

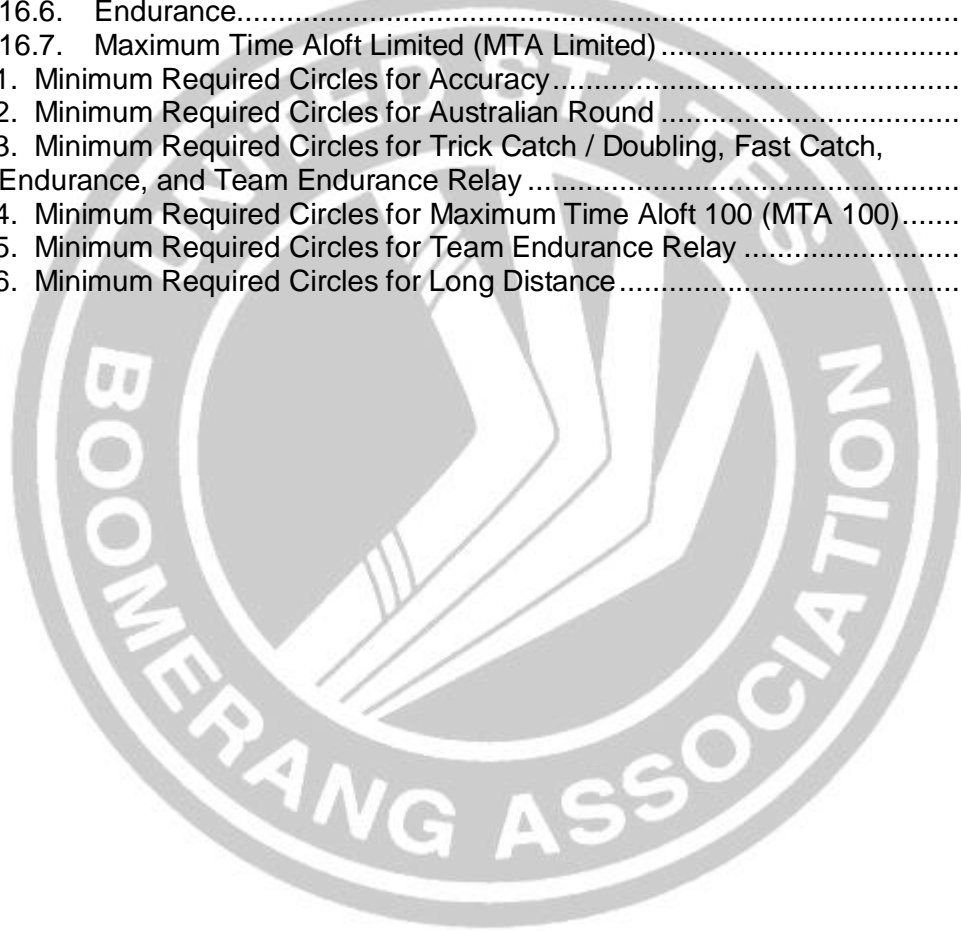
# Boomerang Competition Regulations 2007



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## 1. Boomerang Safety

- 1.1. Boomerangs can be dangerous if they are thrown carelessly.
- 1.2. Throw boomerangs only from a safe place where they have plenty of room to fly or bounce without danger of hitting anyone or anything.
- 1.3. If you see anyone in danger of being hit, warn him promptly and loudly.
- 1.4. Warn anyone on the field if your throw may endanger him. Make sure he is clear before you throw.
- 1.5. Do not enter another throwers circle without checking to see if it is safe and telling the thrower you are entering his circle.
- 1.6. Make sure that the area immediately around you, in all directions, is clear to a radius of approximately 30 meters.

## 2. Forward

This book describes the individual events conducted in USBA tournaments and sets standards for running them. Certain words have special meanings in these rules. These words are defined in the definitions section. An attempt was made to write these rules clearly and completely, and to cover most expected circumstances. If things happen that are not covered or not covered clearly, the intent is interpreted by the tournament officials. The intent is to make the rules as fair as possible to all contestants and to avoid creating an unfair advantage or unfair disadvantage to any person.

## 3. Definitions

### Active Circle

Competition circle currently being set up or being used to run an event.

### Advanced

The highest level/class of competition. Throwers considered the best or most competitive.

### Board, USBA

Elected officials of the USBA. The board may act in place of the USBA President if the USBA President is not available.

### Boomerang

Number of arms is unrestricted. To be a boomerang a stick must tend to return as result of gyroscopic precession caused by asymmetric lift. The lift is created as a result of a throw that gives the object rotation and linear motion. Other characteristics include:

- a. Materials – can be made from any non-metal material. Metal may be embedded or taped on but may not have exposed sharp edges.
- b. Other- No launching, propulsion, or catching aids may be incorporated in the boomerang.

### Bull's-Eye

Area inside the 2 meter circle from which throws are made. The marked line is outside the bull's-eye. If a thrower touches the line during the throw - before the

boomerang is released - no points are scored for the throw or catch. This area is designated 10 points in Australian Round and Accuracy.

#### Catch, Behind The Back

Legal catch during which

- a. the boomerang passes behind the competitors back or
- b. the catching hand is behind the competitors back and withdraws the boomerang (Catches on the other side are permitted if the catching hand crosses behind the throwers back and withdraws the boomerang from behind the back).

#### Catch, Broken

A legal catch of any part of a boomerang is considered a legal catch if all other boomerang requirements are met.

#### Catch, Eagle

One hand clean catch during which the hand approaches the boomerang from the (overhand) top of the boomerang.

#### Catch, Foot/Leg

A legal catch during which the boomerang is caught with the feet or lower legs. The boomerang may not touch any part of the competitors knees, or anywhere above his knees. The boomerang and both of the competitors feet must remain clear of the ground during the catch. The thrower may elect to make a stand up foot/leg catch in place of the foot/leg catch.

#### Catch, Hackey

A catch where the first contact of the boomerang must be made with the foot, defined as any part of the body below the ankle. Either or both feet may be used. The thrower attempts to kick or "hackey" the boomerang off the foot, and then catch the boomerang prior to contact with the ground. After the boomerang has been kicked, any legal catch may be made, including body traps.

#### Catch, Legal

Act of stopping and obtaining full control of a flying boomerang after a legal throw provided the boomerang has not touched the ground during the flight or catch and provided its range is sufficient. Full control must be obtained before the boomerang is allowed to touch the ground. The boomerang may be trapped against the thrower on any catch for which a clean catch is not specified. A boomerang may be "popped or bobbled" but must not be allowed to touch the ground. Anything that protrudes beyond the planes of the top or bottom surfaces of the boomerang may not be used to assist in catching. Holes - whether open or closed - may also not be used to assist in catching. No devices - mechanized or otherwise - may be used to aid in catching a boomerang.

#### Catch, One Hand Clean

Legal catch with the additional requirement that during the catch the boomerang may not touch the competitor except on the hand and forearm of the specified side (left or right). The boomerang may not touch the thrower's elbow.

#### Catch, One Hand Behind The Back

One hand clean catch that satisfies requirements of behind the back catch. Exception: the boomerang may touch the back or buttocks or back of legs during the catch, but trapping the boomerang (either flat or on edge) against any part of the body to obtain control is not allowed. If the boomerang is withdrawn after control is obtained it may touch the body - even forcibly - as long as control is maintained. If control is lost, it must be regained by the catching hand without trapping.

#### Catch, One Hand Under The Leg

One hand clean catch that satisfies requirements of under-the-leg catch. Exception: the boomerang may touch the leg, body or buttocks during the catch, but trapping the boomerang (either flat or on edge) against the leg or body to obtain control is not allowed. When the boomerang is withdrawn after control is obtained it may touch the body - even forcibly - as long as control is maintained. If control is lost, it must be regained by the catching hand without trapping.

#### Catch, Stand Up Foot/Leg

Legal catch during which the boomerang satisfies all the requirements of a foot/leg catch except one or both feet may be in contact with the ground during the catch. The thrower may not touch the ground with any part of his body other than his feet or shoes. The boomerang may be trapped between or come to rest on the throwers feet and/or legs between the ground and his knees. The boomerang cannot touch the ground or his knees, however.

#### Catch, Tunnel

Under-the-leg catch where both feet remain on the ground while the boomerang is being caught. Either or both hands may be used for the catch. If, at the moment of catch, the thrower's catching hand/arm is under a leg but the boomerang has not yet passed under the leg the boomerang must be withdrawn under the leg to complete the catch. Control by the catching hand(s) must be maintained until the catch/withdrawal is completed.

#### Catch, Two Hand Clean

Legal catch using both hands. The boomerang may not any part of the body except the hands/forearms. It may not touch the throwers elbows.

#### Catch, Under The Leg

Legal catch during which the boomerang passes under a leg. If, at the moment of catch, the thrower's catching hand/arm is under a leg but the boomerang has not yet passed under the leg the boomerang must be withdrawn under the leg to complete the catch. Control by the catching hand must be maintained until the catch/withdrawal is completed.

#### Catch, Unofficial

Catch which does not meet all the requirements of a legal catch. Not counted as a catch.

#### Catching Aid

Any characteristic of a boomerang, hand, or other object that provides a catching advantage. Some examples are:

- a. Chemical or mechanical (Velcro) adhesives applied to the boomerang, the thrower or his clothing
- b. Any extension to the throwers hand, arm, leg, etc.
- c. Any item thrown to intercept a boomerang.

**Center Point**

Point at center of bulls-eye from which the radius of all accuracy and range circles are measured.

**Circle Judge**

See Judge.

**Competition Field**

Area specifically reserved for the boomerang competition and specifically authorized for use prior to the start of the event. Parking and spectator areas, adjacent in-use sports fields, streets, and any other areas designated as off limits, before the start of the competition, are not part of the competition field. Adjacent public or private land is not considered part of the competition field.

**Feat**

Best recognized performance in an event which does not meet the more stringent requirements of a record.

**Glove**

Any hand covering which may provide protection for hands but may not be made to aid catching or throwing.

**Ground**

Point where the earth or its covering is firm enough to noticeably affect the linear or rotational motion of a boomerang in flight or during a catch. If any part of the boomerang clearly touches the earth or its covering during an attempted catch the catch is not counted.

**Head Judge / Head Line Judge**

Person responsible for fair conduct of all events included in a tournament. This includes interpreting the rules, organizing other judges and stewards, and recording of scores. The head judge may be the tournament director.

**Head Spotter**

Person responsible for the determination of the furthest point of travel in the distance event. The head spotter triangulates the locations recorded by the range stewards to determine the point of furthest travel.

**He, His**

Reference to the male gender and for the purpose of this rulebook includes the female gender.

**Immediately**

As soon as possible – even if it is necessary to interrupt an official conversation.

**Individual Event**

An event in which one thrower competes and the score obtained by the thrower is applied to that thrower alone. The score recorded by that thrower may not be applied to any other individuals.

#### Interference

Situation in which the flight of a boomerang is altered by contact with another person's boomerang in flight, a person, animal or pre-designated obstruction. Interference occurs if a boomerang is caught or deflected by someone other than its thrower. Interference can be called if a thrower is prevented from getting to his boomerang for a catch by a person or animal. Interference may not be called if the boomerang hits ground before the alleged interference. Re-throw policy is defined in each event's rules.

#### Intermediate

The middle level/class of competition. Between novice and advanced.

#### International Scoring System

The system by which USBA tournaments are scored where placing position equals scoring points. The overall tournament placings are determined by adding scoring points from each event. Order of finish is from least amount of points (first) to most points (last).

#### Judge

Person responsible for fair conduct of an event included in a tournament. This includes interpreting the rules, organizing other officials and stewards, and recording of scores. The judge may be the head judge, or an event judge designated by The tournament Director or Head Judge. A judge may not be the active competitor.

#### Mandatory Event

- a. No event is mandatory. The Tournament Director may choose any set of events for the tournament. Tournament directors are free to experiment with tournament formats that meet their localities needs. All other rules within this rulebook apply. For example Contestants' rights remain unchanged, rules for changing the events or order of events remains the same, and the rules for the events described in this rulebook remain the same. For example, a typical individual tournament consists of Accuracy, Fast Catch, Endurance, Trick Catch / Doubling 100, Australian Round, and MTA 100. Other events may be added or the listed events may be omitted or substituted at the discretion of the Tournament Director. All the events must be conducted per this rulebook.
- b. An event that is required in order to complete a tournament. All mandatory events must be declared prior to the start of the tournament. For example, an individual tournament may consist of Accuracy, Fast Catch, Endurance, Trick Catch / Doubling 100, Australian Round, and MTA 100. The required events are Accuracy, Fast Catch, Endurance, Trick Catch / Doubling, and Australian Round. MTA 100 is an optional event and will be contested only if time permits.

#### Meter Circles

Lines marked the specified distance from the center point on the field.



### National Championship

Tournament(s) where all national event champions and national overall champion are determined. All events should be contested at a single tournament unless the venue is determined to be unacceptable for a particular event (i.e. field is too small to contest long distance) and as a result, the event is not contested at the tournament. If a venue is deemed unacceptable, the national championship for that event may be awarded to another tournament.

### National Event Champion

The winner of the event at a predefined tournament (National Championship). Events where a national champion is determined include Accuracy, Trick Catch / Doubling 100, Australian Round, Fast Catch, Endurance, MTA 100, and Long Distance. Other events may be added at the discretion of the USBA Board.

### National Overall Champion

Overall winner of a predefined tournament (National Championship). The national champion is determined using the events of Accuracy, Trick Catch / Doubling 100, Australian Round, Fast Catch, Endurance, and MTA 100 only unless otherwise approved by the USBA board.

### Non Catch

Failure to make a legal catch. Includes unofficial catches made after a throw or flight which did not meet the requirements of the event.

### Novice

The lowest level/class of competition. Throwers who chooses to enter novice category due to inexperience, age or other criteria set out in tournament flyer. A novice may not compete in Intermediate or Advanced category in the same tournament in which he participates as a novice.

### Obstruction

Any moveable person or thing that could potentially interfere with a boomerang's flight or movement of the thrower and is within 10m of outermost range steward. For example, a spectator standing at the 55m line during Australian Round may be considered an obstruction as the outermost range steward is at the 50m line. A spectator standing at 65m line during Australian Round may not be considered an obstruction.

### Official

Tournament director, head judge or person designated by either of them to help officiate in an event. Officials may be competitors or non-competitors

### Optional Event

An event that is not required in order to complete a tournament. Any event that is not declared as a mandatory event is automatically an optional event.

### Point of Contact

Area of the body which touches ground. For example, the entire bottom of a foot or the tip of a toe could be one point - whatever is touching the ground, two feet on the ground is one point.

#### President, USBA

President of the USBA or person designated for the appropriate task by the president.

#### Range

Outermost meter circle over which the boomerang flies - between when it is thrown from and when it begins its return toward the thrower.

#### Range Challenge

Notification of event judge by any competitor or event official that a throw was suspected to be short. Any throw for which sufficient range stewards are not used to evaluate range of the throw may be challenged. Once a challenge is made the suspect boomerang must be handed to the event judge as soon as possible after completion of the thrower's turn. The boomerang may not be handed back to the competitor until range testing begins. If the owner or thrower is observed to be altering the balance of the boomerang by adding or removing weight, or by twisting or bending it, the boomerang is assumed to be too short and the thrower's turn is scored accordingly.

#### Range Test

Test procedure during which the thrower attempts to show event officials that his range challenged boomerang has adequate range. The test is conducted as follows: Thrower makes 5 throws from 2m circle. All throws are checked and must have at least 20m range. Throws must be the same style and in the same general direction relative to the wind - in the opinion of the head judge - as the throws used in competition at the time of the challenge. The throws are considered short if the thrower refuses to submit his boomerang to the judge as soon as possible after it is challenged.

#### Record

Best tournament performances as defined in "Records."

#### Referee

Person(s) designated to help judges make decisions about protests and penalties.

#### Re-throw

Throw taken to obtain score in lieu of score lost due to interference on a throw during a previous turn. May also be ordered by judge if original throw could not be properly scored. Re-throws are conducted and scored to ensure that the thrower cannot improve upon the best score possible for the turn at the time of the interference. Valid scores obtained in spite of interference may become official scores if re-throw fails to improve upon it - unless interference caused improved score in the original turn.

#### Round

A sequence in an event in which each thrower (all throwers) has an opportunity to have a specified number of turns. Turns may be in rotation with other throwers, consecutively, or simultaneously per event rules.

#### Score

The sum of points accumulated by a thrower or team in a single event, the time recorded by a thrower or team in a single event.

