

Official Rulebook

(Final – 2006 June 23)

Japan Boomerang Association

International Federation of Boomerang Associations

Via Pietro Maroncelli 26 , 00149 Roma , ITALY Phone:+39 320 2828 220

email: maurizio.saba@boomerangsport.it

<http://www.ifba-online.de/home/index.php>

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General Rules

These general rules shall be applied to both the team championships and the individual championships.

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Boomerang Safety

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 it is clear before you throw.
- Do not enter another thrower's circle without checking to see if it is safe and telling the thrower that you are entering his circle.

Safety during Practice

- Any thrower who hits a person with a boomerang during its outward flight - and is clearly at fault - is disqualified from his next event, even if it's on another day.
- Team only: This is a personal penalty, but teams with 5 throwers will still have to deliver a team's judging member and might therefore be forced to throw short-handed.
- Any thrower who is warned by a tournament official or circle master to stop throwing dangerously on 2 separate occasions during the same day, or who hits someone after being warned once, is disqualified from warm-up, practice, and competition for the rest of the day.
- Team only, This is a personal penalty, but teams with 5 throwers will still have to deliver a team's judging member and might therefore be forced to throw short-handed.
- Exceptions: When the accident is clearly the fault of the victim, or if the victim is in organized warm-up or practice (in the line for throwing) and is not paying attention to returning boomerangs and is hit as a result.

Safety during Competition

Throwers are responsible for moving range spotters, etc., before they throw to keep them out of danger. If range spotters etc. are hit, the thrower gains no score on this throw. Time will be allowed for people to move, but no re-throws are given if range spotters, etc. are hit on a throw.

Contestants' and Teams' 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, or the turn is lost.
- 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 and the score of this turn is 0, except when the turn consists of more than 1 throw, such as Fast Catch, Endurance, or Team Super Catch.
- Legal gloves may be used in any competition.

Contestants' and Teams' Obligations

- SAFETY SAFETY SAFETY
- By entering the competition, contestants and teams agree to accept the decisions of the tournament officials and circle masters.
- 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 the timers are ready receives no score for that 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 15 seconds, he loses his turn.
- Contestants may not talk unnecessarily with the judge or scorekeeper during an event.
- Warm-up or practice throws or range checks are not allowed from or over a competition circle in which an event is in progress.
- Warm-up or practice throws are allowed in designated areas at designated times. Unauthorized throws for warm-up, practice, tuning, testing, or for any other reasons are not allowed. Contestants caught making such throw, are disqualified from their next event, even if it's on another day.
- Team only: This is a personal penalty, but teams with 5 throwers will still have to deliver a team's judging member and might therefore be forced to throw short-handed.
- Have a stopwatch with you at all times (see Stopwatches Required)!

Responsibilities of Officials

The tournament director, head judge, circle master, 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 Officials

- Provide adequate control of spectators.
- 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 tournament rules available to all contestants for reference.
- Assist officials and judges as needed in resolving protests.
- Provide for field sanitation/toilet devices.

Officials/Judges

- Responsible for fair conduct of the tournament.
- Appoint assistant judges to perform his duties when he cannot conduct events himself (as when multiple throwing stations are used or when 2 or more events are running simultaneously).
- Determine the score to be awarded for each throw in each event.

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- Organize and collect data from stewards and timekeepers for scorekeepers.
- Judge interference and rules appropriately.
- Confer with tournament director and referee to resolve protests.
- 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 to be repeated if he has doubt about the score for the throw.

Scorekeeper

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

Score Analyst

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

Steward (Range Steward, Timer)

- Appointed by judges to assist in range determination, timing, determination of accuracy or catching points as requested.
- All competitors are to perform some steward duties when their turns to throw are not imminent.
- May be assigned before the start of an event.

Team's Officiating Responsibilities (Team's Judging Members)

- At least 1 thrower from each team is required to officiate in each event. Each team's officiating assignments are posted in the same way as the team's circle assignments and throwing orders. Exceptions depend upon team size.
- Team's throwing members may be required to judge, time, and/or spot range, before and/or after their turn, at the circles where they are competing. Absence or not fulfilling the required actions may result in a yellow card.
- Designated team officials (team's judging members) must be at their circles 5 minutes before the event starts and report to that circle's official (circle master).

Stopwatches Required

- Every thrower must have a working stopwatch that times to 1/100 of a second and has a lap timer. Stopwatches must be the handheld type, not the wristwatch type. Stopwatches are required to register for the team tournament and for the individual tournament.
- Use lap timers on stopwatch at all times.

Establishing the Order of Throwing

The order of throwing will be determined before throwers arrive at the tournament. Charts will be made for each team test day and for each individual test day. Copies of these lists will be given to throwers before the first event and to team captains before the captains' meeting. These sheets will also be posted. Any possible problems should be brought to the tournament officials' attention immediately (see Glossary).

Announcements

Before the start of the first event all throwers will be told the following as soon as possible:

- Names of tournament officials, 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.

Organization of the Team Events

- There will be 3 team match days plus a rain day, if needed, during the days of the championships.
- For the start of each team cup tournament day, please check the time table.
- No event shall start after 5.00pm.
- The order of the events of each day is sent to the teams in advance of the championships and is also posted at the tournament website and on the field.
- Any 4 throwers of each team will throw in each event, unless injuries or other circumstances have reduced the number of team members below 4. Then the team will throw shorthanded, unless an extra is approved (see Use of Extras).
- Throwing orders, circle assignments, and officiating assignments are available before each event and are announced or posted on the field.
- A team's judging member must be at his designated circles on time at the start of each event or he will receive a yellow card. Same applies if he leaves his circle before the event is over.
- The team's throwing members must be at their designated circles on time at the start of each event or receive a yellow card.
- Have a stopwatch with you at all times (see Stopwatches)!

Organization of the Individual Events

- There will be 2 individual match days during the days of the championships.
- For the start of each team individual cup tournament day, please check the timetable.
- No event shall start after 4.30 pm.
- The order of the events of each day is sent to the individuals in advance of the championships and is also posted at the tournament website and on the field.
- Throwing orders, circle assignments, and officiating assignments are available before each

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event and are announced or posted on the field.

- Throwers may be required to judge, time, and/or spot range, before and/or after their turn, at the circles where they are competing.
- Have a stopwatch with you at all times (see Stopwatches)!

Use of Extras for Team Events

- Teams may have 4, 5 or 6 members.
- Teams with less than 6 throwers may add extras with the permission of the tournament officials. Extras should not bring team size to more than 6. All extras must be approved by the tournament officials before each event.
- Extras may compete for only 1 team during the team tournament.
- In case of emergency or injury which brings a team to a size of 3 competitors or less, the tournament officials can approve the use of extras at that point. These extras can only be replaced by the throwers that they replaced originally.

Team's Throwing List and Team's Judging List

- Teams are required to submit their 4 throwing members' names for each event after warm-up of each event to the circle master.
- Teams are required to submit at least 1 judging member's name for each event after warm-up of each event to the circle master.
- At the captains' meeting, each team will receive copies of the circle assignments and judging assignment for the week. These sheets will also be posted.
- It is each team's responsibility to be sure that their throwing members are at their assigned circles on time. If the teams' judging members list indicates that teams are to supply an official, this team member should be at his assigned duty on time as well. Absence may result in a yellow card.
- When throwers report to their circles, the names of the throwers are entered into the score sheets. If a thrower or team is not fully present to register with the circle master at the beginning of the event, the thrower (in individual-style events) or the team (in team-style events) will receive a 0 in that event.
- It is the responsibility of each team and thrower to know when it is the team's turn or his turn, and to be ready to throw upon the official's signal.
- When throwers/teams have registered at the beginning of the event, no changes may be made, even if an injury occurs during that event.

Judging

- 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. Circle master's decision can be protested (see Protests).

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- Clear, obvious or suspected rules violations should be brought to the immediate attention of the official required to make the call by any official who sees the violation. The official required to make the call will then make the call.

