

**CPC****COOPERATIVE PATENT CLASSIFICATION****F41J**

**TARGETS; TARGET RANGES; BULLET CATCHERS** {(targets for shooting or hurling games [A63F 9/0204](#))}

**F41J 1/00**

**Targets; Target stands; Target holders** ([F41J 2/00](#) to [F41J 11/00](#) take precedence; targets combined with bullet catchers [F41J 13/02](#))

## F41J 1/01

- . Target discs characterised by their material, structure or surface, {e.g. clay pigeon targets characterised by their material} ([F41J 5/044](#) takes precedence)

## F41J 1/08

- . for ordnance, e.g. cannons; for attacking by aircraft; Full-scale models imitating target objects, e.g. tanks, aircraft

## F41J 1/10

- . Target stands; Target holders

**F41J 2/00**

**Reflecting targets, e.g. radar-reflector targets; Active targets transmitting electromagnetic {or acoustic} waves**

## F41J 2/02

- . Active targets transmitting infra-red radiation

**F41J 3/00**

**Targets for arrows or darts, e.g. for sporting or amusement purposes** {(targets for shooting or hurling games [A63F 9/0204](#))}

## F41J 3/0004

- . {Archery targets}

## F41J 3/0009

- . {Dartboards}

## F41J 3/0014

- . . {Dartboard holders}

## F41J 3/0019

- . . . {Stands or wall mountings especially adapted for dartboards}

## F41J 3/0023

- . . . {Holders especially adapted for rotating the dartboard during use}

## F41J 3/0028

- . . . {Dart cabinets, i.e. cabinets adapted for the dartboard or dartboard accessories}

## F41J 3/0033

- . . {Dartboards for use with safety darts}

## F41J 3/0038

- . . . {having a smooth surface especially for suction tips darts}

## F41J 3/0042

- . . . {having perforations for receiving blunt tip darts}

## F41J 3/0047

- . . . {having protrusions for receiving blunt tip darts in between}

## F41J 3/0052

- . . . {having a hook and loop surface for hook and loop tip darts}

## F41J 3/0057

- . . . {having a magnetic surface for receiving magnetic tip darts}

## F41J 3/0061

- . . {Target faces}

## F41J 3/0066

- . . . {Segmentation of conventional target faces}

## F41J 3/0071

- . . . {Non-conventional target faces}

## F41J 3/0076

- . . . . {Target faces simulating a different sport or game, e. g. football, billiard or rugby}

## F41J 3/008

- . . . . {characterised by the material}

## F41J 3/0085

- . . . . {made of natural fibres}

## F41J 3/009

- . . . . {made of plastic or foam}

## F41J 3/0095

- . . {Manufacture of dartboards}

## F41J 3/02

- . Indicators or score boards for arrow or dart games {([F41J 5/00](#) takes precedence; timetables, lists or forms for shooter enlistment [B42D 15/0066](#))}

