

The COURT REPORTER



Mark Horn milks, as Gerry Geare waits for the doubling shot; could be trouble for the 1980 world champions. Photo by John Greensage

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Hello, the long awaited first edition of the D.D.C. Newsletter has arrived. I would like to welcome all of the charter members to the D.D.C.P.A. as well as thank each of you for your support for the organization.

The D.D.C.P.A. was established to promote D.D.C. and to enhance the atmosphere which people enjoy participating in and sharing with friends and opponents alike. A major concern for this organization is to increase play at the local level, so that more people will understand and enjoy the sport.

As a member of the D.D.C.P.A. you will receive the newsletter "The Court Reporter" which contains information on strategies, upcoming events, the selling of discs and courts as well

as any other special information pertaining to the D.D.C. world.

I hope that you will share the enjoyment you have for the game and will tell your friends of our organization and encourage them to join. Membership fee is only \$4.00 a year (\$5.00 for foreign countries). So come and enjoy this facet of disc play even more, be a member of the D.D.C.P.A. and double your appreciation for the game!

Tim "Ske" Selinske

Rules for the Year

The only new rule this year is a change in the angle restrictions on point attempts. This has been brought about because a number of players have been commenting recently on the tendency of out-of-position receivers to call "45°" on burns they cannot reach. Because of the self-limiting nature of these throws (over 45° tends to roll out) and because the angle itself does not actually contribute to the difficulty of catching, it has been proposed that the landing restriction be removed on forward spinning point attempt shots. This produces the following change of wording in the rules:

LANDING ANGLE RESTRICTIONS

-In order to eliminate certain flight trajectories from play there are several restrictions on the angle at which a throw may land:

1. Point attempt shots are defined as



Al Bonopane attacks the doubling shot as Charles Duvall milks. Photo by John Greensage.

throws intended as outright winners which do not fly higher than the vertical reach of the thrower. Point attempts which are thrown with backspin (strike the ground on the skip shoulder) must hit at an angle of 45° or less, either side up. Forwardspin point attempts may strike at any angle.

2. All other shots must strike the ground at an angle of 30° or less, either side up.

While this change adds a bit of writing to the rules, it should serve to simplify their use in play as a particularly difficult judgement call is eliminated. Unfortunately, the distinction between back and forward spin shots must be made

in order to control the "reverse thumber", vertical slider, and several other low backspin shots which are so effective that they would destroy the offensive/defensive balance of the game.

If you have any comments on this change, please call or send them by mail. Because of the relatively minor effect of this change on play, it is slated to be used for all NAFDS meets beginning with Irvine, unless there is a significant feeling against it among the membership.

Three warnings will still be given on all angle calls, with separate sets of warnings given to the 30° degree violation and to the 45° backspin violation.

During the warning period all violations will be replayed unless the other disc scores a point in favor of the team calling the violation. In the case of a replay the same servers serve again. (Note that it is possible to receive both a 30° and 45° backspin warning on one throw.) On the fourth violation the disc in question counts as having been thrown out-of-bounds.

There are no warnings on foot faults but the opposing team always has the option of a replay, with the same servers as before. However, if a person should throw while completely out-of-bounds or while in the air when the jump was made from out-of-bounds, then that disc counts as having been thrown out-of-bounds, effectively costing the team a point. J.G.

Escaping the Double

The Tipping Presumed Method.

This commonly used method (of escaping doubles,) uses a "front" who always takes the second disc thrown, and a "back" who always takes the first disc thrown, and who calls the play. Since this method presumes a tip to escape, the front must not catch his disc (the second one thrown) until told to do so by the back.

Now the back can tell the front to catch his disc in several ways: (1) the sound of the tip can be used; (2) a key word such as "off", "go", "milking", etc.... can be used. "Milking" is used to inform the front that the method of escape has been changed; but, since the front's duty is the same (to catch his disc and throw it back), this only forces the front to be able to accept two different commands for the same action.

When only one key word is used it is voiced, either as soon as the back realizes that he wants to milk his throw to escape the double or during his tip (which is a little easier to hear than the tip itself.)

The front's task then, is to position himself to catch the doubling shot (second disc thrown) as late as possible; that is immediately in front of the point where he thinks it will hit the ground. This action allows the disc the back is taking (the first one thrown) to drop a little, which may be just enough to allow him to tip it;

whereas he would have been forced to milk had the front caught his disc earlier.

The front then waits for the command to catch. If it does not come, he will let the doubling shot (the second one thrown) hit the ground and lose one point, as opposed to the two points they probably would lose had the front caught his disc. (this is because the back probably tipped or caught right after the doubling shot hit the ground.)

The back's task is to immediately position himself where he can tip (at full extended reach) or milk. By doing this, the back can then take his eye off his disc and look at the doubling shot. He then decides whether or not he can tip his disc before the front must catch his. If the back has time to tip he might also have time to catch and throw, but this is usually not the case. In either event, the back must execute his decision then tell the front to catch his disc.