Timing

- Any timer must disqualify himself if he feels that he did not start or stop his stopwatch at the appropriate moment on any turn.
- The preferred method of timing is:
 - Use 3 timers plus 1 designated alternate.
 - All 4 timers time each turn.
- If the designated timers agree within the limits below, the alternate is disregarded.
- If 1 or more of the designated timers is not within those limits, or a timer disqualifies himself, his time is disregarded and the time recorded by the designated alternate is used in place of the disregarded time.
- Official times are determined using the following guideline:
 - When 3 stopwatches are used, the timers are considered valid if the shortest and longest times are within 0.75 seconds of each other. The official time is the middle time.
 - If the longest and shortest times are more than 0,75 seconds apart, the 1 further from the middle time must be disregarded.
 - If the longest and shortest times are more than 0,75 seconds apart or if one of the official timers disqualifies himself because he knows he started his stopwatch at the wrong moment; then that time is disregarded. The time of the designated alternate is used in its place. If a designated alternate is not available, the official time is determined as if only 2 stopwatches were used.
- 2 stopwatches (official or alternate) which agree within 0.50 seconds are the minimum required to make a contestant's actual time official. The official time is the inferior of the 2 times. This occurs only if 2 stopwatches are used, or if 1 of 3, or 2 of 4, must be disregarded.
- If only one stopwatch has what appears to be a valid time, the competitor may at his option have a
an immediate re-throw or accept a score which is 0.5 seconds inferior to the observed time. If the time is obviously not accurate, the circle master will require a rethrow. The score obtained on the rethrow is the official score

Warm-up

- There will be a 10 minute warm-up period before each event, 15 minutes for Supercatch and MTA. The warm-up period begins soon after the previous event is finished, including any protests. A loud signal will alert the throwers of the beginning (such as one hoot) and end (such as two hoots) of warm-up.
- No boomerangs may be thrown after the signal marking the end of warm-up.

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- After the warm-up period has ended, throwers and officials have 5 minutes to report to their circles.
- Warm-up throwing may take place on either the tournament fields or the designated practice area. Throwers using the tournament field must avoid using the bull's-eyes.
- For the Australian round and Accuracy events, warm-ups by the first group may only be made in ways and locations that other teams will be allowed to warm up. Example: if, after the event starts, other groups will not be allowed to throw boomerangs that fly into the 50 meter competition circle, then the first group may not throw their boomerangs that fly into the competition circle
- No throwing outside competition shall occur anywhere while an event is in progress. The only throwing will be in active circles by throwers competing in their turns or in official warm-up before their turns.
- Any thrower, who is illegally throwing after the end of warm-up or illegally during an event, is disqualified from the event for which he is warming up, or his next event (if he has already competed in the current event), even if it's on another day.
- Team only: This is a personal penalty, but teams with 5 throwers will still have to deliver a team's judging member and might therefore be forced to throw short-handed.

Delay in Throwing

After the previous thrower's turn is scored, the circle master will tell you verbally (example: "Circle is clear") or by signal that it is your turn. You then have 15 seconds to make your throw. You should be heading to the bull's-eye and know how you are going to throw as soon as the bull's-eye is clear. If you do not throw within 15 seconds, you lose your turn and receive a 0 for that turn. The circle master is to give 15 second countdown:15-10-5-4-3-2-1- Out!

Re-throws

Circle masters attempt to prevent re-throws from creating an unfair advantage or disadvantage for any team or thrower. Teams and throwers have the option of refusing the re-throw to keep the score earned during the round where the interference took place, unless the circle master determines that fairness requires a re-throw. If a re-throw is taken, the score of the re-throw counts. See event rules for when re-throws are performed.

Re-throws are usually made as soon as all competitors have finished the event in a given circle or a group of throwers have completed their round - after the protested act occurred.

Protests

- Any protest must be claimed with the circle master immediately. It will be dealt with at that time, if possible. Any act, occurrence, or judgment that causes an unfair advantage or disadvantage to any contestant or group of contestants may be protested.
- No protest may be made more than 30 seconds after the protested act, occurrence, or judgment

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took place --unless event rules state differently. Incorrect scores don't have to be protested. If enough evidence is available, any scoring error will be corrected.

- Results can not be protested except for mathematical or logical errors.
- Protests must be resolved as quickly and fairly as possible, without disrupting the contest in progress more than necessary.
- Protests may be decided by the circle master or, if circle master's decision is protested, by the tournament officials (up to 3). The tournament officials' decision is final.
- Protests shall be resolved immediately, if possible, or in any case before the next event begins. If this is not possible, tournament officials or circle masters must tell the protester when to expect a decision and why there is a delay.
- If interference or confusion occurs during a thrower's round, but he is still able to continue, he must complete his round as well as possible, then file the protest.

Intentional Interference during Team Championship

- If interference appears to be intentional by a thrower during his turn in an individual-style event, the thrower is disqualified from this event and gains no score.
- If interference appears to be intentional by a thrower during his turn in a team-style event, the thrower's team is disqualified from this event and gains no score (One for all and all for one).
- If interference appears to be intentional by a competitor other than the thrower during his turn, the interfering competitor is disqualified from this event if he is a team's throwing member. In a team event there are no personal penalties, because they have impact only on some teams depending on their number of throwers. See Penalties for how to score team events with a 3/4 or 4/3 factor.

Intentional Interference during Individual Championship

- If interference appears to be intentional by a thrower during his turn, the thrower is disqualified from this event and gains no score.
- If interference appears to be intentional by a competitor other than the thrower during his turn, the interfering competitor is disqualified from this event.

Penalties

- Throwers may be required to judge, time, and/or spot range, before and/or after their turn, at the circles where they are competing. Absence or not fulfilling the required actions may result in a yellow card.
- Penalties may be awarded by the circle masters in the following order:
 - Yellow card: (verbal) warning,
 - Red card (after 2 yellow cards or 1 intentional interference): thrower will be disqualified in this event, if he is a competitor, or in his next event, if he is a non-competitor, even if the event is on another day.

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- Team: If it's a competitor, he's disqualified for the running event. If it's a non-competitor the result of the running event for his team is increased by factor $4/3$ for team relay and all events where the smallest points/times/catches are best and decreased by factor $3/4$ for all other events. The resulting score is rounded to the nearest integer in case of points (0,5 is rounded to the worse result). In case of times (example team relay) the time is rounded to the next 0,01 sec accordingly. Example (139,005 sec is rounded to 139,00 sec for MTA or to 139,01 sec for Team Relay)
- If a red-carded thrower gets an additional red card he will be disqualified from the whole tournament (team or individual) and may not be replaced by an extra. Team only: This is a personal penalty, but teams with 5 throwers still have to deliver a team's judging member and might therefore be forced to throw short-handed.
- If a circle master's decision upon a penalty against a thrower is protested by the thrower or its team, the decision will be forwarded to the tournament officials (up to 3). Tournament officials' decisions are final and can not be protested.
- Tournament officials may also yellow-card, red-card, or even disqualify an individual or a whole team immediately (and without any prior card against the thrower or team), if a severe act occurs.
Disqualification may be
 - For this event
 - For the next event, even if it's on another day
 - The whole day
 - The whole tournament
 - The decision by the tournament officials is final and can not be protested.

Throw-offs

Throw-offs may be used to break ties for tournament purposes if this is announced before the start of the first event. Throw-offs do not affect official scores or placing, except as required by event rules.

Records

Records will only be established within each competitor's turn during the Individual World Championships and the individual-style events during the Team World Championships.

Placing Points for the Team World Championships

- Official tournament size is the number of teams registered at the start of the first event. There is no minimum number of teams.
- Scoring at the team tournament is done according to the rules of the events.
Scores are ranked and placing points are awarded in each event.

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- Placing points in each event will be awarded as follows:
 - 1st place = n placing points (number of teams entered), 2nd place n-1 placing points, 3rd place = n-2 placing points, last place = 1 placing point
 - Example: If there are 20 teams, the 1st place team in an event will be awarded 20 placing points. 2nd place receives 19 placing points, 3rd receives 18 placing points, etc.
- Descending placement system: Best placing points in an event equal the total number of teams in event.
- No additional points are given for winning an event.
- Tied teams split the placing points of the places they would have taken if they had not tied.
- Example: If 3 teams tie for 2nd place, they would divide up the placing points for 2nd, 3rd, and 4th places. The next team would receive placing points for 5th place.
- Non-scores, failure to compete, or any team which is disqualified in an event or overall will receive zero placing points in this event or overall. Number of competing teams (n) will remain the same as if no team was disqualified. Placing points for disqualified teams are not treated as if there were a tie (Disqualified teams are awarded zero points).
- Example: 1st place = n points, last place but not disqualified = 3 points, 2 disqualified teams = 0 points per team.
- Disqualified teams receive no placing points for the event. With no placing points, they do not rate for the event. They cannot win the tournament, because they don't have placing points for every event that was contested. If no other teams are disqualified, they will place last in the tournament, no matter how good their other scores were.
- The team that accumulates the most placing points in a test match is the winner of the match. Highest placing points over 1 match are best, lowest placing points over 1 match are last.
- The World Team Champion shall be the team which accumulates the most placing points from all days. Highest placing points overall are best, lowest placing points overall is last.

