Title: INTERACTIVE COMPETITIONS CONDUCTED VIA THE INTERNET USING REAL PARTICIPANT DATA

Abstract: A system providing an on line interactive game, competition, quiz or the like between a potentially unlimited number of remote participants. The system includes a plurality of remote data entry terminals accessible to remote participants, a central host provider, a communication link between said host provider and said plurality of remote data entry terminals. The host provider includes a data base having data stored therein which is compiled from an unlimited number of data sub sets created by and transmitted to said central host by each remote participant. The host provider also includes means for evaluating and comparing data transmitted from each remote participant to data transmitted from at least one other remote participant for the purpose of determining an appropriate class or ranking for each remote participant; wherein a participant is classified according to the nature of the data received from said remote participant in order to assign a ranking to said remote participant after comparison of said remote participant data with a predetermined number of other participant data sets; and wherein said central host includes an internet web site which is accessible by each remote participant for determining the ranking of one or more participants relative to other participants.
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INTERACTIVE COMPETITIONS CONDUCTED VIA THE INTERNET USING REAL PARTICIPANT DATA

The present invention relates to on line interactive games, quizzes, competitions and the like and more particularly relates to a system and method for participating in an interactive game, competition, quiz or the like involving use of real data generated by the participants from the conduct of a real activity such as a quiz, game, competition or the like. More particularly, the system and method of the invention provides an opportunity for one remote participant to use real data generated by the participant such as but not limited to game scores to compete with other remote participants by comparison on line of data generated by said one remote participant with data generated by at least one other participant; the results of which may determine a ranking of each participant for participation in a real activity, competition or game relative to one or more participants of a similar ranking and/or participant profile.

PRIOR ART

There are in existence a number of on line interactive internet facilities which allow remote participants to engage in various interactive on line activities via internet web sites wherein the participant responds to data available at web sites which allow the opportunity for the participant to gain rewards for participating. Examples of such systems include on line casinos and on line betting facilities available on such sports as football, motor racing and soccer.

One such interactive on line system known as Easybets on Line provides a participant with the opportunity to choose a sport on which to wager a bet once preliminary accounting and registration criteria have been satisfied. Once a participant has joined as a member, there is ready access to such data as latest betting odds obtained from a betting data base, results of
events, account status and rules and regulations.

Once the account has been opened by a participant and funds deposited online (preferably via credit card) into the participant's account, bets may be placed immediately. The participant enters an events web page which provides an event selection. Once a sport is selected, the participant may then enter a bet amount following which the bet is officially placed. This provides odds to assist the punter from that web site only. These systems are typified by the participant accessing an online pre-existing data base, and using the data to decide how and to what extent to interact in order to allow an opportunity to gain advantage from the interaction.

There are other known Interactive real-time network gaming systems such as that described in US Patent 5,762,552 which teaches a network-based gaming system that enables a plurality of players to place wagers on a real-time game of chance conducted in a casino via a distributed network or alternatively to place wagers on a game of chance using internally generated game sequences. The systems described in this patent predominately relate to live action board games of chance, such as roulette, craps or baccarat from which the player selects the desired game.

Once the game is selected the player is presented with a video representation of the possible bets on the gaming machine and a means for establishing a stake by either depositing currency or by accessing various credit accounts such as a credit card or casino credit line. The results of the gaming are transmitted to a remote gaming machine by a network manager. This system requires minimal participation by a player and the outcome as far as each player is concerned is independent of participation by all other remote participants. Other contests based on sporting events have included officiating a given contest, as disclosed in United
States Patent 4,722,526. This patent discloses a contest based on the signalling of infractions of the rules of a game during a live broadcast of a sporting event. The infraction as perceived by the participants are compared to the actual calls made by an official or referee of the game. The first participant to signal the occurrence of an infraction that the official also signals is awarded multiple points while subsequent participants to signal the infraction are awarded a lesser number of points. The individual scores of the participants are accumulated and the one having the highest score at the end of the sporting event is declared the winner. This type of game does not involve direct participant activity in the target game but rather sideline interaction only.

