

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](#))}

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

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