

## CLASS 473, GAMES USING TANGIBLE PROJECTILE

### SECTION I - CLASS DEFINITION

This class includes:

Apparatus or means relating to the type of amusement, recreational, or play activities commonly known as games or sports (a) in which one or more players or participants use a ball, missile, stream of water, or any other such body which occupies physical space and can be touched and thereby felt by the one or more players or participants (i.e., a tangible body) such that, during play of a game or sport, the ball, missile, or other such tangible body is thrown, rolled, shoved, impelled, propelled, projected, or otherwise put into motion by a nonexplosive force so as to achieve an objective set forth by rules defined for the particular game or sport and (b) wherein the result of playing such a game or sport can be indicated according to rules defined for the particular game or sport;

Devices which are ancillary or appurtenant to the types of games or sports included herein, unless they are provided for elsewhere.

- (1) Note. The ball, missile, or other such tangible body is (a) usually initially put into motion by an external force supplied either by a player of the game or sport or by other nonexplosive means (e.g., by a mechanically operated device, etc.) and (b) usually continues in motion under its own inertia (in the absence of intervention or interception by another external force or by a body) after having been put into motion. However, a self-propelled ball, missile, or other such tangible body may be included herein provided it is intended to be used in the play of a game or sport.
- (2) Note. In regard to devices or implements for striking, impelling, launching, or, otherwise, projecting a game projectile, the following applies: (a) Any projector device or implement which is combined with any other device, apparatus, or component used for a game or sporting purpose is included herein, (b) a striking type of projector implement which is used for a game or sporting purpose (such as a club, bat, racket, paddle, mallet, stick, etc.) and which is carried by (e.g., handheld) and

manually manipulated by a user to strike and thereby project a game projectile such that substantially all of the force used to project the projectile is supplied by the user is, per se, included herein, (c) a throwing or flinging type of implement or device which is used for a game or sporting purpose and which is specifically adapted and intended to be used to both project a game projectile and to catch a game projectile after it has been projected (i.e., a combined projector-catcher device) is, per se, included herein, and (d) any projector device or implement (other than one which is operated by explosive means) which is used for a game or sporting purpose and which is specifically adapted and intended to project a game projectile so that it travels upon a playing surface substantially at all times (i.e., the projectile is in contact with and moving over the playing surface either upon or immediately after projection) is, per se, included herein. Centrifugally or mechanically operated device or implement, per se, for projecting a projectile into the air, which device or implement may be used to project a game projectile is located elsewhere. See References to Other Classes, below.

- (3) Note. Although not generally used during the play of the types of games or sports included herein, devices or implements which are used by a player to practice or train for one of the types of games or sports included herein are provided for in Class 473. Since such practice and training devices or implements are designed to enable a player to improve or perfect his or her physical skills (e.g., motor skills, coordination, etc.) in the playing of any aspect of the game or sport for which it was designed for, they are included in Class 473 on the basis that they are ancillary or appurtenant to the types of games or sports provided for herein.
- (4) Note. A ball, marble, die, top, etc. which is intended to be used as a chance device alone or intended to be used as part of a chance device or game apparatus (e.g., a die used as a chance device to generate a random number, letter, etc., a marble used as part of a roulette-wheel apparatus, or a

die used to generate a number, letter, etc. during play of a board game apparatus, etc.) is not considered to be a projectile proper for Class 473 and is, therefore, excluded. Likewise, a marble or the like used to operate a "Rube Goldberg" type of device, which device being used to play a game (for example, used in the play of a board game) is not considered to be a projectile proper for Class 473 and is, therefore, excluded. An object (often a representation of a horse, vehicle, person, etc.) which is propelled during play of a propelled racing game is not considered to be a projectile proper for Class 473 and is, therefore, excluded.

## SECTION II - LINES WITH OTHER CLASSES AND WITHIN THIS CLASS

This class is specific under Class 463, Amusement Devices: Games, which, in turn, is specific under Class 472, Amusement Devices.

Class 273, Amusement Devices: Games, is currently being reclassified through a series of stages. Upon completion of this reclassification, Class 273 will be abolished and replaced either by Class 473 or by Class 463, Amusement Devices: Games. Until this reclassification is completed, the portions of Class 273 which are relevant to Class 473 are to be considered an integral part of Class 473. Specifically, subclasses 108+ and 317+ of the Class 273 schedule are to be considered as following in hierarchy after the last occurring subclass in the Class 473 schedule. The rest of the subclasses of the Class 273 schedule are, for the most part, to be considered as following in hierarchy after the last occurring subclass in the Class 463 schedule. Also, since Class 273 has not been completely screened for all patents properly classifiable in present subclasses of Class 473, appropriate subclass(es) in Class 273 should be considered for search purposes until such time that Class 273 is finally abolished.

### LINE WITH CLASS 463

The relationship between Class 473 and Class 463 is that Class 463 is the residual class for games, while Class 473 provides only for those specific types of games in which a ball, missile, or other such tangible projectile (other than a simulation or representation thereof) is used during play thereof. Accordingly, if a game (or a game component thereof) which uses a ball,

missile, or other such tangible game projectile (other than a simulation or representation thereof) during play thereof is claimed or solely disclosed, then classification is in Class 473, otherwise, classification is in Class 463 or in the appropriate subclasses of Class 273, Amusement Devices: Games, which follow behind the subclasses of Class 463. However, note that Class 463 provides for (a) a game apparatus or means which uses a simulation or representation of a tangible projectile (e.g., a light-ray simulation of a projectile, a computer generated representation of a projectile, etc.), (b) a propelled racing game in which an object (often a representation of a horse, vehicle, person, etc.) is propelled during play thereof, and (c) a chance device, either per se or in combination with a game which does not use a tangible projectile, whether or not a projectile is included therein, and even if it is not a game or subcombination element of a game (these are, for the most part, still located in Class 273). See also (4) Note above for further elaboration of exceptions to what is provided for in Class 473.

### LINE WITH CLASS 345

See Class 463, Amusement Devices: Games, References to Other Classes, in the Search Class note to Class 345 for an elaboration of the line between Class 345 and Class 463, the parent class for Class 473. A selectively controlled visual display system combined with a game component of a game provided for in Class 473 (e.g., a golf club, golf ball, tennis court, tennis court net, etc.) or with a practice or training device therefor (e.g., a golf club swing training device, baseball bat swing training device, etc.) is proper for Class 473.

### LINE WITH CLASS 434

Class 473 and subclasses 108+ and 317+ of Class 273, Amusement Devices: Games, contain devices which are to be used for practice by, or for perfecting the physical skill of, a person who already knows how to play the game, sport, or the like. Class 434 contains devices which are to be used for instructing an unknowledgeable person in some aspect of the game, sport, or the like. A device which is used both for instruction and for practice or perfection of game skills is originally placed into Class 434 and cross-referenced into the Class 463 group of game classes (i.e., Classes 463, 473, or 273).

### LINE WITH CLASS 446

Class 446, Amusement Devices: Toys, for a device known as a toy whose principle purpose is for the amusement or recreation of a child. If the device is used

for the amusement or recreation of a child and is also a game component (i.e., used in a competition or contest), then it is placed into the Class 463 group of game classes (i.e., Classes 463, 473, or 273).

### SECTION III - REFERENCES TO OTHER CLASSES

#### SEE OR SEARCH CLASS:

- 2, Apparel, subclasses 2+ for protective clothing to be worn by athletes such as a football helmet, a baseball or boxing glove, a knee pad, etc.
- 42, Firearms, for a projecting device which uses an explosive means to provide the projecting force.
- 89, Ordnance, for a projecting device which uses an explosive means to provide the projecting force.
- 102, Ammunition and Explosives, subclasses 501+ for an explosively propelled projectile.
- 116, Signals and Indicators, subclasses 222 through 225 for a mechanical signal or indicator, per se, which is intended to form part of or to be used with a game device.
- 124, Mechanical Guns and Projectors, for a mechanically or centrifugally operated projector device or implement, per se, which is used to project a projectile into or through the air as, for example, an archery bow, a slingshot, a baseball pitching machine, a tennis ball throwing machine, a clay pigeon throwing trap, or a fluid pressure, pinch, or centrifugally operated (e.g., a sling, etc.) type of projector device, etc.; and see the (2) Note above.
- 150, Purses, Wallets, and Protective Covers, subclasses 154+ for a protective cover made of flaccid material, especially subclass 163 for a flaccid cover for a racquet.
- 194, Check-Actuated Control Mechanisms, for a game or chance device involving a recited detail of a coin-controlled mechanism.
- 200, Electricity: Circuit Makers and Breakers, for an electrical switch, per se, especially subclasses 61.1+ for a switch responsive to the action of a game or amusement piece, Digest 2 for a body attached switch, Digest 3 for a coin operated switch, and Digest 23 for a game switch.
- 206, Special Receptacle or Package, subclasses 315.1+ for a container for, or a package for containing, a sport implement, exercise device, or game, especially subclasses 315.9+ for such a container or package for a ball (e.g., for a bowling ball, etc.).
- 221, Article Dispensing, for an article dispenser, per se, such as might be used for or included as a subcombination of a game or chance device.
- 235, Registers, for a register, per se, intended for use in a game, particularly subclass 1 for a miscellaneous game counter, subclass 61 for an odds computer, subclass 78 for a game calculator having concentric totalizing disks mounted upon a single axis, subclass 88 for a game calculator having tabular indicia placed upon disks which rotate about their centers, subclass 90 for a cribbage board, subclass 91 for a device for operating a register involving a billiards or pool game device, and subclasses 439+ for a coded record sensor structure (e.g., a bar code reader, etc.).
- 273, Amusement Devices: Games, subclasses 108+ for a surface projectile game, a game component (e.g., a target, etc.) or accessory therefor other than a projectile per se, subclasses 317+ for an aerial projectile game, a game component (e.g., a target, etc.) or accessory therefor other than a projector or projectile per se, subclasses 236+ for a board game, a game piece or board therefor, subclasses 138.1+ for a chance device, whether or not a projectile is included therein, and even if it is not a game or subcombination element of a game, subclasses 292+ for a card or tile game, a card or tile therefor, subclasses 153+ for a puzzle, and subclass 161 for a fortune-telling device. (See Lines With Other Classes and Within This Class, above, for the line with Class 473.)
- 340, Communications: Electrical, subclasses 4.1 through 4.14 for communication or control for the handicapped; subclasses 5.1 through 5.92 for intelligence comparison such as used for authorization, access, identification, credit, etc.; subclass 323 for a game-reporting (e.g., scoreboard, indicator, etc.) electric signaling system, per se; and other appropriate subclasses for audible, visual, or tactile communication.
- 345, Computer Graphics Processing and Selective Visual Display Systems, for a selectively controlled visual display system which may either form part of a game or not be limited to a game. (See Lines With Other Classes and Within This Class, above.)

- 377, Electrical Pulse Counters, Pulse Dividers, or Shift Registers: Circuits and Systems, subclass 4 for a counter or register, per se, which is adapted to be controlled to accumulate a total involved in betting on the various possibilities involved in an event or to determine the odds involved in the payoff of the various possibilities and subclass 5 for a counter or register, per se, which is intended to be used with, in, or for a game or sport.
- 404, Road Structure, Process, or Apparatus, particularly subclasses 17+ and 71 for pavement and road structure which may be usable for a game surface.
- 428, Stock Material or Miscellaneous Articles, for stock material in the form of a single or plural layer web or sheet which may be used in the fabrication of products provided for in Class 473.
- 434, Education and Demonstration, particularly subclasses 11+ for teaching or demonstration of an aspect of an organized armed or unarmed conflict or shooting, subclasses 29+ for a vehicle simulator for instruction or demonstration purposes, subclasses 247+ for a means specifically adapted to teach or instruct a person in some aspect of a game or sport which involves physical activity. (See Lines With Other Classes and Within This Class, above, for the line between Class 434 and the Amusement Devices classes.)
- 446, Amusement Devices: Toys, for a device known as a toy whose principle purpose is for the amusement or recreation of a child. (See Lines With Other Classes, and Within This Class, above, for the line between Class 446 and the Amusement Device classes.)
- 463, Amusement Devices: Games, for a game apparatus or means, in general. (See Lines With Other Classes, and Within This Class, above, for the line between Class 463 and Class 473.)
- 472, Amusement Devices, subclasses 92+ (a) for the structure or composition of a playing surface, per se (b) for the structure or composition of a peripheral boundary marking or enclosure, per se, of such a playing surface, or (c) for the combination of only a playing surface and a peripheral boundary marking or enclosure therefor, all of the above of which are limited to use for an athletic or exhibition event such as, for example, the playing of a game or sport thereon or therein. Also see the Search Notes appended thereto.
- 602, Surgery: Splint, Brace, or Bandage, for an orthopedic bandage used to treat an injured body portion such as to provide protection, support, or splinting of a strained, sprained, dislocated, deformed, or fractured body portion, particularly subclasses 5+ for a brace intended to urge a body portion into a natural or normal orientation, subclasses 20+ for a brace applied to a person's arm, wrist, or hand to treat a bone disorder or the muscles associated therewith, subclasses 23+ for a brace applied to a person's leg, ankle, or foot to treat a bone disorder or the muscles associated therewith, and subclasses 41+ for a bandaging device for treating an injured body portion, even though specially adapted for use in supporting the injured body or body member of a person so as to function in a proper manner during play of a game.
- 700, Data Processing: Generic Control Systems or Specific Applications, subclasses 91 through 93 for data processing or computation, per se, for the purpose of analyzing monitoring, or scoring a contest or game, which is not classifiable elsewhere.

#### SUBCLASSES

##### 1 BILLIARDS OR POOL:

This subclass is indented under the class definition. Subject matter relating to a game which generally involves a horizontally disposed, planar playing surface bounded and defined by raised carom rails (i.e., bumper rails) for confining on the playing surface a plurality of balls which are being projected over the playing surface either into one another or rebounded off of the carom rails; the playing surface either (a) is continuous and has a continuous carom rail rim so that it is devoid of any pockets or other ball receiving receptacles (i.e., a billiard playing surface) or (b) has one or more pockets or receptacles adapted to receive therein or pass therethrough one or more of the balls (i.e., a pool or pocketed playing surface); in playing the game, at least one ball, commonly known as the cue ball, acts as a secondary projecting device and is used to strike and move over the playing surface one or more of the other balls, commonly known as object balls, which act as targets for the cue ball, the cue ball is first forcibly struck by a player aiming and manipulat-

ing a first projecting device, commonly known as a cue or cue stick, so as to project the cue ball either directly into engagement with the one or more of the object balls or by first banking or rebounding it off of one or more of the carom rails and then into engagement with the one or more of the object balls so as to move and either position the object balls in a specified arrangement on the playing surface or to pocket them, whereby the player may achieve a score according to the rules specified for the game.

- (1) Note. In a game of this type balls are usually used but it is to be understood that ball equivalents may be used in their stead provided that they act, other than the fact that they probably do not roll, in the same manner that balls would in playing the game. That is, the ball equivalents should move one another about over the playing surface and should carom or rebound off of one another or the carom rails in the same manner as balls would.
- (2) Note. Usually, the initial projecting device (i.e., the cue) used to strike the cue ball is a long, tapering, tipped rod or stick but other types of cues that may be used include a mechanically operated cue, a mallet type cue, etc.

**SEE OR SEARCH CLASS:**

235, Registers, for a score totalizing apparatus, per se, intended for use in a game, particularly subclass 91 for a device for operating a register involving a billiards or pool game device.

**2 Practice device or device to aid in aiming cue or cue ball during shots (e.g., to assist in bank shots, etc.):**

This subclass is indented under subclass 1. Subject matter comprising either (a) a means to enable a player to improve or perfect his or her skills in the playing of any aspect of the game, or (b) a means to assist a player in determining the proper alignment or position that the cue device must be in so that the cue ball projected thereby moves in the desired direction, or (c) a means to assist a player in calculating or otherwise determining the direction or angle that the cue ball must be projected in order for it to, in

turn, project the desired object ball or balls in the desired direction.

**SEE OR SEARCH THIS CLASS, SUB-CLASS:**

42+, for a device known as a cue rest or bridge. Although cue rests or bridges can somewhat be interpreted as assisting the player in aligning the cue during shots, they are not included here because their primary function is to aid in supporting the cue during difficult shots such as ones in which the player has difficulty in extending his or her cue supporting and guiding hand close enough to the cue ball to make a reasonably accurate shot. That is, cue rests or bridges do not primarily function to enable a player to determine the proper alignment or position of the cue or the proper direction or angle that a cue ball must be projected to achieve the desired result.

**SEE OR SEARCH CLASS:**

434, Education and Demonstration, particularly subclasses 128+ for a means specifically adapted to teach or instruct a person in some aspect of playing a game which uses a game-board or table such as chess or checkers, and subclasses 247+ for a means specifically adapted to teach or instruct a person in some aspect of a game or sport which involves physical activity.

**3 Adapted to be played on floor, ground, or court:**

This subclass is indented under subclass 1. Subject matter wherein, during play of the game, the playing surface is or is adapted to be located substantially on a surface that the player normally stands (e.g., on the floor, a rug, or the ground, etc.) or the playing surface comprises a court structure, either permanent or otherwise, which is located on such surface, whereby the player must use a mallet or club as the cue to strike the cue ball due to the playing surface being located at substantially his or her feet.

- (1) Note. Often the playing surface is of such size that the player stands on the playing surface during play of the game.

**4 Table or gameboard:**

This subclass is indented under subclass 1. Subject matter wherein the playing surface along with its peripheral carom rails are the upper surface portion of a furniture structure known as a table which is particularly adapted for playing the game of billiards or pool, whereby the playing surface is located generally at a height of somewhat the same level as the trunk region of the player's body when the player is in standing position during play of the game; or wherein the playing surface along with its peripheral carom rails is a somewhat portable structure having no or very short legs or support structure, whereby the playing surface is adapted to be located on a support at approximately normal table height during play of the game.

- (1) Note. Also included herein, is a table or gameboard which presents its playing surface at, or adapted to be at, such a height that the player can play the game while in a sitting position.

**SEE OR SEARCH CLASS:**

248, Supports, subclasses 188.2+ for an elevating or leveling device for furniture.

**5 With mechanical ball projector:**

This subclass is indented under subclass 4. Subject matter wherein the table or gameboard is combined with a mechanically operated cue means for projecting or impelling the cue ball over the playing surface.

**SEE OR SEARCH THIS CLASS, SUBCLASS:**

45, for a mechanically operated cue device, per se, for projecting a ball over the playing surface of a billiard or pool game.

**SEE OR SEARCH CLASS:**

273, Amusement Devices: Games, particularly subclasses 119+ for a surface projectile game device in which there is a mechanically operated means for

projecting a ball over a playing surface, which projecting means is combined with and attached to the surface over which the ball is projected.

**6 Convertible between billiard and pool (i.e., between pocketed and nonpocketed):**

This subclass is indented under subclass 4. Subject matter either (a) wherein the table or gameboard is convertible from a billiard playing surface to a pool playing surface, or vice versa, whereby either the game of billiards or pool can be played on the same table or gameboard; or (b) comprises a device for converting a table or gameboard from a billiard playing surface to a pool playing surface, or vice versa, whereby either the game of billiards or pool can be played on the same table or gameboard.

**7 Using pocket blocking device positionable only in vicinity of pocket (e.g., pocket plug, rail piece, etc.):**

This subclass is indented under subclass 6. Subject matter either (a) wherein a table or gameboard having a pocketed playing surface includes a means removably located within a ball receiving pocket or removably located only at or only in front of the ball entry portion of a ball receiving pocket, whereby a ball moving over the playing surface during play of the game is prevented from entering the ball receiving pocket; or (b) wherein such a means for preventing a ball from entering a pocket is provided for use with such a pocketed table or gameboard.

- (1) Note. The pocket blocking device may be attached to the table or gameboard in such a manner that it may be shifted at will into or out of ball blocking position or it may be a separate device which is placed into or removed from ball blocking position as desired.

**8 Using interchangeable, shiftable, reversible, or removable cushion rails:**

This subclass is indented under subclass 6. Subject matter wherein a table or gameboard having a pocketed playing surface includes or there is provided for use with the table or gameboard (a) carom rails which, when placed in position on the playing surface, prevent a ball moving over the playing surface from entering the pockets of the playing surface and

- other carom rails which, when placed in position on the playing surface, allow a ball moving over the playing surface to enter the pockets; (b) carom rails which are movably mounted or invertibly mounted on the playing surface whereby, when they are in one position, prevent a ball moving over the playing surface from entering the pockets and, when they are in the other position, allow a ball moving over the playing surface to enter the pockets; or (c) additional carom rails which, when removably placed in position inside the regular carom rails of the playing surface, prevent a ball moving over the playing surface from entering the pockets.
- 9 Invertible playing surface:**  
This subclass is indented under subclass 6. Subject matter wherein the table or gameboard includes a planar body having a playing surface located on the opposite sides thereof, one playing surface having pockets for playing the game of pool and the other playing surface being devoid of pockets for playing the game of billiards, and wherein the planar body may be reversed at will so as to present uppermost the playing surface desired for the game to be played.
- 10 Convertible to another type of furniture or to different type of game playing surface:**  
This subclass is indented under subclass 4. Subject matter either (a) wherein the table or gameboard is convertible from a billiard or pool game apparatus to either another article of furniture such as a dining table, desk, sofa, etc., or to another playing surface for playing a game other than billiards or pool such as bowling, golf, chess, etc.; or (b) comprises a device for converting a table or gameboard from a billiard or pool game apparatus to such another article of furniture or to such another playing surface for playing a game other than billiards or pool.
- (1) Note. It is to be understood that a billiard or pool table or gameboard which has been converted to another article of furniture or to a different type of game playing surface usually can be converted back to its original form.
- 11 Rail vertically raised or lowered relative to bed:**  
This subclass is indented under subclass 10. Subject matter wherein the conversion process involves vertically moving at least one carom rail bounding and defining the playing surface of a billiard or pool table or gameboard between an upper, upstanding position relative to the playing surface to a lowered, no longer upstanding position relative to the playing surface.
- 12 Vertically movable playing surface:**  
This subclass is indented under subclass 10. Subject matter wherein the conversion process involves raising or lowering the playing surface.
- 13 Detachable or hinged rail:**  
This subclass is indented under subclass 10. Subject matter wherein the conversion process involves either attaching or removing at least one carom rail or rotating at least one carom rail about an axis to a first position which provides one converted form or to a second position which provides the second converted form.
- 14 Convertible to different type of game playing surface:**  
This subclass is indented under subclass 10. Subject matter wherein at least the playing surface of the table or gameboard is convertible from a billiard or pool game apparatus to another playing surface for playing a game other than billiards or pool such as, for example, bowling, golf, chess, etc.
- 15 Readily foldable or collapsible:**  
This subclass is indented under subclass 4. Subject matter wherein the table or gameboard includes means to enable it, or a portion thereof, to be readily rolled up, folded, or otherwise collapsed into a volume which is less than what is taken up when the game is being played.
- 16 Rotatable playing surface:**  
This subclass is indented under subclass 4. Subject matter wherein the playing surface is mounted on a supporting structure and either (a) is mounted on the supporting structure in such a manner that it is adapted to be readily

pivoted (i.e., turned) about an axis located in or passing through the supporting structure, or (b) the supporting structure itself contains means to enable the playing surface to be readily pivoted or turned about an axis.

SEE OR SEARCH THIS CLASS, SUB-CLASS:

10+, for a table or gameboard in which the playing surface thereof may be pivoted about an axis to effect conversion to another type of furniture or to a different type of game playing surface.

15, for a billiard or pool table or gameboard in which the playing surface thereof may be pivoted about an axis to effect the folding or collapsing of the table or gameboard.

**17 Having pocket or other target with ball actuated indicator:**

This subclass is indented under subclass 4. Subject matter wherein the playing surface includes at least one receptacle or other target means adapted to receive or be engaged by a ball projected and thereby moving on the playing surface; and wherein the receptacle or target means includes means associated therewith which is actuated or operated by the ball to indicate to the player that the projected ball has entered the receptacle or engaged the target means.

(1) Note. The mere visual presence of a ball residing in a pocket or striking the target or the mere observance that a ball entered and passed through a pocket opening or other target is not sufficient for inclusion herein.

**18 Playing surface having unconventional peripheral configuration defined by the carom rails:**

This subclass is indented under subclass 4. Subject matter wherein the playing surface which is bounded and defined by the upstanding carom rail rim has, when viewed in plan, a planar shape other than rectangular, the planar shape of the playing surface of a conventional billiard or pool table or gameboard being considered to be a rectangle having two parallel sides longer than the other two parallel sides.

(1) Note. A table or gameboard having playing surface which has a square peripheral configuration is included herein, even though a plane figure having a square shape is mathematically considered to be a species of a rectangle having all of its sides of equal length.

**19 Attachment or accessory providing plural pockets or other targets located at only one end of playing surface:**

This subclass is indented under subclass 4. Subject matter comprising a device or other means adapted to be used with and attached to or placed upon one end of the playing surface of a billiard or pool table or gameboard having a conventionally shaped playing surface, which device or means providing a plurality of ball receiving receptacles or ball engaging points of aim located at one end of the playing surface, whereby the game to be played utilizes only those receptacles or points of aim located at the said one of the playing surface.

(1) Note. As noted in the immediately preceding subclass, a billiard or pool playing surface having a conventional planar shape is considered to be one which is rectangular in shape, the rectangular shape being of the type having two parallel sides longer than the other two parallel sides.

**20 Playing surface having unconventional number, entrance opening, or arrangement of pockets or having additional or shiftable carom or bumper means thereon:**

This subclass is indented under subclass 4. Subject matter (a) wherein the table or gameboard has a playing surface having ball receiving pockets and wherein (1) the number of pockets disposed on the playing surface, (2) the specific locations of the pockets on the playing surface, or (3) the shape of the ball receiving openings of the pockets on the playing surface differ from the number, arrangement, or opening shape of the pockets of the playing surface of a conventional or standard pocketed pool table or gameboard; a conventional or standard pocketed pool table or gameboard having a rectangularly shaped playing surface with six pockets thereon, one pocket being located at each of the corners of the playing surface and



one pocket being located in the middle of each of the longitudinal sides of the playing surface, and the ball receiving openings of the pockets being generally circular in shape; or (b) wherein the playing surface has located thereon, in addition to the peripheral carom rails defining the playing surface, at least one additional means for rebounding a ball therefrom; or wherein at least one of the peripheral carom rails, a portion thereof, or an additional ball rebounding means located on the playing surface is so mounted on the playing surface that it may be moved over the surface by a ball striking and rebounding from it.

SEE OR SEARCH THIS CLASS, SUB-CLASS:

28, for the structural details of a ball receiving pocket located in or on a table or gameboard.

**21 Table attached ball rack:**

This subclass is indented under subclass 4. Subject matter including a means for storing the balls that are used in playing the game and wherein either the means is attached to the table or gameboard as a part thereof or is a separate means that is intended to be attached to the table or gameboard.

**22 With conveying chutes interconnecting pockets with ball rack:**

This subclass is indented under subclass 21. Subject matter wherein the playing surface has ball receiving receptacles located thereon or therein and wherein the table or gameboard includes conveying troughs, channels, guideways, or other plural chute means for carrying balls from the receptacles to at least one ball storage rack which is common to at least two of the receptacles.

(1) Note. Usually, all of the pockets are connected by conveying chutes to a common ball storage rack.

SEE OR SEARCH THIS CLASS, SUB-CLASS:

28, for the structural details of a ball receiving pocket located in or on a table or gameboard.

**23 With means to distinguish or identify each ball pocketed:**

This subclass is indented under subclass 22. Subject matter wherein the table or gameboard includes means associated therewith to detect that a ball has been pocketed during play of the game; the game further utilizing a set of balls in which each ball has a detectable characteristic which is different from the characteristic of every other ball of the set; and wherein the detection means further includes means to determine the particular characteristic and therefor the identity of each ball from every other ball that is pocketed.

**24 Coin controlled:**

This subclass is indented under subclass 22. Subject matter wherein the table or gameboard includes means associated therewith (a) to prevent unauthorized use of the table or gameboard for playing a game, (b) to limit the amount of time that the table or gameboard may be used to play a game, or (c) to limit the number of games that may be played; and wherein the prevention or limiting means is controlled by a mechanism which accepts a predetermined number of units or amount of monetary currency to release the prevention or limiting means so that a game or games may be played.

SEE OR SEARCH THIS CLASS, SUB-CLASS:

27, for a table or gameboard having an unauthorized use prevention, time limiting, or number-of-games limiting means which is not under the control of a coin-release mechanism.

52+, for a ball, per se, particularly subclass 53 for a ball having a characteristic enabling it to be mechanically separated from other balls.

**25 With means to segregate or separately store balls pocketed by each player or team:**

This subclass is indented under subclass 22. Subject matter wherein the ball rack includes means or the table or gameboard includes additional means to at least temporarily store the balls pocketed by each particular player or team of players separately from the balls pocketed by any other player or team.

- 26 Ball rack also constitutes or includes spotting rack:**  
This subclass is indented under subclass 22. Subject matter wherein the ball rack, in addition to storing the balls used in the game, either also functions as a means or includes means associated therewith to facilitate grouping the balls in formation on the playing surface.
- SEE OR SEARCH THIS CLASS, SUB-CLASS:  
41, for a ball spotting rack which either is combined with or also functions as a ball carrying or storage means.
- 27 With means to prevent unauthorized use of table or to limit playing time or number of games played:**  
This subclass is indented under subclass 4. Subject matter wherein the table or gameboard includes means associated therewith (a) to prevent unauthorized use of the table or gameboard for playing a game, (b) to limit the amount of time that the table or gameboard may be used to play a game, or (c) to limit the number of games that may be played.
- SEE OR SEARCH THIS CLASS, SUB-CLASS:  
24, for a table or gameboard having an unauthorized use prevention, time limiting, or number-of-games limiting means which is under the control of a coin-release mechanism.
- 28 Pocket structure:**  
This subclass is indented under subclass 4. Subject matter relating to the structural details of at least one ball receiving receptacle located on or in the playing surface of a pool table or gameboard.
- (1) Note. The ball receiving pocket or receptacle either may be one in which a ball enters and is held therein or is one in which a ball enters and passes through to, for example, a chute or trough which leads to a ball storage rack attached to the pool table or gameboard.
- 29 Playing surface structure (i.e., bed structure):**  
This subclass is indented under subclass 4. Subject matter relating to the structural details of the playing surface, commonly known as the bed, of a billiard or pool table or gameboard.
- 30 Device for securing playing surface covering (e.g., for securing billiard table cloth, etc.):**  
This subclass is indented under subclass 29. Subject matter relating to a device or other means for securing a covering material, usually consisting of a fabric material, in place on the bed.
- 31 Rail structure:**  
This subclass is indented under subclass 4. Subject matter relating to the structural details of the peripheral carom rails or bumper rails which bound and define the playing surface of a pool or billiard table or gameboard.
- SEE OR SEARCH THIS CLASS, SUB-CLASS:  
6+, particularly subclass 8 for a table or gameboard which is convertible between billiards and pool and in which the rails are interchangeable, shiftable, reversible, or removable to effect or facilitate the conversion.  
10+, for rail structure details of a table or gameboard which is convertible to another type of furniture or to play a different type of game, particularly subclass 11 in which the rails are raised or lowered to effect the conversion and subclass 13 in which the rails are detachable or hinged so as to facilitate the conversion.
- 32 Cushioned portion thereof:**  
This subclass is indented under subclass 31. Subject matter relating to the cushioning or padded portion of the carom rail or bumper rail upon which a ball moving over the playing surface may impinge and be rebounded or caromed therefrom.
- 33 Frame or leg structure:**  
This subclass is indented under subclass 4. Subject matter either (a) relating to the structure of the table or gameboard, commonly known as the frame, upon which the bed or

- playing surface and the carom rails or bumper rails are supported or (b) relating to the structural details of at least one leg of a table or gameboard which is mounted upon at least one supporting leg, or relating to the attachment of the one or more legs to the rest of the table or gameboard.
- SEE OR SEARCH THIS CLASS, SUB-CLASS:  
15, for a table or gameboard which is readily foldable or collapsible and in which the legs thereof, if there are any, may be pivotally or removably attached.
- 34 Dust cover therefor:**  
This subclass is indented under subclass 4. Subject matter comprising a protective covering means specifically adapted to cover at least the playing surface of a billiard or pool table or gameboard when it is not in use to play a game.
- SEE OR SEARCH CLASS:  
135, Tent, Canopy, Umbrella, or Cane, subclass 115 for a cover adapted to be used on a portable shelter.
- 35 Cue chalker:**  
This subclass is indented under subclass 1. Subject matter comprising a means specifically adapted to facilitate the application of chalk or an analogous material to the ball-striking surface of a cue (i.e., to the cue tip) so as to increase the friction between the cue tip and a ball whenever the ball is struck by the cue.
- (1) Note. Also included herein is a structure, such as a specially designed block, formed from chalk or an analogous material which is specifically designed and intended for use in the chalking of cue tips.
- 36 Chalk holder:**  
This subclass is indented under subclass 35. Subject matter comprising a means for holding, containing, or otherwise carrying the chalk or analogous material.
- 37 With means for automatically applying chalk:**  
This subclass is indented under subclass 36. Subject matter wherein the chalk holder includes means for automatically applying the chalk to the cue tip whenever the tip engages the chalk or the holder therefor.
- 38 Flexibly tethered:**  
This subclass is indented under subclass 36. Subject matter wherein the chalk holder is fastened to a support by means of a cord or an equivalent elongated, flaccid member.
- 39 Secured to generally fixed support:**  
This subclass is indented under subclass 36. Subject matter wherein the chalk holder is attached to a generally immovable support.
- (1) Note. The support may be a table or gameboard or may be the ceiling or wall structure of a building or room.
- 40 Ball spotting rack:**  
This subclass is indented under subclass 1. Subject matter comprising a device for facilitating the grouping of a plurality of balls in formation on the playing surface of a table or gameboard.
- 41 With ball carrying or storage means:**  
This subclass is indented under subclass 40. Subject matter wherein the spotting rack either is combined with or also functions as a means (a) to transport a plurality of balls as a group from one place to another or (b) to store a plurality of balls when they are not being used during play of the game.
- SEE OR SEARCH THIS CLASS, SUB-CLASS:  
26, for a ball rack attached to a table or gameboard, which ball rack either includes or also functions as a ball spotting rack.
- 42 Cue rest:**  
This subclass is indented under subclass 1. Subject matter comprising a device, commonly known as a cue rest or bridge, for supporting the cue during the time the player is in the act of projecting a ball located on the playing sur-

face (i.e., during the time the player is making a shot).

SEE OR SEARCH THIS CLASS, SUBCLASS:

- 2, for a billiard or pool game practice device or a device used in such a game to aid the player in aiming the cue or cue ball during shots; and see the Search Note appended thereto for the line distinction between the subject matter contained in that subclass and the cue rests or bridges contained herein.

**43 Hand attached or engaged by hand in vicinity of cue supporting portion:**

This subclass is indented under subclass 42. Subject matter wherein either (a) the cue rest or bridge is secured to at least a portion of the player's hand during a shot or; (b) the cue rest or bridge includes means located in the vicinity of the cue supporting portion thereof adapted and intended to receive at least a portion of a player's hand during a shot.

**44 Cue:**

This subclass is indented under subclass 1. Subject matter comprising a projecting device, commonly known as a cue or cue stick, for projecting or impelling a ball located on the playing surface of a billiard or pool table or gameboard.

- (1) Note. Usually, the projecting device (i.e., the cue) used to strike a ball, usually the cue ball, is a long, tapering, tipped rod or stick but other types of cues that may be used include a mechanically operated cue or a mallet type cue.

SEE OR SEARCH THIS CLASS, SUBCLASS:

- 1, for a device specifically adapted and intended to be used for resurfacing, cleaning, or trimming the ball-projecting tips of cues.

SEE OR SEARCH CLASS:

- 30, Cutlery, subclass 494 for a billiard cue trimmer classifiable therein which is adapted to shape an end of a billiard cue stick.

- 273, Amusement Devices: Games, subclass 129 for a device or implement adapted to project or impel a game projectile for travel upon a playing surface of a surface projectile game.

**45 Mechanically operated:**

This subclass is indented under subclass 44. Subject matter wherein the cue includes a mechanical means for projecting or impelling a ball over the playing surface.

SEE OR SEARCH THIS CLASS, SUBCLASS:

- 5, for a mechanically operated cue device combined with a table or gameboard used to play billiard or pool games.

SEE OR SEARCH CLASS:

- 124, Mechanical Guns and Projectors, particularly subclasses 16+ for a device for projecting a projectile into or through the air, which projecting device is spring operated.

- 273, Amusement Devices: Games, particularly subclasses 119+ for a surface projectile game device in which there is a mechanically operated means for projecting a ball over a playing surface, which projecting means is combined with and attached to the surface over which the ball is projected; and subclass 129 for a projecting device adapted for use in projecting or impelling a projectile over the playing surface of a surface projectile game.