Another prior art interactive game is disclosed in Australian patent 630411. This patent teaches an interactive competition system which permits competition among a plurality of remote participants. The invention described therein relates to an interactive sports contest system which allows remotely located participants to compete by optimizing the performance of their team rosters through the selection and trading of players. The system includes a central controller and storage devices for storing a contest roster from which each participant selects a team roster. Telephones are linked to a controller and a publication such as a newspaper distributed to all participants. Each participant’s team roster is evaluated on a periodic basis according to formula for calculating each member’s score employing a database of variable performance statistics which reflect the roster members actual performances. Team roster totals are compared for discrete periods of competition to determine which participants have accumulated the highest score. The above described systems however, do not teach the use of participant generated real data, scores, results or the like for downloading to a central data base which is compared with real data, scores results on the central data
base downloaded by at least one other competing participant to determine an outcome or ranking of one remote participant compared to at least one other remote participant. Thus in that system there is no direct participant involvement in generating the data for establishing a system database which would be the basis for comparison of performance, or to determine a status or ranking of remote participants. The known systems are therefore only partially interactive as the participant is not involved in the creation of the system data but rather chooses and uses predetermined data produced by others as a participant.

INVENTION

Up until the present, there have been no interactive internet games, competitions, quizzes and the like in which a database for establishment of said game competition, quiz or the like is created by real data self generated by a plurality of remote participants whose performance is assessed and ranked by a comparison of data from one remote participant against the data of at least one other participant. The present invention seeks to provide an alternative interactive competition, game or the like for remote participants wherein each participant may supply real data to the system which contributes to the compilation of a database formed from a compilation of data from all participants and from which ranked participants may be selected for participation in a real life competition against players of similar ranking. Furthermore, the present invention seeks to provide an alternative to the known interactive online systems.

In one broad form the present invention comprises:

a system for providing an interactive game competition, quiz or the like between an unlimited number of remote participants, the system including.
a plurality of remote data entry terminals accessible to remote participants,
a central controller;
a communication link between said controller and said plurality of remote data entry terminals wherein said controller includes a data base having data stored therein which is compiled from an unlimited number of data sub sets each said data sets created by and transmitted to said central controller by each remote participant;
means for evaluating and comparing data transmitted from one remote participant to data transmitted from at least one other remote participant for the purpose of determining an appropriate class or ranking for each remote participant; wherein a participant is classified according to the nature of the data received from said remote participant in order to assign a ranking to said remote participant, after comparison of said remote participant data with a predetermined number of other remote participant data sets.
According to a preferred embodiment, the central controller is accessible by each remote participant via the Internet and the remote data entry terminal may be a computer, telephone handset, wireless application protocol (WAP) telephone, cellular phone or facsimile.
In another broad form the present invention comprises:
a system for providing an interactive game competition, quiz or the like between and unlimited number of remote participants, the system including:
a plurality of remote data entry terminals accessible to remote participants,
a central controller;
a communication link between said controller and said plurality of remote data entry terminals wherein said controller includes a data base having data stored therein which is compiled from an unlimited number of data sets created by and transmitted to said central
controller by each remote participant;

means for evaluating and comparing data transmitted from one remote participant to data transmitted from at least one other remote participant for the purpose of determining an appropriate class for each remote participant, wherein a participant is classified according to the nature of the data received from said remote participant in order to assign a ranking to said remote participant after comparison of said remote participant data with a predetermined number of other participant data sets; and wherein said central controller is accessible by each remote participant at least one internet service provider and each said remote data entry terminal is a computer.

