (30011504)	>15 YEARS (30011507)	3-5 YEARS (30008129)	UNCLASSIFIED (30002515)
>10-15YEARS (30011506)	>5-10 YEARS (30011505)	ALL AGES (30000164)	UNIDENTIFIED (30002518)

Type of Puppet (20002153)

Attribute Definition

Indicates, with reference to the product branding, labelling or packaging, the descriptive term that is used by the product manufacturer to identify the type of puppet.

Attribute Values

FINGER PUPPET (30011519)	MARIONETTE (30011521)	UNIDENTIFIED (30002518)
GLOVE PUPPET (30011520)	UNCLASSIFIED (30002515)	

Brick 10006397: Action Figure Accessories

Definition

Includes any products that can be described/observed as a beauty or cosmetic accessory specifically designed for an action figure and that helps to enhance the realism of play.

Includes products such as a doll's brush, comb and mirror.

Excludes products such as dolls' clothing.

Type of Action Figure Accessory (20002909)

Attribute Definition

Indicates, with reference to the product branding, labelling or packaging, the descriptive term that is used by the product manufacturer to identify the type of action figure accessory.

Attribute Values

ACTION FIGURE
EQUIPMENT (30016029)

ACTION FIGURE PLAY SET
(30016028)

ACTION FIGURE VEHICLE
(30016027)

UNCLASSIFIED (30002515)
UNIDENTIFIED (30002518)

Brick 10005146:
Dolls Beauty/Cosmetic Accessories

Definition

Includes any products that can be described/observed as a beauty or cosmetic accessory specifically designed for a fashion doll, and that helps to enhance the realism of play.

Includes products such as a doll's brush, comb and mirror.

Excludes products such as dolls' clothing.

Type of Beauty/Cosmetic Accessory (20002154)

Attribute Definition

Indicates, with reference to the product branding, labelling or packaging, the descriptive term that is used by the product manufacturer to identify the type of doll's beauty or cosmetic accessory.

Attribute Values

DOLLS BEAUTY/COSMETIC SET (30011522)	DOLLS BRUSH (30011523) DOLLS COMB (30011524)	DOLLS MIRROR (30011525) UNCLASSIFIED (30002515)	UNIDENTIFIED (30002518)
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Brick 10005147: Dolls Buildings/Settings

Definition

Includes any products that can be described/observed as a miniaturised building or setting designed to be used while playing with a soft toy, doll, or toy animal.

Includes building settings for fantasy and fictional doll characters.

Excludes products such as dolls' furniture, puppet theatres, toy car racing track settings, toy train settings and role-play settings such as shop settings that are not associated with a doll character.

Type of Building/Setting (20002155)

Attribute Definition

Indicates, with reference to the product branding, labelling or packaging, the descriptive term that is used by the product manufacturer to identify the type of toy building or setting that is designed to enhance play activity with dolls.

Attribute Values

BUILDING CONSTRUCTION
SETTING (30011526)

DOLLS HOUSE (30011527)
DOLLS KITCHEN (30011776)

FARMYARD/STABLES
SETTING (30011528)

UNCLASSIFIED (30002515)
UNIDENTIFIED (30002518)

Brick 10005148: Dolls Clothing

Definition

Includes any products that can be described/observed as an item of clothing specifically designed for a fashion doll or soft toy.

Includes products such as a doll's dress, jacket, trousers, swimwear and uniform.

Excludes products such as dolls' toy settings and fancy dress costumes.

Type of Dolls Clothing (20002156)

Attribute Definition

Indicates, with reference to the product branding, labelling or packaging, the descriptive term that is used by the product manufacturer to identify the type of doll's clothing.

Attribute Values

DOLLS SPORTSWEAR
(30011533)
DOLLS CLOTHING SET
(30011529)

DOLLS DRESS (30011530)
DOLLS JACKET (30011531)

DOLLS TROUSERS
(30011532)
DOLLS UNIFORM (30011534)

UNCLASSIFIED (30002515)
UNIDENTIFIED (30002518)

Brick 10005149: Dolls Furniture

Definition

Includes any products that can be described/observed as miniaturised furniture intended to be used while playing with a doll or soft toy.

Includes products such as a doll's bed, doll's pram or doll's furniture set.

Excludes products such as puppet theatres, doll's building settings and role-play toys such as kitchen toys, which are not sold in association with a doll character.

Type of Dolls Furniture (20002157)

Attribute Definition

Indicates, with reference to the product branding, labelling or packaging, the descriptive term that is used by the product manufacturer to identify the type of doll's furniture.

