

Many Happy Returns

Number 50 \$2.50 U.S.

An International Publication of the United States Boomerang Association

Spring, 1992

2nd Annual



Gary Broadbent, Gregg Snouffer and Ben Owen in California. Photo by Chicago Bob.

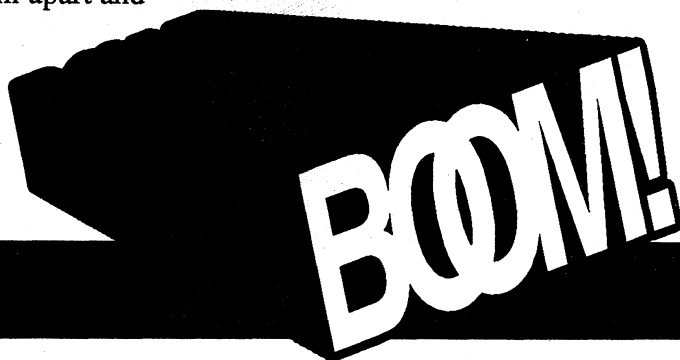


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& new boom-related stuff
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well, one anyway
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clip out, fold & follow
- The Spirit of the Rule
by the airborne dude in the middle
- Lots of other cool stuff
& much, much more

It's Spring!

The 1992 throwing season promises to be hotter than ever, as the calendar section lists no less than 20 tournaments. Watch for one in your neighborhood, but you won't want to miss these: World Cup, Hamburg, Germany; US Open, Amherst Massachusetts (proposed schedule: Rules discussion Thursday afternoon, Auction Thursday night, US Open Fri & Sat [open to all], Championships Sun); Toss Across America in *your* town. Details inside. This issue contains a special pullout section of the new and improved official USBA Rulebook. Carefully pull out the three center sheets, cut them apart and you have your own rulebook to study before going to tournaments. Thanks to the Rules Committee.




More Poetry

The Boomerang Hat

by Bud Pell (from Bud's Boomerhymes, Odes, and Ballads, ©1991 Bud Pell)

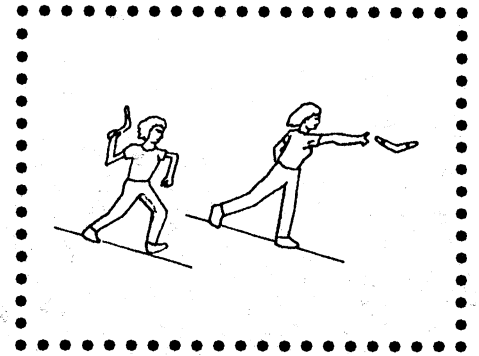
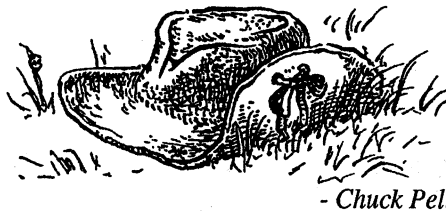
I have an old hat sitting on my shelf
That means a lot to me.
It's not for sun or rain or snow,
But it fits me to a tee.
This hat comes out for special days
If the weather is just right.
When the sun is up and the wind is down
So you cannot fly a kite.
I don this hat and grab my kit
And head for that grassy place.
I tilt back the hat and tie up the brim
With a piece of old shoe lace.
This ties it back to clear my throw
When I fling rangers far and high;
And allows me to see the spinning birds
Descending out of the sky.
When throws I make are terribly bad
And cannot make the grade,
I kick the old hat instead of the boom,
For that would make me afraid
Of offending the boom Gods or breaking
the stick,
Which would be a sorry finish
Of a day that's so fine for throwing the
booms,
So I take it out on the fetish.
But keep in mind, I don't kick very hard,
Not destroying the grungy ol' wretch.
I just kick it enough for the bad throws,
And occasionally, a bad catch.
And when the sun sets at the end of the
day,
And I head for home with a song,
It's back on the shelf for the boomerang
hat,
Waiting for a new day to dawn.



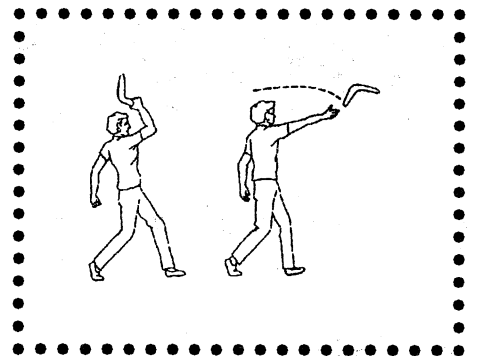
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This diagram was found in a book called "How to Do Just About Anything," published by Reader's Digest, along with a not-too-bad description of how to get your basic starting angles right. They really DO have everything in there. Submitted by Eddie Gonzales, Sr. The one below is from Canadian woodworking magazine, "WoodCuts," Winter 1991/92, accompanying an article about handmade boomerangs. I wonder if these people know each other.



Ben Owen (below) snags a sunset hand-stand beach catch. Photo by Chi-Town.



O-Town B-Test of Fun

by Michael "Gel" Girvin

A tournament in February? This is Oakland, California where winters are mild and booms can be thrown. Although drought-stricken California had been soaked with rare winter rains for the previous two weeks, February 23rd was sunny, seventy and windless. Many out-of-towners graced the Billy Martin Field and played booms with the local radsters. New friendships blossomed and that pleasure was enjoyed by the out-of-towners and in-towners alike. It was quite nice. The eight women and eighteen men enthusiastically completed only five of the nine scheduled events because of early winter sunsets and the newness of the new 1992 USBA rules. Juggling, Accuracy, Trick Catching, Doubling and Endurance were the events that all the shredsters got to compete in. Some highlights are as follows:

Casey Larrance's smooth rhythm and casual and beautiful control in Juggling earned him 46 juggles. The hugely accurate and drag-ridden throws from Mark Weary poetically flowed in toward the bullseye five times in a row, earning him 34 excellent points in Accuracy. Dave Chavez and Mike Devita, not knowing what the trick catches would be until the throwers meeting, ran, jumped and shredded their trick-catching selves to 8 of 12 catches. Ariel Hagen, the six-year-old wonder, amazed all with a score of 47 in Novice Four Minute Endurance! With speed and determination, Steve Kavanaugh made his score of 60 in Endurance look easy. Functioning as a team, Dee Donovan was "moldable like butter" as she listened to Doug DuFresne's coaching tips during Endurance on

her way to a score of 24. Justin Gross, the new left-handed rad boomster from Evergreen State College, scored heavily in Novice Accuracy with 30 points. The married duo of Paul and Caroline Des Jardien brightened the field with every smile-coated throw they made. Josh Levine and his four-year-old son, Alex, threw, caught and screamed their way into a frenzied state of hyper fun, with Josh even throwing in an awesome Flip Head Catch during his Endurance round. Peter "Pete Plastic" Gibson used modified store-bought two-bladed boomerangs for every event! With the casual "Barnaby tactic," Mike Krausser kicked back and did consistently well in all events. Joe Miller surprised all with his score of nine in the newly "difficultized" Doubling event. All the way from Flagstaff, Arizona, Ted Jelsema threw his Flying Ostrich boom for an effortless 32 points in Accuracy. Brad Westervelt, never having juggled before, amazed himself with four juggles. Pulling off a nearly impossible feat, Georgia Schreiber performed her entire trick catch round with her blazing Rad German Fast Catch boom! Michael Girvin 69ed his way through the events Juggling and Endurance with 69s in both. When Bellen Drake wasn't signing autographs, she managed to define poetic radness with her vivacious throwing style. Paul Kimball helped to keep the day's energy flowing with his intensity and dive-ridden effort. After breaking her favorite Bellen boomerang, Krista Paulsen bor-



rowed a Bellen and boomed her way through the rest of the day with a smile. James Marshall joined the boomfest at midday and shredded the remaining half. Travelling from Chicago, Suzanne Lentz came to California and made boomerang throwing look like art. Sean Condon knew that his boomerang was accurate enough to earn him a shining 31 points in Accuracy. Stoked by his newly-autographed Bellen Dancer, Chris Walcott shredded a 30 in Endurance.

Then the winter sun set and all the boomers headed for La Val's Pizza for the award ceremony. Trophies to 30th place, boomerang prizes for all, hand-made commemorative T-shirts and the most beautiful awards ever to grace a Team Gel Boomfest, designed by Pia Hagan, were given to everyone. And then the event was over, for now. Until the next time the smiles and stokedness bubble over on Billy Martin Field in Oakland, Ca, June 27 & 28, STAY RAD!

Many Happy Returns

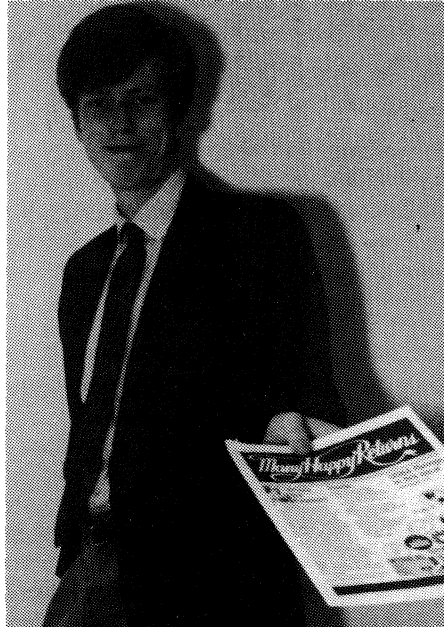
Editorial

Rules & Regs

This issue of Many Happy Returns is cramfull of rules. I appreciate the effort that the rules committee put into this enormous body of work, but one essential rule was omitted: "The boomerang thrower must enjoy him/herself on the field at all times."

Let's not lose sight of why we started throwing in the first place — it's fun. Let's not get so deep into competition that we forget how beautiful it is when that 50-meter rang comes drifting effortlessly back on the breeze.

This is my last Many Happy Returns, and I have enjoyed my editorship for the past eight issues. I would like to thank all of those who made my job easier and urge you to support the Bailey/Parkins team as well. I would like to especially thank all the writers, photographers, advertisers, tournament directors, poets, artists, philosophers, and submitters of stuff for review. Keep the material coming.



Many Happy Returns Editor Paul D. Sprague hands off production duties to Ted Bailey and Rob Parkins, beginning with the next issue. Details on page 5.

See you out on the fields.

Paul D. Sprague, ex-editor
Two Ems, Inc.
786 Boston Post Rd.
Madison, CT 06443-3045

Back at 'cha

Several readers expressed concern over the last issue. Causing particular dismay were the snubbing of the new Fast Catch record by Gregory Bisiaux of 15.03 seconds and the inappropriate language in the Webtown story.

Like I told Betsylew, if an editor can't offend *somebody*, he's not trying hard enough.


Letter to the Editor

by Ken Farr

In what was, regrettably, the final issue of "The Boomerang Journal," a thoughtful article by Brian M. Thomas was featured. It discussed the ascendancy of the triblader and its effect, for better or worse, upon the boomerang world. It seems the triblader is still able to generate debate with respect to its use in competition despite being as much a fact of life as front-wheel-drive cars or the metric system of measurement (well, front-wheel-drive cars anyway). However, with the USB's recent addition of the "overhand" or "eagle" catch (hmmm...) to trick-catch and doubling, the previously optional tri-blader becomes obligatory. This is a definite acceleration of the boomerang arms race.

The success of the tri-blader is of course, beyond debate. As the fiberglass pole was to vaulting and the outboard motor was to water skiing, the three-bladed zoom-boom has proven a revolution to the sport. Yet I sense a certain forced enthusiasm from those circles where absolute acceptance of the tri-blader holds sway (witness the constant references to the

Continued on pg 18.



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MHR Staffing Change Notice

Two years ago, Ted Bailey passed on the editorship of MHR to Paul Sprague. The principal reason he vacated the position was personal pressures, primarily associated with the loss of a job, and a desperate need for a vacation from non-essential responsibilities. After establishing shallow roots in Cincinnati, Ohio, the production of an independent publication called "The Boomerang Journal" was initiated. The focus of this publication was on the history, science, and technology of the sport. The subscription base slowly grew to 175 over the first year and remained at nearly that level over the second year of production. The subscription rate was based on break even costs for 300 subscribers. Despite attempts to increase the subscription base to 300, the interest was not there and Boomerang Journal terminated production with issue #8.

Paul Sprague recently requested that USBA identify another editor so that he can take a rest after two solid years of production. Several potential editors were solicited, and because of personal situations, no full time editors were identified.

Eventually, a team composed of Ted Bailey and Rob Parkins was identified as a solid long term solution. Ted Bailey will focus on topics that he covered in Boomerang Journal. Rob Parkins will focus on the competition aspects of the sport. Paul Sprague will assist Rob with editing competition materials until Rob is comfortable with solo editing. Working together, a strong and solid publication will be produced. This alliance will strengthen Rob Parkins' editorial and desk top publishing

skills so that he can assume full editorial responsibilities at some future time should the need arise. There will be less potential for individual burnout with a multi-person work share. Jim Jordan will function as an additional production team member with the printing & mailing responsibilities.

The proposed breakdown of editing responsibilities follows:

Any materials having to do with post tournament results should be submitted directly to Rob Parkins at the address below or by calling (203)-268-1975.

Rob Parkins
476 Moose Hill Rd.
Monroe, Ct. 06468

Submittal of competition materials to MHR does not negate your obligation to notify proper USBA channels in advance of your tournament date or to submit tournament results within the required post competition period. MHR and the USBA headquarters will remain independent of each other.

All other materials, including calendar listings, should be submitted directly to Ted Bailey. You may call (313)-971-2970 for questions or you may submit materials directly to the following address:

Ted Bailey
P. O. Box 6076
Ann Arbor, Mi. 48106-6076

Ted Bailey will focus on producing technical, historical, human interest, and articles with similar content to that produced in "The Boomerang Journal". This will include a review of new products, books, computer programs, poetry, boomerang video, and more. An extensive effort will be made to promote membership services (USBA store, listings, etc.) not directly related to competition.

Ted Bailey is strongly commit-

ted to supporting WBA and other international club activities & events. The newsletter exchange program that was in effect with Boomerang Journal will be continued with Many Happy Returns. Any club that submits a copy of their newsletter to Ted Bailey will receive a complementary copy of MHR in exchange. This helps to exchange information between international sources on a regular basis.

All advertisements must be mailed to Ted Bailey with payment made out to "USBA" by check or Money Order in \$USA\$. The rates will remain unchanged.

The deadline for all materials for the summer issue will be May 1 and will follow in three month increments on subsequent issues. Submitted materials will have a priority system strongly influenced by the dates they are received. Regional tournaments write-ups should be brief and focussed on highlights. Lengthy submittals will be appropriately edited.