**46 Disparate attachment therefor or convertible to or combined with disparate device:**

This subclass is indented under subclass 44. Subject matter (a) wherein the cue includes structure enabling it to be converted to or from a device which no longer functions as a cue (e.g., a combined billiard cue and walking cane, etc.), or (b) comprises a structure which is combined with or adapted to be removably attached to a cue whereby the structure is not commonly associated with a cue (e.g., a score-keeping, glove, or cue tip scuffing means).

**47 With user adjustable or changeable weight:**  
This subclass is indented under subclass 44. Subject matter wherein the cue includes a player shiftable or player replaceable weight member whereby the player may alter the balance or the total weight of the cue as desired.

**48 Axially telescopic:**  
This subclass is indented under subclass 44. Subject matter wherein the cue is an elongated, tapering rod or stick member composed of at least two elongated, axially shiftable sections, whereby at least one of the sections slides within or axially toward another section so that the cue may be extended or compressed along its longitudinal axis.

(1) Note. A cue having a shock absorber means, such as a compressible spring means, and composed of at least two axially shiftable sections which axially shift so as to absorb the shock of striking a ball is included herein.

**49 Tip or tip fastener therefor:**  
This subclass is indented under subclass 44. Subject matter either relating to the structural details of the ball striking portion of the cue, commonly known as the cue tip, or relating to a means for securing the ball striking portion of the cue to the rest of the cue.

**50 Clamp or press:**  
This subclass is indented under subclass 49. Subject matter relating to a device for clamping or otherwise securely holding the tip to the rest of the cue during setting of a cement, glue, or analogous adhesive means used to fasten the tip to the rest of the cue.

**51 Striking portion formed of material other than leather:**  
This subclass is indented under subclass 49. Subject matter wherein the portion of the tip which directly contacts a ball during projection thereof is composed of a material other than the tanned or dressed hide of an animal.

**52 Ball:**  
This subclass is indented under subclass 1. Subject matter relating to the structural details of a generally spherical member (i.e., a ball)

which is specifically adapted for use in playing a game of billiards or pool.

SEE OR SEARCH THIS CLASS, SUBCLASS:

125+, for a ball adapted for use in the game of bowling.  
280+, for a practice projectile used to practice for the game of golf.  
351+, for a ball used in the game of golf.  
413, for a ball used in the game of croquet.  
422+, for a projectile used to practice or train for a playing field or court game such as soccer, hockey, etc.  
569+, for a game projectile, in general (often a ball), which is used to play a game or sport.

SEE OR SEARCH CLASS:

40, Card, Picture, or Sign Exhibiting, subclass 327 for a game ball carrying indicia other than means (a) to indicate the portion of the ball to be hit by a projecting device, (b) to indicate its location on a playing field, or (c) for a series of balls carrying interrelated indicia to be used in playing a game.  
156, Adhesive Bonding and Miscellaneous Chemical Manufacture, for making a ball by lamination and see especially subclasses 145+ for a method which includes the step of encapsulation of a permanently fluent material in hollow lamina.  
206, Special Receptacle or Package, subclasses 315.9+ for a receptacle or package for a sporting or game ball.  
260, Chemistry of Carbon Compounds, for a carbon compound composition product intended for use as a game ball, bat, pin, or billy or as any part thereof (e.g., a bowling pin coating, etc.).  
264, Plastic and Nonmetallic Article Shaping or Treating: Processes, for a process within the class definition for shaping or molding plastic materials.

**53 Having characteristic enabling ball to be mechanically separated from other balls:**  
This subclass is indented under subclass 52. Subject matter wherein the ball has some physical attribute such as size, weight, presence or amount of magnetic or magnetically suscepti-

ble material, etc. which is different from any other ball used in playing a game of pool, which physical attribute enables a means associated with a pool table or gameboard to detect the attribute of a pocketed ball and to segregate it in a location on the pool table or gameboard (e.g., a ball rack) different from the location where other pocketed balls are stored.

- (1) Note. Usually, it is the cue ball that has the unique physical attribute so that when a scratch occurs (i.e., when the cue ball is unintentionally pocketed during a shot), the cue ball may be returned to the player(s) in order that the game may continue.

SEE OR SEARCH THIS CLASS, SUBCLASS:

22+, particularly subclass 23 in which the table or gameboard includes means to distinguish or identify each ball pocketed, subclass 24 in which the table or gameboard usually includes means to identify and return to the player(s) a pocketed cue ball, and subclass 25 in which the table or gameboard may include a means to identify and separately store the balls pocketed by each player or team.

#### 54 BOWLING:

This subclass is indented under the class definition. Subject matter relating to a contest of skill in which a contestant (i.e., a bowler) directs a generally spherical ball (i.e., a bowling ball) along a planar surface (i.e., a bowling alley) either (a) at one or more upstanding elongate targets (e.g., ten pins, duck pins, etc.) set upon a playing field (i.e., a bed) with the goal of toppling as many targets as possible or (b) at one or more other target means which are intended to represent, simulate, or otherwise mimic such topplable, elongate targets.

SEE OR SEARCH CLASS:

116, Signals and Indicators, subclasses 222 through 225 for a mechanical signal or indicator, per se, which is intended to form part of or to be used with a game device.

- 194, Check-Actuated Control Mechanisms, for a game or chance device involving the particulars of a coin control mechanism.
- 200, Electricity: Circuit Makers and Breakers, subclasses 61.1+ for an electrical switch, per se, responsive to the action of a game or amusement piece.
- 235, Registers, for a score totalizing apparatus, per se, intended for use in a game, particularly subclass 1 for a miscellaneous game counter and subclass 91 for a device for operating a register which may involve a bowling game device.
- 340, Communications: Electrical, particularly subclass 323 for a game reporting electric signaling system, per se, used with a bowling game device and subclasses 286.01+ for an electric signaling system, per se, which may form part of a game.
- 345, Computer Graphics Processing and Selective Visual Display Systems, for a selectively controlled visual display system not limited to a game. If the term "game" or the like appears in the claim, then classification is in Class 473, then classification is in the Class 463 group of classes (i.e., Classes 463, 473, or 273).
- 377, Electrical Pulse Counters, Pulse Dividers, or Shift Registers: Circuits and Systems, subclass 4 for a counter or register, per se, which is adapted to be controlled to accumulate the totals involved in betting on the various possibilities involved in an event and/or to determine the odds involved in the payoff of the various possibilities; and subclass 5 for a counter or register, per se, which is adapted to be used with, in, or for a game or sport.
- 700, Data Processing: Generic Control Systems or Specific Applications, subclasses 91 through 93 for a calculating computer or data processing system, per se, which is adapted to be used with, in, or for a game or contest device, which computer or data processing system must include significant recitation of the calculating computer or data processing system

and must have only nominal claim recitation of the game or contest device.

55

**Practice or assist device:**

This subclass is indented under subclass 54. Apparatus for training the bowler to improve his/her game, or for aiding the bowler who is physically impaired.

## SEE OR SEARCH CLASS:

- 434, Education and Demonstration, particularly subclasses 128+ for a means specifically adapted to teach or instruct a person in some aspect of playing a game which uses a game-board or table such as chess or checkers, and subclass 249 for a means specifically adapted to teach or instruct a person in some aspect of the game of bowling.
- 602, Surgery: Splint, Brace, or Bandage, subclasses 41+ for a bandaging device, even though specially adapted for use in supporting the body or body member of a person so as to function in a proper manner in playing a game.

56

**For handicapped person:**

This subclass is indented under subclass 55. Apparatus for aiding the bowler who is physically impaired.

## SEE OR SEARCH CLASS:

- 602, Surgery: Splint, Brace, or Bandage, subclasses 41+ for a bandaging device, even though specially adapted for use in supporting the body or body member of a person so as to function in a proper manner in playing a game.

57

**Selective pin setter:**

This subclass is indented under subclass 55. Apparatus having means for upstanding one or more targets on the playing field in a pattern of the bowler's choosing, generally consisting of less than a full complement of targets.

58

**Ball path indicator:**

This subclass is indented under subclass 55. Apparatus having means to actively display the route along the alley that a previously rolled bowling ball has taken on its course towards the target, or means for showing the bowler a

preferred route along which to roll the bowling ball.

## SEE OR SEARCH THIS CLASS, SUBCLASS:

- 115+, for permanent indicia located on a bowling alley or board.

59

**Bowler worn or carried:**

This subclass is indented under subclass 55. Apparatus supported by the bowler during game play which may be securable to the bowler's body.

## SEE OR SEARCH CLASS:

- 2, Apparel, subclasses 455+ for protective clothing to be worn by athletes such as a football helmet, a baseball or boxing glove, a knee pad, etc.
- 224, Package and Article Carriers, particularly subclasses 101+ for a package or article carrier which is carried or worn by an animate bearer.
- 294, Handling: Hand and Hoist-Line Implements, particularly subclasses 137+ for an article carrier which is adapted to be gripped and carried by the hand of a person.

60

**Including means for positive engagement with ball:**

This subclass is indented under subclass 59. Apparatus for interlockingly gripping the bowling ball.

- (1) Note. Included herein is a device supported by the bowler having means to interfit with or encircle the bowling ball.

## SEE OR SEARCH THIS CLASS, SUBCLASS:

- 127+, for a bowling ball with means especially adapted to facilitate the manual grasping and holding of the ball by the bowler.

61

**Finger support or guide:**

This subclass is indented under subclass 59. Apparatus having means to brace or position a digit of the bowler's bowling ball throwing hand.

**62 Wrist support or guide:**

This subclass is indented under subclass 59. Apparatus having means to brace or position the bowler's ball throwing hand with respect to the bowler's bowling ball throwing arm.

**63 Arm or elbow support or guide:**

This subclass is indented under subclass 59. Apparatus having means to brace or position the bowler's bowling ball throwing limb with respect to either the medial joint therein or the bowler's torso.

**64 Handling of pin or pin representation:**

This subclass is indented under subclass 54. Subject matter either (a) relating to the treatment, manipulation, sensing, or indicating of the target or (b) relating to means which is intended to mimic the treatment, manipulation, sensing, or indicating of the target or target representation.

**SEE OR SEARCH CLASS:**

- 198, Conveyors: Power-Driven, for a power driven conveyor apparatus adapted to handle or manipulate one or more articles so as to transport them from one location to another.
- 414, Material or Article Handling, for an apparatus adapted to grip, handle, or manipulate articles.

**65 Including electrical cycle sequence control:**

This subclass is indented under subclass 64. Apparatus having circuitry for the flow of electrical energy which regulates the actions of the apparatus as a whole.

- (1) Note. This subclass provides for patents claiming function regulating circuitry, per se, when the function relates to the overall operation of the apparatus, or pin handling apparatus combined with said circuitry.
- (2) Note. Circuitry, per se, or pin handling apparatus combined therewith to regulate or initiate a single action of the apparatus will be classified under the subclass providing for apparatus relating to that action.

**66 Including means for conserving energy:**

This subclass is indented under subclass 64. Apparatus having means for reducing the energy consumed for operation.

**67 With indicator:**

This subclass is indented under subclass 64. Apparatus having active means for visual, auditory, or tactile presentation of a condition or state of the game or target.

- (1) Note. Passive displays, such as mere indicia, will be classified under the subclass providing for the pin handling structure, per se.

**SEE OR SEARCH CLASS:**

- 116, Signals and Indicators, subclasses 222 through 225 for a mechanical signal or indicator, per se, which is intended to form part of or to be used with a game device.
- 194, Check-Actuated Control Mechanisms, for a game or chance device involving the particulars of a coin control mechanism.
- 200, Electricity: Circuit Makers and Breakers, subclasses 61.1+ for an electrical switch, per se, responsive to the action of a game or amusement piece.
- 235, Registers, for a score totalizing apparatus, per se, intended for use in a game, particularly subclass 1 for a miscellaneous game counter, subclass 78 for a game calculator having concentric totalizing disks mounted upon a single axis, subclass 88 for a game calculator having tabular indicia placed upon disks which rotate about their centers, and subclass 91 for a device for operating a register involving a billiards or pool game device.
- 340, Communications: Electrical, particularly subclass 323 for a game reporting electric signaling system, per se, used with a bowling game device and subclasses 286.01+ for an electric signaling system, per se, which may form part of a game.
- 345, Computer Graphics Processing and Selective Visual Display Systems, for a selectively controlled visual display



- system not limited to a game. If the term “game” or the like appears in the claim, then classification is in the Class 463 group of classes (i.e., Classes 463, 473, or 273).
- 377, Electrical Pulse Counters, Pulse Dividers, or Shift Registers: Circuits and Systems, subclass 4 for a counter or register, per se, which is adapted to be controlled to accumulate the totals involved in betting on the various possibilities involved in an event and/or to determine the odds involved in the payoff of the various possibilities; and subclass 5 for a counter or register, per se, which is adapted to be used with, in, or for a game or sport.
- 700, Data Processing: Generic Control Systems or Specific Applications, subclasses 91 through 93 for a calculating computer or data processing system, per se, which is adapted to be used with, in, or for a game or contest device, which computer or data processing system must include significant recitation of the calculating computer or data processing system and must have only nominal claim recitation of the game or contest device.
- 68 Tethered or pivotal pin:**  
This subclass is indented under subclass 67. Apparatus wherein the target is attached to the manipulating structure therefor by an elongate flexible member or a hinge.
- 69 Pinfall:**  
This subclass is indented under subclass 67. Apparatus wherein the means for presentation is qualitatively or quantitatively representative of the toppled targets.
- 70 Score:**  
This subclass is indented under subclass 69. Apparatus wherein the means for presentation is quantitatively representative of the fallen targets.
- 71 Including electromechanical calculating means:**  
This subclass is indented under subclass 70. Apparatus having means for summing the number of fallen targets comprising means for
- converting electrical energy into mechanical energy.
- (1) Note. Patents claiming indicators of the type classified herein have a moving part, such as a stepper relay, electric motor, etc. which counts the number of fallen targets.
- 72 Foul:**  
This subclass is indented under subclass 67. Apparatus wherein the means for presentation is representative of the bowler trespassing onto the bowling alley when throwing the bowling ball.
- 73 Pin setter:**  
This subclass is indented under subclass 64. Apparatus having means for placing a plurality of targets onto the playing field in a prescribed pattern in such a manner that the targets may be subsequently toppled by the bowling ball.
- 74 Rollable, translatable, or simulative target:**  
This subclass is indented under subclass 73. Apparatus wherein the target towards which the bowling ball is rolled is either a ball, a target generally in a state of constant motion, or a target which mimics a topplable object.
- (1) Note. An object which mimics a topplable object could be, for example, an electrical switch or light beam in the playing field which when struck by the bowling ball actuates an electromechanically operated target to topple, or which turns off a light behind a lighted display corresponding to the switch or light beam.
- 75 Pivotal pin:**  
This subclass is indented under subclass 73. Apparatus wherein the target is hingedly secured within the playing field of the apparatus.
- 76 Pivot substantially at base of pin:**  
This subclass is indented under subclass 75. Apparatus wherein the hinged securement is generally made at the bottom of the target.

- 77 With spring detent:**  
This subclass is indented under subclass 75. Apparatus including resilient means for retaining the target out of the field of play after it has been struck by the bowling ball.
- 78 Tethered pin:**  
This subclass is indented under subclass 73. Apparatus wherein the target is secured within the playing field of the apparatus by means of an elongate flexible element (e.g., a cable, cord, rope, etc.).
- 79 Tethered at base of pin:**  
This subclass is indented under subclass 78. Apparatus wherein the elongate flexible element passes through the bottom of the target.
- 80 Including reset lever or crank:**  
This subclass is indented under subclass 79. Apparatus having means pivotable or rotatable about a point to place the elongate flexible element into tension so as to upright a toppled target.
- 81 Including means to remove dead wood:**  
This subclass is indented under subclass 78. Apparatus having means to remove from the playing field a toppled target while leaving any untoppled targets in place.
- 82 Pin biased away from bed:**  
This subclass is indented under subclass 81. Apparatus wherein the target has a force normally applied thereto to remove it from the playing field and is temporarily secured to the playing field by means strong enough (e.g., magnetism, hooks, etc.) to overcome the force.
- (1) Note. When a target is struck by the bowling ball the temporary securement is broken and the force normally applied to the target removes it from the playing field.
- 83 Manually loadable:**  
This subclass is indented under subclass 73. Apparatus for placing a target into the field of play which is chargeable with a target by a human operator (i.e., a pinboy).
- 84 Including means to upright pin:**  
This subclass is indented under subclass 83. Apparatus having means provided for uprighting a target placed therein at an inclined angle.
- 85 Magnetic force acts on pin:**  
This subclass is indented under subclass 73. Apparatus wherein a magnetic field exists between the target and the apparatus.
- (1) Note. The force exerted by the magnet is typically for manipulating the target.
- 86 For alternative pin sets:**  
This subclass is indented under subclass 73. Apparatus having means for replacing a full complement of targets with another of a different type or quality.
- 87 Including means to lift live wood:**  
This subclass is indented under subclass 73. Apparatus having means to remove an untoppled target from the playing field and to subsequently return it to the playing field after the removal of any toppled targets.
- 88 With compensation for pin offset:**  
This subclass is indented under subclass 87. Apparatus having means to return the target to the playing field at substantially the location from which it was removed.
- (1) Note. Often a target is struck by the bowling ball and though it fails to topple it is displaced from its initial placement (i.e., it walks).
- 89 Including distributor:**  
This subclass is indented under subclass 73. Apparatus having means for mechanically arranging a group of targets into a pattern prior to placing the group onto the playing field.
- 90 Including means to convey pin to distributor:**  
This subclass is indented under subclass 89. Apparatus having means to transport the targets to the pattern arranging means.

- 91 Including elevator:**  
This subclass is indented under subclass 90. Apparatus having means raise a toppled target from the height of the playing field to the height of the pattern forming means.
- (1) Note. Means for transporting a target to the pattern forming means which simultaneously raises a toppled target from the playing field is classified herein.
- 92 With compensation for pin offset:**  
This subclass is indented under subclass 64. Apparatus having means for grasping an untoppled target on the playing field in such a manner as not to disturb the position of the target on the playing field.
- 93 Pit cushion or actuator therefor:**  
This subclass is indented under subclass 64. Apparatus mounted beyond the bed for absorbing the momentum of the bowling ball, or means attached thereto for initiating the target manipulating apparatus in response to being struck by the bowling ball subsequently to passing beyond the end of the bed.
- 94 Pin guide or conveyor:**  
This subclass is indented under subclass 64. Apparatus for conducting or transporting the target.
- 95 Distributor:**  
This subclass is indented under subclass 94. Apparatus for positioning a plurality of targets in a prescribed pattern into an apparatus for placing the targets onto the playing field.
- 96 Pivotal chute or conveyor:**  
This subclass is indented under subclass 95. Apparatus wherein the means for positioning the targets comprises a target conducting or transporting means which is angularly positionable about a point.
- 97 Elevator:**  
This subclass is indented under subclass 94. Apparatus comprising means for raising a toppled target from the height of the playing field to the height of an apparatus for placing the target onto the playing field.
- 98 With ball separator:**  
This subclass is indented under subclass 97. Apparatus including means for segregating the target from the bowling ball.
- 99 And ball handling:**  
This subclass is indented under subclass 94. Apparatus including means for manipulating the bowling ball.
- 100 Sweep:**  
This subclass is indented under subclass 94. Apparatus for removing any targets from the playing field.
- 101 Pin sensor:**  
This subclass is indented under subclass 64. Apparatus comprising means for detecting the position or state (i.e., toppled or untoppled) of a target on the playing field.
- 102 Pin spot:**  
This subclass is indented under subclass 64. Apparatus comprising means for supporting the target thereon which is mountable within the playing field.
- 103 Including means for positive pin alignment:**  
This subclass is indented under subclass 102. Apparatus having means interengagable with the target so as to precisely position the target thereon.
- 104 Retractable peg:**  
This subclass is indented under subclass 103. Apparatus wherein the interengagable means comprises a pilot which is temporarily projectable into a complementary hole in the target and withdrawable therefrom.
- 105 Socket-type:**  
This subclass is indented under subclass 103. Apparatus wherein the interengagable means comprises a depression in the surface of the supporting means shaped to receive a complementary surface of the target.
- 106 Ball handling or diverting means:**  
This subclass is indented under subclass 54. Subject matter specifically adapted for guiding, manipulating, or deflecting the generally spherical ball directed by the bowler (a) during the time it is on its path toward the one or more

targets as directed, (b) during its return back to the bowler, (c) during the time after it has either struck or missed the one or more targets but before it has been sent on its return back to the bowler, or (d) during the time it is being propelled or directed (e.g., by a mechanically operated means).

SEE OR SEARCH THIS CLASS, SUB-CLASS:

125+, for a bowling ball, per se, which is provided with a grip or handle.

SEE OR SEARCH CLASS:

198, Conveyors: Power-Driven, for a power driven conveyor apparatus adapted to handle or manipulate one or more articles so as to transport them from one location to another.

414, Material or Article Handling, for an apparatus adapted to grip, handle, or manipulate articles.

#### 107 **Mechanical projector:**

This subclass is indented under subclass 106. Subject matter wherein a machine or tool is used to propel or direct the ball toward the one or more targets.

SEE OR SEARCH CLASS:

273, Amusement Devices: Games, particularly subclasses 119+ for a surface projectile game device in which there is a mechanically operated means for projecting a ball over a playing surface, which projecting means is combined with and attached to the surface over which the ball is projected; and subclass 129 for a projecting device adapted for use in projecting or impelling a projectile over the playing surface of a surface projectile game.

#### 108 **Tethered ball:**

This subclass is indented under subclass 106. Subject matter wherein the ball is secured generally within the confines of the playing field by means of an elongate flexible member (e.g., a cable, cord, rope, etc.).

SEE OR SEARCH THIS CLASS, SUB-CLASS:

139+, for a tethered projectile used to practice for, or play, a golf game.

423+, for a practice or training device for a playing field or court game, which device includes a tethered projectile.

575+, for a tethered game projectile, in general.

SEE OR SEARCH CLASS:

273, Amusement Devices: Games, particularly subclasses 331+ for an aerial projectile tethered to a target.

#### 109 **Means to change or curve ball path:**

This subclass is indented under subclass 106. Subject matter comprising a means for altering the route or track of the directed ball during the time it is approaching the one or more targets.

SEE OR SEARCH CLASS:

273, Amusement Devices: Games, particularly subclasses 121 and 124 for a surface projectile ball game with a return course.

#### 110 **Ball return:**

This subclass is indented under subclass 106. Subject matter comprising means specifically adapted for sending the ball back to the bowler after it has either struck or missed the one or more targets.

SEE OR SEARCH CLASS:

273, Amusement Devices: Games, particularly subclasses 395 and 396+ for an aerial projectile game device combined with or to be used with a target, which device is adapted to return a projectile back to the area from which it was projected; and subclasses 121 and 124 for a surface projectile ball game with a ball return course.

#### 111 **Ball lift or elevator:**

This subclass is indented under subclass 110. Subject matter wherein the ball return means includes means to raise the ball up to a higher level so as, for example, to facilitate the return of the ball to the bowler by gravity.

#### 112 **Mechanical means for ball retarding or arresting:**

This subclass is indented under subclass 110. Subject matter wherein the ball return means includes a machine or tool for slowing or

reducing the speed or momentum of the returning ball as it approaches the bowler.

**113 Gutter structure:**

This subclass is indented under subclass 106. Subject matter comprising means specifically adapted to capture a directed ball on an errant or misdirected path.

- (1) Note. A bowling surface or alley having specific gutter structure is provided for in this subclass rather than in subclasses 115+ below.
- (2) Note. Generally, a gutter is provided adjacent each side of the bowling surface or alley.

**114 Backstop, division board, or adjunct therefor:**

This subclass is indented under subclass 106. Subject matter comprising means for diverting or deflecting the ball from its directed path (a) after the ball has either struck or missed the one or more targets and thereby passed the target(s), or (b) after it has left the alley.

- (1) Note. The adjunct found in this subclass is generally a cushion or other replaceable shock-absorbing means.

SEE OR SEARCH THIS CLASS, SUBCLASS:

109, for a means to change or curve the ball path of a bowling ball as it is approaching the target(s).

SEE OR SEARCH CLASS:

273, Amusement Devices: Games, subclass 404 for an aerial projectile target which is adapted to be penetrated by aerial projectiles, which penetrable target is combined with a projectile-backstop means for stopping or catching projectiles impacting on the target; and subclass 410 for an aerial projectile backstop, per se, which comprises means to stop, trap, or catch a projected aerial projectile.

**115 Alley or board structure:**

This subclass is indented under subclass 54. Subject matter comprising a planar structure (i.e., a bowling alley) specifically adapted to

support a directed ball during its travel toward the one or more targets.

- (1) Note. An alley or board structure which is combined with a ball, pin, or target structure is provided for in this subclass or in the subclasses indented hereunder.

SEE OR SEARCH THIS CLASS, SUBCLASS:

113, for an alley or board structure which includes specific gutter structure.

**116 Portable game board, table, or alley:**

This subclass is indented under subclass 115. Subject matter wherein the alley or board structure is capable of being easily carried or moved.

- (1) Note. Most of the patents found in this subclass relate to bowling gameboards, tables, or alleys specifically designed for use in the user's home or yard.

**117 With nonwooden alley surface or lining:**

This subclass is indented under subclass 115. Subject matter wherein the planar structure has a surface layer or coating composed of a material other than wood.

- (1) Note. An alley or board structure which is made from a wooden material but which has a specifically-recited surface coating thereon such as, for example, wax or urethane is included in this subclass.

**118 Pin:**

This subclass is indented under subclass 54. Subject matter comprising means specifically adapted for use as an upstanding elongate target for a bowling ball directed along a bowling alley thereat.

SEE OR SEARCH THIS CLASS, SUBCLASS:

115+, for an alley or board structure which is combined with a ball, pin, or target structure.

SEE OR SEARCH CLASS:

144, Woodworking, subclass 331 for a process of repairing, reconstructing, or otherwise restoring a bowling pin.

- 260, Chemistry of Carbon Compounds, for a carbon compound composition product intended for use as a game ball, bat, pin, or billy or as any part thereof (e.g., a bowling pin coating, etc.).
- 264, Plastic and Nonmetallic Article Shaping or Treating: Processes, for a process within the class definition for shaping or molding plastic materials.
- 273, Amusement Devices: Games, subclasses 118+, particularly subclass 127 for a target used in a surface projectile ball game apparatus.
- 119 Composite structure (e.g., distinct layers, components, joint, etc.):**  
This subclass is indented under subclass 118. Subject matter wherein the pin is constructed of diverse materials or of assembled parts, which parts are made either of diverse materials or of similar or identical material.
- (1) Note. Generally, a composite possesses structural or functional properties not present in any individual component thereof.
- 120 With reinforcing filament, fiber, or fabric:**  
This subclass is indented under subclass 119. Subject matter wherein the composite pin is strengthened (a) by an elongate threadlike material or (b) by a textile product thereof.
- 121 With metal shell or skin:**  
This subclass is indented under subclass 119. Subject matter wherein the composite pin has a metallic covering or outer layer.
- 122 With wooden component:**  
This subclass is indented under subclass 119. Subject matter wherein the composite pin has at least one part or layer made from a wooden material.
- (1) Note. This subclass and its indents provide for a composite pin structure incorporating sawdust or wooden fibers.
- 123 Laminated or attached wooden components:**  
This subclass is indented under subclass 122. Subject matter wherein the composite pin includes plural adjacent and joined parts or portions made from wooden material.
- (1) Note. Generally, the wooden components are glued together but in some cases the components are mechanically secured together.
- 124 With end or bottom reinforcing preform:**  
This subclass is indented under subclass 122. Subject matter wherein the composite pin includes diverse strengthening means attached to the end or bottom portions thereof.
- (1) Note. Generally, it is the ends of the pin (i.e., either the top or bottom portions) which are prone to splitting or excessive wear.
- (2) Note. The reinforcing preform, per se, for a bowling pin is provided for herein unless elsewhere provided for.
- 125 Ball:**  
This subclass is indented under subclass 54. Subject matter relating to the structural details of a generally spherical member (i.e., a bowling ball) which is specifically adapted for use by the bowler in the game of bowling.
- (1) Note. Attachments and adjuncts for use on or with a bowling ball are provided for in this subclass and its indents unless elsewhere provided for.
- SEE OR SEARCH THIS CLASS, SUBCLASS:
- 52+, for a ball adapted for use in the game of billiards or pool.
- 115+, for an alley or board structure which is combined with a ball, pin, or target structure.
- 280+, for a practice projectile used to practice for the game of golf.
- 351+, for a ball used in the game of golf.
- 413, for a ball used in the game of croquet.
- 422+, for a projectile used to practice or train for a playing field or court game such as soccer, hockey, etc.
- 569+, for a game projectile, in general (often a ball) which is used to play a game or sport.

## SEE OR SEARCH CLASS:

- 40, Card, Picture, or Sign Exhibiting, subclass 327 for a game ball carrying indicia other than means (a) to indicate the portion of the ball to be hit by a projecting device, (b) to indicate its location on a playing field, or (c) for a series of balls carrying interrelated indicia to be used in playing a game.
- 156, Adhesive Bonding and Miscellaneous Chemical Manufacture, for making a ball by lamination and see especially subclasses 145+ for a method which includes the step of encapsulation of a permanently fluent material in hollow lamina.
- 206, Special Receptacle or Package, subclasses 315.9+ for a receptacle or package for a sporting or game ball, particularly subclass 315.91 for a receptacle or package for a bowling ball.
- 260, Chemistry of Carbon Compounds, for a carbon compound composition product intended for use as a game ball, bat, pin, or billy or as any part thereof (e.g., a bowling pin coating, etc.).
- 264, Plastic and Nonmetallic Article Shaping or Treating: Processes, for a process within the class definition for shaping or molding plastic materials.
- 434, Education and Demonstration, subclass 249 for a means specifically adapted to teach or instruct a person in some aspect of the game of bowling.

**126 With weight block:**

This subclass is indented under subclass 125. Subject matter wherein the ball includes a preform specifically adapted to balance or add the necessary mass thereto.

**127 With specific grip means:**

This subclass is indented under subclass 125. Subject matter comprising means especially adapted for facilitating the manual grasping and holding the bowling ball by the bowler.

## SEE OR SEARCH THIS CLASS, SUB-CLASS:

- 55+, for apparatus adapted to aid a bowler who is physically impaired or to train a bowler in improving his/her game.
- 60, for a bowler worn or carried means adapted for training a bowler in improving his/her game or for aiding a bowler who is physically impaired, which practice or assist means includes a means to interlockingly grip a bowling ball.
- 61, for a bowler worn or carried means adapted for training a bowler in improving his/her game or for aiding a bowler who is physically impaired, which practice or assist means includes a means to brace or position a digit of the bowler's throwing hand.

**128 Thumb or finger hole grip:**

This subclass is indented under subclass 127. Subject matter wherein the ball includes at least one recess therein for the purpose of receiving at least one digit of the hand of the bowler in order to facilitate holding of the ball by the bowler.

## SEE OR SEARCH CLASS:

- 33, Geometrical Instruments, subclasses 509+ for a gauge adapted to determine the position of the holes to be made in an undrilled bowling ball so that the undrilled bowling ball can be marked and drilled to custom fit it to an individual, particularly subclass 510 for a gauge which includes a simulated bowling ball, which gauge is used to determine the spacing between the thumb and the fingers used by the individual to grip a bowling ball.
- 408, Cutting by Use of Rotating Axially Moving Tool, subclass 1 for a method of drilling a bowling ball and Digest 1 for a bowling ball drill.

**129 Size or depth adjusting means:**

This subclass is indented under subclass 128. Subject matter wherein the thumb or finger hole grip is provided with a selectively variable, shape-conformable instrumentality.

- SEE OR SEARCH THIS CLASS, SUB-CLASS:
- 130, for a thumb or finger hole grip means which is adjustable by means of interchangeable inserts or bushings.
- 130 Removable insert or bushing:**  
This subclass is indented under subclass 128. Subject matter wherein the thumb or finger hole grip includes a separable component or thimble.
- (1) Note. Separable components, per se, for a bowling ball finger grip are found in this subclass unless provided for elsewhere.
- 131 GOLF:**  
This subclass is indented under the class definition. Subject matter including a method, a playing area, playing equipment, a practice device, or auxiliary device used by a player or located on the playing area, not otherwise provided for elsewhere, that is for playing or practicing a game wherein a player strikes a ball by a stroke or a number of strokes to advance the ball from a ball striking location to one of a plurality of sequentially numbered putting holes, and plays a number of such holes sequentially with the object, on each hole, of advancing the ball from the ball striking location into the putting hole in the fewest number of strokes.
- SEE OR SEARCH CLASS:
- 2, Apparel, subclass 161.2 for a golf glove.
- 33, Geometrical Instruments, subclass 508 for a gauge to analyze a golf club.
- 36, Boots, Shoes and Leggings, subclass 127 for a golf shoe.
- 40, Card, Picture, or Sign Exhibiting, subclass 915 for a collection of patents relating to golf club identification.
- 73, Measuring and Testing, subclass 12.02 for testing a golf ball by impact, and subclass 65.03 for specific types of golf club testing.
- 101, Printing, Digest 40 for a collection of patents relating to printing on golf balls.
- 144, Woodworking, subclass 2 for apparatus for making golf clubs.
- 150, Purses, Wallets, and Protective Covers, subclass 159 for a golf cart or bag cover, and subclass 160 for a golf club cover.
- 156, Adhesive Bonding and Miscellaneous Chemical Manufacture, appropriate subclasses for a method of making a golf ball.
- 172, Earth Working, subclasses 371+ for a turf repair handtool of general application and not specified for use by a golfer.
- 206, Special Receptacle or Package, subclasses 315.2+ for a golf bag, and subclass 315.9 for a golf ball receptacle.
- 211, Supports: Racks, subclass 70.2 for a golf club rack.
- 224, Package and Article Carriers, for a carrier attached to a golf cart, and subclass 918 for a collection of patents for a golf tee or ball marker carrier.
- 248, Supports, subclass 96 for a golf bag holder.
- 273, Amusement Devices: Games, subclasses 108.2+ for a simulated golf game which uses a surface projectile, subclass 245 for a board game which simulates play of the game of golf, and subclass 317.2 for a simulated golf game which uses an aerial projectile.
- 280, Land Vehicles, subclass 47.26 for a wheeled golf pull cart, and Digest 5 for a collection of patents on motorized golf carts, and Digest 6 for a collection of patents on wheeled golf club carriers.
- 283, Printed Matter, subclass 49 for a golf score card.
- 294, Handling: Hand and Hoist-Line Implements, subclass 19.2 for a pole mounted golf ball retriever.
- 434, Education and Demonstration, subclass 252 for a golf-teaching device, and see the line note at the top of this (473) class.
- 463, Amusement Devices: Games, subclasses 2+ for a simulated golf game which uses a simulated projectile and which includes means for processing electronic data (e.g., a computer or



- video golf game, etc.) and subclasses 49+ for a simulated projectile game or for a target or accessory therefor (e.g., a game which uses a simulation of a golf ball, etc.).
- D21, GAMES, TOYS, AND SPORTS GOODS, subclasses 708+ for design patents relating to golf and golf accessories.
- 132 Ball feeding means and tee:**  
This subclass is indented under subclass 131. Subject matter wherein the equipment or device comprises means for holding a spherical projectile in position to be struck by the player at an elevation above the surface where the player stands, and further comprises structure for delivering the projectile to the holding means and positioning it thereon.
- 133 Adjustable tee height:**  
This subclass is indented under subclass 132. Subject matter wherein the holding means includes a part to regulate the vertical elevation of the projectile so that the projectile may be struck at any of a plurality of selected elevations.
- 134 Condition responsive feeding means:**  
This subclass is indented under subclass 132. Subject matter comprising means to sense a condition or change in condition of the projectile or the delivering and positioning structure; and, in response to such sensing, effect a control function on the structure.
- 135 Pneumatic:**  
This subclass is indented under subclass 134. Subject matter wherein the structure is operated by power derived from positive or negative pressure of air or another gas.
- 136 Electrical:**  
This subclass is indented under subclass 134. Subject matter wherein the structure is operated by power derived from electrical current
- 137 Pivotal arm ball feed:**  
This subclass is indented under subclass 132. Subject matter wherein the delivering and positioning structure includes an elongated member pivotal about a fixed axis.
- 138 Projectile tethered to swingable implement:**  
This subclass is indented under subclass 131. Subject matter comprising an object to be struck by the player, and further including a cord for attaching the object to an instrument to be swung by the player to limit the distance the object moves away from the player upon being struck.
- 139 Anchored (e.g., tethered, etc.) projectile:**  
This subclass is indented under subclass 131. Subject matter wherein the equipment or device comprises an object to be struck by the player with a swingable implement, and further comprises attachment means for attaching the object to a fixed structure to limit the distance the object moves away from the player upon being struck.
- 140 With electrical sensor or electrical indicator:**  
This subclass is indented under subclass 139. Subject matter including means operated by electrical current to detect a condition of the object; or means operated by electrical current to provide a player with information concerning a condition of the object.
- 141 Pictorial flight path image display:**  
This subclass is indented under subclass 140. Subject matter including a screen for providing the player with a visual image of the flight path of the object or a visual image of a simulated flight path of the object.
- 142 Spool for tether:**  
This subclass is indented under subclass 139. Subject matter and further including a reel for winding attachment means to permit a flexible cord attachment means to be wound between elongated and stored positions.
- 143 Force or direction indicator and tether:**  
This subclass is indented under subclass 139. Subject matter further including a device for providing the player with information concerning the impact power with which the object is struck, or information concerning the path of travel of the object, and wherein the attachment means is a flexible cord.