Placing Points for the Individual World Championships

- Official tournament size is the number of throwers registered at the start of the first event. There is no minimum number of throwers.
- Scoring at the individual tournament is done according to the rules of the events. Scores are ranked and placing points are awarded in each event.
- Placing points in each event will be awarded as follows:
 - 1st place = 1 placing point, 2nd place = 2 placing points, 3rd place = 3 placing points, last place of n throwers = n placing points. Example: If there are 20 throwers, the 1st place thrower in an event will be awarded 1 placing point. 2nd place receives 2 placing points, 3rd receives 3 placing points and last place receives 20 placing points.
- Ascending placement system: Maximum placing points in an event equal the total number of throwers in event.
- No additional points are given or subtracted for winning an event.

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- Tied throwers split the placing points of the places they would have taken if they had not tied. Example: If 3 throwers tie for 2nd place, they would divide up the placing points to 2nd, 3rd and 4th places. The next thrower would receive placing points for 5th place.
- Non-scores, failure to compete, or any thrower which is disqualified in an event or overall will receive n placing points (the worst placing points possible) in this event or overall. Number of competing throwers (n) will remain the same as if no thrower was disqualified. Placing points for disqualified throwers are not treated as if there were a tie. (Disqualified throwers are awarded points equal to the number of throwers (last place placing points)). Example (50 competitors and 2 disqualified): 1st place = 1 placing point, last place but not disqualified = n - 2 placing points (50 - 2 = 48 placing points), 2 disqualified throwers n points (50 placing points) per thrower.
- The World Individual Champion shall be the thrower who accumulates the fewest placing points from all events completed successfully in the World Individual Championships. Lowest placing points overall are best, highest placing points overall is last.

Cancellation of Events

- The Tournament Director should publish the order in which events would be cancelled each day (e.g. due to time reasons) before the beginning of the tournament.
- Advertised tournaments/events are held on schedule, regardless of weather or other occurrences unless officials decide to take a break at the scheduled starting time to cancel or postpone it.
- In case of heavy rain, heavy wind, or other hazardous conditions, tournament officials will decide whether to continue with the event, or take a break and wait for the condition to lighten up.
- In the case of light rain, the contest will go on.
- If lightning is visible from the field and appears to be coming closer, tournament officials will take a break and wait for the storm to pass over.
- If the officials decide to take a break (in case of rain, lightning, etc.), they must do so between rounds of the event if possible. The rest of the event must be contested on the same day or the event will be considered cancelled and scoring for the event will be one of the following:
 - If the event is has rounds (such as Australian Round or Trick Catch/Doubling 100 with each team up more than once), then the scores for the number of rounds that all teams have completed will be the event scores. Example: If every team has had two throwers complete Trick Catch/Doubling 100 but only some teams have had three throwers complete the event, the scores for the first two throwers are the team scores for the event. Any rounds that have not begun at the time of the interruption may be completed when the contest resumes and the scores will be included in the official team score.
 - If the event is contested once by each team (such as Team Endurance) and every team has not completed their round, then no score will be recorded for the event.

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- When and if the tournament can restart later in the day and too much time has been lost to continue the paused event, the next event on the schedule or according to the time schedule will be contested.

Adverse Weather Conditions

- If heavy rain or lightning is present at 10:00 am, then the officials may delay the start of the tournament. If the officials feel that the whole day will be unfit for competition, they may cancel the day and reschedule it on a rain date. If they decide to postpone the start until later that day, the following rules apply:
 - If no events have started by 1:00 pm, then the first event scheduled to be cancelled will be cancelled (individual style or team style).
 - If no events have started by 2:30 pm, then the second event scheduled to be cancelled will be cancelled (individual style or team style).
 - If no events have started by 4:00 pm, then the third event scheduled to be cancelled will be cancelled (individual style or team style).
 - If no events have started by 5:00 pm, then the day is considered completely rained out, and will be made up entirely on the appropriate rain date.
 - No event will be started after 5:00 pm.

Rescheduling Events in Team Championships

The goal of the tournament organizers is to complete all events during the team tournament on the scheduled days. If weather or other problems reduce the total events to less than the scheduled number, a champion will still be declared. The following guidelines determine the rescheduling of events if events are rained out.

- The rain date for the team tournament will be the day after the second team day, which is July 11 2006.
- If first or second day is completely rained out, then the day will be contested on the rain day, using the same order of events as previously published: If the first day is rained out, the scheduled events for the second day shall be conducted for the second day and the scheduled events for the first day shall be conducted for the rain day. If the second day is rained out, the scheduled events for the second day shall be conducted for the rain day.
- If both days are rained out, the scheduled events for the first day shall be conducted for the rain day.

Rescheduling Events in Individual Championships

The goal of the tournament organizers is to complete all events during the individual championships on the scheduled days. If weather or other problems reduce the total events to less than the scheduled number, a champion will still be declared. The following guidelines

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determine the rescheduling of events if a day is rained out.

- The Individual Championships are approved even if it continues to rain to the second day.
- If the first day of the Individual Championships is cancelled for any reason, then we shall carry out the second day with the second day events. However, the tournament director may decide before the beginning of the tournament that the second day might be run with a revised schedule to test a variety of skills. This revised schedule can contain events from either day. The tournament director will set the revised schedule before the beginning of the tournament. A suggestion: Australian Round, Trick Catch/Doubling 100 (or just Doubling 50), Fast Catch, MTA 100.
- If the second day is cancelled due to the bad weather, then the placing shall be determined by the first day scores.

Final

Team Events

Team Relay

Timed event, Best: shortest time, Team Style Event

Circles:

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

Required for score:

- 30 meters of flight range.
- First thrower in each team must keep both feet on the ground prior to start.
Standing starts (running starts may not be used) from his team's gate on the 30-meter line upon audible signal from the starting official.
- Each team member must go into the 4-meter circle (8-point circle) and make a legal throw. After catching the boomerang, the thrower must touch the 4-meter circle and tag his team's next thrower. Tag must be made at the team's gate.
Thrower waiting for tag must keep both feet on the ground behind the 30m circle prior to being touched by incoming team member. Running starts may not be used.
- After the event is started, no thrower may touch the area inside of the 30-meter circle until he is tagged. After he is tagged, he may make a standing start.
- If a thrower fails to legally catch his boomerang after his first legal throw, he must return to the 4-meter circle and throw it again. Upon legally catching it - or recovering it after a second legal throw even if he does not catch - he may then return to tag the 4-meter circle and then tag the next team member.
- Each thrower has 2 turns in rotation with his teammates.
- After each thrower finishes his second turn, he must remain outside the 40-meter line behind his team's gate. All non-throwing members of competing teams and non-officials must remain outside the 40-meter line at all times.

Range will be checked on every throw. If any throw is short, it doesn't count as a legal throw and must be repeated.

There is no limit on how many times the boomerang must be thrown to make range and therefore be a legal throw.

- Only 1 boomerang may be used at any given time. If thrower wants to change boomerangs, the 1 being replaced or a substantial part of it must be returned to the 4-meter circle by the competitor before any more catches can be counted.
- Time limit is 5 minutes. If the team did not complete the round of 2 turns for each of the 4 throwers before the time limit has elapsed, the score is the number of legal catches made.

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Scoring:

- Time ends when the last thrower finishes his second turn by crossing the 30-meter line through his team's gate.
- The time of the team's round is the team's score.

Round:

- The event includes 1 round of 2 turns for each of the 4 throwers.
- 2 teams start their round simultaneously in one circle.

Warm-up:

- No practice throws once the warm-up is over.
- General warm-up for 10 minutes will be provided before the start of the event.
- Individual warm-up for 3 minutes will be provided to each group before the start of the round.
- Warm-up throws shall be made outside the bull's-eye circle.

