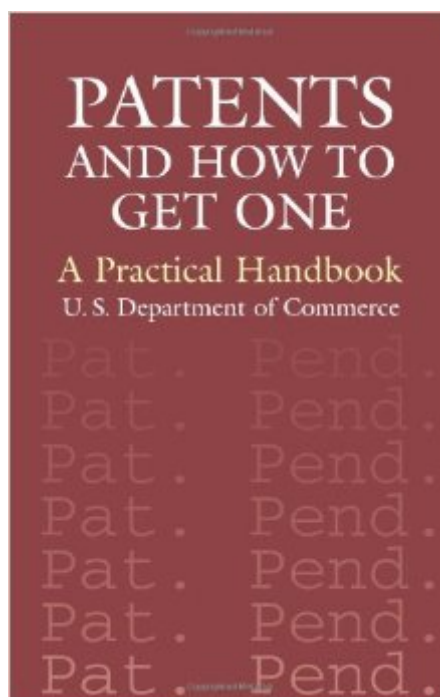


The book was found

Patents And How To Get One: A Practical Handbook



Synopsis

What is a patent? What do "patent pending" and "patent applied for" mean? How do you go about applying for a patent? This indispensable handbook, originally published by the U.S. Government's Patent and Trademark Office (PTO) not only answers these and many other questions frequently asked of the agency, but provides readers with general information about patents and how the PTO operates. Designed specifically for non-attorneys and written in clear, easy-to-understand language, the guide takes readers through the registration process step by step, beginning with general information about the functions of the Patent and Trademark Office. Accessible discussions follow about patent law, what can be patented, conditions for obtaining a patent, the process of registering patents, and who may apply. Also covered are filing and maintenance fees; models, exhibits, and specimens; correction of patents, the nature of patent rights, patent infringement, design and plant patents, treaties and foreign patents, and much more. Of immense use to inventors and prospective applicants, this brief general introduction to the subject will also be of value to students and other interested people.

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Customer Reviews

This book provides a thorough overview of the patent process and the US Patent and Trademark Office. It was wonderful for a beginner. There were ten pages alone dedicated to the specifications and limitations for drawings and photographs to put in a patent application. For someone who knows nothing about the process, this is a great introduction. It also refers to other publications by the government and locations to get samples of some of the forms. I feel comfortable now to move

on to reading other books about the patent process.

This little book is an invaluable reference to patent facts and law. Although published by a third party, it was originally a government issued publication and is one of those crystal-clear presentations that has obviously been scrutinized and clarified to the max. Most of the books on getting a patent and cashing in on your invention are so packed with ancillary information that the really basic (and important) information is buried. This book is very easy to read and addresses all frequently asked questions, as well as anything that would be important to your quest for a patent. I like the bit about how to get a patent if the inventor is insane. Aren't all inventors a bit "like that"?

This book is nice reference for people who want to learn more about the patent process. For prospective inventors, this book details the steps one needs to take in order to apply for a patent. If you are serious about applying for a patent, I would not recommend using this book as a sole reference, but as a starting point.

This book gives a decent description of patents, but it's out of date. For example, it says the head of the patent office is called "Commissioner" when that was changed and the head is called "Director" and the "Commissioner" is actually the third in rank (second is "Deputy Director"). The book says the US Patent Office handles 200,000 patent applications, but the number is actually closer to 300,000. There have been significant changes in the patent laws such as publication of applications, 20 year terms, WTO related provisions, NAFTA related provisions, WIPO and PCT related provisions, etc. that do not appear. So, take this book as background information only and know that in many instances it is obsolete. Recognize that patents are not a "do-it-yourself" activity if you want decent protection. See a patent attorney if you want accurate, up to date advice and worthwhile coverage. Stay away from the invention submission/promotion companies. Bruce Burdick, Registered Patent Attorney No. 27,422

This book offers a simple, straightforward introduction to patent law. If you are starting from scratch, this is a good place to start. There isn't much "how to" in this book, so it's probably best for someone who plans to work with a patent lawyer or service.

This practical handbook is designed with the lay reader in mind and provides a simple handbook for understanding patents and how to apply for one. From general information about the office which

controls patents to details on what can be patented and how to register one, Patents And How to Get One is filled with important facts.

This is quick 85-page overview of the patent process. It provides the key steps, requirements, and definitions in very plain terms (almost in the same style of language as the IRS's 1040EZ instructions). However, it steers clear from giving ADVICE. If you need advice, try Patent It Yourself, from Nolo Press. Some of the information in this slim volume can be found at [...] But this book brings it together in a very convenient and affordable package. It is worth the modest price!

A terrific book to walk laypersons through the U.S. Patent office including how to proceed in case you first try doesn't pan out. A simple work around for that is to rename your genius widget and re-file for a patent as a different product. Thinking up what that is usually serves your end users better than your first idea anyway. And if not, you can go back, refine your first plan then file. Claudia Strasbaugh

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