- 144 Linear spring indicator:**  
This subclass is indented under subclass 143. Subject matter wherein the device comprises a resilient part which is stretched or compressed along a straight line.
- 145 Force or direction indicator associated with projectile moving around a horizontal axis:**  
This subclass is indented under subclass 139. Subject matter wherein the attachment means is attached to the fixed structure in such a manner so as to constrain the object for movement about an axis parallel with the horizon; and further including a device for providing the player with information concerning the impact power with which the object is struck, or information concerning the path of travel of the object.
- 146 Force or direction indicator associated with projectile moving around a vertical axis:**  
This subclass is indented under subclass 139. Subject matter wherein the attachment means is attached to the fixed structure in such a manner as to constrain the object for movement about an axis perpendicular with the horizon; and further including a device for providing the player with information concerning then impact power with which the object is struck, or information concerning the path of travel of the object.
- 147 Spherical projectile attached to tether:**  
This subclass is indented under subclass 139. Subject matter wherein the object is a ball and wherein the attachment means is a flexible cord.
- 148 Plural projectiles:**  
This subclass is indented under subclass 139. Subject matter and further including a second object to be struck by the player; the second object either being attached to the first object or to a second attachment means.
- 149 Projectile moves around vertical axis:**  
This subclass is indented under subclass 139. Subject matter wherein the attachment means is attached to the fixed structure in such a manner as to constrain the object for movement about an axis perpendicular to the horizon.
- 150 Projectile addressing surface and target, or distance marker (e.g., course, putting green with cup, driving range, miniature golf course, etc.):**  
This subclass is indented under subclass 131. Subject matter wherein the equipment or device comprises a location where an object to be struck by the player is positioned prior to being struck, and further comprises a member at which the object is aimed; or comprises a structure to provide the player with information concerning the distance the object has traveled from the player, or the distance from the member at which the object is aimed.
- 151 Electrical sensor or electrical indicator responsive to swingable implement or projectile:**  
This subclass is indented under subclass 150. Subject matter including means operated by electrical current to detect a condition of an instrument to be swung by the player or to detect a condition of an object to be struck by the instrument; or to provide a player with information concerning a condition of the instrument or condition of the object.
- 152 Sensor is projectile responsive (e.g., free-flight detection means, etc.):**  
This subclass is indented under subclass 151. Subject matter wherein the detection means is to detect a condition of the object to be struck by the player.
- 153 Projectile in receiver indicator:**  
This subclass is indented under subclass 152. Subject matter wherein the member at which the object is aimed comprises a receptacle, and wherein means is provided to inform the player that the object is in the receptacle.
- 154 Target impact responsive:**  
This subclass is indented under subclass 152. Subject matter including means to detect that the object has struck the member at which the object was aimed.
- 155 Including sensor responsive to projectile on addressing surface or in flight (e.g., tee-target time detection, etc.):**  
This subclass is indented under subclass 152. Subject matter including means to detect a condition of the object while it is at the location to be struck; or including means to detect a condition of the object while it is moving toward the member at which it is aimed.

- 156 Pictorial flight path image display:**  
This subclass is indented under subclass 155. Subject matter including a screen for providing the player with a visual image of the flight path of the object or a visual image of a simulated flight path of the object.
- 157 Non-earth fairway:**  
This subclass is indented under subclass 150. Subject matter wherein a surface formed of material other than ground or grass extends between the struck location and the member at which the object is aimed.
- 158 And obstacle (e.g., miniature golf course windmill, etc.):**  
This subclass is indented under subclass 157. Subject matter and further including a structure positioned to potentially interfere with the travel of the object between the struck location and the member at which the object is aimed.
- 159 Target is surface positioned aperture:**  
This subclass is indented under subclass 157. Subject matter wherein the member at which the object is aimed comprises means defining an opening in the surface.
- 160 Selectively contourable (e.g., slope simulating surface, etc.):**  
This subclass is indented under subclass 159. Subject matter including means to change the slope of the surface to influence the path of travel of the object over the surface.
- 161 Motor actuation:**  
This subclass is indented under subclass 160. Subject matter wherein the slope changing means is actuatable by a machine that produces motion.
- 162 Collapsible (e.g., for storage etc.):**  
This subclass is indented under subclass 159. Subject matter wherein the surface is particularly structured so as to facilitate reduction in the area occupied thereby.
- 163 Projectile return:**  
This subclass is indented under subclass 159. Subject matter wherein structure is provided to move the object from the opening defining means toward the location at which the object was struck.
- SEE OR SEARCH THIS CLASS, SUB-CLASS:  
166, 182, 191, and 194, for projectile return with other combinations.
- 164 Projectile rebounds off target:**  
This subclass is indented under subclass 157. Subject matter wherein the member at which the object is aimed is so structured as to permit the object to carom from it.
- 165 Particular projectile (e.g., reduced flight balls, etc.):**  
This subclass is indented under subclass 150. Subject matter wherein significance is attributed to structure of the object to be struck.
- 166 Projectile return:**  
This subclass is indented under subclass 150. Subject matter wherein structure is provided to move the object from the member at which the object is aimed toward the location at which the object was struck.
- SEE OR SEARCH THIS CLASS, SUB-CLASS:  
163, 182, 191, and 194, for projectile return with other combinations.
- 167 Fairways extending radially from centrally located addressing surface or target:**  
This subclass is indented under subclass 150. Subject matter comprising a first central location for striking the object, and including a plurality of members at which the object is to be aimed spaced at circumferential positions around the first central location; or comprising a second central location for the member at which the object is to be aimed is located, and including a plurality of object striking locations spaced at circumferential positions around the second central location.
- 168 Plural addressing surfaces (e.g., driving range, etc.):**  
This subclass is indented under subclass 150. Subject matter including a plurality of locations where the object to be struck is positioned.

- 169 Having sequential play (e.g., regulation earth course, etc.):**  
This subclass is indented under subclass 168. Subject matter wherein the locations are arrived at, one after the other, by the player.
- 170 Upstanding target (e.g., wicket, bucket, etc.):**  
This subclass is indented under subclass 169. Subject matter wherein the member at which the object is aimed extends above a playing surface.
- 171 Putting green:**  
This subclass is indented under subclass 168. Subject matter wherein the location where the object is to be struck, and the member at which the object is aimed, is on a grass surface where the object is intended to be struck only by an implement for rolling the object along the surface without elevating it above the surface.
- 172 Upstanding target:**  
This subclass is indented under subclass 150. Subject matter wherein the member at which the object is aimed extends above a playing surface.
- 173 Target or obstacle (e.g., putting hole, hole marker, sand trap, etc.):**  
This subclass is indented under subclass 131. Subject matter wherein the equipment or device comprises a member at which an object to be struck by the player is aimed, or comprises a structure positioned to potentially interfere with the travel of the object in its movement toward the member at which it is aimed.
- SEE OR SEARCH THIS CLASS, SUB-CLASS:  
150, for a target combined with a projectile addressing surface.
- 174 Target on putting surface:**  
This subclass is indented under subclass 173. Subject matter wherein the member is located on a surface where the object is intended to be struck only by an implement for rolling the object along the surface without elevating it above the surface.
- 175 Receiver is cup in earth (e.g., regulation hole in green, etc.):**  
This subclass is indented under subclass 174. Subject matter wherein the surface is dirt or grass, and the member is a receptacle defining an opening in the surface.
- 176 Having cup marker (e.g., flag pin, etc.) or with sensor responsive to projectile:**  
This subclass is indented under subclass 175. Subject matter further including a device to provide visual indication as to where the receptacle is located on the surface, or including means to detect a condition of the object.
- 177 And projectile removal:**  
This subclass is indented under subclass 176. Subject matter and further including means to eject the object from the receptacle.
- 178 Electrical actuation (e.g., solenoid, etc.):**  
This subclass is indented under subclass 177. Subject matter wherein the ejecting means is powered by electrical current.
- 179 Cup diameter restriction means (e.g., filler plug, etc.):**  
This subclass is indented under subclass 175. Subject matter wherein a part is provided to reduce the size of the opening.
- 180 Receiver or projectile responsive indicator:**  
This subclass is indented under subclass 174. Subject matter wherein the member is a retainer for confining the object when it arrives at the position at which it is aimed, or including means to provide information to the player regarding the condition or location of the object.
- SEE OR SEARCH THIS CLASS, SUB-CLASS:  
152, for an electrical projectile responsive sensor or indicator combined with an addressing surface or target.
- 181 Selectively adjustable approach surface:**  
This subclass is indented under subclass 180. Subject matter wherein means is provided to alter the slope of the surface on which the object is rolled.

- 182 Projectile return:**  
This subclass is indented under subclass 180. Subject matter and further including means to move the struck object from the retainer toward the location at which it was struck.
- SEE OR SEARCH THIS CLASS, SUB-CLASS:  
163, 166, 191, and 194, for projectile return with other combinations.
- 183 Electrical actuation:**  
This subclass is indented under subclass 182. Subject matter wherein the moving means is powered by electrical current.
- 184 Gravity:**  
This subclass is indented under subclass 182. Subject matter wherein the moving means is gravitational force.
- 185 Plural receivers:**  
This subclass is indented under subclass 180. Subject matter and further including a second retainer.
- 186 Displaceable by projectile impact:**  
This subclass is indented under subclass 180. Subject matter wherein the retainer or the information supplying means comprises a part which is movable upon being struck by the object.
- 187 Resilient or pivotal portion arranged in a circle to retain projectile:**  
This subclass is indented under subclass 186. Subject matter wherein the part is circular and has a property of elasticity or includes elements circumferentially arranged and pivotally mounted; thereby, to define a round opening for receiving and retaining the object.
- 188 Top of projectile engaged:**  
This subclass is indented under subclass 187. Subject matter wherein the part or elements contact the uppermost surface of the object to retain it.
- 189 Pivotal element:**  
This subclass is indented under subclass 186. Subject matter wherein the part is mounted so as to be movable about a fixed axis.
- 190 Projectile responsive sensor (e.g., target impact indicator, etc.):**  
This subclass is indented under subclass 173. Subject matter comprising means to detect a condition of the object to be struck by the player.
- SEE OR SEARCH THIS CLASS, SUB-CLASS:  
152, for an electrical projectile responsive sensor and indicator combined with an addressing surface or target, and subclass 180 for a projectile responsive indicator on a putting surface.
- 191 And projectile return:**  
This subclass is indented under subclass 190. Subject matter and further including means to move the struck object from the member at which the object was aimed toward the player.
- SEE OR SEARCH THIS CLASS, SUB-CLASS:  
163, 166, 182, and 194, for projectile return with other combinations.
- 192 Electrical sensor:**  
This subclass is indented under subclass 190. Subject matter wherein said detection means is powered by electrical current.
- 193 Projectile adheres to target:**  
This subclass is indented under subclass 190. Subject matter wherein the object to be struck by the player sticks to the member at which it was aimed.
- 194 Projectile return:**  
This subclass is indented under subclass 173. Subject matter and further including means to move the struck object from the member at which it was aimed toward the player.
- SEE OR SEARCH THIS CLASS, SUB-CLASS:  
163, 166, 182, and 191, for projectile return with other combinations.

- 195 Projectile receiving aperture (e.g., goal opening, etc.):**  
This subclass is indented under subclass 173. Subject matter wherein the member at which the object is aimed comprises structure defining an opening for receiving the object.
- SEE OR SEARCH THIS CLASS, SUBCLASS:  
159, for an aperture in a nonearth fairway.  
175, for a cup in a putting surface
- 196 Aperture forming surface forms plane parallel to support surface:**  
This subclass is indented under subclass 195. Subject matter wherein the structure is constructed to be positioned so that an axis normal to a flat surface formed by the opening is vertical to a surface on which the structure is positioned (e.g., the ground, etc.).
- 197 Net:**  
This subclass is indented under subclass 173. Subject matter wherein the member at which the object is aimed is formed from an open mesh fabric.
- 198 Moving projectile responsive sensor or indicator:**  
This subclass is indented under subclass 131. Subject matter wherein said equipment or device includes means to detect a condition of a struck object during movement thereof; or including means to provide information to the player concerning movement of the struck object.
- SEE OR SEARCH THIS CLASS, SUBCLASS:  
152, for an electrical projectile responsive sensor or indicator combined with an addressing surface or target.  
180, for a projectile responsive indicator on a putting surface, and subclass 190 for a projectile responsive indicator combined with a target.
- 199 Electrical:**  
This subclass is indented under subclass 198. Subject matter wherein the detection or information supplying means is powered by electrical current.
- 200 Indicator integral with projectile:**  
This subclass is indented under subclass 198. Subject matter wherein the information supplying means forms a part of the structure of the struck object.
- SEE OR SEARCH THIS CLASS, SUBCLASS:  
280, for a practice projectile, per se, where the projectile provides no information to the player, and subclass 353 for locator means forming a part of a struck projectile.
- 201 Hand on grip positioning aid or grip indicator:**  
This subclass is indented under subclass 131. Subject matter wherein the equipment or device comprises structure to assist the player in properly placing his or her hands on a gripping portion of an instrument to be swung by the player; or means for providing information to the player regarding the placement of his or her hands on the instrument.
- 202 With electrical sensor or electrical indicator:**  
This subclass is indented under subclass 201. Subject matter wherein the assisting structure or the information supplying means is provided with a detection or information supplying device operated by electrical current.
- 203 Integral handle having finger conforming configurations:**  
This subclass is indented under subclass 201. Subject matter wherein the gripping portion is shaped to correspond to the curvature of a player's fingers when grasping the instrument, and wherein said gripping portion cannot be separated from the remainder of the instrument without destroying the instrument.
- 204 Angularly related integral grip portions:**  
This subclass is indented under subclass 201. Subject matter wherein the gripping portion has a first longitudinal axis, and the instrument has a stem portion having a second longitudinal axis connected to the first axis; and wherein the first and second axes diverge from a common point, and wherein the gripping portion and the stem portion can not be separated from each other without destroying the instrument.

- 205 Worn on hand (e.g., glove, etc.):**  
This subclass is indented under subclass 201. Subject matter wherein the assisting structure or the information supplying means comprise a member which is positioned on the players hand prior to grasping the instrument.
- SEE OR SEARCH CLASS:  
2, Apparel, subclass 161.2 for standard golf gloves lacking positioning aids or grip indicators.
- 206 Removably attachable to swingable implement:**  
This subclass is indented under subclass 201. Subject matter wherein the assisting structure or the information supplying means is connected to the implement to form a part thereof but is easily separable therefrom without destroying the implement.
- 207 Practice device attachable to body:**  
This subclass is indented under subclass 131. Subject matter comprising a device particularly adapted to be used by the player in improving his or her performance skills and not intended to be used in competitively playing the game; and wherein said device includes means for connecting it to the body of the player prior to the time a player grasps a swingable implement.
- SEE OR SEARCH THIS CLASS, SUBCLASS:  
266, for a body movement or position indicator which engages, but is not attached, to a part of the body.
- 208 Attachable to head, neck, or mouth:**  
This subclass is indented under subclass 207. Subject matter wherein said connecting means is for connecting the device to the head, neck, or mouth of the player.
- 209 Electrical:**  
This subclass is indented under subclass 208. Subject matter wherein said device is powered by electrical current.
- 210 Sighting element (e.g., eyeglasses, etc.):**  
This subclass is indented under subclass 208. Subject matter wherein said device functions to direct the visual focus of the player.
- 211 With displaceable indicator responsive to head movement:**  
This subclass is indented under subclass 208. Subject matter wherein said device includes a part which reacts to movement of the head of the player by shifting between first and second positions; and wherein the shifting of said part provides information to the player regarding his or her body movement.
- 212 Attachable to arm, hand, or wrist:**  
This subclass is indented under subclass 207. Subject matter wherein said connecting means is for connecting the device to the arm, hand, or wrist of the player.
- SEE OR SEARCH THIS CLASS, SUBCLASS:  
205, for means worn on a player's hand for aiding in positioning his or her hand on a grip.
- 213 Wrist:**  
This subclass is indented under subclass 212. Subject matter wherein the connecting means is for connecting the device to the wrist of the player.
- 214 Spans elbow:**  
This subclass is indented under subclass 212. Subject matter wherein the device includes a portion which extends across the elbow of the player.
- 215 Attachable to hips, torso, or waist:**  
This subclass is indented under subclass 207. Subject matter wherein said connecting means is for connecting the device to the hips, torso, or waist of the player.
- 216 Waist encircling belt anchored to static structure:**  
This subclass is indented under subclass 215. Subject matter wherein said device includes a band worn about the waist of the player, and wherein said band includes a part attaching it to an immovable member.
- 217 Attachable to foot:**  
This subclass is indented under subclass 207. Subject matter wherein said connecting means is for connecting the device to the foot of the player.

- SEE OR SEARCH CLASS:  
36, Boots, Shoes, and Leggings, subclass 127 for standard golf shoes.
- 218 Foot positioning aid and indicator associated with swingable implement:**  
This subclass is indented under subclass 131. Subject matter wherein said equipment or device comprises structure to assist or provide information to the player in positioning his or her feet to properly address or strike a spherical object; and further comprises means to assist or provide information to the player concerning a position or feature of an instrument which a player uses to strike a projectile.
- 219 Practice swingable implement or indicator associated with swingable implement:**  
This subclass is indented under subclass 131. Subject matter wherein said equipment or device comprises either (1) a first instrument which is swung by the player and not intended to be used in playing the game competitively, or (2) a second instrument, which is swung by the player in playing the game competitively and which further includes means to assist or provide information to the player concerning a position or feature of the second instrument, or (3) means cooperating with the first or second instrument to provide information to the player.
- SEE OR SEARCH THIS CLASS, SUB-CLASS:  
201, for indicator structure to position a player's hands on a grip for positioning or alignment purposes, and subclass 266 for a foot positioning aid and an indicator associated with a swingable implement.
- 220 With lighting (e.g., laser, etc.) means attachable to or integral with swingable implement:**  
This subclass is indented under subclass 219. Subject matter wherein the first or second instrument has an illuminating device secured thereto or forming a part thereof.
- 221 With electrical sensor or electrical indicator:**  
This subclass is indented under subclass 219. Subject matter which includes a device operated by electrical current to detect a condition of the first or second instrument; or to provide a player with information concerning a condition of the first or second instrument.
- 222 Sensor positioned apart from implement to interact with a separate cooperating sensor means attachable to or integral with implement:**  
This subclass is indented under subclass 221. Subject matter wherein the device is spaced from the swingable instrument, and wherein a cooperating detector is secured to or forms part of the swingable instrument to interact with the device.
- 223 Integral with or attachable to swingable implement:**  
This subclass is indented under subclass 221. Subject matter wherein the device is secured to or forms part of the first or second swingable implement.
- 224 Audible indicator:**  
This subclass is indented under subclass 223. Subject matter wherein the device produces a sound heard by the player.
- 225 Sensor integral with projectile addressing surface:**  
This subclass is indented under subclass 221. Subject matter wherein the device forms part of a location where an object to be struck by the player is positioned prior to being struck.
- 226 Device attachable to or integral with swingable implement:**  
This subclass is indented under subclass 219. Subject matter which includes a structure secured to or forming part of the first or second swingable instrument.
- 227 Nonhandle element engageable with body:**  
This subclass is indented under subclass 226. Subject matter wherein the structure includes a part, other than the gripping portion of the instrument, which is adapted to contact the body of the player.
- 228 Air resistance device (e.g., airfoil etc.):**  
This subclass is indented under subclass 226. Subject matter wherein the structure comprises a part which reacts in opposition against the atmosphere when the instrument is swung.



- 229 Anchored (e.g., tethered, etc.) swingable implement:**  
This subclass is indented under subclass 226. Subject matter wherein the structure comprises means for fixedly attaching the first or second instrument to a fixed structure.
- SEE OR SEARCH THIS CLASS, SUB-CLASS:  
258+, for structure which does not fixedly attach to a club, but merely serves as a barrier which a club engages during the course of a swing.
- 230 Wheel:**  
This subclass is indented under subclass 226. Subject matter wherein the structure comprises a rolling member for supporting the first or second instrument for movement along a support surface.
- 231 Adjustable swingable implement or swing or position aid:**  
This subclass is indented under subclass 226. Subject matter wherein the structure comprises parts on the first or second instrument which are movable with respect to each other to change their relative position on the instrument; or wherein the structure is to provide the player with information concerning a characteristic of the motion of the instrument while it is being swung; or to provide the player with information concerning the location of the first or second instrument with respect to the player or another device.
- 232 Alterable shaft provides swing force indication:**  
This subclass is indented under subclass 231. Subject matter wherein the first or second swingable instrument includes a longitudinal stem extending from a gripping portion and wherein the stem portion is constructed to bend, pivot, or extend along its longitudinal axis to provide the player with information concerning the force with which the instrument is swung.
- 233 Swing speed indicator:**  
This subclass is indented under subclass 231. Subject matter wherein the structure is to provide the player with information concerning
- the velocity with which the first or second instrument is swung.
- (1) Note. This is the proper location for the combination of an accelerometer type device with a club.
- 234 Audible:**  
This subclass is indented under subclass 233. Subject matter wherein the information comprises a sound heard by the player.
- 235 Projectile retained by head of swingable implement during swing:**  
This subclass is indented under subclass 231. Subject matter wherein the first or second swingable instrument has an object striking end, and wherein an object struck by the player is held by the object striking end after the object has been struck.
- 236 Projection on face of swingable implement head provides reduced striking area:**  
This subclass is indented under subclass 231. Subject matter wherein the first or second swingable instrument has a striking face for striking an object, and wherein the striking face has a protuberance thereon for limiting the surface area on the face available for desirable object advancing strike, thereby, providing information to the player when the limited surface area has not been contacted by the object.
- 237 Indication is a mark made by implement swing:**  
This subclass is indented under subclass 231. Subject matter wherein the first or second swingable instrument carries a device that provides a trace visible to the player for providing information regarding a swing path of the instrument, or wherein a surface of an object striking face on the instrument is modified (e.g., with chalk etc.) to provide a player with information concerning the position on the face where the object has struck it.
- 238 Adjustable implement, or static position indicator (e.g., with respect to the golfer, projectile, or target, etc.):**  
This subclass is indented under subclass 231. Subject matter wherein the structure comprises parts on the first or second instrument which are movable with respect to each other to change their relative position on the instrument

or wherein the structure is for providing information to the player concerning the location of the first or second instrument with respect to the player or another device prior to an object being struck by the instrument.

**239 Adjustable shaft length:**

This subclass is indented under subclass 238. Subject matter wherein the first or second instrument comprises a longitudinal stem extending between a grip portion and an object striking portion, and wherein means is provided to alter the longitudinal extent of the stem.

**240 Reflective element:**

This subclass is indented under subclass 238. Subject matter wherein the structure comprises a surface (e.g., a mirror etc.) to bend back light to provide the player with a visual swing image.

**241 Bubble leveler:**

This subclass is indented under subclass 238. Subject matter wherein the structure comprises a globule of gas trapped in a liquid to provide the player with information concerning proper horizontal orientation of the first or second instrument.

**242 Integral with or attachable to swingable implement head:**

This subclass is indented under subclass 238. Subject matter wherein the structure is secured to or forms a portion of an object striking end of the first or second swingable instrument.

**243 Self-standing implement:**

This subclass is indented under subclass 242. Subject matter wherein the object striking end includes a portion permitting the instrument to stand erect without support from the player.

**244 Selectively adjustable positioning means:**

This subclass is indented under subclass 242. Subject matter wherein a part on the object striking end is movable with respect to another device to change their relative positions.

- (1) Note. Disclosure of an adjustable club head feature (e.g., blade, etc.) is in fact indicia since the position of the head itself is providing information to the player as to the club configuration.

Therefore, this is the proper locus for all adjustable club heads (e.g., loft, lie etc.) even if there is no mention of use as a practice club or any recited indicia.

SEE OR SEARCH THIS CLASS, SUBCLASS:

324, for club head features which are adjustable during manufacturing or assembly to change the position of head elements prior to being permanently secured together.

**245 Adjustable loft angle:**

This subclass is indented under subclass 244. Subject matter wherein the object striking end of the first or second swingable instrument includes an object striking surface, and wherein the movement is to alter the angle of inclination of the object striking surface with respect to the horizontal.

**246 And adjustable lie angle:**

This subclass is indented under subclass 245. Subject matter wherein the swingable instrument includes a longitudinal stem extending from the object striking end toward a grip portion, and wherein additional means is provided to alter the angle of inclination of the stem with respect to the horizontal.

**247 Longitudinal bore in head receives elongated member about which head pivots:**

This subclass is indented under subclass 245. Subject matter wherein the object striking end comprises a toe portion and a heel portion, and wherein an elongated pin extending between the toe and heel portion forms a pivotal axis for pivoting the object striking surface to adjust the angle of inclination.

**248 Adjustable lie:**

This subclass is indented under subclass 244. Subject matter wherein the first or second swingable instrument includes a longitudinal stem extending from the object striking end toward a grip portion; and wherein altering means is provided to alter the angle of inclination of the stem with respect to the horizontal.

**249 Surface on head simulates ball:**

This subclass is indented under subclass 242. Subject matter wherein the structure is shaped like a sphere.

- 250 Having transparent or translucent element:**  
This subclass is indented under subclass 242. Subject matter wherein the structure comprises a part which is capable of transmitting light with or without diffusion of light passing through the part.
- 251 Used for putting:**  
This subclass is indented under subclass 242. Subject matter wherein the first or second instrument is designed to roll the object to be struck along a surface without elevating the object above the surface.
- 252 Horizontally spaced linear indicia perpendicular to projectile striking face:**  
This subclass is indented under subclass 251. Subject matter wherein the structure comprises first and second lines horizontally spaced from each other and extending in a direction perpendicular to the horizontal extent of an object striking face to provide a player with information concerning proper relative location between the object striking face and the object to be struck.
- 253 And vertically spaced apart indicia:**  
This subclass is indented under subclass 252. Subject matter and further comprising an additional mark vertically spaced from the first and second lines to provide a player with relative location information.
- 254 Vertically spaced apart indicia:**  
This subclass is indented under subclass 251. Subject matter wherein the structure comprises first and second marks spaced vertically from each other to provide a player with information concerning proper relative location between an object striking face and an object to be struck.
- 255 T-shaped head:**  
This subclass is indented under subclass 251. Subject matter wherein the object striking end comprises an object striking face extending between a toe portion and a heel portion, and wherein the object striking end further comprises an elongated part extending rearwardly from a junction with the object striking face midway between the toe and heel portion.
- 256 Particularly weighted practice implement:**  
This subclass is indented under subclass 226. Subject matter wherein significance is attributed to a particular weight or weight distribution of the first instrument, or significance is attributed to a weighting device attachable to the second instrument, and wherein the weighting device is removed from the second instrument before using it to play the game; the weight, weight distribution or weighting device being to facilitate a practice swing or exercising by the player.
- (1) Note. This subclass is the locus for adjustable practice weighting attachments. If a regulation club is used for practice by inserting a separate attachable weight that simply increases the swing weight of the club, and the combination can only be used for practice swings, then it is proper for this subclass.
- SEE OR SEARCH THIS CLASS, SUBCLASS:  
334+, for regulation clubs with adjustable weight means which are intended to be used during a game.
- 257 Swingable implement swing path indicator:**  
This subclass is indented under subclass 219. Subject matter wherein the information providing means cooperating with the first or second instrument is for providing information concerning a path of travel, or a desired path of travel, of the swung implement.
- SEE OR SEARCH THIS CLASS, SUBCLASS:  
218, for a foot positioning aid and an indicator associated with a swingable implement.
- 258 Head or shaft continuously engaged during swing:**  
This subclass is indented under subclass 257. Subject matter wherein the first or second instrument comprises a longitudinal stem extending from an object striking end, and wherein the information providing means comprises a structure having a surface which contacts the stem or the object striking end during the entire path of travel of the swung instrument.

- SEE OR SEARCH THIS CLASS, SUB-CLASS:  
229, for practice clubs which are fixedly attached to a static structure.
- 259 Closed loop:**  
This subclass is indented under subclass 258. Subject matter wherein the surface comprises a generally ovular or circular configuration.
- 260 Swingable implement head engaged:**  
This subclass is indented under subclass 258. Subject matter wherein the structure contacts the object striking end of the instrument.
- 261 Barrier which monitors swingable implement head movement:**  
This subclass is indented under subclass 257. Subject matter wherein the first or second instrument comprises an object striking end, and wherein the information providing means comprises a first structure adapted to be contacted by the instrument to provide the player with information concerning the motion of the object striking end.
- 262 Barrier is projectile addressing surface:**  
This subclass is indented under subclass 261. Subject matter wherein the first structure forms a surface on which an object to be struck is supported.
- 263 Self-righting:**  
This subclass is indented under subclass 261. Subject matter wherein the first structure is constructed so that it is in a first position prior to being contacted by the object striking end, moves to a second position upon being contacted by the object striking end, and then returns to the first position without any player assistance.
- 264 Plural barriers, vertically spaced apart:**  
This subclass is indented under subclass 261. Subject matter and further comprising a second structure separated from the first structure in a vertical direction and adapted to be contacted by the instrument, to provide the player with vertical distance information.
- 265 Plural barriers, horizontally spaced apart:**  
This subclass is indented under subclass 261. Subject matter and further comprising a second structure, separated from the first in a horizontal direction and adapted to be contacted by the instrument to provide the player with horizontal distance information.
- 266 Body movement or position indicator (e.g., stance aids etc.):**  
This subclass is indented under subclass 131. Subject matter wherein the equipment or device includes means to provide the player with information concerning a static or a moving condition or desired condition of a part of the body of the player.
- SEE OR SEARCH THIS CLASS, SUB-CLASS:  
218, for a foot positioning aid combined with an indicator associated with a swingable implement.
- 267 Reflective device:**  
This subclass is indented under subclass 266. Subject matter wherein the information providing means comprises a surface (e.g., a mirror, etc.) to bend back light to provide the player with a visual image.
- 268 Sighting device directing golfer's visual focus toward a point to restrain head movement:**  
This subclass is indented under subclass 266. Subject matter wherein the information providing means comprises a member which assists the golfer in aiming his eyesight at a particular object to provide the player with information concerning the desired position of his or her head.
- 269 Responsive to weight shift:**  
This subclass is indented under subclass 266. Subject matter which reacts depending on the amount of weight supported by one or the other of the legs of the player.
- 270 Foot positioning aid:**  
This subclass is indented under subclass 266. Subject matter wherein the information providing means comprise a structure that provides information to the player regarding the location or desired location of the player's foot.

- SEE OR SEARCH THIS CLASS, SUB-CLASS:  
217, for subject matter which is fixedly attached (e.g., worn) by the player for aiding in positioning the players foot.
- 271 Having separate body engageable member:**  
This subclass is indented under subclass 270. Subject matter which further includes another part that is adapted to contact a part of the player's body other than his or her foot.
- 272 Selectively adjustable with pivotal members:**  
This subclass is indented under subclass 270. Subject matter wherein the structure includes two parts which are connected together in such a manner that the parts may be moved to different relative positions with respect to each other, and wherein the parts are connected pivotal about an axis.
- 273 Selectively adjustable with linearly slidable member (e.g., telescopically extendable):**  
This subclass is indented under subclass 270. Subject matter wherein the structure includes two parts which are connected together in such a manner that the parts may be moved to different relative positions with respect to each other, and wherein the parts are connected so as to be movable along a straight line with respect to each other.
- 274 Engaged with head or neck:**  
This subclass is indented under subclass 266. Subject matter wherein the information providing means includes a part which is adapted to contact the head or neck of the player.
- SEE OR SEARCH THIS CLASS, SUB-CLASS:  
208, for subject matter which is fixedly attached or worn by the player for aiding in positioning the player's body.
- 275 And separate body engageable member:**  
This subclass is indented under subclass 274. Subject matter which further includes a part which is adapted to contact another portion of the body of the player.
- 276 Engaged with arm or shoulder:**  
This subclass is indented under subclass 266. Subject matter wherein the information supplying means includes a part which is adapted to contact the arm or shoulder of the player.
- SEE OR SEARCH THIS CLASS, SUB-CLASS:  
212, for subject matter which is fixedly attached (e.g., worn) by the player for aiding in positioning the players body.
- 277 Engaged with hips, torso, or waist:**  
This subclass is indented under subclass 266. Subject matter wherein the information supplying means includes a part which is adapted to contact the torso, hips, or waist of the player.
- SEE OR SEARCH THIS CLASS, SUB-CLASS:  
215, for subject matter which is fixedly attached (e.g., worn) by the player for aiding in positioning the players body.
- 278 Practice projectile addressing surface (e.g., driving mat etc.):**  
This subclass is indented under subclass 131. Subject matter wherein the device comprises a structure which is used to improve the performance skills of the player and not intended to be used in playing the game competitively wherein the structure comprises a member providing a location for placement of an object to be struck by the player.
- SEE OR SEARCH THIS CLASS, SUB-CLASS:  
262, for the combination of a projectile addressing surface with an indicator, and subclass 387 for a tee used in playing the game.
- 279 Selectively adjustable (e. g., tiltable etc.):**  
This subclass is indented under subclass 278. Subject matter and further including means to alter the location of one portion of the member with respect to another portion of the member.
- 280 Practice projectile:**  
This subclass is indented under subclass 131. Subject matter wherein the device comprises a structure which is used to improve the performance skills of the player and not intended to

- be used in playing the game competitively and wherein the structure is an object to be struck by the player.
- SEE OR SEARCH THIS CLASS, SUB-CLASS:  
165, for a projectile combined with an addressing surface and target.
- 281 Having air resistance device:**  
This subclass is indented under subclass 280. Subject matter wherein the object so constructed that a part thereof reacts with the atmosphere to alter its trajectory after being struck.
- 282 Club or club support:**  
This subclass is indented under subclass 131. Subject matter wherein the playing equipment comprises an instrument, or an element thereof, which is swung by the player to strike the ball in playing the game competitively or the auxiliary device comprises means to brace or carry the instrument.
- 283 And scorekeeping device:**  
This subclass is indented under subclass 282. Subject matter wherein said instrument or said auxiliary device further includes means to indicate the player's score.
- 284 And tee:**  
This subclass is indented under subclass 282. Subject matter wherein said instrument or said auxiliary device further includes means for holding a ball in position to be struck by the player at an elevation above the surface where the player stands.
- 285 And ball position marker:**  
This subclass is indented under subclass 282. Subject matter wherein said instrument or auxiliary device further includes a means to contain a tag to indicate the location of a player's ball after it has come to rest on a putting green or fairway surface.
- SEE OR SEARCH THIS CLASS, SUB-CLASS:  
406, for a ball position marker.
- 286 And turf repair tool or ball retriever:**  
This subclass is indented under subclass 282. Subject matter wherein said instrument or said auxiliary device further includes either (1) means to mend a soil or grass portion disturbed as a result of a swing of the instrument or an impact of the ball, or (2) means to collect the ball.
- SEE OR SEARCH THIS CLASS, SUB-CLASS:  
408, for a player manipulated turf repair tool.
- SEE OR SEARCH CLASS:  
294, Handling, Hand and Hoist-Line Implements, subclasses 19.2+ for a ball retriever, per se.
- 287 Club set:**  
This subclass is indented under subclass 282. Subject matter and further comprising at least two separately useable instruments or at least two separately usable elements thereof.
- 288 Interchangeable handle, striking face, or shaft:**  
This subclass is indented under subclass 287. Subject matter wherein said two separately useable elements comprise either (1) separately useable portions adapted to be grasped by a player's hands, (2) separately usable ball contacting surfaces, or (3) separately usable elongated members extending longitudinally from the portion to the surface, and wherein one of said separately usable elements is adapted to be removed and replaced on said instrument by another of said separately usable elements to enable a player to alter the playing characteristics of the instrument.
- 289 Particular correlated shaft flexural characteristic:**  
This subclass is indented under subclass 287. Subject matter wherein said two instruments or two elements thereof comprises two elongated members extending longitudinally from a portion adapted to be grasped by a player and wherein significance is attributed to an elastic displacement property (e.g., modulus of elasticity, area moment of inertia, torsional stiffness, etc.) relationship between the members.