Attribute Values

DOLLS BED (30011535)	DOLLS FURNITURE SET (30011537)	DOLLS PRAM (30011538)
DOLLS CHAIR (30011536)		UNCLASSIFIED (30002515)

Brick 10005150:
Dolls/Puppets/Soft Toys Accessories Other

Definition

Includes any products that can be described/observed as a doll, puppet or soft toy accessory where the user of the schema is not able to classify the products in existing bricks within the schema.

Excludes all currently classified dolls, puppets or soft toys accessories.

Brick 10005151: Dolls/Puppets/Soft Toys Accessories Variety Packs

Definition

Includes any products that can be described/observed as two or more distinct dolls/puppets/soft toys accessories sold together, which exist within the schema belonging to different bricks but to the same class, that is two or more products contained within the same pack which cross bricks within the Dolls/Puppets/Soft Toys Accessories class.

Includes products such as dolls' beauty accessories and dolls' clothing sold together.

Items that are received free with purchases should be removed from the classification decision-making process.

Excludes products such as puppet and puppet theatre variety packs.

Brick 10005152: Puppet Theatres

Definition

Includes any products that can be described/observed as a freestanding structure specifically designed for use as a puppet theatre.

Excludes products such as toy buildings and settings.

Type of Puppet Theatre (20002158)

Attribute Definition

Indicates, with reference to the product branding, labelling or packaging, the descriptive term that is used by the product manufacturer to identify the type of puppet theatre.

Attribute Values

FLOOR PUPPET THEATRE
(30011539)

TABLETOP PUPPET
THEATRE (30011540)

UNCLASSIFIED (30002515)
UNIDENTIFIED (30002518)

Brick 10005439: Styling Dolls Heads (Non Powered)

Definition

Includes any products that can be described/observed as a **non-powered** dolls head on a stand or base. Children use the head to imitate the actions of a hair or beauty stylist, brushing the hair and applying imitation jewellery and cosmetics.

Includes products that have incorporated beauty accessories such as a brush and make up together with the styling head.

Excludes products such as powered styling dolls heads, fashion doll figures and dolls cosmetics sold separately.

Brick 10005440: Styling Dolls Heads (Powered)

Definition

Includes any products that can be described/observed as a **powered** dolls head on a stand or base. Children use the head to imitate the actions of a hair or beauty stylist, brushing the hair and applying imitation jewellery and cosmetics. The electronic head talks, emitting pre-recorded phrases.

Includes products that have incorporated beauty accessories such as a brush and make up together with the styling head.

Excludes products such as non-powered styling dolls heads, fashion doll figures and dolls cosmetics sold separately.

Brick 10005175: Fancy Dress Accessories (Non Powered)

Definition

Includes any products that can be described/observed as a **non-powered** toy worn as an accessory to a fancy dress costume.

Includes products such as a toy weapon or fake costume jewellery.

Excludes products such as powered fancy dress costume accessories, footwear and normal clothing accessories.

Consumer Lifestage (20000045)

Attribute Definition

Indicates, with reference to the product branding, labelling or packaging, the descriptive term that is used by the product manufacturer to identify the period or stage in the consumer's life during which the product is considered to be suitable.

Attribute Values

<3 YEARS (30011504)	>15 YEARS (30011507)	3-5 YEARS (30008129)	UNCLASSIFIED (30002515)
>10-15YEARS (30011506)	>5-10 YEARS (30011505)	ALL AGES (30000164)	UNIDENTIFIED (30002518)

Target Gender (20000366)

Attribute Definition

Indicates, with reference to the product branding, labelling or packaging, the descriptive term that is used by the product manufacturer to identify the gender for which the product is specified.

Attribute Values

FEMALE (30003891)	UNCLASSIFIED (30002515)	UNISEX (30004340)
MALE (30004039)	UNIDENTIFIED (30002518)	

Type of Fancy Dress Accessory (Non Powered) (20002170)

Attribute Definition

Indicates, with reference to the product branding, labelling or packaging, the descriptive term that is used by the product manufacturer to identify the type of non-powered fancy dress toy accessory.

Attribute Values

BODY PAINT (30004392)
FAKE COSTUME
JEWELLERY (30011580)

FANCY DRESS MASK
(30011581)
TOY GUN (30011582)

TOY WAND/SWORD
(30011583)
UNCLASSIFIED (30002515)

UNIDENTIFIED (30002518)

Brick 10005176: Fancy Dress Accessories (Powered)

Definition

Includes any products that can be described/observed as a **powered** toy worn as an accessory to a fancy dress costume.

