

COMPETITOR'S MANUAL

WORLD FRISBEE CHAMPIONSHIP

1976

ROSE BOWL

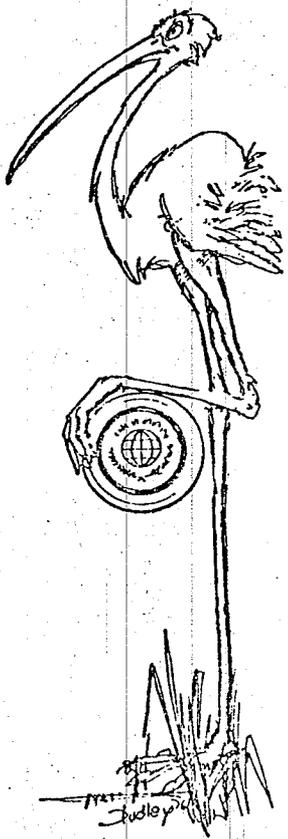
NOTE: This brochure is the best information that we have at this time concerning schedules and ground rules for the events. You will be informed of any changes at the Orientation Meeting Wednesday evening.

The 1976 World Frisbee Championships is a dream made real. Within the limits of economic realities and other enduring dreamicides, we will bring many of our best together to celebrate our art. It should be a fine and memorable experience for all of us as we glory in each other's talents.

I have attempted to design competitive formats which will be fair to all contending. We have learned much through each of the Series Meets. For instance, most of us now know what it is like to be on the official side of the clipboard, and that there will be problems no matter how carefully a contest is conceived. I have a staff of officials who have proven themselves to be of the highest caliber. Through consultation with them, I will attempt to resolve the issues which arise. In those problem situations, I ask your trust and understanding.

My personal goal for our meeting is that each of us experience personal growth and a stronger sense of affiliation with all players. There will be competition of the highest level and with it comes a clear threat - each event will produce only one champion and many who fail to be the champion. If the costs of those many failures is too high, it can never balance the joy of the solitary champion. Am I dreaming to hope that each victory will be shared by all of us through our love for the games and each other?

Dream with me,



1976 WORLD FRISBEE CHAMPIONSHIP

Wednesday, August 25

Flight #167, American Airlines, arrives from New York and Chicago

Bus leaves LAX for Cal Tech

Room Assignment

Dinner

Orientation

General jam at Cal Tech/Officials Meeting

Thursday, August 26

8:00 AM - Bus leaves Cal Tech

9:30 AM - Arrive at La Mirada

Men's Golf Prelim.  
18 holes  
cut to 30

Women's Golf Prelim.  
18 holes  
no cut

Senior Golf, Round #1  
18 holes  
no cut

11:30 AM - Lunch

12:00 PM - M.T.A., Distance, T.R. & C.

Men's Prelim.  
cut to 15

Women's Prelim.  
cut to 5 in MTA &  
TR&C - cut to 3 in  
Distance

Senior MTA Final  
Senior TR&C Final

5:00 PM - Dinner

5:30 PM - Swimming/Bus to Cal Tech/Guts & Ultimate Practice

8:00 PM - Bus to Cal Tech

Friday, August 27

8:00 AM - Bus leaves Cal Tech to Oak Grove

9:00 AM - Oak Grove

Men's Golf Semi-final  
18 holes  
cut to 5

Women's Golf Semi-final  
18 holes  
cut to 3

Senior Golf, Round  
#2, 18 holes  
no cut

11:15 AM - Bus to Rose Bowl Fields from Oak Grove

11:30 AM - Lunch

12:30 PM - Men's M.T.A. Final  
Men's T.R. & C. Final  
Men's Distance Semi-final,  
cut to 3

Women's Accuracy Prelim., cut to 5  
Senior Accuracy - Round #1

Later -

Senior Distance Final  
Women's T.R. & C. Final  
Women's M.T.A. Final

Guts & Ultimate Practice

Saturday, August 28

8:00 AM - Buses leave to Oak Grove and Rose Bowl Ball Diamonds

9:00 AM - Oak Grove

Men, Women & Senior  
Golf Finals

Rose Bowl Ball Diamonds

Men's Accuracy Prelim.  
cut to 15

10:30 AM - Bus to Rose Bowl Ball Diamonds

11:30 AM - Lunch

12:00 PM - Men's Accuracy Prelim. continued  
Senior Accuracy, Round #2

Women's Freestyle  
Senior Freestyle

Later - Men's Accuracy Semi-final, cut to 2  
Women's Accuracy Final

Still Later

- Men's Freestyle Preliminary Pools, cut to 12 pairs  
Men's Freestyle Semi-final, cut to 3 pairs

