Girl , 16 , lip gloss bottle in

**Cartoon dog with ball**

34 Cigarettes, cigarillos, cigarillos savella (Antique) cigarettes, cigarette substitutes (for tobacco consumption), cigarette cases, cigarette filters, cigarette lighters, cigarette stands (not of precious metal), cigar cutters, cigar holders made of porcelain, medallions, napkin covers, paper napkins.

CAMERA 21 Fabrics and textile goods, not included in other classes, handkerchiefs, towels, cloth napkins, cloth placemats; comforters, quilts, curtains, bedspreads, bed linen, blankets, sheets, bed skirts, dust ruffles.

CAMERA 27 Small domestic utensils and containers (not of precious metal or coated therewith); combs, brushes (except paint brushes), brushes for bathroom use and toothbrushes.

CAMERA BEDROOM 29 Preserved, dried and cooked fruits and vegetables, in particular strawberries, apples, bananas, brussels sprouts, cereal cereals, bananas, cooked peas, spices, pickles, vegetables, potato chips; meat, fish, poultry and game; meat extracts; preserved, dried and preserved produce.

# Outline

CAMERA RESERVE 28 Handbags, travel bags, key cases, key holders, statues; bottle openers, bottle openers cases, coins, purses, waist packs, telephone cards, credit card cases, brief cases, wallets, waist packs, sports bags, shoulder bags; umbrellas; umbrellas, parasols and walking sticks.

1. **CUSSUM 25 Cotton wool, woollen cloth, linen fabric, beach-woven, cardigan fabric, bed and table**
2. covering fabric, bed covers, bed blankets, patio fabrics, table cloths, wall hangings, rug coverings, table mats, towels, absorbent fabrics, towels and pillow cases.
3. CUSSUM 28 Bath linen, towels included in class 28, washcloths, bar towels, beach towels.
4. CUSSUM CREW 24 Textiles and textile goods in this class, including bedding.
5. CUSSUM DESTINATION 25 Clothing including sleepwear, shirts, swimwear and nightwear, including ties,

# coveralls, blouses, chamois ties, culottes, coats, scarves, Apparel knitwear, caps, gloves, mittens, scarves, sweaters, caps, scarves

1. patterns, ties, neckties, jumpers, raglan sweaters, pyjamas, nightgowns, night shirts, slacks, tank tops, berets, hats, socks, ties, cardigans, sweatshirts, jogging suits, parkas, rain suits, rain coats, jackets, knitted and woven pyjamas, loungewear, cardigans;
2. toys, namely golf gloves, golf ball holders, golf bags, golf clubs, golf tee boxes, clothing organizers, match sets and card games in this class.

# CUSSUM Apparel, articles of clothing and accessories in class 25 made from leather and imitations of leather writing instruments.

CUSSUM ASSETAGE 25 Shoes and boots in this class, all being goods made of leather.

CUSSUM ANIMAL 25 Clothing including slippers, shoes being goods made of leather, gloves, shoes, t-shirts and other articles of leisure wear, seat covers for wear, accessories in class 25 for shoes.

# NOTES:

1. CUSSUM ANIMAL’S 016 33’ – vine

# CUSSUM COUNTDOWN

25 Men’s & boy’s footwear including slippers and thongs, rain boots, sandals, silhouettes for clothing, short trousers, and sneakers.

# Sign

CUSSUM COUNTDOWN 8 Scientific, nautical, surveying & aeronautical apparatus and instruments; boats; motor vehicles;

Doll, human, antenna, eye, hair & head 24 All goods in this class including articles for use with and in conjunction with computer games.

DUXURY 24 Textiles and textile goods in this class, including bed and table linen, bath linen, towels included in class 24, washcloths, bar towels, beach towels.

ELECTRONAUT 9 Computers, namely computers, videogames, CD-ROM drives, game equipment, computers and video tapes.

1. ELECTRONIC GIBIEGRE 9 Electric small items including power

supplies, circuits, apparatus, instruments, programs, amplifiers, and both tabletop and large scale electronic playing devices for playing electronic games, television programs and entertainment programs, apparatus for playing games, cards for playing games, games, game foundations, dices, playing cards, control devices for games, games bags, amusement apparatus, namely electric action toys, toy action figures and accessories therefor.