Two weeks following each deadline, Rob Parkins will submit edited competition materials to Ted Bailey for integration with non-tournament materials. Shortly thereafter, the finished newsletter will be submitted to Jim Jordan for printing and subsequent mailing. During this time, extensive proof reading and final editing will occur. The goal of the new team and the USBA Board of Directors is to produce a top rated publication with minimal delay between the deadline and mail box delivery.

As a member of USBA, Many Happy Returns is your newsletter and your primary communication link to domestic and world wide boomerang activities. Please be sensitive to the complexities of producing this publication and support it accordingly.

The Spirit of the Rule

by Gregg Snouffer

A new season is upon us, and as you can tell by the inflated size of your MHR, a new rulebook has arrived as well. This new set of rules has been generated by a volunteer committee of dedicated boomers who waded through pages of written debate and pondered the possible consequences of proposed modifications.

When the postage stamps had settled, a few major changes had manifested themselves upon the boom fields of America. This column will attempt to address some of the confusion that may accompany these changes. But first, a word on the very process of rules modification itself. Here's where my proposal comes in:

It's time for us to develop a sit-down, face to face rules meeting, with an agenda of timed presentations, counter proposals, debate, and votes.

The obvious time and place for such a meeting is in conjunction with the U.S. Open, the one tournament that a good deal of American competitors attend. The meeting could be scheduled for around noon the day before the Open begins (Thursday), allowing time for a 4 to 5 hour meeting prior to the traditional evening's festivities. Competitors seriously interested in the rules process could either make arrangements to attend or to have someone else represent their ideas.

Such a rules meeting would require USBA board approval, and a chairperson should be appointed immediately to begin composing an agenda of issues submitted by the membership at large. The chair would schedule presenters and counters, publicize issues on the agenda, and during the meet-

ing, see that the agenda is followed and votes are conducted in a timely fashion so that the agenda can be accomplished. Solutions to problems could be worked out while everyone is there to have input, and a greater understanding of the issues would evolve.

If you are interested in seeing this sort of meeting come to pass, contact your nearest USBA board member or officer (addresses inside back cover) and lend your support. Let's do it this year!

Now...the new rules. As you begin studying the new rules, it may be helpful to initially skip the pages of definitions. You should refer back to these as the terms arise in the text of the rules.

First, go straight to Page 5 - CONTESTANTS' RIGHTS and CONTESTANTS' OBLIGATIONS. These should be carefully read by every contestant before attending a tournament. You could get yourself disqualified by throwing in an unsafe manner or in the wrong place or time.

Page 6 has info that every tournament director and judge should know. Since competitors serve as judges, that means any contestant should know these as well.

Next the events: First, what has NOT changed. Accuracy will be conducted as in the past, while MTA, Endurance, Aussie Round, Fast Catch and Juggling simply have a few administrative changes for fairness in certain situations.

That leaves only Trick Catch and Doubling with the major changes, and the only big ones here deal with the new catches that are now required. In response to a demand for a more difficult round

in order to reduce perfect scores and repetitive throw offs, several exciting new catches have been added.

In Trick Catch the first six catches remain unchanged from last season, with the exception of the behind the back catch, which has a slightly different definition.

According to the committee, a BEHIND THE BACK catch should count if:

1) the boomerang is caught both behind the plane of the back, when viewed from the catcher's side, and also behind the catcher's body, when viewed from the catcher's front. Let's refer to this area as the behind the back zone. It is best understood if you imagine facing the catcher from the front of his body. When he catches the boom, it should be hidden behind the catcher's back from you. In an example of this scenario, the boom comes in from the left side of the catcher. He catches it with his left hand holding the boom against the center of his back (within the zone). The boom did not pass behind his back from left to right, nor did he withdraw it with his right hand, but the boom was clearly behind his back when he trapped it...this catch is GOOD as long as he can withdraw the boom with his catching hand (left hand). The place to watch out for in this scenario is when the catch is made on the side, against the kidney, for example. It must be behind the plane of the back, both from the side view and the front view. So a catch done on the left SIDE with the left hand is not good, as it is out of the zone.

2) a BEHIND THE BACK catch should also count when caught anyplace other than the zone behind the back, AS LONG AS it is caught with the hand that

reaches BEHIND the back. So a catch on the left side is good, as long as the right hand is reaching behind the back and it is involved in the catch, and then withdraws the boom from behind the back. In this case the catching hand passes through the behind the back zone and withdraws the boom through that zone for the catch to count. If the left hand merely lifted up the boom...even if the boom was caught with the right hand, the catch is no good.

The second round of six catches is completely new, with each one being a more difficult version of its first round counterpart, with the exception of the final foot/leg catch. A brief explanation of the five new catches follows:

Catch #7) TWO HANDED CLEAN: two hands must catch the boom without letting it touch any part of the body above the elbows.

#8 and #9) the EAGLE CATCHES: notice the simple definition: the catching hand must approach the boom from the top of the boom. If the boom is caught without bobbling, and the catching hand did, in fact, approach from the top, then the catch is good, regardless of which side of the boom is against your palm or which side of the boom you are holding in your fingers (this addresses some of the concerns from the California tournament).

There may remain some confusion as to the "approach from the top of the boom," as opposed to a scenario in which the catching hand approaches the boom from the side, with palm facing downward and the thumb extended downward. The judges will need to determine if the hand approached from the top, which would count, or from the side, which would not count. As a

thrower, your responsibility is to practice and attempt fair catches in which your catching hand is "approaching the boomerang from the top of the boomerang." BEWARE that your approach is from the top of the boom and not from the side!

#10) The ONE HAND BEHIND THE BACK CATCH: This catch uses the behind the back definition, but now the boom cannot be trapped against the body in order to gain control, although it may touch, inadvertently. In both this catch and the ONE HAND UNDER THE LEG CATCH, you will notice that as the boom is withdrawn, after control is gained, it may press against the back or side, as long as the judge was able to determine that it was controlled previous to the withdrawal. The concern here was to make sure that a thrower who makes the catch is not denied the point even though he may smash it into his leg or

against his back during withdrawal. That situation should not be labelled a trap, as long as the contact is not used to gain control of the boom. If contact with the body upon withdrawal causes the boom to become dislodged, it must again be caught without trapping in order for the catch to count.

#11 and #5) ONE HAND UNDER THE LEG and UNDER THE LEG: With these catches, it is specified that the boom pass under the leg. It may do so either before the catch or upon withdrawal. So if the boom is caught with the catching hand under the leg, and the boom has not yet passed under the leg, then withdrawal of the boom from UNDER THE LEG is a requirement for the catch to count. With the standard UNDER THE LEG catch, trapping is allowed, while with the ONE HANDER, no trapping is permitted, although again incidental contact is permitted, as long as it is

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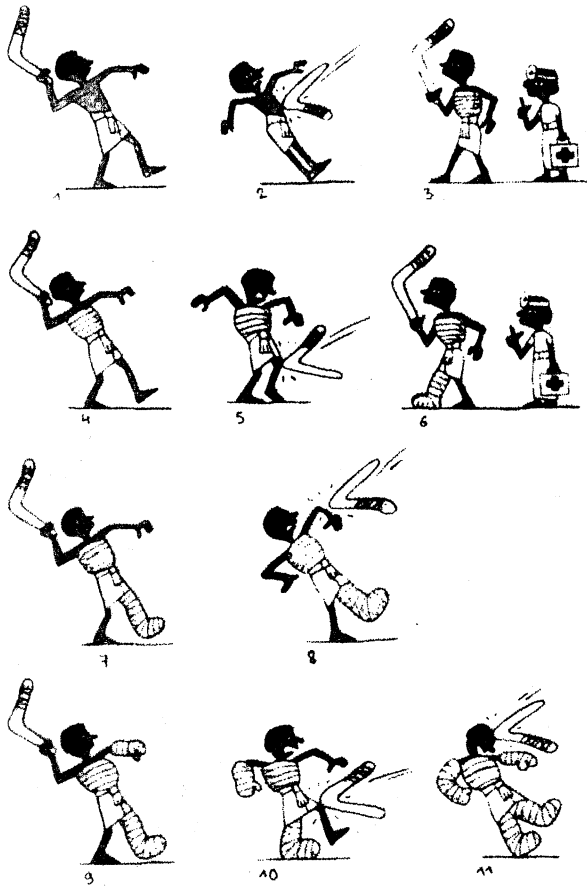
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Spirit of the Rule, cont'd

not used to gain control of the boom. As in the ONE HAND BEHIND THE BACK CATCH, the boom may contact the leg upon withdrawal and the catch should still be awarded, even if it appears to be trapped, AS LONG AS control was established prior to contact with the body, and the contact does not cause the boom to be dislodged from the hand, in which case it must be recaught without trapping.

In DOUBLING, the catches have already been discussed above. Simply notice the new order and increased difficulty of the catches.

Finally, it is worth noting some of the issues already being discussed by boomerangers both here and overseas for next year's rules:

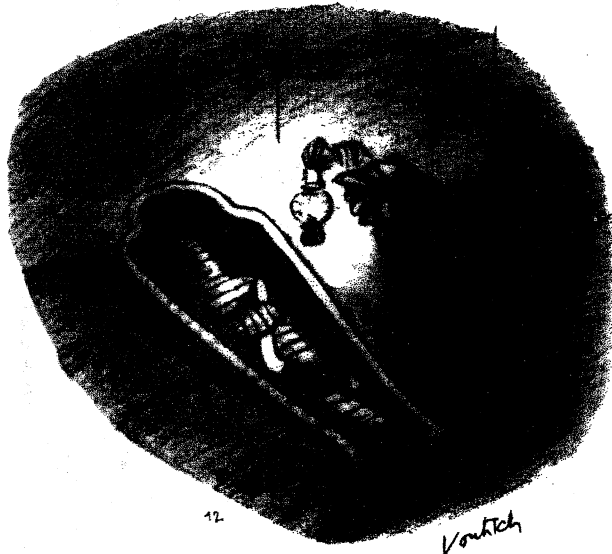
1) The juggling event narrowly missed being limited to the 50 meter circle this year, largely due to the amount of time it would take to run the event. One proposal aimed at making the event more safe, fair and challenging, without making it more time consuming, is to limit the event to 20 or 30 meters. The idea already has its supporters here in America, and as the French say, "it would be thrilling to do it in a small circle because of the difficulty in correcting the flight of one boom in relation to the other, and always doing it so as to remain on stage...THAT's juggling!"

2) Increasing the minimum distance for Australian Round to 30 meters in order to make it more of a true distance event. Expect to see this proposal gain strength both at home and abroad. The only question is how will it be scored?

3) Limiting hole sizes in booms is a hot debate at the moment. Some people feel boom design is better left unlimited. They feel closed form booms should be as legal as three bladers, as long as the boom is caught and not the hole. Expect to see this technology exploited this season as this aspect of boom design remains unlimited, for the moment, anyway!

4) Momentum for a new trick catch scoring system has been building the past few years, as many people realize they don't like all of those ties in trick catch and doubling. The idea evolving is one that would award different point amounts for different types of catches, based on the difficulty of the

catch. The points could be spread out so as to make a perfect round in trick catch and doubling worth, say 50 or 100 points. Some even say make it a true freestyle event, where you have a certain number of throws to do whatever catches you want for the points. That would spread out some of those ties!



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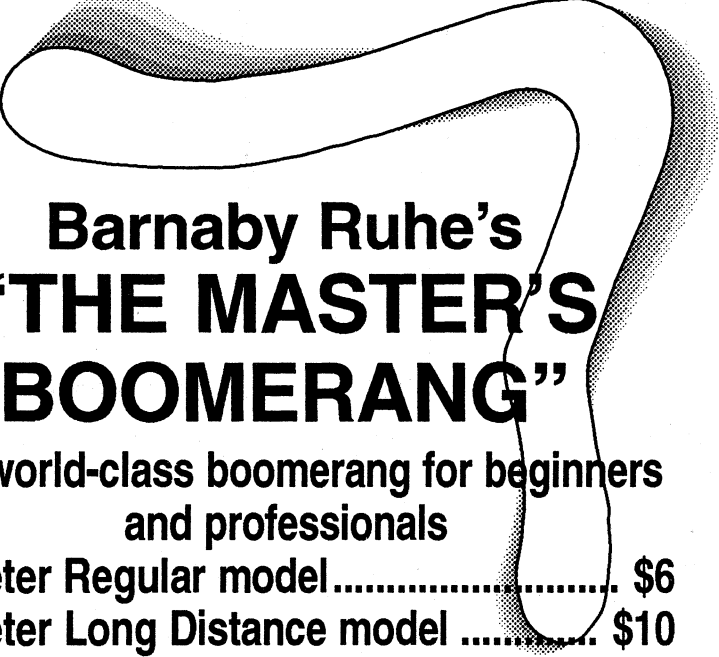


Editor's note: Please submit your tournament dates early. Publication deadlines for Many Happy Returns are 2/1, 5/1, 8/1 and 11/1. Submit calendar listings to:
Ted Bailey
 P.O. Box 6076
 Ann Arbor, MI 48106
 (313) 971-2970

April 25 Spring Fling, East Georgia College, Swainsboro, GA. John Derden (912) 237-7831
May 16 2nd Toss Across America. Contact USBA president or MHR editor (addresses on page 19) to host your own Toss event.

