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(12) **United States Design Patent**
Miyamoto et al.

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(54) **STRAP FOR HAND-HELD ELECTRONIC GAME MACHINE**

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(**) Term: **14 Years**

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(30) **Foreign Application Priority Data**

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(51) **LOC (8) Cl.** **03-01**

(52) **U.S. Cl.** **D3/218**

(58) **Field of Classification Search** D3/218,
D3/219, 215, 12, 246, 268; D16/200, 218;
294/147-149, 137, 139, 150, 158; 16/114.1
See application file for complete search history.

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(57) **CLAIM**

The ornamental design for a strap for hand-held electronic game machine, as shown and described.

DESCRIPTION

FIG. 1 is a front view of a strap for hand-held electronic game machine showing our new design, a rear view being a mirror image thereof;

FIG. 2 is a top plan view thereof;

FIG. 3 is a bottom plan view thereof;

FIG. 4 is a left side view thereof;

FIG. 5 is a right side view thereof;

FIG. 6 is a reference front view showing a state that an adjuster ring is moved from a state of FIG. 1;

FIG. 7 is a reference perspective view showing the strap alone;

FIG. 8 is another reference perspective view showing an aspect that the strap is attached to a hand-held electronic game machine; and,

FIG. 9 is another reference perspective view showing the strap attached to a hand-held electronic game machine.

The broken line showing of environment in the drawings is for illustrative purposes only and forms no part of the claimed design.