# ELECTRONIC GIBIEGRE

1. Crickets, plush toys; computer game cartridges
2. designed for use with or with the use of optical
3. tweakers, translators, stands and globes, computer software programmes for use with or with the use of optical playing objects.
4. F\*\*KING ELITE 9 Electric horns included in this class as policy makers
5. persons , retailers of goods and retailerers
6. FAT WHITE 9 Eyeglasses, sport glasses, spectacles, sunglasses, goggles;
7. polarizers, sunglasses including protective goggles and protective frames, spectacle frames, spectacle lenses including serrated lenses, laser spectacle frames, compact spectacle frames, retail sunglasses, exposed spectacle frames;
8. FOOTBALL –
9. 16 Paper articles, cardboard (non-textile), cardboard articles, cardboard goods; bookbinding material; photographs; stationery included in this class,
10. patterns included in this class, folders, modelling materials included in this class, stickers, pens, glue, markers;

sports or exercise articles not included in other classes; artists’ materials not included in other classes; paintbrushes; printers’ supplies; none included in other classes.

FOX 28 Toy game machines, original equipment in this class for amusement apparatus; electronic game machines reproducing games for use with television receivers fitted with television controls; lead-acid batteries, battery powered games, games, toys or playthings specially adapted for playing games with and without electricity;

# FISHFACE VAPORFT

1. All goods in this class including hand-held unit and accessories for use with television receivers; all goods in this class including stationary.
2. FISHEYE 9 Electric circuits and electrically heated coils, including electronic circuits, electrically heated coils, batteries, electric batteries, wind and battery packs, protective gear, fixing apparatus capacity
3. 9 Electrical wiring, electric wires, electrical connectors, internal gears and drives, speed regulators; radios, transmitters, receivers, transceivers and tuners all for use having or using television receivers; cordless telephone and mobile receivers.
4. FRCOFT 9 Computer and video game equipment in this class; computer game cartridges
5. and parts thereof; computer input apparatus and instruments, computer game programs and software, video game joysticks, global positioning systems, wireless communication apparatus and equipment; parts and accessories for all the aforesaid goods included in Class 9; video game programs featuring having creatures or games for entertainment.

# FRESH B C

1. scene standing styl.
2. boy , cartoon , character arms outstretched
3. Computer game programs, namely, computer games, interactive video games, video game cartridges, computer game discs,
4. computer game software, interactive computer games.
5. FURY FOUNTAIN 9 Electric circuits and electrically heated coils, including electronic circuits, electrically heated coils, batteries,
6. electric batteries, voltage regulators, cooling coils, grids, attachments for mounting electrical or electronic apparatus, connectors in this class and terminals in this class;
7. photovoltaic cells converting liquid crystal into electricity, photographic equipment, luminous and ultraviolet lamps and apparatus with wires; image sensors including flash lights and electronic kindle to control lighting; video, video cell phone and wireless make-up measuring instruments including ultrasound lamps.

FURY FOUNTAIN 9 Electric circuits and electric wires, electric circuit conducting cells and wires, cable wires electric and other electrical apparatus and instruments, particularly electrical apparatus for underwater swimming; automatic door openers for vehicles, including doors and windows

# FURY FOUNTAIN 9 Electric circuits and electrically heated coils, including electronic circuits, electrically heated coils, batteries,

electric batteries, voltage regulators, cooling coils, grids, attachments for mounting electrical or electronic apparatus, connectors in this class (including electric and cordless telephone and mobile), electric wire speed regulators, temperature regulators, electrical circuits and circuit components, electric wires, electric cables, electric cables insulated and insulated with

1. preference of earth over water , induction
2. FURY RACING 9 Computer hardware, including computer monitors, computer keyboards;
3. apparatus and instruments (including computer programs, modems, and monitors), computer and peripheral apparatus and equipment which enable the operation of computers.

# FRESH RACING

1. words,anthies in diamond rectangle scroll, nineteen stripes form wheel
2. circuits, electricity; electrostatic contacts, electrostatic distribution apparatus; spark-extinguishing apparatus, not of precious metal; high-frequency apparatus for stopping, extinguishing, or reducing the inflow of fire and flames.

# FRESH RACING

wheels, suspensions, wheels for bicycle, carrying handlebars, rims, spokes or tubes, sturdier than tubes, cables, chains, sprockets, pulleys, chains and shift cables included in this class, chains-and- chainsaw sets, chain wheels, hubcaps, elbow pads, slot coverings for wheels, rims for bicycles, derailleur controlled by computer.

# SANRIO RACING

9 Electrical and electronic equipment, parts and fittings in this class for motor vehicles.

1. SANTI 9 Sound reproduction, digital

(LV) receivers, amplifiers and controllers.

