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Title: A METHOD FOR CREATING AND RUNNING A
TOURNAMENT BY THE MEANS OF TIME, A
TOURNAMENT TIME-SCHEDULE AND THE
INTERACTIONS OF THE TOURNAMENT ENTRANTS OVER
A NETWORK WITH A SERVER
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**PRELIMINARY AMENDMENT
WITH ENTRY INTO NATIONAL STAGE**

Please amend the above-identified application as follows:

Amendments to the Claims are reflected in the listing of claims which begins on page 2 of this paper.

Remarks begin on page 18 of this paper.

Amendments of the Claims:

A detailed listing of all claims in the application is presented below. This listing of claims will replace all prior versions, and listings, of claims in the application. All claims being currently amended are submitted with markings to indicate the changes that have been made relative to immediate prior version of the claims. The changes in any amended claim are being shown by ~~striketrough~~ (for deleted matter) or underlined (for added matter).

Cancel claims 1-36

1.-36. (Canceled)

37. (New) A computer implemented method for creating and running a tournament over a network by means of time, a tournament time-schedule, and interactions of a plurality of tournament entrants over a network with a server, comprising the steps of:

- a) a server operating a first process of registering user data submitted by at least one user;
- b) the server operating a second process of creating a tournament by accepting tournament data including a tournament time-schedule from a user;
- c) the server operating a third process of running the tournament by means of time, the tournament time-schedule and interactions of a plurality of tournament entrants, the third process comprising:
 - 1) opening a player entry register for registration of players during a player entry period, the player entry period beginning on a starting date and time and ending on an ending date and time,
 - 2) during the period between the starting date and time and the ending date and time, giving players access to record their own entry data directly in a player entry register by entering the tournament;
 - 3) closing the player entry register for registration of players at an end of the player entry period or after registration of a number of player entries equal to a preset maximum number of players;
 - 4) after closing the player entry register for registration of players, generating a tournament schedule based on tournament data registered when operating the second process and on the player entries in the player entry register;
 - 5) accepting submitted results for a match from a user, the results including at least an indication of a winner of the match;

6) based on the submitted results, the server updating the tournament schedule by indicating a winner for the match on the tournament schedule; and

7) repeating the third process from step (c)(5) until match results data have been received for all matches identified in the tournament.

38. (New) The method of claim 37, wherein the first process further comprises the server assigning at least one role to the user, for the user to engage in the second or third process.

39. (New) The method of claim 37, wherein the first process comprises the steps of:

1)) the server requesting the user to enter at least data required to send and receive messages over a network; and

2) on receiving user data from the user, the server sending the user login details and assigning the user a tool required to operate the second process to start the third process of running a tournament.

40. (New) The method of claim 37, wherein the first process further comprises:

a) the server creating a community based on the user data;

b) the server assigning a manager role to a user for the community; and

c) the server assigning the user who was assigned the manager role a tool to manage the community.

41. (New) The method of claim 40, wherein the first process further comprises, after step (b), the steps of:

d) the server giving the user who was assigned a manager role in step (b) access to a community data register;

e) the server accepting assignments from the user who was assigned a manager role, the assignments assigning a plurality of users to roles selected from a group of roles, the

group of roles including at least assigning the user a corresponding tool required to operate the second process to start the third process of running a tournament.

42. (New) The method of claim 37, wherein the second process comprises:

- a) the server requesting tournament data from the user;
- b) the server accepting tournament data from the user, the tournament data comprising at least a type of tournament schedule and a maximum number of players; a time, date and place for all the possible matches in the set tournament schedule based on the maximum number of players; a plurality of roles to be included in the matches of the tournament, if tournament official roles are included in the tournament, at least one of the plurality of roles being a tournament official role; based on the plurality of roles, assigning the task of submitting results to a role; and
- c) the server setting a tournament time-schedule on the basis of the roles accepted in step (b), the step of setting the tournament time-schedule including at least:
 - i) if the roles include tournament official roles, setting a period from a starting date and time to an ending date and time during which tournament officials can enter; and
 - ii) setting the starting date and time and ending date and time of the player entry period to be used in the third process.

43. (New) The method of claim 37, wherein the tournament is for a team sport.

