### **CPC** COOPERATIVE PATENT CLASSIFICATION

## F MECHANICAL ENGINEERING; LIGHTING; HEATING; WEAPONS; BLASTING (NOTE omitted)

#### WEAPONS; BLASTING

#### F41 WEAPONS

(NOTES omitted)

# **F41J TARGETS; TARGET RANGES; BULLET CATCHERS** {(targets for shooting or hurling games <u>A63F 9/0204</u>)}

#### WARNING

In this subclass non-limiting references (in the sense of paragraph 39 of the Guide to the IPC) may still be displayed in the scheme.

1/00	<b>Targets; Target stands; Target holders</b> (F41J 2/00 - F41J 11/00 take precedence; targets
1/01	<ul><li>combined with bullet catchers <u>F41J 13/02</u>)</li><li>Target discs characterised by their material,</li></ul>
	structure or surface, {e.g. clay pigeon targets characterised by their material }( <u>F41J 5/044</u> takes
1/08	<ul><li>precedence)</li><li>for ordnance, e.g. cannons; for attacking by aircraft;</li></ul>
	Full-scale models imitating target objects, e.g. tanks, aircraft
1/10	Target stands; Target holders
2/00	Reflecting targets, e.g. radar-reflector targets; Active targets transmitting electromagnetic {or acoustic} waves
2/02	• Active targets transmitting infrared radiation
3/00	<b>Targets for arrows or darts, e.g. for sporting</b> <b>or amusement purposes</b> {(targets for shooting or hurling games <u>A63F 9/0204</u> )}
3/0004	• {Archery targets}
3/0009	• {Dartboards}
3/0014	• • {Dartboard holders}
3/0019	<ul> <li>{Stands or wall mountings especially adapted for dartboards}</li> </ul>
3/0023	• • {Holders especially adapted for rotating the dartboard during use}
3/0028	• • {Dart cabinets, i.e. cabinets adapted for the dartboard or dartboard accessories}
3/0033	• • {Dartboards for use with safety darts}
3/0038	• • • {having a smooth surface especially for suction tips darts}
3/0042	• • • {having perforations for receiving blunt tip darts}
3/0047	• • • {having protrusions for receiving blunt tip darts in between}
3/0052	• • • {having a hook and loop surface for hook and loop tip darts}
3/0057	• • {having a magnetic surface for receiving magnetic tip darts}
3/0061	• • {Target faces}
3/0066	{Segmentation of conventional target faces}
3/0071	• • • {Non-conventional target faces}

3/0076 3/008	<ul> <li> {Target faces simulating a different sport or game, e.g. football, billiard or rugby}</li> <li> {characterised by the material}</li> </ul>
3/0085	• • • • {made of natural fibres}
3/009	• • • {made of plastic or foam}
3/0095	• • {Manufacture of dartboards}
3/02	• Indicators or score boards for arrow or dart games $\{(\underline{F41J 5/00} \text{ takes precedence; timetables, lists or forms for shooter enlistment } \underline{B42D 15/0066})\}$
5/00	Target indicating systems; Target-hit or score
	detecting systems {(for shooting or hurling games
	A63F 9/0204; devices for measuring projectile
	velocity using optical means <u>G01P 3/685</u> )
5/02	• Photo-electric hit-detector systems {(comprising
	a light-emitting device for simulating the firing of
	a gun F41G 3/2622; detecting by optical means
	<u>G01V 8/10</u> )}
5/04	• Electric hit-indicating systems; Detecting hits by
	actuation of electric contacts or switches
5/041	• • {Targets comprising two sets of electric contacts
	forming a coordinate system grid}
5/042	• • {Targets comprising a system of electric contacts
	lying in the same plane for bridging by hitting
	projectiles}
5/044	Targets having two or more electrically-
	conductive layers for short- circuiting by
	penetrating projectiles
5/048	one of the layers being in the form of discrete target sections
5/052	Targets comprising a plurality of electric contacts,
	each corresponding to a discrete target section
	and being actuated by the movement thereof
	(F41J 5/056 takes precedence)
5/056	• • Switch actuation by hit-generated mechanical
	vibration of the target body, e.g. using shock or
	vibration transducers
5/06	• Acoustic hit-indicating systems, i.e. detecting of
	shock waves (F41J 5/056 takes precedence)
5/08	Infrared hit-indicating systems
5/10	Cinematographic hit-indicating systems
	(cinematographic targets F41J 9/14)
5/12	• for indicating the distance by which a bullet misses
	the target ( $\underline{F41J} 5/02$ - $\underline{F41J} 5/10$ takes precedence)