#### Senior

An optional competition class for competitors whose 50th birthday was on or before the date of the tournament in which a senior competitor is participating. Seniors compete with slightly different rules from Novice, Intermediate, and Advanced competitors. Entry into the Senior class is optional.

#### Steward

An Official appointed by a judge to assist with the judging of an event.

#### Tandem Throwing

Two throwers throw within a 3-second time period in an event. The second thrower must throw within 3 seconds of the first throw.

#### Team Event

Any USBA approved event with the word Team in front of the name that involves the participation of multiple team members.

#### Throw, Legal

Throw of a boomerang from inside the center most circle for the event that satisfies range requirements of the event.

#### Throw On Command

Boomerangs must be thrown upon verbal command of official announcing the event. Thrower has at least 5 second to throw after the throw command is given. The thrower loses his turn if 5 or more seconds has elapsed since the throw command was given, the thrower has not thrown, and the thrower has been informed that he has lost his turn.

#### Thrower

A competitor participating in a boomerang event.

#### Tournament Director

Person who organizes and is generally responsible for a tournament, or person designated by him to fulfill certain duties. The tournament director determines events, order of events, and assigns head judge responsibility.

#### Turn

Thrower's opportunity to perform in an event. The sequence of turns for all competitors is set for all events and competition circles before the start of the tournament. A turn begins when the previous thrower's turn has been scored or any time thereafter when the event judge indicates that officials are ready. The thrower must make his throw within 20 seconds (guideline - timing not required) of the start of his turn unless otherwise advertised or announced before the start of the tournament. Extensions may be allowed by judges if done fairly and consistently.

#### Un-Scored Round

Round in which an official score could not be recorded because of interference, or because the judge could not properly score the round. Requires a re-throw.

#### USBA Record

The best performance by a USBA member in a USBA tournament or a tournament in which rules of the event are at least as restrictive as USBA rules.

#### World Record

The best performance in a USBA tournament or a tournament in which rules of the event are at least as restrictive as USBA rules.

## 4. Tournament Organization

### 4.1. Announcements

4.1.1. Sanctioning of tournaments by the USBA must be requested to the USBA President at least 60 days prior to the first day of competition. The request must include the date of the tournament, the rain date for the tournament (if applicable), general location (city), and contact information for the tournament director (i.e. name, address, phone number, email address, etc.). The USBA President will either accept or deny the sanctioning request. See Appendix 1.

4.1.2. Sanctioned tournaments must be announced to the to the USBA President at least 30 days prior to the first day of the competition. The tournament announcement must include the starting time of the tournament, conditions under which the rain date will be used (if applicable), exact location (address of field), nominees for head judges (at least 3 nominees in order of preference), events, and order of events. The USBA President must approve the all of the above criteria except for the nominees for head judge. At least one of the nominees for head judge must be approved by at least 3 USBA board members (may or may not include the USBA President). See Appendix 1.

4.1.3. Any changes to the order of events must be submitted to and approved by the USBA President at least 1 day prior to the first day of the competition.

4.1.4. Before the start of the first event all competitors will be told the name of the tournament director, the name of the head judge, the order of events, and the order in which the competitors will throw in each event. The order in which the competitors throw must be arbitrary.

4.1.5. Before the start of the first event the tournament director and/or head judge must inform competitors of any additional rules or rule changes.

4.1.6. Before each turn in each event, the officials must be identified.

### 4.2. Cancellation of Tournaments or Events

4.2.1. Advertised tournaments or events are held on schedule, regardless of weather or other occurrences unless at least 75% of the registered and checked in throwers vote at the scheduled starting time to cancel it.

- 4.2.2. Occasionally it may be necessary to discontinue an event in progress due to lightning or other life-threatening circumstances. The break must be between rounds. If this is not possible, the event must be canceled unless the throwers vote unanimously to continue. If part of the event must be delayed and the break is between rounds the event must be finished the same day and in the same location or it is considered canceled.
- 4.2.3. Mandatory events may be cancelled if at least 75% of registered competitors agree to change it.
- 4.2.4. Optional events may be cancelled if at least 75% of registered competitors agree to change it or by the head judge if specific conditions for canceling the event (outlined prior to the tournament) have been met. Examples of acceptable conditional cancellations include:
- Accuracy will be cancelled if it is not started by 5:00 PM.
  - Doubling will be cancelled if any winds exceeding 12mph for more than 15 seconds are recorded during the Accuracy event using a Fairworth® anemometer.
- 4.2.5. If any events are canceled the scores for the completed events constitute the completed tournament.
- 4.3. Changes to the Order of Events
- 4.3.1. The order of events may only be changed if at least 75% of registered competitors agree to change it or by the head judge if specific conditions for changing the order of events (outlined prior to the beginning of the tournament) have been met. Examples of acceptable conditional changes include:
- Accuracy will be postponed until after the last event if more than 35 competitors are registered at 10:00 AM on the day of the event.
  - MTA will be postponed until after the Doubling event if any winds exceeding 12mph for more than 15 seconds are recorded during the Accuracy event using a Fairworth® anemometer.
- 4.3.2. The order of optional events may be changed by the tournament director, the head judge, or if at least 75% of registered competitors agree to change it.
- 4.3.3. Criteria for decisions about revising the order of events on the day of the tournament must be documented in the official results.
- 4.4. Field Requirements
- 4.4.1. Field must be marked as required for the events being contested as per the event rules. Additional circles may be present as long as they do not interfere with the minimum required circles.
- 4.4.2. Field marking lines must be immovable. Lime, chalk, gypsum, paint, or equivalent material must be used. All lines from the 2m circle line to the 20m circle line must be uninterrupted (solid) lines. The 30m circle line and the 40m circle line may be solid or dashed. The 50m circle line must be solid
- 4.4.3. Field must be level and free of obstacles to a radius of approximately 10m beyond the requirement listed in the event rules.

- 4.4.4. There may not be any holes, mounds or obstacles that are unsafe or which may interfere with the flight of any boomerang or the movement of any competitor as agreed upon by all (100.0%) of competitors.
- 4.5. Recognition of Results
  - 4.5.1. Recognition is granted by the USBA only if:
    - a. Announcement requirements have been met.
    - b. Events are run in the order in which they were announced, advertised, and submitted to the USBA President.
    - c. Events are run and officiated in compliance with the USBA event rules or equivalent.
    - d. Changes to the schedule may be accepted by the USBA President if appropriate.
    - e. Field requirements are satisfied.
    - f. Eleven (11) or more contestants participate in the tournament.

## 5. Official (Judge) Obligations

Note: The tournament director, head judge, and referee may compete in the tournament in which they are officials. If they do they must have designated alternates to perform their duties in any action or decision in which they are involved as competitors.

- 5.1. Tournament Director
  - 5.1.1. Before the tournament
    - 5.1.1.1. Must perform all announcements as per section 4.1.
  - 5.1.2. At the tournament.
    - 5.1.2.1. Appoints the head judge and score analyst.
    - 5.1.2.2. Verify that all competitors and judges have signed USBA liability waivers before the tournament begins.
    - 5.1.2.3. Provide adequate control of spectators.
    - 5.1.2.4. Conduct a pre-tournament meeting to make announcements, and review rules.
    - 5.1.2.5. Make a copy of current USBA rules available to all contestants for reference.
    - 5.1.2.6. Assist head judge as needed in resolving protests.
  - 5.1.3. After the tournament
    - 5.1.3.1. Submit a copy of the tournament results to the USBA President within 30 calendar days of completion of the tournament. The tournament results must include:
      - a. Copies of all official score sheets on which each turn is recorded.
      - b. A copy of the official results transcribed onto an official USBA score sheet. Results are to be certified by both the head judge and scorekeeper.
      - c. Copies of signed liability waivers by all competitors and judges.
      - d. Copies of all protests submitted at the tournament and the outcome from the protests.
      - e. Statement by the head judge and tournament director certifying that all events were conducted in

accordance to USBA rules. Any changes to the rules must be noted.

5.1.3.2. At request of the USBA President the Tournament Director must supply the originals of any of the information described in 5.1.3.1 to the USBA President up to a point of 60 days after the completion of the tournament.

5.1.3.3. At request of the USBA President the Tournament Director must certify that all events were conducted in accordance with USBA rules. Any exceptions must be noted.

5.2. Head (Line) Judge

5.2.1. Must have been approved by at least 3 USBA Board members.

5.2.2. Ensures the tournament is conducted fairly.

5.2.3. Organizes and collects data from circle judges.

5.2.4. Appoints judges or head spotter.

5.2.5. Performs duties of a judge as required.

5.2.6. Determines outcome of the tournament based on the collected data from the circle judges.

5.2.7. Advises judges and competitors on rule interpretation if required.

5.2.8. Judges interference and rules appropriately.

5.2.9. Confers with tournament director and referee to resolve protests.

5.2.10. May use whatever method seems fairest to determine how an occurrence should be scored - including, but not limited to, information of witnesses to the occurrence.

5.2.11. May require any throw be repeated if he has doubt about the score for the throw.

5.3. Judge

5.3.1. Runs events on his assigned active circle as per rules announced by the tournament director prior to the tournament.

5.3.2. Appoints stewards

5.3.3. Performs duties of range steward as required.

5.3.4. Advises competitors on rule interpretation if required.

5.3.5. Confers with head judge and tournament director to resolve protests.

5.4. Head Spotter (Long Distance Event only)

5.4.1. Determine point of furthest travel in the long distance event by triangulating the measurements by the range stewards.

5.4.2. Measures the distance to the head line judge if utilizing 2 laser range finders.

5.4.3. Arranges range stewards to ensure measurements are as accurate as possible for all throws.

5.4.4. Confers with head line judge and tournament director to resolve protests.

5.5. Steward

5.5.1. Assists judge (or head spotter) in range determination, timing, determination of accuracy, determination of catching points, score keeping, etc.

5.5.2. All competitors should perform some steward duties when their turns to throw are not imminent.

5.6. Referee

- 5.6.1. Appointed by the tournament director prior to the start of the tournament.
- 5.6.2. Advises judges and competitors on rule interpretations, if required.
- 5.6.3. Confers with head judge and tournament director to resolve protests.
- 5.7. Scorekeeper
  - 5.7.1. Appointed by a judge to record scores and other data (as required) from his active circle.
- 5.8. Score Analyst
  - 5.8.1. Appointed by the tournament director prior to the start of the tournament.
  - 5.8.2. Rechecks all calculations on the score sheets from the active circles.
  - 5.8.3. Compiles all scores from all active circles onto the official score sheet.
  - 5.8.4. Determines official placings in each event.
  - 5.8.5. Determines overall placings.
- 5.9. Safety Officer
  - 5.9.1. Appointed by the tournament director prior to the start of the tournament.
  - 5.9.2. Advises competitors, judges, and spectators on matters of safety as appropriate.

## **6. Contestant Obligations**

- 6.1. By entering a tournament, contestants agree to abide by the decisions of judges and/or officials.
- 6.2. In timed events it is the competitor's responsibility to be sure the timers are ready before he begins his turn. A thrower who throws before timers are ready loses his turn.
- 6.3. In all events it is the thrower's responsibility to be ready to throw when it becomes his turn. If he does not throw within the allowed time, he loses his turn. In Fast Catch and Endurance the thrower's time may begin when his preparation time expires.
- 6.4. Each thrower has at least 15 seconds to throw after it becomes his turn. If after the 15 seconds has expired the circle judge may instruct the thrower to throw. The thrower has a minimum of 5 seconds to throw. If the thrower does not throw within 5 seconds the circle judge may inform the thrower that he has lost his turn. This rule is to be used at the discretion of judges but should be used at minimum when a contestant appears to delaying his throw excessively to obtain favorable conditions.
- 6.5. Contestants may not talk unnecessarily with the judge or scorekeeper during an event.
- 6.6. Warm-up throws or range checks are not allowed from or over an active circle - except as required or allowed by event rules.
- 6.7. Warm-up throws are permitted in designated areas at designated times. Unauthorized throws for practice, warm-up, tuning, testing, or for any other reason are not allowed. Contestants caught making such throws lose the next turn in the event for which they are preparing.
- 6.8. The owner of an obstruction that another competitor wants removed from the competition field must remove the item as requested as soon as



possible. The obstruction may be up to 10m beyond the outermost range steward. Obstacles 10m beyond the outermost range spotters are not required to be moved. Officials may not be moved.

- 6.9. Intentional interference will not be tolerated. If a judge determines that intentional interference has occurred, the contestant responsible will be disqualified from the event. The victim will be given the opportunity (or be required) to make a re-throw if appropriate.
- 6.10. If a Range Challenge is made by or against a contestant, the boomerang being challenged must be submitted to the event judge immediately after the challenge has been received. The boomerang must not be altered in weight or shape.
- 6.11. If interference, or confusion occurs during a throwers round, the thrower should continue and complete the round as well as possible. A protest may be filed at the end of the turn or end of the round.

## **7. Contestant Rights**

- 7.1. Competitors may replace a boomerang at any time between flights during an event. If a boomerang is replaced progress of the event must not be slowed by more than 15 seconds or the turn may be lost.
- 7.2. Any contestant may challenge the range of another thrower's boomerang by reporting it immediately to the circle judge. If it is not reported before, at or immediately after the completion of the flight the challenge will not be registered, and a range test won't be conducted.
- 7.3. Any thrower may request removal of an obstruction on the field prior to his throw. The obstruction may be moved up to 10m beyond the outermost range steward. Obstacles 10m beyond the outermost range spotters are not required to be moved. Officials may not be moved. A throw that hits an obstruction is not interference unless it moved to within 10m of the outermost range steward during the throw.
- 7.4. Legal gloves may be used in any event.
- 7.5. Any protest must be lodged with the event judge at the time of the alleged infraction. It will be dealt with at that time if feasible.
- 7.6. Any act, occurrence, or judgment which causes an advantage or disadvantage to any contestant or group of contestants may be protested. No protest may be made in any event after the next competitors turn has begun.
- 7.7. Re-throws are allowed as appropriate.
- 7.8. Throwers may have extra boomerangs, wind indicators, etc. on the field. Removal is owner's responsibility. These items are not considered obstructions.
- 7.9. Any thrower may decline an opportunity to re-throw a turn or round unless required by the head judge to take it.
- 7.10. If a contestant believes that a protest was handled unfairly by the circle judge he may register a complaint with the tournament director, head judge, the USBA President, or any combination thereof. Complaints made to the tournament director and/or head judge must be registered no later than 5 minutes after the completion of the awards presentation. Complaints made to the USBA President must be sent within 3 days of the conclusion of the tournament and be received within 7 days of the conclusion of the tournament. Complaints received after the stated time

limits will not be acknowledged unless the protest deals with a mathematical error.

- 7.11. Any competitor who desires to have a copy of the tournament results may request one from the tournament director at registration or at any time within 14 days after the completion of the tournament. Tournament directors are must provide a copy of the results within 30 days of the completion of the tournament.

## **8. Tournament Details**

- 8.1. Tournaments will be held on schedule if at all possible regardless of weather.
- 8.2. Compliance with these rules must be certified for tournament results or records to be recognized.
- 8.3. At least 5 minutes general warm-up time is provided before the start of each event. Each thrower may use this time for practice, warm-up, boomerang selection, tuning, eating, etc. - as he desires.
- 8.4. Throwing order for all competition circles is established by random drawing after the starting number for each event is determined, but before the start of the first event.
- 8.5. Judges may use any means available to determine how an occurrence should be judged - including help from witnesses that had a better vantage point than the judge. Clear, obvious or suspected rules violations should be brought to the attention of the official required to make the call immediately by any official who sees the violation. The official required to make the call will then make the call. Example: a range judge sees an obvious foot fault. He tells the center judge. If the center judge did not notice the throwers feet on the throw in question, he (officially) calls foot fault. If he saw that there was no fault, he overrules the range steward and announces that the throw was legal.
- 8.6. Re-throws are conducted according to the rules of each event so they do not create an unfair opportunity for any thrower to improve upon the score he could have obtained in the turn for which a re-throw is awarded. If a valid score was obtained during the turn in which interference occurred and it is better than the score obtained during the re-throw, it may be recorded as the official score - if appropriate.
- 8.7. Throw-offs may be used to break ties for tournament purposes if the procedure is announced before the start of the first event. THROW-OFFS DO NOT AFFECT OFFICIAL SCORES OR PLACINGS, however - except as required by event rules.
- 8.8. Officials for all events include the event judge, and scorekeeper. Additional officials required in each event are specified in each event's rules.