44. (New) The method of claim 37, wherein the second process further comprises the steps of:

- a) the server requesting the user to select a sport and a discipline, to review whether the time zone setting of the community is correct, and to enter a tournament name;
- b) the server accepting data from the user including at least a selected sport and discipline and a tournament name;

- c) the server requesting the user to select tournament details comprising rules, gender, registered community data usage, tournament schedule type, maximum number of matches and maximum number of players; and
- d) the server accepting tournament details data from the user comprising rules, gender, registered community data usage, tournament schedule type, entry fees, maximum number of matches and maximum number of players;
- e) the server requesting the user to set age class and skill levels; and
- f) the server accepting data from the user including age class and skill levels data;
- g) the server requesting the user to set tournament official roles and required qualifications for the matches in the tournament, based on the maximum number of matches, maximum number of players and tournament schedule type, and to assign to a role a submitting results task;
- h) the server accepting data from the user including tournament official roles and required qualifications, and an assignment of the submitting results task to a role;
- i) based on the tournament schedule type, the server requesting the user to set prize and prize ceremony data for the tournament; and
- j) the server accepting data from the user including prize and prize ceremony data;
- k) based on the sport, discipline, tournament schedule type and maximum number of matches, the server requesting the user to set a match format for each of the matches establishing a procedure to obtain a winner in the match;
- l) the server accepting the match format from the user;
- m) the server requesting the user to set a tournament time-schedule comprising:
 - i) if the roles include tournament official roles, a period from a starting date and time to an ending date and time during which tournament officials can enter; and

- ii) the starting date and time and ending date and time of the player entry period to be used in the third process; and
- iii) a starting date and time and an ending date and time for the tournament; and
- iv);
- n) the server accepting the tournament time-schedule from the user;
- o) the server requesting that the user set time and place for the matches and, if a prize ceremony is to be held, a date and time for a prize ceremony;
- p) the server accepting the times and places for the matches from the user;
- q) the server requesting the user to set sport specific equipment details for the tournament;
- r) the server accepting the sport specific equipment details data for the tournament;
- s) the server requesting the user to set select messages to be generated during the tournament;
- t) the server accepting the selected messages to be generated from the user;
- u) the server calculating a tournament income based on at least the entry fees, and a tournament cost based on at least the tournament officials data, prizes data and set or book times data;
- v) the server requesting the user to review and accept at least the tournament income and the tournament cost calculated by the server in step (u);
- w) the server accepting a response from the user accepting the tournament income and the tournament cost cost calculated by the server in step (u);
- y) the server validating the data accepted from the user in the preceding steps; and
- z) the server starting the third process.

45. (New) The method of claim 37, wherein the third process comprises the steps of:
- a) the server opening a tournament official entry register for registration of tournament officials during a tournament official entry period set in the second process, giving tournament officials access to record their own tournament official entry data directly in a tournament official entry register;
 - b) the server receiving tournament official data entries from tournament officials and storing the data in the tournament official entry register; and
 - c) the server closing the tournament official entry register on receiving the tournament officials entry data for all of the matches in the tournament, or at an end of the tournament official entry period.
46. (New) The method of claim 45, in which step (c) further comprises the server opening a player entry register on receiving the tournament officials entry data for all the matches in the tournament which have a tournament official role.
47. (New) The method of claim 37, wherein the third process further comprises the step of the server generating and sending messages to players for each match in the tournament, the messages comprising information about when and where to play the match.
48. (New) The method of claim 37, wherein the third process further comprises the server sending data over a network to a tournament entrant's PC or handheld device and the server receiving data over a network from a tournament entrant's PC or handheld device.
49. (New) The method of claim 37, wherein the third process further comprises the step of the server seeding players according to player rating data.
50. (New) The method of claim 37, wherein the third process further comprises the step of, if byes are in the tournament schedule rules, giving at least one player a byes.
51. (New) The method of claim 37, wherein the third process further comprises the server, on opening the player entry period, sending at least one invitation to players based on message data usage, community data usage, and on user provided conditions.

52. (New) The method of claim 37, wherein the third process further comprises the server, on opening a tournament official entry period, sending at least one invitation to tournament officials.

53. (New) The method of claim 37, wherein the third process further comprises the server sending information to tournament officials about cancelled matches due to byes, after the tournament schedule has been generated.

54. (New) The method of claim 37, wherein the third process further comprises the server adding reports for online filing to users' task lists after generating the tournament schedule.

55. (New) The method of claim 42, wherein the third process further comprises the steps of:

after the server generates the tournament schedule, the server adding match result reports to a task list of the user having the role which was assigned the task of submitting results in step (b);

the server giving accepting submitted results from the user having the role which was assigned the task of submitting results, the submitted results including at least an indication of a winner of a match; and

based on the submitted results, the server updating the tournament schedule by indicating a winner for the match on the tournament schedule.

56. (New) The method of claim 55, wherein the third process further comprises, if tournament official roles were set for the tournament, the server requesting at least one user to state whether a tournament official was absent or present during a match.

