

## A63D

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

### Definition statement

*This subclass/group covers:*

Bowling alleys and boccia courts, including features such as portability, form or material of the surface, stands for players and tracks for returning or circulating the balls;

Table alleys, miniature bowling-alleys and accessories therefor;

Pins; games of pins, e.g. ninepins, with tethered balls;

Bagatelle and similar games, e.g. children's bagatelle;

Billiards, similar games such as snooker and pool, and pocket billiards, including tables and accessories therefor, e.g. cushions, cues, means for roughening cue-tips and scoring or registering devices.

### Relationship between large subject matter areas

All aspects of these games are covered by this subclass except for the balls, which are covered by [A63B](#).

### References relevant to classification in this subclass

*This subclass/group does not cover:*

Solid balls	<a href="#">A63B 37/00</a>
Hollow non-inflatable balls	<a href="#">A63B 39/00</a>
Balls with special arrangements	<a href="#">A63B 43/00</a>
Apparatus or methods for manufacturing balls	<a href="#">A63B 45/00</a>
Devices for handling or treating balls	<a href="#">A63B 47/00</a>

### Informative references

*Attention is drawn to the following places, which may be of interest for search:*

Indoor games using small moving	<a href="#">A63F 7/00</a>	1
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playing bodies, e.g. balls, discs or blocks	
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## Glossary of terms

*In this subclass/group, the following terms (or expressions) are used with the meaning indicated:*

Boule-type games	Games, for example bowls, pétanque and boccia, with the general object of throwing or rolling balls or similar rolling objects in order for them to knock, or come to rest as close as possible to, a target. The target may be a smaller ball, commonly known as a "jack". These games can be played by individuals or teams, indoors or outdoors on a range of surfaces, including gravel, grass or specially built courts. The balls can be made from a variety of materials and are generally spherical or ovoid in shape.
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## A63D 1/00

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

### References relevant to classification in this group

*This subclass/group does not cover:*

Bowling greens	<a href="#">A63C 19/00</a>
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## A63D 3/00

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

### References relevant to classification in this group

*This subclass/group does not cover:*

Coin-freed or like apparatus, e.g. for releasing balls for use	<a href="#">G07F</a>
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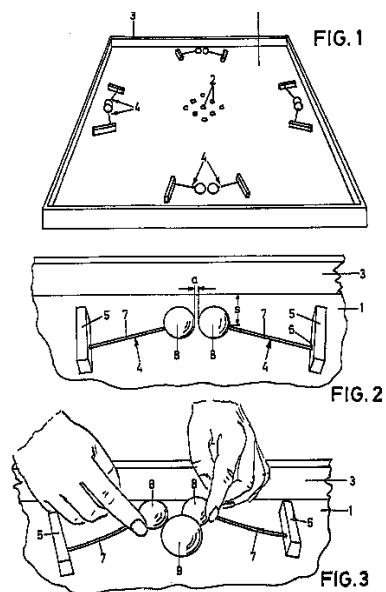
## A63D 3/02

Arrangement of devices for propelling or projecting the balls,  
[N: e.g. spring, string, sling drive, roll-off devices]

### Definition statement

*This subclass/group covers:*

Illustrative example of subject matter classified in this group.



### Informative references

*Attention is drawn to the following places, which may be of interest for search:*

Apparatus for projecting or rolling-off the balls	<b>A63F7/10</b>
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## A63D 5/00

Accessories for bowling-alleys or table alleys

### Definition statement

*This subclass/group covers:*

Accessories for bowling-alleys or table alleys. Training devices for bowling intended to be worn by the player (for instance gloves) should not be classified here.

## A63D 5/04

### Indicating devices

#### Informative references

Attention is drawn to the following places, which may be of interest for search:

Digital computing or data processing equipment or methods, specially adapted for game playing	<b>G06F19/00B</b>
Counting mechanisms in general	<a href="#">G06M</a>

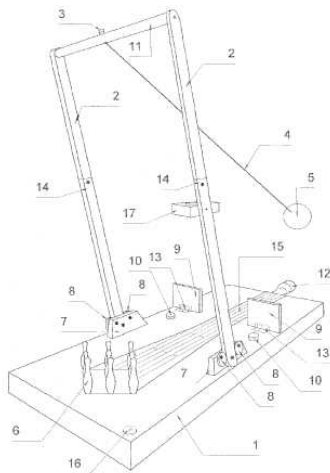
## A63D 7/00

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

#### Definition statement

*This subclass/group covers:*

Illustrative example of subject matter classified in this group.