Re-throws :

- Must be against the same team if at all possible.
- May only be called when intentional interference is made. Teams must complete the heat before bringing a claim of intentional interference to the center judge. If center judge decides intentional interference was made, interfering team is disqualified and a re-throw is granted. The re-throw must be against the same team even though disqualified.
- If the judges believe that interference could reasonably have been avoided by the team affected, a re-throw will not be granted.
- Unintentional contact between players is not considered interference. Play shall continue.
- Unintentional contact between boomerangs is not considered interference. Play shall continue as though the boomerangs did not touch.
- If an opponent completed its round and earned a valid time before the interference took place, its score stands. The opponent competes against the re-throwing team to make the conditions comparable.
- Officials record the time when each thrower tags his team's next thrower.

The time is unchanged for the team through the last thrower to complete his turn before interference happened. The re-throw starts with the last thrower before the interference.

Timing starts when the affected thrower is tagged. Timing is done either for the interfered round only or for the remaining turns to complete the round.

Judges decide which way causes the least advantage or disadvantage to any team.

Officials per circle:

- May be competitors.

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- 2 circle masters, 1 for each team. They watch for foot faults in the 4-meter circle and signal visibly (each circle master has a flag in the team's color) and audibly if a throw was short, a catch was illegal, and when the thrower may return to the team's gate.
- 2 scorekeepers
- 1 starter
- 3 timers per team plus one alternate per team to record the start and each tag. Timers will also ensure that all tags and the start and finish are legal.
They also watch for foot faults at the team's gate. Use lap timers on stopwatch.
- 3 range stewards per team (each has 1 flag in the team's color) on the 30-meter line.
- Measurement of five minutes.

Notes:

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

Team Supercatch;

Catching event, Best: most catches, Team Style Event

Circles:

- Contested on 2 sets of 3 tally (fast catch) circles of 20-meter radius (which also have bull's-eyes) plus the designated duration (MTA unlimited) field. Any boomerang may be used as either tally or duration boomerang.
- The designated field for MTA shall be within the field.
- The duration thrower will be able to travel anywhere on the designated field.
- If possible, 2 or more sets of tally circles are run independently to save time. For each set of circles: 1 duration thrower from each team throws from anywhere on the field, but only 1 team throws at a time.

While one team competes, the next one prepares to throw. The next team must be ready to throw 45 seconds after the previous team throws (30 second expected flight + 15 seconds to throw). As soon as the flight of the duration boomerang has ended and scores are recorded, the 15 seconds begins (unless the flight was less than 30 seconds - then the 45-second rule applies).

Required for score:

- 1 thrower throws a duration boomerang. Any type of boomerang may be used.
- Throw may take place anywhere on the competition field.
- Legal catch of duration boomerang may take place anywhere on the competition field within the sight of the judge assigned to determine the moment of the catch, but it is not the responsibility of the throwers to keep track of the judges.
- If the judges are unable to determine whether the catch of a duration boomerang is in bounds, but the time of the catch can be seen and signalled, then the round is scored as if the throw is caught in bounds.
- If the officials cannot tell when the duration boomerang is caught, a rethrow is granted.
- If the duration boomerang is not caught, the score is zero.

- 3 throwers throw tally boomerangs from 3 separate bull's-eyes.

Any type of boomerang may be used. 20-meter minimum range is required on every throw to make a legal catch.

- Tally throwers begin throwing when release of the duration boomerang is audibly signaled (such as one hoot). Tally throwers may not begin throwing because they see the duration boomerang being launched. They must wait for the audible signal. A catch resulting from a throw made before the audible signal will not be counted.
- The tally throwers stop throwing at the audible signal (success: such as one hoot or failure: two hoots). The signal will occur when the duration boomerang is first touched during the catch.

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- Only 1 tally boomerang may be used at any given time. If thrower wants to change boomerangs, the 1 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.

Scoring:

- If the duration boomerang is caught, the official score for the round is the total number of boomerangs caught by the 3 tally throwers plus 1 for the duration boomerang.
- If the duration boomerang is not caught, the official score for the turn is 0.
- A turn's score is recorded as the score for the person throwing the duration boomerang.
- The sum of added-up scores of each thrower is the team's score.

Round:

- 4 turns; each team member throws a duration boomerang once.
- In each turn, a different team member throws a duration boomerang.
- The same 4 team members participate in all 4 turns.
- Teams throw in rotation. After each team completes 2 turns on 1 set of circles, teams will switch sets of circles and complete their last 2 turns.

Warm-up:

- No practice throws once the warm-up is over.
- General warm-up for 15 minutes will be provided before the start of the event.
- No individual warm-up will be provided before the start of the round.
- Neither the duration thrower nor the tally throwers get warm-up or practice throws.

Re-throws:

- Any contact between teammates or their boomerangs is not considered interference.
- The duration boomerang is timed by at least 2 stopwatches. Time is recorded for use in a re-throw in case one is needed on one of the tally circles.
- All the same throwers must participate.

Officials per circle:

- May be competitors.
- One field director who directs which set of circles is throwing.
- 1 duration director who lines up next 6 duration throwers next to him.
Group travels together to spot where next duration thrower wants to throw.
- For each 1 of the sets of tally circles:
 - 3 circle masters (1 per tally circle) who watch for foot faults, tell when the thrower has made the catch, and count catches out loud. He must count loud enough that the range stewards can hear him so they can verify his count after each throw.

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- 3 scorekeepers (1 per tally circle) or 1 scorekeeper per set of 3 tally circles
- 6 (at least) range stewards (At least 2 for each tally circle)
- 1 duration boomerang catching judge
- 2 duration boomerang timers
- 1 starter

Notes:

- If the duration boomerang goes off the competition field and therefore out of sight of the catch judge and can obviously not return, or if it climbs out of sight, the score for the round is 0. After the boomerang leaves the competition field, the thrower may not claim interference by anything or anyone.
- The round ends when the boomerang first touches anything or when the duration thrower touches the boomerang for the first time. If the thrower then legally catches the boomerang, the turn counts. Exception: the boomerang comes to a stop, such as stuck in a tree, and is then caught, score is 0.
- Tally boomerangs thrown before the duration boomerang is caught, are counted if a legal catch is then made.
- Any thrower who makes a throw out-of-turn after the official warm-up period has ended will receive a score of 0 for his next turn. If he is a tally thrower, only his score is 0; if the thrower is the next duration thrower, his team's score for the next round is 0

Team Endurance Relay

Catching event, Best: most catches, Team Style Event

Circles:

- Contested on circles of 20-meter radius (which also have bull's-eyes)

Required for score:

- 20-meter flight range.
- Legal throw from inside of the 2-meter bull's-eye.
- Legal catch.
- Legal catches are counted for all legal throws made before the end of the thrower's one minute.
- 1 catch is scored for each legal catch.
- First thrower in each team must keep both feet on the ground prior to start.

Standing starts (running starts may not be used) are made from his team's gate on the 20-meter line upon audible signal from an event official.

- After the event is started, no thrower may touch the area inside of the 20-meter circle until he is tagged. After he is tagged, he may make a standing start.
- Only 1 boomerang may be used at any given time. 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 throws can be made.

Scoring:

- The sum of added-up turn's scores is the team's score.

Round:

- The event ends 300 seconds (5 minutes) after it is started. Each thrower has a 60-second turn. If time remains after all 4 throwers have had their 60-second turns, 1 thrower may have a second turn.
- First thrower makes a standing start from his team's gate on the 20-meter line at the signal from the circle master.
- Each team member goes to the bull's-eye, makes as many legal throws as he can within 60 seconds from the start at the gate. The catches from all legal throws are counted.
- After the timing judge announces that the 60 seconds have expired, there will be no further throwing in that turn. The thrower must tag the bull's-eye after catching or recovering the last boomerang thrown. Then he tags his team's next thrower at his team's gate at the 20-meter line to start the next thrower's 60-second turn.
- If the fourth thrower enters the team's gate at the 20-meter line at the completion of his turn, and the 5 minutes have not elapsed, then another thrower but not the fourth may take a second turn until time is called. The time allowed for the 5th thrower must be recorded. 2 options: record

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lapsed time as each thrower tagged or use lap timer on stopwatch.

- The round ends at the end of the 5 minutes.