57. (New) The method of claim 37, wherein the third process further comprises the steps of:

a) if players are set to provide match results, then the server adding reports to players' task lists;

b) if match referees are set to provide match results, then the server adding reports to match referees' task lists; and

- c) if tournament directors are set to provide match results then the server adding reports to the tournament director's task lists.
58. (New) The method of claim 37, wherein the third process further comprises the steps of:
- a) the server requesting at least one tournament director to send a tournament director report to the server from the tournament;
 - b) the server requesting at least one tournament referee to send a tournament referee report to the server from the tournament; and
 - c) the server requesting at least one match referee to send a match referee report to the sever from the match.
59. (New) The method of claim 37, wherein the third process comprises the server sending information to players registered in the player entry register, based upon the prizes settings data, time and place data, and message settings data, about where and when the prize ceremony will take place.
60. (New) The method of claim 58, further comprising the server sending or printing out diplomas to players based on prize settings and match results.
61. (New) The method of claim 37, wherein in the third process, the step of the server generating a tournament schedule is performed by the server using a tournament schedule autogeneration algorithm.
62. (New) The method of claim 37, wherein the third process further comprises the steps of:
- a) the server operating a rating formula;
 - b) on receiving match results data, the server using the rating formula to generate rating data based on the match results data.
63. (New) The method of claim 38, in which at least one user is assigned to multiple roles.

64. (New) The method of claim 62, in which the roles are selected from a group consisting of player, tournament official, medical officer, photographer, cameraman and reporter.
65. (New) The method of claim 37, further comprising the steps of:
- a) the server accepting an arena listing from a user;
 - b) the server storing the arena listing in an arena database; and
 - c) the server assigning the user a role of court manager with a corresponding tool to manage the arena.
66. (New) The method of claim 64, further comprising the steps of:
- a) the server reporting at least one change in the arena database to at least one administrator and requesting the at least one administrator to validate the at least one change;
 - b) the server accepting a response from the administrator and accepting or rejecting the change based on the response from the administrator.
67. (New) The method of claim 37, wherein the first process further comprises:
- a) the server sending a request to a user to select what role or category of community the user wants to register for;
 - b) the server accepting a role or category of community selection from the user;
 - c) if the selection accepted from the user was associated with a sports club or a workplace:
 - i) the server sending a request to the user to select a license version;
 - ii) the server accepting a license selection from the user;
 - d) if the selection accepted from the user was associated with a tournament official or player:
 - i) the server sending a request to the user to enter user data;

- ii) the server accepting user data from the user;
- e) if the selection from the user was associated with a role associated with an international or national association:
 - i) the server sending a request to the user to enter user and community data;
 - ii) the server accepting user and community data from the user; and
 - iii) the server assigns the user a corresponding tool to manage a sport internationally or within a country and a tool to manage the community of the association.

68. (New) The method of claim 37, wherein the first process further comprises:

- a) the server sending a request to the user to input community details;
- b) the server accepting community details from the user and storing the community details in a register;
- c) the server sending a request to the user to select if the community has an arena;
- d) the server accepting a response from the user including the users selection of one of the community has an arena or not: and
- e) if receiving the response “the community has no arena”:
 - i) the server sending a request to the user asking if the user is a registered user;
 - ii) the server receiving a response from the user indicating yes or no; and
 - 1) if the response was yes, then:
 - A) the server requesting the user to log in;
 - 2) if the response was no, then:
 - A) the server sending a request to the user to enter user details;

- B) the server receiving user details from the user;
- 3) the server sending a request to the user to pay for a license if the license is not for free;
- 4) the server assigning the user a role as manager of the community;
- f) if receiving the response “the community has an arena”:
 - i) the server sending a request to the user to select at least one sport, and to enter a keyword for a search or to select a location of the arena;
 - ii) the server accepting a response from the user including the keyword or selection of location of the arena;
 - iii) the server sending the user a list of arenas from an arena database; and a request to the user to select an arena;
 - iv) the server accepting a selection from the user of an arena listed in the arena data base;
 - v) the server retrieving an arena record from the arena database;
 - vi) if the record from the arena database indicates that the arena has management, the server sending information to let the user know the arena already has a management;
- g) if the record from the arena database indicates that the arena has no management;
 - vii) the server sending a request to the user asking if the user is a registered user;
 - viii) the server receiving a response from the user indicating yes or no; and
 - 1) if the response was yes, then:
 - A) the server requesting the user to log in;

2) if the response was no, then:

A) the server sending a request to the user to enter user details;

B) the server receiving user details from the user;

3) the server sending a request to the user to pay for a license if the license is not for free;

4) the server assigning the user a role as manager of the community.