5:30 PM - Buses from Rose Bowl to Cal Tech

SCHEDULE OF EVENTS

- 12:30 - Demonstration of Maximum Time Aloft, Throw, Run & Catch, and  
Women's Freestyle
- 1:00 - Guts Frisbee  
Air Aces (World Champions, 1975 and 1976)  
-vs-  
World Guts All-Stars
- 1:45 - Celebrity Distance
- 2:00 - Women's Distance Finals
- 2:15 - Men's Distance Finals
- 2:30 - Pairs Freestyle Final  
Co-op Freestyle Demonstration
- 3:00 - Men's Accuracy Final
- 3:30 - East/West Ultimate Frisbee All-Star Game  
K-9 Demonstration at halftime
- 4:30 - Awards Presentation

## THE COMPETITION

### Overall Championships

The overall championships will be based upon players' finishes in the six individual events. In the Men's Division, the top thirty places will score in each event with first being worth thirty points and 30th worth 1 point. A player's total of all points will constitute his overall score.

The same system will be used for Women and Seniors with the places scaled to match the number of competitors, ie;

Women: Top 10 places score 10 to 1  
Seniors: Top 3 places score 3 to 1

### SPECIAL SECTION

#### Ties

In general, ties will result in competitors sharing place and points, eg., 3-way tie for tenth equals competitors equally sharing the total pool of points for tenth, eleventh and twelfth. Ties will be broken however, in two cases;

- A. To determine the first place finisher in any event.
- B. If a tie should exist which involves increasing the number of individuals qualifying for a semi-final or final. In these cases the ties will be broken in order to produce only the stated number of semi-finalists or finalists for each event.

After ties have been broken, points and places will be distributed accordingly.

#### Tie-Breaking

The following are methods by which ties in each event will be broken:

1. Distance - two additional throws for each tied competitor.
2. MTA - Two additional throws for each tied competitor.
3. TR & C - Two additional throws for each tied competitor.
4. Accuracy - An additional set of 28 throws for each tied competitor.

For events 1-4, if the tie has not been resolved satisfactorily after the initial tie-breaking procedure, it must be repeated until the tie is broken.

5. Frisbee Golf - Sudden death elimination beginning on the first hole of the course and continuing until the tie is broken.

6. Freestyle - The high and low scores from the judges, which are normally dropped out of the final score, should be added in and the scores for the tied competitors compared.

7. Overall - If the tie exists for the overall championship in any division at the end of competition, the competitor with the highest number of first-place finishes will be declared the champion. If a tie still remains after this procedure, the competitor with the most first and second place finishes will be the champion. If the decision has still not been reached, the procedure should continue down through the places until a single champion is determined.

#### ORDER OF COMPETITION

Frisbee Golf - In the Preliminary round, players will be randomly assigned to groups which will be started shot-gun fashion. Groups in the semi-final round will be determined by the score of the preliminary round.

Distance, MTA, TR & C and Accuracy - In the preliminary rounds, order of play for these events will be listed prior to the competition. Distance, MTA and TR&C will run simultaneously, the player's competing times being maximally spaced between events. By looking at the three orders, each player should be able to move from his first event to his second to his third without being unduly rushed. As the player's name approaches in the order, he will be announced as "in the hole," "on deck" and "up." Players should report in to the head judge of the event immediately after they are called "in the hole." If a competitor fails to report within two minutes after his final call, he will be scratched from the event. Competitors should be forewarned of this procedure and make every effort to be present when their name is called. Exceptions to this ruling will be made only under the most dire circumstances and upon the vote of the head judge of the event and the tournament chairmen.

#### SEMI-FINALS

The order of play in all of the semi-final rounds will be determined by the order of finish in the preliminaries. The top finisher will get his first choice of position, the second the second choice, the third the third choice, etc. The same process will be used for the finals when applicable.