Includes products such as a toy weapon with flashing lights and sound.

Excludes products such as non-powered fancy dress costume accessories, footwear and clothing accessories.

Consumer Lifestage (20000045)

Attribute Definition

Indicates, with reference to the product branding, labelling or packaging, the descriptive term that is used by the product manufacturer to identify the period or stage in the consumer's life during which the product is considered to be suitable.

Attribute Values

<3 YEARS (30011504)	>15 YEARS (30011507)	3-5 YEARS (30008129)	UNCLASSIFIED (30002515)
>10-15YEARS (30011506)	>5-10 YEARS (30011505)	ALL AGES (30000164)	UNIDENTIFIED (30002518)

Target Gender (20000366)

Attribute Definition

Indicates, with reference to the product branding, labelling or packaging, the descriptive term that is used by the product manufacturer to identify the gender for which the product is specified.

Attribute Values

FEMALE (30003891)	UNCLASSIFIED (30002515)	UNISEX (30004340)
MALE (30004039)	UNIDENTIFIED (30002518)	

Type of Fancy Dress Accessory (Powered) (20002171)

Attribute Definition

Indicates, with reference to the product branding, labelling or packaging, the descriptive term that is used by the product manufacturer to identify the type of powered fancy dress toy accessory.

Attribute Values

FANCY DRESS MASK
(30011581)

TOY GUN (30011582)

TOY WAND/SWORD
(30011583)

UNCLASSIFIED (30002515)
UNIDENTIFIED (30002518)

Brick 10005172:

Fancy Dress Costumes

Definition

Includes any products that can be described/observed as a costume which enables the wearer to take part in imitation role play, Such costumes are also worn to parties or special occasions as a disguise or representation of a certain type of character.

Excludes products such as everyday clothes put together to create a costume and fancy dress costumes for hire.

Consumer Lifestage (20000045)

Attribute Definition

Indicates, with reference to the product branding, labelling or packaging, the descriptive term that is used by the product manufacturer to identify the period or stage in the consumer's life during which the product is considered to be suitable.

Attribute Values

<3 YEARS (30011504)	>15 YEARS (30011507)	3-5 YEARS (30008129)	UNCLASSIFIED (30002515)
>10-15YEARS (30011506)	>5-10 YEARS (30011505)	ALL AGES (30000164)	UNIDENTIFIED (30002518)

Target Gender (20000366)

Attribute Definition

Indicates, with reference to the product branding, labelling or packaging, the descriptive term that is used by the product manufacturer to identify the gender for which the product is specified.

Attribute Values

FEMALE (30003891)	UNCLASSIFIED (30002515)	UNISEX (30004340)
MALE (30004039)	UNIDENTIFIED (30002518)	

Type of Fancy Dress Costume (20002169)

Attribute Definition

Indicates, with reference to the product branding, labelling or packaging, the descriptive term that is used by the product manufacturer to identify the type of fancy dress costume.

Attribute Values

ANIMAL CHARACTER
(30011577)
CELEBRITY CHARACTER
(30011578)

FANTASY CHARACTER
(30011579)
IMITATION WORK UNIFORM
(30013007)

PERIOD COSTUME
(30008390)
UNCLASSIFIED (30002515)
UNIDENTIFIED (30002518)

Brick 10005173:

Fancy Dress Costumes/Accessories Other

Definition

Includes any products that can be described/observed as fancy dress costume accessories, where the user of the schema is not able to classify the products in existing bricks within the schema.

Excludes all currently classified Fancy Dress Costumes/Accessories products.

Brick 10005174:

Fancy Dress Costumes/Accessories Variety Packs

Definition

Includes any products than can be described/observed as two or more distinct fancy dress costumes and accessories products sold together, which exist within the schema belonging to different bricks but to the same class, that is two or more products contained within the same pack which cross bricks within the Fancy Dress Costumes/Accessories class.

Includes products such as a fairy costume and wand sold together.

Items that are received free with purchases should be removed from the classification decision-making process.

Excludes products such as a cowboy outfit and rocking horse variety pack.

Brick 10005177: Musical Toys (Non Powered)

Definition

Includes any products that can be described/observed as a **non-powered** toy musical instrument designed as a miniaturised version of an adult equivalent. Musical toys are intended to provide amusement and very basic developmental skills.