In a broad form of the method aspect, the present invention comprises:

a method of online interaction in a competition, game, quiz or the like between an unlimited number of remote participants; the method comprising: the steps of

a) providing a host provider web site accessible by said remote participants;
b) allowing each participant to generate real personal data relating to the performance of a participant in a predetermined competitive activity;
c) communicating said personal data to a central data base accessible to each said participant,
d) comparing data from one remote participant with data received from at least one other remote participant for the purpose of ranking said one remote participant;
e) ranking said one remote participant against data received from other remote participants;
f) rewarding a participant for achieving a predetermined ranking.

According to a preferred embodiment, the method comprises the further step of allowing
participants with said predetermined ranking to compete against other participants having a similar ranking and/or participant profile in order to determine an ultimate winner or winners.

In another broad form of the method aspect the present invention comprises:

a method for providing an interactive game, competition quiz or the like having an unlimited number of remote participants in communication with a central controller, wherein the method comprises the steps of:

a) active participation by a first remote participant wherein the participant performs an activity which produces quantifiable data or results;

b) connection by said first remote participant to a central controller for the purpose of downloading said data or results into a participant data base to be compiled and stored at said controller;

c) connection by at least one of an unlimited number of other participants to said central controller for the purpose of downloading to said controller real data created by said other participant or participants;

d) compiling a data base of the scores or results or other data generated by each said participant;

e) comparing data from a selected number of participants for the purpose of evaluation of the data of each participant relative to said other participants.

f) allowing selected participants to participate in a real offline competition.

According to a preferred embodiment the method comprises the further steps of:

a) ranking each participant according to a comparison of the data provided by each said participant with other remote participants wherein the comparison of participants is between
participants having a predetermined participant profile;

b) rewarding a participant for a predetermined high ranking performance relative to the performance of participants having a similar participant profile.

In another broad form of the method aspect the present invention comprises:

a method for providing an interactive game, competition quiz or the like having an unlimited number of remote participants in communication with a central controller, wherein the method comprises the steps of:

a) active participation by a first remote participant wherein the participant performs an activity which produces quantifiable data or results;

b) connection by said first remote participant to a central controller for the purpose of downloading said data or results into a participant data base to be compiled and stored at said controller;

c) connection by at least one of an unlimited number of other participants to said central controller for the purpose of downloading to said controller real data created by said other participant or participants,

d) compiling a data base of the scores or results or other data generated by each said participant;

e) comparing data from a selected number of participants for the purpose of evaluating and/or ranking the data of each participant relative to said other participants;

f) ranking each participant according to a comparison of the data provided by each said participant with other remote participants wherein the comparison is between participants having a predetermined participant profile;
g) rewarding a participant for high ranked performance compared to the performance of participants having a similar participant profile.

In another broad form the present invention comprises, a system providing an interactive competition, game quiz or the like; wherein, an unlimited number of remote participants engage in a competitive activity which produces scores or results whereupon said scores or results are down loaded into a central data base compiled from data downloaded by said unlimited number of remote participants; wherein, the system comprises at least one remote terminal in communication with a controller having or which is in communication with a data base compiled from the data downloaded by each remote participant whereupon the data from each or a predetermined number of participants is compared in order to rank participants having the same or a similar participant profile; wherein once participants have been ranked, the performance of one participant relative to another participant having the same or a similar ranking may be compared to determine an eventual winner or eligibility for a real competition between participants having the same or a similar predetermined profile and who have achieved a predetermined ranking.

In another broad form of the method aspect the present invention comprises;

a method of participation in an on line interactive competition, game quiz, lottery or the like in which the participants use real data generated by engagement of each participant in a predetermined activity for the purpose of creating a data base which allows comparison of the performance of one remote participant with the performance of at least one other of an unlimited number of remote participants.

In another broad form of the method aspect the present invention comprises;

a method of participating in an on line interactive competition, game, quiz, lottery or the like
in which the participants provide real data, such as real data which may be generated by engagement of each participant in a predetermined activity, for the purpose of creating a data base which allows comparison of the data or performance data of one remote participant with the data or performance data of at least one other of an unlimited number of remote participants, such that as a result of the comparison a remote participant is rewarded or is allocated a status or ranking for further participation in said game, quiz, competition or lottery.

