

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

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

**F41J 1/00**

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

## F41J 1/01

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

## F41J 1/08

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

## F41J 1/10

- Target stands; Target holders

**F41J 2/00**

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

## F41J 2/02

- Active targets transmitting infra-red radiation

**F41J 3/00**

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

## F41J 3/0004

- {Archery targets}

## F41J 3/0009

- {Dartboards}

## F41J 3/0014

- . {Dartboard holders}

## F41J 3/0019

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

## F41J 3/0023

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

## F41J 3/0028

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

## F41J 3/0033

- . . {Dartboards for use with safety darts}

## F41J 3/0038

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

## F41J 3/0042

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

## F41J 3/0047

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

## F41J 3/0052

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

## F41J 3/0057

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

## F41J 3/0061

- . . {Target faces}

## F41J 3/0066

- . . . {Segmentation of conventional target faces}

## F41J 3/0071

- . . . {Non-conventional target faces}

## F41J 3/0076

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

## F41J 3/008

- . . . {characterised by the material}

## F41J 3/0085

- . . . . {made of natural fibres}

## F41J 3/009

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

## F41J 3/0095

- . . {Manufacture of dartboards}

## F41J 3/02

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

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

F41J 7/06	<ul style="list-style-type: none"> <li>Bobbing targets, i.e. targets intermittently or unexpectedly appearing</li> </ul>
<b>F41J 9/00</b>	<b>Moving targets, i.e. moving when fired at (<a href="#">F41J 2/00</a> takes precedence)</b>
F41J 9/02	<ul style="list-style-type: none"> <li>Land-based targets {e.g. inflatable targets supported by fluid pressure}</li> </ul>
F41J 9/04	<ul style="list-style-type: none"> <li>Seagoing targets</li> </ul>
F41J 9/06	<ul style="list-style-type: none"> <li> <ul style="list-style-type: none"> <li>towed</li> </ul> </li> </ul>
F41J 9/08	<ul style="list-style-type: none"> <li>Airborne targets, e.g. drones, kites, balloons {(aircraft for towing targets <a href="#">B64D 3/02</a>)}</li> </ul>
F41J 9/10	<ul style="list-style-type: none"> <li> <ul style="list-style-type: none"> <li>towed</li> </ul> </li> </ul>
F41J 9/14	<ul style="list-style-type: none"> <li>Cinematographic targets, e.g. moving-picture targets {(F41G 3/26 takes precedence)}</li> </ul>
F41J 9/16	<ul style="list-style-type: none"> <li>Clay-pigeon targets; Clay-disc targets {(F41J 1/01 takes precedence)}</li> </ul>
F41J 9/165	<ul style="list-style-type: none"> <li> <ul style="list-style-type: none"> <li>{with hit-marking or tracer means}</li> </ul> </li> </ul>
F41J 9/18	<ul style="list-style-type: none"> <li> <ul style="list-style-type: none"> <li>Traps or throwing-apparatus therefor</li> </ul> </li> </ul>
F41J 9/20	<ul style="list-style-type: none"> <li> <ul style="list-style-type: none"> <li> <ul style="list-style-type: none"> <li>with spring-operated throwing arm</li> </ul> </li> </ul> </li> </ul>
F41J 9/22	<ul style="list-style-type: none"> <li> <ul style="list-style-type: none"> <li> <ul style="list-style-type: none"> <li> <ul style="list-style-type: none"> <li>cocked by manual action</li> </ul> </li> </ul> </li> </ul> </li> </ul>
F41J 9/24	<ul style="list-style-type: none"> <li> <ul style="list-style-type: none"> <li> <ul style="list-style-type: none"> <li> <ul style="list-style-type: none"> <li>cocked by electromechanical means</li> </ul> </li> </ul> </li> </ul> </li> </ul>
F41J 9/26	<ul style="list-style-type: none"> <li> <ul style="list-style-type: none"> <li> <ul style="list-style-type: none"> <li>operated by fluid means</li> </ul> </li> </ul> </li> </ul>
F41J 9/28	<ul style="list-style-type: none"> <li> <ul style="list-style-type: none"> <li> <ul style="list-style-type: none"> <li>operated by manual action</li> </ul> </li> </ul> </li> </ul>
F41J 9/30	<ul style="list-style-type: none"> <li> <ul style="list-style-type: none"> <li> <ul style="list-style-type: none"> <li>characterised by using a magazine of targets</li> </ul> </li> </ul> </li> </ul>
F41J 9/32	<ul style="list-style-type: none"> <li> <ul style="list-style-type: none"> <li> <ul style="list-style-type: none"> <li>characterised by means for obviating the anticipation of the flight path</li> </ul> </li> </ul> </li> </ul>
<b>F41J 11/00</b>	<b>Target ranges {(timetables, lists or forms for shooter enlistment <a href="#">B42D 15/0066</a>)}</b>
F41J 11/02	<ul style="list-style-type: none"> <li>Safety means therefor</li> </ul>
<b>F41J 13/00</b>	<b>Bullet catchers</b>
F41J 13/02	<ul style="list-style-type: none"> <li>combined with targets</li> </ul>