#### F41J

5/14	• Apparatus for signalling hits or scores to the shooter, e.g. manually operated, or for
	communication between target and shooter;
	Apparatus for recording hits or scores
5/16	Manually evaluating scores, e.g. using scoring plugs or gauges; Apparatus for evaluating scores on targets after removal from the target holder
5/18	• Targets having hit-indicating means actuated or moved mechanically when the target has been hit, e.g. discs or flags (the target as a whole disappearing or moving when hit F41J 7/04)
5/20	• indicating which part of the target has been hit, i.e. the score
5/205	• • • {having target sections displaced or broken when hit, e.g. for visual inspection}
5/22	• • the indicating means being a dispensing device
5/24	• Targets producing a particular effect when hit, e.g. detonation of pyrotechnic charge, bell ring, photograph
5/26	<ul> <li>exploding or disintegrating when hit (<u>F41J 9/16</u> takes precedence)</li> </ul>
7/00	Movable targets which are stationary when fired
7/00	at
7/02	• movable for checking
7/04	<ul> <li>disappearing {or moving} when hit {(exploding targets <u>F41J 5/26</u>; exploding clay-pigeon targets <u>F41J 9/165</u>)}</li> </ul>
7/06	• Bobbing targets, i.e. targets intermittently or unexpectedly appearing
9/00	Moving targets, i.e. moving when fired at (F41J 2/00 takes precedence)
<b>9/00</b> 9/02	<ul> <li>(F41J 2/00 takes precedence)</li> <li>Land-based targets {, e.g. inflatable targets supported by fluid pressure}</li> </ul>
	<ul> <li>(F41J 2/00 takes precedence)</li> <li>Land-based targets {, e.g. inflatable targets</li> </ul>
9/02	<ul> <li>(F41J 2/00 takes precedence)</li> <li>Land-based targets {, e.g. inflatable targets supported by fluid pressure}</li> </ul>
9/02 9/04 9/06 9/08	<ul> <li>(F41J 2/00 takes precedence)</li> <li>Land-based targets {, e.g. inflatable targets supported by fluid pressure}</li> <li>Seagoing targets</li> <li>towed</li> <li>Airborne targets, e.g. drones, kites, balloons {(aircraft for towing targets B64D 3/02)}</li> </ul>
9/02 9/04 9/06 9/08 9/10	<ul> <li>(F41J 2/00 takes precedence)</li> <li>Land-based targets {, e.g. inflatable targets supported by fluid pressure}</li> <li>Seagoing targets</li> <li>towed</li> <li>Airborne targets, e.g. drones, kites, balloons {(aircraft for towing targets <u>B64D 3/02</u>)}</li> <li>towed</li> </ul>
9/02 9/04 9/06 9/08 9/10 9/14	<ul> <li>(F41J 2/00 takes precedence)</li> <li>Land-based targets {, e.g. inflatable targets supported by fluid pressure}</li> <li>Seagoing targets</li> <li>towed</li> <li>Airborne targets, e.g. drones, kites, balloons {(aircraft for towing targets <u>B64D 3/02</u>)}</li> <li>towed</li> <li>Cinematographic targets, e.g. moving-picture targets {(F41G 3/26 takes precedence)}</li> </ul>
9/02 9/04 9/06 9/08 9/10 9/14 9/16	<ul> <li>(F41J 2/00 takes precedence)</li> <li>Land-based targets {, e.g. inflatable targets supported by fluid pressure}</li> <li>Seagoing targets</li> <li>towed</li> <li>Airborne targets, e.g. drones, kites, balloons {(aircraft for towing targets <u>B64D 3/02</u>)}</li> <li>towed</li> <li>Cinematographic targets, e.g. moving-picture targets {(F41G 3/26 takes precedence)}</li> <li>Clay-pigeon targets; Clay-disc targets {(F41J 1/01 takes precedence)}</li> </ul>