## **9. Intentional Interference**

- 9.1. If interference appears to be intentional on the part of the thrower (like intentionally hitting a range steward) the thrower is disqualified in the event.
- 9.2. If a competitor other than the thrower intentionally touches a boomerang in flight he will be disqualified in the event involved. The thrower will then

be required or allowed to make a re-throw as appropriate whether he caught the affected boomerang or not.

- 9.3. If the judge considers the offense to be unusually serious on the part of the thrower or another competitor, the offender may be disqualified in the succeeding event(s) or the tournament, as appropriate. These actions may be made only with the consent of the tournament director, head judge and referee, however.

## **10. Protests**

- 10.1. Must be resolved as quickly and fairly as possible - without disrupting the contest(s) unnecessarily.
- 10.2. Are ruled upon by the committee comprised of the tournament director, judge, and referee.
- 10.3. Are resolved immediately if possible - before the next event begins in any case. If this is not possible, officials must tell the protester when to expect a decision and the reason for the delay.

## **11. Timing**

- 11.1. Any timer must disqualify his time if he did not start or stop his stopwatch at the right moment on any turn.
- 11.2. All timers time (official timers and alternate timers) each turn.
- 11.3. Method of timing:
  - 11.3.1. Three timers plus one or more alternate timer (preferred method of timing)
    - 11.3.1.1. If using multiple alternate timers, the order of alternates must be designated. For example, first alternate, second alternate, etc.
    - 11.3.1.2. If an official timer disqualifies himself, the (first) alternate timer will become an official timer.
    - 11.3.1.3. If the time difference between the shortest time recorded by an official timer and the longest time recorded by the official timer is less than or equal to 0.75s and no official timer disqualifies himself, the median time recorded by an official timer is the official time.
    - 11.3.1.4. If the time difference between the shortest time recorded by an official timer and the longest time recorded by the official timer is greater than 0.75s, the three closest times including the (first) alternate will be considered. If the time difference between the shortest time recorded by an official timer or alternate and the longest time recorded by an official timer or alternate is less than or equal to 0.75s, the median time recorded by an official timer or alternate is the official time. This step may be repeated using all available alternates until an official time is obtained or all alternates have been used.
    - 11.3.1.5. If all alternates have been exhausted and the difference between the shortest time recorded by an official timer or alternate and the longest time recorded by an official time

or alternate is still greater than 0.75s, proceed as if using two timers.

11.3.2. Three timers

11.3.2.1.If an official timer disqualifies himself, proceed as if using two timers.

11.3.2.2.If the time difference between the shortest time recorded by an official timer and the longest time recorded by the official timer is less than or equal to 0.75s and no official timer disqualifies himself, the median time recorded by an official timer is the official time.

11.3.2.3.If the time difference between the shortest time recorded by an official timer and the longest time recorded by the official timer is greater than 0.75, proceed as if using two timers using the two closest times.

11.3.3. Two Timers

11.3.3.1.If an official timer disqualifies himself, proceed as if using one timer.

11.3.3.2.If the time difference between the two times is less than or equal to 0.50s and no official timer disqualifies himself the thrower has the option to accept either time as his official time.

11.3.3.3.If the time difference between the two times is greater than 0.50s proceed as if using one timer.

11.3.4. One Timer

11.3.4.1.If an official timer disqualifies himself, the thrower is given a rethrow.

11.3.4.2.If the official timer does not disqualify himself, the thrower may accept an official time lesser or greater than the time recorded by the timer by any amount not exceeding 0.75s.

## 12. Scoring

### 12.1. Individual and Team Tournaments

12.1.1. Official tournament size is the number of contestants or teams registered at the end of the start of the second event or second round if only one event is being contested. Sanctioned Tournaments must have a minimum of 11 competitors.

12.1.2. Scoring at the tournament is done according to event rules on the official scoring sheets. Scores are ranked and placing points are awarded in each event.

12.1.3. Placing points for each event are determined by using the International Scoring System

12.1.3.1.Ascending placement system: Lower points are better.

12.1.3.2.Placing point same as score. For example, first place receives 1 point, second receives 2 points, etc.

12.1.3.3.Worst score equals the total number of throwers or teams in the event

12.1.3.4.Non-scores or failure to compete in a given event equals the total number of throwers or teams in the event.

- 12.1.3.5.No additional points are given for winning an event
- 12.1.3.6.In the case of ties, all placing points occupied by the tied throwers or teams are added and divided by the number of tied throwers or teams. For example, if 3 throwers are tied for first place,  $1 + 2 + 3 = 6 / 3 = 2$  points for each thrower. The next thrower receives 4 points

- 12.1.4. Placing points for all events are added to determine tournament overall placing.
  - 12.1.4.1.Ascending placement system: Lowest total points is first, highest total points is last.

## **12.2. Head to Head (H2H) Tournaments**

- 12.2.1. Each event is a separate tournament.
- 12.2.2. Two (or more) throwers compete at the same time on separate circles.
- 12.2.3. Scoring on each circle for each event is done according to event rules on the official scoring sheets. The best score moves on to the next round.
- 12.2.4. Rounds are repeated until only one thrower remains. The last thrower is the Head to Head Champion.

## **13. Records**

- 13.1. USBA Records
  - 13.1.1. The USBA President is responsible for keeping the USA records up to date.
  - 13.1.2. Records may be set in USBA approved individual or team events at sanctioned events. USBA or another official national or international boomerang organization (i.e. IFBA, CANBOOM, DBC, SBF, BAA, JBA, etc.) may sanction an event.
  - 13.1.3. Records may only be established within the competitor's normal turns during a tournament.
  - 13.1.4. Record claims are to be submitted to the USBA President within 1 year of the competition. Record claims submitted after 1 year has elapsed will not be recognized.
  - 13.1.5. Record claims must be accompanied with the following information:
    - a. Names of judges and stewards who officiated for the record.
    - b. Certification by all judges and stewards that the event was conducted in accordance with USBA rules. Any changes to the rules must be noted.
    - c. Specifics such as recorded time on each stopwatch for all official timers and alternates or the scores making up the official score.
  - 13.1.6. Record claims should also include the following information whenever possible:
    - a. Time of the record.
    - b. Weather conditions at the time (temperature, wind speed, etc.).

- c. Field conditions (pertinent on or off field objects that may have affected the result).
- 13.1.7. Records set using a rule book other than the approved USBA event rule book will be evaluated prior to acceptance as a new USBA record. If the rules used to set the record are deemed to be equivalent or more stringent, the record will be accepted.
- 13.1.8. Individual records may be set either in individual competition or in team competition where individual scores are recorded. If claiming an individual record in a team event, the team on which the record was set must be a USBA Team or International Team.
- 13.1.9. Team records may be set in team events only. Teams claiming a USBA Team Record must be a USBA team.
- 13.2. World Records
  - 13.2.1. Performances are recognized as world records if they:
    - a. Equal or exceed the USBA record.
    - b. Are established in a tournament in which the rules are equivalent to USBA rules or more restrictive.

## **14. Individual Events**

### **14.1. Accuracy 50**

Points awarded  
Best: Most Points

Circles:

- Contested on circles of 20m radius (which also contains 2m, 4m, 6m, 8m, and 10m radius circles). See Figure 1.

Required for score:

- 20m range flight.
- Legal throw from inside the 2m circle.
- Boomerangs must come to rest without touching or hitting anything except the ground.

Tandem Throwing (Optional):

- Tandem throwing pairs: Two (2) throwers throw within a 3 second time period. The second thrower must throw within 3 seconds of the first throw, or his throw is disqualified.
- Throwing order is to be determined by throwers.
- In the event of an odd number of throwers, circle judge will assign a non-scoring second thrower to the last thrower.

Tandem Throwing Interference:

- If a boomerang hits the thrower, the score recorded is 0. If a boomerang hits the tandem partner, the tandem partner receives a score of 0 for that throw, and the thrower must take a mandatory tandem re-throw.

Scoring:

- Points scored according to where the boomerang comes to rest after a legal throw of at least 20m flight range:
  - Inside the 2m circle: 10 points
  - Inside the 4m circle: 8 points
  - Inside the 6m circle: 6 points
  - Inside the 8m circle: 4 points
  - Inside the 10m circle: 2 points
- If the boomerang is completely within a single area not touching any lines, the score of that area is awarded.
- If any part of the boomerang is over any part of a line, the score is the average score of the areas adjacent to the line.
- Official score is the total of 5 (or more) throws.
- If a thrower scores a perfect score of 50 points, he will continue to throw until a throw with a score of less than 10 points is obtained.

Round:

- The event includes 1 round of 5 turns for each thrower. All throws are scored (no optional throws).
- Contestants throw in as many groups of 4 (2 sets of 2 tandem throwers) as possible. Remaining throwers throw in groups of 2.
- Throwers in each group complete their 5 throws in rotation before the next group begins its round.

Warm Up

- No practice throws once the warm up is over.
- First group may warm up outside the active circle for approximately 5 minutes before the event starts.
- Each remaining group of throwers may warm up outside the active circles during the first 4 throws of the preceding group.
- All practice takes place in designated areas away from the active circles.

Re-throws

- Re-throws are made at the end of the round for the thrower's group and spaced like his other throws. For example, if the re-throw is from the second group the first group must make a non-scoring throw prior to the official re-throw.
- Re-throws must be made in tandem, even if only one thrower is re-throwing. The score from the tandem thrower is not scored.

Officials per circle:

- May be competitors.
- 1 center judge.
- At least 3 range stewards.

**14.2. Accuracy 100**

Points awarded

Best: Most Points

Circles:

- Contested on circles of 20m radius (which also contains 2m, 4m, 6m, 8m, and 10m radius circles). See Figure 1.

Required for score:

- 20m range flight.
- Legal throw from inside the 2m circle.
- Boomerangs must come to rest without touching or hitting anything except the ground.

Tandem Throwing (Optional):

- Tandem throwing pairs: Two (2) throwers throw within a 3 second time period. The second thrower must throw within 3 seconds of the first throw, or his throw is disqualified.
- Throwing order is to be determined by throwers.
- In the event of an odd number of throwers, circle judge will assign a non-scoring second thrower to the last thrower.

Tandem Throwing Interference:

- If a boomerang hits the thrower, the score recorded is 0. If a boomerang hits the tandem partner, the tandem partner receives a score of 0 for that throw, and the thrower must take a mandatory tandem re-throw.

Scoring:

- Points scored according to where the boomerang comes to rest after a legal throw of at least 20m flight range:
  - Inside the 2m circle: 10 points
  - Inside the 4m circle: 8 points
  - Inside the 6m circle: 6 points
  - Inside the 8m circle: 4 points
  - Inside the 10m circle: 2 points
- If the boomerang is completely within a single area not touching any lines, the score of that area is awarded.
- If any part of the boomerang is over any part of a line, the score is the average score of the areas adjacent to the line.
- Official score is the total of 10 (or more) throws.
- If a thrower scores a perfect score of 100 points, he will continue to throw until a throw with a score of less than 10 points is obtained.

Round:

- The event includes 1 round of 5 turns for each thrower. All throws are scored (no optional throws).
- Contestants throw in groups of 3, 4, or 5.
- During each turn, the thrower throws 2 times. After he throws once, his score is recorded. Then he throws for the second time to complete the turn.
- The second throw of the turn is after the center judge says the thrower can throw. The thrower has 15 seconds to make the second throw.
- At the signal of the center judge, it becomes the next throwers turn. The thrower has 15 seconds to make the first throw.



- Throwers in each group complete their 10 throws in rotation before the next group begins its round.

#### Warm Up

- No practice throws once the warm up is over.
- First group may warm up outside the active circle for approximately 5 minutes before the event starts.
- Each remaining group of throwers may warm up outside the active circles during the first 4 throws of the preceding group.
- All practice takes place in designated areas away from the active circles.

#### Re-throws

- Re-throws are made at the end of the round for the thrower's group and spaced like his other throws. For example, if the re-throw is from the second group the first group must make a non-scoring throw prior to the official re-throw.
- Re-throws must be made in tandem, even if only one thrower is re-throwing. The score from the tandem thrower is not scored.

#### Officials per circle:

- May be competitors.
- 1 center judge.
- At least 3 range stewards.

### 14.3. Australian Round

#### Points awarded

Best: Most Points

#### Circles:

- Contested on circles of 50m radius (which also contains 2m, 4m, 6m, 8m, 10m, 20m, 30m, and 40m radius circles). See Figure 2.

#### Required for score:

- 20m range flight to achieve catching and accuracy points.
- 30m range flight to achieve distance points.
- Legal throw from inside the 2m circle.
- Legal catch.

#### Tandem Throwing (Optional):

- Tandem throwing pairs: Two (2) throwers throw within a 3 second time period. The second thrower must throw within 3 seconds of the first throw, or his throw is disqualified.
- Throwing order is to be determined by throwers.
- In the event of an odd number of throwers, circle judge will assign a non-scoring second thrower to the last thrower.

#### Tandem Throwing Interference:

- If a boomerang hits the thrower, the score recorded is 0. If a boomerang hits the tandem partner, the tandem partner receives a

score of 0 for that throw, and the thrower must take a mandatory tandem re-throw.

#### Scoring Accuracy:

- Accuracy points scored according to where the boomerang comes to rest or caught after a legal throw of at least 20m flight range:
  - Inside the 2m circle: 10 points
  - Inside the 4m circle: 8 points
  - Inside the 6m circle: 6 points
  - Inside the 8m circle: 4 points
  - Inside the 10m circle: 2 points
- If the boomerang is not touched or caught and is completely within a single area not touching any lines, the score of that area is awarded.
- If the boomerang is not touched or caught and is over any part of a line, the score is the average score for the areas adjacent to the line.
- Official score is the total of 5 throws.

#### Scoring Catching:

- Catching points are scored according to the location of the thrower where he makes a legal catch after a legal throw of at least 20m flight range:
  - Inside the 20m circle: 4 points
  - On the 20m circle line: 3 points
  - Outside the 20m circle but inside the 50m circle: 2 points
  - On the 50m circle line: 1 point
  - Outside the 50m circle: 0 points
- If a boomerang touches the ground after it is thrown but before it is caught or comes to rest on the ground, only accuracy and distance points can be earned. No catching points will be given in any case even if a catch is made.

#### Location of Catch:

- For accuracy and catching points, if a competitor contacts his boomerang in one scoring area but doesn't obtain control until he is in a different scoring area, he gets the lower score based on:
  - Where he was when he first touched the boomerang, whether the boomerang is caught or not.
  - Where he was whenever he touched the boomerang.
  - Where he was when he completed the catch.
  - Where the boomerang came to rest.
- If a contestant fall down after the catch is completed, location of his feet ( or last contact of body to ground) before his fall determines his location.
- If he is touching the ground when the catch is made, accuracy points are based on the location of all points of contact with the ground.
- If a contestant is not touching the ground when the catch is made, accuracy points are based on the first single point of contact with the ground after the catch.

#### Scoring Distance:

- Distance points are awarded only if accuracy or catching points are earned on the throw:
  - 50m range or more: 6 points
  - 40m range but less than 50m: 4 points
  - 30m range but less than 40m: 2 points
  - 20m range but less than 30m: 0 points

Scoring:

- The sum of accuracy, catching, and distance scores will be the score recorded for each throw. The maximum score for a single throw is 20 points (10 accuracy points, 4 catching points, and 6 distance points).
- Official score is the total of 5 (or more) throws.
- If a thrower scores a perfect score of 100 points, he will continue to throw until a throw with a total score of less than 20 points is obtained.

Round:

- The event includes 1 round of 5 turns for each thrower. All throws are scored (no optional throws).
- Contestants throw in as many groups of 3, 4, or 5 (6, 8, or 10 if using tandem throwing).
- Throwers in each group complete their 5 throws in rotation before the next group begins its round.

Warm Up

- No practice throws once the warm up is over.
- First group may warm up outside the active circle for approximately 5 minutes before the event starts.
- Each remaining group of throwers may warm up outside the active circles during the first 4 throws of the preceding group.
- All practice takes place in designated areas away from the active circles.

Re-throws

- Re-throws are made at the end of the round for the thrower's group and spaced like his other throws. For example, if the re-throw is from the second group the first group must make a non-scoring throw prior to the official re-throw.
- If throwing in tandem, re-throws must be made in tandem, even if only one thrower is re-throwing. The score from the tandem thrower is not scored.

Officials per circle:

- May be competitors.
- 1 center judge.
- At least 6 range stewards including one range coordinator. The range coordinator relays the range into the center judge.

