



K&L GATES

Apple, Inc. v. CPC Patent Technologies Pty Ltd.
IPR2022-00600

Patent Owner's Slides

Hearing – July 18, 2023

“Defining”

'039 Patent Claim 1

1. A method of enrolling in a biometric card pointer system, the method comprising the steps of:
 receiving card information;
 receiving the biometric signature;
 defining, dependent upon the received card information, a memory location in a local memory external to the card;
 determining if the defined memory location is unoccupied;
 and
 storing, if the memory location is unoccupied, the biometric signature at the defined memory location.

Ex. 1001, Claim 1



Dr. Sears

Q. So, again, just to repeat my question, you would first obtain card information, first; define a memory location based on that information, second; store the biometric signature at that defined memory location, third.

That is the order that things need to happen in Claim 1, right?

A. I believe that is the order in which the things need to happen.

Ex. 2004 at 14:2-10

Source: Sur-Reply at 2

Bradford

(12) **United States Patent**
Bradford et al.

(10) Patent No.: **US 6,612,928 B1**
(45) Date of Patent: ***Sep. 2, 2003**

(54) **PLAYER IDENTIFICATION USING BIOMETRIC DATA IN A GAMING ENVIRONMENT**

(75) Inventors: **Russel Tower Bradford, Incline Village, NV (US); Robert Anthony Luciano, Jr., Reno, NV (US); Ross Frederick Marsden, Gastonville, NV (US)**

(73) Assignee: **Sierra Design Group, Reno, NV (US)**

(*) Notice: Subject to any disclaimer, the term of this patent is extended or adjusted under 35 U.S.C. 154(b) by 0 days.

This patent is subject to a terminal disclaimer.

(21) Appl. No.: **09/908,678**
(22) Filed: **Jul. 17, 2001**

(51) Int. Cl.⁷ **A63F 13/00**
(52) U.S. Cl. **463/29**
(58) Field of Search **463/29, 22, 16, 463/42**

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Primary Examiner—Melvin Jones
(74) Attorney, Agent, or Firm—Ross F. Marsden

ABSTRACT

A system and method for using two authenticators to identify a player in a gaming environment is disclosed, where the second authenticator is based on biometric data. The two authenticators allow a two-level authorization process, where the second authenticator, being based on biometric data, allow a player to quickly and easily authenticate documents while remaining at game machines, authenticate electronically based transfers into and out of accounts at game machines, and further allow casinos and other establishments having age requirements and operating in an open environment to confirm that an underage person is not enabling the game play button (making use of the game machine thereby).

88 Claims, 16 Drawing Sheets

General Game Device Having A Fingerprint (Or Other Biometric) Reader Coupled To An Independent Embedded System With Needed I/O Device(s)



Dr. Sears

Q. If the first authenticator is a card that's generated by the casino, the entry is created first, and the first authenticator is then created and provided to the user; is that right?

A. I believe from the reading of the patent about -- that sounds accurate.

Ex. 2004 at 31:12-18

Ex. 1004

Apple's Belated Construction

As mapped in the Petition, a proper understanding of the claimed “**defining**, dependent upon the received card information, a memory location **pointing to**, dependent upon¹ the received card information, a memory location

Reply at 3

<i>Claim Term</i>	<i>Agreed Plain & Ordinary Construction</i>
Claims 1, 19: “ dependent upon ”	Plain and ordinary meaning, defined as “contingent determined by” (Ex. 1032, 2)

The District Court also construed “biometric card pointer system,”

Claims 1 and 19, as a “[n]onlimiting preamble term with no patentable weight

Petition at 6

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