May 23 Olympia WA, Tourn. Casey Larrance (206) 943-8207
May 24 5th Gateway Boomerang Classic, St. Louis, MO. Tom Fitzgerald, (314) 839-1604
June 6 New England Boomerang Tournament. Rob Parkins (203) 268-1975
June 20 Ft. Wayne, IN. Sean Marquardt (219) 486-0503 or Alan Winterrowd (219) 694-6653
June 20 Webtown Tourn, W. Spfld, MA. Mike Laprade (413)527-7457

June 27-28 5th Team Gel CT Boomtest, Shelton, CT. Mole Man (203) 924-6735 or 924-0400
June 27-28 9th Annual Oakland California Team Gel & USBA Boomerang Tournament, Michael Girvin (510) 658-2469
July 11-12 Boom Fest Fun Test, Elkton, MD. Suzanne Lentz (312) 988-3962
July 18 Kimball Union Academy, Meriden, NH. John Flynn (802) 296-2158
July 26 5th Western Oregon Boomerang Roundup, Salem, OR. Dean Kelly (503) 581-8050
Aug. 1 12th Free Throwers Tournament, Delaware, OH. Chet Snouffer (614) 363-8332
Aug. 1 "Warm-Ups" Massachusetts. Bob Quinn (508) 429-6871
Aug. 2 Cleveland, OH Tourn., Cuyahoga Valley Nat. Rec. Area. Dave Boehm (216) 289-6324
Aug. 7-9 US Open, USBA Nationals, Annual Meeting, USBA Auction, Amherst, MA. Larry Ruhf (413) 323-4340
August 15 Potomac Open (there will be a purse) John Koehler (301) 349-5132
Aug. 31-Sept. 5 World Boomerang Championships, Hamburg, Germany. Matthias Giesenslag
Sept. 13 4th Annual Novice Team Tourn., Livonia, MI. Norm Kern (313) 645-9308
Sept. 13 2nd Annual Mighty Wilamette Tournament, Eugene, OR. TW Smith (503) 942-4372
Sept. 19 Summer's Final Fling, 5 Oaks Middle School, Beaverton, OR. Doug DuFresne (503) 292-4316
Oct. 10 8th Annual Hampton Tournament, Hampton, VA. Dennis Joyce (804) 874-3536
April 19-25, 1993 World Boomerang Chams, Chatham, Ontario,



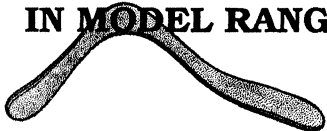
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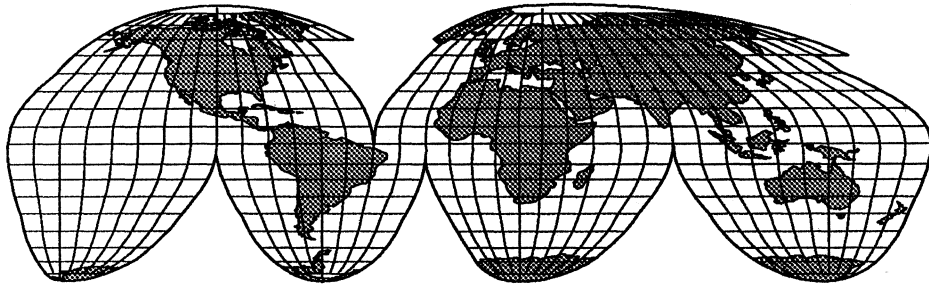
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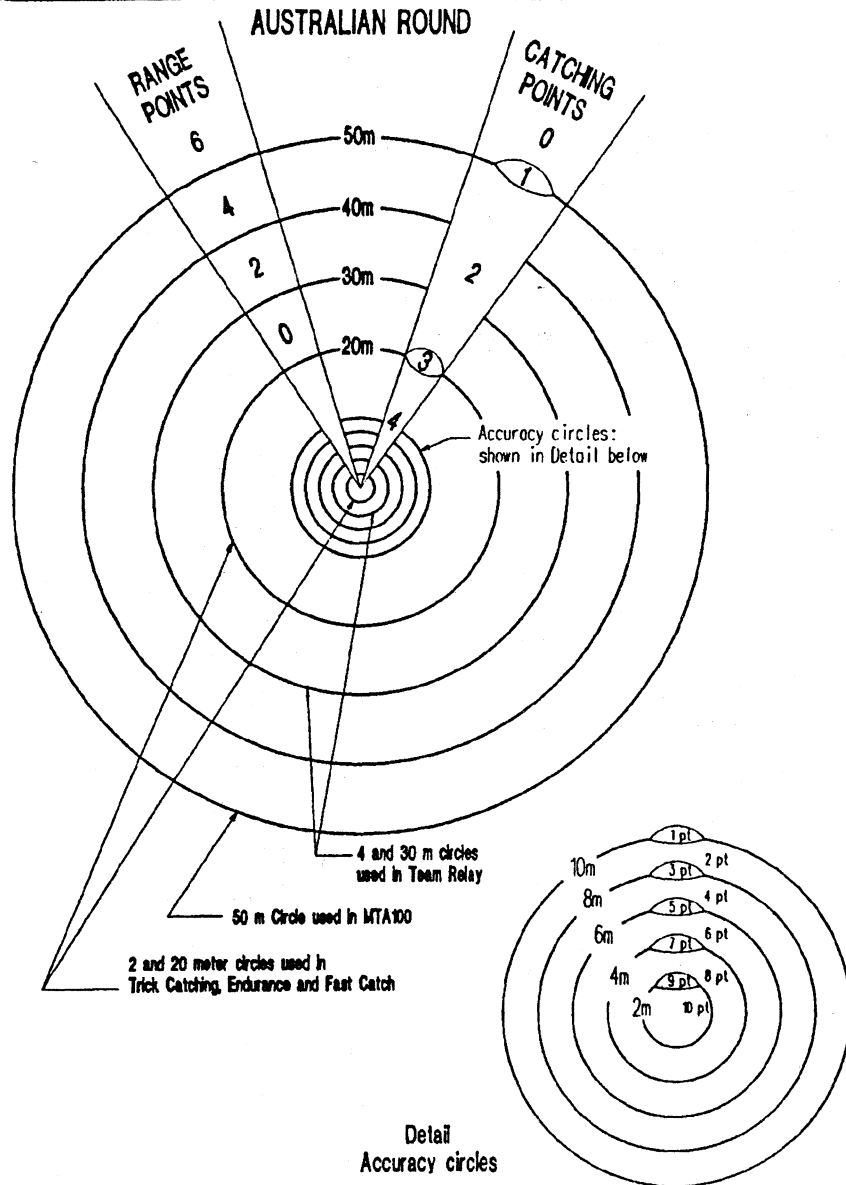
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USBA

**1992
Official Rulebook**

WARNING

THROW SAFELY

Boomerangs can be dangerous if they are thrown carelessly

- Throw boomerangs only from a safe place where they have plenty of room to fly or bounce without danger of hitting anyone or anything.
- If you see anyone in danger of being hit, warn him promptly and loudly.
- Warn anyone on the field if your throw may endanger him. Make sure he is clear before you throw.
- Do not enter another throwers circle without checking to see if it is safe and telling the thrower you are entering his circle.

FORWARD

HOW TO USE THIS BOOK

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 Boomerang Terms section which follows the table of contents. Where they appear in the rules, these words and phrases are *italicized* - except the word "boomerang" - which is defined in the Boomerang Terms section. Once you know the meanings of the key words, the rules are easier to understand.
 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. Keep in mind that all results are compared in the rating system to those of other throwers in other USBA tournaments.

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1	11.00	11.00	11.00	11.00	11.00	11.00	11.00	11.00	11.00	11.00	11.00	11.00	11.00	11.00	11.00	11.00	11.00	11.00	11.00	11.00	11.00	11.00	11.00	11.00	11.00	11.00	11.00	1
2	9.00	9.00	9.18	9.26	9.33	9.40	9.46	9.52	9.57	9.62	9.67	9.71	9.76	9.79	9.82	9.86	9.88	9.92	9.95	9.97	10.00	10.02	10.05	10.07	10.09	10.11	10.13	2
3	8.00	8.00	8.14	8.27	8.39	8.50	8.60	8.69	8.76	8.83	8.90	9.00	9.06	9.13	9.16	9.24	9.29	9.33	9.36	9.42	9.46	9.50	9.54	9.57	9.60	9.64	9.67	3
4	6.00	6.00	6.14	6.27	6.39	6.50	6.60	6.70	6.80	6.89	6.99	7.10	7.19	7.26	7.33	7.41	7.49	7.55	7.60	7.65	7.70	7.75	7.80	7.85	7.90	7.95	8.00	4
5	5.00	5.00	5.14	5.27	5.39	5.50	5.60	5.70	5.80	5.90	6.00	6.10	6.19	6.26	6.33	6.41	6.49	6.55	6.60	6.65	6.70	6.75	6.80	6.85	6.90	6.95	7.00	5
6	4.00	4.00	4.14	4.27	4.39	4.50	4.60	4.70	4.80	4.90	5.00	5.10	5.19	5.26	5.33	5.41	5.49	5.55	5.60	5.65	5.70	5.75	5.80	5.85	5.90	5.95	6.00	6
7	3.00	3.00	3.14	3.27	3.39	3.50	3.60	3.70	3.80	3.90	4.00	4.10	4.19	4.26	4.33	4.41	4.49	4.55	4.60	4.65	4.70	4.75	4.80	4.85	4.90	4.95	5.00	7
8	2.00	2.00	2.14	2.27	2.39	2.50	2.60	2.70	2.80	2.90	3.00	3.10	3.19	3.26	3.33	3.41	3.49	3.55	3.60	3.65	3.70	3.75	3.80	3.85	3.90	3.95	4.00	8
9	1.00	1.00	1.14	1.27	1.39	1.50	1.60	1.70	1.80	1.90	2.00	2.10	2.19	2.26	2.33	2.41	2.49	2.55	2.60	2.65	2.70	2.75	2.80	2.85	2.90	2.95	3.00	9
10			0.14	0.27	0.39	0.50	0.60	0.70	0.80	0.90	1.00	1.10	1.19	1.26	1.33	1.41	1.49	1.55	1.60	1.65	1.70	1.75	1.80	1.85	1.90	1.95	2.00	10
			0.01	0.03	0.04	0.05	0.06	0.07	0.08	0.09	0.10	0.11	0.12	0.13	0.14	0.15	0.16	0.17	0.18	0.19	0.20	0.21	0.22	0.23	0.24	0.25	0.26	11
			0.00	0.01	0.01	0.02	0.03	0.04	0.05	0.06	0.07	0.08	0.09	0.10	0.11	0.12	0.13	0.14	0.15	0.16	0.17	0.18	0.19	0.20	0.21	0.22	0.23	12
			0.00	0.01	0.01	0.02	0.03	0.04	0.05	0.06	0.07	0.08	0.09	0.10	0.11	0.12	0.13	0.14	0.15	0.16	0.17	0.18	0.19	0.20	0.21	0.22	0.23	13
			0.00	0.01	0.01	0.02	0.03	0.04	0.05	0.06	0.07	0.08	0.09	0.10	0.11	0.12	0.13	0.14	0.15	0.16	0.17	0.18	0.19	0.20	0.21	0.22	0.23	14
			0.00	0.01	0.01	0.02	0.03	0.04	0.05	0.06	0.07	0.08	0.09	0.10	0.11	0.12	0.13	0.14	0.15	0.16	0.17	0.18	0.19	0.20	0.21	0.22	0.23	15
			0.00	0.01	0.01	0.02	0.03	0.04	0.05	0.06	0.07	0.08	0.09	0.10	0.11	0.12	0.13	0.14	0.15	0.16	0.17	0.18	0.19	0.20	0.21	0.22	0.23	16
			0.00	0.01	0.01	0.02	0.03	0.04	0.05	0.06	0.07	0.08	0.09	0.10	0.11	0.12	0.13	0.14	0.15	0.16	0.17	0.18	0.19	0.20	0.21	0.22	0.23	17
			0.00	0.01	0.01	0.02	0.03	0.04	0.05	0.06	0.07	0.08	0.09	0.10	0.11	0.12	0.13	0.14	0.15	0.16	0.17	0.18	0.19	0.20	0.21	0.22	0.23	18
			0.00	0.01	0.01	0.02	0.03	0.04	0.05	0.06	0.07	0.08	0.09	0.10	0.11	0.12	0.13	0.14	0.15	0.16	0.17	0.18	0.19	0.20	0.21	0.22	0.23	19
			0.00	0.01	0.01	0.02	0.03	0.04	0.05	0.06	0.07	0.08	0.09	0.10	0.11	0.12	0.13	0.14	0.15	0.16	0.17	0.18	0.19	0.20	0.21	0.22	0.23	20
			0.00	0.01	0.01	0.02	0.03	0.04	0.05	0.06	0.07	0.08	0.09	0.10	0.11	0.12	0.13	0.14	0.15	0.16	0.17	0.18	0.19	0.20	0.21	0.22	0.23	21
			0.00	0.01	0.01	0.02	0.03	0.04	0.05	0.06	0.07	0.08	0.09	0.10	0.11	0.12	0.13	0.14	0.15	0.16	0.17	0.18	0.19	0.20	0.21	0.22	0.23	22
			0.00	0.01	0.01	0.02	0.03	0.04	0.05	0.06	0.07	0.08	0.09	0.10	0.11	0.12	0.13	0.14	0.15	0.16	0.17	0.18	0.19	0.20	0.21	0.22	0.23	23
			0.00	0.01	0.01	0.02	0.03	0.04	0.05	0.06	0.07	0.08	0.09	0.10	0.11	0.12	0.13	0.14	0.15	0.16	0.17	0.18	0.19	0.20	0.21	0.22	0.23	24
			0.00	0.01	0.01	0.02	0.03	0.04	0.05	0.06	0.07	0.08	0.09	0.10	0.11	0.12	0.13	0.14	0.15	0.16	0.17	0.18	0.19	0.20	0.21	0.22	0.23	25

BEST Season EVENT Ranking Points (B-SERP)

The single best official tournament scores of the top 20 competitors in each event is ranked and awarded B-SERPs according to the rule of 21 (as used in the "scoring" section). This component is included in the rating system from the first tournament entered.

PLACING Season EVENT Ranking Points (P-SERP)

Determining normalized placing points to be used by the rating system.

- Use the places earned in the following formula:

$$S=10\frac{N-2P}{N}=10-\frac{20}{N}\times P$$

- S = Normalized score
- N = Number of throwers registered when the first event is concluded (20/N) is tournament constant)
- P = Place
- For 1st place use: P = 0
- For ties use: P = (average of places tied)
- Round result "S" to 2 decimal places - Example: 5.33
- If the result is negative, 0 (zero) points are awarded.*

The arithmetic average of all of each competitor's normalized placing points earned during the season in each event are his Placing Mean Points (PMP). The 20 best PMPs are ranked and awarded P-SERPs according to the rule of 21. This component is included in the rating system after the competitor's second tournament. After that time, all placings including those for the first two tournaments are included in PMP.

DEPTH Season EVENT Ranking Points (D-SERP)

The MEDIAN of each competitor's scores earned in each event during the season is his DEPTH MEDIAN SCORE (DMS). The 20 best DMSs are ranked and awarded D-SERPs according to the rule of 21. If the number of tournaments is even the median is the average of the two middle scores. This component including scores from his first tournament is considered in determining DMS after the competitor's third tournament.

Season EVENT PLACE Point (SEPP)

(B-SERP), (D-SERP), and (P-SERP) are then added to find Season Event Ranking Point Total (SERP-T). SERP-Ts are then ranked and season event place points (SEPP) are assigned using the rule of 21 for each event.

Season OVER ALL RANKING (SOAR)

SEPPs of all rated events are added to obtain season over all points (SOAP). SOAPs are ranked to find the Season Over All Ranking.