**14.4. Trick Catch / Doubling 100**

Points awarded

Best: Most Points

Circles:

- Contested on circles of 20m radius (which also contains 2m radius circle). See Figure 3.

Required for score:

- 20m range flight.
- Legal throw from inside the 2m circle.
- Legal catch(es) of types required in turn.

Tandem Throwing (Optional):

- Two (2) throwers throw in the same turn from the same 2m circle. The 2 throwers run alternately to save time. One (1) thrower throws from the 2m circle at a time. While 1 thrower competes, the other prepare to throw. The thrower not competing must be ready to throw 15 seconds after the other thrower in his circle has caught, has not caught, or gives up. As soon as the flight of the boomerang has ended and the score recorded, the 15 seconds begins.
- Throwing order is to be determined by throwers but must be maintained throughout the event.
- In the event of an odd number of throwers, circle judge will assign a non-scoring second thrower to the last thrower.

Tandem Throwing Interference:

- If a boomerang hits the thrower, the score recorded is 0. If a boomerang hits the tandem partner, the tandem partner receives a score of 0 for that throw, and the thrower must take a mandatory tandem re-throw.

Scoring:

- Throwers attempt 10 trick catches with a boomerang thrown singly. Then attempt 10 additional trick catches with boomerangs thrown simultaneously as doublers.
- Official score is the total of 15 (or more) throws.
- If a thrower scores a perfect score of 100 points, he will continue to throw the same 15 throws until he drops. During doubling, if he drops the first boomerang he attempts to catch, no points for a catch of the second boomerang of the doubling throw are given. His total score may accordingly be more than 100 points.
- The catches must be performed in the following order, and are worth the indicated number of points:

Single Boomerang Sequence

- |                             |          |
|-----------------------------|----------|
| 1. Left Hand Clean          | 2 points |
| 2. Right Hand Clean         | 2 points |
| 3. Behind The Back          | 3 points |
| 4. Under The Leg            | 3 points |
| 5. Eagle Catch              | 4 points |
| 6. Hackey Catch             | 6 points |
| 7. Tunnel Catch             | 6 points |
| 8. One Hand Behind The Back | 7 points |

9. One Hand Under The Leg	7 points
10. Foot Catch	10 points
Single Boomerang Subtotal:	50 points

Doubling Sequence:

11. Behind The Back and Under The Leg	3 + 3 = 6 points
12. Hackey catch and Left Hand Clean	6 + 2 = 8 points
13. Tunnel Catch and Right Hand Clean	6 + 2 = 8 points
14. One Hand Behind The Back and One Hand Under The Leg	7 + 7 = 14 points
15. Foot Catch and Eagle Catch	10 + 4 = 14 points
Doubling Subtotal	50 points

Total: 100 points

Round:

- The event includes 1 round of 15 (or more) throws for each thrower. Throwers may pass on throws. A passed throw will be score 0.
- If 2 throwers are throwing in rotation with each other, after the turn of the first thrower has been completed, the second thrower will be given a signal indicating the start of his turn. After the second thrower has completed his turn, the first thrower will be given a signal indicating the start of his turn. This process will be repeated until all the round is complete. Both throwers will be given enough time not to interfere with each other.
- In Doubling:
  - The 2 required catches for each throw may be made in either order.
  - If 1 boomerang is short, both boomerangs are considered short.
  - The thrower must retain control of the first boomerang until after the second catch is completed. If the first boomerang is caught, then dropped prior to or during the second catch, the first boomerang does not count.
  - The thrower may attempt a catch a second time in 1 doubling throw if the first attempt was not caught.

Warm Up

- No practice throws once the warm up is over.
- Each thrower, or group of throwers, has a 2 minute warm up in the 2m circle prior to the start of the round. The timed warm up starts as soon as the circle judge signals that the circle is clear. The thrower(s) may start their round prior to the completion of the 2 minute warm up if desired.

Re-throws

- Re-throws are made at the end of the round.

Officials per circle:

- May be competitors.
- 1 circle judge.
- At least 3 range stewards.

Notes:

- Due to weather or other conditions, the tournament director may decide to drop the doubling sequence which would result in Trick Catch 50. If a thrower scores a perfect score of 50 points he will continue to throw the same 10 throws until he drops. His total score may accordingly be more than 50 points.

#### 14.5. Fast Catch

Timed Event

Best: Shortest Time

Circles:

- Contested on circles of 20m radius (which also contains 2m radius circle). See Figure 3.
- One (1) thrower throws at a time. Every thrower has 2 turns. If multiple circles are present, each turn must be in a different circle.

Required for score:

- 20m range flight.
- Legal throw from inside the 2m circle.
- Legal catch on a legal throw.
- The time span for 5 legal catches and the time to return to the 2m circle (if applicable) is timed.
- Only 1 boomerang may be used at a given time. If a thrower wants to change boomerangs, the boomerang being replaced or substantial part of it must be returned to the 2m circle before throws with a another boomerang may be made.
- Time limit is 1 minute. If 5 legal catches are not made before the time limit has elapsed, the number of legal catches is the score. If the boomerang is in the air at 1 minute and then caught, the catch counts. If the catch is the 5<sup>th</sup> catch, the time is given as the score.

Scoring:

- Time from the release of the 1<sup>st</sup> throw to the moment when the thrower makes the 5<sup>th</sup> catch inside the 2m circle or touches the 2m circle if the 5<sup>th</sup> catch was made outside the 2m circle.
- Official score is the shorter time of the 2 rounds. If a time is not obtained, the official score is the higher number of catches made of the 2 rounds.

Round:

- The event includes 1 round of 2 turns for each thrower.
- At the signal of the circle judge, it becomes the next thrower's turn. He has 15 seconds to make the first throw.

Warm Up

- No practice throws once the warm up is over.
- Each thrower has a 1 minute warm up in the 2m circle prior to the start of the round. The timed warm up starts as soon as the circle

judge signals that the circle is clear. The thrower(s) may start their round prior to the completion of the 1 minute warm up if desired.

#### Re-throws

- Re-throws are made at the end of the round for the thrower's group. If a re-throw is required on the first round the re-throw must take place prior to the second round.

#### Officials per circle:

- May be competitors.
- 1 circle judge.
- At least 3 range stewards.
- 3 official timers (may be center judge or range stewards). More timers may be used but are alternates and official only in the event of a timing error by one of the 3 official timers.

### 14.6. Endurance

#### Catching Event

Best: Most Catches

#### Circles:

- Contested on circles of 20m radius (which also contains 2m radius circle). See Figure 3.

#### Required for score:

- 20m range flight.
- Legal throw from inside the 2m circle.
- Legal catch on a legal throw.
- 1 catch is scored for each legal catch.
- Only 1 boomerang may be used at a given time. If a thrower wants to change boomerangs, the boomerang being replaced or substantial part of it must be returned to the 2m circle before throws with a another boomerang may be made.

#### Scoring:

- Official score is the sum of legal catches made during the round.

#### Round:

- The event includes one (1) 5 minute round for each thrower.
- At the signal of the circle judge, it becomes the next thrower's turn. He has 15 seconds to make the first throw.

#### Warm Up

- No practice throws once the warm up is over.
- Each thrower has a 1 minute warm up in the 2m circle prior to the start of the round. The timed warm up starts as soon as the circle judge signals that the circle is clear. The thrower(s) may start their round prior to the completion of the 1 minute warm up if desired.

#### Re-throws

- No re-throws unless it is impossible to obtain a fair score of the original round, or unless interference results in a delay during the round of the thrower involved as indicated below.
- The problem in the original round must be serious enough to stop the round. Simple interference, such as hitting a range steward, is not sufficient grounds for a re-throw.
- If interference occurs, the turn and the round must be continued as well as possible. A protest may be filed after the 5 minute round has been completed.

Officials per circle:

- May be competitors.
- 1 circle judge.
- At least 3 range stewards.
- 2 official timers (may be center judge or range stewards). One timer is a backup.

Notes:

- If an injury occurs, the circle judge stops the round when he recognizes that the injury is serious. The timers stop the stopwatch with the STOP function and the circle judge announces that the round has been suspended due to injury. When throwing resumes, the timers restart the stopwatch as the thrower goes to recover his boomerang from where it was when time was stopped and resumes his round.

#### 14.7. Maximum Time Aloft 100 (MTA 100)

Timed Event

Best: Longest Time

Circles:

- Contested on circles of 50m radius. See Figure 4.
- Minimum of 5 throwers in a group and maximum of 5 groups per circle. Throwers from multiple groups may throw simultaneously.

Required for score:

- No minimum range requirement.
- Legal throw from anywhere within the 50m circle.
- Legal catch within the 50m circle.

Scoring:

- Official score is the thrower's longest time that ends with a legal catch.
- Optional: The sum of the throwers three (3) longest throws with a legal catch is the Official Score.

Round:

- The event includes 1 round of 5 turns for each thrower.
- Flight is timed from the moment of release until the boomerang is first touched. Time is recorded only if a legal catch is made.



- Each turn is completed by all throwers in the group in rotation before the next turn is started.

#### Warm Up

- No practice throws once the warm up is over.
- All throwers have a 15 minute general warm up anywhere on the competition field before the start of the event.

#### Re-throws

- Re-throws are made at the end of the event for the thrower's group.

#### Officials per circle:

- May be competitors.
- 1 circle judge.
- 3 official timers (may be center judge or range stewards). More timers may be used but are alternates and official only in the event of a timing error by one of the 3 official timers.

#### Notes:

- If a contestant is not completely inside the 50m circle, he must be touching the 50m circle or the area within it whenever he touches the boomerang during the catch until he completes the catch. If he is not touching the ground when he makes the catch, the first point of contact with the ground after the catch must be on or within the 50m circle.
- A throw in MTA 100 ending with a catch outside the 50m circle may be recorded in the MTA Unlimited event if allowed by the tournament guidelines.

### **14.8. Maximum Time Aloft Unlimited (MTA Unlimited)**

#### Timed Event

Best: Longest Time

#### Circles:

- Contested on the competition field (no circles required)
- Minimum of 5 throwers in a group. No limit on number of groups. Throwers from multiple groups may throw simultaneously.

#### Required for score:

- No minimum range requirement.
- Legal throw from anywhere on the competition field.
- Legal catch.

#### Scoring:

- Official score is the thrower's longest time that ends with a legal catch.

#### Round:

- The event includes 1 round of 5 turns for each thrower.
- Flight is timed from the moment of release until the boomerang is first touched. Time is recorded only if a legal catch is made.

- Each turn is completed by all throwers in the group in rotation before the next turn is started.

#### Warm Up

- No practice throws once the warm up is over.
- All throwers have a 15 minute general warm up anywhere on the competition field before the start of the event.

#### Re-throws

- Re-throws are made at the end of the event for the thrower's group.

#### Officials per circle:

- May be competitors.
- 1 circle judge.
- 3 official timers (may be center judge or range stewards). More timers may be used but are alternates and official only in the event of a timing error by one of the 3 official timers.

### **14.9. Individual Relay Trial**

#### Timed Event

Best: Shortest Time

#### Circles:

- Contested on circles of 30m radius (which also contains 4m radius circle). See Figure 5.
- Throwers are timed individually with only one thrower in each round.

#### Required for score:

- 30m range flight.
- Thrower must keep both feet on the ground prior to start. Standing starts from his gate on the 30m line upon audible signal from the starting official. Running starts may not be used.
- Thrower must go into the 4m radius circle and make a legal throw. After catching the boomerang, thrower must touch the 4m circle, or any enclosed part, and return through the gate.
- If a thrower fails to legally catch his boomerang after his first legal throw, he must return to the 4m circle and throw again. Upon catching it, or recovering it after a second legal throw even if he does not catch, he may then return through the gate.
- Range will be checked on every throw. If any throw is short, it does not count as a legal throw and must be repeated. There is no limit on how many times the boomerang must be thrown to make range and therefore be a legal throw.
- Only one boomerang may be used by a thrower at any given time. If a thrower want to change boomerangs, he boomerang being replaced or substantial part of it must be returned to the 4m circle by the competitor before any more catches can be counted.

#### Scoring:

- Time ends when the thrower crosses the 30m circle the gate.

- Official score is the time of the throwers round.

Round:

- The event includes 1 round for each of the throwers.
- Thrower competes individually.

Warm Up

- No practice throws once the warm up is over.
- Throwers in the first round at each circle may warm up outside the circle for 3 minutes prior to the start of the round.
- Teams competing in subsequent rounds may warm up outside the circle while an active round of competition.
- All practice takes place away from the active circles and in designated areas.

Re-throws

- May only be called when intentional interference is made. The thrower must complete the round before bringing a claim of interference to the center judge. If center judge decides intentional interference was made, interfering team is disqualified and a re-throw is granted.
- If the judges believe that interference could reasonably have been avoided by the thrower affected, a re-throw will not be granted.

Officials per circle:

- May be competitors.
- 1 circle judges. He watches for foot faults in the 4m circle and signal visibly and audibly if a throw was short, a catch was illegal, and when the thrower may return to the team's gate.
- 1 scorekeepers
- 1 starter
- 3 timers per team plus one alternate to record the start and when the thrower crosses the gate.
- 3 range stewards on the 30m line.

Notes:

- Gates are approximately downwind from the 4m circle. Markers are placed on each of the gate approximately 3m apart.
- The circle judges will be near the 4m circle. The circle judge must alert the thrower if his boomerang is short or if he has made a foot fault.
- If a judging error is made, a re-throw will be granted.

## 14.10. Juggling

Timed Event

Best: Longest Time

Circles:

- Contested on the competition field (no circles required)

- Minimum of 5 throwers in a group. No limit on number of groups. Throwers from multiple groups may throw simultaneously.

Required for score:

- No minimum range requirement.
- Legal throw from anywhere on the competition field.
- Legal catch.

Scoring:

- Official score is the thrower's longest time that ends with a legal catch.

Round:

- The event includes 1 round of 5 turns for each thrower.
- Flight is timed from the moment of release until the boomerang is first touched. Time is recorded only if a legal catch is made.
- Each turn is completed by all throwers in the group in rotation before the next turn is started.

Warm Up

- No practice throws once the warm up is over.
- All throwers have a 15 minute general warm up anywhere on the competition field before the start of the event.

Re-throws

- Re-throws are made at the end of the event for the thrower's group.

Officials per circle:

- May be competitors.
- 1 circle judge.
- 3 official timers (may be center judge or range stewards). More timers may be used but are alternates and official only in the event of a timing error by one of the 3 official timers.

#### **14.11. Five-Minute Juggling**

Timed Event

Best: Longest Time

Circles:

- Contested on the competition field (no circles required)
- Minimum of 5 throwers in a group. No limit on number of groups. Throwers from multiple groups may throw simultaneously.

Required for score:

- No minimum range requirement.
- Legal throw from anywhere on the competition field.
- Legal catch.

Scoring:

- Official score is the thrower's longest time that ends with a legal catch.

Round:

- The event includes 1 round of 5 turns for each thrower.
- Flight is timed from the moment of release until the boomerang is first touched. Time is recorded only if a legal catch is made.
- Each turn is completed by all throwers in the group in rotation before the next turn is started.

Warm Up

- No practice throws once the warm up is over.
- All throwers have a 15 minute general warm up anywhere on the competition field before the start of the event.

Re-throws

- Re-throws are made at the end of the event for the thrower's group.

Officials per circle:

- May be competitors.
- 1 circle judge.
- 3 official timers (may be center judge or range stewards). More timers may be used but are alternates and official only in the event of a timing error by one of the 3 official timers.

#### **14.12. Long Distance**

Distance Measured Event

Best: Farthest Distance

Circles:

- 2m circle. See Figure 6.
- 40m baseline centered in 2m circle. The baseline is a movable straight line (rope, chain, etc.) that has its middle on the center point. The 2m circle is cut in half by the baseline. The end of the baseline is marked on each end with a post. The baseline should be approximately perpendicular to the wind. The baseline may be adjusted at the request of the thrower prior to each throw. The baseline must remain straight at all times during the throw.

Required for score:

- 50m flight range.
- Legal throw at least one foot touching or within the 2m circle at point of release.
- Thrower may not cross the baseline at any time while the boomerang is in the air unless permitted to do so by the head line judge.
- Boomerang must cross the baseline upon return either directly or indirectly (from behind) without being touched or hitting anyone or anything.
- No catch required.

Scoring:

- Official score is the thrower's longest scoring throw.