1 Claim, 3 Drawing Sheets

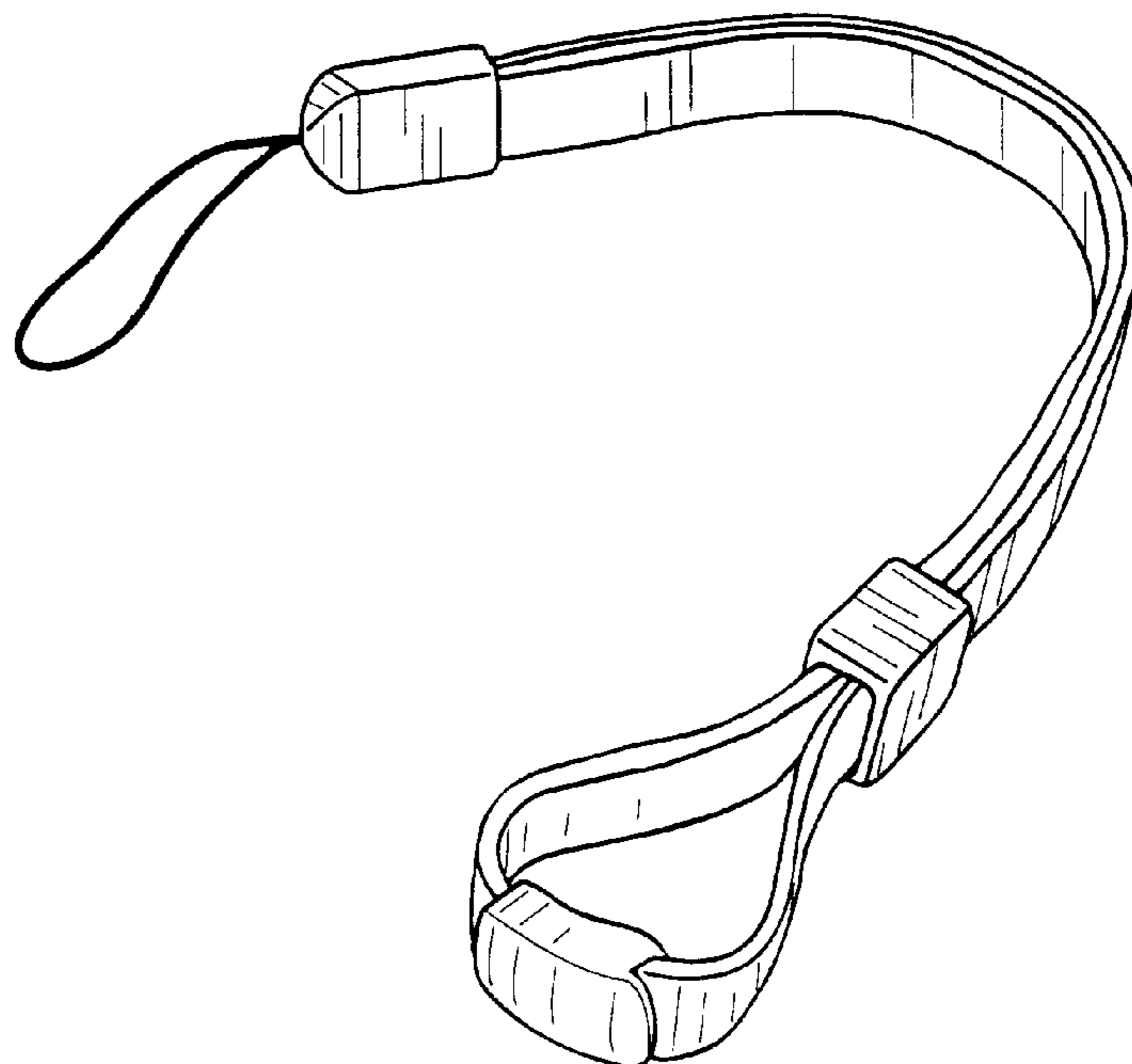


FIG. 1



FIG. 2

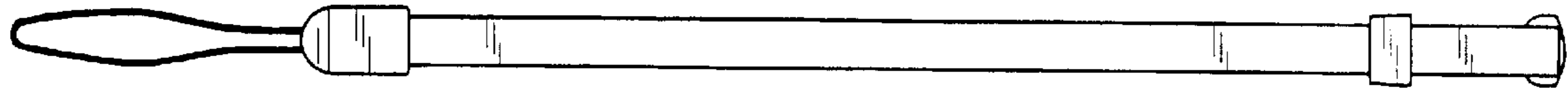