Active circle	Competition circle currently being set up or being used to run an event.
Boomerang	Number of arms is unrestricted. To be a boomerang a stick must tend to return as a 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: <ul style="list-style-type: none"> Materials: can be made from any non-metal material. Metal may be imbedded or taped on, but may not have exposed sharp edges. Other: No launching, propulsion, or <i>catching aides</i> may be incorporated in the boomerang.
Bull's-eye	Area <u>inside</u> 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.
Catch, behind-the-back	<i>Legal catch</i> during which a.) the boomerang passes behind competitor's back or b.) the catching hand is behind the competitor's back and withdraws the boomerang. (Catches on the side are allowed if the catching hand crosses behind the thrower's back <u>and</u> withdraws the boomerang from behind the thrower's back.)
Catch, broken boomerang	A <i>legal catch</i> of any part of a broken boomerang is considered a <i>legal catch</i> if all other requirements are met.
Catch, eagle (overhand)	<i>One-hand clean catch</i> during which the catching hand approaches the boomerang from the top of the boomerang. The boomerang must be caught upon first contact (no bobbling).
Catch, foot/leg	<i>Legal catch</i> during which the boomerang is caught with the feet or lower leg. The boomerang may not touch any part of the competitor's knees, or anywhere above his knees. The boomerang and both of the competitor's feet must remain clear of the <u>ground</u> during the catch. The thrower may elect to make a <i>stand-up foot/leg catch</i> in place of the foot/leg catch.
Catch, legal	Act of stopping and obtaining full control of a flying boomerang after a <i>legal throw</i> provided the boomerang has not touched the <u>ground</u> during the flight or catch and provided its range is sufficient. Full control must be obtained before the boomerang is allowed to touch the <u>ground</u> . The boomerang may be trapped against the thrower on any catch for which a <i>clean catch</i> is not specified. A boomerang may be "popped or bobbled" but must not be allowed to touch the <u>ground</u> . <u>Anything that protrudes</u> beyond the planes of the top or bottom surfaces of the boomerang <u>may not be used to assist in catching</u> . <u>Holes</u> - 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	<i>Legal catch</i> with the additional requirement that during the catch the boomerang may <u>not</u> 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	<i>One-hand clean catch</i> that satisfies requirements of <i>behind-the-back catch</i> . 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	<i>One-hand clean catch</i> that satisfies requirements of <i>under-the-leg catch</i> . 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 <u>after control is obtained</u> 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	<i>Legal catch</i> during which the boomerang satisfies all the requirements of a <i>foot/leg catch</i> - 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, two-hand clean	<i>Legal catch</i> using both hands. The boomerang may not touch any part of the body except the hands/forearms. It may not touch the thrower's elbows.
Catch, under-the-leg	<i>Legal catch</i> 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: <ul style="list-style-type: none"> • Chemical or mechanical (velcro) adhesives applied to the boomerang, the thrower or his clothing • Any extension to the throwers hand, arm, leg, etc. • any item thrown to intercept a boomerang.
Center point	Point at center of <i>bull's-eye</i> from which the radius of all accuracy and range circles are measured.
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 <i>record</i> .
Glove	Any hand covering which may provide protection for hands but may not be made to aid catching or throwing.
Ground	As used in Legal Catch definition, 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.
He, His	Reference to the male gender includes the female gender.
Immediately	As soon as possible - even if it is necessary to interrupt an official conversation.
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.
Judge	Person responsible for fair conduct of the events 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.
meter circles	Lines marked the specified distance from the <i>center point</i> on the field.
Non-catch	Failure to make a <i>legal catch</i> . Includes <i>unofficial catches</i> made after a throw or flight which did not meet the requirements of the event.
Novice	Person who chooses to enter novice category due to inexperience, age or other criteria set out in tournament flyer. A novice may not compete in Veteran category in the same tournament in which he participates as a novice.
Official	Tournament director, head judge or person designated by either of them to officiate in an event - or the referee. Officials may be competitors or non-competitors.

THROWER RATING SYSTEM

Performance of throwers competing in USBA sanctioned boomerang tournaments is compiled by the USBA president at the end of each competition season in each event.

Overall Champion

- The USBA overall champion is the person who according to this system accumulates the most points in the Accuracy, Australian Round, Catching, Doubling, Endurance, Fast Catch, Juggling and MTA₁₀₀ events during the competition season.

Season

- The competition season begins November 1. It continues until October 31 for rating purposes.

Rated Events

- Ratings are maintained in all individual events
- Rating in pertinent events may be used as a guide for team selection for international competitions. The USBA board of directors determines how system results will be used for team selection when appropriate. This determination will be made and published prior to the start of the competition season if possible.

Participation

- If a competitor enters any event in a tournament, the Thrower Rating System assumes that he entered all events in that tournament. If he does not score in any event conducted he receives a -0- score in that event and it is assumed that he competed whether he threw or not. Exceptions may be made by prior arrangements if documented; or may be granted if necessary due to injury or illness. Score sheets must reflect excused absences in lieu of score on official score sheet.

Rating System Factors

- Each thrower's **EVENT** rating consists of 3 parts:
- Best single score of year.
- The average of all of his normalized tournament placing points.
- The median of all scores obtained throughout the year.

SCORING TOURNAMENTS

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

For tournaments with an official size of 20 or less, placing points are awarded as follows:

1st place:	11 points
2nd place:	9 points
3rd place:	8 points
4th place:	7 points
5th place:	6 points
6th place:	5 points
7th place:	4 points
8th place:	3 points
9th place:	2 points
10th place:	1 point

For tournaments with an official size of 21 or more throwers, placing points are determined by the formula:

$$S = 10 - \frac{N-2P}{N} = 10 - \frac{20}{N} \times P$$

- S = Normalized score
- N = Number of throwers (Official tournament size)
- P = Place
- For 1st place use: P = 0
- For ties use: P = (average of places tied)
- Round result "S" to 2 decimal places - Example: 5.33
- If the result is negative, 0 points are awarded.*

The table of placing points is on page 22.

Official tournament size is the number of contestants registered at the start of the second event.

Notes:

- Any competitor earning no score in an event receives -0- placing points.
- Tied throwers split the points of the places they would have taken if they had not tied. For example, if 3 throwers tied for 2nd place, they would divide up the points for 2nd, 3rd, and 4th. The next thrower would receive points for 5th place.
- The thrower who accumulates the most points in a tournament is the winner.

RECORDS

USBA Records

- The best tournament performance in an event in a USBA tournament or by a USBA member in a tournament in which rules of the event are at least as restrictive as USBA rules.
- Strict compliance with USBA rules must be certified for recognition of a record. The following information must be provided:
 - Names of timers, measurers, or *judges* as appropriate. Each must certify that the event was conducted and officiating was done in accordance with USBA rules.
 - Specifics such as recorded time on each stopwatch including designated alternates.
- The following information should also be submitted.
 - Time, wind conditions, altitude and temperature (best information or estimates available).
 - Field conditions, pertinent off field objects which could affect wind and any other pertinent information.
- The *USBA president* maintains a list of USBA records for each of the events.

World Records

- Best tournament performance in a USBA tournament or a tournament of a recognized affiliate.
- Performances are recognized by the USBA as world records if they:
 - equal or exceed the USBA record
 - are established in a tournament in which the rules are equivalent to USBA rules or more restrictive.

Feats

- Performance which exceeds all known previous feats and records but which occurred in a previously announced demonstration.
- Tournament timing standards apply.
- Any time observed on a stopwatch operated by the thrower can not be used in establishment of a feat.
- The *USBA president* maintains a list of feats.

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 (of flight)	Outermost <i>meter circle</i> over which the boomerang flies - between when it is thrown from the <i>bull's-eye</i> and when it returns toward the thrower.
Range challenge	Notification of event <i>judge</i> 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 <i>range</i> of the throw may be challenged. Once a challenge is made the suspect boomerang must be handed to the event <i>judge</i> 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 <i>range</i> . The test is conducted as follows: Thrower makes 5 throws from a <i>bull's-eye</i> . All throws are checked and must have at least 20 meters <i>range</i> . Throws must be the same style and in the same general direction relative to the wind - in the opinion of the head <i>judge</i> - 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 <i>judge</i> as soon as possible after it is challenged.
Record	Best tournament performances as defined in "Records and Feats."
Referee	Person(s) designated to help <i>judges</i> make decisions about protests and penalties.
Re-throw	Throw taken to obtain score in lieu of score lost due to <i>interference</i> on a throw during a previous <i>turn</i> . May also be ordered by <i>judge</i> 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 <i>turn</i> 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 <u>caused</u> improved score in the original <i>turn</i> .
Round	A sequence in an event in which each thrower (all throwers) has an opportunity to have a specified number of <i>turns</i> . <i>Turns</i> may be in rotation with other throwers, consecutively, or simultaneously per event rules.
Throw, legal	Throw of a boomerang from inside the <i>bull's-eye</i> that satisfies <i>range</i> requirements of the event.
Throw on command	Boomerangs must be thrown upon verbal command of official announcing the event. Release may take place at any time from the moment the command is made until 2 seconds after (guideline - timing not required). If delay is longer, thrower loses his <i>turn</i> .
Tournament director	Person who organizes and is generally responsible for a tournament, or person designated by him to fulfill certain duties.
Turn	Thrower's opportunity to perform in an event. The sequence of <i>turns</i> for all competitors is set for all events and competition circles before the start of the tournament. A <i>turn</i> begins when the previous thrower's <i>turn</i> has been scored or any time thereafter when the <i>event judge</i> indicates that officials are ready. The thrower must make his throw within 20 seconds (guideline - timing not required) of the start of his <i>turn</i> unless otherwise advertised or announced before the start of the tournament. Extensions may be allowed by <i>judges</i> if done fairly and consistently.
Unscored round	Round in which an official score could not be recorded because of interference, or because the <i>judge</i> could not properly score the round. Requires a <i>re-throw</i> .
Veteran	USBA member who enters veteran category contests - not eligible to participate as a <i>novice</i> in the same tournament. Only veteran event scores and placing points are used in the Thrower Rating System.

Contestants' obligations**SAFETY SAFETY SAFETY**

- By entering the competition, contestants agree to abide by decisions of the *judges* and *referees*.
- 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*.
- 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.
- Each thrower has 20 seconds (or time designated at the throwers' meeting) to throw after it becomes his *turn*. He must throw within 2 seconds when he is told to *throw on command*. 2 and 20 seconds are guidelines. They do not need to be timed. If a contestant appears to the officials to be delaying his throw, in tournaments where a timer is not used, the official warns the thrower that continued delay will cause loss of *turn* and may cancel the thrower's *turn* after satisfying himself that the designated time was exceeded. The *judge* may require the rest of that throwers *turns* in the tournament be timed. Generally, throwers will not be timed until after they are warned once for delaying the tournament.
- Contestants may not talk unnecessarily with the *judge* or *scorekeeper* during an event.
- Warm-up throws or range checks are not allowed from or over an *active circle* - except as required or allowed by event rules.
- 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.
- The owner of anything that another competitor wants removed from the *competition field* must remove the item as requested as soon as possible.
- 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.
- If a *Range Challenge* is made against a thrower, he must submit the challenged boomerang to the event *judge* as soon as his *turn* is completed - without altering its weight, or shape (no bending or twisting).
- If interference, or confusion occurs during your *round*, but you are still able to continue, complete your *round* as well as possible. Then file your protest.

Contestants' rights

- Competitors may replace a boomerang at any time between flights during an event. Progress of the event must not be slowed by more than 15 seconds as a result, however, or the *turn* is lost. Additional specific rules for boomerang replacement apply in Fast Catch and Endurance.
- Any contestant may *challenge* the *range* of another thrower's boomerang by reporting it *immediately* to the event *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.
- Any thrower may require removal of any object on the *competition field* before his *turn* - excluding previously specified field obstacles. Hitting any object that could have been removed is not interference.
- Legal *gloves* may be used in any competition.
- 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. 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 more than 30 seconds after the last throw of the event has landed.
- *Re-throws* are allowed as appropriate.
- Throwers may have extra boomerangs, wind indicators, etc. on the field. Removal is owner's responsibility.
- Any thrower may decline an opportunity to *re-throw* a *turn* or *round* unless required by the *head judge* to take it.
- If a contestant believes that a protest was handled unfairly he may register a complaint with the *tournament director* or *head judge*. Such complaints must be registered no later than 5 minutes after completion of the awards presentation. They must be sent to the *USBA president* and *tournament director* by the complainant within 3 days of completion of the tournament. If none have been received by the *USBA president* within 7 days of the conclusion of the tournament, results are unprotestable except for mathematical errors.
- 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 two weeks after the tournament. *Tournament directors* are obligated to provide them. They must be provided by mail within 35 days if requested.

Tournament details

- Tournaments will be held on schedule if at all possible regardless of weather.
- Compliance with these rules must be certified for tournament results or records to be recognized.

Tournament Director - After the Tournament

- Submit tournament results to the *USBA president* within 32 calendar days of completion of the tournament. Results must include:
 - Signed liability waivers by all contestants.
 - Copies of the official score sheets on which every *turn* is recorded.
 - A copy of the results on the Official USBA Score sheet or a facsimile thereof.
- Results must be postmarked prior to midnight on the 32nd day after the tournament. Results mailed later may be accepted at the discretion of the *USBA president*.
- Results are certified to be correct by *Tournament director* in addition to *head judge* or *scorekeeper*.
- The *head judge* and *tournament director* certify that all events were conducted in accordance with these rules. Any exceptions must be noted for evaluation by the *USBA president*.
- No claims of unfairness are received within 7 days after the tournament by the *USBA president*, or if any are submitted, they are found not to have enough merit to invalidate the results of the event(s) in question.
- Submit certification for any records or feats claimed.

Head Judge

- Nominated by *tournament director*, approved by at least 3 *USBA* board members.
- Responsible for fair conduct of tournament.
- Appoints assistant *judges* to perform his duties when he cannot conduct events himself (as when multiple throwing stations are used or when two or more events are run simultaneously).
- Determines the score to be awarded for each throw in each event.
- Organizes and collects data from stewards and timekeepers for *scorekeeper*.
- *Judges interference* and rules appropriately.
- Confers with *tournament director* and *referee* to resolve protests.
- 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.
- May require any throw be repeated if he has doubt about the score for the throw.

Referee

- Appointed by *tournament director* before start of tournament.
- Advises *judges/competitors* on rule interpretation if required.
- Confers with *head judge* and *tournament director* to resolve protests.

Safety officer

- Appointed by *tournament director* before start of tournament.
- Advises officials, spectators, competitors in matters of safety as appropriate.

Scorekeeper

- Appointed by *tournament director* before start of tournament. Duties may be performed by any person approved by *head judge* when necessary.
- Records all scores for tournament.