- 290 Particular correlated head characteristic:**  
This subclass is indented under subclass 287. Subject matter wherein said two instruments or two elements thereof comprise two ball-striking portions, and wherein significance is attributed to a relationship between the portions.
- 291 Mass distribution:**  
This subclass is indented under subclass 290. Subject matter wherein said relationship is material density and its dispersal throughout the portions.
- 292 Head, shaft, and handle having particular combined center of gravity:**  
Subject matter under 282 wherein the instrument comprises (1) a portion to be grasped by the player, (2) a ball-striking portion, and (3) an elongated member connecting the portions, and wherein significance is attributed to a point about which the instrument balances.
- 293 Player faces target (e.g., croquet style putter etc.):**  
This subclass is indented under subclass 282. Subject matter wherein the instrument is constructed to be used in a manner such that a plane formed by the player's two feet and head upon addressing the ball is substantially normal to a line drawn from the plane to the putting hole.
- 294 Hands spaced apart on handle:**  
This subclass is indented under subclass 282. Subject matter wherein the instrument comprises a portion adapted to be grasped by the hands of the player so that in intended use, the hands do not contact each other.
- 295 Rotatable handle:**  
This subclass is indented under subclass 282. Subject matter wherein the instrument comprises a portion to be grasped by the hands of the player, wherein the portion is adapted to be moveable angularly relative to an elongated member extending longitudinally therefrom.
- 296 Longitudinally adjustable handle or shaft**  
This subclass is indented under subclass 282. Subject matter wherein the instrument comprises an elongated member extending from a portion adapted to be grasped by the hands of the player toward a ball-striking portion wherein either the grasping portion or the member is linearly movable along its axis with respect to a ball-striking portion of the instrument.
- 297 Particularly weighted handle:**  
This subclass is indented under subclass 282. Subject matter wherein the instrument comprises a portion to be grasped by the hands of the player, and wherein significance is attributed to a mass characteristic of the portion.
- 298 Grip or handle having particular nonwinding attachment to shaft (e.g., quick detachable, etc.):**  
This subclass is indented under subclass 282. Subject matter wherein the instrument comprises a first portion to be grasped by the player's hands, herein significance is attributed to means for connecting said first portion to an elongated member extending longitudinally therefrom, said connecting being accomplished in a manner other than wrapping a web of material about the elongated member.
- 299 Reattachable:**  
This subclass is indented under subclass 298. Subject matter wherein the portion is adapted to be disconnected from the elongated member and reconnected thereto.
- 300 Grip:**  
This subclass is indented under subclass 282. Subject matter wherein significance is attributed to a portion of said instrument adapted to be grasped by a hand of the player.
- 301 Spiral winding:**  
This subclass is indented under subclass 300. Subject matter wherein the portion comprises a helically wrapped material.
- 302 Having recess or projection:**  
This subclass is indented under subclass 301. Subject matter wherein the helically wrapped material comprises a depression or ridge formed to assist the player in grasping the instrument.
- 303 Having longitudinal recess or projection:**  
This subclass is indented under subclass 300. Subject matter wherein the portion comprises a depression or ridge positioned parallel to an axis from an end of the portion opposite a ball

- striking end to an end of the portion adjacent a ball striking end such that the depression or ridge assists the player in grasping the instrument.
- 304 One piece head and shaft:**  
This subclass is indented under subclass 282. Subject matter wherein the instrument comprises a ball striking portion and an elongated member extending longitudinally therefrom, wherein the member and the portion are formed integrally from a single composition of material.
- 305 Head and shaft connection:**  
This subclass is indented under subclass 282. Subject matter wherein the instrument comprises means to affix a ball striking portion to an elongated member extending longitudinally therefrom and wherein said affixing means forms a part of or contacts the elongated member.
- (1) Note. The mere nominal recital of a hosel is not enough to make classification in this or indented subclasses proper. Significance has to be attributed to the connection. For example, a claim which names “a head comprising a hosel for connecting a shaft thereto...” but lacks any further description of the hosel is not classifiable here.
- SEE OR SEARCH THIS CLASS, SUBCLASS:  
324+, for club heads, per se.
- SEE OR SEARCH CLASS:  
403, Joints and Connections, appropriate subclasses for joint connections of general utility.
- 306 Threaded shaft:**  
This subclass is indented under subclass 305. Subject matter wherein the affixing means comprises internal or external spiral projections located on said elongated member which mate with internal or external spiral projections on the striking portion.
- 307 Detachable and reattachable:**  
This subclass is indented under subclass 305. Subject matter wherein the affixing means is constructed so that a player can selectively dis-
- connect the striking portion from the elongated member and reconnect it thereto without destroying the instrument.
- 308 Sleeve or winding engaged over outside of joint, hosel, and shaft:**  
This subclass is indented under subclass 305. Subject matter wherein the ball-striking portion comprises a socket for receiving the elongated member, and wherein the affixing means comprises either a hollow cylindrical structure or a spirally wrapped element placed over an exterior surface of the socket and the elongated member, such that the structure or the element substantially covers a junction formed by the socket and the member.
- 309 Joint formed with sleeve engaging shaft and hosel:**  
This subclass is indented under subclass 305. Subject matter wherein the affixing means comprises a hollow cylindrical structure in contact with the elongated member.
- 310 Resilient sleeve engaging hosel and outer shaft wall:**  
This subclass is indented under subclass 309. Subject matter wherein the hollow cylindrical structure is formed of a flexible elastomeric material and contacts the socket and an exterior diameter of the elongated member.
- 311 Shaft contacts sole:**  
This subclass is indented under subclass 305. Subject matter wherein the striking portion comprises a ground-engaging structure in direct physical engagement with the elongated member.
- 312 Having core (e.g., weight, etc.) positioned in head engaging shaft end:**  
This subclass is indented under subclass 305. Subject matter wherein the affixing means comprises a solid cylindrical structure positioned within an interior surface of the elongated member.
- 313 Putter:**  
This subclass is indented under subclass 305. Subject matter wherein the ball-striking portion comprises structure to strike the ball such that the ball traverses along a putting green surface and remains on the surface of the green throughout its entire traversal.



- 314 Particular relationship between shaft longitudinal axis and head orientation:**  
This subclass is indented under subclass 305. Subject matter wherein significance is attributed to the relative position between the elongated member and the striking portion.
- 315 Noncircular shaft end wall engages hosel:**  
This subclass is indented under subclass 305. Subject matter wherein the affixing means comprises a socket in the striking portion for receiving the end of the elongated member and the end received in the socket has a cross-sectional shape other than circular.
- 316 Shaft:**  
This subclass is indented under subclass 282. Subject matter wherein significance is attributed to an element which comprises an elongated member extending longitudinally from a gripping portion to a ball- striking portion.
- 317 Reduced air resistance:**  
This subclass is indented under subclass 316. Subject matter wherein the elongated member includes structure to lessen the effect of an interaction between the member and the atmosphere as the instrument is swung by the player.
- 318 Including nonmetallic material or vibratory wave modifying feature:**  
This subclass is indented under subclass 316. Subject matter wherein the elongated member comprises a material having an elemental constituency other than metal, or includes means to dampen, amplify, or direct the formation or transmission of an oscillatory impulse produced during movement of the member.
- 319 Filament (e.g., fiber, etc.) or sheet wrapped about shaft longitudinal axis:**  
This subclass is indented under subclass 318. Subject matter wherein the elongated member is formed of (1) at least one slender, flexible element or (2) a flattened web of material, such that the element or web is layered about a centerline of the elongated member.
- 320 Including metal:**  
This subclass is indented under subclass 319. Subject matter wherein the elongated member comprises a metal or a metal compound.
- 321 And metal:**  
This subclass is indented under subclass 318. Subject matter wherein the elongated member comprises a metal or a metal compound.
- 322 Sections connected along longitudinally extending seam:**  
This subclass is indented under subclass 318. Subject matter wherein the elongated member comprises first and second distinct pieces each extending from an end proximate a gripping portion to an end proximate a ball-striking portion and wherein the first piece is connected to the second piece along a junction line extending from the gripping portion end to the ball-striking portion end.
- 323 Shaft tapered in steps:**  
This subclass is indented under subclass 316. Subject matter wherein the elongated member comprises a first section adjacent a second section along a longitudinal axis of the member, said first section having a perimeter greater than the second section, and wherein, in traversing along the axis, the perimeter of the first section increases abruptly to the perimeter of the second section.
- 324 Head:**  
This subclass is indented under subclass 282. Subject matter wherein significance is attributed to an element which comprises a ball-striking portion.
- 325 Plural striking faces:**  
This subclass is indented under subclass 324. Subject matter wherein the ball-striking portion comprises at least two surfaces which are separately usable to contact the ball.
- 326 Liquid interior:**  
This subclass is indented under subclass 324. Subject matter wherein the ball-striking portion encloses a fluid with properties of flowability and a low tendency to disperse, and wherein the fluid remains in a fluid state when the instrument is used by the player.
- SEE OR SEARCH THIS CLASS, SUBCLASS:  
346, for heads that are formed using a hardenable liquid resinous or foamable material.

- 327 Reduced air resistance:**  
This subclass is indented under subclass 324. Subject matter wherein the ball-striking portion includes structure to lessen the effect of an interaction between the portion and the atmosphere as the instrument is swung by the player.
- 328 Reduced ground resistance:**  
This subclass is indented under subclass 324. Subject matter wherein the ball-striking portion includes structure to lessen the effect of an interaction between the portion and a surface on which the ball rests as the instrument is swung by the player.
- 329 Striking face surface deforms upon impact (e.g., resilient, etc.):**  
This subclass is indented under subclass 324. Subject matter wherein the ball striking portion includes a surface which displaces a predetermined amount when striking the ball.
- 330 Curved, grooved, or roughened striking face:**  
This subclass is indented under subclass 324. Subject matter wherein the ball-striking portion comprises a surface adapted to contact the ball wherein the surface includes (1) a concave or convex shape, (2) a striation, or (3) a non-smooth texture.
- 331 Plural grooves:**  
This subclass is indented under subclass 330. Subject matter wherein the ball-contacting surface comprises plural striations spaced from each other.
- 332 Vibratory wave (e.g., shock wave, etc.) modifying feature:**  
This subclass is indented under subclass 324. Subject matter further including means to dampen, amplify, or direct the formation or transmission of an oscillatory impulse produced when the portion impacts the ball.
- 333 With element displaceable with respect to another head element during swing:**  
This subclass is indented under subclass 324. Subject matter wherein the ball striking portion comprises a first and second part, and wherein the first part is adapted to move in relation to the second part during the swing.
- 334 Selectively adjustable weighting element:**  
This subclass is indented under subclass 324. Subject matter wherein the ball-striking portion comprises means for a player to change the mass characteristics of the portion.
- SEE OR SEARCH THIS CLASS, SUB-CLASS:  
242, for club heads with weighting attachments that are used for practice.  
256, for a particularly weighted practice implement.
- 335 Embedded in head:**  
This subclass is indented under subclass 334. Subject matter wherein the changing means comprises structure contained within a periphery formed by the ball-striking portion.
- 336 Elongated horizontal bore:**  
This subclass is indented under subclass 335. Subject matter wherein the structure comprises a duct having an axis which extends substantially parallel to a ground engaging surface of the ball-striking portion.
- 337 Perpendicular to projectile striking face:**  
This subclass is indented under subclass 336. Subject matter wherein the axis of the duct is normal to a ball contacting surface.
- 338 In vertical bore access by sole:**  
This subclass is indented under subclass 335. Subject matter wherein the structure comprises a duct having an axis extending substantially normal to a ground engaging surface of the ball-striking portion, and wherein the changing means can only be implemented by the player through the ground-engaging surface.
- 339 In vertical bore access through top:**  
This subclass is indented under subclass 335. Subject matter wherein the structure comprises a duct having an axis extending substantially normal to an upper surface of the ball-striking portion, and wherein the changing means can only be implemented by the player through the upper surface.
- 340 Putter:**  
This subclass is indented under subclass 324. Subject matter wherein the ball-striking portion comprises structure to strike the ball such that

- the ball traverses along a putting green surface and remains on the surface of the green throughout its entire traversal.
- 341 Toe and heel weighting:**  
This subclass is indented under subclass 340. Subject matter wherein the ball-striking portion comprises a ball contacting surface with a center of percussion location, and is mass distributed toward longitudinal ends of said surface such that said portion is constructed to strike the ball effectively at points spaced from the location.
- 342 Striking face insert:**  
This subclass is indented under subclass 324. Subject matter wherein the ball-striking portion comprises a distinct ball contacting surface which is separately connected to surrounding parts of the ball-striking portion, and wherein the ball-contacting surface is formed of diverse material or has a diverse characteristic than the surrounding parts.
- 343 Wood composition:**  
This subclass is indented under subclass 324. Subject matter wherein the ball-striking portion comprises a hardened cellulosic fibrous material.
- 344 Having particular sole plate:**  
This subclass is indented under subclass 343. Subject matter wherein significance is attributed to a distinct ground engaging surface of the ball-striking portion.
- 345 Hollow body:**  
This subclass is indented under subclass 324. Subject matter wherein the ball-striking portion comprises a surface defining an enclosed cavity, wherein the cavity is inaccessible from outside the portion when the instrument is used by the player.
- 346 With internal support rib or injected material:**  
This subclass is indented under subclass 345. Subject matter wherein the surface cavity comprises either a reinforcing spar or a substance introduced into said cavity at a pressure greater than atmospheric pressure.
- 347 Embedded fiber composition:**  
Subject matter under 324 wherein the ball-striking portion comprises a substance with multiple, slender, flexible elements encased therein, said substance and elements together forming a composite material.
- 348 Including metal:**  
This subclass is indented under subclass 347. Subject matter wherein the ball-striking portion further comprises a metal or a metal compound.
- 349 Particular material composition or mass distribution:**  
This subclass is indented under subclass 324. Subject matter wherein significance is attributed to either (1) elemental constituents of the portion or (2) material density and its dispersal throughout the portion.
- 350 Recess or cavity behind striking face:**  
This subclass is indented under subclass 349. Subject matter wherein the ball-striking portion comprises a ball contacting surface and a hole or depressed region located opposite said surface.
- 351 Ball:**  
This subclass is indented under subclass 131. Subject matter wherein the playing equipment comprises a spherical object struck by the player in playing the game competitively.
- SEE OR SEARCH THIS CLASS, SUBCLASS:  
200, for a moving projectile indicator which is integral with the projectile, and subclass 280 for a practice projectile.
- 352 Buoyant:**  
This subclass is indented under subclass 351. Subject matter wherein the spherical object has such a specific gravity that it will float upon a surface of water.
- 353 Having locator means:**  
This subclass is indented under subclass 351. Subject matter wherein the spherical object comprises structure for assisting the player in finding the spherical object when the object has come to rest after being struck.

- SEE OR SEARCH THIS CLASS, SUB-CLASS:  
200, for a moving projectile indicator integral with the projectile.
- 354 Liquid interior:**  
This subclass is indented under subclass 351. Subject matter wherein the spherical object comprises means defining a cavity enclosed by a cover, and wherein the cavity contains a liquid which remains in a liquid state when the object is in use.
- 355 Hollow pockets between spherical core and cover:**  
This subclass is indented under subclass 351. Subject matter wherein the spherical object comprises a central innermost spherical portion surrounded by a ball-striking surface, and wherein a space between the innermost portion and the ball-striking surface includes a plurality of spaces devoid of any liquid or solid material.
- 356 Wound interior:**  
This subclass is indented under subclass 351. Subject matter wherein the spherical object includes an inner structure surrounded by a striking surface, and wherein the inner structure comprises an elongated filamentary or bandlike material which is wrapped in coils about itself.
- 357 Surrounding nonwound spherical core:**  
This subclass is indented under subclass 356. Subject matter wherein the wrapped material surrounds an innermost spherical portion which is hollow or which is formed by material which has not been wrapped in coils.
- 358 Hollow core:**  
This subclass is indented under subclass 357. Subject matter wherein the innermost spherical portion is devoid of any liquid or solid material.
- 359 Metal core or winding:**  
This subclass is indented under subclass 357. Subject matter wherein the innermost spherical portion is formed of metal, or wherein the elongated filamentary or bandlike material is metal.
- 360 Wound wire:**  
This subclass is indented under subclass 359. Subject matter wherein the elongated filamentary or bandlike material is metal.
- 361 Plural diverse layers between core and cover:**  
This subclass is indented under subclass 357. Subject matter comprising first and second spherical strata between the innermost spherical core and the striking surface, and wherein the first spherical strata has a different physical (e.g., tension, shape of winding, etc.) or chemical (e.g., kind of material, chemical composition, etc.) characteristic than the second spherical strata.
- 362 Diverse tension in wound layers:**  
This subclass is indented under subclass 361. Subject matter wherein both the first and second spherical strata are formed of elongated filamentary or bandlike material wrapped in coils, and wherein the material in the first strata has a different tautness than the material of the second strata.
- 363 Nonwound layer:**  
This subclass is indented under subclass 361. Subject matter wherein the first or second spherical strata is formed of a solid, uncoiled material or composition.
- 364 Plural diverse nonwound layers:**  
This subclass is indented under subclass 363. Subject matter wherein both the first and second spherical strata are formed of a solid, uncoiled material or composition and wherein the first strata has a different physical (e.g., hardness, elasticity, etc.) or chemical (e.g., kind of material, chemical composition, etc.) characteristic than the second strata.
- 365 Having particular cover:**  
This subclass is indented under subclass 357. Subject matter wherein significance is attributed to a physical (e.g., hardness, elasticity, etc.) or chemical (e.g., kind of material, chemical composition, etc.) characteristic of the striking face.

- 366 Wound wide band:**  
This subclass is indented under subclass 357. Subject matter wherein the elongated wrapped material has a width dimension which is substantially greater than a thickness dimension.
- 367 Interior includes injected or compressed material:**  
This subclass is indented under subclass 351. Subject matter wherein the spherical object includes a spherical striking surface enclosing an interior portion; and wherein the interior portion comprises a material which has been forced in a fluid or semi-solid state into an opening, in a preformed spherical striking surface; or wherein the interior portion comprises a material which has been pressed from a first volume to a second, smaller volume.
- 368 Injected material:**  
This subclass is indented under subclass 367. Subject matter wherein the interior portion comprises a material which has been forced in a fluid or semisolid state into an opening in a preformed spherical striking surface.
- 369 Injected gas:**  
This subclass is indented under subclass 368. Subject matter wherein the material forced into the opening is a gas.
- 370 Diverse layer between spherical core and cover:**  
This subclass is indented under subclass 367. Subject matter wherein the interior portion comprises a first innermost spherical portion formed of a material having a first physical (e.g., hardness, elasticity, etc.) or chemical (e.g., kind of material, chemical composition, etc.) characteristic, and wherein the interior portion further comprises a spherical strata positioned between the first innermost spherical portion and the striking surface; and wherein the spherical strata is formed of a material having a different physical (e.g., hardness, elasticity, etc.) or chemical (e.g., kind of material, chemical composition, etc.) characteristic than the innermost spherical portion.
- 371 Particular unitary or layered construction:**  
This subclass is indented under subclass 351. Subject matter wherein either (1) the entire spherical object is formed from a single material or composition, (2) an interior portion beneath a striking surface is formed from a single material or composition, or (3) an interior portion beneath a striking surface includes a distinct spherical strata of material positioned concentrically around an innermost spherical core.
- 372 Containing metal:**  
This subclass is indented under subclass 371. Subject matter wherein at least a part of the spherical object is formed of metal or a metal composition.
- 373 Diverse layer between spherical core and cover:**  
This subclass is indented under subclass 372. Subject matter wherein the interior portion comprises a first innermost spherical portion formed of a material having a first physical (e.g., hardness, elasticity, etc.) or chemical (e.g., kind of material, chemical composition, etc.) characteristic, and wherein the interior portion further comprises a spherical strata positioned between the first innermost spherical portion and the striking surface, and wherein the spherical strata is formed of a material having a different physical (e.g., hardness, elasticity, etc.) or chemical (e.g., kind of material, chemical composition, etc.) characteristic than the innermost spherical portion.
- 374 Diverse layer between spherical core and cover:**  
This subclass is indented under subclass 371. Subject matter wherein the interior portion comprises a first innermost spherical portion formed of a material having a first physical (e.g., hardness, elasticity, etc.) or chemical (e.g., kind of material, chemical composition, etc.) characteristic, and wherein the interior portion further comprises a spherical strata positioned between the first innermost spherical portion and the striking surface, and wherein the spherical strata is formed of a material having a different physical (e.g., hardness, elasticity, etc.) or chemical (e.g., kind of material, chemical composition, etc.) characteristic than the innermost spherical portion.

- 375 Hollow core:**  
This subclass is indented under subclass 374. Subject matter wherein the innermost spherical portion is devoid of any liquid or solid material.
- 376 Plural diverse layers:**  
This subclass is indented under subclass 374. Subject matter and further including a second distinct spherical strata positioned between the first innermost spherical portion and the striking surface.
- 377 Diverse cover and interior:**  
This subclass is indented under subclass 371. Subject matter wherein the interior portion is formed from a material having a different physical (e.g., hardness, elasticity etc.) or chemical (e.g., kind of material, chemical composition, etc.) characteristic than the material of the striking surface.
- 378 Particular cover (e.g., size, material, dimple pattern, etc.):**  
This subclass is indented under subclass 351. Subject matter wherein significance is attributed to a physical (e.g., size, resiliency, dimple pattern, etc.) or chemical (e.g., kind of material, chemical composition, etc.) characteristic of a striking surface on the spherical object.
- 379 Icosahedral dimple pattern:**  
This subclass is indented under subclass 378. Subject matter wherein the striking surface includes a plurality of depressions, imaginary lines divide the striking surface into a polyhedron having twenty (20) faces, and significance is attributed to a physical property (e.g., size number, etc.) of the depressions arranged in each of the faces.
- 380 Cuboctahedral dimple pattern:**  
This subclass is indented under subclass 378. Subject matter wherein the ball-striking surface includes a plurality of depressions; imaginary lines divide the striking surface into a polyhedron having eight (8) triangular faces and six square faces, and significance is attributed to a physical property (e.g., size number, etc.) of the depressions arranged in each of the faces.
- 381 Dodecahedral dimple pattern:**  
This subclass is indented under subclass 378. Subject matter wherein the ball-striking surface includes a plurality of depressions; imaginary lines divide the striking surface into a polyhedron having twelve (12) faces, and significance is attributed to a physical property (e.g., size number, etc.) of the depressions arranged in each of the faces.
- 382 Octahedral dimple pattern:**  
This subclass is indented under subclass 378. Subject matter wherein the ball striking surface includes a plurality of depressions; imaginary lines divide the striking surface into a polyhedron having eight (8) faces, and significance is attributed to a physical property (e.g., size number, etc.) of the depressions arranged in each of the faces.
- 383 Particular dimple detail:**  
This subclass is indented under subclass 378. Subject matter wherein the striking surface includes a plurality of depressions, and significance is attributed to a physical property (e.g., size number, etc.) of the depressions.
- 384 Depth or width:**  
This subclass is indented under subclass 383. Subject matter wherein the physical property is (1) a distance the depression extends below the striking surface; or (2) the longest distance from one side to the other of the depression measured on the striking surface.
- 385 Containing metal:**  
This subclass is indented under subclass 378. Subject matter wherein the striking surface is formed of metal or a metal composition.
- 386 Tee setting device:**  
This subclass is indented under subclass 131. Subject matter wherein the equipment or device comprises structure for facilitating insertion, into a surface in a vicinity where the player stands, of a device for holding an object to be struck by the player above the surface.
- 387 Tee:**  
This subclass is indented under subclass 131. Subject matter wherein the playing equipment comprises a holder for holding an object to be

- struck by the player above a surface in the vicinity where the player stands.
- SEE OR SEARCH THIS CLASS, SUB-CLASS:  
 132, for a combined ball feeding means and tee.  
 257, for a tee with direction indicator.  
 278, for a practice tee.
- 388 Folded flat stock material:**  
 This subclass is indented under subclass 387. Subject matter wherein a blank, from which the holder is formed, is initially of generally planar construction and the blank is formed into object holding ability by bending the blank.
- 389 Separable from pack containing plural tees:**  
 This subclass is indented under subclass 388. Subject matter wherein a plurality of such blanks are detachably interconnected with each other.
- 390 Plural:**  
 This subclass is indented under subclass 387. Subject matter and further comprising another holder for holding an object to be struck by the player above a surface in the vicinity where the player stands or wherein the holder has means defining two separately useable ball-holding surfaces.
- 391 Separable or separately movable:**  
 This subclass is indented under subclass 390. Subject matter wherein the holders are initially interconnected but detachable from each other, or are separated and individually movable with respect to each other.
- 392 Projectile supporting surface horizontally offset from vertical insertable shank:**  
 This subclass is indented under subclass 387. Subject matter wherein the holder includes first, second, and third portions, said first portion comprising a support for the projectile, said second portion comprising a leg insertable into a surface in the vicinity where the player stands and having an axis vertically oriented with respect to said surface, and said third portion comprising means interconnecting said first and second portions so that said first and second portions are horizontally spaced from each other before the projectile has been struck.
- 393 Tether:**  
 This subclass is indented under subclass 392. Subject matter wherein the third portion comprises an elongated, flexible cord or chain.
- 394 Restrained by auxiliary weight:**  
 This subclass is indented under subclass 387. Subject matter and further including a separate weight attached to the holder to limit its flight if struck by the player.
- 395 Wire:**  
 This subclass is indented under subclass 387. Subject matter wherein the device is formed from an elongated bent strand.
- 396 Relatively movable sections:**  
 This subclass is indented under subclass 387. Subject matter wherein the holder includes first and second parts which are movable with respect to each other.
- 397 Pivotal about distinct horizontal axis:**  
 This subclass is indented under subclass 396. Subject matter wherein said first and second parts are interconnected along an identifiable axis which extends parallel to the surface on which the player stands.
- 398 Elevation guide:**  
 This subclass is indented under subclass 396. Subject matter wherein relative movement of said first and second parts is to change the vertical distance between the object to be struck and the surface above which it is supported.
- 399 Particular biodegradable or frangible material:**  
 This subclass is indented under subclass 387. Subject matter wherein the device is formed of a material which accelerates its decomposition by natural biological process, or which shatters if impacted by an implement swung by the player.
- 400 Elevation guide for insertable shank:**  
 This subclass is indented under subclass 387. Subject matter including a leg extending from a struck object supporting portion, said leg being insertable into a surface in the vicinity where a player stands, and wherein said leg includes structure to predetermine the depth the leg is inserted into the surface.

- 401 Plural diverse materials:**  
This subclass is indented under subclass 387. Subject matter wherein the holder comprises a first portion having a physical (e.g., hardness, elasticity, etc.) or chemical (e.g., kind of material, chemical composition, etc.) characteristic which is different than a second portion of the device.
- 402 Shank extends below level of projectile addressing surface:**  
This subclass is indented under subclass 387. Subject matter wherein the holder includes a leg which extends downwardly from a struck object supporting portion, and wherein a part of the leg is inserted below the surface in the vicinity where the player stands.
- 403 At acute angle with surface:**  
This subclass is indented under subclass 402. Subject matter wherein a longitudinal axis of the leg is at an angle less than 90° with respect to the plane of the surface.
- 404 Green slope indicator:**  
This subclass is indented under subclass 131. Subject matter wherein the equipment or device includes means to provide the player with information concerning degree of inclination of a putting surface.
- 405 Accessory device located on projectile addressing surface (e.g., tee block, direction indicator, etc.):**  
This subclass is indented under subclass 131. Subject matter wherein the auxiliary device is positioned on the surface in the vicinity where an object to be struck by the player is positioned prior to being struck.
- 406 Ball position marker:**  
This subclass is indented under subclass 131. Subject matter wherein the equipment or device comprises means to indicate the location of a player's ball after it has come to rest on a putting green or fairway surface.
- SEE OR SEARCH THIS CLASS, SUB-CLASS:  
285, for a golf club combined with a position marker.
- 407 Club selection, ball direction, or distance indicating aid:**  
This subclass is indented under subclass 131. Subject matter wherein the equipment or device comprises means to provide information to the player concerning (1) selection of an implement used to strike a ball, (2) geos:graphical direction that the ball should be struck, or (3) distance that the ball will travel.
- 408 Player manipulated turf repair tool:**  
This subclass is indented under subclass 131. Subject matter wherein the equipment or device comprises means to mend a soil or grass portion disturbed as a result of a swing of the instrument or an impact of the ball.
- SEE OR SEARCH THIS CLASS, SUB-CLASS:  
286, for a golf club combined with a turf repair tool.
- 409 Method**  
This subclass is indented under subclass 131. Subject matter comprising a method of (1) using the auxiliary device, (2) playing the game, or (3) practicing the game.
- 410 CROQUET; GAME ELEMENT OR ACCESSORY THEREFOR:**  
This subclass is indented under the class definition. Subject matter relating to a game which involves a series of three or more targets scattered over and extending above the surface of a playing area upon which one or more players can stand and move thereover; and wherein the one or more players, using a player worn or carried ball-striking implement (usually a mallet or club), strike a game ball in an attempt to roll it over the surface so as to cause the ball to either strike or pass through each of the targets in a prescribed order.
- SEE OR SEARCH CLASS:  
273, Amusement Devices: Games, subclasses 118+ for a ball game in which a table or board is used to play a game having rules of play and game objectives similar to those of full-sized croquet.



**411 Arch type of goal or target, per se (i.e., croquet wicket):**

This subclass is indented under subclass 410. Subject matter consisting solely of at least one target which comprises a generally inverted, generally U-shaped member extending upwardly from the surface of the playing area.

**412 Player-carried, nonmechanical projector, per se (e.g., a mallet, etc.):**

This subclass is indented under subclass 410. Subject matter consisting solely of at least one ball-striking implement which comprises a generally T-shaped member in which the vertical portion of the T-shaped member constitutes a hand-gripped handle portion and the cross member of the T-shaped member has a ball-striking face on each end thereof, and wherein the player holds the handle portion so that the T-shaped striking implement is in a generally upside-down orientation when it is swung by the player to thereby strike the ball.

SEE OR SEARCH THIS CLASS, SUBCLASS:

- 293, for an implement similar to a croquet mallet for striking a golf ball in playing the game known as golf.
- 558, for a player held and powered mallet, in general (e.g., a polo mallet, etc.), for striking and thereby projecting a projectile during play of a game.

**413 Ball, per se:**

This subclass is indented under subclass 410. Subject matter consisting solely of at least one game ball which has a generally spherical configuration so that it may roll over the surface of the playing area upon being impacted by the player.

SEE OR SEARCH THIS CLASS, SUBCLASS:

- 52+, for a ball projectile used in a billiard or pool game.
- 125+, for a ball projectile used in a bowling game.
- 351+, for a ball projectile used in the game of golf.
- 569+, for a game projectile, in general, used in numerous other games such as baseball, tennis, basketball, football, hockey, lacrosse, pinball games, etc.

**414 HOPSCOTCH:**

This subclass is indented under the class definition. Subject matter relating to a game involving a compartmented playing area and a game projectile, which game comprises a playing area defined by lines forming a diagram having several compartments, and wherein the player first tosses the projectile into one of the compartments and then moves from one compartment to another in a prescribed manner.

**415 PLAYING FIELD OR COURT GAME; GAME ELEMENT OR ACCESSORY THEREFOR OTHER THAN PROJECTOR OR PROJECTILE, PER SE:**

This subclass is indented under the class definition. Subject matter relating to a directly interactive and competitive game or sport in which two or more opposing players or teams of players located upon or within a playing area manipulate or otherwise use a game projectile during play of the game or sport, and over which playing area at least one of the two or more opposing players or teams, in trying to achieve the game objective, moves, either while manipulating the projectile or while interacting with, reacting to, or responding to another player who is manipulating the projectile or to movement of the projectile itself whenever it is free of the players' direct control, which game or sport includes any one of or a combination of the following: (a) a game component (e.g., a convertible goal or target device, etc.) which has a configuration that is adapted and intended to be changed so that it, in one configuration thereof, is a game component which is intended to be used in or for a game or sport included herein and, in another configuration thereof, is either a game component or a practice or training device that is intended to be used in or for a diverse type of game or sport which also uses a game projectile, which diverse type of game or sport is either a different game or sport included herein or a game or sport not included herein; (b) a kit of parts which is adapted and intended to be assembled or reassembled into a first game component intended to be used in or for a game or sport included herein and into either a second game component or a practice or training device which is intended to be used in or for a diverse type of game or sport which also uses a projectile, which diverse type of game or sport

is either a different game or sport included herein or a game or sport not included herein; (c) a game component (other than a projector or projectile, per se) which is used during play of a game or sport included herein; or (d) an ancillary device or means (e.g., a cover for a playing field or court, etc.) which is adapted and intended to be used with or for a game component during the times that the game or sport is not being played (i.e., before or after the game or sport is played or during a time out) unless it is provided for elsewhere.

- (1) Note. A game or sport of the type to be included in this and the indented subclasses, must involve a game projectile, whether or not claimed. The projectile used by the two or more opposing players or teams of players may be manipulated in such a manner that it may be thrown, carried, struck, kicked, pushed, etc. by any portion of a player's body or by a projector device carried by a player as dictated by the rules defined for the game. However, the projectile must, at some point in time during play of the game or sport, be free of the player's direct control as, for example, when the projectile is thrown or otherwise projected either through the air or for movement over the playing area toward a goal or target or toward another player.
- (2) Note. The statement "directly interactive and competitive game or sport" referred to above is defined herein to mean that the opposing players or teams of players play the game or sport generally simultaneously (other than at such times as, for example, a penalty kick in a soccer game, etc.). Thus, for example, a game or sport in which a player, located upon or within a playing area, projects a projectile toward a goal or target and subsequently moves over the playing area to the location of the projected projectile for retrieval or reprojection thereof (as in the games of hopscotch, croquet, golf, horseshoes, etc.) is not considered to be a playing field or court game or sport as defined herein and is, therefore, excluded because the player is not moving over the playing area either while manipulating the projectile or

while interacting with, reacting to, or responding to another player who is manipulating the projectile or to movement of the projectile itself. Further, most simple target games in which the players take turns in projecting or impelling a game projectile toward a goal or target in order to achieve a score higher than another player, although a competition in a broad sense, are excluded from these subclasses because the players are not directly interacting with another player at the same time during play of the game (i.e., there is no interference from an opposing player of the game) or because a player and his opponent are not both moving over the playing area at the same time during play of the game.

- (3) Note. A simple game of throw-and-catch in which the players may incidentally move over a playing area is not considered to be a playing field or court game or sport and is, therefore, excluded because the movement is caused by unintentional inaccuracy of the thrower in attempting to throw the projectile to the catcher.
- (4) Note. A game component which is used in a playing field or court game included herein, is defined as a device or means which is used during the times that the game or sport is being played. Although the following list is not to be considered as exhaustive, such a game component may include any of one of the following devices or means: (a) a playing area of indeterminate extent or a playing area defined by a visually (e.g., marked) or otherwise sensory distinct enclosing peripheral boundary or by an enclosure. However, this type of game component is, per se, excluded from these subclasses since it is classifiable elsewhere. That is, this type of game component, to be included here, must be combined with another game component which is included herein. See (6) Note below for a further discussion of this line. Such additional game component may be a court dividing net as in a tennis court, another interior playing field or court dividing means that breaks the playing

area into compartments, sub-areas, or sections, as the ten yard line markings on a football field, a goal or target device, a game projectile, a projectile impelling device manipulated by a player, etc.; (b) a structure, per se (e.g., a net, barrier, etc.) or a visually or otherwise sensory distinct means, per se (e.g., a marked line, etc.) which is adapted and intended to break the playing area into compartments, subareas, or sections; (c) a goal or target, per se, for providing a point of aim for a game projectile projected thereat by a player; (d) a player-held and powered, nonmechanical implement adapted and intended to project a game projectile (e.g., a bat, tennis racket, polo mallet, hockey stick, etc.). However, this type of game component is, per se, excluded from these subclasses since it is classifiable elsewhere. That is, this type of game component, to be included here, must be combined with another game component which is included herein; (e) a game projectile (e.g., a ball, hockey puck, badminton shuttlecock, etc.). However, this type of game component is, per se, excluded from these subclasses since it is classifiable elsewhere. That is, this type of game component, to be included here, must be combined with another game component which is included herein; (f) a football kicking tee, per se, which is used once in a while during play of an American football game; (g) a means, per se, used by a player when projecting a game projectile for enhancing the movement of the projectile after projection thereof (e.g., a means that a player uses to assist in causing a pitched baseball to curve during flight); (h) a base, per se, adapted and intended to be located on or within a playing area used in a game involving base running (e.g., a base to be located at a corner of the diamond-shaped playing area used in playing the game of baseball, etc.); (i) a strike-zone detector (e.g., a detector for determining whether or not a ball pitched toward a batter located in the vicinity of home plate is within the strike zone in a baseball-type game, etc.) provided that it is claimed in combination with another game component clas-

sifiable herein (e.g., with the home plate, etc.); or (j) a boundary detector (e.g., a ball-out-of-bounds detector for use on a tennis court, etc.) provided that it is claimed in combination with another game component classifiable herein (e.g., with the tennis court, tennis court net, etc.).