LM = La Mirada  
 OG = Oak Grove  
 RBF = Rose Bowl Fields  
 RBD = Rose Bowl Ball Diamond  
 RB = Rose Bowl

EVENTS

DISTANCE

Ground Rules

All throws must be delivered from behind the 15-foot foul line (any part of body on line or on ground over line before or during the release constitutes a foul). Competitor may cross line after release.

Each player must deliver his five throws within two and one-half minutes of being called. Unattempted trials are recorded as fouls. The head judge will call "time warning - 30 seconds" at 2:00 of the throwing period.

Any throw landing completely outside of the out-of-bounds lines counts as a foul. Should a throw strike any fixed object while in flight outside the sector it is scored as an automatic zero. Any flight touched by a spectator, dog, etc, while in flight over the sector must be taken over. Neither the thrower nor the scorekeeper may decide otherwise. Players should have a disc for each attempt when they are called to throw.

Contest Procedure

| Location       | Day | Event Details                         |
|----------------|-----|---------------------------------------|
| <u>MEN</u>     |     |                                       |
| LM             | T   | First round - 5 attempts (cut to 15)  |
| RBF            | F   | Second round - 5 attempts (cut to 3)  |
| RB             | Su  | Final - 5 attempts                    |
| <u>WOMEN</u>   |     |                                       |
| LM             | T   | First round - 5 attempts (cut to 3)   |
| RB             | Su  | Final - 5 attempts                    |
| <u>SENIORS</u> |     |                                       |
| RBF            | F   | Final - 5 attempts - Place 1st to 3rd |

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MAXIMUM TIME ALOFT

Ground Rules

Each contestant should throw the disc into the air and attempt to catch it cleanly in one hand (no trapping against body) before it touches the ground. Time is measured from the instant of release until the instant the disc is first touched in the catching attempt.

After the throwing group is called, each player must throw within 15 seconds of his individual call or forfeit that attempt. A 5-second warning is given by the head judge.

Any flight touching a fixed object or touched by a spectator must be taken over, regardless of whether or not it was caught by the entrant. If the head judge deems that the entrant was interfered with in any way while in pursuit of the disc, he/she may award a rethrow. Rethrows should be taken in rotation, not immediately after judge's decision.

Should the disc be first touched at the same instant it first touches the ground and is ultimately caught it should be ruled a good and legal catch. If, however, the disc touches the ground an instant before being touched, it is a non-catch and is scored as a zero. This call should be made by the competitor.

Contest Procedure

| Location | Day | Event Details                              |
|----------|-----|--|
|          |     | <u>MEN</u>                                 |
| LM       | T   | Preliminary Round - 5 attempts (cut to 15) |
| RBF      | F   | Final - 5 attempts                         |
|          |     | <u>WOMEN</u>                               |
| LM       | T   | Preliminary Round - 5 attempts (cut to 5)  |
| RBF      | F   | Final - 5 attempts                         |
|          |     | <u>SENIORS</u>                             |
| LM       | T   | Final - 5 attempts                         |

## THROW, RUN & CATCH

### Ground Rules

Each contestant should throw the disc into the air and attempt to catch it cleanly in one hand (no trapping against body) before it touches the ground. Distance is measured from the nearest point on the foul circle to the point at which the disc is first touched in the catching attempt. Any length run is allowed prior to throw but release must be from within circle. No part of the body may be on the circle or on the ground outside the circle before or during the release.

After the group call, each player must throw within 15 seconds of his individual call or forfeit that attempt. A five-second warning is given by the head judge.

### Contest Procedure

| Location | Day | Event Details                              |
|----------|-----|--|
|          |     | <u>MEN</u>                                 |
| LM       | T   | Preliminary Round - 5 attempts (cut to 15) |
| RBF      | F   | Final round - 5 attempts                   |
|          |     | <u>WOMEN</u>                               |
| LM       | T   | Preliminary round - 5 attempts (cut to 5)  |
| RBF      | F   | Final - 5 attempts                         |
|          |     | <u>SENIORS</u>                             |
| LM       | T   | Final - 5 attempts                         |

