

**F 41 B WEAPONS FOR PROJECTING MISSILES WITHOUT USE OF EXPLOSIVE OR COMBUSTIBLE PROPELLANT CHARGE; WEAPONS NOT OTHERWISE PROVIDED FOR** (projectiles for fishing, e.g. fish-spears, [A 01 K 81/00](#); sports implements for throwing [A 63 B 65/00](#), e.g. boomerangs [65/08](#); stationary apparatus for projecting sports balls, e.g. tennis balls, [A 63 B 69/40](#); throwing or slinging toys [A 63 H 33/18](#), knives, axes [B 26 B](#); projectiles or missiles other than those incorporating springs as projecting means [F 42 B 6/00](#))

### Subclass Index

BLOW GUNS .....	1/00	LIQUID PRESSURE GUNS, e.g. WATER	
SLING WEAPONS.....	3/00	PISTOLS .....	9/00
FRICITION-WHEEL OPERATED		AIR GUNS, STEAM GUNS .....	11/00
LAUNCHERS.....	4/00	THRUSTING WEAPONS, CUTTING	
BOWS, CROSSBOWS .....	5/00	WEAPONS CARRIED AS SIDE-ARMS .....	13/00
ELECTROMAGNETIC LAUNCHERS.....	6/00	OTHER WEAPONS .....	15/00
SPRING GUNS.....	7/00		

---

<b>1/00</b>	<b>Blow guns, i.e. tubes for impelling projectiles, e.g. peas or darts, by the force of the breath</b> (pop guns <a href="#">A 63 H</a> )	11/08	. adapted to discharge harpoons
<b>3/00</b>	<b>Sling weapons</b> (throwing-apparatus for clay-pigeon or clay-disc targets <a href="#">F 41 J 9/18</a> )	11/12	. having an air piston effecting a compressor stroke during the firing of each shot [5]
3/02	. Catapults, e.g. slingshots [3]	11/14	. . spring-operated [5]
3/03	. . Catapults having a pivotable launcher arm [5]	11/16	. . . having an additional slidable mass moving in the opposite direction of the piston, e.g. for recoil reduction [5]
3/04	. Centrifugal sling apparatus [3]	11/18	. . . Arrangements for putting the spring under tension [5]
<b>4/00</b>	<b>Friction-wheel operated launchers</b> [5]	11/20	. . . . by a rocking lever [5]
<b>5/00</b>	<b>Bows; Crossbows</b>	11/22	. . . . in breakdown air guns [5]
5/06	. Quivers [3]	11/24	. having a deformable bellows or bulb pressed during the firing [5]
5/10	. Compound bows [5]	11/26	. having precompressed air before the firing ( <a href="#">11/06</a> , <a href="#">11/08</a> , <a href="#">11/32</a> take precedence) [5]
5/12	. Crossbows [5]	11/28	. . Pumping or compressor arrangements therefor [5]
5/14	. Details of bows; Accessories for arc shooting (sighting devices for bows <a href="#">F 41 G 1/467</a> ) [5]	11/30	. . . operated by a rocking-lever system, e.g. in breakdown air guns [5]
5/16	. . Archer's finger tabs (sporting arm or hand protectors in general <a href="#">A 41 D 13/08</a> ) [5]	11/32	. Arrangement of valves in, or valves specially adapted for, air guns [5]
5/18	. . Bow-string drawing or releasing devices ( <a href="#">5/16</a> takes precedence) [5]	11/34	. Sealing arrangements; Pistons [5]
5/20	. . Bow stabilisers or vibration dampers [5]	<b>13/00</b>	<b>Thrusting-weapons</b> (bayonets <a href="#">F 41 C 27/18</a> ); <b>Cutting-weapons carried as side-arms</b> (training appliances for fencing <a href="#">A 63 B 69/02</a> ; sheaths for hand cutting tools <a href="#">B 26 B 29/00</a> )
5/22	. . Arrow rests or guides [5]	13/02	. Sabres; Cutlasses; Swords; Epees
<b>6/00</b>	<b>Electromagnetic launchers</b> [5]	13/04	. . Sheaths or scabbards therefor
<b>7/00</b>	<b>Spring guns</b> (catapults <a href="#">3/02</a> )	13/06	. . . for concealment, e.g. swordsticks
7/02	. the spring forming part of the missile or projectile	13/08	. Daggers; Stilettoes
7/04	. adapted to discharge harpoons	13/10	. Lances; Pikes (spears for sporting purposes <a href="#">A 63 B 65/02</a> )
7/08	. Toy guns	<b>15/00</b>	<b>Weapons not otherwise provided for</b>
<b>9/00</b>	<b>Liquid ejecting guns, e.g. water pistols</b>	15/02	. Batons; Truncheons; Sticks; Shillelaghs
<b>11/00</b>	<b>Air guns, e.g. air pistols; Steam guns</b>	15/04	. . with electric stunning-means
11/02	. Adaptations for feeding or loading missiles from magazines	15/06	. . with inserted knives or spikes
11/04	. for ejecting a powder, e.g. pepper	15/08	. Knuckledusters
11/06	. with pressure supplied by gas cartridge ( <a href="#">11/08</a> takes precedence; valves therefor <a href="#">11/32</a> )	15/10	. Bolas