

CPC**COOPERATIVE PATENT CLASSIFICATION****A63D**

BOWLING-ALLEYS; BOWLING GAMES; BOCCIA; BOWLS; BAGATELLE; BILLIARDS (balls [A63B](#) ; indoor games using small moving playing bodies, e.g. balls, [A63F 7/00](#))

A63D 1/00

Bowling-alleys; Boccia courts (bowling greens [A63C 19/00](#))

A63D 1/02

- . collapsible; portable

A63D 1/04

- . Form or material of the surface; Pin-stands integral with the surface

A63D 1/06

- . Adjusting apparatus; Stands for players

A63D 1/08

- . Tracks for returning or circulating the balls

A63D 3/00

Table alleys; Miniature bowling-alleys; Bowling games (coin-freed [G07F](#))

A63D 3/02

- . Arrangement of devices for propelling or projecting the balls, { e.g. spring, string, sling drive, roll-off devices }

A63D 5/00

Accessories for bowling-alleys or table alleys

A63D 5/02

- . Apparatus for trapping or lifting the balls; Separate devices for returning the balls

A63D 5/023

- .. { Separate devices for returning the balls }

A63D 5/026

- ... { Retarding devices for the returned bowling ball }

A63D 5/04

- . Indicating devices

A63D 5/06

- . Pin stands

A63D 5/08

- . Arrangements for setting-up or taking away pins

A63D 5/09

- .. the pins being assembled in right order before setting down

A63D 5/10

- . Apparatus for cleaning balls, pins, or alleys

A63D 7/00

Games of pins, e.g. ninepins, with tethered balls

A63D 9/00

Pins

NOTE

In this group, the following term is used with the meaning indicated:

- "Bagatelle" means a modification of billiards in which the player`s object is to strike the balls so that they, and

perhaps other balls, shall fall into numbered holes that determine the score

A63D 13/00 **Bagatelle; Similar games** { (pinball games [A63F 7/025](#); pachinko [A63F 7/02](#); apparatus for projecting or rolling-off the balls [A63F 7/2409](#)) }

A63D 15/00 **Billiards, { e.g. carom billiards }; Billiard tables; Pocket billiards, { i.e. pool }**

[A63D 15/003](#) . { Pockets for pocket billiard tables }

[A63D 15/005](#) . { Ball-spotting racks, i.e. frames for positioning the balls in pocket billiards or pool }

[A63D 15/006](#) . { Training or aiming arrangements on billiard tables }

[A63D 15/02](#) . Billiard tables adapted to rest on ordinary tables or the like

[A63D 15/04](#) . Billiard tables convertible into other tables, or the like (into beds [A47C 17/62](#))

[A63D 15/045](#) . . { into different kinds of billiard tables, e.g. converting a pocket billiard table into a carom billiard table }

[A63D 15/06](#) . Cushions or fastenings therefor

[A63D 15/08](#) . Cues

[A63D 15/083](#) . . { Means, integrated in the cue, for actuating the ball, e.g. springs }

[A63D 15/086](#) . . { adjustable in length }

[A63D 15/10](#) . . Apparatus for holding or handing-up cues, { e.g. racks }

[A63D 15/105](#) . . . { Guides for the cue during strike, e.g. cue rests, bridges }

[A63D 15/12](#) . . Tip fastenings

[A63D 15/14](#) . . Means for roughening the cue-tips

[A63D 15/16](#) . Chalk holders

[A63D 15/20](#) . Scoring or registering devices ({ scoring devices for other games or sports [A63B 71/06](#) }; counting mechanisms in general [G06M](#) ; { time counting [G07C](#) ; displaying in general [G09F](#) })

A63D 2005/00 **Accessories for bowling-alleys or table alleys**

[A63D 2005/003](#) . Means for preventing the bowling ball to enter the gutter

[A63D 2005/006](#) . Heating means for the surface of the alleys

[A63D 2005/04](#) . Indicating devices

[A63D 2005/042](#) . . for indicating the ball path

- [A63D 2005/044](#) . . for indicating if a bowling ball touches the border of the alley
- [A63D 2005/046](#) . . for indicating if the ball is passing the foul line
- [A63D 2005/048](#) . . Score sheets

- [A63D 2005/08](#) . Arrangements for setting-up or taking away pins
- [A63D 2005/083](#) . . Threaded pins
- [A63D 2005/086](#) . . Pivotal pins

- A63D 2015/00** **Billiards, { e.g. carom billiards }; Billiard tables; Pocket billiards, { i.e. pool }**

- [A63D 2015/001](#) . with inclination indicating means

- [A63D 2015/008](#) . with heating elements