FIG. 3

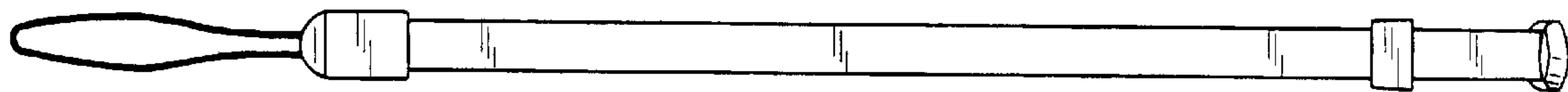


FIG. 4



FIG. 5



FIG. 6

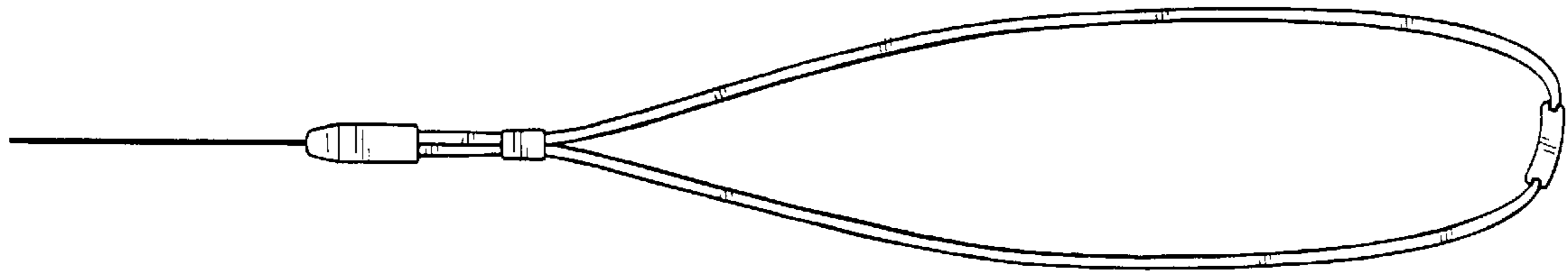