Score Analyst

- Rechecks calculations on score sheet.
- Determines official placings in each event.
- Compiles data to determine overall placing.

Steward

- Appointed by *judges* to assist in *range* determination, timing, determination of accuracy or catching points as requested.
- All competitors should perform some steward duties when their *turns* to throw are not imminent.

Field requirements

- Field must meet the following requirements and be marked as required for the events being contested according to the diagrams in Figures 1 and 2 of the event rules.
- Must be level and free of obstacles* to a radius of:
 - 60 meters for Australian Round circles and MTA circles.
 - 30 meters for Accuracy, Trick Catching, Doubling, Endurance and Fast Catch circles.
- 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. Determination must be made before the tournament about any questionable exceptions by the *Tournament Director*, head *judge*, and *referee*. All contestants must agree before the tournament that there are no obstacles of the field that cause an unfair advantage, disadvantage or safety hazard to anyone.
- Field marking lines must be immovable. Lime, chalk, gypsum, paint or equivalent material must be used. All lines from the 2 meter radius line to the 20 meter radius line must be uninterrupted (solid) lines. 30 and 40 meter lines may be solid or dashed. 50 meter line must be solid.
- Required circles - minimum for each event:
 - Accuracy - as shown in Figure 1
 - Australian Round - as shown in figure 2
 - Doubling - 2 and 20 meter circles
 - Endurance - 2 and 20 meter circles
 - Fast Catch - 2 and 20 meter circles
 - Juggling - 2 and 20 meter circles (for range check only);
 - MTA₁₀₀ - 50 meter circle
 - Trick catching - 2 and 20 meter circles

* This requirement can be waived if it is demonstrated that no one is at a disadvantage or advantage because of the obstacles or slope - including low-throwing left-handed or right-handed throwers.

RESPONSIBILITIES OF OFFICIALS

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.

Tournament Director**Tournament Director - Before the Tournament**

- At least 60 days prior to the tournament the *tournament director* must inform the USBA president of the date, "rain date" if any, general location (city) and name and phone number of contact person for the tournament.
- At least 30 days prior to tournament the *tournament director* must inform the USBA president of the exact location, starting time, nominees for *head judge* (first choice and 2 alternates), events to be held according to USBA rules, conditions under which a rain date will be used, and order of events.
- At least 1 day prior to the start of the tournament the *tournament director* must submit any conditional changes to the order of events to the USBA president.
- A "rain date" may be set IN ADVANCE - for the day after the scheduled tournament only.

Tournament Director - At the tournament.

- Provide adequate control of spectators.
- Verify that all contestants have signed USBA liability waivers before tournament.
- Prepare and distribute flyers to spectators. Flyers must include appropriate warnings and should include a program.
- Conduct a pre-tournament meeting to make announcements, and review rules.
- Make a copy of current USBA rules available to all contestants for reference.
- Assist *head judge* and *referee* as needed in resolving protests.

- At least 5 minutes 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.
- 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.
- *Records* may only be established within the competitor's normal *turns* during a tournament.
- *Feats* also require compliance with the rules but may be set outside of competition as long as the event is properly advertised, judged, witnessed and certified.
- *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 thrower's 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.
- *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.
- 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.
- Officials for all events include the event *judge*, and scorekeeper. Additional officials required in each event are specified in each event's rules.

Intentional Interference

- 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.
- 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.
- 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.

Protests

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

Timing

Any timer must disqualify his time if he did not start or stop his stopwatch at the right moment on any *turn*.

- The preferred method of timing is:
 - Use **THREE** timers **PLUS ONE** designated alternate. All 4 timers time each *turn*. If the 3 designated timers agree within limits below, the alternate is disregarded. If one or more of the designated times is not within those limits, or a timer disqualifies himself, the alternate is substituted.
- Other acceptable methods:
 - When **THREE** stopwatches are used, the times are considered valid if the shortest and longest time are within 0.75 seconds. The official time is the middle time.
 - If the longest and shortest times are more than 0.75 seconds apart, the one further from the middle time must be completely disregarded. The official time is determined as if only two timers were used.
 - **TWO** stopwatches which agree within 0.50 second are the minimum required to make a contestant's observed time official.
 - If only 2 stopwatches have valid times, the official time is the inferior of the two times. This occurs if only 2 stopwatches are used, or if 1 of 3, or 2 of 4, etc. are unusable.
 - If only **ONE** stopwatch has what appears to be a valid time, the competitor may at his option:
 - make a *re-throw*, or;
 - accept an official time which is inferior to the stopwatch time by the lesser of: 0.75 seconds, or 5% of the stopwatch time - rounded to the nearest 0.01 second.

ACCURACY EVENT

Points for accuracy - most points wins. See fig 1.

Required for a scoring throw:

- Throw from within *bull's-eye*
- 20 meters *range*
- Boomerang must come to rest without being touched
- Any legal boomerangs including boomerangs with *catching aids* may be used.

Scoring each throw

- Points scored according to where the boomerang comes to rest.
- If the *boomerang* comes to rest inside the:
 - 2 *meter circle* thrower earns 10 points
 - 4 *meter circle* thrower earns 8 points
 - 6 *meter circle* thrower earns 6 points
 - 8 *meter circle* thrower earns 4 points
 - 10 *meter circle* thrower earns 2 points
- If the boomerang is completely within a single scoring area and not touching any lines the score of that area is awarded.
- If any part of boomerang is over any part of a line - score for the line is awarded. Line score is average of scores of adjacent areas.
- Official score is total for 5 throws.

Rounds

- The event includes 1 *round* of 5 throws. All throws are scored (no optional throws).
- Contestants throw in as many groups of 3 as possible. Remaining throwers throw in groups of 2. Throwers in each group make their 5 throws in rotation before the next group begins its *round*.

Warm-up

- First group may warm-up outside the *active circle* for approximately 5 minutes before the event starts.
- Each group of throwers may warm-up outside the *active circle* during the first 4 throws of each thrower in the group before it - no warm-up from the *active circle* is allowed after the event starts.

Re-throws

- Made after contestant's 5th throw - spaced like his other throws.

Officials

- 1 center *judge*, at least 3 range stewards

TOURNAMENT ORGANIZATION

Announcements

Before the start of the first event all throwers will be told the following.

- Names of *tournament director*, *judges*, *referees*, and *safety officers* - and alternates.
- Order in which competitors throw. Order must be arbitrary. It must be set and announced for all events before the first event begins.
- General rules that pertain to all events.

Cancellation of Tournaments

- Advertised tournaments/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 or postpone it.
- 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.
- If any events are canceled the scores for the completed events constitute the completed tournament.
- If part of a tournament is postponed by vote, none of the previously contested events may be recontested.
- If any part of a tournament is postponed, it must be completed on the previously scheduled rain date. Any events not completed are canceled.

Changes to the Order of Events

- Only previously specified changes may be made. They are to be made if and only if previously specified criteria are satisfied (such as: number of tournament registrants at a specified time, weather conditions according to a non-subjective evaluation, a series of weather readings made over a specified period with a specified instrument, or a vote of contestants).
- If a vote is previously specified as a criterion a minimum of 75% of registered contestants must vote for alteration of the original schedule or it may not be changed.
- The vote must take place after registration is completed but before the start of the first event. If it is to be taken at some other time 100% of the competitors must be informed before the tournament starts when the vote will take place (after what event, or what time of day).
- No individual or group smaller than 75% of the registered contestants may alter the order of events. No changes may be made unless the change is consistent with a plan submitted in advance as required.
- Criteria for decisions about revising the order of events on the day of the tournament must be documented in the official results (Example: number of registrants at time specified).
- Examples of valid Conditional Changes in Order of Events:

EXAMPLE: Juggling will be postponed until after the last event if more than 35 *veterans* are registered at 10:00 AM on the day of the event. It will be canceled if MTA isn't finished before 5:30 PM.

EXAMPLE: MTA will be postponed until after the Doubling event if any winds exceeding 12 mph for more than 15 seconds are recorded during the Accuracy event using a Fairworth anemometer.

EXAMPLE: Immediately after the Fast Catch event is completed A vote will be taken to determine whether the Endurance event will take place. It will take place unless 75% of registrants vote to cancel.

Recognition of Results

Recognition is granted by the USBA only if:

- Events are run and officiated in compliance with the USBA Event and Officiating rules.
- 11 or more *veteran* contestants participate in the tournament.
- *Tournament director* satisfies **USBA Notification Requirements** below.
 - Exceptions to the schedule may be allowed by the *USBA president* if appropriate.
- Events are run in the order in which they were advertised, announced and submitted to the USBA president.
 - **Changes to the Order of Events** can be made as indicated below.
- **All other administrative requirements** are satisfied.
- **Field Requirements** are satisfied.

MAXIMUM TIME ALOFT₁₀₀ EVENT

Timed flight duration - longest time is best

Required for scoring throw:

- Throw from anywhere within the 50 meter circle. No minimum range requirement.
- Legal catch within the 50 meter circle.*
- Legal boomerang with no catching aids.

Scoring

- Flight is timed from the moment of release until the boomerang is first touched. Time is recorded only if a legal catch is made.
- Official score is the time for the thrower's longest flight that ends in a catch.

Rounds

- 4 rounds of one throw each
- Each round is completed by all throwers in the group in rotation before the next round is started.

Re-throws

- May not be made within 5 minutes from thrower's unscored round.
- Official time may not be longer than time of flight in which interference occurred - provided interference did not shorten the flight time significantly.

Warm-up

- All throwers may warm-up on the competition field for at least 15 minutes prior to the start of the MTA event.
- No boomerangs may be thrown after the event starts except for scoring throws. (No warm-up throws during the event.)

Officials

- 3 - 4 timers and 1 50 meter line observer for each officiating group. 50 meter line observer checks for location of thrower at catch to make sure that catch is within the 50-meter circle. More than 1 officiating group may be used.
- If contestant is not completely inside the 50 meter circle he must be touching the 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 his first contact with the ground after the catch must be on or within the 50 meter circle.

NOTE: A throw in MTA₁₀₀ ending in a catch outside the 50 meter circle may be recorded in the MTA_{UNLIMITED} event if allowed by tournament guidelines.

AUSTRALIAN ROUND EVENT

Points Awarded - most points is best. See field layout drawing on page 1

Required for a scoring throw:

- Throw from inside bull's-eye
- 20 meters range minimum
- Accuracy points or catching points
- Legal boomerang with no catching aids.

Scoring

- ACCURACY POINTS are awarded if the boomerang comes to rest on the ground within the accuracy circles. 1 - 10 points. See field layout.
- If the thrower catches in the accuracy circles his location among the accuracy circles when he makes the catch determines his score.
- CATCHING POINTS are awarded depending upon location of contestant when he makes catch.
 - inside the 20 meter line - 4 points
 - on the 20 meter line - 3 points
 - between the 20 & 50 meter lines - 2 points
 - on the 50 meter line - 1 point
 - outside the 50 meter line - 0 points
- RANGE POINTS are awarded only if accuracy and/or catching points are earned on the throw.
 - 50 meters or more - 6 points
 - at least 40 meters; less than 50 - 4 points
 - at least 30 meters; less than 40 - 2 points
- Official score for each throw is the total of accuracy, catching and range points.
- Official score for thrower is his total for 5 throws.

Rounds

- The event includes 1 round of 5 throws. All throws are scored (no optional or practice or warm-up throws).
- Contestants throw in groups of 3 or 2 throwers. 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 5 turns. Then the next group begins its round.

Re-throws

- Made in rotation after the last person in the group completes his 5th throw. It cannot be within 1 minute after contestant's last scheduled throw.
- If interference prevents a thrower from catching his boomerang, the re-throw cannot be awarded any more accuracy, catching or range points than the throw it replaces could have earned. For example, if the boomerang went 30 meters and returned only to the 23 meter line, the maximum points for accuracy are 0, the maximum for range is 2, and the maximum for catching is 2. On the re-throw, the best that could be scored is 4 points - even if the thrower catches in the bull's-eye. If interference to the boomerang's flight occurs, there are no limits.

Warm-up

- First group may warm-up outside the active circle for approximately 5 minutes before the event starts.
- Each group of throwers may warm-up outside the active circle during the first 4 turns of the throwers in the preceding group - where space permits.

On fields where there is insufficient space for a warm-up area, warm-up throws may be allowed from between the 40 and 50 meter lines of the active circle after the preceding group has finished its round.

Officials

- Judge, Scorekeeper, 6 to 14 range stewards - including one range coordinator. The range coordinator relays the range of each throw to the judge.

Australran Round - Scoring Details

Legal catch must be made to obtain catching points.

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 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 contestant falls down after the catch is completed, location of his feet before his fall determines his location.
- If he is touching the ground when the catch is made, accuracy points are based on location of all *points of contact* with the ground.
- If 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.

Points for catch:

- If all *points of contact* on which score is based are in the same scoring area, area points (accuracy and catching) are awarded.
- If the area of ground contact on which the score is based touches or includes a line the average of the points of two adjacent areas is awarded.

If boomerang touches ground during flight:

- If the boomerang is caught, accuracy points are awarded based on the competitor's position when the catch is made, but no catching points are awarded.
- If the thrower touches the boomerang, but does not catch it, he gets the lower accuracy score based on:
 - where he touched the boomerang.
 - where the boomerang comes to rest.

JUGGLING EVENT

Catching event - most catches wins.

Required for catches to be counted:

- *Throws* and catches are made anywhere on the *competition field*.
- After 1st throw, 2nd throw is made before 1st boomerang is caught. At least one boomerang must be flying at each moment thereafter. They are thrown and caught alternately. No more than two boomerangs may be used at a time.
- For the first catch to be counted, the 2nd boomerang must be thrown before the 1st is caught. For the 2nd to be counted, the 3rd must be thrown before the 2nd is caught. To count the 3rd and higher catches, the next throw must be made before the catch to continue the round. To count the last catch (3rd or higher) there is no requirement that the next boomerang be thrown.
- 20 meters *range*.^{**}
- Legal boomerangs with no *catching aids*.

Scoring

- A catch is scored for every *legal catch* made before the first *non-catch*. No catch is counted for catching the boomerang that was flying when the first *non-catch* occurred.
- Official score is the number of consecutive catches in the *round*.

Round *

- One *round* is contested.
- Competitor may re-start the *round* one time. If he elects to re-start he must inform the *judge* before he attempts his 3rd catch. If he elects to restart, any catches made in the first attempt are forfeited.

Re-throws

- May be started as soon as possible after 5 minutes have elapsed after the *interference*.

Warm-up

- No warm-up throwing, other than the required *range testing*, is allowed during the event.