## FRISBEE GOLF

### Ground Rules

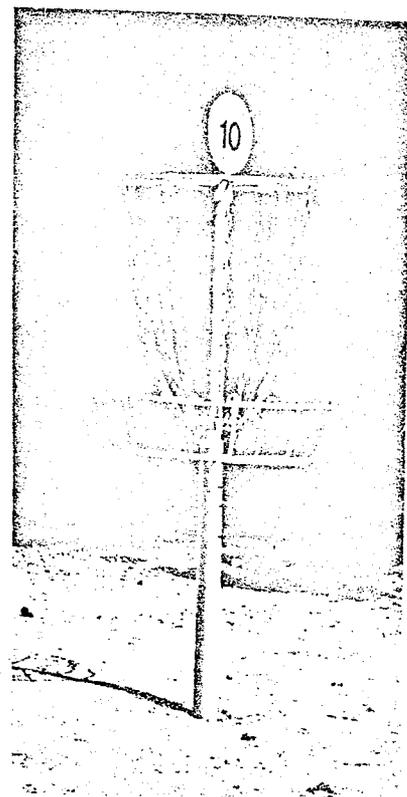
1. Lie - Where the Frisbee flying disc comes to rest after the throw constitutes the player's lie.
2. Tee Throw - The initial throw on each hole, which must be made from the designated tee area.
3. Fairway Throw - All throws after the tee throw. The player's front foot must be touching the player's lie at the time of release. A run-up to that point and normal follow through after release is allowed.
4. Putt Throw - Within ten yards of the pole, a player may not step past the point of his lie in making his putt throw. In order to complete a hole the disc must be resting in or on the pole hole, not touching the ground.
5. Unplayable Lie - An unplayable lie is any Frisbee that has come to rest in an area such as a bush, tree, or pond which does not allow the player to place one foot on the lie and one foot on the ground below or to the rear of the lie. After declaring an unplayable lie, the next throw must be made from the nearest legal ground to the unplayable lie and not closer to the hole. (1 stroke penalty)
6. Out-Of-Bounds - Tee throw landing out-of-bounds from the tee must be thrown again from the tee area (1 stroke penalty). Fairway throw landing out-of-bounds must be thrown from point where Frisbee disc left the course (1 stroke penalty).
7. Scoring - Each throw counts one stroke.
8. Order of Play - Tee throw: low score on preceding hole throws first. All other throws: the Frisbee furthest from the hole throws first.

NOTE: Final places will be determined by the cumulative score of all rounds played. Players will be grouped in the semi-final by scores in the preliminary round.

### Contest Procedure

(next page)

NOTE: The championship courses will utilize the new Pole Hole, a specially designed device which holds the Frisbee after a hit. An example of the hole will be at the Cal Tech dorms in order for competitors to familiarize themselves with it prior to the competition.



Contest Procedure

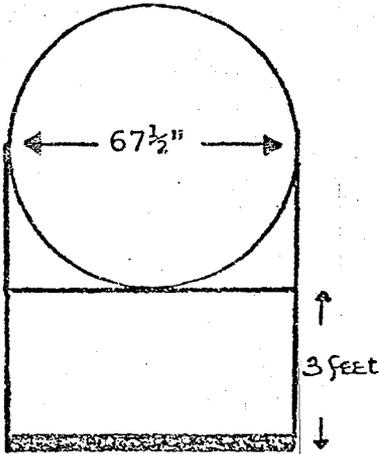
| Location       | Day | Event Details                            |
|----------------|-----|--|
| <u>MEN</u>     |     |  |
| LM             | T   | Preliminary round - 18 holes (cut to 30) |
| OG             | F   | Semi-final round - 18 holes (cut to 5)   |
| OG             | S   | Final - 18 holes                         |
| <u>WOMEN</u>   |     |  |
| LM             | T   | Preliminary round - 18 holes (no cut)    |
| OG             | F   | Semi-final round - 18 holes (cut to 3)   |
| OG             | S   | Final - 18 holes                         |
| <u>SENIORS</u> |     |  |
| LM             | T   | Preliminary round - 18 holes (no cut)    |
| OG             | F   | Semi-final round - 18 holes (no cut)     |
| OG             | S   | Final - 18 holes                         |