Includes products such as toy pianos.

Excludes products such as powered musical toys and adult musical instruments.

Consumer Lifestage (20000045)

Attribute Definition

Indicates, with reference to the product branding, labelling or packaging, the descriptive term that is used by the product manufacturer to identify the period or stage in the consumer's life during which the product is considered to be suitable.

Attribute Values

<3 YEARS (30011504)	>15 YEARS (30011507)	3-5 YEARS (30008129)	UNCLASSIFIED (30002515)
>10-15YEARS (30011506)	>5-10 YEARS (30011505)	ALL AGES (30000164)	UNIDENTIFIED (30002518)

Type of Musical Toy (Non Powered) (20002172)

Attribute Definition

Indicates, with reference to the product branding, labelling or packaging, the descriptive term that is used by the product manufacturer to identify the type of non-powered musical toy.

Attribute Values

MUSIC BOX (30011585)	TOY DRUM (30008372)	TOY MUSICAL SET (30012268)	UNCLASSIFIED (30002515)
MUSICAL BALL (30011584)	TOY GUITAR (30008378)	TOY WHISTLE (30008385)	UNIDENTIFIED (30002518)
MUSICAL TOP (30011586)	TOY KEYBOARD (30008472)		

Brick 10005178: Musical Toys (Powered)

Definition

Includes any products that can be described/observed as a **powered** toy musical instrument designed as a miniaturised electronic version of an adult equivalent. Musical toys are intended to provide amusement and very basic developmental skills.

Includes products such as electronic toy pianos.

Excludes products such as non-powered musical toys and adult musical instruments.

Consumer Lifestage (2000045)

Attribute Definition

Indicates, with reference to the product branding, labelling or packaging, the descriptive term that is used by the product manufacturer to identify the period or stage in the consumer's life during which the product is considered to be suitable.

Attribute Values

<3 YEARS (30011504)	>15 YEARS (30011507)	3-5 YEARS (30008129)	UNCLASSIFIED (30002515)
>10-15YEARS (30011506)	>5-10 YEARS (30011505)	ALL AGES (30000164)	UNIDENTIFIED (30002518)

Type of Musical Toy (Powered) (20002173)

Attribute Definition

Indicates, with reference to the product branding, labelling or packaging, the descriptive term that is used by the product manufacturer to identify the type of powered musical toy.

Attribute Values

ELECTRONIC MUSIC BOX (30011588)	ELECTRONIC TOY GUITAR (30011589)	ELECTRONIC TOY MICROPHONE (30012265)	ELECTRONIC TOY RADIO (30012266)
ELECTRONIC MUSICAL BALL (30011587)	ELECTRONIC TOY KEYBOARD (30011590)	ELECTRONIC TOY MUSICAL SET (30012267)	UNCLASSIFIED (30002515) UNIDENTIFIED (30002518)

Brick 10005179: Musical Toys Other

Definition

Includes any products that can be described/observed as a musical toy, where the user of the schema is not able to classify the products in existing bricks within the schema.

Excludes all currently classified Musical Toys.

Brick 10005180:
Outdoor Games/Play Structures Other

Definition

Includes any products that can be described/observed as an outdoor game or play structure, where the user of the schema is not able to classify the products in existing bricks within the schema.

Excludes all currently classified outdoor games and play structures

Brick 10005182:

Outdoor Play Structures

Definition

Includes any products that can be described/observed as a temporary structure that can be erected in the garden or outdoors to encourage physical activity during play.

Includes products such as swings, slides and inflatable pools.

Excludes products such as gym and sports equipment as well as built-in fixtures such as concrete swimming pools.

Consumer Lifestage (20000045)

Attribute Definition

Indicates, with reference to the product branding, labelling or packaging, the descriptive term that is used by the product manufacturer to identify the period or stage in the consumer's life during which the product is considered to be suitable.

Attribute Values

<3 YEARS (30011504)	>15 YEARS (30011507)	3-5 YEARS (30008129)	UNCLASSIFIED (30002515)
>10-15YEARS (30011506)	>5-10 YEARS (30011505)	ALL AGES (30000164)	UNIDENTIFIED (30002518)

If Inflatable (20002039)

Attribute Definition

Indicates, with reference to the product branding, labelling or packaging, the descriptive term that is used by the product manufacturer to identify whether or not the product is inflatable.

