

From: Dan Quellhorst [e-mail redacted]
Sent: Friday, September 24, 2010 6:08 PM
To: Bilski_Guidance; [e-mail redacted]
Subject: Abolish Software Patents

Hello,

I have been an independent software developer for 15 years. Multiple times I have found myself looking for alternatives to developing obvious solutions because someone patented the obvious solution. The worst patents in my opinion were business method patents that allowed someone to existing business processes but the only thing new is that the Internet was involved.

Software patents hurt individuals by taking away our ability to control the devices that now exert such strong influence on our personal freedoms, including how we interact with each other. Now that computers are near-ubiquitous, it's easier than ever for an individual to create or modify software to perform the specific tasks they want done -- and more important than ever that they be able to do so. But a single software patent can put up an insurmountable, and unjustifiable, legal hurdle for many would-be developers.

The Supreme Court of the United States has never ruled in favor of the patentability of software. Their decision in *Bilski v. Kappos* further demonstrates that they expect the boundaries of patent eligibility to be drawn more narrowly than they commonly were at the case's outset.

The primary point of the decision is that the machine-or-transformation test should not be the sole test for drawing those boundaries. The USPTO can, and should, exclude software from patent eligibility on other legal grounds: because software consists only of mathematics, which is not patentable, and the combination of such software with a general-purpose computer is obvious.

Please don't issue future software or business methods patents.

Regards,
Daniel Quellhorst