Warm-up:

- No practice throws once the warm-up is over.
- General warm-up for 10 minutes will be provided before starting the event.
- Individual warm-up for 2 minutes will be provided to each team before the start of the round.
- Warm-up throws shall be made outside the bull's-eye circle.

Re-throws:

- No re-throws unless it is impossible to obtain a fair score of the original round, or unless interference results in a delay during the round of the thrower involved as indicated below.
- The problem in the original round must be serious enough to stop the round.
Simple interference, such as hitting a range steward, is not sufficient grounds for a re-throw.
- If interference occurs, the turn and the round must be continued as well as possible. A protest may be filed after the five minutes have elapsed.
- A re-throw may be awarded only to the thrower in whose turn the protested act occurred. This might be either one of the full 60 seconds turns or the less than 60 seconds turn of the last thrower. The full 5-minute turn will not be re-thrown in any case.

Officials per circle:

- May be competitors.
- 1 official timer to time each thrower's time from the start of his turn at the time of the tag, to the end of the 60 seconds when the thrower has to have made the last throw allowed during his turn. The official should count down the last five seconds. He has no other duties.
- 1 circle master who watches for foot faults, tells when the thrower has made the catch, counts catches out loud, and determines whether when the thrower has tagged to the center. He must count loud enough that the range stewards can hear him so they can verify his count after each throw.
- 1 gate judge/timer to ensure that all tags and the start and finish are legal and to keep the overall time (five minutes).
- 1 scorekeeper
- 3 range stewards to check each throw for range.
- A backup for the 60-second timer.
- A backup for the 5-minute timer.

Notes:

Teams have gates approximately downwind from the bull's-eye. Markers are placed on both sides of each gate. Each gate is approximately 3m wide.

Team Maximum Time Aloft 100

Timed event, Best: longest time, Individual Style Event

Circles:

- Contested on circles of 50-meter radius
- Approximately 10 throwers in a group and up to 5 groups per circle

Required for score:

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

Scoring:

- Each thrower on the team is scored individually.
- The thrower's score is his longest time that ends with a legal catch.
- Team score is the total of the scores of the team's 4 throwing members.

Round:

- The event includes 1 round of 3 turns for each of the 4 throwers.
- Flight is timed from the moment of release until the boomerang is first touched. Time is recorded only if a legal catch is made.
- Each turn is completed by all throwers in the group in rotation before the next turn starts.

Warm-up:

- No practice throws once the warm-up is over.
- General warm-up for 15 minutes will be provided before the start of the event.
- No individual warm-up will be provided before the start of the round.

Re-throws:

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

Officials per group:

- May be competitors.
- 1 circle master who watches for foot faults.
- 1 scorekeeper.
- 3 timers for each throw including one observer to check the location of the thrower at time of catch, making sure that he is within the 50 meter circle.
- 3 judges downwind at the 50-meter line per circle to help the catching judges.

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Notes:

If contestant is not completely inside the 50-meter circle, he must be touching the 50-meter 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 point of contact with the ground after the catch must be on or within the 50-meter circle.

Final

Team Australian Round

Points awarded, Best: most points, Individual Style Event

Circles:

- Contested on circles of 50-meter radius (which also have 2-meter, 4-meter, 6-meter, 8-meter, 10-meter, 20-meter, 30-meter and 40-meter circles)
- 2 throwers from the same team throw in the same turn from the same bull's-eye, throwing within 5 seconds of each other.

Required for score:

- 20-meter flight range to achieve catching points.
 - 30-meter flight range to achieve accuracy and distance points.
 - Legal throw from inside of the 2-meter bull's-eye.
 - Legal catch or boomerang stops in the accuracy circle.
- See Location of Catch.

Scoring:

- Each thrower on the teams is scored individually.
- Score for each throw is the total of accuracy, catching, and distance points.
- Official score for each thrower is the total for the 5 throws.
- Team score is the total of the scores of the team's 4 throwing members.

Scoring Accuracy:

Accuracy points scored according to where the boomerang came to rest after a legal throw of at least 30-meter flight range:

- Inside the 2-meter circle: 10 points
- Inside the 4-meter circle: 8 points
- Inside the 6-meter circle: 6 points
- Inside the 8-meter circle: 4 points
- Inside the 10-meter circle: 2 points
- If the boomerang is completely within a single area and not touching any lines, the score of that area is awarded.
- If any part of a boomerang or the thrower is over any part of a line, the score is the average score for the areas that touch the line.
- If the thrower catches in the accuracy circles, the location of the catch among the circles determines the score. See Location of Catch.

Scoring Catching:

Catching points are awarded depending upon the location of contestant when he makes a legal

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catch:

- Inside the 20-meter circle: 4 points
- On the 20-meter line: 3 points
- Outside the 20-meter circle but inside the 50-meter circle: 2 points
- On the 50-meter line: 1 point
- Outside the 50-meter circle: 0 points

Scoring Distance:

Distance points are awarded only if accuracy or catching points are earned on the throw:

- 50 meters range or more: 6 points
- 40 meters range but less than 50 meters: 4 points
- 30 meters range but less than 40 meters: 2 points
- 20 meters range but less than 30 meters: 0 points

If a boomerang touches the ground during flight:

- If the boomerang touches the ground after it is thrown but before it is caught or it comes to rest on the ground, only accuracy and distance points can be earned. No catching points will be given in any case even if a catch is made. However, the thrower may stop or catch the boomerang within the accuracy circles to obtain accuracy points. Note, as used in this paragraph the term "catch" does not mean "legal catch".
- If the boomerang touches the ground during its outward flight this throw is scored a zero.
- If the boomerang touches the ground after its outmost point of distance only accuracy and distance points can be given.

Location of catch:

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

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Round:

- The event is 1 round of 5 turns for each of the 4 throwers (2 throwers in one pair).
- The second thrower in a pair must throw within 5 seconds of the first thrower. If the circle master rules that more than 5 seconds have elapsed between throws, both throws are scored 0.
- At the signal of the circle master, it becomes the next pair's turn. They have 15 seconds to make the first throw.
- Contestants throw in groups of 3 or 2 pairs. Each group of pairs throws in rotation with the other pairs in the group, until all pairs have completed their 5 turns. Then the next group begins its round.

Warm-up:

- No practice throws once the warm-up is over.
- General warm-up for 10 minutes will be provided before starting the event.
- Individual warm-up for 3 minutes will be provided to each group before the start of the round
- Warm-up throws shall be made outside the 10-meter circle.

Re-throws:

- No interference may occur between team members or their boomerangs.
- Re-throws are made at the end of the round for all pairs in that group.

Officials per circle:

- May be competitors.
- 1 circle master who announces when the turn begins for each pair of throwers.
- 2 center judges, 1 for each thrower, who watch for foot faults and announce range, catch, and accuracy for each thrower.
- 1 scorekeeper
- 1 range coordinator
- 3 range stewards per thrower on every distance circle - 2 allowed on 20-meter circle. 10-12 total range stewards per thrower.

Team Accuracy 100

Points awarded, Best: most points, Individual Style Event

Circles:

- Contested on circles of 20-meter radius. (which also have 2-meter, 4-meter, 6-meter, 8-meter, and 10-meter circles)
- 2 throwers from the same team throw in the same turn from the same bull's-eye, throwing within 3 seconds of each other.

Required for score:

- 20-meter flight range.
- Legal throw from inside of the 2-meter bull's-eye.

Boomerang must come to rest without being touched or hitting anyone or anything but the ground.

Scoring:

- Each thrower on the team is scored individually.
- Points scored according to where the boomerang came to rest:
 - Inside the 2-meter circle: 10 points.
 - Inside the 4-meter circle: 8 points.
 - Inside the 6-meter circle: 6 points.
 - Inside the 8-meter circle: 4 points.
 - Inside the 10-meter circle: 2 points.
- If the boomerang is completely within a single area and not touching any lines, the score of that area is awarded.
- If any part of a boomerang is over any part of a line, the score is the average score for the areas that touch the line.
- Official score for each thrower is the total for the 5 throws.
- Team score is the total of the scores of the team's 4 throwing members.

