

## F41J

### TARGETS; TARGET RANGES; BULLET CATCHERS [N: (targets for shooting or hurling games A63F9/0204)]

#### Definition statement

*This subclass/group covers:*

This subclass covers all aspects of targets per se, their holders, mechanisms for target movements, hit-indication systems and target ranges.

#### Informative references

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

Targets for shooting or hurling games	<a href="#">A63F 9/0204</a>
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## F41J 1/00

### Targets; Target stands; Target holders (F41J2/00 to F41J11/00 take precedence; targets combined with bullet catchers F41J13/02)

#### Definition statement

*This subclass/group covers:*

The targets as such characterised by their material, configuration or intended use. Further includes immobile means for holding a target in static position during the shooting.

#### References relevant to classification in this group

*This subclass/group does not cover:*

Reflecting targets, e.g. radar-reflector targets; Active targets transmitting electromagnetic or acoustic waves	<a href="#">F41J 2/00</a>
Targets for arrows or darts, e.g. for sporting or amusement purposes	<a href="#">F41J 3/00</a>
Target indicating systems; Target-hit or score detecting systems	<a href="#">F41J 5/00</a>
Movable targets which are stationary when fired at	<a href="#">F41J 7/00</a>

Moving targets, i.e. moving when fired at	<a href="#">F41J 9/00</a>
Target ranges	<a href="#">F41J 11/00</a>

### Informative references

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

Targets combined with bullet catchers	<a href="#">F41J 13/02</a>
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## F41J 1/01

**Target discs characterised by their material, structure or surface, [N: e.g. clay pigeon targets characterised by their material] (F41J5/044 takes precedence)**

### References relevant to classification in this group

*This subclass/group does not cover:*

Targets having two or more electrically-conductive layers for short-circuiting by penetrating projectiles	<a href="#">F41J 5/044</a>
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### Special rules of classification within this group

Clay pigeon targets must also be classified in [F41J 9/16](#).

## F41J 1/10

**Target stands; Target holders**

### Definition statement

*This subclass/group covers:*

Includes: - target holder or stand for displaying a single target; and - target holder having at least one roll of rolled up strip or band with target faces, the holder having an unwinding supply roll, possible guide rollers and a pick up roll, the target holder having a window for exposing one target face at a time

## Informative references

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

Parallel loops of target face bands	<a href="#">F41J 5/10</a>
Bobbing targets holder	<a href="#">F41J 7/06</a>

## F41J 2/00

**Reflecting targets, e.g. radar-reflector targets; Active targets transmitting electromagnetic [N: or acoustic] waves**

### Definition statement

*This subclass/group covers:*

Targets reflecting simulation beams or tracking signals and target actively transmitting signals for locating or decoy purposes. Emitted signals can have acoustic, radar, radio, visible/invisible light or heat signature.

## F41J 3/00

**Targets for arrows or darts, e.g. for sporting or amusement purposes [N: (targets for shooting or hurling games A63F9/0204)]**

### Definition statement

*This subclass/group covers:*

Targets specially adapted for archery arrows and darts, including targets for arrows/darts with safety tips, e.g. rounded soft-tips (target with corresponding protrusions), hook and loop tips or suction cup tips (smooth surface target). Includes systems for mounting such targets.

## Informative references

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

Targets for shooting or hurling games	<a href="#">A63F 9/0204</a>
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## F41J 5/00

**Target indicating systems; Target-hit or score detecting systems [N: (for shooting or hurling games A63F9/0204);**

## devices for measuring projectile velocity using optical means G01P3/685]

### Definition statement

*This subclass/group covers:*

Systems for giving real time feedback to the shooter regarding his performance.

Also includes systems recording the performance of the shooter for later evaluation of performance.

The systems may be weapon mounted.