According to a preferred embodiment the method comprises the further steps:

once a participant has completed engagement in said result or score generating activity of:

a) taking a communications device enabling a remote participant to gain access to a provider web site via the Internet,

b) opening communication with said provider web site;

c) providing access or profile information to said provider to enable said provider to determine whether predetermined access criteria of a particular participant have been satisfied;

d) once said access and profile criteria have been satisfied and provided respectively, allowing said remote participant to download data generated by said remote participant to a central data base compiled from data from an unlimited number of other participants;

e) comparing information from one remote participant with data from at least one other participant of a similar profile to determine a status, ranking or reward of one or more participants.

According to a preferred embodiment, said communication device may be selected from either a land line telephone, a cellular phone, WAP phone a computer or data stream
television for the purpose of transfer of participant data to the data base of said controller.

DETAILED DESCRIPTION

The present invention will now be described according to a preferred but non limiting embodiment and with reference to the accompanying illustrations wherein:

Figure 1 shows a schematic layout of an on line interactive competition according to one embodiment of the invention:

Figure 2 shows a schematic layout of an interactive system in which participants register prior to participation;

Figure 3 shows a schematic layout of the system according to one embodiment of the invention where a participant is already registered; and

Figure 4 shows a schematic layout of the host providers web site and information which may be accessed by a participant.

Referring to figure 1 there is shown a schematic layout of an interactive competition according to a preferred embodiment of the invention. The system depicted typically comprises a remote participant station which may comprise a telephone 1 or computer terminal 2 which enables the participant to communicate with central controller 3. According to the preferred embodiment, a remote participant elects to become involved in a real activity such as a sport, quiz, lottery competition or the like represented by box 4. Participation in the activity which might be a team sport or individual sport such as golf or tennis enables the participant to create personal results or data relating to that activity. The results or data form a data subset which is communicated to central controller 3. Each participant will have an individual data subset according to the results of the activity. Each subset data base 5 is communicated via central controller 3 to a central data base 6 which is a compilation of all
subset data bases from each remote participant. The data subset from each participant may be communicated from personal computer 2 via the internet or it may be phoned through to be loaded onto said central controller 3. All data loaded in each subset is real data generated from actual participation in an activity by each participant.

The participant has a choice of communication means. According to one embodiment the participant may gain access to the provider site via a land line handset 1 which is dialed in the usual manner. Handset 1 may be a touch phone wherein access is gained via a telephone number known to the participant. Alternatively, access to the Internet and provider web site may be gained via a personal computer 2 which will be connected to the Internet via a service provider in the usual manner. In yet a further embodiment, the participant may gain access to the data base and controller via a data stream television unit (not shown).

