



US00D809890S

(12) **United States Design Patent**
Bullard

(10) **Patent No.:** **US D809,890 S**

(45) **Date of Patent:** **** Feb. 13, 2018**

- (54) **TRIANGLE TEXTURE HAMMER** 4,890,518 A * 1/1990 Floyd B25D 1/00
254/26 R
- (71) Applicant: **Wubbers, LLC**, Lubbock, TX (US) 5,213,023 A * 5/1993 Floyd B25D 1/06
254/26 R
- (72) Inventor: **Patricia Bullard**, Lubbock, TX (US) D477,517 S * 7/2003 Siemens D8/77
6,843,341 B2 * 1/2005 Grebe B62D 5/065
180/421
- (73) Assignee: **Wubbers, LLC**, Lubbock, TX (US)

(**) Term: **15 Years**

(21) Appl. No.: **29/581,803**

(22) Filed: **Oct. 21, 2016**

* cited by examiner

Primary Examiner — Philip S Hyder

(74) *Attorney, Agent, or Firm* — Vincent J. Allen; Krista Y. Chan; Carstens & Cahoon, LLP

Related U.S. Application Data

(63) Continuation of application No. 15/299,967, filed on Oct. 21, 2016.

(51) **LOC (11) Cl.** **08-02**

(52) **U.S. Cl.**
USPC **D8/75; D8/77**

(58) **Field of Classification Search**

USPC D8/75, 76, 77, 78, 79, 80, 81, 105, 14
CPC ... B25D 1/00; B25D 1/02; B25D 1/04; B25D 1/045; B25D 1/06; B25D 1/12; B25D 1/14; B25D 1/16; B25G 1/01; B25G 1/02; B25G 1/102
See application file for complete search history.

(56) **References Cited**

U.S. PATENT DOCUMENTS

4,882,955 A * 11/1989 Savnik B25D 1/00
81/20

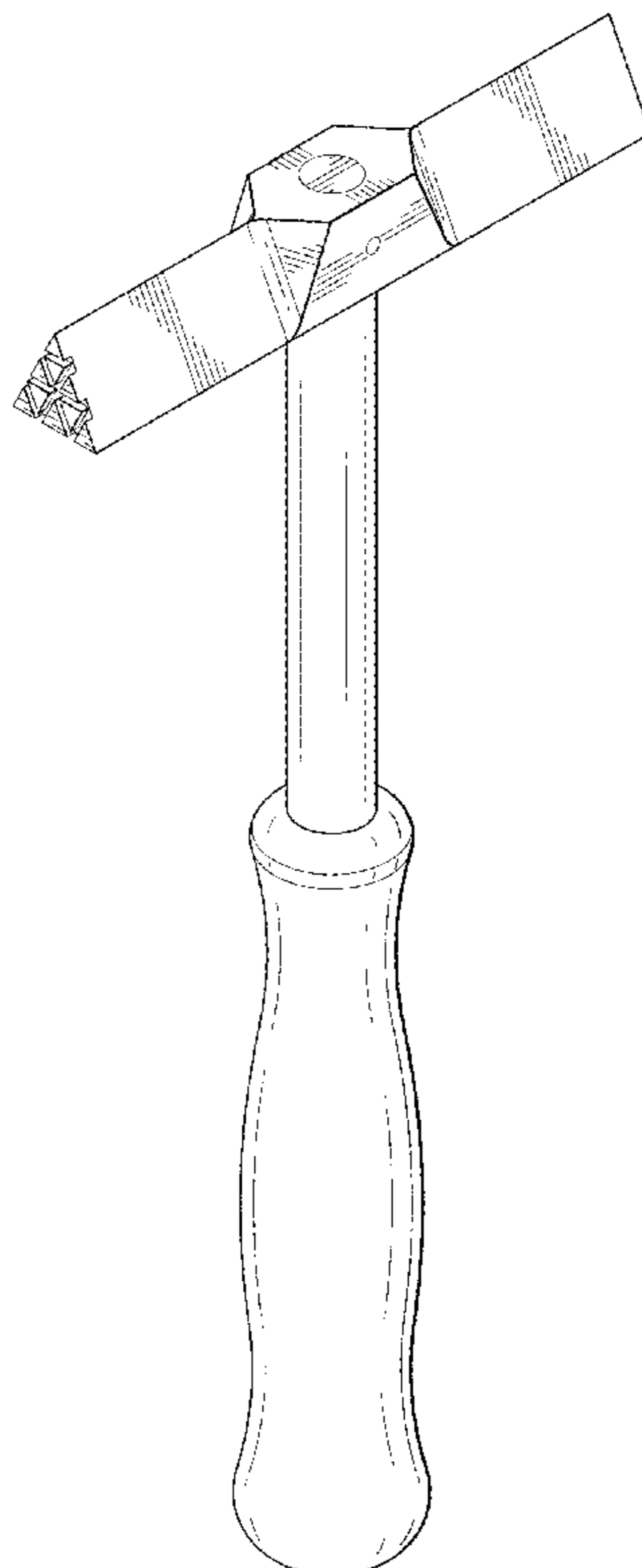
(57) **CLAIM**

The ornamental design for a triangle texture hammer, as shown and described.