### Informative references

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

Targets 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>

## F41J 5/06

**Acoustic hit-indicating systems, i.e. detecting of shock waves  
(F41J5/056 takes precedence)**

### References relevant to classification in this group

*This subclass/group does not cover:*

Switch actuation by hit-generated mechanical vibration of the target body, e.g. using shock or vibration transducers	<a href="#">F41J 5/056</a>
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### Informative references

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

Detection of a firing weapon, i.e. locating a shooter	<a href="#">F41G 3/147</a>
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## F41J 5/10

### Cinematographic hit-indicating systems (cinematographic targets F41J9/14)

#### Definition statement

*This subclass/group covers:*

Includes cinematographic targets with several parallel layers of paper, the hit indicating being based on aligning the impact holes in the front and rear layer(s) of the multitude of paper layers. Includes camera guns & guns with camera's

#### Informative references

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

Cinematographic targets	<a href="#">F41J 9/14</a>
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## F41J 7/00

### Movable targets which are stationary when fired at

#### Definition statement

*This subclass/group covers:*

Static targets that can be moved after a shooting exercise in order to inspect the target from close by.

Static targets which react to a hit by disappearing out the field of view of the shooter.

Targets appearing unexpectedly for training shooters reflexes, e.g. bobbing targets.

#### Informative references

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

Target holder having at least one roll of rolled up strip or band with target faces, the holder having an unwinding supply roll, possible guide rollers and a pick up roll, the target holder having a window for exposing one target face at a time	<a href="#">F41J 1/10</a>
Cinematographic targets having	<a href="#">F41J 5/10</a>

parallel loops of strips	
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### Special rules of classification within this group

Bobbing targets, which disappear when hit may be classified in both groups [F41J 7/04](#) and [F41J 7/06](#)

### F41J 9/00

**Moving targets, i.e. moving when fired at (F41J2/00 takes precedence)**

#### Definition statement

*This subclass/group covers:*

Targets with propulsion means or transport mechanisms for the training of the shooting at mobile targets.

Towed targets, either at land, sea or air.

Includes moving physical depictions or mock-up targets as well as virtual targets displayed on a video viewing screen.

#### References relevant to classification in this group

*This subclass/group does not cover:*

Reflecting targets, e.g. radar-reflector targets; Active targets transmitting electromagnetic or acoustic waves	<a href="#">F41J 2/00</a>
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### F41J 9/14

**Cinematographic targets, e.g. moving-picture targets [N: (F41G3/26 takes precedence)]**

#### Definition statement

*This subclass/group covers:*

Includes targets for both, physical firearm projectiles and simulated (laser/light/IR) projectiles.

#### References relevant to classification in this group

*This subclass/group does not cover:*

Teaching or practice apparatus for gun-aiming or gun-laying	<a href="#">F41G 3/26</a>
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### **Informative references**

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

Cinematographic hit indicating systems	<a href="#">F41J 5/10</a>
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## **F41J 11/00**

**Target ranges [N: (timetables, lists or forms for shooter enlistment B42D15/0066)]**

### **Definition statement**

*This subclass/group covers:*

The set-up or configuration of a target range. It covers firearms and archery ranges. Also covers paint-ball or laser tag training facilities. Ranges for dynamic shooting with realistic scenery and urban combat training environments are also included.

### **Informative references**

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

Timetables, lists or forms for shooter enlistment, e.g. for use at competitions	<a href="#">B42D 15/0066</a>
Bobbing targets	<a href="#">F41J 7/06</a>
Moving targets	<a href="#">F41J 9/00</a>
Targets movable for checking	<a href="#">F41J 7/02</a>

## **F41J 11/02**

**Safety means therefor**

## Definition statement

*This subclass/group covers:*

All safety aspects in target ranges except for the bullet catcher.

## References relevant to classification in this group

*This subclass/group does not cover:*

Bullet catchers	<a href="#">F41J 13/00</a>
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## F41J 13/00

### Bullet catchers

#### Definition statement

*This subclass/group covers:*

The means for decelerating and retain the bullets after their passage through the target.

Includes device for catching bullets intact for forensic examination, devices for assuring gun safety and systems for target ranges to avoid ricochets or as back stop.

## F41J 13/02

### combined with targets

#### Definition statement

*This subclass/group covers:*

Devices for holding a target and a bullet trap.

## Special rules of classification within this group

Every bullet catcher on a target range is in proximity of a target. Only attribute this group if the bullet catcher and the target are integrated in one single device. Otherwise only attribute the main group [F41J 13/02](#)