ACCURACY

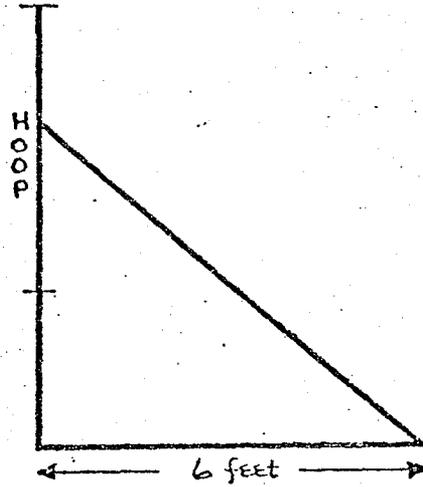
Ground Rules

TARGET

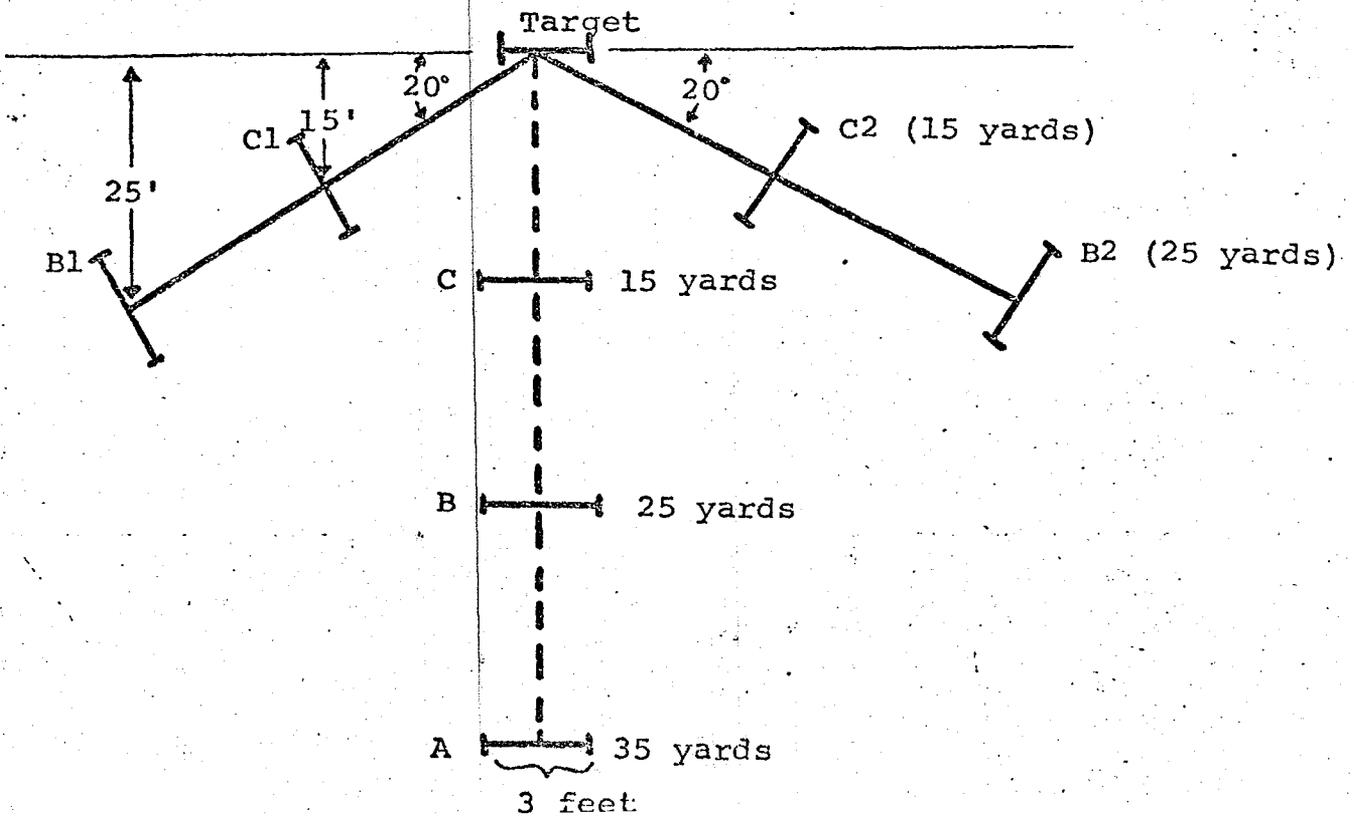
FRONT VIEW



SIDE VIEW



FIELD LAYOUT



ACCURACY (continued)

Two warm-up throws may precede the contest round. In the round, the competitor receives four attempts from each throwing line. Any order of attempts is permissible. Total hits (Frisbee passes entirely through Hoop) out of 28 total attempts constitutes competitor's score. Skip shots are acceptable.