- (5) Note. An accessory (i.e., an ancillary device or means) is generally not considered to be a game component unless it is convertible or is part of a kit of parts, as specified in parts (a) and (b) of the definition above. An accessory, per se, intended to be used with or for a game component used in a game or sport included herein, is often classified with the component it is intended to be used with or for, unless it is provided for elsewhere. For example, a press for a tennis racket is included under the subclasses providing for the tennis rackets which, in turn, is included under the subclasses providing for player-held and powered, nonmechanical projectors for projecting an aerial projectile into or through the air by striking. On the other hand, a cover, per se, for a playing field or court included herein is classified herein by itself near the end of the group of subclasses under this mainline subclass. Also, it should be kept in mind that some accessory devices or means are classifiable elsewhere as, for example, in other classes.
- (6) Note. The playing area itself, the peripheral boundary or enclosure itself, or both may be included in this and the indented subclasses provided that at least one other game component intended to be used in or for a playing field or court game or sport as defined above is also claimed in combination therewith. For example, a ball or a goal combined with a particular floor structure, a walled enclosure combined with a game racket, or a football field combined with a peripheral boundary marking and with an interior yard line marking would be included herein. However, a particular floor, field, or court structure per se, a particular walled enclosure per se, a

peripheral boundary marking per se, or a particular floor, field, or court structure combined only with a particular walled enclosure or peripheral boundary marking would not be included herein.

- (7) Note. A means which is specifically adapted and intended to enable a player of a playing field or court game included herein to improve or perfect his or her physical skills (e.g., motor skills, coordination, etc.) in the playing of any aspect of the game or sport (i.e., a practice or training device) is included herein.

SEE OR SEARCH THIS CLASS, SUBCLASS:

- 44+, for a projecting implement or apparatus used in playing the surface projectile game known as billiards or pool.
- 52+, for a ball used in playing a billiard or pool game.
- 107, for a mechanical projecting device used in playing the surface projectile game known as bowling.
- 125+, for a ball used in playing a bowling game.
- 219+, for a practice swingable implement used (by a player of the game known as golf) to improve or perfect his or her skill in playing the game.
- 280+, for a practice projectile used by a player of golf to improve or perfect his or her skill in playing the game.
- 282+, for a projecting implement used in playing a golf game.
- 351+, for a ball used in playing a golf game.
- 410+, for a projecting implement (e.g., a mallet, etc.) or a ball used in playing the surface projectile game known as croquet.
- 516+, for a player held and powered, non-mechanical, game projector, per se, which is used by a player to strike and thereby propel, impel, launch, or otherwise project a projectile into the air during play of a projectile game or sport.
- 569+, for a game projectile, per se, in general which is thrown, propelled, impelled, launched, or otherwise projected by a player during play of a projectile game or sport.

SEE OR SEARCH CLASS:

- 52, Static Structures (e.g., Buildings), for an arena, stadium, or other building structure of general utility.
- 124, Mechanical Guns and Projectors, for a mechanically or centrifrically operated projector device or implement, per se, which is used to project a projectile into or through the air as, for example, an archery bow, a slingshot, a baseball pitching machine, a tennis ball throwing machine, a clay pigeon throwing trap, or a fluid pressure, pinch, or centrifugally operated (e.g., a sling, etc.) type of projector device, etc. And see the (3) Note in the class definition of Class 473 above.
- 273, Amusement Devices: Games, for another game which also uses a tangible projectile, particularly subclasses 108+ for surface projectile game or apparatus therefor (other than a projectile, per se), subclasses 108.1+ for such a surface projectile game that mimics some aspect or the scoring of a playing field or court game such as the sports known as baseball, basketball, football, hockey, tennis, soccer, etc., subclass 129 for a projector used to project a projectile in such a surface projectile game, subclasses 317+ for an aerial projectile game or apparatus therefor (other than a projectile per se or a device or implement, per se, for projecting such a projectile), and subclasses 317.1+ for such an aerial projectile game that mimics some aspect or the scoring of a playing field or court game such as the sports noted above. Class 273 is currently undergoing reclassification and will eventually be replaced either by this Class 473 or Class 463, Amusement Devices: Games. Until this reclassification is completed, the subject matter of Class 273 relating to games or sports which use a tangible projectile is to be considered as following in hierarchy the last occurring subclass of the Class 473 schedule. Specifically, subclasses 108+ and 317+ of the Class 273 schedule are to be considered as following in hierarchy after

- the last occurring subclass in the Class 473 schedule.
- 463, Amusement Devices: Games, for a game apparatus or means, in general. The relationship between Class 473 and Class 463 is that Class 463 is the residual class for games, while Class 473 provides only for those specific types of games in which a ball, missile, or other such tangible projectile (other than a simulation or representation thereof) is used during play thereof. Accordingly, if a game (or a game component thereof) which uses a ball, missile, or other such tangible game projectile (other than a simulation or representation thereof) during play thereof is claimed or solely disclosed, then classification is in Class 473; otherwise, classification is in Class 463 or in the appropriate subclasses of Class 273, Amusement Devices: Games, which follow behind the subclasses of Class 463. However, note that Class 463 provides for (a) a game apparatus or means which uses a simulation or representation of a tangible projectile (e.g., a light-ray simulation of a projectile, a computer generated representation of a projectile, etc.), (b) a propelled racing game in which an object (often a representation of a horse, vehicle, person, etc.) is propelled during play thereof, and (c) a chance device, either per se or in combination with a game which does not use a tangible projectile, whether or not a projectile is included therein, and even if it is not a game or subcombination element of a game (these are, for the most part, still located in Class 273).
- 472, Amusement Devices, subclasses 92+ (a) for the structure or composition of a playing surface, per se (b) for the structure or composition of a peripheral boundary structure, marking, or enclosure per se, for such a playing surface, or (c) for the combination of only a playing surface and a peripheral boundary structure, marking, or enclosure; all of the above of which are limited to use for an athletic or exhibition event such as, for example,
- the playing of a game or sport thereon or therein. Also see the Search Notes appended thereto.
- 482, Exercise Devices, for a device adapted and intended to be used by a player of a playing field or court game for the sole purpose of strengthening or exercising his or her muscles so as to improve play of the game. If the device is adapted to be used along with a game component (as, for example, a weight to be attached to a baseball bat or a kicking exercise device intended for use with a soccer ball or football, etc.), then the device is classifiable in Class 473. Also, if the device is intended to be used either for exercising or for warmup by the player, then the device is classifiable in Class 473.
- 602, Surgery: Splint, Brace, or Bandage, for a device adapted and intended to be used for the treatment of a disorder or injury of a portion of the human body, particularly subclasses 5+ for an immobilization appliance (e.g., a splint, brace, etc.) for treating a disorder or injury of a body portion.
- 416 Having game element combined with or convertible to game element or practice or training device for different type of projectile game:**  
This subclass is indented under subclass 415. Subject matter comprising either (a) a game component which is used in playing a playing field or court game in accordance with a first set of rules combined on a common support or frame with another game component, or a portion thereof, of a different construction which is used to play or practice any other game or sport in accordance with a different set of rules or (b) a collection of components which are so constructed that at least some of the components may be and are specifically intended to be assembled, reassembled, or adjusted to form a game component which is used in playing a playing field or court game in accordance with a first set of rules and at least some of which collection of components are specifically intended to be assembled, reassembled, or adjusted to also or alternatively form another game component, or a portion thereof, which is used to play or practice any other game or sport

in accordance with a different set of rules (e.g., a collection of components which can be assembled to form a soccer goal and reassembled to form a football goal).

- (1) Note. The second game component, with which the game component used in a playing field or court game is combined or which may be alternatively formed from the collection of components used to form the game component used in a playing field or court game, need not necessarily be used in a playing field or court game (e.g., a basketball goal which is combined with a dart board).

**417 Means removably supporting projectile in position to be struck and thereby projected by player (e.g., batting tee, etc.):**

This subclass is indented under subclass 415. Subject matter comprising a structure adapted to support a game projectile relative to the ground so that it may readily be struck and thereby impelled by a player of a playing field or court game or by a player practicing or training for such a game, which supporting structure is in the form of (a) a means having an underlying projectile receiving seat upon which the projectile is intended to removably rest, (b) an overhead member having means for removably suspending the projectile therefrom, or (c) an overhead member for engaging the top of the projectile so that the projectile is removably held between the overhead member and either the ground or an underlying member or mechanism upon which the projectile removably rests or by which the projectile is removably held.

- (1) Note. The support structure may be an upwardly extending column or stream of fluid, the seat being formed when and where the fluid impinges upon or interacts with the projectile.
- (2) Note. The term “removably” as it is used above means that the projectile (a) is merely freely resting upon the support structure, (b) is releasably attached to the support structure (e.g., by means of a tether releasably supporting a projectile in suspended position, etc.), or (c) is releasably held by the support structure (e.g., held between an overlying member

and the ground or an underlying member or mechanism, etc.).

**418 Projectile suspended or is supported by column of fluid:**

This subclass is indented under subclass 417. Projectile supporting structure in the form of either (a) an overhead member having means for removably suspending the projectile therefrom or (b) an upwardly extending column or stream of fluid, the seat being formed when and where the fluid impinges upon or interacts with the projectile.

- (1) Note. If the projectile supporting structure provides both an underlying seat upon which the projectile rests and an overhead means for also supporting a projectile from above as, for example, for supporting a tip of a football in an upwardly facing direction, then the projectile is not considered to be suspended and is, therefore, excluded from this subclass. That is, a projectile that is supported in a suspended fashion is considered to have no underlying means of support.

**419 Having means engaging top of projectile (e.g., kicking trainer or tee, etc.):**

This subclass is indented under subclass 417. Projectile supporting means in which the projectile supporting structure is in the form of an overhead member for engaging the top of the projectile so that the projectile is removably held between the overhead member and either the ground or an underlying member or mechanism upon which the projectile removably rests or by which the projectile is removably held.

**420 For projectile intended to be projected by kicking (e.g., kicking trainer or tee, etc.):**

This subclass is indented under subclass 417. Projectile supporting means which is specifically adapted and intended to support a projectile or its equivalent in such a manner as to enable a user of the means to strike the projectile or its equivalent with at least one of his or her feet.

- (1) Note. The projectile supporting means may be used for the purpose of supporting a projectile in a kicking position during play of a playing field or court game

as, for example, for the kicking of extra points or field goals in an American football game or it may be used for the purpose of enabling a player of a playing field or court game to improve or perfect the action of kicking a projectile (i.e., a practice or training device).

**421 Batting backstop or cage:**

This subclass is indented under subclass 415. Subject matter either (a) comprising a walled or screened partial enclosure intended to be positioned generally behind, beside, or above a baseball batter in order to limit or intercept the travel of a projectile which has been pitched or hit to the rear, sides, or above the batter for protecting persons or things outside the area bounded by the partial enclosure, the partial enclosure being open in at least an area generally in front of the batter or (b) comprising a walled or screened full enclosure which does not bound or enclose a playing field or court and within which a batter stands while practicing batting a projectile.

**422 Practice or training device:**

This subclass is indented under subclass 415. Subject matter comprising a means specifically adapted and intended to enable a player of a playing field or court game to improve or perfect his or her physical skills (e.g., motor skills, coordination, etc.) in the playing of any aspect of the game or sport.

- (1) Note. Even though goals, targets, projectors, projectiles, or other game elements, per se, which are normally used during the play of a playing field or court game or sport could also be used for practice or training, they are classifiable in appropriate subclasses other than this group of subclasses (i.e., 422+) unless a feature intended to enhance their practice or training function is specifically claimed or solely disclosed.

SEE OR SEARCH THIS CLASS, SUBCLASS:

- 207+, for a practice device, used by a person to practice for an aspect of the game of golf, attachable to the body of a person.
- 219+, for a practice swingable implement or indicator associated with a swingable

implement, which implement or indicator being used by a person to practice for an aspect of the game of golf.

- 278+, for a practice projectile-addressing surface used by a person to practice for an aspect of the game of golf.
- 280+, for a practice projectile used by a person to practice for an aspect of the game of golf.
- 416, for a playing field or court game having a game component combined with or convertible to a game component or a practice or training device for a different type of projectile game or sport.

SEE OR SEARCH CLASS:

- 124, Mechanical Guns and Projectors, for a mechanically or centrifugally operated projector device or implement, per se, which is used to project a projectile into or through the air as, for example, an archery bow, a slingshot, a baseball pitching machine, a tennis ball throwing machine, a clay pigeon throwing trap, or a fluid pressure, pinch, or centrifugally operated (e.g., a sling, etc.) type of projector device, etc.

**423 Tethered projectile:**

This subclass is indented under subclass 422. Practice or training device comprising a projectile or a tangible means simulating a projectile which is adapted and intended to enable a practicing or training player to improve or perfect (a) the action of propelling, throwing, rolling, impelling, sliding, pushing, or otherwise projecting a game projectile, (b) the action of catching a game projectile, or (c) the action of grasping and pulling a game projectile; which projectile or tangible means simulating a projectile is attached or has means intended to be attached to an elongated means which, in turn, is secured or is intended to be secured to an anchoring means (such as a support, etc.) or to a body portion of the player, whereby the projectile or tangible means simulating a projectile is constrained for movement within the extent of the elongated means whenever it is propelled, projected, etc., caught, or grasped and pulled by the player.

- SEE OR SEARCH THIS CLASS, SUB-CLASS:
- 138, for golf game apparatus comprising a projectile tethered to a swingable implement.
- 139+, for golf game apparatus comprising an anchored (e.g., tethered, etc.) projectile.
- 575+, for a projectile having an attached or a means for attaching thereto a tether, elongated flaccid streamer, or the like, which projectile is intended to be used for playing a game which uses a game projectile but not intended to be used for practice or training purposes.
- 424 Tether attached to means adapted to be held by, carried by, or attached to person:**  
This subclass is indented under subclass 423. Tethered projectile wherein the elongated means is secured to an element intended to be held by, carried by, or secured (e.g., worn, etc.) to either a person using the practicing or training device or a person assisting the person using the practice or training device.
- (1) Note. The person held, carried, or attached element may be formed in or by a portion of the elongated means itself, such as a portion of the elongated means formed into a knot or loop which is intended to be gripped by the hand or attached to the wrist of the person, provided that it is expressly disclosed that the elongated means is intended to be held by, carried by, or attached to the person manipulating the device.
- 425 Person held, carried, or attached means is nonmechanical projector:**  
This subclass is indented under subclass 424. Tethered projectile device wherein the person held, carried, or attached element is a manually manipulated implement for striking, impelling, or otherwise projecting a projectile and wherein substantially all of the force used to strike, impel, or otherwise project the projectile is supplied by the person.
- 426 Projectile tethered between opposed tether sections:**  
This subclass is indented under subclass 423. Tethered projectile device wherein the elongated means includes at least two portions extending in generally opposite directions from the projectile, a distal part of each portion being, or intended to be, attached to an anchoring means, and a proximal part of each portion being fixed to, at, or about the projectile.
- 427 Projectile continuously driven in closed orbit prior to being struck:**  
This subclass is indented under subclass 423. Tethered projectile device comprising a motive means for constantly moving the projectile along a closed path prior to the impact imparted thereupon by the practicing or training player.
- (1) Note. The motive means may be power-operated (e.g., by an electric motor, etc.) or hand-operated (e.g., by a hand crank, etc.).
- 428 Projectile slidable along a line:**  
This subclass is indented under subclass 423. Tethered projectile device wherein the projectile is mounted to the elongated member by means allowing it to shift position along the length of the elongated member.
- (1) Note. A device in which the elongated member itself is comprised of two or more relatively sliding sections will be found in subclass 423 above unless the projectile itself is also slidable relative to at least one of the sections.
- 429 Tether pivotally attached for orbital revolution:**  
This subclass is indented under subclass 423. Tethered projectile device wherein a portion of the elongated means, remote from the point of its attachment to the projectile, is secured to the anchor means by a pivotal connection which permits the tether and the projectile to orbitally revolve about the anchor means (or at least about the connection to the anchor means) similar to the manner in which the earth orbitally revolves about the sun.



- (1) Note. If the tether is of the type comprising a flaccid cord, rope, etc. from which the projectile is suspended and the connection to the anchor means is by means of swivel which permits the tether to rotate only about its own axis similar to the manner in which the earth rotates about its own axis, then this type of tether is excluded from this subclass.
- (2) Note. If the tether is of the type comprising a flaccid cord, rope, etc. from which the projectile is suspended, then the portion of the tether which is secured to the anchor means must itself be capable of rotating about an axis (e.g., by means of a rotatable collar, ring, swivel, eyelet, etc. or by means of a loosely fitting looped portion thereof). A flaccid cord, rope, etc., which is tightly tied or knotted to a portion of the anchor means is not considered to be a pivotal connection proper for this subclass as indicated in the Search note below.

SEE OR SEARCH THIS CLASS, SUBCLASS:

- 430, for a tethered-projectile type of practice or training device in which the projectile is suspended by the tether but in which the connection to the anchor means is not by means of a pivotal connection.

**430 Projectile suspended by tether:**

This subclass is indented under subclass 423. Tethered projectile device wherein the projectile is hung from the anchoring means by the elongated means.

SEE OR SEARCH THIS CLASS, SUBCLASS:

- 418, for a teeing means removably supporting a projectile in position to be struck and thereby projected by a player, which teeing means being of the type for removably suspending the projectile therefrom and which teeing means may either be intended to be used to play a game (e.g., for a tee ball game, etc.) or be intended to enable a player to practice or train for play of a

- game (e.g., a batting practice device, etc.).
- 429, for a tethered projectile device used by a player to practice or train for play of a game, which device may be of the type for suspending the projectile therefrom but in which the tether is pivotally secured to the anchor means to permit the tether and the projectile orbitally revolve about the anchor means or a portion thereof.

**431 Having projectile return means:**

This subclass is indented under subclass 422. Practice or training device having a means to cause a projectile which has been projected, struck, slid, propelled, thrown, etc. by and away from a practicing or training player to be moved back to a point located in the general vicinity of the player for the purpose of providing more ready retrieval of the projectile by the player.

**432 Return chute:**

This subclass is indented under subclass 431. Practice or training device wherein the projectile return means comprises an inclined or otherwise vertically oriented trough, passage, or the like down which the projectile moves due to the influence of a gravitational force acting thereon.

- (1) Note. The inclined or otherwise vertically oriented trough, passage, or the like must function to direct the projectile back toward the practicing or training player. If the projectile return means includes an inclined or otherwise vertically oriented trough, passage, or the like which merely serves to deliver the projectile to another part of the return means for subsequent projection or return to the player by another method (e.g., a projectile delivered by a chute to a mechanically operated kicker device which projects the projectile back to the user, etc.), then such a trough, passage, etc. is considered to be a mere transfer means and not a projectile return means and is, therefore, excluded from this and the indented subclass.

**433 With or for basketball-type goal:**

This subclass is indented under subclass 432. Practice or training device wherein the return chute is attached to or intended to be associated with an elevated, horizontally disposed hoop which serves to simulate a goal of the type which is used to receive a projectile projected thereat during play of the game or sport commonly known as basketball.

**434 Deflector:**

This subclass is indented under subclass 431. Practice or training device wherein the projectile return means comprises a surface which acts as a reaction surface against which the projectile, upon impacting thereon, is caused to deflect or bounce away therefrom.

- (1) Note. Although a device in the form of a projectile-stopping net or the like (due to its resilience, an inclined lower portion thereof, etc.) may function to a small degree to move the projectile a limited extent in a direction toward the practicing or training player, the device is not considered to be a deflector type of projectile return means proper for this and the indented subclass unless the projectile is returned to a point located in the general vicinity of the player.

**435 Planar:**

This subclass is indented under subclass 434. Practice or training device wherein the entire reaction surface is flat and, if comprised of more than one section, the reaction surfaces of all the sections lie in a common plane.

**436 Using moving arm or rotating wheel:**

This subclass is indented under subclass 431. Practice or training device in which the force used to return the projectile is supplied by or through means of a movable armlike member or a rotatable wheellike member which engages the surface of the projectile and, respectively, moves or rotates in order to apply the impelling force upon the projectile.

**437 Weight externally mounted by user to manually held and swung projector for warmup or exercise:**

This subclass is indented under subclass 422. Practice or training device comprising a body having the quality of heaviness and which is so constructed and configured to enable attachment thereof to the external surface of an implement, intended to be carried by and swung by a user during play of a playing field or court game to strike, propel, impel, or otherwise project a game projectile, which body being intended to temporarily increase the overall weight of the implement so that it may be swung by a user to increase the strength, flexibility, or elasticity of the muscles involved in swinging the implement or to warm up such muscles prior to use of the implement in play of the game.

SEE OR SEARCH THIS CLASS, SUBCLASS:

- 256, for similar structure used by a user thereof to take practice swings with a golf club.  
457, for a practice bat used to practice for a game in which play involves base running (e.g., baseball, etc.).  
463, for a practice racket or paddle used to practice for a game using a field or court having dividing means thereon for separating opponents (e.g., for tennis, volleyball, table tennis, etc.).

SEE OR SEARCH CLASS:

- 482, Exercise Devices, particularly subclasses 93+ for an apparatus intended to perform a similar function but which is not specifically constructed and configured for attachment to a manually held and swung projector used in play of a game.

**438 For football or rugby:**

This subclass is indented under subclass 422. Practice or training device comprising a means adapted and intended to enable a practicing or training player to improve or perfect his or her play of any aspect of the game commonly known in the United States of America as football or the game commonly known as rugby.

SEE OR SEARCH THIS CLASS, SUB-CLASS:

- 446, for a practice or training device intended for enabling a person to improve play in the game of soccer (also called football or association football in many other countries).
- 439 Projectile target or stop:**  
This subclass is indented under subclass 438. Practice or training device (a) comprising a point of aim for, and which is intended to indicate the correctness or accuracy of aim of, a projectile when propelled thereat by a person practicing or training for the game of football or rugby or (b) comprising a means spaced from a person for arresting the movement of, trapping, or catching a projectile when propelled thereat by a person practicing or training for the game of football or rugby.
- 440 Running grid or resistance course:**  
This subclass is indented under subclass 438. Practice or training device (a) comprising a generally horizontally disposed, elevated lattice defining a course of openings sized to receive the feet and legs of a user and through which course a user is intended to run or (b) comprising a peripheral framework having opposed side members spaced apart a distance sufficient to enable a user to run therebetween, which side members further have a plurality of resilient or resiliently mounted and generally opposed members mounted to and extending inwardly therefrom so that they provide a resistance to the passage of a user passing between the side members.
- 441 Blocking, tackling, or charging device:**  
This subclass is indented under subclass 438. Practice or training device comprising a means adapted and intended to enable a practicing or training player to improve or perfect his or her ability to tackle, block, or charge an opposing player or to avoid the tackle, block, or charge of an opposing player.
- 442 Suspended or suspendible dummy:**  
This subclass is indented under subclass 441. Practice or training device comprising a padded or resilient body adapted and intended to simulate a live player and wherein the body is hung or is adapted to be hung from an overhead support for training the user in the art of tackling, blocking, or charging an opposing player or in the art of avoiding being tackled, blocked, or charged by an opposing player.
- (1) Note. An overhead support for such a dummy is also included herein.
- 443 Suspension movable in horizontal plane:**  
This subclass is indented under subclass 442. Practice or training device wherein the overhead support is mounted for movement in a plane generally parallel to the ground or floor or the dummy is mounted for sliding movement in such a plane along the overhead support.
- 444 Self-erecting or person-supported dummy:**  
This subclass is indented under subclass 441. Practice or training device comprising a padded or resilient body adapted and intended to simulate a live player for training a user in the art of tackling or blocking an opposing player and wherein the body either (a) includes, is mounted to, or is intended to rest on an underlying surface and extend generally vertically upwardly therefrom, which body further includes or is connected to the underlying surface by means to cause the body to return to a generally vertically upward orientation whenever forces applied to the body causing it to be deflected from such vertical orientation are removed; or (b) includes means for a person to hold the body in a position on or above a practice surface.
- 445 Dummy mounted on support enabling traverse over ground or floor during training (e.g., charging sled, etc.):**  
This subclass is indented under subclass 441. Practice or training device comprising a base configured or having means to facilitate sliding or rolling movement thereof over a surface on which the base is located and comprising a user-engageable padded or resilient body adapted and intended to simulate a live player, and wherein the body is located above and connected to the base for engagement by a user for training the user in the art of tackling, blocking, or charging an opposing player or in the art of avoiding being tackled, blocked, or charged by an opposing player.

**446 For game using apertured or pocketed goal or target (e.g., for hockey, soccer, polo, lacrosse, etc.):**

This subclass is indented under subclass 422. Practice or training device comprising a means adapted and intended to enable a practicing or training player to improve or perfect his or her play of any aspect of a playing field or court game involving impelling, sliding, rolling, propelling, throwing, or otherwise projecting a game projectile into or through an apertured or pocketed goal or target.

- (1) Note. See subclass 476 below for the definition of a goal or target, and see subclass 478 below for the definition of a goal or target which is apertured or pocketed.

**447 For game using elevated, horizontally disposed goal or target (e.g., for basketball, etc.):**

This subclass is indented under subclass 446. Practice or training device comprising a means to enable the practicing or training player to improve or perfect his or her play of any aspect of a playing field or court game which uses, during play thereof, an apertured or pocketed goal or target which is located vertically above and spaced apart from the plane of the surface of the playing area upon or over which the game or sport is played, and wherein the apertured or pocketed goal or target is so disposed such that the plane of the projectile entrance opening thereof is generally parallel to the plane of the surface of the playing area.

- (1) Note. The vertical spacing between the apertured or pocketed goal or target and the plane of the playing surface must exceed the dimension of the game projectile.

**448 Hoop-opening reducer or means for improving arch of ball shot toward goal or target:**

This subclass is indented under subclass 447. Practice or training device either (a) comprising a means to reduce the size of the opening of an elevated, apertured or pocketed goal or target, or (b) comprising a means adapted and intended to enable a practicing or training player to improve or perfect the action of impelling, propelling, throwing, or otherwise

projecting a projectile into or through an elevated, apertured or pocketed goal or target by permitting the projectile to enter the goal or target only if it follows a course having a proper trajectory.

**449 Rebound or tipping trainer:**

This subclass is indented under subclass 447. Practice or training device comprising a means to enable the practicing or training player to improve or perfect either (a) the action of retrieving and gaining control of a game projectile which has been deflected from another game component or a player or (b) the action of applying a light touch or blow to a projectile which has been deflected from the goal or target so as to return the projectile toward the goal or target.

**450 Player worn or carried:**

This subclass is indented under subclass 447. Practice or training device wherein the practicing or training means is born upon or by the player while practicing or training.

**451 For game in which play involves base running (e.g., for baseball, cricket, etc.):**

This subclass is indented under subclass 422. Practice or training device comprising a means specifically adapted and intended to enable a player to improve or perfect his or her skill in the play of a playing field or court game of the type in which at least one of the objectives of the game is for one or more offensive players to successfully traverse the playing field or court, in accordance with the rules of the game, from a first defined station on the field or court to a second defined station on the field or court in response to a first game action and before a second game action occurs (e.g., in response to the pitching or hitting of the game projectile, etc.).

**452 Foot positioner (e.g., stance, stride device, etc.):**

This subclass is indented under subclass 451. Practice or training device comprising means to demarcate the proper position or movement that one or more of a player's feet should attain before, during, or after performance of an action involved during play of the game.

**453 Bat swing analyzer or guide:**

This subclass is indented under subclass 451. Practice or training device comprising either (a) a means, separate from a bat-type projecting implement, for detecting and displaying to a user at least one aspect of bat movement or position when it is swung in a manner similar to the manner in which it should ideally be swung in an attempt to hit a projectile during play of the game or (b) a means to constrain a bat-type projecting implement, when it is swung in practice, to follow the same path it should ideally follow when it is swung during play of the game.

**454 Pitcher's target:**

This subclass is indented under subclass 451. Practice or training device comprising a structure constituting a point of aim for, and which is intended to indicate the correctness of aim of, a user in directing a game projectile thereat so that the user may improve or perfect his or her skill in throwing (i.e., pitching) a projectile past a player (i.e., a batter) who is attempting to hit the thrown projectile during play of the game.

**455 With electrically operated or actuated indicator:**

This subclass is indented under subclass 454. Practice or training device wherein the pitcher's target includes an electrically actuated or operated means (a) for indicating that a thrown projectile has reached the target, (b) for indicating the location of the point on the target which a thrown projectile has reached, or (c) for indicating the location of the point relative to and spaced from the target which a thrown projectile has passed by the target.

- (1) Note. The electrically actuated or operated indicating means may include means located on, near, or at distance from the target for sensing the presence of the projectile as it comes into proximity with or in the vicinity of the target, which sensing means is actuated whenever a projectile comes into proximity therewith or into the vicinity thereof to electrically actuate or operate the indicating means.

**456 Having subdivided strike zone:**

This subclass is indented under subclass 454. Practice or training device wherein the pitcher's target includes an area corresponding to the "strike zone" (e.g., the rectangular area above home plate defined by an upper horizontal edge at the armpit height of a batter, a lower horizontal edge at a point just above the knees of the batter, an inner vertical edge above the edge of home plate proximal the batter, and an outer vertical above the distal edge of home plate, etc.), through which some portion of the projectile must pass when pitched by the pitcher to attain a "strike" against the batter, which strike zone is subdivided into a plurality of smaller zones.

**457 Practice bat:**

This subclass is indented under subclass 451. Practice or training device comprising a handheld, elongated implement intended to be swung by a user in imitation of the act of swinging a bat-type projector during the attempt to hit a projectile during play of the game, which implement is specifically constructed and arranged or possesses a feature to enhance the practice or training function thereof.

SEE OR SEARCH THIS CLASS, SUBCLASS:

- 437, for a weight externally mounted by a user to a manually held and swung projector implement to take practice swings for warmup or exercise.

**458 Player worn or carried:**

This subclass is indented under subclass 451. Practice or training device having means to enable the user thereof to wear the device on, or carry the device by, at least a portion of his or her body during at least some duration of time while the user is practicing or training therewith.

**459 For game using field or court having dividing means thereon for separating opponents (e.g., for tennis, volleyball, table tennis, etc.):**

This subclass is indented under subclass 422. Practice or training device comprising a means specifically adapted and intended to enable a player to improve his or her skill in the play of a game which is played on a field or court hav-

ing means (e.g., a net, line, zone, etc.) adapted and intended to break the playing area into two or more compartments, subareas, or sections, which compartments, subareas, or sections function to separate opposing players from one another during play of the game.

**460 Projectile collector for field or court (e.g., trough, ball sweeper, etc.):**

This subclass is indented under subclass 459. Practice or training device comprising means associated with the field or court for removing projectiles from the field or court or from adjacent areas thereof and directing them to a common collection location.

**461 Racket or paddle swing analyzer or guide:**

This subclass is indented under subclass 459. Practice or training device comprising either (a) a means, separate from a racket or paddle-type projecting implement, for detecting and displaying to a user at least one aspect of racket or paddle movement or position when it is swung in a manner similar to the manner in which it should ideally be swung in an attempt to hit a projectile during play of the game, or (b) a means to constrain a racket or paddle-type projecting implement, when it is swung in practice, to follow the same path it should ideally follow when it is swung during play of the game.

**462 Projectile target:**

This subclass is indented under subclass 459. Practice or training device comprising a structure constituting or defining a point of aim for, and which is intended to indicate the correctness of aim of, a user in directing a game projectile thereat so that the user may improve or perfect his or her skill in projecting a projectile during play of the game.

**463 Practice racket or paddle:**

This subclass is indented under subclass 459. Practice or training device comprising a hand-held implement intended to be swung by a user in imitation of the act of swinging a racket or paddle-type projector during the attempt to hit a projectile during play of the game, which implement is specifically constructed and arranged or possesses a feature to enhance the practice or training function thereof.

SEE OR SEARCH THIS CLASS, SUB-CLASS:

437, for a weight externally mounted by a user to a manually held and swung projector implement to take practice swings for warmup or exercise.

**464 Player worn or carried:**

This subclass is indented under subclass 459. Practice or training device having means to enable the user thereof wear the device on, or carry the device by, at least a portion of his or her body during at least some duration of time while the user is practicing or training therewith.

**465 Having at least two different types of game elements used in same game:**

This subclass is indented under subclass 415. Playing field or court game comprising at least two diverse types of game components (e.g., a playing area combined with a goal or target, with a field or court dividing means, with a projectile, with a projector, etc. or a projector combined with a projectile, etc.) which are adapted and intended to be used in a playing field or court game or sport which is played according to a single set of rules (e.g., played according to the rules of any one of the games of basketball, soccer, hockey, baseball, tennis, etc.).

**466 For game in which court or field is body of water (e.g., water polo, water volleyball, etc.):**

This subclass is indented under subclass 465. Playing field or court game wherein the player(s) play the game or sport while being located in or on a playing area comprising a body of water.

**467 Having boundary detector (e.g., ball-out-of-bounds detector for tennis court, etc.):**

This subclass is indented under subclass 465. Playing field or court game wherein one of the game components is or comprises means for detecting the location of a moving game component or a player relative to (a) a peripheral boundary of a playing field or court, or (b) a structure (e.g., a net, etc.) or a visually or otherwise sensory distinct means which breaks the playing area into compartments, subareas, or sections.

- (1) Note. To be classified herein, the boundary detector means must be claimed in combination with at least one other game component.
- (2) Note. A target is not considered to be a peripheral boundary structure or a visually or otherwise sensory distinct means which breaks the playing field or court into compartments, subareas, or sections, even though such a target may be located in, on, or form a part thereof. Accordingly, see the appropriate target subclasses for a detector means for detecting the location of a game element or user relative to a target.

SEE OR SEARCH THIS CLASS, SUBCLASS:

570, for a game projectile (e.g., a ball, etc.) which has means specifically intended to actuate a boundary detecting means. Usually, but not necessarily so limited, the projectile is a tennis ball having an electrically conductive surface which, upon striking a boundary of a tennis court, completes an electrical circuit of the boundary detector so as to activate it.

SEE OR SEARCH CLASS:

340, Communications: Electrical, subclass 323 for a boundary detector, per se.

- 468 For game in which play involves base running (e.g., baseball, cricket, etc.):**  
This subclass is indented under subclass 465. Game components adapted and intended for use in a game of the type in which at least one of the objectives of the game is for one or more players to successfully traverse the playing field or court, in accordance with the rules of the game, from one defined station on the field or court to at least a second defined station on the field or court in response to a first game action and before a specified second game action occurs (e.g., in response to the hitting or pitching of a game projectile, etc.).

- 469 Having field or court dividing barrier with apertured goal or target therein or thereon:**  
This subclass is indented under subclass 465. Playing field or court game comprising a structure which divides the playing area into two or more compartments, subareas, or sections, which structure extends along substantially the entire (or at least most of the) width or length of the playing area, the dividing structure further either has an opening extending therethrough or includes another means which defines an opening, which opening is large enough to permit a game projectile to pass entirely therethrough from one compartment, subarea, or section into another; and wherein, during play of the game, the players purposefully attempt to pass the game projectile through the opening so as to achieve a game objective.

- 470 For game using goal or target for projectile (e.g., football, rugby, etc.):**  
This subclass is indented under subclass 465. Playing field or court game wherein the game or sport is played on a playing area having either a defined structure associated therewith or having a compartment, subarea, or section located thereon over or within which the players do not normally move; which defined structure or compartment, etc. constitutes a point of aim for, and which is intended to indicate the correctness of aim of, a game projectile when propelled thereat by a player, so that whenever, in accordance with the rules defined for the game or sport, the projectile hits, enters, or passes through the structure or compartment, etc., the score of a player or team is incremented, or when a specified number of projectiles assigned to a player or team hits, enters, or passes through the structure or compartment, etc., the game ends for at least that player or team.

- 471 For game in which goal or target is peripherally located aperture or pocket (e.g., hockey, soccer, lacrosse, polo, etc.):**  
This subclass is indented under subclass 470. Playing field or court game wherein the game or sport is played on a playing area having at least one goal or target located on or in the immediate vicinity of the outer limit of the playing area and wherein the goal or target (a) comprises a structure having an opening

defined therein, which opening is so dimensioned that it will allow a projected game projectile to enter and pass entirely therethrough, (b) comprises such a structure having an attached projectile-receiving receptacle which extends in a direction away from the opening so that a projected game projectile, after having passed through the plane of the opening, will come to rest within the receptacle, or (c) comprises a structure having an opening defined therein, which opening is so dimensioned that it will allow a projected game projectile to enter and come to rest within the opening.

- (1) Note. A portion of the playing surface itself may form a portion of the boundary of the opening as, for example, on a soccer field, the ground portion thereof which supports a soccer goal also serves to provide the lower boundary of the opening of the goal.

**472 For game in which peripheral goal or target is elevated and horizontally disposed (e.g., basketball, etc.):**

This subclass is indented under subclass 471. Playing field or court game wherein the peripheral, apertured, or pocketed goal or target is located vertically above and spaced apart from the plane of the surface of the playing area; and wherein the goal or target is so disposed such that the plane of the projectile entrance opening thereof is generally parallel to the plane of the surface of the playing area.

- (1) Note. The vertical spacing between the apertured or pocketed goal or target and the plane of the playing surface must exceed the dimension of the game projectile.

**473 For game using field or court having dividing means thereon for separating opponents (e.g., a net used for volleyball, etc.):**

This subclass is indented under subclass 465. Playing field or court game wherein the game or sport is played on a playing area having means adapted and intended to break the playing area into two or more compartments, subareas, or sections; which compartments, subareas, or sections function to separate opponents playing a competitive playing field or court game from one another.