- Distance is measured in integer meters only (no centimeters) from the center of the 2m circle to the point in its flight farthest from the center point.
- Distance may be measured with either a steel measuring tape or laser range finder. If using laser range finders, one or two may be used. If using 1 laser range finder, it is to be operated by the head line judge. If using 2 laser range finders, one laser range finder will be with the head line judge and the other with the head spotter. If the distances measured are within 1 meter of each other, the distance scored is the distance measured by the head line judge. If the distances measured differ by 2 meters, the average of the 2 measurements will be recorded. If the distances measured differ by more than 2 meters, the distance will be remeasured until they are within 2 meters of one another or remeasured using a steel measuring tape.

#### Round:

- The event includes 1 round of up to 5 throws by each thrower.
- Throwers may adjust the orientation of the 40 meter baseline and spotters in the field once immediately prior to each of their throws (excluding warm up). The baseline may not be adjusted while the boomerang is in flight. The baseline orientation should be approximately perpendicular to the wind direction and should normally not exceed 45 degrees off wind as judged by the head line judge unless approved by a majority of competitors.
- When the thrower and head line judge are satisfied with the orientation of the 40 meter baseline, and the position of all other officials and spectators (for safety), the head line judge will declare the circle clear and it becomes the next thrower's turn. The thrower must throw within a predetermined time limit (not less than 15 seconds) set prior to tournament or forfeit their throw.
- Each turn is completed by all throwers in the group in rotation before the next turn is started.
- Throwers in each group make 1 throw per turn – in rotation with other throwers in the group – until all throwers in the group have completed their round. The next group begins its round.
- Multiple rounds may be contested.

#### Warm Up

- General warm up may take place prior to each round. No time limit.
- Up to 3 practice throws may be made immediately prior to each group's round.
- No practice throws for a thrower after their group's round has begun.

#### Re-throws

- Re-throws are made at the end of the event for the thrower's group.

#### Officials:

- May be competitors.
- 1 head line judge.
- 1 head spotter.
- 2 pole judges.

- 6 range stewards.

Notes:

- Safety
  - Ensure all spectators are at a sufficiently safe distance.
  - All spotters are watching when the boomerang is thrown and warn others if necessary.
  - All spotters are standing while the boomerang is in flight.
  - Only one long distance boomerang in the air at a time.
  - No throwing when a thrower is retrieving a boomerang.

- Range Spotter Placement

There are a number of range spotters on the field to determine the point of return (furthest point of the boomerang's flight path). You have to be aware that if the boomerang is more or less flying over you, it is difficult for you to judge where the projected path on the ground actually is. Only by spotting from a distance off to the side are you able to determine the apex of the flight path accurately. Therefore, we suggest placing a row of range spotters to the left and right of the expected throwing corridor with a 20-meter distance between the range spotters within one row. You can also align the 2 rows in a staggered manner to get a better coverage. The range spotters should be spread such that all throws, including the shortest and furthest ones, can be precisely spotted. Send the furthest range spotter sufficiently far out, as there may always be "lucky" throws. One of the head spotter's duties is to ensure that the range spotters are distributed correctly.

Don't use more range spotters than necessary to do the task, because with too many range spotters on the field they tend to walk about and have chats! 6 range spotters plus 1 head spotter is the minimum. 12 should be enough in all cases.

- Range Spotter Duties

Follow the boomerang on its way out with your extended arm and stop when you think it reached its furthest point. Then project that point down onto the ground by lowering your arm vertically. Fix the point on the ground with your eyes and direct the head spotter to that point. At least 1 other range spotter will do the same, so the head spotter will have to position himself such that the closest 2 - 4 range spotters are happy with the result. Often, there is a little conversation about the furthest point, but that's the interesting part of spotting: talk until there is an agreement! The range spotters that could not see the apex of the flight path perfectly should not interfere! The maximum distance of the boomerang is now defined as the distance from the head spotter to the center of the throwing circle. If you have a Laser Rangefinder (for example, a Bushnell) you can measure the distance immediately, otherwise you have to place a marker in the ground and measure the distance at the end of the round with a steel tape.

Estimated accuracy of the measurement with this spotting method: 2m in the best case, 5m average, and worse if the range spotters are

not placed very well or if they are not paying attention. Helpful idea: distribute thin wooden sticks (about 2m long) to the range spotters, with the help of which it is much easier to follow the flying boomerang to its furthest point and then drop them to the ground.

#### **14.13. G-L-O-R-P**

The boomerang game G-L-O-R-P is the same as the basketball game H-O-R-S-E. The first thrower does a trick catch and all the other throwers must do the same catch to avoid getting a letter. If you get all five letters you are out of the game. Last thrower left without G-L-O-R-P is the winner.

The first thrower (the Dominator) performs any trick catch of his/her choosing (except a Two Handed Catch) and then all the other throwers, in their assigned order, throw and attempt the defined catch. If they do not complete the defined catch they get their first letter. If the Dominator continues to perform trick catches, he continues to be the Dominator. When that Dominator drops, the next thrower becomes dominator. This continues until one thrower is left without G-L-O-R-P. He is the winner.

Clarification:

1. The same catch cannot be done twice in a row, but a thrower can do an identical catch to one he has already done as long as it is not done back to back;
2. When a new Dominator takes over, he cannot perform an identical catch to the last catch the previous Dominator completed;
3. If a Dominator does a Two Hand Catch, or attempts a trick catch that he does not complete, but does not drop it, it is called a Pass. On a Pass, all the other throwers must catch the boomerang to avoid getting a letter, but the first thrower to do a trick catch, captures domination, and becomes Dominator. The pass has ended.

#### **Three Tier Play**

In keeping with the Team Gel spirit, it is radder to play boomerang games that include all levels of throwers. G-L-O-R-P can be played with three distinct skill levels: beginner, novice and expert.

When a Dominator defines a catch and it becomes a thrower's turn to perform the catch, he may decide at which level he would like to play. If he decides to play as a beginner, he is required to only touch the boomerang to avoid getting a letter; If he decides to play as a novice, he is required to only perform an "any catch" to avoid getting a letter; If he decides to play as an expert, he is required to perform the Dominator's trick catch to avoid getting a letter. When it becomes a novice's turn to be Dominator, he must perform an "any catch" to retain Dominatorship. He may then make up the catch for the rest of the participants. When it becomes an expert's turn to be Dominator, he must perform a trick catch to retain Dominatorship.

Judging Catches- The Honor System



Each thrower is responsible for judging whether or not he made his own catch as defined by the dominator. Each thrower is responsible for the integrity of his score and catches and must track his own score.

Dan Quayle "E" Rule

Throwers may add an "E" letter to spell GLORPE only once in their lifetime.

Warm-up: 10 minutes

## 15. Team Events

Note: All team events are contested using 4 active throwers. Teams may include additional throwers but once the event begins additional throwers not selected to compete may not be used.

### 15.1. Team Accuracy 50

Points awarded

Best: Most Points

Circles:

- Contested on circles of 20m radius (which also contains 2m, 4m, 6m, 8m, and 10m radius circles). See Figure 1.

Required for score:

- 20m range flight.
- Legal throw from inside the 2m circle.
- Boomerangs must come to rest without touching or hitting anything except the ground.
- Tandem throwing pairs: Two throwers from the same team throw within a 3 second time period. The second thrower must throw within 3 seconds of the first throw, or his throw is disqualified.
- Throwing order is to be determined by throwers.
- In the event of an odd number of throwers, circle judge will assign a non-scoring second thrower to the last thrower.

Tandem Throwing Interference:

- If a boomerang hits the thrower, the score recorded is 0. If a boomerang hits the tandem partner, the tandem partner receives a score of 0 for that throw, and the thrower must take a mandatory tandem re-throw.

Scoring:

- Points scored according to where the boomerang comes to rest after a legal throw of at least 20m flight range:
  - Inside the 2m circle: 10 points
  - Inside the 4m circle: 8 points
  - Inside the 6m circle: 6 points
  - Inside the 8m circle: 4 points
  - Inside the 10m circle: 2 points

- If the boomerang is completely within a single area not touching any lines, the score of that area is awarded.
- If any part of the boomerang is over any part of a line, the score is the average score of the areas adjacent to the line.
- Individual score is the total of 5 (or more) throws from each of the competing team members.
- Official score is the sum of all competing team members individual scores.
- If a thrower scores a perfect score of 50 points, he will continue to throw until a throw with a score of less than 10 points is obtained.

#### Round:

- The event includes 1 round of 5 turns for each thrower. All throws are scored (no optional throws).
- Contestants throw in groups of 6, 8, or 10 (3, 4, or 5 pairs tandem throwers).
- Throwers in each group complete their 5 throws in rotation before the next group begins its round.

#### Warm Up

- No practice throws once the warm up is over.
- First group may warm up outside the active circle for approximately 5 minutes before the event starts.
- Each remaining group of throwers may warm up outside the active circles during the first 4 throws of the preceding group.
- All practice takes place in designated areas away from the active circles.

#### Re-throws

- Re-throws are made at the end of the round for the thrower's group and spaced like his other throws. For example, if the re-throw is from the second group the first group must make a non-scoring throw prior to the official re-throw.
- Re-throws must be made in tandem, even if only one thrower is re-throwing. The score from the tandem thrower is not scored.

#### Officials per circle:

- May be competitors.
- 1 circle judge.
- At least 3 range stewards.

### **15.2. Team Accuracy 100**

#### Points awarded

Best: Most Points

#### Circles:

- Contested on circles of 20m radius (which also contains 2m, 4m, 6m, 8m, and 10m radius circles). See Figure 1.

Required for score:

- 20m range flight.
- Legal throw from inside the 2m circle.
- Boomerangs must come to rest without touching or hitting anything except the ground.
- Tandem throwing pairs: Two throwers from the same team throw within a 3 second time period. The second thrower must throw within 3 seconds of the first throw, or his throw is disqualified.
- Throwing order is to be determined by throwers.

#### Tandem Throwing Interference:

- If a boomerang hits the thrower, the score recorded is 0. If a boomerang hits the tandem partner, the tandem partner receives a score of 0 for that throw, and the thrower must take a mandatory tandem re-throw.

#### Scoring:

- Points scored according to where the boomerang comes to rest after a legal throw of at least 20m flight range:
  - Inside the 2m circle: 10 points
  - Inside the 4m circle: 8 points
  - Inside the 6m circle: 6 points
  - Inside the 8m circle: 4 points
  - Inside the 10m circle: 2 points
- If the boomerang is completely within a single area not touching any lines, the score of that area is awarded.
- If any part of the boomerang is over any part of a line, the score is the average score of the areas adjacent to the line.
- Individual throwers score is the total of 10 (or more) throws.
- Official score is the sum of all competing team members individual scores.
- If a thrower scores a perfect score of 100 points, he will continue to throw until a throw with a score of less than 10 points is obtained.

#### Round:

- The event includes 1 round of 5 turns for each thrower. All throws are scored (no optional throws).
- Contestants throw in groups of 6, 8, or 10 (3, 4, or 5 pairs of tandem throwers).
- During each turn, the thrower throws 2 times. After he throws once, his score is recorded. Then he throws for the second time to complete the turn.
- The second throw of the turn is after the center judge says the thrower can throw. The thrower has 15 seconds to make the second throw.
- At the signal of the center judge, it becomes the next throwers turn. The thrower has 15 seconds to make the first throw.
- Throwers in each group complete their 10 throws in rotation before the next group begins its round.

#### Warm Up

- No practice throws once the warm up is over.

- First group may warm up outside the active circle for approximately 5 minutes before the event starts.
- Each remaining group of throwers may warm up outside the active circles during the first 4 throws of the preceding group.
- All practice takes place in designated areas away from the active circles.

#### Re-throws

- Re-throws are made at the end of the round for the thrower's group and spaced like his other throws. For example, if the re-throw is from the second group the first group must make a non-scoring throw prior to the official re-throw.
- Re-throws must be made in tandem, even if only one thrower is re-throwing. The score from the tandem thrower is not scored.

#### Officials per circle:

- May be competitors.
- 1 circle judge.
- At least 3 range stewards.

### 15.3. Team Australian Round

#### Points awarded

Best: Most Points

#### Circles:

- Contested on circles of 50m radius (which also contains 2m, 4m, 6m, 8m, 10m, 20m, 30m, and 40m radius circles). See Figure 2.

#### Required for score:

- 20m range flight to achieve catching and accuracy points.
- 30m range flight to achieve distance points.
- Legal throw from inside the 2m circle.
- Legal catch.
- Tandem throwing pairs: Two throwers throw within a 3 second time period. The second thrower must throw within 3 seconds of the first throw, or his throw is disqualified.
- Throwing order is to be determined by throwers.
- In the event of an odd number of throwers, circle judge will assign a non-scoring second thrower to the last thrower.

#### Tandem Throwing Interference:

- If a boomerang hits the thrower, the score recorded is 0. If a boomerang hits the tandem partner, the tandem partner receives a score of 0 for that throw, and the thrower must take a mandatory tandem re-throw.

#### Scoring Accuracy:

- Accuracy points scored according to where the boomerang comes to rest or caught after a legal throw of at least 20m flight range:
- Inside the 2m circle: 10 points

- Inside the 4m circle: 8 points
- Inside the 6m circle: 6 points
- Inside the 8m circle: 4 points
- Inside the 10m circle: 2 points
- If the boomerang is not touched or caught and is completely within a single area not touching any lines, the score of that area is awarded.
- If the boomerang is not touched or caught and is over any part of a line, the score is the average score for the areas adjacent to the line.

Scoring Catching:

- Catching points are scored according to the location of the thrower where he makes a legal catch after a legal throw of at least 20m flight range:
  - Inside the 20m circle: 4 points
  - On the 20m circle line: 3 points
  - Outside the 20m circle but inside the 50m circle: 2 points
  - On the 50m circle line: 1 point
  - Outside the 50m circle: 0 points
- If a boomerang touches the ground after it is thrown but before it is caught or comes to rest on the ground, only accuracy and distance points can be earned. No catching points will be given in any case even if a catch is made.

Location of Catch:

- For accuracy and catching points, if a competitor contacts his boomerang in one scoring area but doesn't obtain control until he is in a different scoring area, he gets the lower score based on:
  - Where he was when he first touched the boomerang, whether the boomerang is caught or not.
  - Where he was whenever he touched the boomerang.
  - Where he was when he completed the catch.
  - Where the boomerang came to rest.
- If a contestant fall down after the catch is completed, location of his feet ( or last contact of body to ground) before his fall determines his location.
- If he is touching the ground when the catch is made, accuracy points are based on the location of all points of contact with the ground.
- If a contestant is not touching the ground when the catch is made, accuracy points are based on the first single point of contact with the ground after the catch.

Scoring Distance:

- Distance points are awarded only if accuracy or catching points are earned on the throw:
  - 50m range or more: 6 points
  - 40m range but less than 50m: 4 points
  - 30m range but less than 40m: 2 points
  - 20m range but less than 30m: 0 points

Scoring:

- The sum of accuracy, catching, and distance scores will be the score recorded for each throw. The maximum score for a single throw is 20 points (10 accuracy points, 4 catching points, and 6 distance points).
- Individual throwers score is the total of 5 (or more) throws.
- Official score is the sum of all competing team members individual scores.
- If a thrower scores a perfect score of 100 points, he will continue to throw until a throw with a total score of less than 20 points is obtained.

#### Round:

- The event includes 1 round of 5 turns for each thrower. All throws are scored (no optional throws).
- Contestants throw in as many groups of 6, 8, or 10 (3, 4, or 5 pairs of tandem throwers).
- Throwers in each group complete their 5 throws in rotation before the next group begins its round.

#### Warm Up

- No practice throws once the warm up is over.
- First group may warm up outside the active circle for approximately 5 minutes before the event starts.
- Each remaining group of throwers may warm up outside the active circles during the first 4 throws of the preceding group.
- All practice takes place in designated areas away from the active circles.

#### Re-throws

- Re-throws are made at the end of the round for the thrower's group and spaced like his other throws. For example, if the re-throw is from the second group the first group must make a non-scoring throw prior to the official re-throw.
- If throwing in tandem, re-throws must be made in tandem, even if only one thrower is re-throwing. The score from the tandem thrower is not scored.

#### Officials per circle:

- May be competitors.
- 1 circle judge.
- At least 6 range stewards including one range coordinator. The range coordinator relays the range into the center judge.

### 15.4. Team Trick Catch / Doubling

Points awarded

Best: Most Points

Circles:

- Contested on circles of 20m radius (which also contains 2m radius circle). See Figure 3.