In a further embodiment, the participant will gain access to the central controller for downloading subset data via a host and through a Wireless Application Protocol (WAP) enabled cellular phone (not shown). Once the data subset has been created by participation in a selected activity, the participant or an appointee communicates the data subset via the non limiting communication means described above. Where the computer is chosen as the means for communicating the subset data the participant establishes on line connection with a host service provider and then with a controller website via communication link 7 whereupon the participant will be instructed as to the steps to take for registration following which the central controller will accept the data subset. By way of non limiting example with reference to the game of golf, the system and methodology of the invention operates in the following manner. A remote participant who may for instance be a club golfer will play his or her usual round of golf and generate scores for that round. At the same time, there may be
numerous other remote participants who may play a round generating their own results. These other remote participants may be at the same venue as the first remote participant or they may be in another city, state or country. Each result will form a data subset so that each remote participant will have an individual data set. These results are then communicated to the central controller and logged into a central data base of all remote participant results. The central controller may be a host provider having a web site at which the data is processed and through which participants may interact to participate in a competition. Once the central data base is compiled, a comparison of the data will take place for the purpose of ranking one participant against at least one other remote participant to determine a ranking for each participant. The ranking will be determined with reference to such participant parameters or profiles as, but not limited to age, handicap, geographic location. Preferably each participant will be required to download a minimum of 6 to a maximum of 18 scorecards following which the six best scores for each participant are selected to determine the ranking of the participant and whether the participant will be eligible for a subsequent real competition with those determined from the central data base to have achieved a predetermined ranking within the parameters of a predetermined participant profile. The system allows each player to achieve a world ranking compared to any participant or compared to participants from a group having a similar profile such as an age group, gender group or handicap group. Participation is independent of level of skill and is potentially open to any person who can generate real results. The internet allows local competitions to be translated into global competitions with all participants creating real results, having these compared online for ranking purposes and potentially gaining eligibility for a subsequent real competition against participants who have achieved a comparable ranking. The system is adaptable to activities
other than golf and may equally be suited to other individual competitions including sports such as but not limited to tennis or to team sports such as but by no means limited to basketball, football, soccer, snooker, netball, indoor cricket and the like. In addition, the system may be adapted for intellectual competitions such as quizzes, provided there is actual participation in the activity to generate real results for communication to a central data base and which may then be compared to results of other participants grouped according to predetermined criteria depending upon the particular activity. Where card scores are downloaded, a minimum number of cards will be predetermined according to the requirements of a particular game. Inputting of data may be direct to a server of the competition provider or it may be via an intermediate host who would then down load to the competition provider for subsequent compilation and analysis of the results.

Referring to figure 2 there is shown a schematic layout of the interactive system according to a preferred embodiment of the invention. Participants may either be individuals 11 or members of a club 12. In respect of the latter, such as a golf club or the like, the club will be the focal point for transmission of participant results to a central controller which is preferably host provider 13. Individual or club participants 11 and 12 may register for eligibility to participate via host provider 13. The registration process will preferably involve entry of a participant profile at step 14 in the case of an individual or an identifying parameter to participation in the case of a club as per step 15. Once participants or the collective of club participants are registered by satisfying registration criteria determined by the host provider, the host provider at step 16 in the case of an individual and step 17 in the case of a collective body will issue an identifying pin number to each individual participant or to a club which will preferably be ten digits. This confirms registration. Registered
participants who wish to participate, elect to participate in an eligible activity as at steps 18 and 19 such as a golf game which generates real scores for use in the system. These scores are tallied then entered at steps 20 and 21 into the host provider's website 13. A club participant will provide the club having the eligibility criteria with participant scores. The club will then enter (step 21) the scores into the host provider's website 13 on behalf of each participant. A club participant can elect to participate individually in which case individual registration will be required as previously described. When participant results are loaded into host website 13 each participant result forms a subset which, in conjunction with subsets of results provided by other remote participants forms a central database against which each individual subset of results may be compared to assign a participant ranking relative to results of other participants. Upon receipt of tallied participant results, host provider 13 matches participant results with predetermined participant profiles (step 22) to determine eligibility of the particular participant. The host provider then ranks the participant against the set of results held in the host provider database -- step 23.

Figure 3 shows a schematic layout of the interactive system according to a preferred embodiment in the case where the participant has already registered which necessitates verification of participant registration and therefore eligibility to participate. Figure 3 is numbered with corresponding step numbers as for figure 2. In that case, the participant may, once the participant's pin number has been entered (steps 25 or 26) enter results via the host provider.

Referring to figure 4 there is shown a schematic layout of a typical host provider's website. The website is accessible to non members and members alike but members are able to access additional data. A member may contact host provider 30 in order to check such details as
progress of registration 32, verification of registration 33, club registration verification 34, participants score history 35, club participant's scores history 36. Also, each participant may check rankings 37 of participants scores according to participant scores held in host provider data base.