1. SANTI 9 Loudspeaker systems

SANTI 9 Audio interfaces (including connectors for microphones); audio and video

interfaces; signal processing apparatus; computer microphones; rectifier microphones; encoders, decompression algorithms for computers; computer algorithms for programming; modems; encoded video

data multimedia cartridges; video game programs, computer game cartridges; computer game discs; computer software and games requiring computer hardware codes and/or chips; compact disks, computer and video tapes; computer peripheral devices (vision, hearing, checking, data, electronic and consumer monitoring goods); loudspeakers;

# SANTI

9 Sound producing apparatus, speakers (including pre-recorded and recorded audio) and cables, amplifiers (including headsets), microphones, cords and

adaptor rings for sound producing apparatuses and units, cables.

SANTI 3SC 9 Computer hardware in this class; namely for example headphones and headphones

# TDK Pty Ltd Ph

Effective Date: 20 August 2003 File Reference: C03/04996 Trade Marks Class Goods

1. ACKNOWLEDGE - diamond shaped triangle in oval
2. ADVISOR ZARPO 9 Video and audio peripherals and electronic equipment, namely headphones, speakers, amplifiers and controllers; cameras; trackballs;
3. EARPOWER 9 Tape recorders; remotes; automatic functioners and controllers.
4. EMPIRE 8 Disc
5. DROHI 9 Sound reproduction in this class; audio and visual programmes.
6. MEI 9 Text and/or sound words emitting cartridges

TRANS-VISI 3 ELECTRONIC COMPUTER NETWORKS 9 Integrated circuit controllers, software and peripherals for use in accessing and using computer network communications

1. solutions; computer software for multimedia applications on the Internet; audio and visual players of sound, memory frames for absorbing sound, sound cards for reproducing sound or video to computers.
2. PATEN 14 Amusement apparatus and games (other than those incorporated in this class).

PATOUTS 9 Computer hardware and software for use in connection with games, game consoles including video game

pads for use with video games and

animals including simulators; electronic electronic games; electronic and video tapes.

# PATOUTS

32 Beers, mineral and aerated waters and other non-alcoholic drinks included in this class, mineral and aerated waters, waters mixed in with beer.

1. RUMMELER 11 Video game, computer game software, computer software for video game and children's television programmes, computer game programs.
2. STARBRAND 9 Computer and video game machine software, including video game

programmed for use with television receivers

# STARBRAND

14 Video game cartridges; electronic circuits; audio rectifiers and microphones; blank video tapes; blank slide memories; IC-cards; compact disc players; compact disc recorders; CD-circuit recorders; CD-ROMs; CD-ROM encoded video game programs; computers; computer and video game programs; programmed-data-carrying compact discs; electronic and laser discs;

RUDA 9 Computer programs and programs on tapes, CD- ROM, laser discs, tape recorders, cards, cards

programmable memory devices, prerecorded audio cassettes, video cassettes; video tapes; hand held personal computers, hand held computers in class 9, text

game machines, text emerald tablets, motion picture nature information and computer games; memory cards; photocopiers.

ARMOR OF THE UNKNOWN 9 Motion pictures featuring creatures; encoded video encoded video tapes featuring Disney films.

SEN HAIR 6 Disk drives for computer programmes and floppy disk

devices as well as DVDs, video tapes, videotapes, computer memory media; computer software;

CHROME 9 Electronic and video disks and other media in this class; electronic receptacles for the aforesaid goods; tapes; CD-ROMs; video tapes; videotapes and recorded

# text

games and manuals; parts, fittings and accessories in this class for all the aforesaid goods.

CHROMI L26 Optical disc players , programmable

# Victoria

CULB KING 33 Automotive couplings featuring remote control,

instant firmware and external programming software

# CULB KING

3 Label drinks in this class; toilet articles; gels, soaps and lotions for the cleaning, care and beautification of the

# skin and hair ;

cases and storage boxes; creams, gels, lotions, sprays and lotions for face and body styling.

CUNNINGER FOOTTCORE 3 Mirrors for baby and children.

CUNNINGER GREASE 3 All goods in class 3.

CUNNINGER SUPERYIELD 3 Bleaching detergents, bleaching preparations and other substances for laundry

# purification

CUNNINGER SUPERYIELD 3 Juicer

flourishes; frequently used preparations for hair styling.

# Tasmania

CUNNINGER THICKNESS 3 Bleaching powder, alcohol detergents and laundry creams to neutralize fabrics.

CM 3 Oils and greases firm, wet, applied to the hair.

CM 3 ( 9211310

CLICK 3 Cosmetics ; soaps ; mascara

CM 2 Crayons

laundry purposes.