Required for score:

- 20m range flight.
- Legal throw from inside the 2m circle.
- Legal catch(es) of types required in turn.
- Two (2) throwers throw in the same turn from the same 2m circle. The 2 throwers run alternately to save time. One (1) thrower throws from the 2m circle at a time. While 1 thrower competes, the other prepare to throw. The thrower not competing must be ready to throw 15 seconds after the other thrower in his circle has caught, has not caught, or gives up. As soon as the flight of the boomerang has ended and the score recorded, the 15 seconds begins.
- Throwing order is to be determined by throwers but must be maintained throughout the event.

Scoring:

- Throwers attempt 10 trick catches with a boomerang thrown singly. Then attempt 10 additional trick catches with boomerangs thrown simultaneously as doublers.
- Individual throwers score is the total of 15 (or more) throws.
- Official score is the sum of all competing team members individual scores.
- If a thrower scores a perfect score of 100 points, he will continue to throw the same 15 throws until he drops. During doubling, if he drops the first boomerang he attempts to catch, no points for a catch of the second boomerang of the doubling throw are given. His total score may accordingly be more than 100 points.
- The catches must be performed in the following order, and are worth the indicated number of points:

Single Boomerang Sequence

1. Left Hand Clean	2 points
2. Right Hand Clean	2 points
3. Behind The Back	3 points
4. Under The Leg	3 points
5. Eagle Catch	4 points
6. Hackey Catch	6 points
7. Tunnel Catch	6 points
8. One Hand Behind The Back	7 points
9. One Hand Under The Leg	7 points
10. Foot Catch	10 points
Single Boomerang Subtotal:	50 points

Doubling Sequence:

11. Behind The Back and Under The Leg	$3 + 3 = 6$ points
12. Hackey catch and Left Hand Clean	$6 + 2 = 8$ points
13. Tunnel Catch and Right Hand Clean	$6 + 2 = 8$ points
14. One Hand Behind The Back and One Hand Under The Leg	$7 + 7 = 14$ points
15. Foot Catch and Eagle Catch	$10 + 4 = 14$ points
Doubling Subtotal	50 points

Total: 100 points

Round:

- The event includes 1 round of 15 (or more) throws for each thrower. Throwers may pass on throws. A passed throw will be score 0.
- The 2 throwers throw in rotation with each other. After the turn of the first thrower has been completed, the second thrower will be given a signal indicating the start of his turn. After the second thrower has completed his turn, the first thrower will be given a signal indicating the start of his turn. This process will be repeated until all the round is complete. Both throwers will be given enough time not to interfere with each other.
- In Doubling:
  - The 2 required catches for each throw may be made in either order.
  - If 1 boomerang is short, both boomerangs are considered short.
  - The thrower must retain control of the first boomerang until after the second catch is completed. If the first boomerang is caught, then dropped prior to or during the second catch, the first boomerang does not count.
  - The thrower may attempt a catch a second time in 1 doubling throw if the first attempt was not caught.

Warm Up

- No practice throws once the warm up is over.
- Each pair of tandem throwers has a 2 minute warm up in the 2m circle prior to the start of the round. The timed warm up starts as soon as the circle judge signals that the circle is clear. The throwers may start their round prior to the completion of the 2 minute warm up if desired.

Re-throws

- Re-throws are made at the end of the round.

Officials per circle:

- May be competitors.
- 1 circle judge.
- At least 3 range stewards.

Notes:

- Due to weather or other conditions, the tournament director may decide to drop the doubling sequence which would result in Trick Catch 50. If a thrower scores a perfect score of 50 points he will continue to throw the same 10 throws until he drops. His total score may accordingly be more than 50 points.

### 15.5. Team Fast Catch

Timed Event

Best: Shortest Time

Circles:



- Contested on circles of 20m radius (which also contains 2m radius circle). See Figure 3.
- One (1) thrower throws at a time. Every thrower has 2 turns. If multiple circles are present, each turn must be in a different circle.

#### Required for score:

- 20m range flight.
- Legal throw from inside the 2m circle.
- Legal catch on a legal throw.
- The time span for 5 legal catches and the time to return to the 2m circle (if applicable) is timed.
- Only 1 boomerang may be used at a given time. If a thrower wants to change boomerangs, the boomerang being replaced or substantial part of it must be returned to the 2m circle before throws with a another boomerang may be made.
- Time limit is 1 minute. If 5 legal catches are not made before the time limit has elapsed, the number of legal catches is the score. If the boomerang is in the air at 1 minute and then caught, the catch counts. If the catch is the 5<sup>th</sup> catch, the time is given as the score.

#### Scoring:

- Time from the release of the 1<sup>st</sup> throw to the moment when the thrower makes the 5<sup>th</sup> catch inside the 2m circle or touches the 2m circle if the 5<sup>th</sup> catch was made outside the 2m circle.
- Individual score is the shorter time of the 2 rounds. If a time is not obtained, the official score is the higher number of catches made of the 2 rounds.
- Official score is the sum of all competing team members individual scores.

#### Round:

- The event includes 1 round of 2 turns for each thrower.
- At the signal of the circle judge, it becomes the next thrower's turn. He has 15 seconds to make the first throw.

#### Warm Up

- No practice throws once the warm up is over.
- Each thrower has a 1 minute warm up in the 2m circle prior to the start of the round. The timed warm up starts as soon as the circle judge signals that the circle is clear. The thrower(s) may start their round prior to the completion of the 1 minute warm up if desired.

#### Re-throws

- Re-throws are made at the end of the round for the thrower's group. If a re-throw is required on the first round the re-throw must take place prior to the second round.

#### Officials per circle:

- May be competitors.
- 1 circle judge.
- At least 3 range stewards.

- 3 official timers (may be center judge or range stewards). More timers may be used but are alternates and official only in the event of a timing error by one of the 3 official timers.

## 15.6. Team Endurance

Catching Event

Best: Most Catches

Circles:

- Contested on circles of 20m radius (which also contains 2m radius circle). See Figure 3.

Required for score:

- 20m range flight.
- Legal throw from inside the 2m circle.
- Legal catch on a legal throw.
- 1 catch is scored for each legal catch.
- Only 1 boomerang may be used at a given time. If a thrower wants to change boomerangs, the boomerang being replaced or substantial part of it must be returned to the 2m circle before throws with a another boomerang may be made.

Scoring:

- Individual score is the sum of legal catches made during the round.
- Official score is the sum of all competing team members individual scores.

Round:

- The event includes one (1) 5 minute round for each thrower.
- At the signal of the circle judge, it becomes the next thrower's turn. He has 15 seconds to make the first throw.

Warm Up

- No practice throws once the warm up is over.
- Each thrower has a 1 minute warm up in the 2m circle prior to the start of the round. The timed warm up starts as soon as the circle judge signals that the circle is clear. The thrower(s) may start their round prior to the completion of the 1 minute warm up if desired.

Re-throws

- No re-throws unless it is impossible to obtain a fair score of the original round, or unless interference results in a delay during the round of the thrower involved as indicated below.
- The problem in the original round must be serious enough to stop the round. Simple interference, such as hitting a range steward, is not sufficient grounds for a re-throw.
- If interference occurs, the turn and the round must be continued as well as possible. A protest may be filed after the 5 minute round has been completed.

Officials per circle:

- May be competitors.
- 1 circle judge.
- At least 3 range stewards.
- 2 official timers (may be center judge or range stewards). One timer is a backup.

### **15.7. Team Maximum Time Aloft 100 (Team MTA 100)**

Timed Event

Best: Longest Time

Circles:

- Contested on circles of 50m radius. See Figure 4.
- Minimum of 5 throwers in a group and maximum of 5 groups per circle. Throwers from multiple groups may throw simultaneously.

Required for score:

- No minimum range requirement.
- Legal throw from anywhere within the 50m circle.
- Legal catch within the 50m circle.

Scoring:

- Individual score is the thrower's longest time that ends with a legal catch.
- Official score is the sum of all competing team members individual scores.

Round:

- The event includes 1 round of 5 turns for each thrower.
- Flight is timed from the moment of release until the boomerang is first touched. Time is recorded only if a legal catch is made.
- Each turn is completed by all throwers in the group in rotation before the next turn is started.

Warm Up

- No practice throws once the warm up is over.
- All throwers have a 15 minute general warm up anywhere on the competition field before the start of the event.

Re-throws

- Re-throws are made at the end of the event for the thrower's group.

Officials per circle:

- May be competitors.
- 1 circle judge.
- 3 official timers (may be center judge or range stewards). More timers may be used but are alternates and official only in the event of a timing error by one of the 3 official timers.

Notes:

- If a contestant is not completely inside the 50m circle, he must be touching the 50m circle or the area within it whenever he touches the boomerang during the catch until he completes the catch. If he is not touching the ground when he makes the catch, the first point of contact with the ground after the catch must be on or within the 50m circle.
- A throw in MTA 100 ending with a catch outside the 50m circle may be recorded in the MTA Unlimited event if allowed by the tournament guidelines.

### 15.8. Team Relay

Timed Event

Best: Shortest Time

Circles:

- Contested on circles of 30m radius (which also contains 4m radius circle). See Figure 5.
- Two (2) teams throw at a time in a circle. If there are an odd number of teams, and unofficial team will be provided to run against the last team

Required for score:

- 30m range flight.
- First thrower in each team must keep both feet on the ground prior to start. Standing starts from his teams gate on the 30m line upon audible signal from the starting official. Running starts may not be used.
- Each team member must go into the 4m radius circle and make a legal throw. After catching the boomerang, thrower must touch the 4m circle, or any enclosed part, and tag his teams next thrower. Tag must be made at the teams gate. Thrower waiting for tag must keep both feet on the ground behind the 30m circle prior to being touched by incoming team member. Running starts may not be used.
- After the event is started, no thrower may touch the area inside of the 30m circle until he is tagged. After he is tagged he may make a standing start.
- If a thrower fails to legally catch his boomerang after his first legal throw, he must return to the 4m circle and throw again. Upon catching it, or recovering it after a second legal throw even if he does not catch, he may then return to tag the 4m radius circle and then tag the next team member.
- Each thrower has 2 turns in the rotation.
- After each thrower finishes his second turn, he must remain outside the 40m circle behind his teams gate. All non-throwing members of competing teams and non-officials must remain outside the 40m circle at all times.
- Range will be checked on every throw. If any throw is short, it does not count as a legal throw and must be repeated. There is no limit on how many times the boomerang must be thrown to make range and therefore be a legal throw.

- Only one boomerang may be used by a thrower at any given time. If a thrower want to change boomerangs, he boomerang being replaced or substantial part of it must be returned to the 4m circle by the competitor before any more catches can be counted.
- Time limit is 5 minutes. If the team did not complete the round of 2 turns for each thrower before the time limit has elapsed, the score is the number of legal catches made.

#### Scoring:

- Time ends when the last thrower finishes his second turn by crossing the 30m circle through his teams gate.
- Official score is the time of the team's round or the number of catches made by the team.

#### Round:

- The event includes 1 round of 2 turns for each of the throwers.
- Two (2) teams start their rounds simultaneously in one circle.

#### Warm Up

- No practice throws once the warm up is over.
- Teams competing in the first round at each circle may warm up outside the circle for 3 minutes prior to the start of the round.
- Teams competing in subsequent rounds may warm up outside the circle while an active round of competition.
- All practice takes place away from the active circles and in designated areas.

#### Re-throws

- Must be against the same team if at all possible.
- May only be called when intentional interference is made. Teams must complete the round before bringing a claim of interference to the center judge. If center judge decides intentional interference was made, interfering team is disqualified and a re-throw is granted. The re-throw must be against the same team even though that team may be disqualified.
- If the judges believe that interference could reasonably have been avoided by the team affected, a re-throw will not be granted.
- Unintentional contact between throwers is not considered interference. The round continues.
- Unintentional contact between boomerangs is not considered interference. The round continues as though the boomerangs did not touch with both boomerang throws considered as drops even if 1 or both are caught.
- If an opponent completed its round and earned a valid time before interference took place, its score stands. The opponent competes against the re-throwing team to make the conditions comparable.
- Officials record the time when each thrower tags his next teams thrower. The time is unchanged for the team through the last thrower before the interference occurred. The re-throw starts with the affected thrower is tagged. Timing is done either for the interfered round only

or for the remaining turns to complete the round. The judge decides which way causes the least advantage or disadvantage to any team.

Officials per circle:

- May be competitors.
- 2 circle judges, 1 for each team. They watch for foot faults in the 4m circle and signal visibly and audibly if a throw was short, a catch was illegal, and when the thrower may return to the team's gate.
- 2 scorekeepers
- 1 starter
- 3 timers per team plus one alternate per team to record the start and each tag. Timers will also ensure that all tags and the start and finish are legal. They also watch for foot faults at the teams gate. Use lap timers on stopwatch.
- 3 range stewards per team on the 30m line.

Notes:

- Teams have gates approximately downwind from the 4m circle. Markers are placed on each of the gate approximately 3m apart.
- Gates of opposing teams must be separated by no less than 4m and no more than 10m.
- The 2 circle judges will be near the 4m circle, 1 for each team. Each teams circle judge must alert the thrower if his boomerang is short or if he has made a foot fault.
- If a judging error is made, the round will be reconstructed in the fairest manner possible, as determined by the tournament officials. If it is not possible to reconstruct the round fairly, the team or teams with the affected time or times will repeat their turn against the same team.

### **15.9. Team Endurance Relay**

Catching Event

Best: Most Catches

Circles:

- Contested on circles of 20m radius (which also contains 2m radius circle). See Figure 3.

Required for score:

- 20m range flight.
- Legal throw from inside the 2m circle.
- Legal catch.
- Legal catches are counted for all legal throws made before the end on the thrower's 1 minute.
- One catch is scored for each legal catch.
- First thrower in each team must keep both feet on the ground prior to start. Standing starts from his teams gate on the 20m line upon audible signal from the starting official. Running starts may not be used.
- Each team member must go into the 2m radius circle and make a legal throw. After the 1 minute has elapsed, thrower must touch the

2m circle, or any enclosed part, and tag his teams next thrower. Tag must be made at the teams gate. Thrower waiting for tag must keep both feet on the ground behind the 20m circle prior to being touched by incoming team member. Running starts may not be used.

- After the event is started, no thrower may touch the area inside of the 20m circle until he is tagged. After he is tagged he may make a standing start.
- Only one boomerang may be used by a thrower at any given time. If a thrower want to change boomerangs, he boomerang being replaced or substantial part of it must be returned to the 2m circle by the competitor before any more catches can be counted.

#### Scoring:

- Official score is the sum of all legal catches made by competing team members.

#### Round:

- The event ends 300s (5min) after it is started. Each thrower has a 60s turn. If time remains after all 4 throwers have had their 60 second turn, 1 thrower may have a second turn.
- First thrower makes a standing start from his teams gate on the 20m line at the signal from the circle judge.
- Each team member goes to the 2m circle, makes as many legal throws and catches as the can within 60s from the start at the gate. The catches from all legal throws are counted.
- After the timing judge announces that 60s have expired, there will be no further throwing in that turn. The thrower catch or retrieve his last throw, then touch the 2m circle, or any enclosed part, and then tag his teams next thrower. When the tag is made, the next throwers 60s turn begins.
- If the fourth thrower enters the teams gate at the 20m line at the completion of his turn and the 5 minutes have not completely elapsed, another thrower (first, second, or third) may take a second turn until time is called. The time allowed for the fifth thrower must be recorded.
- The round ends at the end of 5 minutes.

#### Warm Up

- No practice throws once the warm up is over.
- Each team has a 1 minute warm up in the circle before the start of its round.

#### Re-throws

- No re-throws unless it is impossible to obtain a fair score of the original round, or unless interference results in a delay during the round of the thrower involved as indicated below.
- The problem in the original round must be serious enough to stop the round. Simple interference, such as hitting a range steward, is not sufficient grounds for a re-throw.

- If interference occurs, the turn and the round must be continued as well as possible. A protest may be filed after the 5 minute round has been completed.
- A re-throw may be awarded only to the thrower whose turn the protested act occurred. This may be one of the full 60s turn or the less than 60s turn of the last thrower. The full 5 minute turn will not be re-thrown in any case. The thrower taking the re-throw must be the thrower affected by the interference.

Officials per circle:

- May be competitors.
- 1 circle judge.
- At least 3 range stewards.
- 2 official timers (may be center judge or range stewards). One timer is a backup.
- 1 circle judges who watches for foot faults in the 2m circle and signal visibly and audibly if a throw was short, a catch was illegal, and when the thrower may return to the team's gate.
- 1 scorekeepers.
- 1 starter.

Notes:

- Teams have gates approximately downwind from the 2m circle. Markers are placed on each of the gate approximately 3m apart.