Attribute Values

NO (30002960)	UNIDENTIFIED (30002518)	YES (30002654)
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Type of Outdoor Play Structure (20002175)

Attribute Definition

Indicates, with reference to the product branding, labelling or packaging, the descriptive term that is used by the product manufacturer to identify the type of outdoor play structure.

Attribute Values

CLIMBING FRAME
(30008400)
JUMPING CASTLE
(30011594)

OUTDOOR PLAY
STRUCTURE SET (30012269)
PLAY HOUSE/WENDY
HOUSE (30008404)
SAND PIT/TABLE (30011595)

SLIDE (30008401)
SWIMMING POOL (30011596)
SWING (30008402)
TOY PLAYHOUSE/TENT
(30012290)

TUNNEL (30012262)
UNCLASSIFIED (30002515)
UNIDENTIFIED (30002518)

Brick 10005181:

Outdoor/Garden Games

Definition

Includes any products that can be described/observed as game or activity specifically designed for playing outdoors or in the garden.

Includes products such as pogo sticks and ball hoppers.

Excludes products such as balls designed for specific sports such as football or rugby.

Consumer Lifestage (20000045)

Attribute Definition

Indicates, with reference to the product branding, labelling or packaging, the descriptive term that is used by the product manufacturer to identify the period or stage in the consumer's life during which the product is considered to be suitable.

Attribute Values

<3 YEARS (30011504)	>15 YEARS (30011507)	3-5 YEARS (30008129)	UNCLASSIFIED (30002515)
>10-15YEARS (30011506)	>5-10 YEARS (30011505)	ALL AGES (30000164)	UNIDENTIFIED (30002518)

Type of Outdoor/Garden Game (20002174)

Attribute Definition

Indicates, with reference to the product branding, labelling or packaging, the descriptive term that is used by the product manufacturer to identify the type of outdoor or garden game.

Attribute Values

BALL HOPPER (30008243)	SAND PIT	TOY BOWLS/SKITTLES	WATER GUN/PISTOL
HOPSCOTCH (30011591)	TOY/BUCKET/SPADE	(30011593)	(30014871)
MARBLES (30011592)	(30012242)	UNCLASSIFIED (30002515)	
POGO STICK (30010826)	SWING BALL (30008253)	UNIDENTIFIED (30002518)	

Brick 10005684:

Role Play – Housekeeping/Gardening/DIY Toys

Definition

Includes any products that can be described/observed as a toy item or set of toy items that encourage a child to imitate activity in a home environment, such as cleaning, gardening or DIY. The toys may be powered to effect sounds and lights that create a realistic simulation of an appliance or tool used in the home.

Includes products such as a toy vacuum cleaner, a toy lawnmower and a toy tool kit.

Specifically excludes home appliances, targeted at children, which actually function and do a job in the same way as the equivalent adult products classified in Home Appliances.

Excludes products such as dolls accessories, kitchen toys and simulated shopping or work related toys.

Type of Housekeeping/Gardening/DIY Toy (20002580)

Attribute Definition

Indicates, with reference to the product branding, labelling or packaging, the descriptive term that is used by the product manufacturer to identify the type of housekeeping, gardening or DIY toy.

Attribute Values

TOY CLEANING SET
(30013015)

TOY DRILL (30013021)

TOY GARDENING SET
(30013014)

TOY IRON (30013009)

TOY IRONING BOARD
(30013018)

TOY LAWN TRIMMER
(30013019)

TOY LAWNMOWER
(30013008)

TOY SAW (30013016)

TOY SCREW DRIVER
(30013012)

TOY TOOL BENCH
(30013011)

TOY TOOL BOX/SET
(30013010)

TOY VACUUM CLEANER
(30013013)

TOY WASHING MACHINE
(30013017)

TOY WHEELBARROW
(30013020)

UNCLASSIFIED (30002515)

UNIDENTIFIED (30002518)

Brick 10005250: Role Play – Kitchen Toys

Definition

Includes any products that can be described/observed as a toy item or set of toy items that encourage a child to imitate activity in a kitchen. The toys may be powered to effect sounds and lights that create a realistic simulation of a household kitchen.

Includes products such as a toy oven, toy pots and pans and toy food.

Specifically excludes kitchen appliances, targeted at children, which actually cook, blend and mix, as these are equivalent to products classified in Home Appliances.

Excludes products such as dolls kitchen settings.

Type of Kitchen Toy (20002246)

Attribute Definition

Indicates, with reference to the product branding, labelling or packaging, the descriptive term that is used by the product manufacturer to identify the type of kitchen toy.