9/02 9/04 9/06 9/08 9/10 9/14 9/16	<ul> <li>(F41J 2/00 takes precedence)</li> <li>Land-based targets {, e.g. inflatable targets supported by fluid pressure}</li> <li>Seagoing targets</li> <li>towed</li> <li>Airborne targets, e.g. drones, kites, balloons {(aircraft for towing targets <u>B64D 3/02</u>)}</li> <li>towed</li> <li>Cinematographic targets, e.g. moving-picture targets {(F41G 3/26 takes precedence)}</li> <li>Clay-pigeon targets; Clay-disc targets {(F41J 1/01 takes precedence)}</li> <li>{with hit-marking or tracer means}</li> </ul>
9/02 9/04 9/06 9/08 9/10 9/14 9/16 9/165 9/18	<ul> <li>(F41J 2/00 takes precedence)</li> <li>Land-based targets {, e.g. inflatable targets supported by fluid pressure}</li> <li>Seagoing targets</li> <li>towed</li> <li>Airborne targets, e.g. drones, kites, balloons {(aircraft for towing targets B64D 3/02)}</li> <li>towed</li> <li>Cinematographic targets, e.g. moving-picture targets {(F41G 3/26 takes precedence)}</li> <li>Clay-pigeon targets; Clay-disc targets {(F41J 1/01 takes precedence)}</li> <li>{with hit-marking or tracer means}</li> <li>Traps or throwing-apparatus therefor</li> </ul>
9/02 9/04 9/06 9/08 9/10 9/14 9/16 9/165 9/18 9/20	<ul> <li>(F41J 2/00 takes precedence)</li> <li>Land-based targets {, e.g. inflatable targets supported by fluid pressure}</li> <li>Seagoing targets</li> <li>towed</li> <li>Airborne targets, e.g. drones, kites, balloons {(aircraft for towing targets B64D 3/02)}</li> <li>towed</li> <li>Cinematographic targets, e.g. moving-picture targets {(F41G 3/26 takes precedence)}</li> <li>Clay-pigeon targets; Clay-disc targets {(F41J 1/01 takes precedence)}</li> <li>{with hit-marking or tracer means}</li> <li>Traps or throwing-apparatus therefor</li> <li>with spring-operated throwing arm</li> </ul>
9/02 9/04 9/06 9/08 9/10 9/14 9/16 9/165 9/18 9/20 9/22	<ul> <li>(F41J 2/00 takes precedence)</li> <li>Land-based targets {, e.g. inflatable targets supported by fluid pressure}</li> <li>Seagoing targets</li> <li>towed</li> <li>Airborne targets, e.g. drones, kites, balloons {(aircraft for towing targets B64D 3/02)}</li> <li>towed</li> <li>Cinematographic targets, e.g. moving-picture targets {(F41G 3/26 takes precedence)}</li> <li>Clay-pigeon targets; Clay-disc targets {(F41J 1/01 takes precedence)}</li> <li>{with hit-marking or tracer means}</li> <li>Traps or throwing-apparatus therefor</li> <li>with spring-operated throwing arm</li> <li>cocked by manual action</li> </ul>
9/02 9/04 9/06 9/08 9/10 9/14 9/16 9/165 9/18 9/20 9/22 9/24	<ul> <li>(F41J 2/00 takes precedence)</li> <li>Land-based targets {, e.g. inflatable targets supported by fluid pressure}</li> <li>Seagoing targets</li> <li>towed</li> <li>Airborne targets, e.g. drones, kites, balloons {(aircraft for towing targets B64D 3/02)}</li> <li>towed</li> <li>Cinematographic targets, e.g. moving-picture targets {(F41G 3/26 takes precedence)}</li> <li>Clay-pigeon targets; Clay-disc targets {(F41J 1/01 takes precedence)}</li> <li>{with hit-marking or tracer means}</li> <li>Traps or throwing-apparatus therefor</li> <li>with spring-operated throwing arm</li> <li>cocked by manual action</li> <li>cocked by electromechanical means</li> </ul>