- (1) Note. The field- or court-dividing means may comprise a net, fence, wall, rope, chain, curtain, or a line or zone marking located on or otherwise located within the confines of the playing area or located in the vicinity of the boundary of the playing area.

- (2) Note. Although the field- or court-dividing means is usually located within the confines of the playing area, it may also comprise means located at or in the vicinity of the outer boundary marking structure or enclosure. However, this type of dividing means must still function to at least help break the playing area into two or more compartments, subareas, or sections. An example of this type of field- or court- dividing means might be one or more markers spaced along the length of a field or court for assisting in defining real or imaginary lines across the width of the playing area of the field or court.

**474 For game also using projectors carried by players (e.g., tennis, badminton, etc.):**

This subclass is indented under subclass 473. Playing field or court game in which the players use a player-worn or otherwise player-carried game implement which is manipulated by the players during play of the game or sport so as to propel the game projectile.

- (1) Note. A player-worn article of clothing or protective equipment (such as a glove or shoe) is not a projector unless it includes structure specifically adapted and intended to facilitate propelling a projectile (e.g., a glove having a flat area thereon which is specifically intended to be used to contact a projectile so as to propel it).

**475 Table tennis:**

This subclass is indented under subclass 474. Playing field or court game wherein the game or sport uses a generally horizontally disposed, projectile bounce surface positioned centrally between two or more opposing players and elevated above a playing field or court divided into compartments and wherein the projectile



bounce surface has a portion thereof located above each compartment.

**476 Goal or target structure for projectile; element thereof:**

This subclass is indented under subclass 415. Subject matter (a) comprising a defined structure constituting a point of aim for, and which is intended to indicate the correctness of aim of, a game projectile when propelled thereat by a player, so that whenever, in accordance with the rules defined for the game or sport, the projectile hits, enters, or passes through the structure, the score of a player or team is incremented, or when a specified number of projectiles assigned to a player or team hits, enters, or passes through the structure the game ends for at least that player or team, or (b) comprising a constituent part of the point of aim unless it is provided for elsewhere (e.g., the backboard part or the netting part of a basketball goal, etc.).

- (1) Note. A constituent part of a goal or target structure (e.g., the rebound or backboard portion or the net portion of a basketball goal, etc.), the supporting structure for the goal or target, or the supporting structure for the rebound or backboard portion of goal or target (e.g., the means supporting the backboard portion or the hoop portion of a basketball goal, etc.) is included herein unless it is provided for elsewhere. However, a support, per se, which is of general utility, even if disclosed as being capable of supporting a goal or target or a rebound surface therefor, is classifiable as indicated in the Search Class note below.

**SEE OR SEARCH CLASS:**

248, Supports, for a support structure per se, of general utility, even if disclosed as being capable of supporting a goal or target or a rebound surface therefor.

**477 For football or rugby (e.g., goal post, etc.):**

This subclass is indented under subclass 476. Goal or target structure (a) comprising a structure defined by a generally horizontal, elevated crossbar having two laterally spaced apart, generally vertical uprights extending therefrom and wherein the structure defines a target for the projectile in the games commonly known in

the United States of America as football and rugby, or (b) comprising the supporting structure for such a target or an appurtenance thereof or therefor.

**SEE OR SEARCH CLASS:**

267, Spring Devices, subclasses 139+ for protective padding for a post, in general. If the padding is claimed, per se, even if solely disclosed as being used for a football goal post, then classification is in Class 267. That is, to be included in Class 473, the padding for a post must be claimed in combination with the football goal post.

**478 Apertured or pocketed goal or target (e.g., for hockey, soccer, polo, lacrosse, etc.):**

This subclass is indented under subclass 476. Goal or target structure which (a) comprises a structure having an opening defined therein, which opening is so dimensioned that it will allow a projected game projectile to enter and pass entirely therethrough, (b) comprises such a structure having an attached projectile-receiving receptacle which extends in a direction away from the opening so that a projected game projectile, after having passed through the plane of the opening, will come to rest within the receptacle, or (c) comprises a structure having an opening defined therein, which opening is so dimensioned that it will allow a projected game projectile to enter and come to rest within the opening.

- (1) Note. A portion of the playing surface itself may form a portion of the boundary of the opening as, for example, on a soccer field, the ground portion thereof which supports a soccer goal also serves to provide the lower boundary of the opening of the goal.

**479 Goal or target is elevated and horizontally disposed (e.g., for basketball, etc.):**

This subclass is indented under subclass 478. Apertured or pocketed goal or target structure wherein the goal or target is located, during play of the game or sport, vertically above and spaced apart from the plane of the surface of the playing area and is so disposed such that the plane of the projectile entrance opening thereof is generally parallel to the plane of the surface of the playing area.

- (1) Note. The vertical spacing between the apertured or pocketed goal or target and the plane of the playing surface must exceed the dimension of the game projectile.
- (2) Note. A constituent part of an apertured or pocketed goal or target structure (e.g., the rebound or backboard portion or the net portion of a basketball goal, etc.), the supporting structure for the apertured or pocketed goal or target, or the supporting structure for the rebound or backboard portion of an apertured or pocketed goal or target (e.g., the means supporting the backboard portion or the hoop portion of a basketball goal, etc.) is included herein unless it is provided for elsewhere. However, a support, per se, which is of general utility, even if disclosed as being capable of supporting a goal or target or a rebound surface therefor, is classifiable as indicated in the Search Class note below.

SEE OR SEARCH CLASS:

248, Supports, for a support structure per se, of general utility, even if disclosed as being capable of supporting a goal or target or a rebound surface therefor.

**480 With goal indicator:**

This subclass is indented under subclass 479. Apertured or pocketed goal or target structure further comprising means associated therewith for detecting and indicating that a projectile has passed into or through the goal or target opening.

- (1) Note. The mere visual presence of a projectile residing in a pocket of a pocketed goal or target or the mere observance that a projectile has passed through a goal or target opening is not sufficient for inclusion herein.

**481 Backboard or support structure therefor:**

This subclass is indented under subclass 479. Apertured or pocketed goal or target structure (a) comprising a generally vertically oriented rebound surface of determinate dimensions against which a projectile may be bounced to deflect the projectile through the entrance

opening of the elevated, horizontally disposed goal or target, which rebound surface being further intended to have such apertured or pocketed goal or target attached or mounted adjacent thereto or (b) comprising a structure for mounting or supporting such rebound surface unless elsewhere provided for.

- (1) Note. A backboard or the support structure therefor which is claimed in combination with a hoop structure, and in which combination such backboard or the support structure therefor is recited in name only will be found as indicated in the Search note below.

SEE OR SEARCH THIS CLASS, SUBCLASS:

485+, for a hoop type of goal or for the net, pocket, or support structure therefor in which a backboard or the support structure therefor may be recited in name only.

**482 Suspended:**

This subclass is indented under subclass 481. Backboard or support structure therefor wherein the mounting or supporting structure is adapted to hang or otherwise support the backboard from above.

**483 With height adjustment feature:**

This subclass is indented under subclass 481. Backboard or support structure therefor wherein the mounting or supporting structure includes means to enable the goal or target to be located in any one of a number of positions which are vertically and variably spaced from the plane of the playing area.

**484 Having parallelogram linkage:**

This subclass is indented under subclass 483. Backboard or support structure therefor wherein the height adjustment mechanism comprises at least two vertically spaced-apart links, each link being pivoted about a horizontal axis at one end to a support member and at the other end to a backboard.

**485 Hoop or the net, pocket, or support structure therefor:**

This subclass is indented under subclass 479. Apertured or pocketed goal or target structure relating to (a) the means defining the entrance

opening of the goal or target structure, (b) a means for suspending a net, receptacle, screen, curtain, shield, or the like from the means defining the entrance opening, (c) a net, receptacle, screen, curtain, shield, or the like adapted to be suspended from the means defining the entrance opening for slowing the descent of, constraining the movement of, or capturing a projectile which has passed through the means defining the entrance opening, or (d) a means for mounting or attaching the means defining the entrance opening to a backboard or to a support unless elsewhere provided for.

**486 Breakaway hoop:**

This subclass is indented under subclass 485. Goal or target hoop structure comprising means to facilitate deflection of the hoop upon the application thereto of a force sufficient to inflict injury to a player or damage to the hoop or to the backboard or mounting or support structure to which the hoop is attached or mounted.

**487 Having means for mounting over edge of support:**

This subclass is indented under subclass 485. Hoop support structure comprising means for mounting the hoop over the top edge of a relatively thin, somewhat planar structure which is oriented in an upright position (e.g., a door, wall, etc.).

**488 Quick mount hoop:**

This subclass is indented under subclass 485. Goal or target hoop structure comprising means to facilitate the rapid mounting, removal, or interchange of a hoop or of a hoop to and from a vertically oriented rebound surface (i.e., a backboard) or other hoop support structure without the need of tools.

- (1) Note. Quick mount hoops generally do not use permanent or semipermanent fasteners such as nails, screws, bolts, etc., but rather rely upon an interlocking or frictional fit between a component on the hoop and a component on the backboard or other hoop support. They may have an ancillary locking component such as a pin, detent, or even a bolt and nut to lock the hoop and backboard or other support components together to prevent accidental separation, and a tool

may be provided to facilitate manipulation of the hoop or locking component from a remote location (e.g., to extend the reach of a person mounting, removing, or interchanging a hoop beyond such person's unaided reach), but such a tool must not be required to separate or join the components.

**489 Removable net-mounting subassembly:**

This subclass is indented under subclass 485. Subject matter relating to a structure adapted and intended to rest on a hoop for suspending a net, receptacle, screen, curtain, shield, or the like from the hoop.

**490 Means for dividing field or court into compartments; element thereof or accessory therefor (e.g., a net, marking strip, marked line, etc.):**

This subclass is indented under subclass 415. Subject matter comprising means adapted and intended to break the playing area into two or more compartments, subareas, or sections or comprising a component part thereof or an ancillary means therefor unless elsewhere provided for.

- (1) Note. The field- or court-dividing means may comprise a net, fence, wall, rope, chain, curtain, or a line or zone marking located on or otherwise located within the confines of the playing area or located in the vicinity of the boundary of the playing area.
- (2) Note. Although the field- or court-dividing means is usually located within the confines of the playing area, it may also comprise means located at or in the vicinity of the outer boundary marking structure or enclosure. However, this type of dividing means must still function to at least help break the playing area into two or more compartments, subareas, or sections. An example of this type of field or court dividing means might be one or more markers spaced along the length of a field or court for assisting in defining real or imaginary lines across the width of the playing area of the field or court. For example, the numerical yardline markers which are spaced every ten yards along the length

of the playing field used in the play of an American football game, in conjunction with the lines marked across the width of the field, function to assist in the location of the ball or a player on the field.

SEE OR SEARCH THIS CLASS, SUBCLASS:

465+, for a playing field or court game having at least two or more different types of game components used in the same game and in which the game or sport is played on a playing area having a means for dividing the playing area into two or more compartments, subareas, or sections.

SEE OR SEARCH CLASS:

428, Stock Material or Miscellaneous Articles, for a stock material product in the form of a single or plural layer web or sheet, particularly subclasses 245+ and 411.1+ for a plural layer web product not provided for elsewhere.

**491 Net attachable to game table:**

This subclass is indented under subclass 490. Subject matter wherein the field or court dividing means is a flexible expanse of reticulated or meshlike material or a sheet of flexible material, and wherein the dividing means includes means to secure it to, and between the ends of, an elevated, generally horizontally disposed surface of a table used in playing a game.

SEE OR SEARCH THIS CLASS, SUBCLASS:

475, for the subject matter of this subclass (491) combined with a table used in playing a playing field or court game.

**492 Net post:**

This subclass is indented under subclass 490. Subject matter comprising a generally elongated structure upstanding from a playing field or court for supporting a dividing means in the form of a flexible expanse of reticulated or meshlike material, or a sheet of flexible material in position over a playing surface.

**493 With net-tightening means:**

This subclass is indented under subclass 492. Subject matter including a mechanical apparatus for applying a longitudinal tensioning force directly to a net or to a cable, wire, rope, or like element to which a net is attached.

(1) Note. A user graspable element (e.g., a handle, etc.) attached to a net, cable, etc. for improving the user's grip on the net, cable, etc. while he or she is applying a manual pulling force on the net, cable, etc., is not considered to be a mechanical apparatus unless it also provides some mechanical advantage or force-multiplying effect (e.g., a lever, etc.).

(2) Note. A longitudinal tensioning force is a force generally parallel to the surface of the playing field or court on or over which the net is mounted.

**494 Net, with net, or for net:**

This subclass is indented under subclass 490. Subject matter (a) wherein the field or court dividing means is a flexible expanse of reticulated or meshlike material or a sheet of flexible material, (b) comprises a structure or means combined such material, or (c) comprises a structure or means specifically adapted and intended to be used for or with such material.

**495 Net center stay:**

This subclass is indented under subclass 494. Subject matter comprising means for affixing a central portion of a net to the playing surface of the field or court.

**496 Table-tennis table:**

This subclass is indented under subclass 415. Subject matter comprising a generally horizontally disposed projectile bounce surface intended to be positioned centrally between two or more players and elevated above a playing field or court which is divided into compartments, subareas, or sections and wherein the projectile bounce surface has a portion thereof positioned above each compartment, subarea, or section.

**497 Pitching rubber or mound:**

This subclass is indented under subclass 415. Subject matter comprising either (a) an elongated, generally rectangular block of firm resilient material mounted or intended to be mounted in or on the ground at a pitching location on a baseball playing field, or (b) means for forming a raised area at a pitching location on an otherwise generally level baseball playing field so as to simulate the mound of earth normally provided at that location on an earthen baseball playing field.

**498 Cricket wicket:**

This subclass is indented under subclass 415. Subject matter comprising a set of stumps topped by two crosspieces at which the ball is bowled in the game commonly known as cricket or comprising any part thereof.

**499 Base for game in which play involves base running (e.g., for baseball, etc.):**

This subclass is indented under subclass 415. Subject matter comprising a body adapted and intended to be positioned on the surface of a playing field or court to define a station, from which a player starts or attempts to reach while traversing the playing field in response to a first game action and before a specified second game action occurs (e.g., in response to the hitting or pitching of the game projectile, etc.).

**500 With indicator:**

This subclass is indented under subclass 499. Subject matter wherein the base includes means for indicating contact with the base by a portion of the body of a base runner or fielder.

**501 Breakaway:**

This subclass is indented under subclass 499. Subject matter comprising means for normally anchoring the base fixedly to the playing field, which anchoring means includes means to permit the base to pivot, rotate, or slide relative to, or separate from, the anchoring means in response to forces exerted against the base for mitigating potential damage to the base or injury to a player.

- (1) Note. The main body of the base as a whole must move relative to the anchoring means. A base main body which is constructed of a yieldable material so as

to deform in response to forces exerted against it but which does not move as a whole relative to the anchoring means will be found in the outdent subclass as indicated in the Search note below.

SEE OR SEARCH THIS CLASS, SUBCLASS:

- 499, for a base main body which is constructed of a yieldable material so as to deform in response to forces exerted against it but which does not move as a whole relative to the anchoring means.

**502 Flag belt (e.g., for use in football game without tackling, etc.):**

This subclass is indented under subclass 415. Subject matter comprising a belt for encircling a player (usually a player playing a game similar to the game commonly known as football in the U.S.A.) and one or more tabs secured to the belt, which tab(s) is intended to be grabbed by an opposing player to cause separation of the grabbed tab from the belt or separation of the belt from the player.

**503 Projectile catcher other than combined projector-catcher device:**

This subclass is indented under subclass 415. Subject matter comprising means other than an article of apparel (e.g., a baseball glove, etc.) which is held by or carried on the body of a player only for catching a game projectile moving through the air during play of a playing field or court game.

- (1) Note. A player-held device which is used to both catch an aerial projectile moving through the air and project the projectile back into the air (i.e., a combined projector-catcher device) is specifically excluded from this subclass even if it (e.g., a lacrosse stick, etc.) is intended to be used to play a playing field or court game.

SEE OR SEARCH THIS CLASS, SUBCLASS:

- 505+, for a combined projector-catcher implement which is held and so manipulated by a player to both catch an aerial projectile moving through

the air and project the projectile back into the air.

SEE OR SEARCH CLASS:

- 2, Apparel, for a body guard or protector, in general, particularly subclass 19 for a baseball glove.
- 273, Amusement Devices: Games, subclass 412 for a user manipulated device which is used solely for the purpose of catching a projectile moving through the air.

**504 Cover for playing field or court (e.g., for baseball field, etc.):**

This subclass is indented under subclass 415. Subject matter comprising a removable surface covering having one or more flexible webs, which covering is intended, according to the size, material, and quality of the same, to cover, in substantially immediate overlying relationship, a substantial portion of a playing field or court so as to protect the covered portion from the elements of weather or preserve the quality of the covered portion.

SEE OR SEARCH THIS CLASS, SUBCLASS:

- 34, for a dust cover for protectively covering the playing surface of a billiard or pool table or gameboard when it is not in use to play a game thereon.

SEE OR SEARCH CLASS:

- 135, Tent, Canopy, Umbrella, or Cane, subclass 115 for a cover used on a portable shelter.
- 150, Purses, Wallets, and Protective Covers, subclasses 154+ for a protective cover, in general, made of flaccid material.

**505 PLAYER HELD DEVICE FOR BOTH PROJECTING AND CATCHING AERIAL PROJECTILE; PART THEREOF OR ACCESSORY THEREFOR (I.E., COMBINED PROJECTOR-CATCHER DEVICE):**

This subclass is indented under the class definition. Subject matter (a) comprising a handheld or body-mounted implement for throwing, impelling, launching, or otherwise projecting a projectile into or through the air and wherein the implement is either (1) also used to capture

or trap a projectile already moving through the air, or (2) includes an additional means to capture or trap a projectile already moving through the air; (b) comprising a constituent part of such an implement; or (c) comprising an ancillary means adapted and intended to be used with or for such implement not elsewhere provided for.

- (1) Note. The terms "catch," "capture," and "trap" as used herein mean that the primary function of the projector-catcher implement is to be so manipulated by the user to stop or intercept a game projectile during its flight through the air and that the implement carries and holds the intercepted projectile therein or thereon so that it may again be thrown, impelled, launched, or otherwise projected into the air from the implement upon manipulation thereof by the user. However, the implement may include means so that it may, at times, be also used to scoop a projectile off the ground so as to project it into the air provided that the implement also has means to carry or hold the projectile therein or thereon prior to projection thereof.
- (2) Note. A "catcher" as defined herein is distinguished from a "target" in that a catcher is manipulated by the user in an effort to catch or intercept and trap the projectile while a target is merely an aiming point for a projectile projected thereat. Any movement of a target is intended to make the target more difficult to be struck by a projectile aimed and projected thereat.
- (3) Note. The term "catching" embraces catchers in the form of pocket-type receptacles (with or without outlet passages), open-bottomed pockets which trap and retain a projectile therein (i.e., apertured catchers which have apertures smaller than the projectile), and rodlike or hooked appendages.
- (4) Note. These combined projector-catcher implements may be used in a number of ways. For example, an impaling type of projector-catcher implement consisting merely of a rodlike member having a

gripping portion may be used by (a) a user to launch a projectile removably impaled upon the rodlike member into the air and subsequently manipulated to catch (i.e., impale) the launched projectile upon the same rodlike member, (b) a user having two such rodlike members, one in each hand, and the projectile is launched by the user from the rodlike member in one hand to be caught by the rodlike member in the other hand, or (c) two or more users therefor, each having one such rodlike member and the projectile is launched into the air from the rodlike member held by one user to be caught by (i.e., impaled upon) the rodlike member held by another user.

**SEE OR SEARCH THIS CLASS, SUBCLASS:**

503, for a means, other than an article of apparel (e.g., a baseball glove, etc.), adapted to be held or carried by a player of a playing field or court game for the sole purpose of catching a game projectile during play of the game.

**SEE OR SEARCH CLASS:**

124, Mechanical Guns and Projectors, subclass 5 for a projecting implement, per se (e.g., a sling, etc.) which is held in the hand of a person and caused to throw a missile into or through the air by a centrifugal or swinging movement of the person's arm.

273, Amusement Devices: Games, subclass 412 for a user manipulated device, other than an article of apparel (e.g., a baseball glove, etc.), which is used solely for the purpose of catching a game projectile moving through the air.

**506 With tethered projectile:**

This subclass is indented under subclass 505. Subject matter wherein the projector-catcher implement has one end of an elongated member attached thereto which, in turn, has an aerial projectile attached to the other end thereof so that the projectile is constrained for movement within the extent of the elongated member whenever it is thrown, impelled,

launched, or otherwise projected into the air from the implement.

**SEE OR SEARCH CLASS:**

273, Amusement Devices: Games, subclass 329 for a handheld manipulating implement having an aerial projectile tethered thereto and having an aperture formed therein so that the projectile is intended to be passed entirely through the aperture upon manipulation of the implement and subclass 330 for a handheld manipulating implement having an aerial projectile tethered thereto, which implement is intended to merely strike the projectile so as to project it into the air or the implement is intended to be struck by the aerially moving projectile upon manipulation of the implement. The latter implements are usually a paddle member having a handle extending therefrom and having a resilient projectile tethered thereto.

**507 Having pocketed catcher:**

This subclass is indented under subclass 506. Subject matter wherein the catcher part of the implement is either (a) in the form of a closed-bottom receptacle which is intended to stop and retain the projectile therein, or (b) in the form of a through aperture which is somewhat smaller in dimension than the projectile so as to stop, trap, and retain the projectile therein.

**508 Having elastic tether:**

This subclass is indented under subclass 507. Subject matter wherein the tether is a resilient flexible member or is secured to a resilient means (e.g., a spring-powered rewinding mechanism, etc.) attached to the implement.

**509 Having projectile conducting means between separate entrance and exit (e.g., continuous orbit, etc.):**

This subclass is indented under subclass 505. Subject matter wherein the projector part and the catcher part of the implement are spaced apart from one another but are interconnected by a passageway, conduit, trackway, or surface formed in the implement for conducting the projectile, when caught, from the catcher part to the projector part while remaining with the implement.

**510 Both projector and catcher are pocketed:**

This subclass is indented under subclass 505. Subject matter wherein either (a) the projector part is also used as the catcher part and is in the form of either a closed-bottom receptacle or an apertured receptacle, the aperture of the apertured receptacle having a dimension somewhat smaller than the projectile, whereby the receptacle, in performing its catching function, is intended to stop, trap, and retain the projectile therein, or (b) the projector part and the catcher part are separate portions of the implement and are both in the form of a closed-bottom receptacle, an apertured receptacle, or a combination of both a closed-bottom receptacle and an apertured receptacle, the aperture of the apertured receptacle having a dimension somewhat smaller than the projectile, whereby the catcher part of the implement, in performing its catching function, is intended to stop, trap, and retain the projectile therein.

**511 With mechanical projection:**

This subclass is indented under subclass 510. Subject matter wherein the projector part comprises or includes a mechanically operated means associated with the receptacle for achieving or assisting the impelling or launching of a projectile into the air.

- (1) Note. Also included in this subclass are projector-catcher implements formed from a flexible sheet means which is flexed by the user to achieve or assist the propelling or launching of a projectile resting on the sheet means. The flexible sheet means either has a closed-bottom receptacle formed therein or located thereon so as to form a closed-bottom receptacle. The flexing of the sheet means by the user (e.g., the pulling upon the ends of the sheet means so as to tension or stretch it) causes a projectile resting thereon to be propelled or launched into the air and, therefore, constitutes a mechanically operated means to propel or launch a projectile.

**512 Pocket-to-pocket type:**

This subclass is indented under subclass 510. Subject matter wherein the receptacle of the projector part and the receptacle of the catcher part are separate portions of the implement so

that the projectile is launched into the air from the projector-part receptacle and caught by the catcher-part receptacle.

- (1) Note. The catcher part of the implement may comprise plural receptacles.

**513 Having pocket with laterally facing opening (e.g., lacrosse stick, jai alai cesta, etc.):**

This subclass is indented under subclass 510. Subject matter wherein the projector part and the catcher part are combined into a single closed-bottom receptacle which is used both to catch a projectile moving through the air and to propel or launch the projectile back into the air and wherein the implement includes an elongated handle member attached to and extending outwardly from the closed bottom receptacle such that the open portion of the receptacle faces in a direction generally perpendicular to the longitudinal axis of the handle member, whereby the implement as a whole has a general configuration somewhat similar to a spoon-shaped utensil.

- (1) Note. The closed-bottom receptacle which constitutes both the projector and catcher parts of the implement may be quite large relative to the projectile and this receptacle may itself have a secondary closed-bottom receptacle formed therein for holding and retaining a projectile at rest therein. Many lacrosse sticks are exemplary of this type of implement. When the implement is manipulated to project a projectile, a projectile resting in the secondary receptacle is moved out into the main receptacle and projected therefrom, mainly by centrifugal forces. When the implement is manipulated to catch a projectile moving through the air, the implement is manipulated so that the bottom of the main receptacle intercepts (thereby stopping) the flight of the projectile, whereupon the projectile drops by gravity into the secondary holding receptacle so that it may again be projected.

**SEE OR SEARCH CLASS:**

- 124, Mechanical Guns and Projectors, subclass 5 for a projecting implement, per se (e.g., a sling, etc.), which is held in the hand of a person and caused to



throw a missile into or through the air by a centrifugal or swinging movement of the person's arm.

**514 Having impaling, hooking, or ensnaring type catcher:**

This subclass is indented under subclass 505. Subject matter wherein the projector-catcher implement comprises or includes a protrusion, rod, bar, ring, hook, or the like means for removably receiving thereupon an aerially moving projectile having cooperating complementary means (e.g., the projectile having an aperture therein for mating with the protrusion, comprising or having a hook member for being caught upon the bar, rod, hook, or ring, or comprising two parts interconnected by a flexible member or tether so that it may drape itself over the bar or rod, etc.) adapting it to be impaled upon the protrusion or hooked upon, draped over, or otherwise ensnared by the rod, bar, ring, hook, or the like means upon manipulation of the implement by the user; and wherein the protrusion, rod, bar, ring, hook, or the like means is so configured and adapted to enable the impaled, hooked, draped, or otherwise ensnared projectile to be reprojected back into the air upon manipulation of the implement by the user.

**515 Having pocketed catcher connected to but spaced apart from projector:**

This subclass is indented under subclass 505. Subject matter wherein the projector part and the catcher part are disposed at different locations upon the implement and wherein the catcher part is either (a) in the form of a closed-bottom receptacle which is intended to stop and retain the projectile therein or (b) in the form of an apertured receptacle comprising a through-aperture dimensioned somewhat smaller than the projectile so that the projectile is intended to be stopped and retained within the aperture of the receptacle.

**516 PLAYER HELD AND POWERED, NON-MECHANICAL PROJECTOR, PER SE, FOR PROJECTING AERIAL PROJECTILE BY STRIKING; PART THEREOF OR ACCESSORY THEREFOR:**

This subclass is indented under the class definition. Subject matter (a) comprising an implement, per se, which is held and used by, or worn on the body of and used by, a player dur-

ing play of a game or sport in which a game projectile is intended to move through the air during play of such game or sport, which implement is intended to enable the player to impart an impact upon the projectile so as to thereby propel, impel, launch or otherwise project the projectile into the air, through the air, or already moving through the air such that substantially all of the force used to impact the projectile is supplied by the player; (b) comprising a constituent part of such a player held or worn impact implement; or (c) comprising an ancillary means adapted and intended to be used with or for such player held or worn impact implement not elsewhere provided for.

**SEE OR SEARCH THIS CLASS, SUBCLASS:**

- 44+, for a projecting implement or apparatus (e.g., a billiard or pool cue, etc.) used in playing the surface projectile game known as billiards or pool.
- 107, for a mechanically operated projecting device used in playing the surface projectile game known as bowling.
- 118+, for a bowling pin, per se, used as a target in playing the game of bowling.
- 131, for a nonswingable implement or device used to project a ball in playing the projectile game known as golf.
- 219+, for a practice swingable implement used by a player to improve or perfect his or her skill in playing the game of golf.
- 282+, for a swingable implement (i.e., a golf club) used to project a projectile (i.e., a golf ball) in playing the game of golf.
- 412, for a player-carried, nonmechanical projector (e.g., a croquet mallet, etc.) used in playing the surface projectile game known as croquet.
- 415+, for a practice swingable implement per se, or for a swingable implement or other device for projecting a projectile which is combined with at least one other game component, which implement or device is used in playing or practicing for a playing field or court game such as baseball, basketball, football, soccer, tennis, racquetball, lacrosse, etc.).
- 505+, for a player held or worn implement (e.g., a lacrosse stick, jai alai cesta,

etc.) adapted both to project a projectile into the air and to catch a projectile already moving through the air.

game (see particularly subclass 405 thereunder for a mechanical projector combined with a target).

**SEE OR SEARCH CLASS:**

- 124, Mechanical Guns and Projectors, for an implement, per se, or a mechanically operated apparatus, per se, adapted to impel or throw a projectile into or through the air in which the propelling agent is nonexplosive, particularly subclass 5 for a device adapted to be held in the hand of a person and caused to throw a missile by a centrifugal or swinging movement of the person's arm (e.g., a sling, etc.), and subclass 79 for a device having a movable member which is impacted by a user to be moved into forcible contact with a missile to thereby transmit the user-provided impact force to the missile in order to propel it into or through the air.
- 150, Purses, Wallets, and Protective Covers, subclasses 154+ for a protective cover made of flaccid material, especially subclass 163 for a flaccid protective cover for a racquet (e.g., a tennis racquet, etc.).
- 206, Special Receptacle or Package, subclasses 315.1+ for a container for, or a package for containing, a sport implement, exercise device, or game.
- 273, Amusement Devices: Games, subclasses 108+ for a surface projectile game in which a projectile travels at all times over the playing surface during play of the game, which projectile is projected over the playing surface either by a player using a player manipulated implement in which the player supplies the projecting force or by a mechanically powered projecting device (see particularly subclasses 119+ thereunder for a mechanically powered projector combined with and attached to the playing surface and subclass 129 thereunder for a projecting implement per se or for a mechanically operated projector per se); and subclasses 317+ for a projecting device or implement combined with at least one other game component which is used in an aerial projectile

**517 Having projectile retrieving means:**

This subclass is indented under subclass 516. Subject matter wherein the projecting implement includes means for temporarily engaging and holding a projectile thereto for the purpose of picking a projectile up from a playing surface.

**SEE OR SEARCH THIS CLASS, SUBCLASS:**

286, for a golf club or auxiliary device combined with a ball retriever.

**SEE OR SEARCH CLASS:**

294, Handling: Hand and Hoist-Line Implements, subclass 19.2 for a ball retriever, per se.

**518 Body attachable:**

This subclass is indented under subclass 516. Subject matter wherein the projecting implement has means for enabling securement to a body part of a player so that it, once secured, will remain secured to the player in a usable position without continued effort by the player.

**519 With user shiftable, adjustable, or interchangeable weight for use during play or with freely shiftable mass for increasing impact force:**

This subclass is indented under subclass 516. Subject matter (a) comprising at least one weight element which is attached, or is intended to be attached, to the projecting implement during play, which weight element is further adapted and intended to be either (1) moved or released for movement to a different location on the implement by a user of the implement, either before or during use of the implement, so as to change the overall balance of the implement during use thereof, or (2) added to or substituted for another similar weight element by a user of the implement, either before or during use of the implement, so as to change the overall weight or balance of the implement during use thereof, or (b) comprising a body of material which is movable from one location on or in the implement to a second location on or in the implement as the implement is moved by a user to strike a pro-

jectile so that the implement will impart a greater impetus to the projectile when it is struck.

**520 With sound-deadening, vibration-damping, or shock-absorbing feature other than projectile- or hand-contact surface or with rebound reducing feature:**

This subclass is indented under subclass 516. Subject matter wherein the projecting implement (a) comprises means, other than the outermost surface or layer of the part of the implement which is intended either to make contact with a projectile when it is struck (e.g., a rubber layer on the striking surface of a table tennis paddle, etc.) or to be grasped by a user thereof (e.g., a rubber grip strip wound around a tennis racket handle, etc.), specified as absorbing or attenuating vibrations of any frequency induced in the implement when it strikes a projectile or for preventing or reducing auditory or direct transmittal of such vibrations to the body of the user, or (b) comprises means intended to lessen or offset the force tending to cause the implement to bounce off a projectile when the implement and projectile contact each other.

- (1) Note. A racket or paddle (whose construction as a whole is disclosed as (a) absorbing, attenuating, or blocking the transmission of vibrations than; (b) having fewer, lesser, lower, etc., vibrations than; or (c) reducing rebound over another racket or paddle having some other overall construction) is not classifiable here unless a clearly identified component(s) or feature(s) (whose disclosed function is to absorb, attenuate, or block the transmission of vibrations or to reduce rebound) is present.

**521 For racket or paddle:**

This subclass is indented under subclass 520. Subject matter wherein the sound deadening, vibration damping, shock absorbing, or rebound reducing feature is adapted and intended to be in or with a projecting implement commonly known as a racket or paddle, which racket or paddle comprises a thin, broad, generally flat, projectile- striking member having a maximum length and width which are more or less equal (e.g., oval-shaped, etc.) and having a length and width which are each many

times greater than the thickness of the member and wherein the striking member further (a) comprises a substantially rigid, generally flat, platelike element or is formed from a flexible sheet secured across a surrounding peripheral supporting frame (i.e., a paddle), or (b) is composed of a plurality of spaced apart, elongated strings, stringlike elements, or their equivalent stretched in an intersecting, parallel, radial, or concentric arrangement across a surrounding peripheral supporting frame to form a resilient web within the frame periphery (i.e., a racket).

- (1) Note. See the Notes appended to subclass 524 below for a further elaboration of the type of projectile-striking implement that is considered to be a racket or paddle.

**522 Contacts string:**

This subclass is indented under subclass 521. Subject matter wherein the racket or paddle has a projectile-striking surface composed of a plurality of spaced apart, elongated strings, stringlike elements, or their equivalent stretched in an intersecting, parallel, radial, or concentric arrangement across a surrounding peripheral supporting frame to form a resilient web within the frame periphery and wherein the actual sound deadening, vibration damping, shock absorbing, or rebound reducing element itself touches at least one string, etc., of the strung striking surface.

**523 In, under, or contacting grip:**

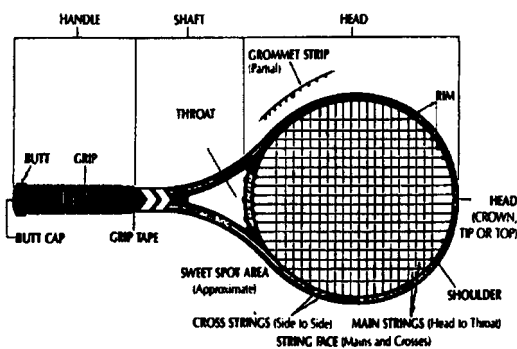
This subclass is indented under subclass 521. Subject matter wherein the racket or paddle includes a means adapted and intended to enable a user to grasp and thereby hold the racket or paddle in his or her hand during its use in playing a game and wherein the actual sound-deadening, vibration-damping, shock-absorbing, or rebound-reducing element itself touches, is located within, or is located beneath the graspable means.

**524 Racket or paddle; accessory therefor (e.g., a tennis racket, tennis racket press, etc.):**

This subclass is indented under subclass 516. Subject matter either (a) wherein the projecting implement comprises a thin, broad, generally flat, projectile-striking member having a maximum length and width which are more or less equal (e.g., oval-shaped, etc.) and having a

length and width which are each many times greater than the thickness of the member, and wherein the striking member further (1) comprises a substantially rigid, generally flat, plate-like element or is formed from a flexible sheet secured across a surrounding peripheral supporting frame (i.e., a paddle), or (2) is composed of a plurality of spaced apart, elongated strings, stringlike elements, or their equivalent stretched in an intersecting, parallel, radial, or concentric arrangement across a surrounding peripheral supporting frame to form a resilient web within the frame periphery (i.e., a racket), or (b) comprises an ancillary means adapted and intended to be used with or for such projecting implement not elsewhere provided for.

## Anatomy of a Racquet



- (1) Note. Paddles and rackets typically have a shaft or other member extending from the edge of the striking member to provide a means to enable a user to grip the implement and to extend the reach of the user. Where such a shaft or other member is present and the length thereof exceeds about five times the maximum length or width dimension of the striking member, the implement is to be considered to be a mallet or club (classifiable below) provided that it also fits the definition of a mallet or club as defined in the respective subclasses 558 or 559 below.
- (2) Note. A flexible sheet may either be solid or be woven, knitted, etc., from one or more strands of material where the adjacent strands (or runs of the same

strand) touch or have a gap therebetween no greater than the width of a strand. If the gap exceeds the width of a strand, the implement is to be considered to be a strung-surface racket rather than a flexible-sheet paddle.

### 525 Having striking faces attached to the ends of intermediate handle:

This subclass is indented under subclass 524. Subject matter wherein the racket or paddle comprises at least two distinct and spaced-apart striking members connected to each other by a hand-gripping means extending therebetween, a different end of the handgrip means being secured to each striking member.