DESCRIPTION

FIG. 1 is a perspective view of a triangle texture hammer; FIG. 2 is a right side view of the triangle texture hammer; FIG. 3 is a left side view of the triangle texture hammer; FIG. 4 is a back view of the triangle texture hammer; FIG. 5 is a front view of the triangle texture hammer; FIG. 6 is a top view of the triangle texture hammer; and, FIG. 7 is a bottom view of the triangle texture hammer.

1 Claim, 5 Drawing Sheets



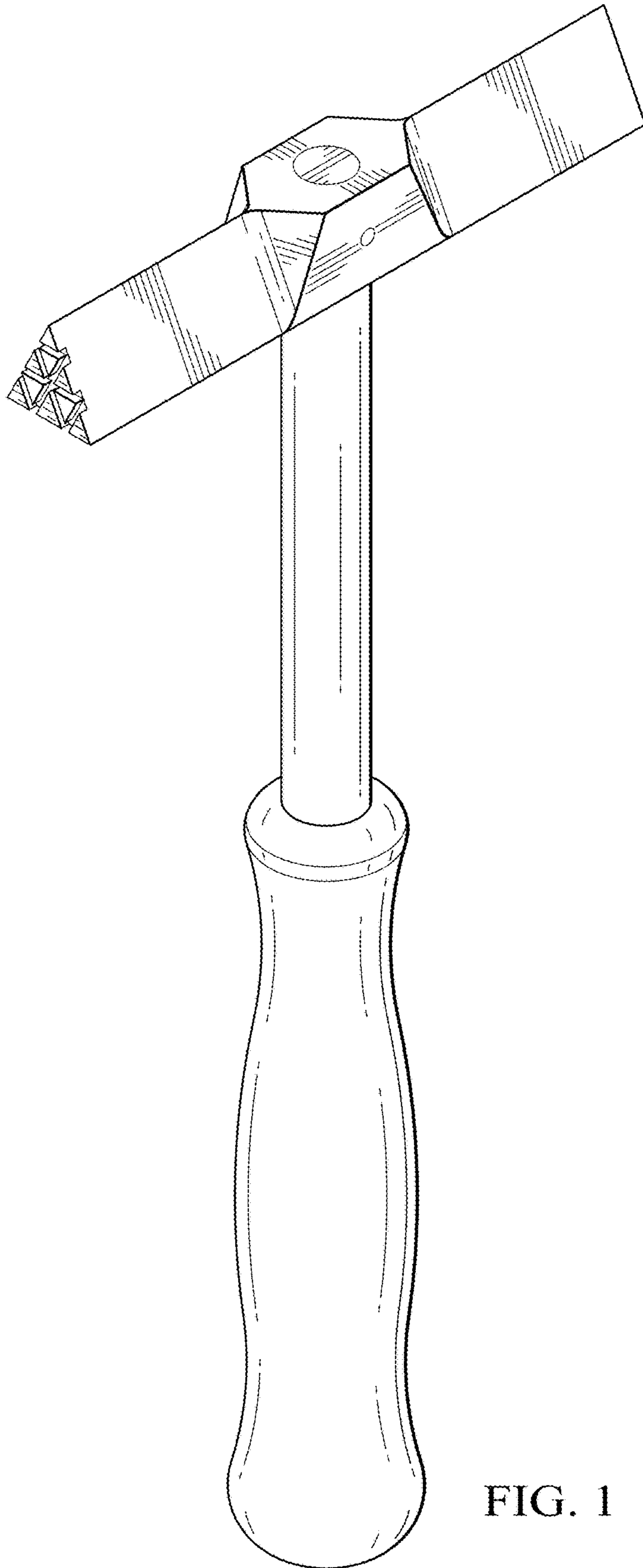


FIG. 1

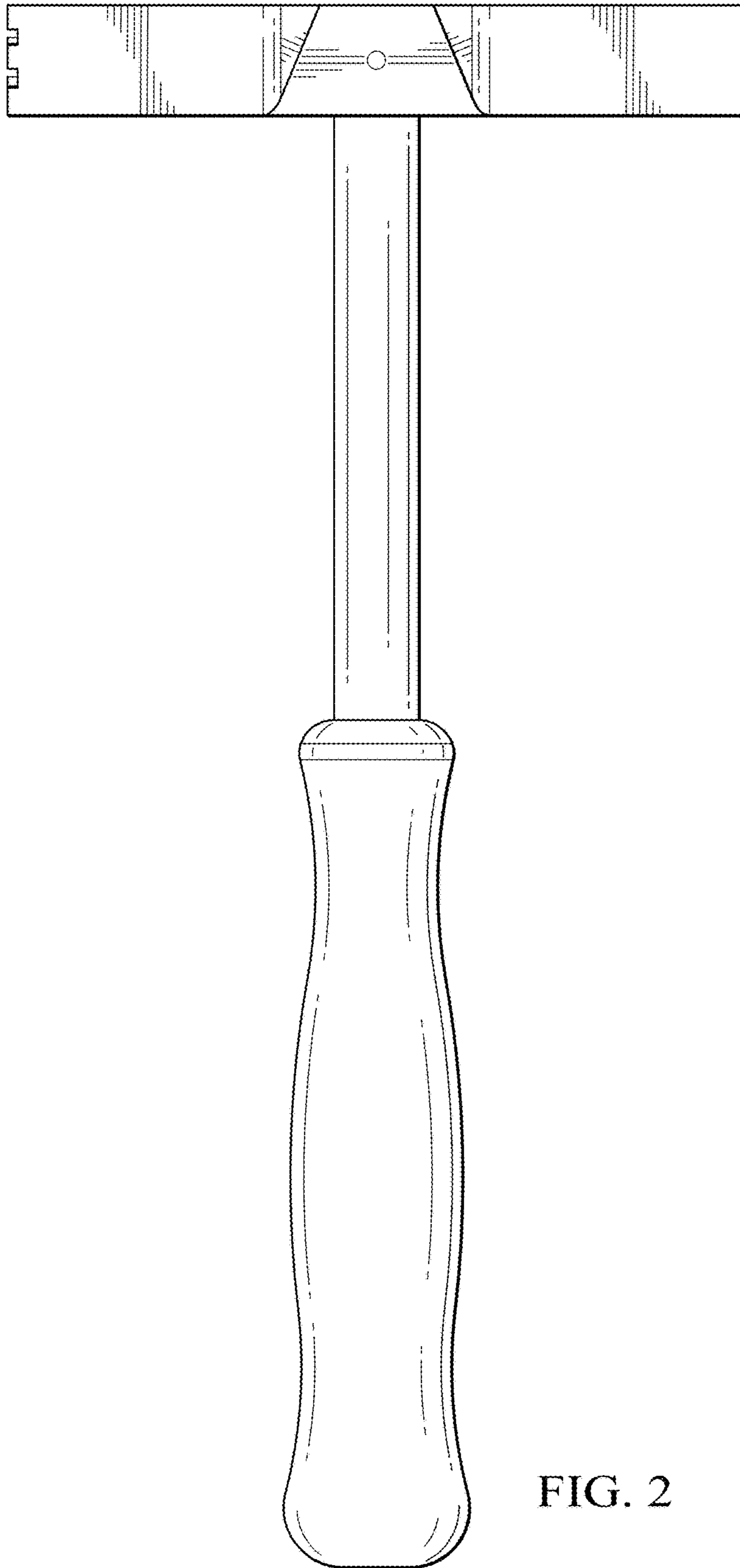


FIG. 2

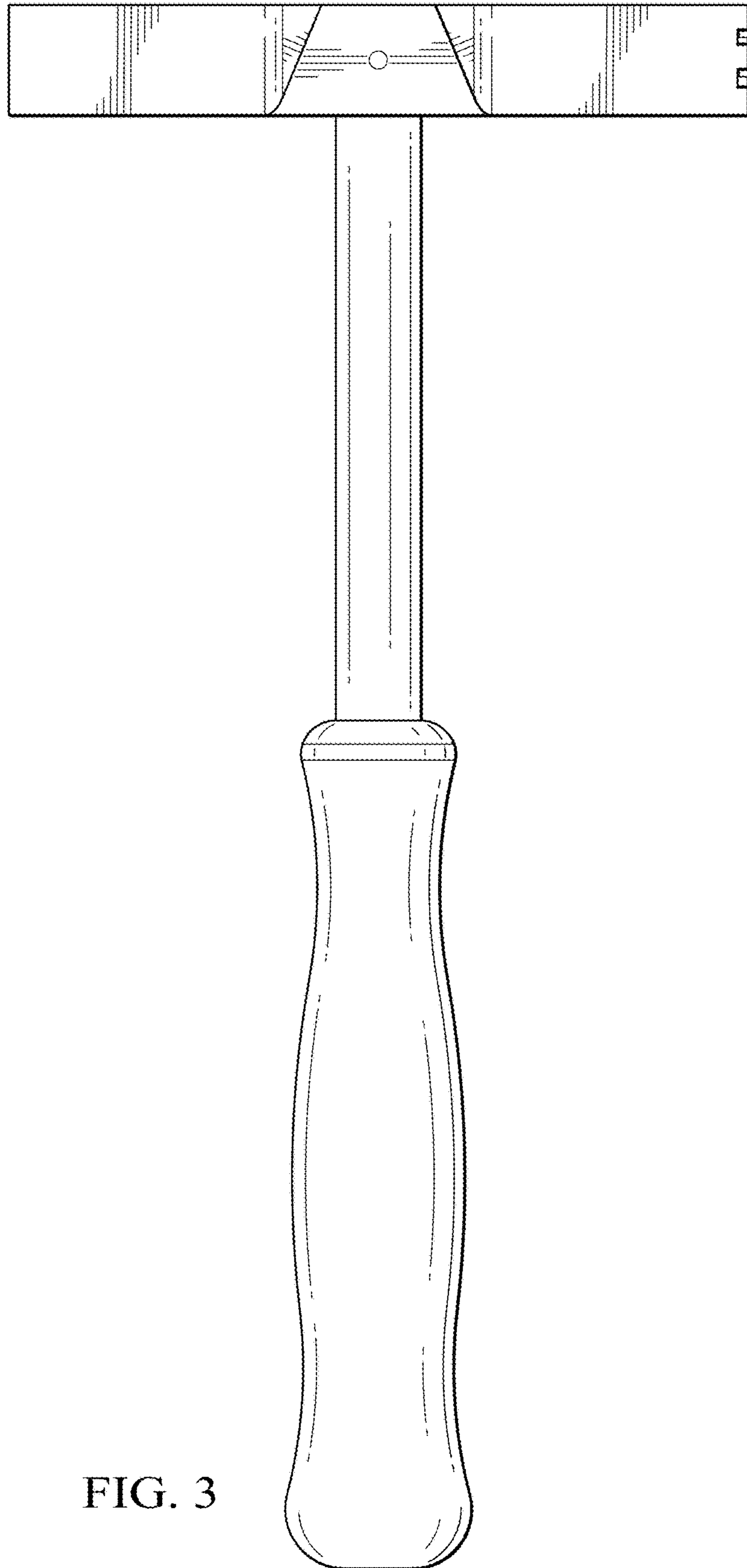


FIG. 3