### 15.10. Team Supercatch

Catching Event

Best: Most Catches

Circles:

- Contested on three circles of 20m radius (which also contains 2m radius circle) and designated competition field. See Figure 3.

Required for score:

- 1 thrower throws the duration (Maximum Time Aloft) boomerang. No minimum range requirement.
- Duration throw may take place anywhere on the competition field.
- Legal catch of duration throw anywhere on the competition field within the sight of the judge assigned to determine the moment of the catch. If the judge does not see the moment of a catch, a re-throw is granted.
- 3 throwers throw tally (fast catch) boomerangs. Minimum 20m range flight.
- Legal catch of the tally boomerang.
- Tally throwers begin throwing when release of the duration boomerang is audibly signalled. Tally boomerang throwers may not begin throwing because they see the duration boomerang being launched. They must wait for the audible signal. A catch resulting from a throw made before the audible signal will not be counted.



- The tally throwers stop throwing at the audible signal. The audible signal will occur when the duration boomerang is first touched during the catch.
- Only one boomerang may be used by a tally thrower at any given time. If a tally thrower want to change boomerangs, the boomerang being replaced or substantial part of it must be returned to the 2m circle by the competitor before any more catches can be counted.

#### Scoring:

- Individual score is the sum of legal catches made during the round by each thrower.
- If the duration boomerang is caught, the turn score is the sum of all competing team members individual scores.
- If the duration boomerang is not caught, the turn score is 0.
- The official score is the sum of all turn scores.

#### Round:

- 4 turns; each team member throws the duration boomerang once.
- In each turn, a different team member throws the duration boomerang.
- The same 4 team members participate in all 4 turns.
- Teams throw in rotation.
- If multiple sets of Team Supercatch circles are being utilized, after each team completes 2 turns on 1 set of circles, teams switch circles to complete their last 2 turns.

#### Warm Up

- No practice throws once the warm up is over.
- Teams have a 10 minute general warm up anywhere on the competition field prior to the start of the event.
- Neither the duration thrower nor the tally thrower get warm up or practice throws.

#### Re-throws

- No interference may occur between team members or their boomerangs.
- The duration boomerang is timed by at least 2 stop watches. Time is recorded for use in a re-throw is required on one of the tally circles.
- All the same throwers must participate.

#### Officials per circle:

- May be competitors.
- One duration judge.
- 2 official timers for duration boomerang thrower.
- 1 circle judge for each tally circle.
- At least 3 range stewards for each tally circle.
- 1 scorekeepers.
- 1 starter.

#### Notes:

- If the duration boomerang goes off the competition field the score of the round is 0. After the boomerang leaves the competition field throwers may not claim interference by anything of anyone.
- The turn ends when the duration boomerang first touches anyone or anything for the first time. If the thrower then catches the boomerang, the turn counts. If the duration boomerang gets stuck (i.e. in a tree) and is motionless for at least 5 seconds and is then caught, the duration boomerang will be treated as though it was not caught.
- Teams have gates approximately downwind from the 2m circle. Markers are placed on each of the gate approximately 3m apart.
- Tally boomerangs thrown before the duration boomerang is caught and then legally caught after the duration boomerang is caught are counted as a legal catch.
- If a tally boomerang thrower intentionally throws prior to the duration boomerang his individual score for that turn is 0.

### 15.11. Team Position

#### Catching Event

Best: Team closest to bulls-eye at end of play.

#### Circles:

- 4m circle.

#### Required for score:

- 30m range flight (honor system).
- Legal throw.
- Legal catches are counted for all legal throws made before the end on the thrower's 1 minute.
- One catch is scored for each legal catch.
- First thrower in each team must keep both feet on the ground prior to start. Standing starts from his teams gate on the 20m line upon audible signal from the starting official. Running starts may not be used.
- Each team member must go into the 2m radius circle and make a legal throw. After the 1 minute has elapsed, thrower must touch the 2m circle, or any enclosed part, and tag his teams next thrower. Tag must be made at the teams gate. Thrower waiting for tag must keep both feet on the ground behind the 20m circle prior to being touched by incoming team member. Running starts may not be used.
- After the event is started, no thrower may touch the area inside of the 20m circle until he is tagged. After he is tagged he may make a standing start.
- Only one boomerang may be used by a thrower at any given time. If a thrower want to change boomerangs, he boomerang being replaced or substantial part of it must be returned to the 2m circle by the competitor before any more catches can be counted.

#### Scoring:

- Official score is the distance from the center point at the end of play.

Round:

- First member from each team goes to the 4-meter bull's-eye. When directed by a judge, all throwers throw simultaneously.
- Catches mark the spot from which the next teammate must throw.
- If the boomerang is dropped, the next thrower must throw two giant steps (approximately 2m) from where the boomerang comes to rest or first makes contact (whichever is further from bullseye), away from the bullseye.
- Play continues for two rounds with each thrower on team throwing twice.
- If the last thrower is in the air at the moment of catch, measurements are made from the part of his body that first contacts the ground. If the last thrower does not catch the boomerang, measurements are made approximately two meters away (from the bullseye) from where the boomerang came to rest, or first made contact, whichever is further from the bull's-eye.
- All team compete in same heat, unless Tournament Director decides to split field due to large number of throwers.

Warm Up

- No practice throws once the warm up is over.
- All throwers have a 10 minute general warm up anywhere on the competition field before the start of the event.

Re-throws

- No re-throws.

Officials per circle:

- May be competitors.
- 2 circle judges calls throws and measure distance to the center point.
- 1 scorekeepers.

### 15.12. Team Beaver Scramble

Catching Event

Best: Most Catches

Circles:

- Contested on circles of 20m radius (which also contains 2m radius circle). See Figure 3.

Required for score:

- 20m range flight.
- Legal throw from inside the 2m circle.
- Legal catch.
- Legal catches are counted for all legal throws made before the end on the thrower's 1 minute.
- One catch is scored for each legal catch.
- First thrower in each team must keep both feet on the ground prior to start. Standing starts from his teams gate on the 20m line upon

audible signal from the starting official. Running starts may not be used.

- Each team member must go into the 2m radius circle and make a legal throw. After the 1 minute has elapsed, thrower must touch the 2m circle, or any enclosed part, and tag his teams next thrower. Tag must be made at the teams gate. Thrower waiting for tag must keep both feet on the ground behind the 20m circle prior to being touched by incoming team member. Running starts may not be used.
- After the event is started, no thrower may touch the area inside of the 20m circle until he is tagged. After he is tagged he may make a standing start.
- Only one boomerang may be used by a thrower at any given time. If a thrower want to change boomerangs, he boomerang being replaced or substantial part of it must be returned to the 2m circle by the competitor before any more catches can be counted.

#### Scoring:

- Official score is the sum of all legal catches made by competing team members.

#### Round:

- The event ends 300s (5min) after it is started. Each thrower has a 60s turn. If time remains after all 4 throwers have had their 60 second turn, 1 thrower may have a second turn.
- First thrower makes a standing start from his teams gate on the 20m line at the signal from the circle judge.
- Each team member goes to the 2m circle, makes as many legal throws and catches as the can within 60s from the start at the gate. The catches from all legal throws are counted.
- After the timing judge announces that 60s have expired, there will be no further throwing in that turn. The thrower catch or retrieve his last throw, then touch the 2m circle, or any enclosed part, and then tag his teams next thrower. When the tag is made, the next throwers 60s turn begins.
- If the fourth thrower enters the teams gate at the 20m line at the completion of his turn and the 5 minutes have not completely elapsed, another thrower (first, second, or third) may take a second turn until time is called. The time allowed for the fifth thrower must be recorded.
- The round ends at the end of 5 minutes.

#### Warm Up

- No practice throws once the warm up is over.
- Each team has a 1 minute warm up in the circle before the start of its round.

#### Re-throws

- No re-throws unless it is impossible to obtain a fair score of the original round, or unless interference results in a delay during the round of the thrower involved as indicated below.

- The problem in the original round must be serious enough to stop the round. Simple interference, such as hitting a range steward, is not sufficient grounds for a re-throw.
- If interference occurs, the turn and the round must be continued as well as possible. A protest may be filed after the 5 minute round has been completed.
- A re-throw may be awarded only to the thrower whose turn the protested act occurred. This may be one of the full 60s turn or the less than 60s turn of the last thrower. The full 5 minute turn will not be re-thrown in any case. The thrower taking the re-throw must be the thrower affected by the interference.

Officials per circle:

- May be competitors.
- 1 circle judge.
- At least 3 range stewards.
- 2 official timers (may be center judge or range stewards). One timer is a backup.
- 1 circle judges who watches for foot faults in the 2m circle and signal visibly and audibly if a throw was short, a catch was illegal, and when the thrower may return to the team's gate.
- 1 scorekeepers.
- 1 starter.

Notes:

- Teams have gates approximately downwind from the 2m circle. Markers are placed on each of the gate approximately 3m apart.

## 16. Super Novice Events

Note: Super novice tournaments are intended to provide a positive recreational and learning environment for beginning throwers. These events can be used for a separate event or for beginner events in conjunction with a veteran USBA tournament. These rules provide an environment where throwers of all ability levels can participate and be challenged so they can also be used with throwers who are beyond the beginner stage, but should be used only with a group of throwers of roughly the same ability level.

### 16.1. General Rules

- 16.1.1. One sighter throw is allowed before beginning each event/round for each participant. Thrower must make a good faith attempt to throw in such a manner so as to create gyroscopic.
- 16.1.2. There is no minimum distance required for Super Novice boomerangs. Veteran throwers are expected to use 20m boomerangs. In the interest of safety, veteran throwers should not use their advanced technology boomerangs, such as paxolin, or world class fast catch boomerangs.

16.1.3. Events may be run without marked circles. Center points may be mark with a single marker. Accuracy may be measured with a measuring tape or premarked rope attached to the center point. If using a measuring tape or premarked rope, it should be removed from the field while throwing.

## 16.2. Accuracy

Points awarded

Best: Most Points

Required for score:

- Legal throw within approximately 2m of the center point.
- Boomerangs must come to rest without touching or hitting anything except the ground.

Scoring:

- Points scored according to where the boomerang comes to rest after a legal throw:
  - Within 2m of center point: 10 points
  - Within 4m of center point: 8 points
  - Within 6m of center point: 6 points
  - Within 8m of center point: 4 points
  - Within 10m of center point: 2 points
- The point of the boomerang closest to the center point will be used for measuring the accuracy.
- Official score is the total of 5 throws. .

Round:

- The event includes 1 round of 5 turns for each thrower. The sighter throw may be counted as the first accuracy throw at the discretion of the thrower after the throw is completed.

Warm Up

- One sighter throw is permitted prior to the beginning of the round. This throw may be counted as the throwers first throw at the discretion of the thrower.

Officials per circle:

- May be competitors.
- 1 center judge.

## 16.3. MTAussie Round

Points awarded

Best: Most Points

Required for score:

- Legal throw within approximately 2m of the center point.

Scoring Accuracy:

- Accuracy points scored according to where the boomerang comes to rest or the point closest to the center point where contact is made (in the event of multiple touches) after a legal throw:
  - Within 2m of center point: 10 points
  - Within 4m of center point: 8 points
  - Within 6m of center point: 6 points
  - Within 8m of center point: 4 points
  - Within 10m of center point: 2 points

Scoring Catching and Touching:

- Catching and touching points are scored after a legal throw:
  - Catch: 4 points
  - Touch: 2 points
  - No catch or touch: 0 points
- If a boomerang touches the ground after it is thrown but before it is caught or touched, only accuracy and distance points can be earned. No catching or touching points will be given in any case even if a catch or touch is made.

Scoring Time:

- One point is recorded for each second the boomerang is in the air before first contact with the thrower or the ground.

Scoring:

- The sum of accuracy, catching, and time scores will be the score recorded for each throw.
- Official score is the total of 3 throws.

Round:

- The event includes 1 round of 3 turns for each thrower. The sighter throw may be counted as the first MTAussie Round throw at the discretion of the thrower after the throw is completed.

Warm Up

- One sighter throw is permitted prior to the beginning of the round. This throw may be counted as the throwers first throw at the discretion of the thrower.

Officials per circle:

- May be competitors.
- 1 center judge.

#### 16.4. Trick Catch

Points awarded

Best: Most Points

Required for score:

- Legal throw within approximately 2m of the center point.

Scoring:

- Throwers attempt 8 trick catches with a boomerang thrown singly.
- Official score is the total of 8 throws.
- Any catch may be attempted on any throw and are worth the indicated number of points:

1. Any Touch (not permitted for veterans)	1 points
2. Any Catch (not permitted for veterans)	2 points
3. One Hand Catch or Trap	3 points
4. Eagle Catch	4 points
5. Behind The Back or Under The Leg	5 points
6. One Hand Behind The Back	7 points
7. One Hand Under The Leg	7 points
8. Foot Catch	10 points

Round:

- The event includes 1 round of 8 turns for each thrower. The sighter throw may be counted as the first MTAussie Round throw at the discretion of the thrower after the throw is completed.

Warm Up

- One sighter throw is permitted prior to the beginning of the round. This throw may be counted as the throwers first throw at the discretion of the thrower.

Officials per circle:

- May be competitors.
- 1 center judge.

**16.5. Fast Throw**

Timed Event

Best: Shortest Time

Required for score:

- Legal throw from within 2m of the center point.
- The time span for 5 legal throws and the time to return to within 2m of the center point (if applicable) is timed.
- Only 1 boomerang may be used at a given time.

Scoring:

- Official score is the time from the release of the 1<sup>st</sup> throw to the moment when the thrower makes the catch on the 5<sup>th</sup> throw within 2m of the center point or returns the boomerang to within 2m of the center point after the 5<sup>th</sup> throw.

Round:

- The event includes 1 round of 5 throws for each thrower.

Warm Up

- One sighter throw is permitted prior to the beginning of the round.



Officials per circle:

- May be competitors.
- 1 circle judge.
- 1 official timer (may be center judge).

#### **16.6. Endurance**

Catching Event

Best: Most Catches

Required for score:

- Legal throw from within 2m of the center point.
- 1 throw is scored for each legal catch.
- Only 1 boomerang may be used at a given time.

Scoring:

- Official score is the sum of legal throws made during the round.

Round:

- The event includes one (1) 2 minute round for each thrower.

Warm Up

- One sighter throw is permitted prior to the beginning of the round.

Officials per circle:

- May be competitors.
- 1 circle judge.
- 1 official timers (may be center judge).

#### **16.7. Maximum Time Aloft Limited (MTA Limited)**

Timed Event

Best: Longest Time

Required for score:

- No minimum range requirement.
- Legal throw from anywhere on the competition field.

Scoring:

- Score is the time from the moment of release until the boomerang is first touched or touches the ground plus bonus times.
- Bonus times are awarded as follows:
  1. Boomerang Touched 2 seconds
  2. Boomerang Caught 4 seconds
- Official score is the greatest single score from three (3) throws.

Round:

- The event includes 1 round of 3 turns for each thrower.

Warm Up

- One sighter throw is permitted prior to the beginning of the round. This throw may be counted as the throwers first throw at the discretion of the thrower.