### 526 Having handle at an angle to, offset from, or nonradially oriented relative to plane of striking member:

This subclass is indented under subclass 524. Subject matter wherein the racket or paddle has, attached to the striking member, a means having a longitudinal axis and having at least a portion thereof adapted and intended to be grasped by a user during use of the racket or paddle and wherein the longitudinal axis of the graspable means (a) intersects the plane within which the striking member lies (i.e., at an angle to), (b) lies in a plane parallel to and spaced outside of the region located between, and spaced apart from, the planes defined by the broad opposed surfaces of the striking member (i.e., offset from), or (c) lies on or between the planes defined by the broad opposed surfaces of the striking member and does not intersect either the center of geometry or the center of gravity of the striking member.

- (1) Note. A racket or paddle with a curved handle is considered to meet the definition above if a straight line extending between the ends of the handle meets any of the tests in parts (a), (b), or (c) above.

### 527 Paddle:

This subclass is indented under subclass 524. Subject matter wherein the striking member (a) comprises a substantially rigid, generally flat, platelike element or (b) is formed from a flexible sheet secured across a surrounding peripheral supporting frame (i.e., a paddle).

- (1) Note. A flexible sheet may either be solid or be woven, knitted, etc. from one or more strands of material where the adjacent strands (or runs of the same strand) touch or have a gap therebetween no greater than the width of a strand. If the gap exceeds the width of a strand, the implement is to be considered to be strung-surface racket rather than a flexible-sheet paddle.
- 528 Projectile striking surface is flexible sheet secured to peripheral frame:**  
This subclass is indented under subclass 527. Subject matter wherein the striking surface of the striking member comprises a pliable or resilient membrane or expanse of material spanning the opening defined by a generally closed perimeter wall of the surrounding peripheral supporting frame and wherein the membrane or expanse of material is secured at or in the vicinity of its edge to or adjacent the perimeter wall of the supporting frame.
- (1) Note. A flexible sheet may either be solid or be woven, knitted, etc., from one or more strands of material where the adjacent strands (or runs of the same strand) touch or have a gap therebetween no greater than the width of a strand. If the gap exceeds the width of a strand, the implement is to be considered to be strung-surface racket rather than a flexible-sheet paddle.
- 529 Having resilient blade facing:**  
This subclass is indented under subclass 527. Subject matter wherein the striking member comprises plural layers and wherein the outermost layer (or layers) comprises a surface covering of resilient material.
- 530 Blade having means to enhance friction upon impacted projectile (e.g., to enhance English upon projectile, etc.):**  
This subclass is indented under subclass 527. Subject matter wherein the projectile contact surface of the striking member includes means to increase the grip of the surface on the projectile while in contact therewith.
- 531 Folding or detachable shaft:**  
This subclass is indented under subclass 524. Subject matter wherein the striking member includes a shaft and a means for either (a) releasably attaching the shaft to the striking member, or (b) permitting the shaft to pivot relative to the striking member from a position extending outwardly from the edge of the striking member to a position generally overlying or surrounding the striking member whereby the releasably attaching or pivoting means enables the implement to be more compactly stored.
- 532 Having replaceable string frame:**  
This subclass is indented under subclass 524. Subject matter wherein the striking member comprises a strung surface formed by a plurality of spaced apart, elongated strings, stringlike elements, or their equivalent stretched in an intersecting arrangement across a surrounding peripheral subframe and wherein the strings, stringlike elements, or their equivalent and the subframe are releasably mounted as a unit to a surrounding or coterminous main supporting frame.
- 533 Double strung (i.e., having striking faces formed from two spaced-apart, planar sets of strings):**  
This subclass is indented under subclass 524. Subject matter wherein the striking member is formed from two generally coextensive strung surfaces supported in a spaced-apart relationship from each other by the surrounding peripheral supporting frame.
- 534 With adjustable string-tensioning means:**  
This subclass is indented under subclass 524. Subject matter comprising a means combined with a racket, either by being incorporated in the racket or attached to the racket while it is being used during play, which means is adapted to variably apply a tensile force to one or more strings of the racket for the purpose of changing the tautness in the one or more strings.
- (1) Note. A means for changing the tension of the one or more strings may include a means for expanding or contracting the surrounding peripheral supporting frame of the racket.

SEE OR SEARCH THIS CLASS, SUB-CLASS:

556, and 557, for a stringing or string stretching device, either per se or combined with a racket, which device is adapted to be used with a racket while it is being strung or restrung, such device not being part of, or combined with, a racket while it is being used during play of a game.

**535 Fiber reinforced plastic frame:**

This subclass is indented under subclass 524. Subject matter wherein the frame is formed from a composite material comprising a stranded, filamentary, or fibrous web of reinforcing material disposed in a hardened matrix of formable organic synthetic or processed material.

**536 Plural fiber compositions:**

This subclass is indented under subclass 535. Subject matter wherein the composite material includes reinforcing fibers of different chemical makeup.

**537 Having dimensional characteristic or other parameter specified by a number, numeric variable, or mathematical formula (e.g., location of center of gravity, elastic modulus of a string, weight of racket, etc.):**

This subclass is indented under subclass 524. Subject matter wherein any one of the set of physical properties whose values determine the characteristics or behavior of a racket, a part thereof, or a combination of parts thereof is designated (a) by a numeral or combination of numerals, (b) by a symbol representing a number, or (c) by a numerical or symbolic mathematical statement or expression.

(1) Note. A number, numeric variable, or numeric formula which designates only the number of rackets or parts thereof (e.g., three rackets; ten strings; two rackets, one having one handle and the other having two handles; etc.) is not considered to specify a dimensional characteristic or parameter and is, therefore, not included in this and the indented subclass.

(2) Note. A number or mathematical formula may be expressed in any number system or by the word equivalent thereof (e.g., II+II=IV, two plus two equals four, etc.).

**538 Of handle or grip:**

This subclass is indented under subclass 537. Subject matter wherein the number, numeric variable, or mathematical formula specifies a dimensional characteristic or other parameter of either (a) the portion of the racket frame intended to be grasped by a user thereof or (b) a covering for such graspable portion.

SEE OR SEARCH THIS CLASS, SUB-CLASS:

201+, for golf game equipment or device comprising structure relating to a hand-on-grip positioning aid or grip indicator.

300+, for golf club structure in which significance is attributed to the portion of the club adapted to be grasped by a hand of a player.

549+, for handle or grip structure for a racket, in general.

568, for a bat-type striking implement in which significance is attributed to the grip portion thereof.

**539 Elongated string-hole liner (e.g., grommet, bushing, etc.):**

This subclass is indented under subclass 524. Subject matter comprising an elongate tubular member extending, or intended to extend, into a hole which, in turn, extends into or through the peripheral supporting frame of a racket, which tubular member being for the purpose of guiding, protecting, spacing, or cushioning a string where it passes through or into the frame.

**540 Having string mounting feature other than mere through-holes lying in string plane:**

This subclass is indented under subclass 524. Subject matter relating to (a) means for securing a string to the racket frame, (b) means for guiding a string through or about the racket frame, (c) means for protecting a string from contact by the racket frame, or (d) a specified arrangement of string holes extending into or through the racket frame.

- (1) Note. A specified arrangement of string holes passing entirely through the racket frame and wherein the centers of all such holes lie in a common plane is excluded herefrom unless some additional string mounting feature is also specified.
- (2) Note. A specified arrangement of strings is excluded from this and the indented subclasses even if such specified string arrangement would require a means for mounting, guiding, or protecting the string or would require an arrangement of string holes herein provided for, unless the means for mounting, guiding, or protecting the string or the string hole arrangement is claimed.

SEE OR SEARCH THIS CLASS, SUB-CLASS:

543, for a specified arrangement of strings for a racket, and see (2) Note above.

**541 Extending radially inward from inner frame edge:**

This subclass is indented under subclass 540. Subject matter comprising a means for securing, guiding, or protecting a string and wherein the means extends from the racket frame into the space bounded by the frame whereby the string is located entirely within that bounded space.

**542 Having nonplanar string-hole pattern or arrangement in frame:**

This subclass is indented under subclass 540. Subject matter comprising a specified arrangement of string holes extending into or through the racket frame and wherein the centers of the string holes lie in two or more spaced or intersecting planes.

**543 Prefabricated string assembly, means to prevent relative movement or wear at crossover points of strings, or having one or more strings with specified characteristic or arrangement:**

This subclass is indented under subclass 524. Subject matter (a) comprising an array of strings associated together and placeable as a unit into the space bounded by the frame of a racket for subsequent securement thereto, (b) comprising a device to anchor the strings of the

web of a racket to each other in order to reduce or eliminate relative movement therebetween, (c) comprising a device to reduce wear on a string of a racket at the point it crosses another string, (d) comprising a string in combination with a racket frame and wherein any characteristic of the string (e.g., material, surface configuration, etc.) is specified, or (e) comprising strings in combination with a racket frame and wherein the layout of the strings relative to each other or to the racket frame is specified.

- (1) Note. A string, per se, is excluded herefrom unless (a) the string is expressly disclosed for use in the string web of a racket intended for striking a game projectile, and (b) the string possesses a surface characteristic (e.g., bumps, tackiness, low friction coating, etc.) expressly disclosed either to interact with the projectile (e.g., to enhance the grip of the string on the projectile, etc.) or to interact with another string at the point at which they cross (e.g., to prevent relative movement between the strings, etc.).

SEE OR SEARCH THIS CLASS, SUB-CLASS:

428, Stock Material or Miscellaneous Articles, subclasses 364+ for a coated or structurally defined strand, filament, or fiber, and see especially the Notes thereunder for other possible locations for a strand, filament, or fiber (as, for example, in a composition or music class).

**544 Nonmetallic frame having metallic reinforcement or frame composed of metal-plastic composite:**

This subclass is indented under subclass 524. Subject matter wherein the frame either (a) is made of nonmetallic material and includes a metallic element for strengthening some portion of the frame or (b) consists essentially of metallic and plastic components bonded or mechanically secured together.

**545 Metallic frame:**

This subclass is indented under subclass 524. Subject matter wherein the frame consists essentially of metallic material.

**546 Throat wedge, bridge, or reinforcement:**

This subclass is indented under subclass 524. Subject matter comprising (a) a usually somewhat triangularly shaped filler piece located in and filling the generally Y-shaped area of the frame of a racket where the shaft portion merges into the head portion (i.e., the throat area of the frame), (b) a usually curved member spanning the gap in the head portion of a racket between the legs of a generally Y-shaped throat area of the frame of a racket, or (c) means to strengthen the throat area of the frame of a racket.

**547 Having laminated frame:**

This subclass is indented under subclass 524. Subject matter wherein the frame comprises a plurality of superposed layers of material united together.

**548 String guard, frame bumper or guard, or specified shaft to head connection:**

This subclass is indented under subclass 524. Subject matter (a) comprising a means for covering the portion of a string exposed along the upper, lower, or outer edge of the head portion of the frame so that the string may be protected from abrasion or wear, (b) comprising a resilient means for covering the upper, lower, or outer edge of a frame so that the frame may be cushioned or protected upon its being impacted against another object, or (c) relating to the connection of the shaft portion of the frame to the head portion of the frame.

SEE OR SEARCH THIS CLASS, SUB-CLASS:

305+, for a particular head and shaft connection for a golf club.

562, for a particular stick to blade joint construction for a club.

SEE OR SEARCH CLASS:

403, Joints and Connections, for a joint connection of general utility.

**549 Handle or grip structure:**

This subclass is indented under subclass 524. Subject matter relating to the construction of the portion of a racket frame intended to be grasped by a user thereof or relating to a covering for such graspable portion.

SEE OR SEARCH THIS CLASS, SUB-CLASS:

201+, for golf game equipment or device comprising structure relating to a hand-on-grip positioning aid or grip indicator.

300+, for golf club structure in which significance is attributed to the portion of the club adapted to be grasped by a hand of a player.

538, for a racket-type striking implement in which a dimensional characteristic or other parameter of the handle or grip portion thereof is specified by a number, numeric variable, or mathematical formula.

568, for a bat-type striking implement in which significance is attributed to the grip portion thereof.

**550 Dispensing, cooled, or externally ventilated:**

This subclass is indented under subclass 549. Subject matter including (a) a means to deal out portions of a material from within the handle or grip to a location on the outer surface of the racket or externally of the racket, (b) a means to extract heat from the handle, grip, or air within the handle or grip, or (c) a means to provide an air flow path from the grip or handle to the exterior of the racket.

**551 Having hand or finger conforming contour, through-hole for finger, portion overlying back of hand, projecting hand stop or positioner spaced from butt, wrist strap, or non-standard transverse cross section:**

This subclass is indented under subclass 549. Subject matter wherein the handle or grip has (a) a surface configuration intended to match the gross shape of a user's hand or finger so as to provide a form fit with the user's hand or finger, (b) a hole extending entirely therethrough, through which a user is intended to extend at least one finger for anchoring the user's hand and racket together, (c) a portion spaced outwardly from and extending over the surface area of the handle or grip whereby, upon the user gripping the racket in a normal manner, the extending portion overlies the back of his or her hand, (d) a knob, protrusion, bump, ledge, or similar formation extending above the general surface of the handle or grip and located ahead of the butt of the handle, which



knob, protrusion, bump, ledge, or similar formation is intended to form an abutment engageable by the side (as opposed to the top or bottom) of a user's hand or finger to help the user properly locate his or her hand on the racket or limit longitudinal or rotational movement of the racket in his or her hand, (e) a strap or similar element intended to encircle the wrist of a user so as to tether the racket to the user to prevent its separation from the user in the event the user loses his or her grip on the racket, or (f) a gross peripheral cross-sectional shape (as cut through the handle or grip at a right angle to its longitudinal axis thereof) which is other than a square, rectangle, circle, or equiangular octagon.

- (1) Note. A means for mounting a wrist strap or similar element to the handle or grip of a racket is also included herein.
- (2) Note. Pores, small ventilation holes, grooves, bumps, ridges, knurling, etc. (e.g., the ridge created where the adjacent runs of a wound-strip type of grip overlap, etc.) formed in or on the surface of a handle or grip and which are small (e.g., shallow, narrow, short, etc.) relative to the dimensions of a user's hand or finger, are not considered to constitute a hand or finger conforming contour or a projecting hand stop and are not considered to create a nonstandard cross-sectional shape. Such pores, small ventilation holes, grooves, bumps, ridges, knurling, etc. formed in or on the surface of a handle or grip may be (and often are) for the purpose of improving the frictional characteristics thereof in order to improve the user's grip upon the handle or grip of a racket.

SEE OR SEARCH THIS CLASS, SUBCLASS:

201+, for golf game equipment or device comprising structure relating to a hand-on-grip positioning aid or grip indicator.

553, for a wrist strap or similar element, per se, intended for use in a racket or paddle.

**552 Grip or handle longitudinally or rotationally adjustable relative to head or shaft or changeable in length:**

This subclass is indented under subclass 549. Subject matter (a) comprising a means, other than or in addition to the resilience of the material of the grip or handle itself, (1) for adjusting the position of the grip or handle along or about the longitudinal axis of the shaft of a racket or (2) for indexing, interlocking, or clamping the grip to the handle or shaft or the handle to the shaft in any one of a plurality of discrete positions or (b) comprising a means for adjusting the length of the grip or handle to make it either longer or shorter at the user's option.

- (1) Note. Both (a) a spirally wound strip type of grip of fixed length or of stretchable material which may be wound about the handle or shaft with different pitches (thus changing the length of the handle or shaft which is covered by the grip) or wound at different longitudinal positions along the handle or shaft and (b) a tubular grip of fixed length or stretchable material which can simply be slipped over the handle or shaft to a greater or lesser extent or in different rotational positions are excluded herefrom unless they include an additional mechanism for adjusting their position (e.g., a position-adjusting screw, etc.) or for indexing, interlocking, or clamping them at any one of a plurality of discrete positions (e.g., a rib on the inside of a tubular grip for seating in one of a plurality of grooves in the handle or shaft).

**553 Accessory for use with racket or paddle (e.g., used with or for tennis racket, etc.):**

This subclass is indented under subclass 524. Subject matter comprising an ancillary device adapted and intended to be used with or for a racket or paddle not elsewhere provided for.

- (1) Note. An ancillary device, unless it is classifiable elsewhere, considered proper for these subclasses is defined as (a) any device intended to be attached to, carried by, or associated with a racket or paddle when it is being used for its function of striking a projectile, which device is not

capable of either enabling or enhancing the racket or paddle's primary function as an implement for striking a projectile (e.g., a score keeping device or radio attached to a tennis racket, etc.), (b) any device intended to assemble, assist in the assembly of, maintain, or protect a racket or paddle when it is not being used for its function of striking a projectile (e.g., a tennis racket press, stringing device, etc.), or (c) any device intended to be attached to or carried by a racket or paddle when it is not being used for its function of striking a projectile (e.g., a ball carrier attachable to a table tennis paddle, etc.).

**SEE OR SEARCH CLASS:**

- 150, Purses, Wallets, and Protective Covers, subclass 163 for a protective cover for a racquet made of flaccid material.
- 206, Special Receptacle or Package, subclass 315.1 for a container for, or a package for containing, a racquet.

**554 Press:**

This subclass is indented under subclass 553. Subject matter comprising two spaced apart frame structures or plates and a means cooperating with the frame structures or plates for clamping the frame of a racket or paddle or the head portion thereof between the frame structures or plates so as to prevent warping of the frame of the racket or paddle or the head portion thereof.

**555 Racket frame holder or support for use while stringing:**

This subclass is indented under subclass 553. Subject matter (a) comprising a means adapted to be secured to the frame of a racket for holding the frame in position or for preventing distortion of the frame while it is being strung or restrung or (b) comprising a means for supporting such position holding or distortion preventing means.

**556 With stringing or string-stretching device:**

This subclass is indented under subclass 555. Subject matter wherein the racket frame holder or support is combined with (a) a means for threading one or more striking-surface strings of a racket through or about the frame of the

racket, (b) a means for applying or maintaining the desired degree of tension to or on one or more striking-surface strings of a racket while it is being strung or restrung, or (c) a means for temporarily displacing a previously strung striking-surface string or strings of a racket from the plane of the striking surface in order to facilitate the threading an additional string through or about the frame of a racket.

**557 Stringing or string-stretching device:**

This subclass is indented under subclass 553. Subject matter comprising (a) a means for threading one or more striking-surface strings of a racket through or about the frame of the racket, (b) a means for applying or maintaining the desired degree of tension to or on one or more striking-surface strings of a racket while it is being strung or restrung, or (c) a means for temporarily displacing a previously strung striking-surface string or strings of a racket from the plane of the striking surface in order to facilitate the threading of an additional string through or about the frame of a racket.

**558 Mallet:**

This subclass is indented under subclass 516. Subject matter wherein the projecting implement comprises an elongated shaft having a projectile striking head at one end thereof which is either (a) generally in the form of a sphere, cube, or other generally regular geometric shape or (b) a crossbar which, together with the shaft, forms a generally T-shaped implement and wherein an imaginary line, which passes through the center of a projectile striking area of the head and which is perpendicular to a reference plane located either tangentially to that center (if the striking area is curved) or congruently with the plane of the striking area (if the striking area is flat), intersects the shaft or an imaginary extension thereof through the head.

**559 Club:**

This subclass is indented under subclass 516. Subject matter wherein the projecting implement comprises an elongated shaft having a projectile striking head at one end thereof such that an imaginary line, which passes through the center of a projectile striking area of the head and which is perpendicular to a reference plane located either tangentially to that center (if the striking area is curved) or congruently

- with the plane of the striking area (if the striking area is flat), is offset from (i.e., does not intersect) the shaft or an imaginary extension thereof through the head.
- 560 Having elongated blade (e.g., hockey stick, etc.):**  
This subclass is indented under subclass 559. Subject matter wherein the projectile striking head of the club comprises a long, thin, blade-like member having a length many times greater than its width and a width many times greater than its thickness.
- 561 Fiber reinforced:**  
This subclass is indented under subclass 560. Subject matter wherein the club having an elongated blade includes a composite material comprising a stranded, filamentary, or fibrous web of reinforcing material disposed in a hardened matrix of material.
- 562 Stick to blade joint construction:**  
This subclass is indented under subclass 560. Subject matter relating to how the elongated blade portion of the club is connected to the shaft portion thereof.
- SEE OR SEARCH THIS CLASS, SUB-CLASS:  
305+, for a particular head and shaft connection for a golf club.  
548, for a specified shaft to head connection for a racket.
- SEE OR SEARCH CLASS:  
403, Joints and Connections, for a joint connection of general utility.
- 563 Blade construction or accessory:**  
This subclass is indented under subclass 560. Subject matter relating to the arrangement of parts or elements of the elongated blade of the club or relating to a device ancillary or appurtenant to such elongated blade (e.g., a removable blade facing, a cover, protector, or adapter for the blade, etc.).
- 564 Bat (e.g., baseball bat, etc.):**  
This subclass is indented under subclass 516. Subject matter wherein the projecting implement comprises a shaft and a striking head which (a) is located at one end of the shaft, (b) is formed by a continuation of the shaft, or (c) constitutes the shaft and wherein the shaft and head are both elongated members having a length substantially greater than the width, thickness, or diameter thereof.
- 565 Having elongated blade (e.g., cricket bat, etc.):**  
This subclass is indented under subclass 564. Subject matter wherein the striking portion of the bat comprises a flat, thin member having a length many times greater than its width and a width many times greater than its thickness.
- 566 Of metallic-shell structure:**  
This subclass is indented under subclass 564. Subject matter wherein the bat is a generally hollow body formed from a metallic material.
- 567 Of plastic composition:**  
This subclass is indented under subclass 564. Subject matter wherein the bat is generally composed of at least one synthetic resinous material.
- 568 Grip:**  
This subclass is indented under subclass 564. Subject matter relating to the surface treatment of the portion of the bat intended to be grasped by a user thereof or relating to a covering over such user graspable portion, which surface treatment of or covering over the graspable portion of the bat being intended to improve the user's grasp thereupon.
- 569 PROJECTILE, PER SE; PART THEREOF OR ACCESSORY THEREFOR:**  
This subclass is indented under the class definition. Subject matter comprising (a) a body, per se, constituting a missile which is intended to be propelled, thrown, impelled, launched, or otherwise projected by a player who is playing a game or sport in an attempt to achieve a defined game objective, the achievement of which requires some degree of skill on the part of the player, (b) a constituent part of such a missile, or (c) an ancillary means adapted and intended to be used with or for such a missile not elsewhere provided for.
- SEE OR SEARCH THIS CLASS, SUB-CLASS:  
52+, for a projectile used in playing the surface projectile game known as billiards or pool.

- 125+, for a projectile used in playing the surface projectile game known as bowling.
- 131+, for a projectile used in playing the projectile game known as golf, particularly subclasses 139+ for an anchored projectile, subclasses 280+ for a practice projectile, and subclasses 351+ for a golf ball.
- 413, for a ball used in playing the surface projectile game known as croquet.
- 414, for a projectile used in playing the game known as hopscotch.
- 415+, for a game projectile combined with at least one other game component or for a practice projectile, which projectile is used in playing, or for practicing for, a playing field or court game such as baseball, basketball, football, soccer, tennis, racquetball, lacrosse, etc.
- SEE OR SEARCH CLASS:**
- 40, Card, Picture, or Sign Exhibiting, subclass 327 for a game ball carrying indicia (a) other than means to indicate the portion of the ball to be hit by a projecting implement or device (e.g., by a golf club, etc.), (b) other than means to indicate its location on a playing field or court (e.g., on a golf course, etc.), or (c) other than a series of balls carrying interrelated indicia to be used in playing a game.
- 150, Purses, Wallets, and Protective Covers, subclasses 154+ for a protective cover made of flaccid material.
- 156, Adhesive Bonding and Miscellaneous Chemical Manufacture, for the making of a projectile such as a ball by lamination, and see especially subclasses 145+ for a method which includes the step of encapsulation of a permanently fluent material in hollow lamina.
- 206, Special Receptacle or Package, subclasses 315.1+ for a container for, or a package for containing, a sport implement, exercise device, or game, especially subclasses 315.9+ for such a container or package for a ball.
- 260, Chemistry of Carbon Compounds, for a carbon compound composition product intended for use as a game ball, bat, pin, or billy or as any part thereof (e.g., a coating for a ball, etc.).
- 264, Plastic and Nonmetallic Article Shaping or Treating: Processes, for a process covered by the class definition for shaping or molding plastic materials.
- 273, Amusement Devices: Games, subclasses 108+ for a game in which a projectile moves over a playing surface at all times during play of the game, which projectile is combined with at least one other game component (e.g., a playing surface, target, projector, etc.) and subclasses 317+ for a game in which a projectile is projected into or through the air during play of the game, which projectile is combined with at least one other game component (e.g., a playing surface, target, projector, etc.). Note particularly subclasses 362+ thereunder for a target which also acts as a projectile by virtue of its being projected into the air (e.g., a clay pigeon, etc.).
- 482, Exercise Devices, subclasses 20+ for a projectile used in a throwing type of field sport, particularly subclass 20 for a javelin, subclass 21 for a discus, and subclass 22 for a shot in the form of a ball.
- 570 With light-emitting, electrical, magnetic, or rotatable inertial means or having boundary-detector activating means:**  
This subclass is indented under subclass 569. Subject matter wherein the projectile (a) includes a means for producing and giving off electromagnetic radiation (e.g., by incandescence, luminescence, etc.) capable of being visually perceived by the human eye;(b) includes an electrical circuit or component;(c) is or includes a means (i.e., a magnet or electromagnet) having or for producing the force field effects of a magnet;(d) has a body rotatably mounted therein or thereto which, when set in motion, produces a gyroscopic effect upon the projectile whenever the projectile is in motion (usually in free flight through the air), such gyroscopic effect being usually for the purpose of maintaining, or resisting forces attempting to change, the projectile's axis of rotation while it is in translational motion; or(e) includes a means for causing, whenever the

projectile is in motion during play or practice of a game upon or within a game playing area, actuation of a means for detecting the location of the projectile relative to (1) a peripheral boundary of the playing area or (2) a structure (e.g., a net, etc.) or a visually or otherwise sensory distinct means which breaks the playing area into compartments, subareas, or sections.

- (1) Note. Usually, but not necessarily so limited, a projectile having a boundary-detector activating means is a tennis ball having an electrically conductive surface which, upon striking a boundary of a tennis court, completes an electrical circuit of the boundary detector so as to activate it.
- (2) Note. A target is not considered to be a peripheral boundary structure or a structure or a visually or otherwise sensory distinct means which breaks the playing field or court into compartments, subareas, or sections, even though such a target may be located in, on, or form a part thereof. Accordingly, see the appropriate target subclasses for a detector means for detecting the location of a game element or user relative to a target.

SEE OR SEARCH THIS CLASS, SUBCLASS:

- 467, for a boundary detector in combination with at least one other game component (e.g., in combination with a tennis court, a net portion thereof, or a ball for use therewith, etc.).

SEE OR SEARCH CLASS:

- 273, Amusement Devices: Games, subclass 348.3 for a target having magnetized material for adherence thereto of a projectile having magnetized or magnetically susceptible material or for a target made from a material adapted for adherence thereto of a projectile having magnetized material. Such a projectile combined with such a target will be found in subclass 348.3.

**571 With sound-producing means:**

This subclass is indented under subclass 569. Subject matter wherein the projectile includes means specifically designed and intended to produce a vibratory disturbance in the pressure and density of the fluid through which the projectile moves, which vibratory disturbance is capable of being detected by the organ of hearing of an animal.

**572 Having suction cup:**

This subclass is indented under subclass 569. Subject matter wherein the projectile has a resilient cupshaped means thereon so that, when the open portion of the cupshaped means thereof strikes or is forcibly engaged with a relatively smooth surface, the resilience of the cupshaped portion will cause the pressure of the fluid trapped between the interior surface of the cupshaped means and the relatively smooth surface to be reduced below that located outside of the cupshaped means thereby causing the projectile to adhere to the surface.

SEE OR SEARCH CLASS:

- 273, Amusement Devices: Games, subclass 348.2 for a target having one or more suction cups for adherence thereto of a cooperating projectile or having a cooperating surface adapted for adherence thereto of a projectile having a suction cup thereon. Such a projectile combined with such a target will be found in subclass 348.2.

**573 Having bristled, hooked, or looped surface for adherence to complementarily surfaced means:**

This subclass is indented under subclass 569. Subject matter wherein at least a portion of the surface of the projectile is made from, or the projectile has attached thereto, a material comprising a very large number of closely spaced projecting bristles, hooks, or loops and wherein the material is intended to interlock with complementary projecting bristles, loops, or hooks disposed upon at least a portion of the surface of an object so as to cause the projectile or a portion thereof to adhere to the object.

- (1) Note. The expression "interlock with" is intended to include (due to the structural similarity of closely spaced bristles and

closely spaced hooks or loops) the adherence of a projectile having projecting bristles which is intended to be engaged with, and thereby adhered to, an object also having projecting bristles even though the adherence of the projectile to the object is primarily due to frictional forces between the respective sets of bristles.

**SEE OR SEARCH CLASS:**

273, Amusement Devices: Games, subclass 348.4 for a target for an aerial projectile game, which target having a material comprised of many closely spaced bristles, hooks, or loops for interlocking adherence to a cooperating projectile having at least a surface portion thereof comprised of many closely spaced complementary bristles, loops, or hooks. Such a projectile combined with such a target will be found in subclass 348.4.

**574 Having means for nonpenetrating adherence to complementarily surfaced means (e.g., tacky surface, etc.):**

This subclass is indented under subclass 569. Subject matter wherein at least a portion of the surface of the projectile is made from, or the projectile has attached thereto, a means adapted and intended to enable the projectile, or a portion thereof, to stick to or otherwise adhere to a cooperative surface without puncturing the cooperative surface.

**SEE OR SEARCH CLASS:**

273, Amusement Devices: Games, subclass 348.5 for a target having means for nonpenetrating adherence thereto of a complementarily surfaced projectile (e.g., a target having a tacky surface or having a surface for adhering thereto a projectile having a tacky surface, etc.). Such a projectile combined with such a target will be found in subclass 348.5.

**575 Having attached or means for attaching thereto tether, elongated flaccid streamer, or the like:**

This subclass is indented under subclass 569. Subject matter wherein the projectile either (a) is secured or has means adapted and intended

to be secured to an elongated means which, in turn, is secured or is intended to be secured to an anchoring means (such as a support, etc.) or to a body portion of a user of the projectile, whereby the projectile is constrained for movement within the extent of the elongated means whenever it is projected or otherwise manipulated by the user thereof, or (b) is secured or has means adapted and intended to be secured to one end of a long, limp (i.e., pendant, non-stiff, or nonrigid) filament, strand, narrow ribbon, narrow strip of material, or like piece of material or to one end of a bundle of such filaments, strands, ribbons, strips of material, etc. whereby, whenever the projectile is moving through the air, the long, limp filament, strand, ribbon, strip of material, like piece of material, or bundle thereof is caused to extend its length outwardly from, and to trail behind, the moving projectile in a manner similar in appearance to that of a banner, pennant, or flag that is fluttering or flying in a breeze.

**SEE OR SEARCH THIS CLASS, SUBCLASS:**

108+, for a tethered bowling ball.  
 138, for golf game apparatus involving a projectile tethered to a swingable implement.  
 139+, for golf game apparatus involving an anchored (e.g., tethered, etc.) projectile.  
 423+, for a projectile or a simulation thereof which is attached or adapted to be attached to an elongated tether, which projectile or simulation thereof is used to enable a practicing or training player to improve or perfect his or her skill in some action involving manipulating a game projectile during play of a game.  
 506+, for a combined projector-catcher device or implement having a projectile tethered thereto.

**SEE OR SEARCH CLASS:**

273, Amusement Devices: Games, subclass 317.8 for an aerial projectile game which mimics one or more aspects of the game of baseball and in which a tethered ball or projectile is used, subclass 329 for an aerial projectile game in which a projectile is tethered to a handheld, apertured

manipulator, subclass 330 for an aerial projectile game in which a projectile is flexibly tethered to a hand-held manipulator, and subclasses 331+ for an aerial projectile game in which a projectile is tethered to a target.

**576 Attached tether, streamer, or the like has means adapted to be held by, carried by, or attached to person:**

This subclass is indented under subclass 575. Subject matter wherein the projectile has a tether, streamer, or the like secured thereto and wherein the tether, streamer, or the like, in turn, either is secured to, or has a portion thereof formed into, an element intended to be held by, carried by, or secured (e.g., worn, etc.) to a person who is manipulating the projectile.

- (1) Note. The person held, carried, or attached element may be formed in or by a portion of the tether, streamer, or the like itself, such as a portion of the tether, streamer, or the like formed into a knot or loop which is intended to be gripped by the hand or attached to the wrist or finger of the person, provided that it is expressly disclosed that the tether, streamer, or the like is intended to be held by, carried by, or attached to the person manipulating the projectile.

**577 Scattershot, material dispensing upon impact, openable to expose interior chamber, or having parts adapted to move away from, or be separated from, one another upon impact:**

This subclass is indented under subclass 569. Subject matter (a) wherein the projectile includes a means for carrying a plurality of additional secondary projectiles therewith and includes a means to release or project the secondary projectiles therefrom whenever the projectile is projected into the air or while the projectile is moving through the air (scatter-shot), (b) wherein the projectile includes a means, actuated by contact with a surface (usually a target), for producing smoke or flame, or for releasing a liquid, gaseous, or particulate material carried by the projectile, (c) wherein the projectile includes a means to render visible to a person a previously enclosed and concealed area or space located within the interior

portion of the projectile, (d) wherein the projectile includes a plurality of interconnected parts which are movable relative to one another (e.g., hinged together, etc.) and includes a means, actuated by contact with a surface (usually a target), to enable portions of the interconnected parts to move away from or spread apart from one another while remaining attached to one another, or (e) wherein the projectile includes a plurality of detachably interconnected parts and includes a means, actuated by contact with a surface (usually a target), to enable the interconnected parts to be completely detached from and be moved away from one another with no connection therebetween.

SEE OR SEARCH THIS CLASS, SUBCLASS:

- 581, for an arrow or dart having fluid-conducting means.  
594, for a projectile containing, or adapted to contain, a liquid.

SEE OR SEARCH CLASS:

- 273, Amusement Devices: Games, subclass 363 for a target which is adapted to fly or move freely through the air and which either (a) has a means to release a liquid, gaseous, or particulate material upon being struck by an aerial projectile, or (b) has a means for producing smoke or flame upon being struck by an aerial projectile and subclass 380 for a target used with aerial projectiles which either is frangible or is formed from a plurality of detachably interconnected elements.

**578 Arrow, dart, or shuttlecock; part thereof:**

This subclass is indented under subclass 569. Subject matter wherein the projectile is in the form of an elongated missile which is intended to be projected into the air for movement there-through by a bow, crossbow, blowgun, racket, or other projector or by a user's hand, foot, or other body part and wherein the missile includes two or more of the following components: a target-contacting head portion, feathering or other flight guiding, retarding, stabilizing, or controlling means, or a means for either engaging the projecting portion of a projector or engaging a user's hand, foot, or

other body part whenever such hand, foot, or other body part is used for projection of the missile.

- (1) Note. Included in this and the indented subclasses are the component parts of arrows, darts, and shuttlecocks, such as the target-contacting head portion, the feathering or other flight guiding, retarding, stabilizing, or controlling means, the projector-engaging portion (e.g., thenock portion of an arrow, racket-engaging portion of a shuttlecock, etc.) or the portion intended to be engaged by a user's hand, foot, or other body part whenever the complete missile is intended to be projected thereby (e.g., the head portion of a shuttlecock, etc.).

**SEE OR SEARCH CLASS:**

- 43, Fishing, Trapping and Vermin Destroying, subclass 6 for a harpoon or spear used for fishing, etc.
- 294, Handling: Hand and Hoist-Line Implements, subclass 61 for a spear used in handling articles, as for grasping them by piercing them; and subclasses 126 + for a harpoon-type hay fork.
- 482, Exercise Devices, subclass 20 for a javelin used for throwing in a track and field sport.

**579 Shuttlecock (e.g., badminton shuttlecock, etc.):**

This subclass is indented under subclass 578. Subject matter wherein the elongated missile comprises (a) a head portion located at one end thereof which is adapted to be struck to thereby drive the missile through the air either by the impacting portion of a projector (e.g., by a user held racket, etc.) or by the hand, foot, knee, or other body part of a user, and (b) an aerodynamic tail portion connected to or by the head end portion, which tail portion being composed of feathering or other flight guiding, retarding, stabilizing, or controlling means which extends away from the head end portion of the missile.

**580 Having independent feathers or vanes:**

This subclass is indented under subclass 579. Subject matter wherein the aerodynamic tail portion of the missile either (a) is composed of a plurality of discrete feathers or vane members

usually connected together at or by the head end portion of the missile, or (b) is composed of a unitary (often sheetlike) member which is connected to the head end portion of the missile and slit, splayed, formed, etc. in such a manner that a plurality of discrete vane members are produced.