It will be recognised by persons skilled in the art that numerous variations and modifications may be made to the invention as broadly described herein without departing from the overall spirit and scope of the invention. For instance the system and method may accommodate a variety of games, competition, quizzes and the like provided the activity generates results which can be inputted into a host site for compilation and comparison to enable determination of an eventual winner based on a ranking relative to a predetermined grouping of participants. Groupings may for instance, be determined by such criteria as handicaps such as in the case of golf, or according to a skill level in a particular activity which may be determined by participant age or experience. Thus the host provider may set bench marks for particular group participation.
THE CLAIMS DEFINING THE INVENTION ARE AS FOLLOWS:

1. A system providing an online interactive game competition, quiz or the like between a unlimited number of remote participants, the system including:
   a plurality of remote data entry terminals accessible to remote participants;
   a central host controller including a host service provider which facilitates communication between said host and said plurality of remote data entry terminals;
   wherein said host provider includes a data base comprising a potentially unlimited number of data sub sets created by and transmitted to said central host controller by each said remote participant as a result of participation in said game, competition, quiz or the like;
   means at the host provider for evaluating and comparing results, scores or data transmitted from one remote participant to results, scores or data transmitted from at least one other remote participant for the purpose of determining an appropriate class or ranking for each remote participant relative to at least one other participant.

2. A system according to claim 1 wherein a remote participant is classified according to the nature of the results, scores or data received from said remote participant in order to assign a ranking to said remote participant, after comparison of said remote participant data with a predetermined number of other remote participant data sets.

3. A system according to claim 2 wherein the host service provider is accessible by each remote participant via the Internet and the remote data entry terminal may be a computer, telephone handset, wireless application protocol (WAP) telephone, GPS, cellular phone or facsimile.

4. A system according to claim 3 wherein said sub sets are compiled from game scores achieved by said remote participants participating in a real game in real time.
5 A system according to claim 4 wherein said participant scores are loaded into said host provider's web site.

6 A system according to claim 5 wherein said scores are loaded into said website after said host service provider verifies registration of a remote participant against a participant profile stored in a data base at the host provider.

7 A system according to claim 6 wherein said scores are achieved by participant engagement in individual or team activity.

8 A system according to claim 7 wherein said host provider includes a web site which enables a remote participant to determine a ranking of one player relative to another player.

9 A system according to claim 8 wherein participation of one participant in said game is dependant upon a participant satisfying registration criteria.

10 A system according to claim 9 wherein said registration criteria may be payment of a fee and/or provision of a participant profile.

11 A system according to claim 10 wherein score data from one or more remote participants for insertion into said host provider data base is obtained from the game of golf.

12 A system according to claim 11 wherein a remote registered participant inserts a pin number into said host provider web site for eligibility to participate in said game, quiz, competition or the like.

13 A system providing an on line interactive game, competition, quiz or the like between an unlimited number of remote participants, the system including:

a plurality of remote data entry terminals accessible to remote participants;
a central host provider;
a communication link between said host provider and said plurality of remote data entry terminals;

wherein, said host provider includes a data base having data stored therein which is compiled from an unlimited number of data sub sets created by and transmitted to said central host by each remote participant,

means for evaluating and comparing data transmitted from each remote participant to data transmitted from at least one other remote participant for the purpose of determining an appropriate class or ranking for each remote participant, wherein a participant is classified according to the nature of the data received from said remote participant in order to assign a ranking to said remote participant after comparison of said remote participant data with a predetermined number of other participant data sets, and wherein said central host includes an internet web site which is accessible by each remote participant for determining the ranking of one or more participants relative to other participants.

14 A system according to claim 13 wherein a participant may access said host provider website for the purpose of checking progress of registration or participant registration details.

15 A system according to claim 14 wherein a registered or non registered participant may check participant results via said host web site.