Officials

- 3 range steward/counters for each competitor. The same 3 people perform range checking and counting functions for the thrower. One of the three checks for foot faults during range checking. A different group is assigned for each thrower. Officials may not help the thrower spot his boomerangs, or judge the wind. -They may advise him about field boundaries and obstacles, and tell him how many catches he has made, if asked.
- Throwers may designate up to 2 spotters to help him locate his boomerangs, etc. The spotter may not simultaneously be an official. Contact with, or distractions caused by the spotter are not considered interference.
- Each competitor throws all boomerangs he may use in the event from the *bull's-eye* of any 20 meter circle at the start of his *turn* to check their *range*. If he is required by officials to wait more than 30 seconds between his *range test* and the start of his *round*, he may, at his option, elect to re-test the *range* of the one pair of boomerangs he will throw at the designated circle. If he elects to move to another spot on the field, no additional range test/warm-up throws are allowed unless he is required by an official to wait to start his *turn*.

FAST CATCH EVENT

Time to make 5 catches - lowest time is best

Requirements:

- For each catch to be counted:
 - Throw from inside *bull's-eye*
 - 20 meters range
 - Legal catch
 - Legal boomerang with no *catching aids*.
- For each round:
 - After 5th catch *bull's-eye* must be touched to stop timers.
 - Last throw must be released 60.00 sec. or less after the release of the 1st throw. (A round may be longer than 60 seconds).
 - Only one boomerang may be used.*

Scoring

- Timed from release of 1st throw to the moment when the thrower touches the *bull's-eye* at or after the 5th catch.
- If 5 catches are not made in the round the score is the number of catches.
- Time-for-five-catches scores place above scores which are number-of-catches-made.
- Official score is the better of the scores obtained in the 2 rounds.

Round

- 5 catches, or the number of catches that are made from the throws within 60 seconds of the first throw. If 5 catches are made, the official time may be more than 60 seconds.
- 2 rounds are contested.

Re-throws

- May not start within 5 minutes from thrower's *unscored round*.
- Official score may not be less than the elapsed time at the time of the *interference* in the *unscored round*.

Warm-up

- Each thrower is allowed a 1 minute timed warm-up from his *bull's-eye* immediately before each turn. The timed warm-up starts as soon as the thrower is ready to begin or 30 seconds after it becomes his *turn* - whichever is sooner. The thrower may start his round before his allowed warm-up is over if he desires.

Officials

- Center *judge*, 4 range stewards, 3 timers. Use lap timers* on stopwatch. Timers may be competitors.
- The stopwatches used must have 'lap' timers which continue timing uninterrupted while the timer reads 'lap' times, and which may be reset so the continuing time may be observed. All timing officials to be used during the event need to practice using this function at least 3 times, and as many times as are necessary to obtain personal confidence and the confidence of the head *judge* before the event is started.
- If thrower wants to change boomerangs, the one being replaced or a substantial part of it must be returned to the *bull's-eye* by the competitor before any more catches can be counted.

Note: For purposes of the rating system, equivalent times are used in place of number-of-catches scores. Equivalent times are:

- 4 catches = 85 seconds
- 3 catches = 110 seconds
- 2 catches = 160 seconds
- 1 catch = 310 seconds
- 0 catches = 600 seconds

TRICK CATCHING EVENT

Catching event - most catches is best

Required on each throw for catch to count

- *Throw on command*
- 20 meters range minimum - subject to *range challenge**
- Legal catch(s) of type required in round
- Legal boomerang with no *catching aids*.

Scoring

- One catch scored for each *legal* designated catch.
- Official score for each thrower is total of catches made in 9 rounds.
- Scores are recorded and submitted to the scorekeeper as required.

Rounds (All competitors throw in all 12 rounds)

- 1st Any legal catch.
- 2nd One-hand clean catch - left hand.
- 3rd One-hand clean catch - right hand.
- 4th Behind-the-back catch.
- 5th Under-the-leg catch.
- 6th Foot/leg catch **
- 7th Two-hand clean catch
- 8th Overhand Left-hand catch
- 9th Overhand Right-hand catch
- 10th One-hand behind-the-back catch
- 11th One-hand under-the-leg catch
- 12th Foot/leg catch **

All throwers who make 12 catches in the first 12 rounds qualify to enter the throw-offs. Qualifiers all compete in throw-offs simultaneously. In the throw-offs, each thrower continues making the following catches in rotation until he fails to make a designated catch. Each thrower's official score is the total number of catches made before his first *non-catch*. The winner continues until his first *non-catch*.

- 1st Any Overhand catch
- 2nd One-hand behind-the-back catch
- 3rd One-hand under-the-leg catch
- 4th Foot/leg catch **

Re-throws

- Must be made before the next round begins.

Warm-up

- Each thrower is allowed a 1 minute timed warm-up from his *bull's-eye* immediately before his turn. Each thrower who qualifies to participate in a throw-off is allowed a 1 minute timed warm-up immediately before the start of the throw off rounds.

Officials

- 3 judges (may be other competitors) to judge, count and record catches. One watches for foot faults. the other 2 officials are range stewards.

- *Range challenges* must be made at or before the catch or immediately after. *Range tests* must be conducted before the next round begins.

- ** Thrower may elect to make a *stand-up foot/leg catch*

DOUBLING EVENT

Catching event - most catches wins

Required on each throw for catch to count

- Throw 2 boomerangs simultaneously *on command* with one hand.
- *Legal catch* of both boomerangs. Catches must be of the type specified for the *round*.
- 20 meters *range* - subject to *range challenge*.*
- First boomerang caught must be retained until after second is caught or first catch does not count.
- Legal boomerangs with no *catching aids*.

Scoring

- One catch is scored for each designated *legal catch* made.
- Official score is the number of catches made.

Rounds* (All competitors participate in the first 6 rounds)

Either required catch may be made first after each throw.
If the first boomerang is not caught, the other catch can be either of the required catches.

- | | |
|-----|---|
| 1st | 2 <i>legal catches</i> - any kind. |
| 2nd | 1 <i>Left-hand clean catch</i> + 1 <i>right-hand clean catch</i> . |
| 3rd | 1 <i>Left-hand overhand catch</i> + 1 <i>right-hand overhand catch</i> |
| 4th | 1 <i>Behind-the-back catch</i> + 1 <i>under-the-leg catch</i> . |
| 5th | 1 <i>One-hand behind-the-back catch</i> + 1 <i>one-hand under-the-leg catch</i> . |
| 6th | 1 <i>Any legal catch</i> + 1 <i>foot/leg catch</i> . |

All throwers who make 12 catches in the first 6 rounds qualify to enter the throw-offs. Qualifiers all compete in throw-offs simultaneously. In the throw-offs, each thrower continues making the following catches in rotation until he fails to make a designated catch. Each thrower's official score is the total number of catches made before his first *non-catch*. The winner continues until his first *non-catch*.

- | | |
|-----|---|
| 1st | 1 <i>One-hand behind-the-back catch</i> + 1 <i>one-hand under-the-leg catch</i> |
| 2nd | 1 <i>One-hand clean catch</i> + 1 <i>foot/leg catch</i> |

Re-throws

- Must be made before the next *round* begins.

Warm-up

- Each thrower is allowed a 1 minute timed warm-up from his *bull's-eye* immediately before his *turn*. Each thrower who qualifies to participate in a throw-off is allowed a 1 minute timed warm-up immediately before the start of the throw off *round*.

Officials - may be competitors

- 3 officials; 2 check *range* and count, 1 center *judge*.
- *Range challenges* must be made at or before the catch or *immediately* after. *Range tests* must be conducted before the next *round* begins.

ENDURANCE EVENT

Catching event - most catches is best

Required for each catch to count:

- Throw from inside *bull's-eye*
- 20 meters *range* minimum
- *Legal catch*
- Throw must be completed before 5 minutes (300.00 seconds) from start of *round*. Last catch can be counted if throw was made before 5 minutes expired.
- Only one boomerang may be used*
- Legal boomerang with no *catching aids*.

Scoring

- One catch is scored for each *legal catch*.
- Scores are recorded and submitted to the scorekeeper as required.

Round

- Each thrower participates in one *round*.
- The *round* starts at timer's command.
- The *round* ends at timer's command.

Re-throws

- None unless it is impossible to obtain a fair score during the original *round*. If there is an injury that requires stoppage of the *round*, the *round* is delayed as described in the second paragraph under "officials" below.
- The problem in the original *round* must have been serious enough to stop the *round* (like an injury). Simple *interference*, such as hitting - but not injuring - a range steward, is not sufficient grounds for a *re-throw*.

Warm-up

- Each thrower is allowed a 1 minute timed warm-up from his *bull's-eye* immediately before his *turn*.

Officials - may be competitors

- Central timing is used. Start and end of each *round* is announced by the event *judge* for all *active circles* simultaneously. The center *judge* and at least 1 range steward also time the *round* at each circle.
- If an *injury* occurs, the center *judge* stops his stopwatch using the "STOP" function as soon as he recognizes that the injury is serious enough that the *round* should be stopped. He announces that the *round* was stopped because of the injury. (The stopwatch "LAP" function is *not* used.) When throwing can resume, the center *judge's* stopwatch is restarted as the thrower leaves the *bull's-eye* to recover his boomerang from where it landed, to resume his *round*. The circle where interference occurred will finish its 300 seconds later than the other circles. When a *round* is delayed in this way, the next thrower on all circles may not begin warm-up until the last circle to finish has completed the previous *round*. The range steward who is also timing the *round* should stop and start at the same times as the center *judge*. He is the backup timer. His time is only used if the center *judge's* timing is incorrect.
- 4 officials required for each thrower. 3 range stewards to check each throw for *range*. At least one of the range stewards times the event. He is the center *judge's* backup timer. 1 center *judge* to make sure all throws are made from inside the *bull's-eye* and to count catches aloud. He must count loud enough that the range stewards can hear him so they can verify his count after each throw. One official must record or report the scores as required at the end of each *round*. Throwers rotate duties.

- * If thrower wants to change boomerangs, the one being replaced or a substantial part of it must be placed in the *bull's-eye* by the thrower before any more catches can be counted.

★ President's Column ★

We all spend a lot of time talking about our abilities and attitudes on the competition field. We have discussed how to present ourselves to interested members of the public who see us throwing or attend our Toss Across America events or tournaments.

We should also take time to consider our relationship with each other within the organization off the boomerang field. Being a USBA member in good standing means more than just paying your ten dollars; showing up at tournaments; and/or reading your newsletter, etc.

There must be a rubric of ethics that binds us founded above all on honesty and integrity in our dealings with each other. Some of us have forgotten that. There is one individual who exemplifies this. This person has taken the boomerang designs of others, mass produced them, and sold them at a lower price than the original designer. This has resulted in a significant financial loss by several boomerang manufacturers who rely on their boomerang sales as a large portion of their livelihood.

These actions represent a perversion of the honorable way all of us have shared design and technological advances in the past. Tracing a boomerang for your own use, selling someone else's design with their permission, and/or paying them a royalty out of the sale is honest and acceptable. Taking that design, making and selling them (taking sales from the original designer by offering the "same" boomerang for less in price to consumers and distributors) is neither honest nor acceptable.

This activity is driving our design leaders toward patents and copyrights which will stifle free dissemination of ideas and may lead to lawsuits down the road. If the offending individuals cannot rectify their actions by themselves, it is time they got some help doing so.

Some USBA members are also not paying promptly for products ordered when received, or are not shipping products after payment has been received. Another member has solicited donated boomerangs for exhibition and then sold them for his own benefit. While there are very few of these people, we cannot tolerate any who would misuse their fellow USBA members in these ways.

If we cannot trust each other to deal honestly, member-to-member off the field, what hypocrisy the camaraderie and honor system at tournaments becomes. Follow the simple golden rule: "Do unto other USBA members as you would have them do unto you." Do not order boomerangs unless you can pay for them when they arrive. Do not rip off another's design; and steal their market by undercutting their prices. Make manufacturing and distributing agreements with them that work to both parties' benefit. Obtain permission. Pay a percentage of sales. Work different parts of the country to maximize coverage and the people you can introduce to the sport of boomerang.

For those of us who do not make boomerangs for sale, some of the above may not be directly applicable, but it has to do with your sport and its image so it is

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relevant to you as well.

On a different note, it is time to prepare to host a Toss on May 16, 1992, the date of the Second Annual Toss Across America. As you all know, this is an event designed to take place all across the United States, introducing boomerang throwing to the members of your community. The event depends on all of you who love boomerangs to make it a success.

I recently learned that the national Frisbee® Disc Golf association has a day when all of its members are supposed to take three of their friends out to play disc golf to promote interest in the sport. That is the idea behind the Toss Across America as well. You do not have to be a competitive thrower to reserve a field, work with your local media, pass out flyers, and give demonstrations and throwing lessons to those interested enough to show up. You do not have to be there all day unless you want to be, a few hours will do. Get USBA flyers into their hands, let them throw a few, field the questions, and watch the joy on their faces! Write to me and I will send you Toss Host packets with flyers, join the USBA literature, press releases, report sheets to tell the MHR about your Toss, and maybe more.



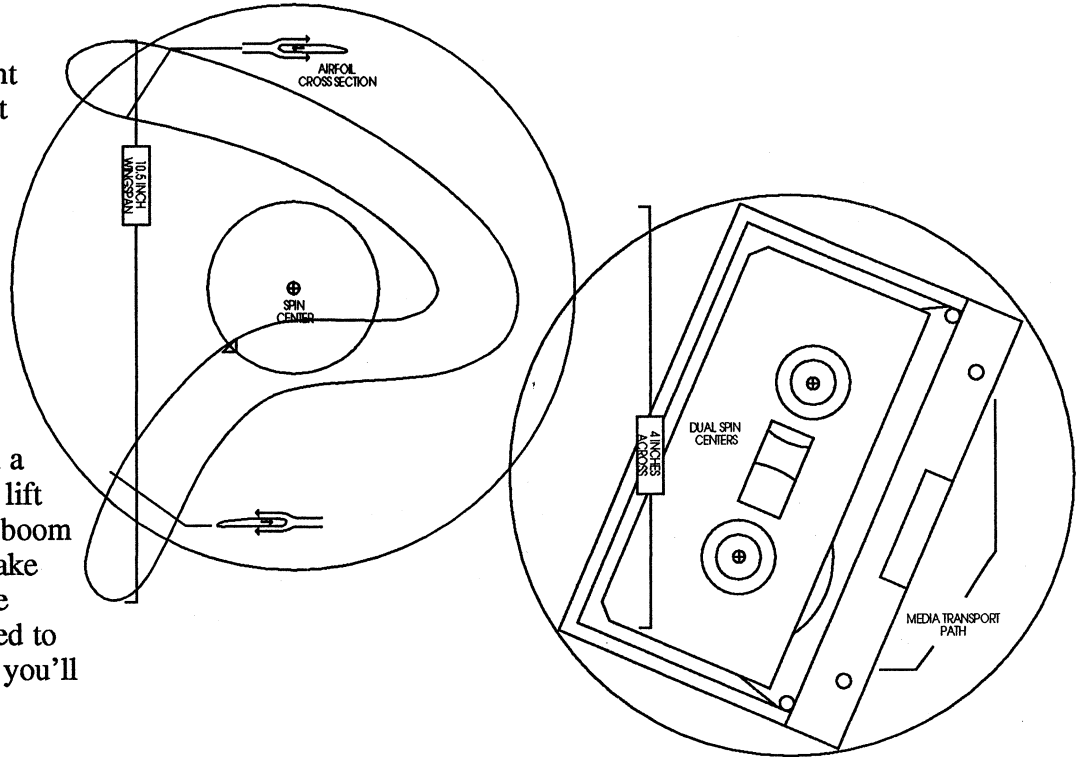
New Booms on the Block

by Paul D. Sprague

Scissortail

by Rangsmith (503) 942-4372

The Scissortail is an excellent Aussie Round performer that can eat gales for breakfast. It's not for beginners; this one requires a hard throw and hard winds to bring it back. The thing that makes this different from most good 50-meter booms is the size. Scissortail is only 10.5 inches across the long axis. Stout 12-ply with a subtle tune on the swept-out lift wing keeps this unweighted boom doing the distance. It may take even an experienced distance thrower some time to get used to laying it out almost 45°, but you'll be impressed by the flight.