FIG. 7

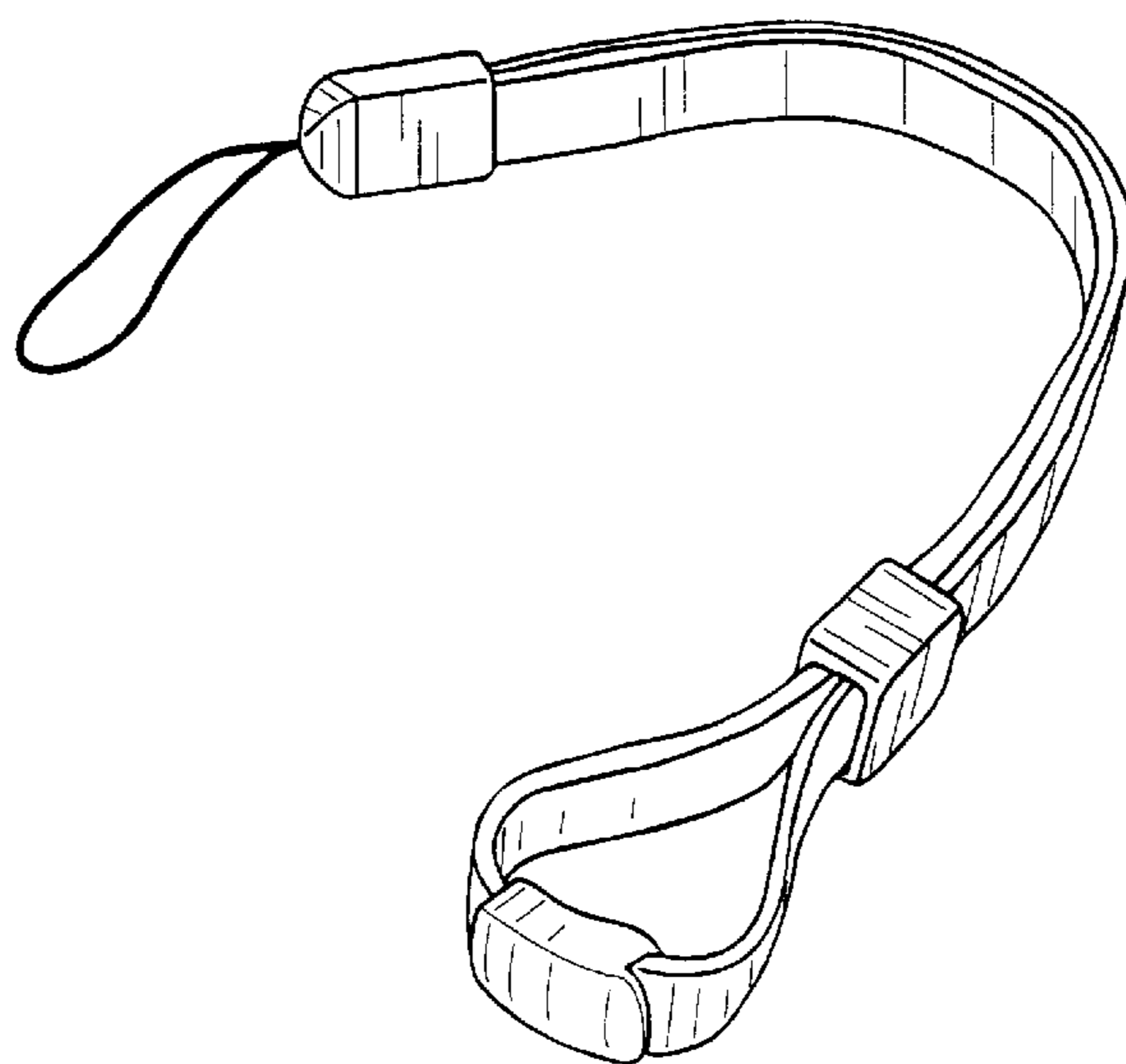


FIG. 8

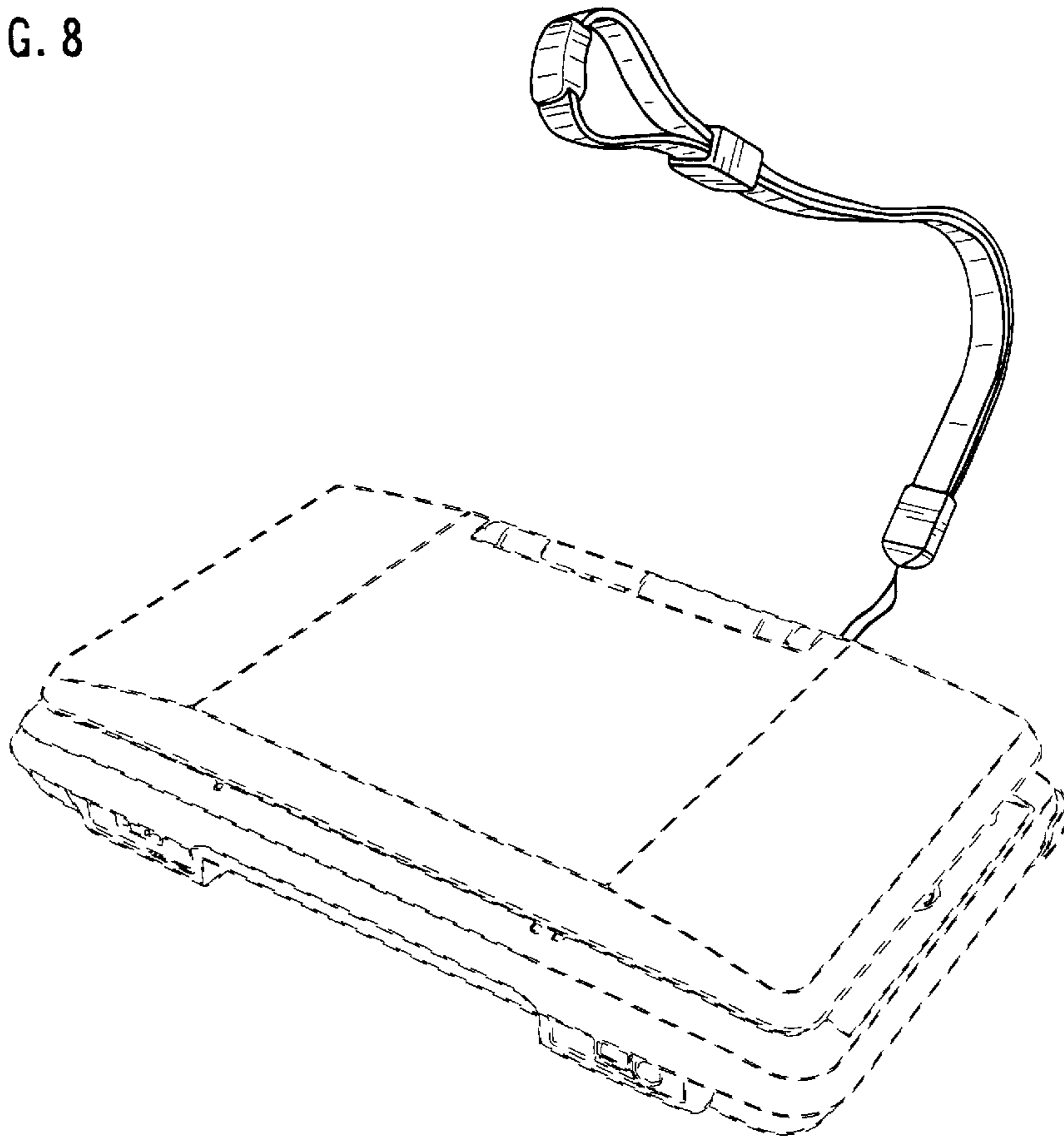


FIG. 9