Contest Procedure

| Location       | Day | Event Details                                    |
|----------------|-----|--|
| <u>MEN</u>     |     |  |
| RBB            | S   | Preliminary - 1 round (cut to 15)                |
| RBB            | S   | Semi-final - 1 round (cut to 2) - non-cumulative |
| RB             | Su  | Final - 1 round (non-cumulative)                 |
| <u>WOMEN</u>   |     |  |
| RBF            | F   | Preliminary - 1 round (cut to 5)                 |
| RBB            | S   | Final - 1 round (non-cumulative)                 |
| <u>SENIORS</u> |     |  |
| RBF            | F   | Round #1 (no cut)                                |
| RBB            | S   | Round #2 (cumulative)                            |

## FREESTYLE

### Contest Procedure

#### MEN

Preliminary pools will be seeded based on Freestyle finishes during the 1976 National Series. The pairs in each pool will be randomly assigned a position in the order of appearance and perform for 3 minutes. Each pair will be graded by all other players in the pool. Scoring will be from 10 (excellent) to 1 (poor) and based on the judge's subjective evaluation of the routine. Scores should be carried to .1 of a point. Each player will retain his score sheet until all pairs have appeared. A scorecard will be submitted from each individual player scoring all pairs but his own. Players may bring cassettes to provide music for semi and final performances. Players should arrange to pair with another qualified player in the men's division with final registration for these pairs Friday night.

#### Semi-Final: (3-5 minutes)

The semi-final round will be scored by seven qualified judges selected by the tournament committee. They will score the 12 pairs on the same basis as the preliminary scoring, holding their sheets until all pairs have appeared.

Order of appearance will be based on preliminary finish. The third place finishing teams will be randomly assigned to positions - 1st through 4th, second places - 5th through 8th, first places - 9th through last.

#### Final: (3-5 minutes)

The final will be scored by seven qualified judges selected by the tournament committee. They will score the three pairs on the 10 to 1 scale immediately after each performance and display their scores. High and low scores will be dropped for final tabulation. Tie breaking procedure remains the same.

Order of appearance will be determined by the final pairs. The top finishing pair in the semi-final will select a position first, followed by selection of position by the second place team.

FREESTYLE (continued)

WOMEN & SENIORS

Freestyle competition in these divisions will be on an individual basis. Each player will be judged over a series of 15 catches and rethrows. Each contestant may select a thrower of his or her choice. Cooperative catches involving the thrower are allowed but the contestant will be scored only on their participation in the catch. Each catch will be considered regardless of the quality of the throw.

Players will be judged on a 10 to 1 scale by a panel of judges selected by the tournament committee. They will hold their scores until all players have performed. Order of appearance will be randomly determined.

NOTE: Prior to any contest level, participants must inform the judges of any appartatus, surface treatment or magical potion they intend to utilize.

Contest Procedure

| Location | Day | Event Details  |
|----------|-----|--|
|          |     | <u>MEN</u>   |
| RBB      | S   | Four Preliminary Pools (cut to 3 pairs from each pool) |
| RBB      | S   | Semi-final (cut to 3 pairs)                            |
| RB       | Su  | Final  |
|          |     | <u>WOMEN</u>   |
| RBB      | S   | Final  |
|          |     | <u>SENIORS</u>   |
| RBB      | S   | Final  |

TEAM EXHIBITIONS

Guts Frisbee - Air Aces -vs- I.F.A. All-Stars

Regulation match to 21 points (Pro Frisbee)

Sunday, Rose Bowl

Ultimate Frisbee - East/West All-Star Game

20 minutes running time halves (Master Frisbee)

10 minute halftime

Sunday, Rose Bowl

Both the Guts and Ultimate players are also qualified for the other World Championship competition.

NOTE: As you probably guessed, any Frisbee flying disc ever made available to the general public may be used in the competition (no super modifieds).