69. (New) The method of claim 44, further comprising the steps of:

aa) the server requesting that the user set or book times for the matches in at least one arena and at least one court;

ab) the server accepting a response from the user selecting at least one arena and at least one court;

ac) the server providing the user with match data from the tournament schedule including prize ceremony data, match format data, the minimum required time per match and recommended time per match data, and for each match a date, time and place field for the time and place data;

ad) the server requesting the user to set or book a time for each match;

ae) the server accepting a response from the user setting or booking a time for each match;

af) the server requesting the user to use a pre-booked time for the tournament; or book courts for the tournament;

ag) the server accepting a response from the user to book courts for the tournament;

ah) the server further providing the user with arena data from the arena database, requesting the user make a selection between options selected from a group consisting of list arenas by area; search arenas by keyword; and list arenas managed by the server;

- ai) the server accepting a response from the user;
- aj) the server providing the user with arena data from the arena database, including arena name, location data;
- ak) the server requesting that the user select an arena; and
- al) the server accepting a selection of an arena from the user; and
- am) the server providing the user with arena-specific data based on the selection of an arena from the user.
- an) The server requesting the user to make a selection of an online booking option;
- ao) the server accepting a selection of online booking option from the user
- ap) the server opening the arena's booking registry;
- aq) the server providing the user with an online booking registry with court and booking information comprising time intervals, court names, cost data, and court availability;
- ar) the server accepting a selection of a booked time from the user;
- as) the server making a change in the status of the booked time in the arena booking registry based on the selection of booked time from the user.

70. (New) A computer apparatus for managing and running a tournament, the apparatus comprising a server and one or more databases, wherein the apparatus further comprises a server programmed to perform a method comprising:

- a) the server operating a first process of registering user data submitted by at least one user;
- b) the server operating a second process of creating a tournament by accepting tournament data and a tournament time-schedule from a user;

c) the server operating a third process of running the tournament by means of time, the tournament time-schedule and interactions of a plurality of tournament entrants, the third process comprising:

- 1) opening a player entry register for registration of players during a player entry period, the player entry period beginning on a starting date and time and ending on an ending date and time,
- 2) during the period between the starting date and time and the ending date and time, giving players access to record their own entry data directly in a player entry register by entering the tournament;
- 3) closing the player entry register for registration of players at an end of the player entry period or after registration of a number of player entries equal to a preset maximum number of players;
- 4) after closing the player entry register for registration of players, generating a tournament schedule based on tournament data registered when operating the second process and on the player entries in the player entry register;
- 5) accepting submitted results for a match from a user, the results including at least an indication of a winner of the match;
- 6) based on the submitted results, the server updating the tournament schedule by indicating a winner for the match on the tournament schedule; and
- 7) repeating the third process from step (c)(5) until match results data have been received for all matches identified in the tournament.

71. (New) A computer program product for creating and running a tournament over a network by means of time, a tournament time-schedule and interactions of a plurality of tournament entrants over a network with a server, the computer program product comprising:

one or more computer-readable, tangible storage devices;

program instructions, stored on at least one of the one or more storage devices, to be executed on the server to perform a method comprising:

- a) the server operating a first process of registering user data submitted by at least one user;
- b) the server operating a second process of creating a tournament by accepting tournament data and a tournament time-schedule from a user;
- c) the server operating a third process of running the tournament by means of time, the tournament time-schedule and interactions of a plurality of tournament entrants, the third process comprising:
 - 1) opening a player entry register for registration of players during a player entry period, the player entry period beginning on a starting date and time and ending on an ending date and time,
 - 2) during the period between the starting date and time and the ending date and time, giving players access to record their own entry data directly in a player entry register by entering the tournament;
 - 3) closing the player entry register for registration of players at an end of the player entry period or after registration of a number of player entries equal to a preset maximum number of players;
 - 4) after closing the player entry register for registration of players, generating a tournament schedule based on tournament data registered when operating the second process and on the player entries in the player entry register;
 - 5) accepting submitted results for a match from a user, the results including at least an indication of a winner of the match;
 - 6) based on the submitted results, the server updating the tournament schedule by indicating a winner for the match on the tournament schedule; and

7) repeating the third process from step (c)(5) until match results data have been received for all matches identified in the tournament.

REMARKS

The International Application was filed on April 26, 2012. Article 34 Amendments were filed with the International Preliminary Examining Authority on June 17, 2013 and July 4, 2013. The present application is entering National Stage as amended by those Article 34 Amendments.

Claims 37 through 71 remain in this case, claims 1-36 being cancelled and claims 37-71 being added by this response.

The new claims are being filed to conform to US rules and to better clarify and define the invention being claimed. Applicant states that the new claims are consistent with the specification and drawing in the International Application, no new matter being added by the amendment.

Applicant believes the claims, as amended, are patentable over the prior art, and that this case is now in condition for allowance of all claims therein. Such action is thus respectfully requested. If the Examiner disagrees, or believes for any other reason that direct contact with Applicant would advance the prosecution of the case to finality, he is invited to telephone the undersigned at the number given below.

Recognizing that Internet communications are not secured, I hereby authorize the PTO to communicate with me concerning any subject matter of this application by electronic mail. I understand that a copy of these communications will be made of record in the application file.

Respectfully Submitted:

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