- (1) Note. The assembly of discrete feathers or vane members may also be encircled or at least partially connected together by a cord, thread, disc, etc., in the region of the tail portion that extends from the aerodynamic-acting part (i.e., the actual feathered or vaned part) to the head end portion. For example, the quill portions an assembly of discrete feathers are often encircled by a cord or thread at a region just below the feathered portions so as to preserve the classical truncated cone-shape of a feathered-tail type of shuttlecock.

**581 Having fluid-conducting means:**

This subclass is indented under subclass 578. Subject matter wherein the elongated missile has a target-contacting head portion located at one end thereof and has a fluid-conducting passage formed or located therein or thereon which extends from a location adjacent to the target-contacting head portion to a location adjacent to the tail end portion, which fluid-conducting passage is also in fluid communication with the exterior surface of the missile so that, whenever the missile strikes and penetrates into the interior of a target having fluid contained therein or adapted to have fluid received therein, fluid may be passed between the interior and the exterior of the target.

- (1) Note. Projectiles having a fluid-conducting means are usually used to let out blood or air from an animal whenever the projectile strikes and penetrates into the interior of the animal.

**SEE OR SEARCH THIS CLASS, SUBCLASS:**

- 577, for a projectile, which may be an arrow or dart, having means for dispensing material upon impact (e.g., a tranquilizing dart or arrow or a scent or poison dispensing arrow or dart, etc.).



- 594, for a projectile containing, or adapted to contain, a liquid.
- 582 Head structure:**  
This subclass is indented under subclass 578. Subject matter either(a) consisting of the target-contacting head portion, per se, of an elongated missile intended to have such target-contacting head portion located at one end thereof, or (b) relating to the target-contacting head portion of an elongated missile having such target-contacting head portion located at one end thereof whenever significance is attributed to such head portion.
- (1) Note. A document, in order to be placed in this and the indented subclasses, must claim significant target-contacting head structure. A mere disclosure of such head structure or such head merely named in a claim is not sufficient to place a document in this and the indented subclasses.
- 583 Broadhead:**  
This subclass is indented under subclass 582. Subject matter wherein the target-contacting head portion comprises a sharp, razorlike blade means adapted to cut a target.
- 584 Having interchangeable blade:**  
This subclass is indented under subclass 583. Subject matter including a means for attaching the razorlike blade means to the elongated missile and wherein the blade means is removably mounted to the attaching means to enable replacement of the blade means with other identical blade means.
- 585 And vane structure (i.e., flight guiding or stabilizing means):**  
This subclass is indented under subclass 582. Subject matter wherein the elongated missile includes, in addition to the target-contacting head portion, feathering or other flight guiding, retarding, stabilizing, or controlling means.
- (1) Note. A named recitation in a claim or the disclosure of a document of feathering or other flight guiding, retarding, stabilizing, or controlling means is sufficient to place a document in this subclass once the document has met the requirements of subclass 582.
- 586 Vane structure (i.e., flight guiding or stabilizing means):**  
This subclass is indented under subclass 578. Subject matter either(a) consisting of the feathering or other flight guiding, retarding, stabilizing, or controlling means, per se, of an elongated missile intended to have such feathering or other flight guiding, etc. means, or (b) relating to the feathering or other flight guiding, retarding, stabilizing, or controlling means of an elongated missile having such feathering or other flight guiding, etc. means whenever significance is attributed to such feathering or other flight guiding, etc. means, which feathering or other flight guiding, retarding, stabilizing, or controlling means is intended to (1) maintain the missile airborne or aloft for longer periods of time, (2) stabilize the missile, (3) provide aerodynamic drag upon the missile, or (4) cause the missile to produce one or more aerodynamic actions typical of aircraft.
- (1) Note. A document, in order to be placed in this subclass, must claim significant feathering, vane, or other flight guiding, retarding, stabilizing, or controlling structure. Such feathering, vane, or other flight guiding, retarding, stabilizing, or controlling structure merely named in a claim or merely disclosed in a document is not sufficient to place a document in this subclass.
- 587 Curling stone:**  
This subclass is indented under subclass 569. Subject matter wherein the projectile comprises a relatively heavy, either oblately shaped or disk-shaped body (usually made from stone or iron) having a player graspable means (usually a handle) located in the vicinity of its upper pole surface and having its lower pole surface flattened or otherwise provided with means whereby the projectile may readily slide over a generally flat, icy or the like surface, which projectile being intended to be used in the play of the game commonly known as curling in which players play the game upon an icy or the like surface by launching at least one of the projectiles by means of its handle or other player graspable means so that it slides freely over the surface toward a target located at a distance from the point of projection of the projectile.

- (1) Note. The projectile may have some form of antifrictional means for simulating sliding action thereof over a flat, icy surface. For example, the projectile may have one or more ball bearings rollably mounted in, and extending partially outwardly from, the lower surface thereof for supporting the projectile upon a flat surface formed from a material other than ice whereby, when the projectile is projected upon a flat surface other than ice, it will move over the surface by means of the rotation of its supporting ball bearings to give the appearance of a projectile sliding over an icy surface.

**588 Disk- or ring-shaped (e.g., ice hockey puck, etc.):**

This subclass is indented under subclass 569. Subject matter wherein the projectile comprises a body having a generally flattened shape and a generally regular continuous peripheral configuration.

- (1) Note. The projectile need not have a circular peripheral configuration but must be generally flattened in form.

**SEE OR SEARCH CLASS:**

- 273, Amusement Devices: Games, subclass 126 for surface projectile game apparatus in which a projectile having the shape of a disk or ring is used and subclass 353 for a tiddlywink-type game in which disk-shaped projectiles are used.
- 446, Amusement Devices: Toys, subclasses 46+ for a spinning disk (e.g., a flying saucer, etc.) adapted to be spun and sailed through the air for general amusement (but nongame-playing) purposes.
- 482, Exercise Devices, subclass 21 for a discus which is flung by a user in a track and field sport.

**589 Ring-shaped (e.g., deck-tennis quoit, etc.):**

This subclass is indented under subclass 588. Subject matter wherein the body has a relatively large, interiorly located aperture extending entirely through the body from top to bottom when it is positioned horizontally.

- (1) Note. Although most rings have an annular configuration, it is not necessary that they be so configured. For example, a body having a triangularly shaped outer periphery and a relatively large aperture passing therethrough which is centrally located and circularly shaped is considered to be a ring proper for this subclass. Also, the geometric center of the relatively large aperture need not coincide with the geometric center of the body as a whole.

**SEE OR SEARCH THIS CLASS, SUBCLASS:**

- 506+, for a projector-catcher implement having an aerial projectile tethered thereto, which projectile may be in the form of a ring or a ringlike body.
- 591, for a projectile commonly known as a horseshoe.

**SEE OR SEARCH CLASS:**

- 273, Amusement Devices: Games, subclass 332 for a ring or a ringlike projectile which is tethered either to a target device or to a means associated with a target device and subclasses 336+ for a ring or a ringlike projectile in combination with a pegged target.

**590 Boomerang:**

This subclass is indented under subclass 569. Subject matter wherein the projectile has an aerodynamic configuration intended to act in a manner such that when the projectile is thrown into the air by a person or a projecting device, the projectile moves along a continuous, looped path and, while remaining airborne, returns either directly to, or to a point in the vicinity of, the person or projecting device.

- (1) Note. Merely throwing any kind of projectile (e.g., a baseball, etc.) vertically into the air so that it will return along substantially the same path to the thrower or merely throwing a projectile (e.g., a resilient ball, etc.) against a surface so that it will rebound therefrom back along substantially the same path to the thrower does not mean the projectile has the unique aerodynamic properties

of a boomerang and is, therefore, not proper for inclusion in this subclass.

**591 Horseshoe:**

This subclass is indented under subclass 569. Subject matter wherein the projectile comprises a body having two or more interconnected arms defining between them an opening (often generally U-shaped) which is adapted to partially encircle a post-type target member whenever the projectile is thrown thereat.

**592 Tipcat:**

This subclass is indented under subclass 569. Subject matter wherein the projectile comprises a body having a configuration such that, when it is lying upon a flat surface, one edge portion thereof is capable of being raised into the air whenever the opposite edge is forcibly struck or pressed upon (often the body is elongated and tapered at one or both ends thereof or simply tapered in configuration), which projectile is intended to be used in the play of the game commonly known as tipcat in which the projectile, while lying upon a support surface, is intended to be forcibly struck from above on an end or edge portion thereof by a bat, club, or other handheld striking implement so that it is flipped end-over-end or edge-over-edge into the air and either (a) thereby projected directly toward one or more distantly located targets or fielders, or (b) subsequently reprojected toward one or more distantly located targets or fielders by being again batted by the bat, club, or other handheld striking implement while it is still in the air.

**SEE OR SEARCH CLASS:**

273, Amusement Devices: Games, subclass 341.1 for an aerial projectile game apparatus or accessory therefor (other than a projectile per se or a striking type of projector implement therefor, per se). A tipcat projectile combined with any other game component (e.g., combined with a target, a support for the projectile, an implement for striking and thereby projecting the projectile, etc.) will be found in subclass 341.1.

**593 Having self-contained means for inflating, pressurizing, reinflating, or repressurizing**

**projectile with fluid or comprising reinflating or repressurizing method:**

This subclass is indented under subclass 569. Subject matter (a) wherein the projectile comprises a fluid-filled hollow body or comprises a hollow body adapted and intended to be filled with fluid and wherein the projectile includes a mechanism or device located either in the wall portion or the hollow portion of the body for actively increasing the quantity or pressure of that fluid, or (b) comprising a process for replacing fluid lost from the interior of a fluid-filled projectile.

**SEE OR SEARCH THIS CLASS, SUBCLASS:**

610, for a projectile or a part thereof comprising a hollow, fluid-impervious shell, core, or bladder, which projectile or part thereof further including a sealable opening, valve, or inflation tube through which it may be filled or refilled with a fluid.

**594 Having loose internal element, containing or adapted to contain liquid, or comprising spherically configured ball having variable or eccentric center of gravity:**

This subclass is indented under subclass 569. Subject matter either (a) wherein the projectile has a hollow internal volume and the hollow volume (1) contains at least one solid element movable therein, or (2) contains a liquid therein or is expressly disclosed as intended to contain a liquid therein, or (b) wherein the projectile has generally spherical outer configuration and (1) the center of gravity of the spherical projectile is not coincident with the center of geometry of the projectile, or (2) the location of the center of gravity of the spherical projectile can change.

**SEE OR SEARCH THIS CLASS, SUBCLASS:**

577, for a projectile having a means for dispensing a material upon impact.  
581, for an arrow or dart having fluid-conducting means.

**595 Having means other than ellipsoidal spheroid shape (e.g., football shaped, etc.) to pro-**

**duce erratic or unpredictable rebounding or rolling thereof:**

This subclass is indented under subclass 569. Subject matter wherein the projectile includes a means for enabling the projectile, after it has been projected by a user thereof, either (a) to bounce off or be deflected from a surface in an unusual, irregular, random, or unforeseen manner, or (b) to move by rotating about one or more of its axes over (i.e., roll over) a supporting surface in an unusual, irregular, random, wandering, or unforeseen manner.

- (1) Note. Projectiles having the configuration of or similar to an ellipsoidal spheroid (e.g., having the configuration of or somewhat similar to the configuration of a football type of projectile used in the game known in North America as "football") are specifically excluded from this subclass.

**596 Having handle or surface configuration for enhancing user's handgrip thereon:**

This subclass is indented under subclass 569. Subject matter either (a) wherein the projectile has a part spaced apart from the outer surface thereof which is designed especially to be grasped by the hand of a user, or (b) wherein the outer surface of the projectile has a shape or contour which is designed especially to increase the grip of a user's hand thereon.

**597 Grip-enhancing means comprises closure or seam of casing or cover or comprises simulation of such closure or seam (e.g., lacing of football casing, etc.):**

This subclass is indented under subclass 596. Subject matter wherein (a) the projectile includes an opening in the outermost layer thereof and includes a means to close the opening, (b) the outer surface layer of the projectile comprises a plurality of sections fitted together along their adjacent edges, or (c) the projectile includes an imitation of either such opening and closing means therefor or such fitted together outer surface sections thereof; and wherein the opening and closing means of the projectile, the fitted together outer surface sections of the projectile, or the imitation of either is expressly disclosed as enhancing the grip of a user's hand on the projectile.

**598 Comprising casing or cover having stitched seam or laced closure; blank for such casing or cover (e.g., casing of baseball, etc.):**

This subclass is indented under subclass 569. Subject matter (a) comprising an enclosing outermost layer or envelope overlaid or intended to be overlaid over the centrally disposed part of a projectile of the type having a centrally disposed member enclosed by an outermost layer or envelope and wherein the outermost layer or envelope either (1) is formed from two or more pieces of sheetlike material which have been joined to one another at or near to their adjacent edges by sewing with thread, string, yarn, gut, filament, cord, or the like, or (2) has an opening formed therein, the edges of which have, at least somewhat, been drawn together by drawing a string, ribbon, cord, gut, or the like through eyelets or their equivalent located near the edges of the opening, (b) comprising one or more pieces of sheetlike material intended to be prepared to be made, when joined to others by sewing with thread, string, yarn, gut, filament, cord, or the like, into such an enclosing outermost layer or envelope having two or more pieces of sheetlike material joined together by sewing, or (c) comprising a piece of sheetlike material intended to be prepared to be made, either by itself or when joined to others, into such an enclosing outermost layer or envelope having an opening formed therein.

**599 For distensible bladder (e.g., casing of football, etc.):**

This subclass is indented under subclass 598. Subject matter wherein the casing or cover having a stitched seam or laced closure is specifically intended to enclose, define the shape of, and limit the size of a centrally disposed member in the form of a flexible and expandable, fluid-retaining bag, sack, etc. (e.g., a balloon, etc.).

**600 Having solid core within outer cover; core or cover therefor (e.g., baseball, etc.):**

This subclass is indented under subclass 569. Subject matter (a) wherein the projectile comprises a centrally disposed member composed of a substantially solid or foamed material which is devoid of any single void greater than about ten percent of the total volume of the projectile and wherein the centrally disposed

member is overlaid by an enclosing outermost layer or envelope of material, (b) comprising such centrally disposed member for such a projectile, or (c) comprising such outermost enclosing layer or envelope for such a projectile.

- (1) Note. Both the core or cover may themselves each be made up from one or more layers or windings of material, and there may be one or more additional layers or windings of material located between the core and cover.

**601 And having intermediate layer between core and cover or having core or cover composed of plural layers:**

This subclass is indented under subclass 600. Subject matter (a) wherein there is a layer or winding of material located between the core and the cover or (b) wherein either the core itself or the cover itself is made up from two or more layers or windings of material.

**602 Having plural intermediate layers, at least one being of material diverse from material of core, cover, or another intermediate layer; or having core or cover composed of three or more layers, at least two being of diverse materials:**

This subclass is indented under subclass 601. Subject matter (a) wherein there are at least two layers or windings of material located between the core and the cover, and either (1) the intervening layers or windings are not all of the same material, or (2) at least one of the intervening layers or windings is of a material different from the material of the core or from the material of the cover, or (b) wherein either the core itself or the cover itself is made up of at least three layers or windings and at least one of the layers or windings is of a material different from the material of at least one other layer or winding.

**603 Having fluid-retaining bladder removable from within enclosing cover or casing (e.g., football, etc.):**

This subclass is indented under subclass 569. Subject matter wherein the projectile comprises a flexible and distensible fluid-retaining bag, sack, etc. (e.g., a balloon, etc.) removably retained within a shape-defining and size-limiting enclosing envelope.

- (1) Note. The outer envelope (i.e., the cover or casing) may itself be flexible and somewhat distensible, but if it is, it must be much less freely distensible than the bladder, whereby when fluid is introduced into the bladder, it can expand to contact the inside of the envelope and then is restrained against further significant distension by the envelope.

- (2) Note. The bladder and envelope are usually unattached to each other, although they may be attached (as by a detachable adhesive) in such a way as to not impair removability of the bladder from the envelope.

**604 Having hollow core or bladder enclosed within cover (e.g., basketball, soccer ball, tennis ball, etc.):**

This subclass is indented under subclass 569. Subject matter wherein the projectile comprises a centrally disposed member having therein at least one void greater than about ten percent of the total volume of the projectile and wherein the centrally disposed member is overlaid by an enclosing outermost layer or envelope of material.

- (1) Note. Both the core or cover may themselves each be made up from one or more layers or windings of material, and there may be one or more additional layers or windings of material located between the core and cover.

**605 And having intermediate layer composed of wrapping of strands or strips between cover and core or bladder:**

This subclass is indented under subclass 604. Subject matter wherein there is a layer of material located between the core or bladder and the cover, which layer of material comprises either (a) a long, (substantially longer than any circumference or periphery of the core or bladder) thin or narrow length of material (e.g., string, cord, fiber, ribbon, or the like material, etc.) wound many times around the core or bladder so as to cover substantially the entire outer surface of the core or bladder, or (b) a number of short, (shorter than any circumference or periphery of the core or bladder) thin or narrow lengths of material (e.g., string, cord, fiber, rib-

- bon, or the like material, etc.) laid in abutting or overlapping relationship to each other so as to cover substantially the entire outer surface of the core or bladder.
- 606 Cover is composed of feltlike, napped, or cloth material (e.g., tennis ball, etc.):**  
This subclass is indented under subclass 604. Subject matter wherein the cover (a) is composed of a fabric material formed by matting or compressing together a mass of natural or synthetic fibers, (b) has an outer layer of material having a soft fuzzy, downy, or hairy outer surface, or (c) has an outer layer of fabric material formed by weaving, knitting, or pressing together natural or synthetic fibers.
- 607 Comprising cover for core; blank or closure therefor:**  
This subclass is indented under subclass 569. Subject matter (a) comprising an enclosing outermost layer or envelope intended to be overlaid over the centrally disposed part of a projectile of the type having a centrally disposed member enclosed by an outermost layer or envelope, (b) comprising a piece of material intended to be prepared to be made, either by itself or when joined to others, into such an enclosing outermost layer or envelope, or (c) comprising a means for closing an opening located in such an outermost layer or envelope.
- 608 Closure therefor:**  
This subclass is indented under subclass 607. Subject matter comprising a means for closing an opening located in the cover part of a projectile of the type having a central core enclosed by a cover.
- 609 Having hollow, fluid-impervious shell, core, or bladder:**  
This subclass is indented under subclass 569. Subject matter (a) comprising (1) a hard or tough enclosing layer either forming part of or constituting a projectile (shell), (2) a centrally disposed member intended to be overlaid by an enclosing outermost layer or envelope (core), or (3) a flexible and distensible bag, sack, or the like either forming part of or constituting a projectile (bladder); (b) which shell, core, or bladder contains a void greater than about ten percent of the total volume of the shell, core, or bladder; and (c) which shell, core, or bladder is substantially impervious to passage there-  
through of a liquid or gas intended to occupy the void.
- 610 With sealable opening, valve, or inflation tube for insertion of fluid (e.g., beach ball, etc.):**  
This subclass is indented under subclass 609. Subject matter wherein the shell, core, or bladder includes an aperture communicating between the exterior thereof and the void for the insertion or egress of fluid into or from the void and (a) a means for completely closing off the aperture to prevent reflux of fluid from the void, (b) a mechanical device located in the opening for starting, stopping, or regulating the flow of fluid into or from the void, or (c) a hollow flexible cylinder or pipe extending from the aperture, which cylinder or pipe is capable of being tied off to prevent flow of fluid into or from the void.
- (1) Note. This subclass takes the combination of an opening, valve, or inflation tube and a projectile. Compare this with subclass 611 below which takes (a) an opening, valve, or inflation tube, per se, or (b) an opening, valve, or inflation tube and only so much of a projectile as is necessary to define the opening, valve, or inflation tube.
- 611 Comprising opening, valve, or inflation tube for insertion of fluid:**  
This subclass is indented under subclass 569. Subject matter comprising (a) a breach or aperture for use in a game projectile for allowing passage of fluid into or from within the projectile (opening), (b) a mechanical device for use in a game projectile for starting, stopping, or regulating the flow of fluid into or from within the projectile (valve), or (c) a hollow flexible cylinder or pipe for use in a game projectile, which cylinder or pipe is capable of being tied off to prevent flow of fluid into or from within the projectile (inflation tube); and wherein the opening, valve, or inflation tube is intended to form part of or be used in a game projectile for introducing fluid into, or allowing escape of fluid from, the projectile.
- (1) Note. This subclass takes (a) an opening, valve, or inflation tube, per se, or (b) an opening, valve, or inflation tube and only so much of a projectile as is neces-

sary to define the opening, valve, or inflation tube. Compare this with subclass 610 above which takes the combination of an opening, valve, or inflation tube and a projectile.

**612 Having visible skeletal structure:**

This subclass is indented under subclass 569. Subject matter wherein the projectile comprises an exposed array of interconnected or interwoven elements defining an outer surface resembling a structural framework, which surface is defined by gaps or openings which extend between adjacent elements and which are substantially uniformly or symmetrically distributed about the surface, and wherein the framework type of surface is capable of being readily seen by a person's sense of sight whenever the projectile is viewed thereby.

**613 Having fluid-dynamic means other than stitched seam or textured surface to alter, stabilize, or retard passage of projectile through the fluid (e.g., spiral fluting to impart spin, etc.):**

This subclass is indented under subclass 569. Subject matter wherein the projectile includes a means expressly disclosed as being intended to positively interact with the fluid through which the projectile is intended to travel for the purpose of changing or controlling its path of travel (including increasing or decreasing the length of that path) or for the purpose of increasing or maintaining the stability of the projectile during such travel (e.g., a projectile having spiral fluting to impart spin to the projectile in order to enhance its gyroscopic stability).

- (1) Note. Although a stitched seam or textured surface disposed upon the surface of a projectile (e.g., the stitched seam on the surface of a baseball, etc.) may constitute a fluid-dynamic means to alter, stabilize, or retard the passage of the projectile through the fluid in which it is moving, projectiles having such stitched seam or textured surface are specifically excluded from this subclass.

**614 Having projections extending outwardly from external surface or consisting of a mass of radially oriented filaments:**

This subclass is indented under subclass 569. Subject matter wherein the projectile includes one or more gross protuberances extending outwardly from the surface (as opposed to simply a textured surface) of the projectile or wherein the projectile consists almost entirely of a bunch of strands extending generally radially outwardly from a common gathering locus.

**615 Player held or worn means for enhancing movement of projected projectile (e.g., a handheld, ball-curving assist means, etc.):**

This subclass is indented under subclass 569. Subject matter comprising an accessory independent of but intended to cooperate with a projectile whenever it is thrown or otherwise projected, which accessory is intended to enhance a component of movement (e.g., spin, curvature in flight, speed, etc.) of the projectile whenever it is thrown or otherwise projected.

SEE OR SEARCH THIS CLASS, SUBCLASS:

- 613, for an aerial projectile which itself has means for enhancing its movement as it moves through the air.

FOREIGN ART COLLECTIONS

The definitions for FOR 100-FOR 229 below correspond to the definitions of the abolished subclasses under Class 273 from which these collections were formed. See the Foreign Art Collections schedule for specific correspondences. [**Note:** The titles and definitions for *indented* art collections include all the details of the one(s) that are hierarchically superior.]

**FOR 100 BASKETBALL:**

Foreign art collection including devices relating to the game of basketball.

**FOR 102 BASEBALL:**

Foreign art collection including devices relating to the game of baseball.

**FOR 103 Practice devices:**

Foreign art collection including devices for perfecting the playing of the game.

- FOR 110 Field covers:**  
Foreign art collection including devices relating to protecting covers for the playing field.
- FOR 111 Ball curvers:**  
Foreign art collection including devices for the use of a pitcher for assisting in making a thrown ball take a curve.
- FOR 112 TENNIS:**  
Foreign art collection including devices relating to the game of tennis.
- FOR 113 Table:**  
Foreign art collection including devices which are used in playing that form of tennis known as table tennis.
- FOR 114 Court marking strips:**  
Foreign art collection including devices relating to strips used to mark the outline of a tennis court.
- FOR 124 FOOTBALL:**  
Foreign art collection including devices relating to the game of football.
- FOR 129 CROQUET:**  
Foreign art collection including devices relating to the game of croquet.
- FOR 130 Tables and boards:**  
Foreign art collection including devices in which the game is played on a table and board.
- FOR 131 HOPSCOTCH:**  
Foreign art collection including apparatus relating to the game of hopscotch.
- FOR 132 HOCKEY:**  
Foreign art collection including apparatus relating to the game of hockey.
- FOR 133 FENCING:**  
Foreign art collection including apparatus under the class definition relating to the game of fencing.
- FOR 134 BALLS:**  
Foreign art collection including devices known as balls.
- FOR 135 Baseball:**  
Foreign art collection including balls for use in playing baseball.
- FOR 138 Tennis:**  
Foreign art collection including balls for use in playing tennis.
- FOR 143 Football and basketball:**  
Foreign art collection including balls for use in playing football or basketball.
- FOR 168 BAT, MALLET, RACKET, OR BILLY:**  
Foreign art collection including devices comprising bats, mallets, rackets, and billies.
- FOR 169 Baseball:**  
Foreign art collection including devices used in playing baseball.
- FOR 171 Tennis:**  
Foreign art collection including devices used in playing tennis, commonly known as rackets.
- FOR 172 Presses and cases:**  
Foreign art collection including devices for holding a tennis racket which also act as a press to hold the racket against warping.
- FOR 173 Handle grips:**  
Foreign art collection including devices relating to means for improving the grip of the racket against slipping the player's hand.
- FOR 174 Table:**  
Foreign art collection including devices used in table tennis.
- FOR 186 Croquet:**  
Foreign art collection including devices relating to the game of croquet.
- FOR 187 Police clubs:**  
Foreign art collection including devices relating to clubs or billies used by police officers.
- FOR 196 Combined projector and catcher:**  
Foreign art collection including apparatus comprising a handheld projector means for throwing or launching a projectile into the



air and wherein the projector means is either (a) also used as means for catching a thrown or launched projectile, or (b) includes an additional means for catching a thrown or launched projectile.

**FOR 197 Tethered projectile:**

Foreign art collection including apparatus wherein the projectile is secured by a tether to the projector-catcher means.

**FOR 198 Pocketed catcher:**

Foreign art collection including apparatus under subclass 319 wherein the catcher means is either (a) in the form of a closed bottom receptacle which is intended to stop and retain the projectile, or (b) in the form of a through-aperture which is intended to stop, trap, and retain the projectile.

**FOR 199 Elastic tether:**

Foreign art collection including apparatus wherein the tether is flexible and is comprised of elastic or resilient means.

**FOR 200 Separate entrance and exit (e.g., continuous orbit, etc.):**

Foreign art collection including apparatus wherein the projector means and the catcher means are separate but interconnected by a passageway, conduit, trackway, or surface formed in the apparatus for conducting the projectile, when caught, from the catcher means to the projector means while remaining with the apparatus.

**FOR 201 Pocketed projector and catcher:**

Foreign art collection including apparatus wherein either (a) the projector means is also used as the catcher means and is in the form of either a closed-bottom receptacle or an apertured receptacle, the receptacle, in performing its catching function, is intended to stop, trap, and retain the projectile, or (b) the projector means and the catcher means are separate portions of the apparatus and both the projector means and the catcher means are in the form of either a closed-bottom receptacle or an apertured receptacle, the catcher means receptacle being intended to stop, trap, and retain the projectile.

**FOR 202 Mechanical projection:**

Foreign art collection including apparatus wherein the projector means includes a mechanically operated means associated with the receptacle for achieving or assisting the launching of a projectile into the air.

**FOR 203 Pocket-to-pocket:**

Foreign art collection including apparatus wherein the receptacle of the projector means and the receptacle of the catcher means are separate portions of the apparatus so that the projectile is launched from one receptacle and caught by another receptacle.

**FOR 204 Transversely extending pocket (e.g., lacrosse stick):**

Foreign art collection including apparatus wherein the projector means is also used as the catcher means and the projector-catcher means is in the form of a closed-bottom receptacle, and wherein the apparatus includes an elongated handle member attached to and extending outwardly from the closed-bottom receptacle such that the open portion of the receptacle faces in a direction generally perpendicular to the longitudinal axis of the handle member so that the apparatus has a general configuration somewhat similar to a spoon-shaped utensil.

**FOR 205 Impaling, hooking, or ensnaring type catcher:**

Foreign art collection including apparatus wherein (a) the projector-catcher means is in the form of a rodlike protrusion and the projectile includes means adapting the projectile to be received upon the rodlike protrusion, or (b) the projector-catcher means includes means to trap or ensnare a projectile in flight, which trapping or ensnaring means is configured to allow reprojected of the trapped or ensnared projectile upon manipulation of the apparatus by the user; and the projectile has cooperating means adapted to be removably trapped or ensnared upon the projector-catcher means.

**FOR 206 Pocketed catcher-separate projector:**

Foreign art collection including apparatus wherein the catcher means is either (a) in the form of a closed-bottom receptacle which is intended to stop and retain the projectile, or (b) in the form of a through-aperture which

is intended to stop, trap, and retain the projectile, and wherein the projector means and the catcher means are separate but interconnected portions of the apparatus.

**FOR 207 Tipcat game, projectile therefor, or accessory:**

Foreign art collection including game in which a generally elongated projectile, which is initially lying at rest on a surface or projectile support structure, is intended to be struck from above on an end portion thereof by handheld striking implement so that it is projected end over end into the air either (a) directly toward a distant area or target, or (b) reprojected toward a distant area or target by being again struck or batted by the striking implement while the projectile is in the air.

**FOR 208 Projectile or target having suction cup:**

Foreign art collection including apparatus including either (a) a projectile having resilient cup-shaped means thereon so that, when the projectile strikes a target surface or other projectile-receiving surface, it will adhere to and be retained on the target surface or projectile-receiving surface, or (b) a target device comprising a surface having resilient cup shaped means thereon so that a projectile, upon striking the cup shaped means, will adhere to and be retained upon the cup-shaped means.

**FOR 209 Projectile or target having magnetized material for adherence therebetween:**

Foreign art collection including apparatus including either (a) a projectile formed from or having thereon a magnet, which projectile is intended to be used with a target device or other projectile-receiving surface comprising a magnet or magnetically susceptible material, so that the projectile, or a separable portion thereof, will adhere to and be retained upon the target device or projectile-receiving surface upon contact therewith; or (b) a target device formed from or having thereon a magnet, which target device is intended to be used with a projectile formed from or having thereon a magnet, or magnetically susceptible material, so that the projectile, or a separable portion thereof, will adhere to and be retained upon the target device upon contact therewith.

**FOR 210 Projectile or target having complementary bristled, micro-hooked, or looped material for adherence therebetween:**

Foreign art collection including apparatus including either (a) a projectile formed from or having thereon a material containing a very large number of closely spaced bristles, microsized hooks, or microsized loops thereon, and the projectile is intended to be used with a target device or other projectile-receiving surface having complementary projections or bristles, microsized loops, micro-sized hooks so that the projectile, or a separable portion thereof, will adhere to and be retained upon the target device or surface upon contact therewith; or (b) a target device comprising a surface formed from or having thereon a material containing a very large number of closely spaced bristles, microsized hooks, or microsized loops thereon, and the target device is intended to be used with a projectile having complementary projections or bristles, micro-sized loops, or microsized hooks so that the projectile, or a separable portion thereof, will adhere to and be retained upon the target device upon contact therewith.

**FOR 211 Projectile or target having complementary means for nonpenetrating adherence therebetween (e.g., tacky surface, etc.):**

Foreign art collection including apparatus including either (a) a projectile formed from or having thereon nonpuncturing means for adhering and retaining the projectile, or a separable portion thereof, to a target surface without rupturing or forming an opening in the target surface, or (b) a target device comprising a surface formed from or having thereon nonpuncturable means for adhering and retaining thereon a projectile, or a separable portion thereof impacting upon but not penetrating into the surface.

**FOR 212 Playing field or court game; or accessory therefor (e.g., volleyball, soccer, etc.):**

Foreign art collection including apparatus including (a) a generally horizontal area defined by a marked boundary or enclosure, which area has a size sufficient to enable one or more participants located within the area to use an aerial projectile in playing a game or sport within the area, or (b) an

accessory which is particularly adapted for use with a game or sport played within the area defined by a marked boundary or enclosure and which is intended to facilitate either the defining of the boundary or the further marking or defining of the area within the boundary into zones of play, or (c) means to enable a participant to practice or train for a game or sport normally played on or within the area defined by a marked boundary or enclosure.

**FOR 213 Tethered projectile:**

Foreign art collection including projectile having an elongated tethering means secured thereto and wherein the tethering means either (a) is adapted to be secured to a support means for retaining the projectile thereto within the extent of the tethering means whenever the projectile is thrown, projected, impelled, or launched into the air, or (b) includes means adapted to be engageable with a body portion of the participant so as to retain the projectile to the body portion within the extent of the tethering means whenever the projectile is thrown, projected, impelled, or launched into the air.

**FOR 214 Tethered to means engageable with human body part (e.g., handheld means or means attachable to human body part):**

Foreign art collection including projectile wherein the tethering means includes means adapted and intended to be engageable with a body portion of the participant so as to retain the projectile to the body portion within the extent of the tethering means whenever the projectile is thrown, projected, impelled, or launched into the air.

**FOR 215 Scattershot projectile or beanbag projectile:**

Foreign art collection including projectile either (a) including means for carrying a plurality of additional projectiles therewith and wherein the projectile includes means to release or to project the additional projectiles therefrom whenever the projectile is thrown, projected, impelled, or launched into the air or while the projectile is moving through the air, or (b) comprising a flexible body filled with a quantity of loose particulate material.

**FOR 216 Arrow, dart, shuttlecock, or element thereof:**

Foreign art collection including projectile or an element thereof in the form of an elongated missile adapted to be thrown, projected, impelled, or launched into the air by a bow, crossbow, or other projector, or by hand, and wherein the elongated missile includes two or more of the following elements; a target-contacting head portion, feathering or other flight guiding or stabilizing means, or projector engaging means.

**FOR 217 Shuttlecock:**

Foreign art collection including elongated missile having, in addition to flight guiding or stabilizing means, a resilient end portion adapted to be struck by a projector, or by the hand or foot of a user.

**FOR 218 Material dispensing upon impact or having fluid conducting means:**

Foreign art collection including elongated missile either (a) having means, actuated by contact with a target device, for producing smoke or flame, or for releasing a liquid, gaseous, or particulate material carried by the elongated missile, or (b) including a fluid passage extending from a location adjacent the target-contacting head portion to a location adjacent the tail end of the elongated missile; the fluid passage being also in fluid communication with locations on the outer surface of the elongated missile; so that when the elongated missile strikes and penetrates into a target, fluid may be passed between the interior of the target and the exterior of the target by means of the fluid passage formed in or on the elongated missile.

**FOR 219 Head structure:**

Foreign art collection including elongated missile either (a) consisting of the target-contacting head end portion of the elongated missile, or (b) comprising the target-contacting head end portion of the elongated missile whenever significance is attributed to the head end portion of the elongated missile.

**FOR 220 And vane structure (i.e., flight guiding or stabilizing means):**

Foreign art collection including elongated missile further comprising the feathering or other flight guiding or stabilizing means of the elongated missile in addition to the target-contacting head portion.

**FOR 221 Broadhead:**

Foreign art collection including head structure wherein the target-contacting head portion comprises a sharp, razorlike blade means adapted to cut a target.

**FOR 222 Interchangeable blade:**

Foreign art collection including a means for attaching the razorlike blade means to the elongated missile and wherein the blade means are removably mounted to the attaching means to enable replacement of the blade means with other identical blade means.

**FOR 223 Vane structure (i.e., flight guiding or stabilizing means):**

Foreign art collection including elongated missile either (1) consisting of feathering or other flight guiding or stabilizing means, or (2) comprising feathering or other flight guiding or stabilizing means whenever significance is attributed to the guiding or stabilizing means of the elongated missile; and wherein the guiding or stabilizing means is intended to (a) maintain the elongated missile airborne or aloft for longer periods of time, (b) stabilize the missile, (c) provide drag on the missile, or (d) produce actions typical of aircraft.

**FOR 224 Disc or ring projectile:**

Foreign art collection including projectile comprising a body having a generally flattened shape and a generally regular continuous peripheral configuration.

**FOR 225 Ring:**

Foreign art collection including projectile wherein the flattened body has one or more apertures extending entirely through the body from top to bottom when it is positioned horizontally.

**FOR 226 Boomerang projectile:**

Foreign art collection including projectile comprising a body having an aerodynamic configuration such that when the body is

thrown by a thrower, the body returns along a continuous path to the thrower while still airborne.

**FOR 227 Horseshoe projectile:**

Foreign art collection including projectile comprising a body having two or more interconnected arms defining between them a generally U-shaped opening which is adapted to partially encircle a post target member.

**FOR 228 Nonspherical projectile:**

Foreign art collection including projectile comprising a body in which the distance between at least one point on the peripheral surface of the body and the geometrical center of the body is different from the distance between all other points on the peripheral surface of the body and the geometrical center of the body.

**FOR 229 Projectile:**

Foreign art collection including devices comprising projectiles for use in surface projectile games.

END