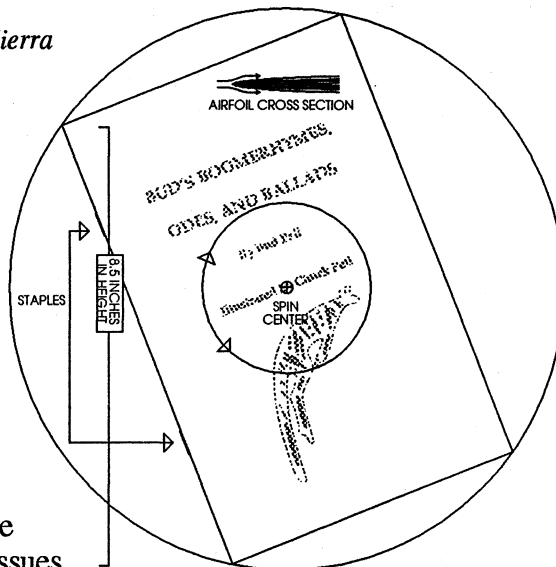


Editor's Note: Yeah, OK, so they're not all booms on the block. But this other stuff is so cool you won't want to miss it. Be the first one on YOUR block with a tape of Aboriginal rock & roll.

Bud's Boomerhymes, Odes and Ballads

By "Just Plain Bud" Pell, 29675 Sierra Pointe Cir., Farmington Hills, MI 48331 (\$5 US, \$7 overseas)

Since poetry is such an integral part of boom consciousness, a dedicated thrower's coffee table requires this book. This is the second volume of boomerang poetry ever published (H.L. Mayhew's Boomerang Song being the first), and is an impressive undertaking. Readers of Many Happy Returns have seen Pell's verse in the poetry section in past issues. See page 2 of this issue for an excerpt. If you can stand that hat, you'll love this collection of 27 illustrated poems - and you might be surprised to find your name mentioned in it.



Yothu Yindi - the album

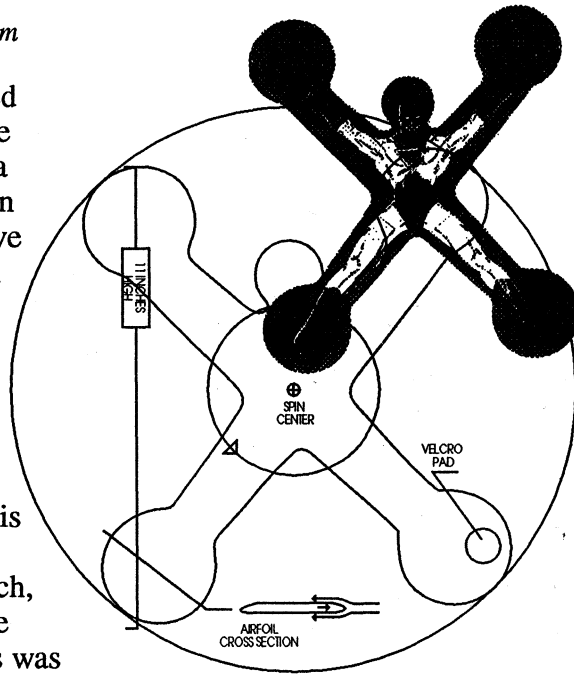
Available from Boomerang Man (318) 325-8157

If you've never heard the eerie thrumming sound of a didgeridoo, you owe it to yourself to give this a listen. The group Yothu Yindi plays traditional Aboriginal (Gumatj and Rirratjingu clans) music and sings some in English. Song themes are thoroughly Abo! "The planting of the Union Jack never changed our laws at all." Even if you have heard this weird instrument played, you won't believe this album. I never thought a didgeridoo could be accompanied by electric guitars and slick keyboard artists, but in a couple of numbers, this guy gets down and *really rocks*. It'll blow your mind. Imagine if the group Midnight Oyl was from the outback instead of being just city boys.

Supernaut

By *Funtastic Flyers*, available from *Boomerang Man* (318) 325-8157

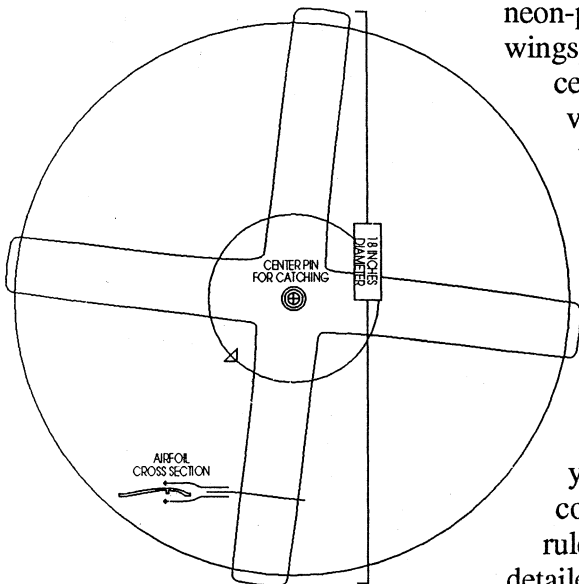
The Supernaut is a 4.5-bladed (lobed?) spongy polyethelene boomerang with a figure of a spread-eagled comics hero on it. Laugh if you will, but give it a toss. I expected it to fail the no-tune, straight-from-the-package test, but it came right back *looking like an FC rang*. Low flight, a little shy of the 20 meter mark, but not bad. With a little modification, this might just be a good Endurance unit. Super easy to catch, and a little velcro pad on one foot. I wasn't sure what this was for until I threw it and found it was in exactly the right place for a pinch-grip toss, making for a pretty good grip. Cool idea. Who'd have thought of velcro for a boomerang grip surface? It's either that or you're supposed to hang it on your kid sister's sweater.



Wuz-Zee

By *Innovative Creations*, Fairview, TN (615) 799-9988

Some of you know I have a soft spot for 4- and 6-bladers. The Wuz-Zee is the closest thing I've ever seen to a mass-produced pinwheel or cross-stick. Its four neon-plastic blades have a wide wingspan and it comes with a long center catching handle. It flies very stably (RH only) with or without, but you'll want the handle for catching - the plastic is rigid and unforgiving. This model does not fold up on contact with errant hands since it is entirely molded. Overall, an excellent short-range (15 M) gentle flyer. If you think the USBA rules are complicated, wait'll you see the rules for Wuz-Zee Baseball detailed in the package. Rotating positions, umpires, infielders, double plays, plus and minus points...what do you say Doug?



Beginner's Circle

Tournament Checklist

by Paul D. Sprague

So you've found a tournament near you and you've decided to attend (see schedule on page 9). The following is the unofficial boomerangers' guide to stuff you need at a tournament:

- Your USBA rulebook from this issue of *Many Happy Returns*.
- T-shirts from past tournaments are *de rigueur*. You should realize that you'll leave every tournament with a new T-shirt - this becomes a curse to veterans' closets.
- Cheap sunglasses that you don't care about.
- SPF 93 ozone supplement sunblock.
- Something cool to carry your booms in, like an Uli bag or psychedelic GEMZ boom sox or a hand-tooled leather case custom-fitted to your killer FC rang.
- Foul-weather gear - boomerang tournaments tend to have an adverse effect on normal weather patterns.
- Water or high-tech electrolyte replacement formula.
- Real stopwatch with your name on it (no wrist chronographs please, in case somebody else has to time *you* they have to be able to figure out the buttons).
- Towel or lawn chair to sit on.
- Cash to buy the hottest new booms on earth from the makers - a lot of people don't realize how much better booms are at tournaments than they are at K-Marts. Plan to spend \$50 - you'll thank me for this when you get home.
- Sandwich.
- Camera so you can submit photos for the next issue of MHR (see page 5 for addresses).

Boom & Doom in the Urban Wilds

by Ralph Bonheim

Say what you will about the greenhouse effect, but it's certainly extended the booming season well into winter, at least at NYC latitudes. At 9:30 a.m. on the final Saturday of December, I was out throwing in Brooklyn's Prospect Park with no risk of frostbite and the whole enormous sports field virtually to myself. A light,

consistent wind was allowing me respectable distance and passable accuracy with my left-handed Jim Mayfield hook.

As is common, I drew some spectators, in this case a pair of lanky youths in their late teens, each holding a large, serious, genuine pit bull—one white, one cocoa—on a very short leash. Most of the mean-looking dogs I've met in the park have turned out to be pussycats, so I didn't give these much thought. Their owners seemed friendly enough, making all the basic boomcomments ("Man, I always thought those things were a myth") and boomqueries ("How much they cost?").

Then, with my next throw, lanky youth #1 loses his grip on the white pit bull, and the dog goes charging across the field after my boomerang. Luckily for me, the dog had clearly never seen a stick with an elliptical flight path; he got confused, then spooked, and then charged back toward his point of origin.

Instead of frolicking with master and friends, however, the dog opened his vise-grip jaw and promptly clamped it shut on the other pit bull's face! The two animals were suddenly locked mouth-to-mouth like a pair oversized, agitated, dime-store magnetic Scotty dogs. Maybe this is just how pit bulls play, I thought, as I turned to throw again. But the beasts were hanging tight, conjoined at the mouth, growling, frothing, and bleeding. Their owners were now voicing equal concern about separating the dogs and not being spotted by a cop. These bulls had been trained at the very least as attack dogs and quite likely for dogfights.

After nearly a minute of this, I came over and asked if I could

help, at which point lanky youth #1 asked perhaps the dumbest question every put to a boomer: "GOTTA STICK???" My nicely weighted and tuned hook was the only stick close to hand.

Gingerly, I gave the white pit bull one or two communicative raps on the head. He wasn't distracted in the least. "No, man, you gotta shove it way back in his mouth!" said lanky youth #2. Like an idiot, I gave it a try. Now, to add to existing horrors, my prized boom was marred with four deep fang marks.

To hell with this! I ran back to my knapsack and got that Outback Tern omega I keep around for curious right-handed onlookers. This time, I let lanky youth #1 do the honors. After ten seconds or so of concerted crowbarring, he managed to pry his dog loose. Nursing their respective mongrel's wounds, the kids just walked away. "Hey!" I yelled. "Yo, sorry about the boomerang," one of them said.

I'm not sure why, but the thought of demanding compensation for damaged property from two lanky youths in Prospect Park each possessing an agitated, man-eating pit bull did not occur to me at the time. Anyway, even a nonhandy man like me HAS heard of liquid wood.

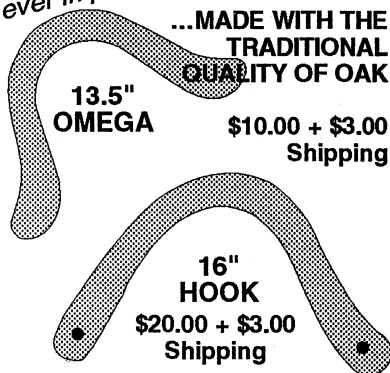
But when I wiped the blood and effluvium off the boomerang and gave it a test throw, it actually flew BETTER than before. Smooth flight, accurate returns, and a tad less wind sensitivity.

So I can now confidently recommend four deep fang marks in the dingle wing of your Jim Mayfield distance hook for added-throwing pleasure. From a pit bull, mind you. I can't vouch for the aerodynamics of Rottweiler bites.

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POSTCARDS FROM THE EDGE

by Dean Kelly

Welcome to another round of Postcards From The Edge!

Word comes from 'where no one has gone before' that another world record is in the process of being smashed. Brian Dettwyler sent the accompanying postcard which, he claims,

shows him inserting an MTA (appears to be a Rangsmith Eugenian III) into near earth orbit. 2 hours and 26 minutes after launch the boomerang reappeared on the horizon.



Unfortunately, due to the high velocity of the boomerang's orbit and an unreasonable fear of puncturing his pressure suit, Brian elected to not attempt a catch.

Assuming that the MTA has achieved a stable orbit a successful catch is still a definite possibility. Whether the catch will be made within the 100 meter circle remains to be seen. Regardless, the MTA Unlimited record is definitely being threatened!

A little more down to Earth (just a different edge) is word that H. L. Mayhew has founded the World Wide Society of Boomerangers (WWSB). Membership is \$1 cash, check, money order, uncanceled U.S. postage stamps, etc. A unique side of membership is that it is a lifetime

thing! As H.L. says, "Like the Little Orphan Annie Fan Club, Junior G-Men, Mouseketeers and other such organizations, once you belong, you always belong."

As a benefit of Society membership you have the option of ordering the newsletter ("published from time to time"): The Boomerang Grab Bag. Cost is \$1 per issue. This newsletter covers boomerangs from a decidedly different angle than any other newsletter I've seen. This is perhaps the only place you will ever find plans for how to make a boomerang out of a pair of plastic forks obtained at Wendy's! Beats the

Capn' Crunch rang in performance if not aesthetics!

H.L. Mayhew
Come Back Press
Circlewood Star
P.O. Box 30547
Columbus, OH 43230

Butting up against yet another edge is T.W. Smith. The man now has 51 (did I count accurately?)