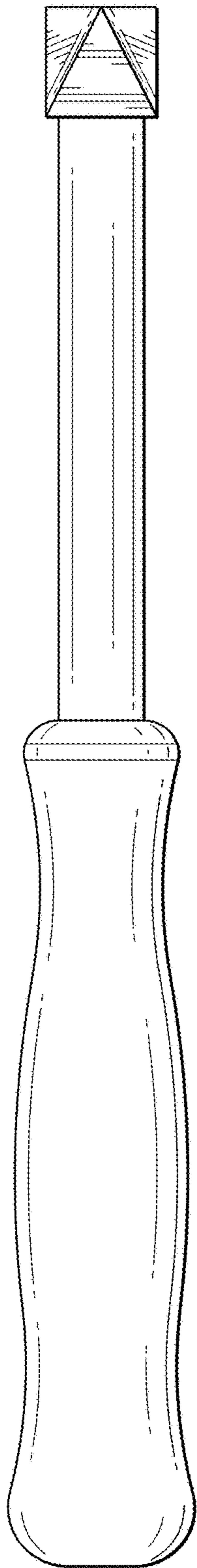


FIG. 4

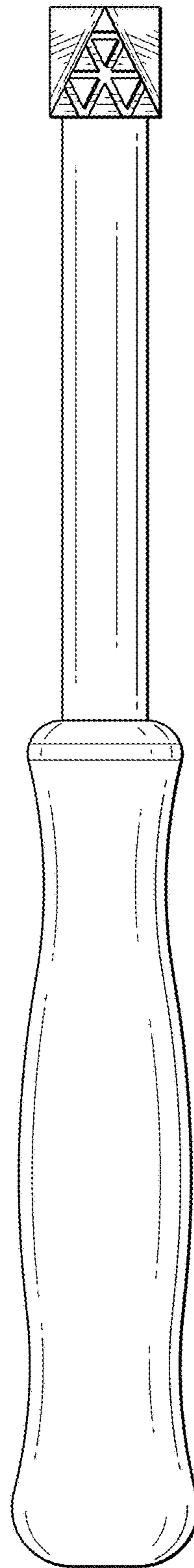


FIG. 5

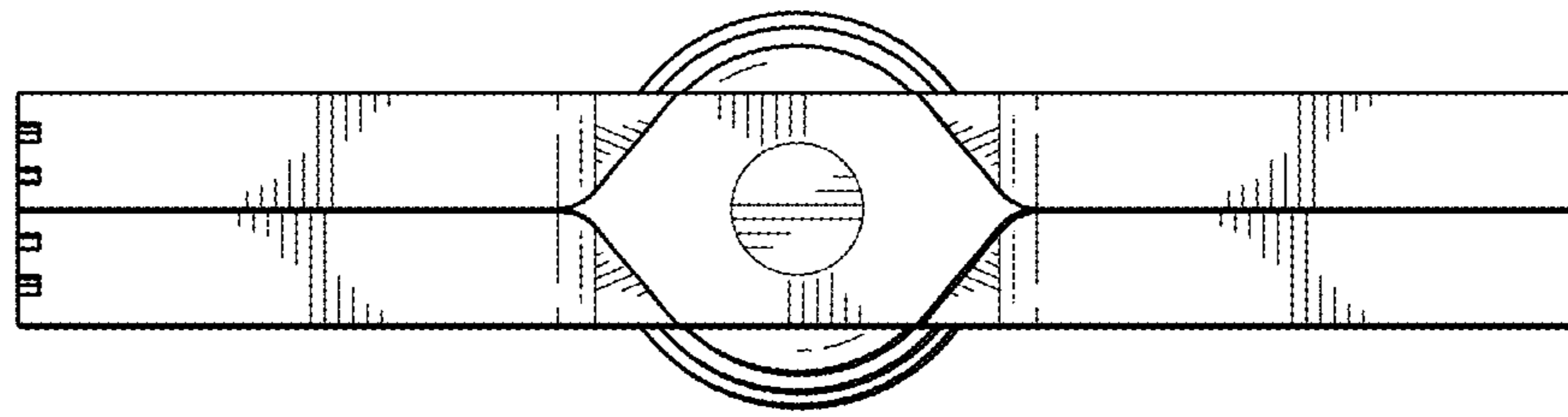


FIG. 6

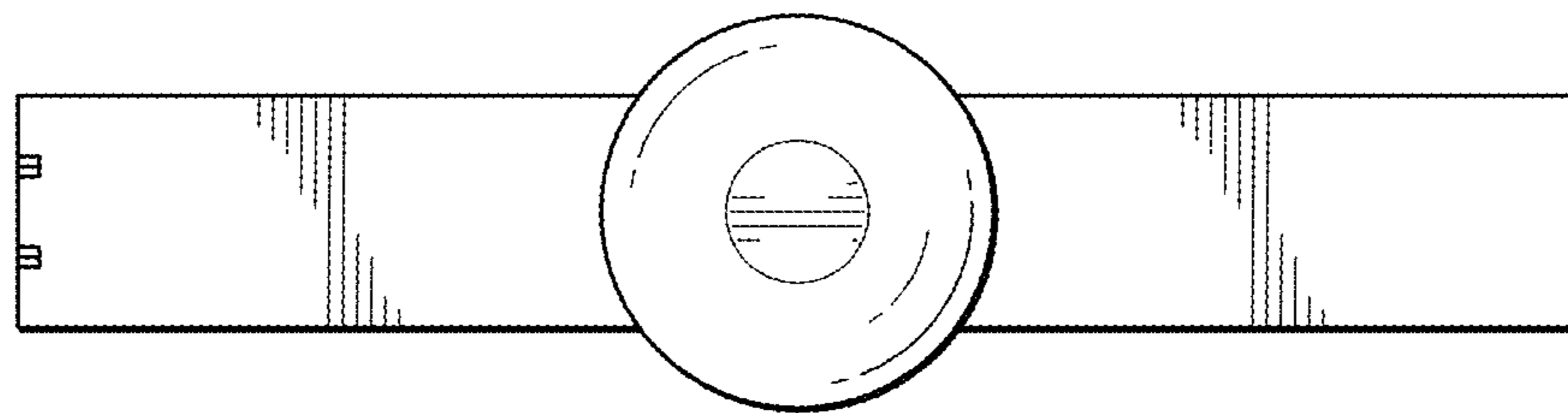


FIG. 7