

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

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

A63D 1/00

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

A63D 1/02

- . collapsible; portable

A63D 1/04

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

A63D 1/06

- . Adjusting apparatus; Stands for players

A63D 1/08

- . Tracks for returning or circulating the balls

A63D 3/00

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

A63D 3/02

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

A63D 5/00

Accessories for bowling-alleys or table alleys

A63D 5/02

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

A63D 5/023

- . . {[Separate devices for returning the balls](#)}

A63D 5/026

- . . . {[Retarding devices for the returned bowling ball](#)}

A63D 5/04

- . Indicating devices

A63D 5/06

- . Pin stands

A63D 5/08

- . Arrangements for setting-up or taking away pins

A63D 5/09

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

A63D 5/10

- . Apparatus for cleaning balls, pins, or alleys

A63D 7/00

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

A63D 9/00

Pins

NOTE

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

- "Bagatelle" means a modification of billiards in which the player's object is to strike the balls so that they, and perhaps other balls, shall fall into numbered holes that determine the score

- A63D 13/00** **Bagatelle; Similar games** {(pinball games [A63F 7/02P](#); pachinko [A63F 7/02](#); apparatus for projecting or rolling-off the balls [A63F 7/10](#))}
- A63D 15/00** **Billiards, { e.g. carom billiards}; Billiard tables; Pocket billiards, { i.e. pool}**
- [A63D 15/003](#) . {Pockets for pocket billiard tables}
- [A63D 15/005](#) . {Ball-spotting racks, i.e. frames for positioning the balls in pocket billiards or pool}
- [A63D 15/006](#) . {Training or aiming arrangements on billiard tables}
- [A63D 15/02](#) . Billiard tables adapted to rest on ordinary tables or the like
- [A63D 15/04](#) . Billiard tables convertible into other tables, or the like ([into beds A47C 17/62](#))
- [A63D 15/045](#) . . {into different kinds of billiard tables, e.g. converting a pocket billiard table into a carom billiard table}
- [A63D 15/06](#) . Cushions or fastenings therefor
- [A63D 15/08](#) . Cues
- [A63D 15/083](#) . . {Means, integrated in the cue, for actuating the ball, e.g. springs}
- [A63D 15/086](#) . . {adjustable in length}
- [A63D 15/10](#) . . Apparatus for holding or handing-up cues, {e.g. racks}
- [A63D 15/105](#) . . . {Guides for the cue during strike, e.g. cue rests, bridges}
- [A63D 15/12](#) . . Tip fastenings
- [A63D 15/14](#) . . Means for roughening the cue-tips
- [A63D 15/16](#) . Chalk holders
- [A63D 15/20](#) . Scoring or registering devices ({scoring devices for other games or sports [A63B 71/06](#); counting mechanisms in general [G06M](#); {time counting [G07C](#); displaying in general [G09F](#)})
- A63D 2005/00** **Accessories for bowling-alleys or table alleys**
- [A63D 2005/003](#) . Means for preventing the bowling ball to enter the gutter
- [A63D 2005/006](#) . Heating means for the surface of the alleys

- A63D 2005/04
 - . Indicating devices
- A63D 2005/042
 - .. for indicating the ball path
- A63D 2005/044
 - .. for indicating if a bowling ball touches the border of the alley
- A63D 2005/046
 - .. for indicating if the ball is passing the foul line
- A63D 2005/048
 - .. Score sheets
- A63D 2005/08
 - . Arrangements for setting-up or taking away pins
- A63D 2005/083
 - .. Threaded pins
- A63D 2005/086
 - .. Pivotal pins
- A63D 2015/00
 - Billiards, { e.g. carom billiards}; Billiard tables; Pocket billiards, { i.e. pool}**
- A63D 2015/001
 - . with inclination indicating means
- A63D 2015/008
 - . with heating elements