Round:

- The event includes 1 round of 5 turns for each of the 4 throwers. (Team members throw in pairs.)
- During each turn, both throwers throw 2 times. After they throw once, their scores are recorded. Then they throw for the second time to complete the turn.
- The second throw of the turn is after the circle master says the circle is clear. Then the throwers have 15 seconds to make the second throw.
- The second thrower in a pair must throw within 3 seconds of the first thrower. If the circle master rules that more than 3 seconds have elapsed between throws, both throws are scored 0.

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- At the signal of the circle master, it becomes the next pair's turn. They have 15 seconds to make the first throw.
- Contestants throw in groups of 5 or 4 pairs. Each group of pairs throws in rotation with the other pairs in the group, until all pairs have completed their 5 turns. Then the next group begins its round.

Warm-up:

- No practice throws once the warm-up is over.
- General warm-up time for 10 minutes will be provided before the start of the event.
- Individual warm-up time for 3 minutes will be provided to each group before the start of the round.
- Warm-up throws shall be made outside the 10-meter circle.

Re-throws:

- Any contact between teammates or their boomerangs is not considered interference.
- Re-throws are made at the end of the round for all pairs in that group.

Officials per circle:

- May be competitors.
- 1 circle master who announces when the turn begins for each pair of throwers.
- 2 center judges 1 for each thrower, who watch for foot faults and announce the score for each throw.
- 1 scorekeeper.
- 3 range stewards per thrower. 6 total range stewards

Team Trick Catch/Doubling 100

Points awarded, Best: most points, Individual Style Event

Circles:

- Contested on circles of 20-meter radius (which also have bull's-eyes)
- 2 throwers from the same team throw in the same turn from the same bull's-eye. The 2 throwers throw alternately to save time.
- 1 thrower will throw from bull's-eye at a time. While 1 thrower competes, the other prepares to throw. The thrower not competing must be ready to throw 15 seconds after the other thrower in his circle has caught his boomerang, has not caught, or gives up. As soon as the flight of the boomerang has ended and the score is recorded, the 15 seconds begins.

Required for score:

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

Scoring:

- Each thrower on the team is scored individually.
- Team score is the total of the scores of the team's 4 throwing members.
- Throwers attempt 10 trick catches with boomerangs thrown singly. They then attempt 10 additional trick catches with boomerangs thrown simultaneously as "doublers."
- If a thrower scores a perfect score of 100 points, he will continue to throw the same 15 throws in rotation. He will continue to throw until he fails to make a designated catch. He may throw alone if his throwing partner has failed to make a designated catch. In the doubling portion of the round, if he drops the first boomerang he attempts to catch, no points for a catch of the second boomerang of the doubling throw are given. His total score may accordingly be more than 100 points.
- The catches must be done in the following order, and are worth the indicated number of points:

Single Boomerang Sequence:

Left-hand clean	2 points
Right-hand clean	2 points
Behind-the-back	3 points
Under-the-leg	3 points
Eagle Catch	4 points
Hackey Catch	6 points
Tunnel (Two feet on the ground under the leg)	6 points

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One hand behind the back	7 points
One hand under the leg	7 points
Foot/leg Catch	10points
Maximum Sub-Total Single Throws	50 points

Doubling Sequence:

Behind the back & Under the leg	3 + 3 = 6 points
Hackey Catch & Left-hand clean	6 + 2 = 8 points
Tunnel (Two feet on the ground under the leg) & Right-hand clean	6 + 2 = 8 points
One hand behind the back & One hand under the leg	7 + 7 = 14 points
Foot/leg Catch & Eagle Catch	10+4= 14 points
Maximum Sub-Total Double Throws	50 points
Maximum Total	100 points

Round:

- The event includes 1 round of 15 throws for each of the 4 throwers (2 throwers in each pair).
- 2 throwers from the same team will throw in rotation with each other. After the turn of thrower A has been made, thrower B is given a signal to start his turn. After he has finished his turn, a signal is given to thrower A to start with his next turn. Both throwers will be given enough time to not interfere with each other.
- In Doubling, the 2 required catches for each throw can be made in either order. For example: First foot catch and then eagle catch, or first eagle catch and then foot catch.
- In Doubling:
 - If one boomerang is short, both are considered short.
 - The thrower must retain control of the first boomerang until after the second catch is completed. If the first catch is not successful (neither caught nor retrieved), but the second boomerang is caught, the second catch does count. If the second catch is successful, but the first boomerang is caught, then dropped before or during the second catch, the first catch does not count. If the second catch is not made, the first catch is counted if it was caught, but dropped after the catch.
 - The thrower may try to perform a catch a second time in 1 doubling throw.
Example: If he missed the eagle catch on the insider, he can try the eagle catch on the outsider.

Warm-up:

- No practice throws once the warm-up is over.
- General warm-up for 10 minutes will be provided before starting the event.
- Individual warm-up for 2 minutes will be provided to each group before the start of the round. The timed warm-up starts as soon as the circle master signals that the circle is clear. The throwers may start their round before their allowed warm-up is over if they desire.

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- Warm-up throws shall be made outside the bull's-eye circle.

Re-throws:

- Any contact between teammates or their boomerangs is not considered interference.
- Re-throws are made at the end of the round for all pairs in that group.

Officials per circle:

- May be competitors
- 1 circle master who watches foot faults and tells when the thrower has made the catch
- 1 scorekeeper
- 3 range stewards also verify whether catches are made or not made. They must be distributed approximately evenly around the full circle.

Notes:

Due to weather or other conditions, tournament officials may decide to drop the doubling sequence. This would result in Team Trick Catch 50 with a maximum total of 50 points.

But if a thrower scores a perfect score of 50 points, he will continue to throw the same 10 throws in rotation. He will continue to throw until he fails to make a designated catch. He may throw alone if his throwing partner has failed to make a designated catch. His total score may accordingly be more than 50 points.

Individual Events

Accuracy

Points awarded, Best: most points

Circles:

-Contested on circles of 20-meter radius (which also have 2-meter, 4-meter, 6-meter, 8-meter and 10-meter circles)

Required for score:

- 20-meter flight range.
- Legal throw from inside of the 2-meter bull's-eye.
- Boomerang must come to rest without touching or hitting anyone or anything but the ground.

Scoring:

- Points scored according to where the boomerang came to rest:
 - Inside the 2-meter circle: 10 points
 - Inside the 4-meter circle: 8 points
 - Inside the 6-meter circle: 6 points
 - Inside the 8-meter circle: 4 points
 - Inside the 10-meter circle: 2 points
- If the boomerang is completely within a single area and not touching any lines, the score of that area is awarded.
- If any part of the boomerang is over any part of a line, the score is the average score for the areas that touch the line.
- Official score for each thrower is the total of the 5 throws.

Round:

- The event includes 1 round of 5 turns for each thrower.
- During each turn, the thrower throws 2 times. After he throws once, his score is recorded. Then he throws for the second time to complete the turn.
- The second throw of the turn is after the circle master says the thrower can throw. Then the thrower has 15 seconds to make the second throw.
- At the signal of the circle master, it becomes the next thrower's turn.
The thrower has 15 seconds to make the first throw.
- Contestants throw in groups of 5,4, or 3. Each thrower throws in rotation with the other throwers in the group, until all have completed their 5 turns. Then the next group begins its round.

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Warm-up:

- No practice throws once the warm-up is over.
- General warm-up for 10 minutes will be provided before starting the event.
- Individual warm-up for 3 minutes will be provided to each group before the start of the round.
- Warm-up throws shall be made outside the 10-meter circle.

Re-throws:

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

Officials per circle:

- May be competitors
- 1 circle master who watches for foot faults and tells the thrower when his turn begins
- 2 center judges, who watch for foot faults and announce the score for each throw.
- 1 scorekeeper
- 3 range stewards

Final

Australian Round

Points awarded, Best: most points

Circles:

- Contested on circles of 50-meter radius (which also have 2-meter, 4-meter, 6-meter, 8-meter, 10-meter, 20-meter, 30-meter and 40-meter circles)

Required for score:

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

Scoring:

- Score for each throw is the total of accuracy, catching, and distance points.
- Official score for each thrower is the total for the 5 throws.