Attribute Values

TOY BARBECUE (30013022)	TOY KETTLE (30013023)	TOY OVEN (30011789)	UNCLASSIFIED (30002515)
TOY CUPS/SAUCERS (30011791)	TOY KITCHEN SET (30011788)	TOY POTS/PANS (30011790)	UNIDENTIFIED (30002518)
TOY FOOD (30012289)	TOY MICROWAVE (30013025)	TOY TEA SET (30011792)	
		TOY TOASTER (30013024)	

Brick 10005685: Role Play – Shopping/Office/Business Toys

Definition

Includes any products that can be described/observed as a toy item or set of toy items that encourage a child to imitate activity in a shopping environment or office, or role-play as a professional worker or business person. The toys may be powered to effect sounds and lights that create a realistic simulation of such an environment.

Includes products such as a toy cash register, toy money or a toy shopping trolley, as well as a toy set of doctors implements or a firemans kit.

Specifically excludes products, targeted at children, which actually function and do a job in the same way as the equivalent adult products.

Excludes products such as dolls accessories, kitchen toys and simulated toy appliances for the home or garden.

Type of Shopping/Office/Business Toy (20002581)

Attribute Definition

Indicates, with reference to the product branding, labelling or packaging, the descriptive term that is used by the product manufacturer to identify the type of shopping, office or business toy

Attribute Values

TOY CASH REGISTER (30012243)	TOY DOCTORS EQUIPMENT (30012244)	TOY MONEY (30013029)	TOY SHOPPING TROLLEY (30013026)
TOY CRANE (30013031)	TOY FIREMANS EQUIPMENT (30013027)	TOY POST BOX (30013030)	UNCLASSIFIED (30002515)
		TOY POST OFFICE SET (30013028)	UNIDENTIFIED (30002518)

Brick 10005183: Table Games (Non Powered)

Definition

Includes any products that can be described/observed as a **non-powered** table game.

Includes products such as table soccer.

Excludes products such as powered table games and sports tables designed for specific sports such as table tennis and snooker.

Consumer Lifestage (20000045)

Attribute Definition

Indicates, with reference to the product branding, labelling or packaging, the descriptive term that is used by the product manufacturer to identify the period or stage in the consumer's life during which the product is considered to be suitable.

Attribute Values

<3 YEARS (30011504)	>15 YEARS (30011507)	3-5 YEARS (30008129)	UNCLASSIFIED (30002515)
>10-15YEARS (30011506)	>5-10 YEARS (30011505)	ALL AGES (30000164)	UNIDENTIFIED (30002518)

Type of Table Game (Non Powered) (20002176)

Attribute Definition

Indicates, with reference to the product branding, labelling or packaging, the descriptive term that is used by the product manufacturer to identify the type of non-powered table game.

Attribute Values

TABLETOP AIR HOCKEY (30011597)	TABLETOP FOOTBALL/FOOSBALL/SOCER (30011598)	TOY BILLIARDS (30011599) UNCLASSIFIED (30002515)	UNIDENTIFIED (30002518)
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Brick 10005184: Table Games (Powered)

Definition

Includes any products that can be described/observed as a **powered** table/tabletop game.

Includes products such as pin ball.

Excludes products such as non-powered table games and sports tables designed for specific sports such as table tennis and snooker.

Consumer Lifestage (20000045)

Attribute Definition

Indicates, with reference to the product branding, labelling or packaging, the descriptive term that is used by the product manufacturer to identify the period or stage in the consumer's life during which the product is considered to be suitable.

Attribute Values

<3 YEARS (30011504)	>15 YEARS (30011507)	3-5 YEARS (30008129)	UNCLASSIFIED (30002515)
>10-15YEARS (30011506)	>5-10 YEARS (30011505)	ALL AGES (30000164)	UNIDENTIFIED (30002518)

Type of Table Game (Powered) (20002691)

Attribute Definition

Indicates, with reference to the product branding, labelling or packaging, the descriptive term that is used by the product manufacturer to identify the type of powered table game.

Attribute Values

TABLETOP AIR HOCKEY (30011597)	UNCLASSIFIED (30002515) UNIDENTIFIED (30002518)
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Brick 10005185: Table Games Other

Definition

Includes any products that can be described/observed as a table game, where the user of the schema is not able to classify the products in existing bricks within the schema.

Excludes all currently classified table games.

Brick 10005192: Car/Train Set – Replacement Parts/Accessories

Definition

Includes any products that can be described/observed as a replacement part or accessory for a car or train set.