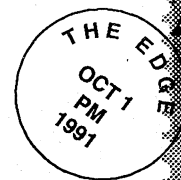
models that he is currently marketing! That's more boomerang styles than most people have boomerangs! How does he keep track of them all? Does anybody else offer more styles?

An anonymous message was left on my machine recently. The voice, low and mechanical, claims that in 1987, in Maryland, a styrofoam boomerang was thrown (so to speak) with the mouth and then caught with the same mouth. The same mysterious voice claimed that several other feats (over the shoulder mouth launch and catch (Dennis Joyce?) and foot launch and catch) were accomplished in Hampton, VA. He ended with the reminder that these were all just rumors. Can anyone verify these feats? Any ideas who Deep Boom might be?

Let the rest of the world know how you are personally taking boomerangs to the edge. It may be in design, throwing technique, trick catches, or what have you! Which edge is not important!

Send your postcards from the edge to:

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Thrower Profiles

Editor's Note: Each of the throwers in this random sampling was asked to tell their most outrageous boom story and then a "freestyle" response where they could say whatever they wanted to the USBA membership.

Paul David



From: Palmerton, PA
Booming Since: 1988
Favorite Food: Chinese (Szechuan style)
Best Event: MTA 100

Boom Story:

On June 22, 1991 in Amherst, Massachusetts, I set two American records - MTA 100 (1:11:15) and Accuracy (48 points) in my second rated tournament.

Freestyle:

Will someone please send me a rulebook!/? *Done — ed.*

Stéphane Marguerite

From: Montreal, Quebec, Canada
Booming Since: 1981 - started at age 15 in western France.
Favorite Food: Pizza & peanut butter (je suis Québécois).
Best Event: Aussie Round



Boom Story: (pass)

Freestyle:

The USBA members are very welcome anytime in Montréal. We don't organize any tournament this year because of the "92 WBC" in Germany. We hope the Canadian and the Americans will be together to organize big tournament, big competition or big show in the several superdomes we have in North America to promote the boo'.

Michael "Gel" Girvin

From: Berkeley, CA
Booming Since: 1984
Favorite Food: 7-grain pancakes topped



with raspberry preserves, scrambled garlic eggs, seasoned potatoes.
Best Event: Juggling, Trick Catching Freestyle

Boom Story:

After forming the Intercollegiate Boomerang Association (IBA) with Peter Pay Rose, Jake Diston and Paul Kimbal, we held the first IBAs at the Evergreen State College in Olympia, Washington. Teams from all over the country travelled to Evergreen, but the Chicago Art Institute Team, which I was part of, had to travel the farthest. In order to raise money to fly our team to Olympia, we held a Boomathon. We collected pledges for each catch we could make out of 500 attempts. When the Boomathon day came the weather was bad. All eleven Chicago team members threw and caught in two feet of snow, -17° temperatures and winds between 10 and 20 MPH while it snowed the entire six hours. It was by far the most painful and exhilarating feeling when we, eleven rad boomers, finished. We had gone up against pure adversity, together, and triumphed. But the amazing occurrences did not stop on that day. The day teams arrived in Olympia it was not raining, but it had rained a record 29 days straight previous to our arrival. And on that day in May 1989, as all the IBAers started to throw their curved sticks, the poetic flight of the boomerangs seduced out of us the spontaneous combustion of a new game: Cauliflower (you throw first, and while the boom is in the air the throw is called out). In this altered state, catches that were never thought of before were invented: Diving Head Catch, Flying Stand-Up Foot Catch, Hacky to Head Catch, Minimalism Catch, 360° Calf Catch and on. And on...

Freestyle:

Around the world, with every new boomerang flight, a new arched etching is forever painted into the history of the oldest sport on earth. As each boomerang flies through the air, it adds depth to this history, a new page with each curved temporal structure. An interesting concept. Throw booms. Have fun. Be rad. Stay Rad!

Richard "B-Man" Harrison



From: Monroe, LA
Booming Since: 1967-68 I got my first Wham-O
Favorite Food: Red beans & rice, Jean's sourdough breads, seafood (oysters with hot sauce), Szechuan/Hunan.

Best Event: I'm a sport thrower, not a contest thrower. Kinda dumb for a 56-year-old to try and beat 21-year-olds. Fast catch in under 15 seconds. Hey, I can't even count that fast.

Boom Story:

In 1984 we hosted the Aussie Team here in the States. Those of us travelling with the Aussies, we all stayed in a Y-camp in Downington one night. I got up around 7 a.m. and Bob Burwell was getting up and out too, so we went out to toss. Then Bunny Read came out and joined us. Wow! There I was throwing with two of the world's best makers/throwers. To me it was almost like being on the race track with Sterling Moss, Phil Hill, etc. and enjoying a friendly bit of dicing (I used to race cars).

Freestyle:

Over the years I've seen some really fine throwers (and only a couple of real jerks), but too often I've seen the "hype" influence people so they feel they can make their fame & fortune being a World Champ B'Ranger. Hey, I just enjoy the sport for the simple pleasure it gives. The attention is great, but keep it in perspective. I'm just having a good time, and this is what the Sport is to me. (To boomerang makers): Keep this a hobby. Sell enough to pay for materials and go to events, but keep it a hobby. If you get into production, you have to approach the sport as a business person. Pricing becomes a problem when dealing with wholesale. If you sell a 'rang for \$16 retail, you have to sell the same 'rang for \$8 wholesale. You, have to adjust to take a \$2 profit (let's say) when you sell a retailer a load of booms where you might take \$8 if you retail them yourself. But the retailer will buy again and again. I like to price my booms to reflect the play-value. A boom's got to look and perform like said price.

Ben Owen with his twin Matt



From: Chicago, IL

Booming Since: January, 1989

Favorite Food: Fresh fruits & vegetables, salsa-laden burritos, humus, sushi.

Best Event: FC, Aussie Rd, MTA

Boom Story:

I took Gary, Gregg, and Chi-town to Berkeley last September. We played volleyball in the new courts in People's Park, for which the homeless people living there put a curse on us. Our trip was clearly in jeopardy. What if our booms didn't come back? We had to overcome these negative vibes. So we went to Mt. Shasta, the axis mundi of the Native American "World Renewal" religion and a power point of the harmonic convergence, which brought about the end of the Cold War. We drove to Panther Flats, 8000' up, where UFOs have been known to land. Chicago Bob busted out his best MTA, and got ready to sacrifice it "unto the mountain." We concentrated. We projected. We called to the jet-stream. Our combined powers focused on him, he kissed his boom good-bye, and lofted it skyward. It spiralled a few times, low and unstable, and then took off. For more than two minutes we watched it, heading for the summit, 6000' up and several miles away. We squinted. We cheered. We started to feel better. Eventually it disappeared from sight, still climbing. Our sacrifice accepted, our karma was restored, and the curse of the homeless was lifted.

Freestyle:

For two years I've been playing a lot of ultimate frisbee, which has much in common with boomeranging, not the very least of which is that the players officiate themselves. Every line call and every foul is called on the field, between the players involved. Competition is based on "the Spirit of the Game," a concept that is even written into the rules. Our sport could gain something from this model. While I think it is important that our rules emphasize objectivity, I would like to see us all take greater pride in the integrity and sportsmanship that fair competition requires. Most of us do already, but the spirit of our sport is much less apparent than it is in ultimate frisbee. Let's make an emphasis on spirit a more explicit aspect of boomerang competition.

John Koehler

From: Poolesville, MD

Booming Since: 1986. I found a red Wham-O in Jim Jordan's garage.

Favorite Food: Anything cooked on a grill except booms, but I've heard Gregg's brother eats 7-ply for breakfast.

Best Event: Endurance. And FC, but it doesn't have the same rhythm and beauty. Endurance becomes like breathing for me - no thinking.

Boom Story:

A hawk taught me how to do SuperCatch. During lunch one day in 87 or 88, I was tossing rangs on a small field with trees all around. I was throwing 40-meter when I noticed a hawk circling above the trees, watching my rang. I decided to get up to his altitude, so I pulled a silver Bailey maxi (I do mean maxi - you could plow a field with that sucker) MTA. The rang hit altitude and floated with the hawk. It descended to tree level and PARKED. Oooh baby! I got out my fast-catch and caught five on my second attempt, completing a round of SuperCatch. Unfortunately, the hawk missed it.

Freestyle:

Boomerangs are wonderful for the body and spirit. Self-stimulating and extremely rewarding. Boomerangs don't talk back and you don't have to have a partner to throw them. They can also become addictive and consume vast quantities of time, money and effort. My advice to all beginners is give it up now, before it's too late. Don't become Boom Junkies. Just kidding, folks - the truth? Follow your heart and if your passion is with boomerangs you will be rewarded many times over with happy times, good people, travel, and maybe an occasional win. I have won exactly one tournament and it pales in comparison with all of my many fine boom memories. One last thing - I plan to grow old with rangs. What about you?

T.W. Smith



From: Saginaw, OR

Booming Since: 1969 - I'm one of the "old guard."

Favorite Food: Pizza.

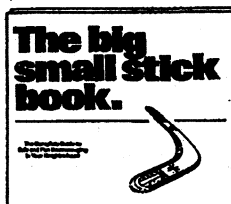
Best Event: Aussie Round, Accuracy, Juggling

Boom Story:

I was once throwing a two-blader which "stood up," balanced in the low-cut grass upon landing. Not giving this too much thought, I threw it again and repeated this feat on the very next throw! Odds-makers, take note.

Freestyle:

MHR emphasizes the "sport" of boomeranging; BJ, the "science." But I wist to appeal to you on the "art." Consider what we have: static art, dynamic art, participant art, 2D, 3D, 4D. Perhaps the world's most profound "mixed media" art form comes back into our hands as the world's most ancient aerodynamic toy. Don't let folks discount this hidden high art form with glib comments and jokes, for they know not what they speak of. (But let's not get too serious about it, eh?) I like to think of German poet Ranier Maria Rilke's line "you must change your life" as the requirement for any true art/artist. For the boomerang art, you change your life each and every time you throw. Always remember we can create in so many different ways - anybody up to juggling doublers?



Available through the National Park Service Visitors Book Store.



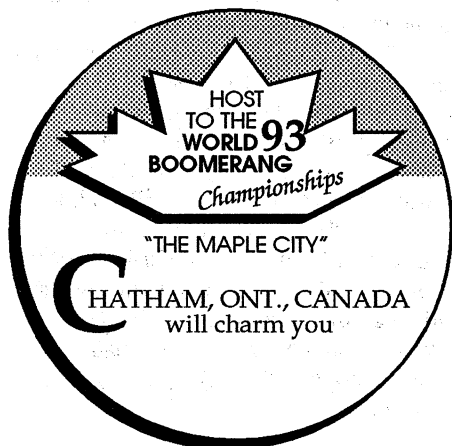
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What's Doing in Canada?



Ruby Kennedy and John Cryderman with the 1st place trophy for the Chatham, Ontario 1993 World Boomerang Craftsmanship award. Plans for the 93 tournament are progressing well. Workshops, raffles, craftsmanship awards and a live kangaroo are expected for the week of April 19-25, 1993.



Collectors: Have you got one of these?

To help raise funds for the 1993 World Championships, John Cryderman is raffling off a hand-made gold and silver inlaid boomerang. Tickets are available for \$3, or two for \$5.

Contact John K. Cryderman
136 Thames St., Chatham, Ontario,
CANADA N7L 2Y8

Letter to the Editor, from pg 4.

debate in the previously mentioned edition of "TBJ"). Like someone whistling something past the graveyard, a subconscious double-hitch seems to remain...perhaps with good reason.

It's not just that tri-bladers generate new rules. It is, rather, that they radically alter the style of boomeranging. It's like seeing someone using a crossbow at a fencing competition, "Efficient, yes, but not so long on style points." And isn't it true that spectators who arrive at a tournament to see contestants throwing zippy tri-bladers rather than hulking, traditional two-blade boomerangs, are generally disappointed? Add to this disappointment a tournament format that features sporadic delays and some rather cryptic events and your walk-in audience is likely on its way back to town to watch ESPN Tournament Chess... or maybe stadium bass fishing.

For boom throwers, the existing tournament format is both a great test of skill and excellent entertainment. (I've enjoyed the few I've been to. I'm proud not to have beamed any famous throwers while competing). And from the thrower's perspective, tri-bladers only raise the level of consistency required to succeed in competition. Fine and dandy. Long may tri-bladers reign and eagles score. But with spectacle (and spectators) in mind, I'd like to see an additional competition format. What about a sort of floating "Giant Aussie Round Robin" match, favouring traditional booms? To a standard Aussie Round format, add a 60-metre back line, have serious points available for distance (no

winning on accuracy alone with a fast-catch boom) and contestants dropping in and out of the competition over an entire day. Highest point total for 30(?) throws wins, or maybe highest points-per-throw average with some minimum number of throws required. It would be like a jai-alai game. Continually changing players and constant visual entertainment for spectators. Organizers would have fewer logistic hassles and the public would see more of what they come expecting to see...classic throwing and catching with traditional boom designs.

So there you have it, a complete and original concept...not! Undoubtedly a little R&D is in order, but let's run it up the flagpole and see if the cat licks it off. Who knows? Perhaps catching a two-blader has become reactionary rather than reflex, but I believe the traditional boom is stylish and still deserving of attention. A new contest format might just be in order. I'd be interested to find out. All those in favor - please raise two arms!

Traditionally yours,

Ken fan

9986 Keele St.
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Canadian Woodworkers Learn to Boom

WoodCuts Magazine (Winter 1991/92) did a 5-page feature story on handmade boomerangs, with diagrams on how to make your own boomerangs, and several photos of Cryderman's beautiful handiwork.

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Early ads with payment will receive the best placement.

USBA Information

The USBA provides services in addition to this newsletter. Various information listings can be obtained through the USBA headquarters. These include information on wood/materials for making booms; domestic and international clubs; manufacturers and distributors of boomerangs; rules, regulations, and bylaws. A sample of catalogs by various distributors can be obtained by mailing \$2 to USBA headquarters. Domestic members are entitled to receive these listings simply by sending a SASE to USBA headquarters (Overseas members - please send \$1 for each listing required).

USBA
P.O. Box 182
Delaware, Ohio 43015

Membership Information

All membership dues should be paid by check or money order in \$\$USA\$\$\$. Make checks payable to: USBA. Domestic and Canadian memberships are \$10 per year or \$150 for life. Overseas dues are \$20 per year or \$250 for life. Check your newsletter expiration season/year which is printed on your mailing label. Mail all checks or money orders to the address below:

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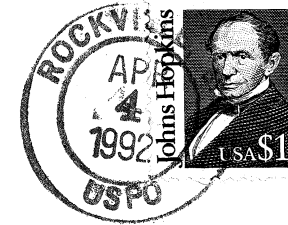
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