Scoring Accuracy:

Accuracy points scored according to where the boomerang came to rest after a legal throw of at least 30-meter flight range:

- Inside the 2-meter circle: 10 points
- Inside the 4-meter circle: 8 points
- Inside the 6-meter circle: 6 points
- Inside the 8-meter circle: 4 points
- Inside the 10-meter circle: 2 points
- If the boomerang that is not touched or caught and is completely within a single area and not touching any lines, the score of that area is awarded.
- If any part of a boomerang that is not touched or caught and is over any part of a line, the score is the average score for the areas which touch the line.
- If the thrower catches in the accuracy circles, the location of the catch among the circles determines his score. See Location of Catch.

Scoring Catching:

Catching points are awarded depending upon the location of contestant when he makes a legal catch:

- Inside the 20-meter circle: 4 points
- On the 20-meter line: 3 points
- Outside the 20-meter circle but inside the 50-meter circle: 2 points
- On the 50-meter line: 1 point

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- Outside the 50-meter circle: 0 points

Scoring Distance:

Distance points are awarded only if accuracy or catching points are earned on the throw:

- 50-meter range or more: 6 points
- 40-meter range but less than 50 meters: 4 points
- 30-meter range but less than 40 meters: 2 points
- 20-meter range but less than 30 meters: 0 points

If a boomerang touches the ground during flight:

- If the boomerang touches the ground after it is thrown but before it is caught or it comes to rest on the ground, only accuracy and distance points can be earned. No catching points will be given in any case even if a catch is made. However, the thrower may stop or catch the boomerang within the accuracy circles to obtain accuracy points. Note, as used in this paragraph the term "catch" does not mean "legal catch".
- If the boomerang touches the ground during its outward flight this throw is scored a zero.
- If the boomerang touches the ground after its outmost point of distance only accuracy and distance points can be given.

Location of Catch:

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

Round:

- The event includes 1 round of 5 turns for each thrower.
- At the signal of the circle master, it becomes the next thrower's turn.
The thrower has 15 seconds to make the throw.
- Contestants throw in groups of 5, 4, or 3. Each thrower throws in rotation with the other throwers

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in the group, until all have completed their 5 turns. Then the next group begins its round.

Warm-up:

- No practice throws once the warm-up is over.
- General warm-up for 10 minutes will be provided before starting the event.
- Individual warm-up for 5 minutes will be provided to each group before the start of the round.
- Warm-up throws shall be made outside the 10-meter circle.

Re-throws:

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

Officials per circle:

- May be competitors.
- 1 circle master who announces when the turn begins for each thrower. It can be the center judge.
- 1 center judge who watches for foot faults and announces the range, catch, and accuracy for each thrower.
- 1 scorekeeper.
- 1 range coordinator.
- 3 range stewards on every distance circle - 2 allowed on the 20-meter circle.

Trick Catch/Doubling 100

Points awarded, Best: most points

Circles:

- Contested on circles of 20-meter radius (which also have bull's-eyes)
- 2 throwers throw in the same turn from the same bull's-eye. The 2 throwers run alternately to save time. 1 thrower throws from bull's-eye at a time.
- While 1 thrower competes, the other prepares to throw. The thrower not competing must be ready to throw 15 seconds after the other thrower in his circle has caught his boomerang, has not caught, or gives up. As soon as the flight of the boomerang has ended and the score is recorded, the 15 seconds begins.

Required for score:

- 20-meter flight range.
- Legal throw from inside of the 2-meter bull's-eye.
- Legal catch(es) of types required in turn.

Scoring:

- Throwers attempt 10 trick catches with a boomerang thrown singly. They then attempt 10 additional trick catches with two boomerangs thrown simultaneously as "doubblers".
- If a thrower scores a perfect score of 100 points, he will continue to throw the same 15 throws in rotation. He will continue to throw until he fails to make a designated catch. He may throw alone if his throwing partner has failed to make a designated catch. In the doubling portion of the round, if he drops the first boomerang he attempts to catch, no points for a catch of the second boomerang of the doubling throw are given. His total score may accordingly be more than 100 points.
- The catches must be done in following order, and are worth the indicated number of points:

Single Boomerang Sequence:

Left-hand clean	2 points
Right-hand clean	2 points
Behind-the-back	3 points
Under-the-leg	3 points
Eagle Catch	4 points
Hackey Catch	6 points
Tunnel (Two feet on the ground under the leg)	6 points
One hand behind the back	7 points
One hand under the leg	7 points

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Foot/leg Catch	10points
Maximum Sub-Total Single Throws	50 points

Doubling Sequence:

Behind the back & Under the leg	3 + 3 = 6 points
Hackey Catch & Left-hand clean	6 + 2 = 8 points
Tunnel (Two feet on the ground under the leg) & Right-hand clean	6 + 2 = 8 points
One hand behind the back & One hand under the leg	7 + 7 = 14 points
Foot/leg Catch & Eagle Catch	10+4= 14 points
Maximum Sub-Total Double Throws	50 points
Maximum Total	100 points

Round:

- The event includes 1 round of 15 throws for each thrower.
- 2 throwers will throw in rotation with each other. After the turn of thrower A has been made, thrower B is given a signal to start his turn. After he has finished his turn, a signal is given to thrower A to start with his next turn.
- Both throwers will be given enough time to not interfere with each other.
- In Doubling:
 - The 2 required catches for each throw can be made in either order.
For example: First foot catch and then eagle catch, or first eagle catch and then foot catch.
 - If 1 boomerang is short, both are considered short.
 - The thrower must retain control of the first boomerang until after the second catch is completed. If the first catch is not successful (neither caught nor retrieved), but the second boomerang is caught, the second catch does count. If the second catch is successful, but the first boomerang is caught, then dropped before or during the second catch, the first catch does not count. If the second catch is not made, the first catch is counted if it was caught, but dropped after the catch.
 - The thrower may try to perform a catch a second time in 1 doubling throw. Example: If he missed the eagle catch on the insider, he might try the eagle catch again on the outsider.

Warm-up:

- No practice throws once the warm-up is over.
- General warm-up for 10 minutes will be provided before starting the event.
- Individual warm-up for 2 minutes will be provided before the start of the round. The timed warm-up starts as soon as the circle master signals the circle is clear. The thrower may start his round before his allowed warm-up is over if he desires.
- Warm-up throws shall be made outside the bull's-eye circle.

Re-throws:

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

Officials per circle:

- May be competitors
- 1 circle master who watches for foot faults and tells when the thrower has made the catch
- 1 scorekeeper
- 3 range stewards also verify whether catches are made or not made. They must be distributed approximately evenly around the full circle.

Notes:

Due to weather or other conditions, tournament officials may decide to drop the doubling sequence. This would result in Team Trick Catch 50 with a maximum total of 50 points.

But if a thrower scores a perfect score of 50 points, he will continue to throw the same 10 throws in rotation. He will continue to throw until he fails to make a designated catch. He may throw alone if his throwing partner has failed to make a designated catch. His total score may accordingly be more than 50 points.

Fast Catch

Timed event, Best: shortest time

Circles:

- Contested on circles of 20-meter radius (which also have bull's-eyes)
- 1 thrower throws at a time. Every thrower has 2 turns. Each turn must be in a different circle.

Required for score:

- 20-meter flight range.
- Legal throw from inside of the 2-meter circle.
- Legal catch.
- The time span for 5 legal catches (and a complete return to and touch of the bull's-eye if necessary) is timed.
- Only 1 boomerang may be used at any given time.
- If the 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 thrower before any more throws can be made.
- Time limit is 1 minute. If 5 legal catches are not made by the time limit has elapsed, the number of legal catches is the score. If the boomerang is in the air at 1 minute and then caught, the catch counts. If the catch is the 5th catch, the time is given as the score – the time of the catch is determined by when the thrower makes the 5th catch inside the bull's-eye or touches the bull's-eye if the 5th catch was made outside the bull's-eye.

Scoring:

- Time from release of 1st throw to the moment when the thrower makes the 5th catch inside the bull's-eye or when he touches the bull's-eye if the 5th catch was made outside the bull's-eye.
- The shorter of both turn's times is the thrower's score.

Round:

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

Warm-up:

- No practice throws once the warm-up is over.
- General warm-up for 10 minutes will be provided before starting the event.
- Individual warm-up for 1 minutes will be provided before the start of the round.
- Warm-up throws may be made inside the bull's-eye circle.
- The timed warm-up starts as soon as the circle master signals the circle is clear. The thrower may start his round before his allowed warm-up is over if he desires.