Includes products such as replacement tracks and miniaturised settings.

Excludes products such as dolls buildings and settings.

Type of Car/Train Set Replacement Part/Accessory (20002179)

Attribute Definition

Indicates, with reference to the product branding, labelling or packaging, the descriptive term that is used by the product manufacturer to identify the type of replacement part or accessory for a car or train set.

Attribute Values

CAR TRACK (30011603)

TOY CAR TRACK SETTING
(30011605)

TOY TRAIN TRACK SETTING
(30011606)

TRAIN TRACK (30011604)

UNCLASSIFIED (30002515)

UNIDENTIFIED (30002518)

Brick 10005190: Car/Train Sets (Non Powered)

Definition

Includes any products that can be described/observed as set comprising of **non-powered** toy cars or toy trains, that sometimes come with a surface specifically designed as a road or track for these toy vehicles to run on.

Excludes products such as powered car and train sets and remote control vehicles.

Consumer Lifestage (20000045)

Attribute Definition

Indicates, with reference to the product branding, labelling or packaging, the descriptive term that is used by the product manufacturer to identify the period or stage in the consumer's life during which the product is considered to be suitable.

Attribute Values

<3 YEARS (30011504)

>15 YEARS (30011507)

3-5 YEARS (30008129)

UNCLASSIFIED (30002515)

>10-15YEARS (30011506)

>5-10 YEARS (30011505)

ALL AGES (30000164)

UNIDENTIFIED (30002518)

Brick 10005191: Car/Train Sets (Powered)

Definition

Includes any products that can be described/observed as set comprising of **powered** toy cars or toy trains, that come with a surface specifically designed as a road or track for these toy vehicles to run on.

Excludes products such as non-powered car and train sets and remote control vehicles.

Consumer Lifestage (20000045)

Attribute Definition

Indicates, with reference to the product branding, labelling or packaging, the descriptive term that is used by the product manufacturer to identify the period or stage in the consumer's life during which the product is considered to be suitable.

Attribute Values

<3 YEARS (30011504)	>15 YEARS (30011507)	3-5 YEARS (30008129)	UNCLASSIFIED (30002515)
>10-15YEARS (30011506)	>5-10 YEARS (30011505)	ALL AGES (30000164)	UNIDENTIFIED (30002518)

Power Source (20000787)

Attribute Definition

Indicates, with reference to the product branding, labelling or packaging, the descriptive term that is used by the product manufacturer to identify different types of power source.

Attribute Values

BATTERY (30000289)	MAINS ELECTRICITY (30009416)	UNCLASSIFIED (30002515)
		UNIDENTIFIED (30002518)

Brick 10005193: Toy Vehicles – Non-ride (Non Powered)

Definition

Includes any products that can be described/observed as a **non-powered** toy vehicle that is not to be ridden on by a child. Typically, they can be miniaturised replicas of actual road vehicles. They may also be an accessory to a fashion doll or an action doll.

Excludes products such as ride-on vehicles, powered vehicles and car and train sets.

Consumer Lifestage (20000045)

Attribute Definition

Indicates, with reference to the product branding, labelling or packaging, the descriptive term that is used by the product manufacturer to identify the period or stage in the consumer's life during which the product is considered to be suitable.

Attribute Values

<3 YEARS (30011504)	>15 YEARS (30011507)	3-5 YEARS (30008129)	UNCLASSIFIED (30002515)
>10-15YEARS (30011506)	>5-10 YEARS (30011505)	ALL AGES (30000164)	UNIDENTIFIED (30002518)

Brick 10005194: Toy Vehicles – Non-ride (Powered)

Definition

Includes any products that can be described/observed as a powered toy vehicle that is not to be ridden on by a child. This includes any type of individual toy such as helicopter, boats, planes, cars, trucks, etc. Typically, they can be miniaturised replicas of actual road vehicles. They may also be an accessory to a fashion doll or an action doll.

Includes radio controlled toy vehicle except for kits and sets.

Excludes products such as non-powered, non-ride vehicles, ride-on vehicles.

Consumer Lifestage (20000045)

Attribute Definition

Indicates, with reference to the product branding, labelling or packaging, the descriptive term that is used by the product manufacturer to identify the period or stage in the consumer's life during which the product is considered to be suitable.