16 A method for enabling a potentially unlimited number of remote participants to compete via an on line interactive game, competition, quiz or the like and which allows said remote participants to compete among a potentially unlimited number of remote participants, the method comprising; the steps of;

a) establishing an internet host provider including a central data base comprising subset
data bases of remote participant data;
b) allowing each said remote participant to generate real results data relating to the performance of a competitive activity such as a quiz, competition or game.
c) communicating said results data to said central data base at said host provider and which is accessible to each said participant,
d) comparing results data from one remote participant with results data received from at least one other remote participant for the purpose of ranking said one remote participant against a potentially unlimited number of other remote participants;
e) ranking said one remote participant based on results data derived from performance in said competitive activity, quiz or game against said potentially unlimited number of remote participants.

17 A method according to claim 16 comprising the further step of rewarding a participant who gains a predetermined ranking relative to results in a data base compiled from a group of participants having a predetermined participant profile.

18 A method according to claim 18 wherein said participant may include a participant handicap or performance level classification.

19 A method according to claim 18 comprising the further step of allowing participants with said predetermined ranking to compete against other participants having a similar ranking and/or participant profile in order to determine an ultimate winner or winners from said potentially unlimited number of participants.

20 A method of playing an interactive online game, competition, quiz or the like between a potentially unlimited number of remote participants, the method comprising the steps of;
a) providing a central host provider which includes a central data base for receiving and compiling data from each said remote participants;
b) allowing each said remote participants to compete in an activity such as a game quiz or the like which produces quantifiable results indicative of the performance of each said remote participants;
c) connection by said first remote participant to said central host provider for the purpose of downloading said data or results into a participant subset data base to be compiled and stored in said central data base at said host provider;
d) connection by at least one of an unlimited number of other participants to said central host provider for the purpose of downloading to said provider, results data created by said other participant or participants;
e) compiling a data base of the scores or results or other data generated by each said participant;
f) compiling data from a selected number of participants having a predetermined player profile for the purpose of evaluation of the results of each participant relative to said other participants.

21 A method according to claim 20 comprising the further step of,
a) ranking each said remote participant according to a comparison of the data provided by each said remote participant with other remote participants grouped according to a predetermined player profile.

22 A method according to claim 21 comprising the further step, before each participant is permitted to participate in said quiz, competition game or like, inviting each
said participant to provide a player profile for the purposes of registration and participant classification.

23 A method according to claim 22 wherein each said remote participants are compared with participants having the same or a similar participant profile.

24 A method according to claim 23 comprising the further step of rewarding a participant in the event the participant achieves a highest ranking relative to the rankings of participants having the same or a similar participant profile.

25 A method of playing an interactive on line game, competition, quiz or the like in which a potentially unlimited number of participants compete, wherein the method comprises the steps of:

a) participation by a participant in said competition, quiz or game to produce a subset database from the results or scores of said competition, quiz or game associated with the performance of said participant in said competition, quiz or game;

b) connection by one or more said remote participant to a central host provider for the purpose of downloading said data or results into a participant central data base to be compiled and stored at said controller;

c) connection by at least one of an unlimited number of other participants to said central host provider for the purpose of downloading to said provider said result data created by said other participant or participants;

d) compiling a data base of the scores or results or other data generated by each said participant;

e) comparing data from each participant for the purpose of evaluating and/or ranking the data of each participant relative to results of other participants.
f) ranking each participant according to a comparison of the data provided by each said participant with other remote participants wherein the comparison is between participants having a predetermined participant profile;

g) rewarding a participant for high ranked performance compared to the performance of participants having a similar participant profile.

26 A method according to claim 25 wherein the participant profile comprises a handicap or participant activity classification.