9/02 9/04 9/06 9/08 9/10 9/14 9/16 9/165 9/18 9/20 9/22 9/24 9/26	<ul> <li>(F41J 2/00 takes precedence)</li> <li>Land-based targets {, e.g. inflatable targets supported by fluid pressure}</li> <li>Seagoing targets</li> <li>towed</li> <li>Airborne targets, e.g. drones, kites, balloons {(aircraft for towing targets B64D 3/02)}</li> <li>towed</li> <li>Cinematographic targets, e.g. moving-picture targets {(F41G 3/26 takes precedence)}</li> <li>Clay-pigeon targets; Clay-disc targets {(F41J 1/01 takes precedence)}</li> <li>{with hit-marking or tracer means}</li> <li>Traps or throwing-apparatus therefor</li> <li>with spring-operated throwing arm</li> <li>cocked by manual action</li> <li>operated by fluid means</li> </ul>
9/02 9/04 9/06 9/08 9/10 9/14 9/16 9/165 9/18 9/20 9/22 9/24 9/26 9/28	<ul> <li>(F41J 2/00 takes precedence)</li> <li>Land-based targets {, e.g. inflatable targets supported by fluid pressure}</li> <li>Seagoing targets</li> <li>towed</li> <li>Airborne targets, e.g. drones, kites, balloons {(aircraft for towing targets B64D 3/02)}</li> <li>towed</li> <li>Cinematographic targets, e.g. moving-picture targets {(F41G 3/26 takes precedence)}</li> <li>Clay-pigeon targets; Clay-disc targets {(F41J 1/01 takes precedence)}</li> <li>{with hit-marking or tracer means}</li> <li>Traps or throwing-apparatus therefor</li> <li>with spring-operated throwing arm</li> <li>cocked by electromechanical means</li> <li>operated by fluid means</li> <li>operated by manual action</li> </ul>
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9/02 9/04 9/06 9/08 9/10 9/14 9/16 9/165 9/18 9/20 9/22 9/24 9/26 9/28	<ul> <li>(F41J 2/00 takes precedence)</li> <li>Land-based targets {, e.g. inflatable targets supported by fluid pressure}</li> <li>Seagoing targets</li> <li>towed</li> <li>Airborne targets, e.g. drones, kites, balloons {(aircraft for towing targets B64D 3/02)}</li> <li>towed</li> <li>Cinematographic targets, e.g. moving-picture targets {(F41G 3/26 takes precedence)}</li> <li>Clay-pigeon targets; Clay-disc targets {(F41J 1/01 takes precedence)}</li> <li>{with hit-marking or tracer means}</li> <li>Traps or throwing-apparatus therefor</li> <li>with spring-operated throwing arm</li> <li>cocked by electromechanical means</li> <li>operated by fluid means</li> <li>operated by manual action</li> </ul>
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9/02 9/04 9/06 9/08 9/10 9/14 9/16 9/165 9/18 9/20 9/22 9/24 9/26 9/28 9/20 9/28 9/30 9/32	<ul> <li>(F41J 2/00 takes precedence)</li> <li>Land-based targets {, e.g. inflatable targets supported by fluid pressure}</li> <li>Seagoing targets</li> <li>towed</li> <li>Airborne targets, e.g. drones, kites, balloons {(aircraft for towing targets B64D 3/02)}</li> <li>towed</li> <li>Cinematographic targets, e.g. moving-picture targets {(F41G 3/26 takes precedence)}</li> <li>Clay-pigeon targets; Clay-disc targets {(F41J 1/01 takes precedence)}</li> <li>{with hit-marking or tracer means}</li> <li>Traps or throwing-apparatus therefor</li> <li>with spring-operated throwing arm</li> <li>cocked by manual action</li> <li>operated by fluid means</li> <li>operated by manual action</li> <li>characterised by using a magazine of targets</li> <li>characterised by means for obviating the anticipation of the flight path</li> </ul>
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