Officials per circle:

- May be competitors.
- 1 circle judge.
- 1 official timers (may be center judge)



Figure 1. Minimum Required Circles for Accuracy

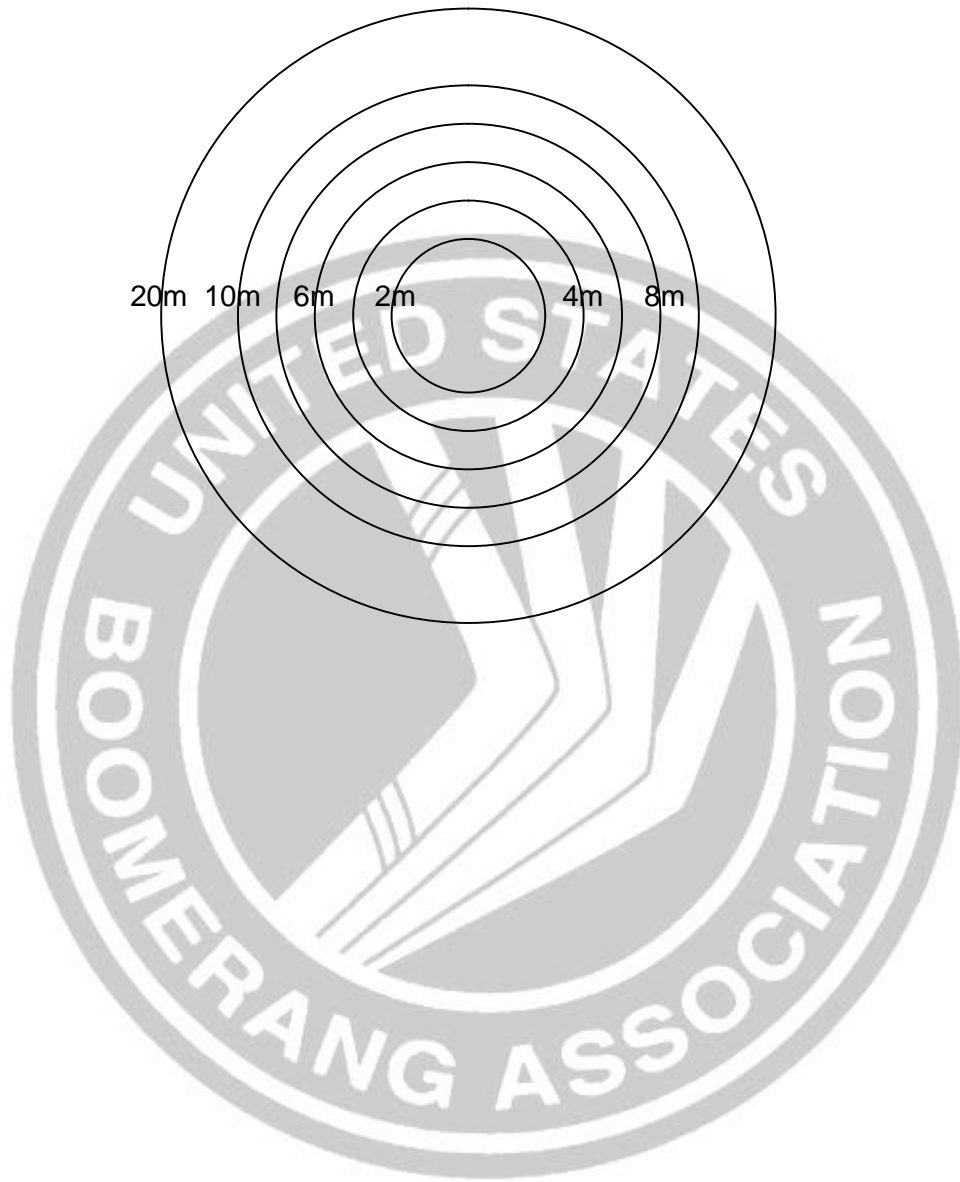


Figure 2. Minimum Required Circles for Australian Round

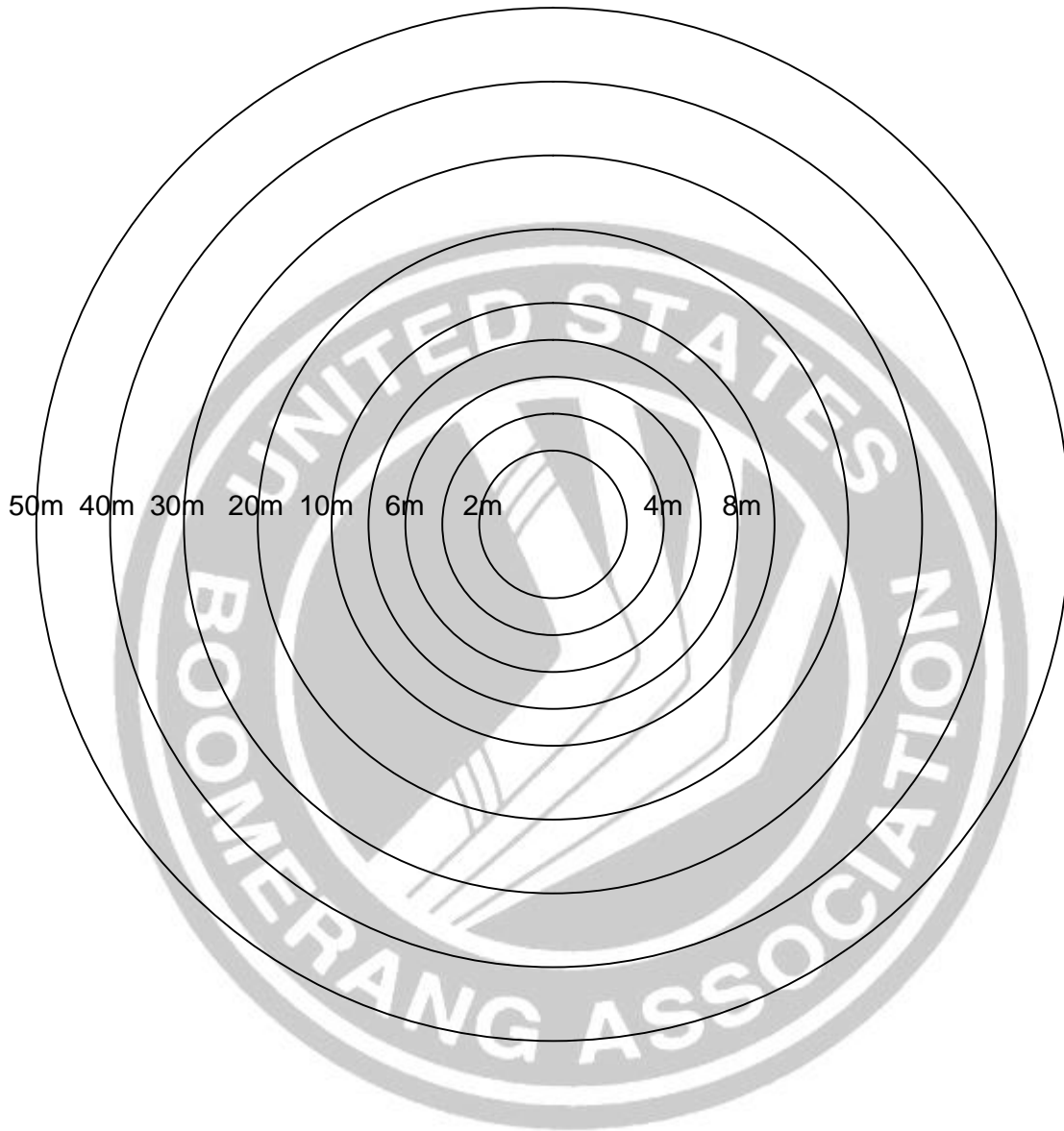


Figure 3. Minimum Required Circles for Trick Catch / Doubling, Fast Catch, Endurance, and Team Endurance Relay

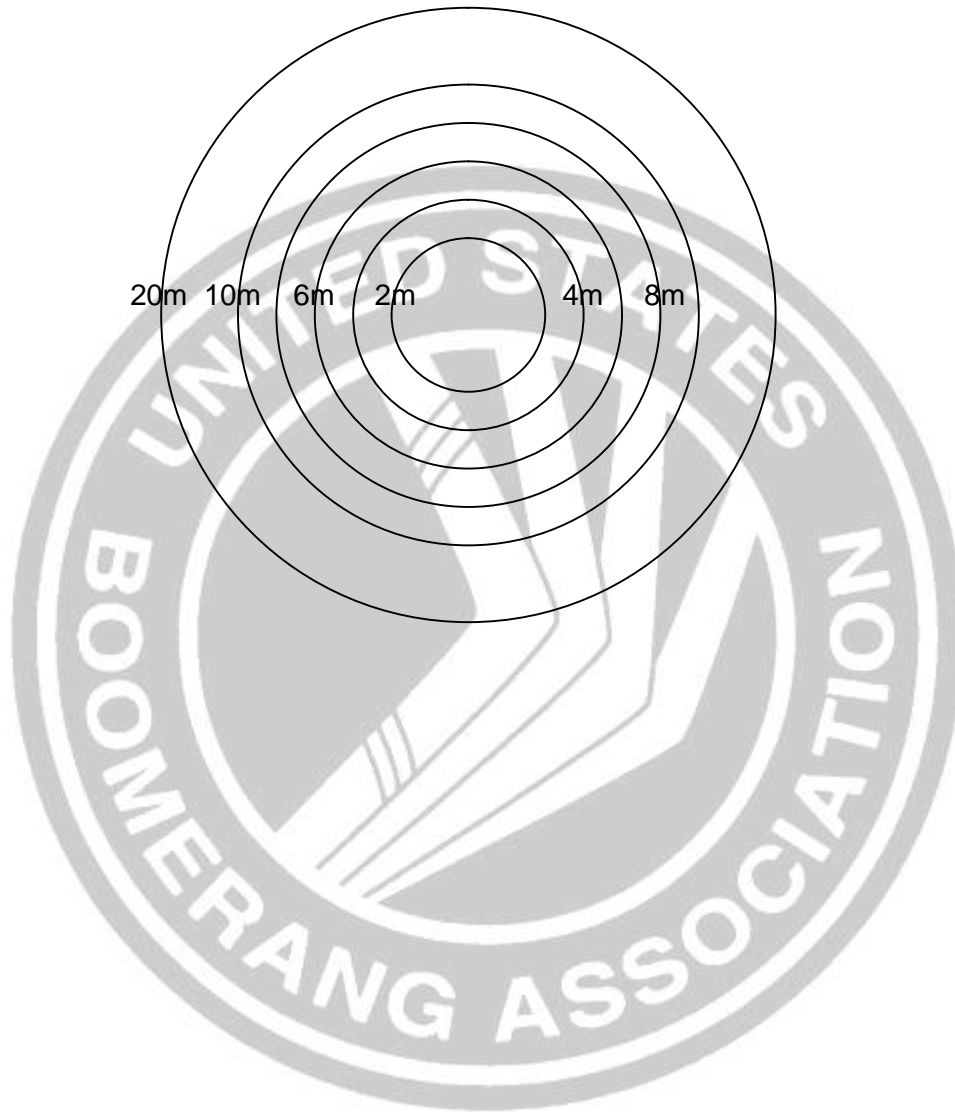


Figure 4. Minimum Required Circles for Maximum Time Aloft 100 (MTA 100)



Figure 5. Minimum Required Circles for Team Endurance Relay

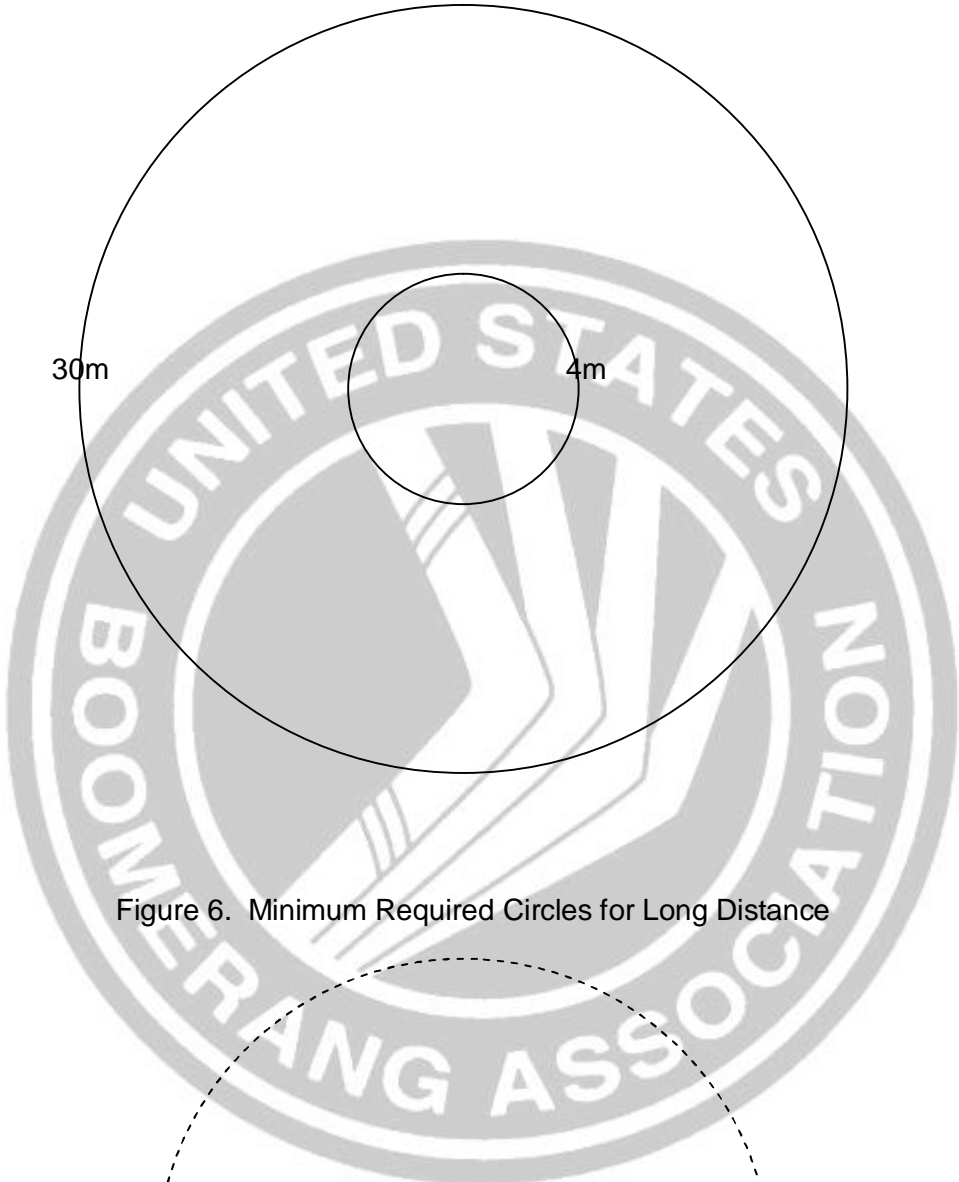
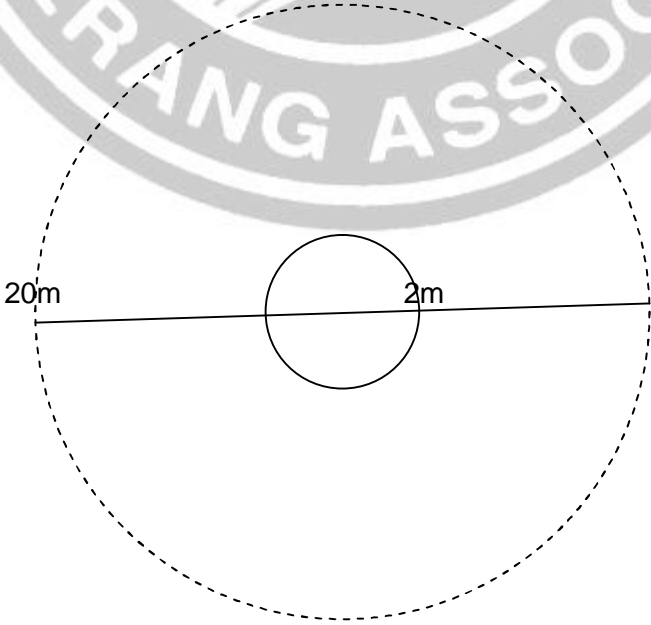


Figure 6. Minimum Required Circles for Long Distance



**Appendix 1. USBA Tournament Sanctioning Request Form**  
**USBA Tournament Sanctioning Request**

**Tournament Director Contact Information**

Name: \_\_\_\_\_  
 Address 1: \_\_\_\_\_  
 Address 2: \_\_\_\_\_  
 City: \_\_\_\_\_ State: \_\_\_\_\_ Zip Code: \_\_\_\_\_  
 Telephone Number: \_\_\_\_\_  
 Email Address: \_\_\_\_\_

**Tournament Details**

Date(s): \_\_\_\_\_  
 Rain Date(s) (if applicable): \_\_\_\_\_  
 Address 1: \_\_\_\_\_  
 Address 2: \_\_\_\_\_  
 City: \_\_\_\_\_ State: \_\_\_\_\_ Zip Code: \_\_\_\_\_  
 Registration Start Time: \_\_\_\_\_ Tournament Start Time: \_\_\_\_\_

Events:

	Day 1	Day 2	Day 3	Day 4	Day 5
1 <sup>st</sup> Event					
2 <sup>nd</sup> Event					
3 <sup>rd</sup> Event					
4 <sup>th</sup> Event					
5 <sup>th</sup> Event					
6 <sup>th</sup> Event					
7 <sup>th</sup> Event					
8 <sup>th</sup> Event					

Head Judge Nominees:

1. \_\_\_\_\_
2. \_\_\_\_\_
3. \_\_\_\_\_
4. \_\_\_\_\_
5. \_\_\_\_\_