27 A system providing an interactive competition, game quiz or the like, wherein, an unlimited number of remote participants engage in a competitive activity which produces scores or results whereupon said scores or results are down loaded into a central data base compiled from data downloaded by said unlimited number of remote participants, wherein, the system comprises at least one remote terminal in communication with a controller having or which is in communication with a data base compiled from the data downloaded by each remote participant whereupon the data from each or a predetermined number of participants is compared in order to rank participants having the same or a similar participant profile; wherein once participants have been ranked, the performance of one participant relative to another participant having the same or a similar ranking may be compared to determine an eventual winner or eligibility for a real competition between participants having the same or a similar predetermined profile and who have achieved a predetermined ranking.

28 A method of participating in an on line interactive competition, game quiz, lottery or the like in which the participants use real data generated by engagement of each participant in a predetermined activity for the purpose of creating a data base which allows comparison of the performance of one remote participant with the performance of at least one
other of an unlimited number of remote participants.

29 A method of participating in an online interactive competition, game, quiz, lottery or the like in which the participants provide real data, such as real data which may be generated by engagement of each participant in a predetermined activity, for the purpose of creating a database which allows comparison of the performance data, scores or results of one remote participant with the performance data. Scores or results of at least one of a potentially unlimited number of remote participants, such that as a result of the comparison a remote participant is rewarded or is allocated a status or ranking for further participation in said game, quiz, competition or lottery.

30 A method according to claim 29 comprising the further steps once a participant has completed engagement in said result or score generating activity, of:

a) taking a communications device enabling a remote participant to gain access to a provider website via the Internet,

b) opening communication with said provider web site;

c) providing access or profile information to said provider to enable said provider to determine whether predetermined access criteria of a particular participant have been satisfied;

d) once said access and profile criteria have been satisfied and provided; allowing said remote participant to input data generated by said remote participant to a central data base compiled from subset data from an unlimited number of other participants;

e) comparing data from one remote participant with data from at least one other participant of a similar profile to determine a status, ranking or reward of one or more participants.
A method according to claim 30 wherein, said communication device may be selected from either a land line telephone, a cellular phone, WAP phone a computer or data stream television for the purpose of transfer of participant data to the data base of said controller.
Figure 1
FIGURE 2
INDIVIDUAL PARTICIPANT

PARTICIPANTS CLUB

CLUB PARTICIPANT

PLAY GAME and GENERATE PARTICIPANT SCORE

CLUB PARTICIPANTS SCORES

TALLIED and COMMUNICATED

BY CLUB TO HOST PROVIDER

CONTACT HOST PROVIDER

Individual Participant

Insert Pin Number

Verify Registration

CLUB

Insert Pin Number

Verify Registration

HOST PROVIDER

MATCHES PARTICIPANT

SCORES WITH PREDETERMINED

PARTICIPANT PROFILES TO

DETERMINE ELIGIBILITY OF

PARTICIPANT

RANKS PARTICIPANTS

SCORES ACCORDING TO

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FIGURE 3
FIGURE 4
# INTERNATIONAL SEARCH REPORT

**CLASSIFICATION OF SUBJECT MATTER**

Int CI: G06F 19/00 // G06F 161:00, A63F 13/12

According to International Patent Classification (IPC) or to both national classification and IPC

**FIELDS SEARCHED**

Minimum documentation searched (classification system followed by classification symbols)

WHOLE IPC

Documentation searched other than minimum documentation to the extent that such documents are included in the fields searched

WHOLE IPC

Electronic data base consulted during the international search (name of data base and, where practicable, search terms used)

WPAT: (WWW, WORLD-WIDE WEB, INTERNET, ON-LINE, GAME, QUIZ, COMPETITION, LOTTERY, INTERACTIVE, REMOTE)

**DOCUMENTS CONSIDERED TO BE RELEVANT**

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<tr>
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<td>WO 99/19027 A2 (BLACK, Gerald) 22 April 1999 Page 12 line 11 - Page 37 line 21</td>
<td>1-31</td>
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<td>X</td>
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Date of the actual completion of the international search: 16 March 2001

Date of mailing of the international search report: 28 MARCH 2001

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