## Definition statement

*This subclass/group covers:*

Bagatelle and similar games, e.g. children's bagatelle

## References relevant to classification in this group

*This subclass/group does not cover:*

Pinball games	<a href="#">A63F 7/025</a>
Pachinko	<a href="#">A63F 7/02</a>
Apparatus for projecting or rolling-off the balls	<b>A63F7/10</b>

## Glossary of terms

*In this subclass/group, the following terms (or expressions) are used with the meaning indicated:*

Bagatelle	A modification of billiards in which the players' object is to strike the balls so that they, and perhaps other balls, shall fall into numbered holes that determine the score. Usually the bagatelle table has a rounded far end and a channel on the right hand side along which the balls are propelled. The bagatelle requires the players standing at the square end of the table hitting the balls with a cue towards the holes at the other end.
Children's bagatelle	Consist of marbles or balls that are shot onto a board which features areas fenced in by nails hammered into its surface. Each container scores different points depending upon the likelihood of a ball finishing in it (it is normally smaller than a bagatelle, table size).

## Synonyms and Keywords

*In patent documents the expression/word "bagatelle" is often used instead of*

"billard anglais" which is used in the classification scheme of this group.

## A63D 15/00

**Billiards, [N: e.g. carom billiards]; Billiard tables; Pocket billiards, [N: i.e. pool]**

### References relevant to classification in this group

*This subclass/group does not cover:*

Coin-freed apparatus for billiards	<b>G07F17/38B</b>
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## A63D 15/003

**[N: Pockets for pocket billiard tables]**

### Definition statement

*This subclass/group covers:*

Pockets for pocket billiard tables, and in particular, also covers the billiard tables with pockets/holes in non-standard positions, e.g. golf-billiard, that include also obstacles on the billiard table.

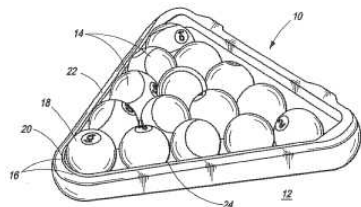
## A63D 15/005

**[N: Ball-spotting racks, i.e. frames for positioning the balls in pocket billiards or pool]**

### Definition statement

*This subclass/group covers:*

Illustrative example of subject matter classified in this group.



## A63D 15/006

**[N: Training or aiming arrangements on billiard tables]**

### Definition statement

*This subclass/group covers:*

Training or aiming arrangements of billiard tables, e.g. light emitting cues and player stance training mats.

## **A63D 15/04**

**Billiard tables convertible into other tables, or the like (into beds [A47C 17/62](#))**

### **References relevant to classification in this group**

*This subclass/group does not cover:*

Billiard tables convertible into beds	<a href="#">A47C 17/62</a>
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## **A63D 15/06**

**Cushions or fastenings therefor**

### **Definition statement**

*This subclass/group covers:*

Cushions or fastening therefor, and in particular it also covers billiards which are not rectangular-shaped but hexagonal, circular, square, etc.

## **A63D 15/08**

**Cues**

### **Informative references**

*Attention is drawn to the following places, which may be of interest for search:*

Connecting constructional elements or machine parts by a part of or on one member entering a hole in the other	<a href="#">F16B 17/00</a>
Manufacture or reconditioning of sport articles, e.g. bowling pins, frames of tennis rackets, skis, paddles	<a href="#">B27M 3/22</a>

## **A63D 15/20**

**Scoring or registering devices ([N: scoring devices for other**



games or sports [A63B 71/06](#)]; counting mechanisms in general [G06M](#); [N: time counting [G07C](#); displaying in general [G09F](#)])

### Informative references

*Attention is drawn to the following places, which may be of interest for search:*

Registering, indicating or recoding playing time	<a href="#">G07C</a> , <a href="#">G07C 1/28</a>
Indicating or scoring devices for other games or sports	<a href="#">A63B 71/06</a>
Counting mechanism in general	<a href="#">G06M</a>
Displaying means in general	<a href="#">G09F</a>