The front can make the back's job easier by saying, "throwing" when the opposing team releases their doubling shot. This allows the back to watch his disc until he hears "throwing," then he looks up and makes his decision on the method of escape.

The back can make the front's job easier by letting him know how much time he has. This can be done by the back not saying anything, (this is normally done), then by saying "hurry" when there is very little time, then by saying "time", or "slow" when there is more time than usual. It could also be done by having the

back give a count, such as "two - one - throw," before he catches. Other teams always have the front take a reasonable amount of time to make a good throw and have him give a command ("off, gone, catch, etc.") to let the back know he can catch his disc with no chance of being doubled.

To **ꞤꞤꞤꞤꞤꞤ** or Not to **ꞤꞤꞤꞤꞤꞤ**

Besides throwing a burn or a doubling shot, why throw inverted flights? One well-known reason is that they drop faster than right-side-up throws. This is especially useful for set shots when going for the double. There are two reasons for this: (1) that it may be harder to tip (especially if the wind is forcing it down), and (2) that it is definitely harder to milk because it does not give the front as much time to throw.

Another good reason is that it may be easier to throw in bounds. This occurs when there is a strong wind that would be blowing on the underside of your backhand throws, but forces your upside-down-sidearm downwards into the court.

The designate has two good reasons for using inverted flights. First they can be used to crowd the opponents when they are about to throw their set shot. (which is anytime but the service) To do this simply, have the throw come down on top of or in front of their thrower. This may cause them to throw badly, but there are drawbacks (see next paragraph) a good reason for the designate to use this type of throw on the serve is that it will, camouflage his

upside-down-burns! That is to say that if they normally throw backhands on the serve, then their opponents will know they are burning when they switch grips to an inverted flight. But if all their serves are inverted then their burn might not be noticed until it is too late to react.

A couple of reasons for avoiding inverted flight are that most people are more than likely to throw out of bounds, and, that inverted flights do not hang up in the air as long. Not hanging in the air as long can be a problem when the other team is designate. This is because they may throw a high floater in an attempt to double you after the serve. It is therefore, unwise to throw inverted when the opposing team is designate, unless that is the only throw you can get to stay in. Another reason not to throw inverted is that the disc tends to slide. So, to reduce the risk of sliding out of bounds, most people tend to aim at the middle of the court. This in turn, creates the problem of allowing the opposing team an easier throw, especially on their doubling shot (burn). J.G.

Tips

This issue's tip is for backs, that is, the person taking the set shot who will decide to tip, milk or catch and throw. Many people have a problem trying to watch both the disc they are playing and the opponents to see when they are throwing a doubling shot. The trick

is to position yourself just behind the point you think the disc will first be within your reach to tip. By doing this immediately after the throw, you have time to look up at your opponents. If your opponent is not throwing, then you look at your disc again and correct your position. By repeating this several times during one play you will not only know where the disc is but also how much time you have while keeping track of your opponent. J.G.

Letters from the Editor

Dear Readers,

The Court Reporter needs your support. Articles concerning strategies, tournaments or anything pertaining to the D.D.C. world are in demand. Photos of recent D.D.C. events will be greatly appreciated. All articles and photographs will receive credit immediately following the article or photograph.

Any questions concerning rules or strategies, or even statements and opinions should be sent to me. I will try to answer all letters, even if they do not appear in the next issue. Thanks for your support.

John Greensage

Glossary

Back:

The person who takes the first throw in a doubling situation. This player generally directs the method of escape by tipping, milking or catching and throwing, then giving the appropriate command to the front.

Burn:

A particularly hard throw designed to cause a point because the opponent is unable to get to it or because of the throw's speed and action.

Double:

When one team touches both discs at the same time during play, causing loss of two points. Also, used when two points are scored without a team touching both discs at the same time, e.g. two out-of-bounds thrown by one team. (false)

Doubling Shot:

The second shot thrown in a doubling situation, often a burn; usually intended to land at the same time the set shot comes into tipping range, but also timed to force tips or milks by the opponents in order to confuse their decision process.

Doubling situation:

When both discs are, or are about to be

approaching the same court at the same time.

Escaping the Double:

The act of avoiding being in contact with both discs at the same time.

Front:

The person who takes the second throw in a doubling situation. This player generally must listen to the back for instructions, then catch and throw in a short amount of time.

Coming Up

March 21,22	Irvine,CA.	D.D.C.-Golf
March 28,29	Austin,TX.	D.D.C.-Freestyle
May 16,17	Chicago,IL	D.D.C.-Freestyle

Austin may have \$5000 in prize money from Gatorade. The split between the two events has not been determined but it is rumored that tournament director Chris Baker is pushing for the majority of the money to be given to freestyle. Write the man a nasty letter.

All letters and photos should be sent to:

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Make all checks for membership payable to the D.D.C.P.A.

Next issue should be out on May 20, deadline for article and photo submissions is May 5.