Attribute Values

<3 YEARS (30011504)

>15 YEARS (30011507)

3-5 YEARS (30008129)

UNCLASSIFIED (30002515)

>10-15YEARS (30011506)

>5-10 YEARS (30011505)

ALL AGES (30000164)

UNIDENTIFIED (30002518)

Brick 10005195:
Toy Vehicles – Non-ride Other

Definition

Includes any products that can be described/observed as a non-ride toy vehicle, where the user of the schema is not able to classify the products in existing bricks within the schema.

Excludes all currently classified non-ride toy vehicles.

Brick 10005196: Toy Vehicles – Non-ride Variety Packs

Definition

Includes any products than can be described/observed as two or more distinct non-ride toy vehicles sold together, which exist within the schema belonging to different bricks but to the same class, that is two or more products contained within the same pack which cross bricks within the Toy Vehicles (Non-ride) class.

Includes products such as a train set and replacement tracks sold together.

Items that are received free with purchases should be removed from the classification decision-making process.

Excludes products such as a complete train set, an action doll and an action doll vehicle variety pack.

Brick 10005187: Toys – Ride-on (Non Powered)

Definition

Includes any products that can be described/observed as a **non-powered** toy specifically designed to be ridden on by the user.

Includes products such as scooters and rocking horses.

Excludes products such as powered ride-on toys, non-ride toy vehicles and bicycles, the latter being classified in the Sports Equipment segment.

Consumer Lifestage (20000045)

Attribute Definition

Indicates, with reference to the product branding, labelling or packaging, the descriptive term that is used by the product manufacturer to identify the period or stage in the consumer's life during which the product is considered to be suitable.

Attribute Values

<3 YEARS (30011504)	>15 YEARS (30011507)	3-5 YEARS (30008129)	UNCLASSIFIED (30002515)
>10-15YEARS (30011506)	>5-10 YEARS (30011505)	ALL AGES (30000164)	UNIDENTIFIED (30002518)

Type of Toy – Ride-on (Non Powered) (20002177)

Attribute Definition

Indicates, with reference to the product branding, labelling or packaging, the descriptive term that is used by the product manufacturer to identify the type of non-powered ride-on toy.

Attribute Values

GO KART (30008319)	ROCKING HORSE (30008322)	SCOOTER (30008323)	UNCLASSIFIED (30002515)
PEDAL CAR (30008320)		TOY MOTORBIKE (30011600)	UNIDENTIFIED (30002518)

Brick 10005188: Toys – Ride-on (Powered)

Definition

Includes any products that can be described/observed as a **powered** toy specifically designed to be ridden on by the user.

Includes products such as a battery operated car or motorbike.

Excludes products such as non-powered ride-on toys, non-ride toy vehicles and bicycles, the latter being classified in the Sports Equipment segment.

Consumer Lifestage (2000045)

Attribute Definition

Indicates, with reference to the product branding, labelling or packaging, the descriptive term that is used by the product manufacturer to identify the period or stage in the consumer's life during which the product is considered to be suitable.

Attribute Values

<3 YEARS (30011504)	>15 YEARS (30011507)	3-5 YEARS (30008129)	UNCLASSIFIED (30002515)
>10-15YEARS (30011506)	>5-10 YEARS (30011505)	ALL AGES (30000164)	UNIDENTIFIED (30002518)

Type of Toy – Ride-on (Powered) (20002178)

Attribute Definition

Indicates, with reference to the product branding, labelling or packaging, the descriptive term that is used by the product manufacturer to identify the type of powered ride-on toy.

Attribute Values

ELECTRONIC TOY CAR (30011601)	ELECTRONIC TOY MOTORBIKE (30011602)	UNCLASSIFIED (30002515) UNIDENTIFIED (30002518)
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Brick 10005441:
Toys – Ride-on Accessories

Definition

Includes any products that can be described/observed as an accessory to a ride-on toy.

Includes products such as characterised toy bicycle bells and handlebar streamers.

Excludes products such as sports cycles replacement parts.

Brick 10005189:
Toys – Ride-on Other

Definition

Includes any products that can be described/observed as a ride-on toy, where the user of the schema is not able to classify the products in existing bricks within the schema.

Excludes all currently classified ride-on toys.

Brick 10005186: Toys/Games Variety Packs

Definition

Includes any products that can be described/observed as two or more distinct Toys/Games products sold together which exist within the schema but belong to different classes, that is two or more products contained within the same pack which cross classes within the Toys/Games family.

Includes products such as dolls and dolls accessories sold together.

Items that are received free with purchases should be removed from the classification decision-making process.

Excludes products such as doll and puppet variety packs.