|                  |   |
|------------------|---|
| <b>F41J 5/00</b> | <b>Target indicating systems; Target-hit or score detecting systems</b> <a href="#">{(for shooting or hurling games A63F 9/0204; devices for measuring projectile velocity using optical means G01P 3/685)}</a>   |
| F41J 5/02        | <ul style="list-style-type: none"> <li>Photo-electric hit-detector systems <a href="#">{(comprising a light-emitting device for simulating the firing of a gun F41G 3/2622; detecting by optical means G01V 8/10)}</a></li> </ul>   |
| F41J 5/04        | <ul style="list-style-type: none"> <li>Electric hit-indicating systems; Detecting hits by actuation of electric contacts or switches</li> </ul>   |
| F41J 5/041       | <ul style="list-style-type: none"> <li> <ul style="list-style-type: none"> <li><a href="#">{Targets comprising two sets of electric contacts forming a coordinate system grid}</a></li> </ul> </li> </ul>   |
| F41J 5/042       | <ul style="list-style-type: none"> <li> <ul style="list-style-type: none"> <li><a href="#">{Targets comprising a system of electric contacts lying in the same plane for bridging by hitting projectiles}</a></li> </ul> </li> </ul>  |
| F41J 5/044       | <ul style="list-style-type: none"> <li> <ul style="list-style-type: none"> <li>Targets having two or more electrically-conductive layers for short-circuiting by penetrating projectiles</li> </ul> </li> </ul>   |
| F41J 5/048       | <ul style="list-style-type: none"> <li> <ul style="list-style-type: none"> <li> <ul style="list-style-type: none"> <li>one of the layers being in the form of discrete target sections</li> </ul> </li> </ul> </li> </ul>   |
| F41J 5/052       | <ul style="list-style-type: none"> <li> <ul style="list-style-type: none"> <li>Targets comprising a plurality of electric contacts, each corresponding to a discrete target section and being actuated by the movement thereof <a href="#">(F41J 5/056 takes precedence)</a></li> </ul> </li> </ul> |
| F41J 5/056       | <ul style="list-style-type: none"> <li> <ul style="list-style-type: none"> <li>Switch actuation by hit-generated mechanical vibration of the target body, e.g. using shock or vibration transducers</li> </ul> </li> </ul>  |
| F41J 5/06        | <ul style="list-style-type: none"> <li>Acoustic hit-indicating systems, i.e. detecting of shock waves <a href="#">(F41J 5/056 takes precedence)</a></li> </ul>  |
| F41J 5/08        | <ul style="list-style-type: none"> <li>Infra-red hit-indicating systems</li> </ul>  |
| F41J 5/10        | <ul style="list-style-type: none"> <li>Cinematographic hit-indicating systems <a href="#">(cinematographic targets F41J 9/14)</a></li> </ul>  |
| F41J 5/12        | <ul style="list-style-type: none"> <li>for indicating the distance by which a bullet misses the target <a href="#">(F41J 5/02 - F41J 5/10 takes precedence)</a></li> </ul>  |
| F41J 5/14        | <ul style="list-style-type: none"> <li>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</li> </ul>   |
| F41J 5/16        | <ul style="list-style-type: none"> <li> <ul style="list-style-type: none"> <li>Manually evaluating scores, e.g. using scoring plugs or gauges; Apparatus for evaluating scores on targets after removal from the target holder</li> </ul> </li> </ul>   |
| F41J 5/18        | <ul style="list-style-type: none"> <li>Targets having hit-indicating means actuated or moved mechanically when the target has been hit, e.g. discs or flags <a href="#">(the target as a whole disappearing or moving when hit F41J 7/04)</a></li> </ul>  |
| F41J 5/20        | <ul style="list-style-type: none"> <li> <ul style="list-style-type: none"> <li>indicating which part of the target has been hit, i.e. the score</li> </ul> </li> </ul>  |
| F41J 5/205       | <ul style="list-style-type: none"> <li> <ul style="list-style-type: none"> <li> <ul style="list-style-type: none"> <li><a href="#">{having target sections displaced or broken when hit e.g. for visual inspection}</a></li> </ul> </li> </ul> </li> </ul>  |
| F41J 5/22        | <ul style="list-style-type: none"> <li> <ul style="list-style-type: none"> <li>the indicating means being a dispensing device</li> </ul> </li> </ul>  |
| F41J 5/24        | <ul style="list-style-type: none"> <li>Targets producing a particular effect when hit, e.g. detonation of pyrotechnic charge, bell ring, photograph</li> </ul>  |
| F41J 5/26        | <ul style="list-style-type: none"> <li> <ul style="list-style-type: none"> <li>exploding or disintegrating when hit <a href="#">(F41J 9/16 takes precedence)</a></li> </ul> </li> </ul>   |
| <b>F41J 7/00</b> | <b>Movable targets which are stationary when fired at</b>   |
| F41J 7/02        | <ul style="list-style-type: none"> <li>movable for checking</li> </ul>  |
| F41J 7/04        | <ul style="list-style-type: none"> <li>disappearing <a href="#">{or moving}</a> when hit <a href="#">{(exploding targets F41J 5/26; exploding clay-pigeon targets F41J 9/165)}</a></li> </ul>   |
| F41J 7/06        | <ul style="list-style-type: none"> <li>Bobbing targets, i.e. targets intermittently or unexpectedly appearing</li> </ul>  |
| <b>F41J 9/00</b> | <b>Moving targets, i.e. moving when fired at</b> <a href="#">(F41J 2/00 takes precedence)</a>   |

- F41J 9/02 . Land-based targets {e.g. inflatable targets supported by fluid pressure}
- F41J 9/04 . Seagoing targets
- F41J 9/06 . . towed
- F41J 9/08 . Airborne targets, e.g. drones, kites, balloons {(aircraft for towing targets [B64D 3/02](#))}
- F41J 9/10 . . towed
- F41J 9/14 . Cinematographic targets, e.g. moving-picture targets {(F41G 3/26 takes precedence)}
- F41J 9/16 . Clay-pigeon targets; Clay-disc targets {(F41J 1/01 takes precedence)}
- F41J 9/165 . . {with hit-marking or tracer means}
- F41J 9/18 . . Traps or throwing-apparatus therefor
- F41J 9/20 . . . with spring-operated throwing arm
- F41J 9/22 . . . . cocked by manual action
- F41J 9/24 . . . . cocked by electromechanical means
- F41J 9/26 . . . operated by fluid means
- F41J 9/28 . . . operated by manual action
- F41J 9/30 . . . characterised by using a magazine of targets
- F41J 9/32 . . . characterised by means for obviating the anticipation of the flight path
  
- F41J 11/00** **Target ranges** {(timetables, lists or forms for shooter enlistment [B42D 15/0066](#))}
- F41J 11/02 . Safety means therefor
  
- F41J 13/00** **Bullet catchers**
- F41J 13/02 . combined with targets