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Re-throws:

- Re-throws are after the turns in the thrower's group at the circle where the protest occurred, before moving to the next circle if the first turn.

Officials per circle:

- May be competitors.
- 1 circle master, who watches for foot faults, tells when the thrower has made the catch, counts catches out loud, and tells when the thrower has returned to the center. He must count loud enough that the range stewards can hear him so they can verify his count after each throw.
- 3 Timers. Use lap timers on stopwatch.
- 1 scorekeeper.
- 3 range stewards also verify whether catches are made or not made. They must be distributed approximately evenly around the full circle.

Final

Endurance

Catching event, Best: most catches

Circles:

- Contested on circles of 20-meter radius (which also have bull's-eyes)

Required for score:

- 20-meter flight range.
- Legal throw from inside of the 2-meter bull's-eye.
- Legal catches for all legal throws made before the end of the thrower's 5-minute round.
- 1 catch is scored for each legal catch.
- Only 1 boomerang may be used at a time. If thrower wants to change boomerangs, the 1 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.

-

Scoring:

- The sum of legal catches is the thrower's score.

Round:

- The event includes one 5-minute round for each thrower.

Warm-up:

- No practice throws once the warm-up is over.
- General warm-up for 10 minutes will be provided before starting the event.
- Individual warm-up for 1 minutes will be provided before the start of the round.
- Warm-up throws may be made inside the bull's-eye circle.
- The timed warm-up starts as soon as the circle master signals the circle is clear. The thrower may start his round before his allowed warm-up is over if he desires.

Re-throws:

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

Officials per circle:

- May be competitors.

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- 1 circle master who watches for foot faults, tells when the thrower has made the catch, and counts catches out loud. He must count loud enough that the range stewards can hear him so they can verify his count after each throw.
- 1 scorekeeper.
- 3 range stewards to check each throw for range.
- 2 timers: 1 timer to keep the overall time (five minutes) and 1 backup timer.

Notes:

- If an injury occurs, the circle master stops the round when he recognizes that the injury is serious. The timers stop the stopwatch with the "STOP"(not "LAP") function. The circle master announces that the round was stopped because of injury. When throwing resumes, the timers restart the stopwatch as the thrower goes to recover his boomerang from where it was when play stopped and resumes his round.

Final

Maximum Time Aloft 100

Timed event, Best: longest time

Circles:

- Contested on circles of 50-meter radius
- 10 or more throwers in a group and up to 5 groups per circle

Required for score:

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

Scoring:

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

Round:

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

Warm-up:

- No practice throws once the warm-up is over.
- General warm-up for 15 minutes will be provided before starting the event.
- No Individual warm-up will be provided before the start of the round.
- Warm-up throws shall be made outside the 10-meter circle.

Re-throws:

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

Officials per group:

- May be competitors
- 1 circle master who watches for foot faults
- 1 scorekeeper
- 3 timers for each throw plus 1 alternate to check the location of the thrower at time of catch, making sure that he is within the 50 meter circle
- 3 judges downwind at the 50-meter line per circle to help the catching judges

Notes:

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If contestant is not completely inside the 50-meter circle, he must be touching the 50-meter 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 point of contact with the ground after the catch must be on or within the 50-meter circle.

Final

Long Distance

Distance event

Best: greatest distance

Circles:

- Contested on circles of 20-meter radius (which also have bull's-eyes)

Required for score:

- 50 meter flight range.
- Legal throw from inside of the 2-meter bull's-eye and behind (down-wind) the 40-meter baseline (made out of a rope). The baseline is a movable straight line that has its middle on the center point. The bull's-eye is cut in half by the baseline. The end of the baseline is marked with a post on each side. The baseline is usually perpendicular to the wind direction. The thrower may have the line adjusted to the wind direction before each throw. Only if a severe windshift disables a correct throwing direction, also the center of the line may be displaced. Decision by discussion or vote (more than half of the throwers of the throwing group). The new center position is determined by discussion by the throwing group with the final decision of the tournament director.
- For the throw to be valid, at least one foot of the thrower has to be on the ground inside the center half circle at the moment of release of the boomerang. The thrower may not cross the baseline at any time as long as the boomerang is in the air
- Boomerang must cross the baseline upon return either directly or indirectly (from behind) without being touched or hitting anything or anyone.
- No catch needed.

Scoring:

- Score is the longest distance travelled outward among his throws that return to or over the baseline.
- The distance is measured in full meters only - no centimeters – and from the center point to the point in its flight farthest from the center point.

Round:

- The event includes not more than 20 throws a day and may be divided in an arbitrary number of rounds by the organizer, for example 2 x 5 or 2 x 6 throws.
- At the signal of the circle master it becomes the next thrower's turn. He has 15 seconds to make his throw.
- Contestants throw in groups of five. Each thrower throws in rotation with the other throwers in the group, until all throwers have completed their five turns. Then the next group begins its round. If time allows, more than the initially scheduled rounds can be made.

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Warm-up:

- No practice throws once the warm-up is over.
- Warm-up will be organized by the officials.

Re-throws:

- Re-throws are made immediately after the protested act occurred.

Officials per circle:

- May be competitors.
- One circle master who watches for foot faults and measures the distance of the range coordinator to the center point.
- Two baseline judges to check whether the boomerang crosses the baseline upon return.
- One scorekeeper
- One range coordinator
- About twelve (but at least six) range stewards to follow the flight of the boomerang with their eyes and extended arms. They direct the range coordinator to the point of greatest distance.

Notes:

1. Long Distance Safety Rules:

Make sure spectators are at a sufficiently safe distance!

Long Distance is the most dangerous boomerang event of all. Although the boomerangs that are used nowadays are considerably lighter than they used to be, they are still very dangerous, maybe even more so. Serious injury may result if you are careless, because of:

- thin material and sharp airfoils
- high speed and rotation rate
- low return trajectory
- the boomerang sometimes cannot be seen very well (paint your boomerangs in bright colors!)

Even in a group of experienced boomerangers there should be:

- no simultaneous throwing of Long Distance boomerangs. Not even with short range boomerangs.
- only one Long Distance boomerang in the air at a time! The other throwers follow the boomerang with their eyes and warn if necessary.
- no more throwing when a boomerang is lost and throwers are trying to find it. Everybody should help with searching before throwing continues – even if the throwers give up searching.

2. How to tell where the point of return is:

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

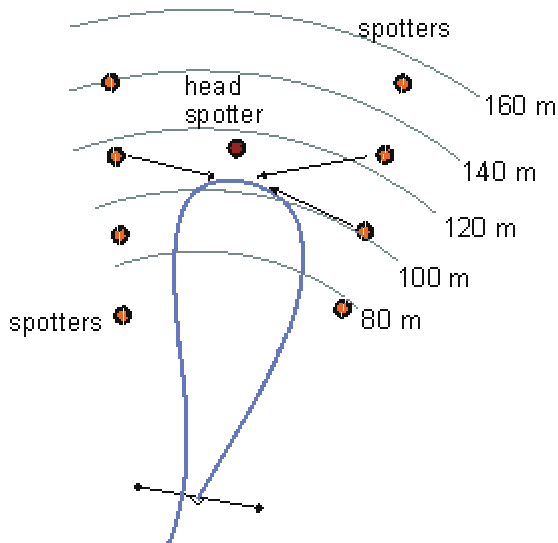
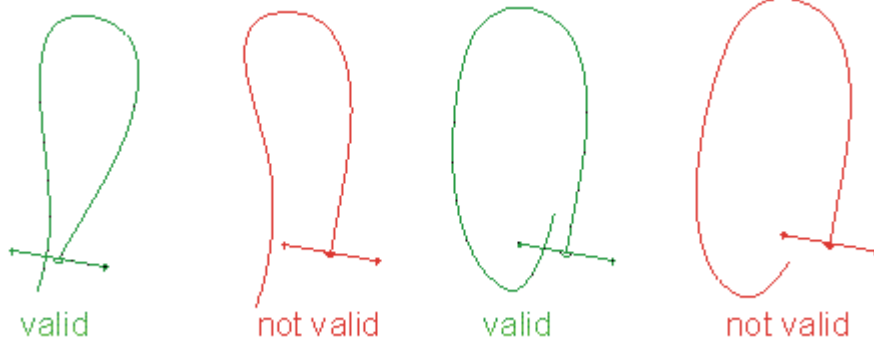
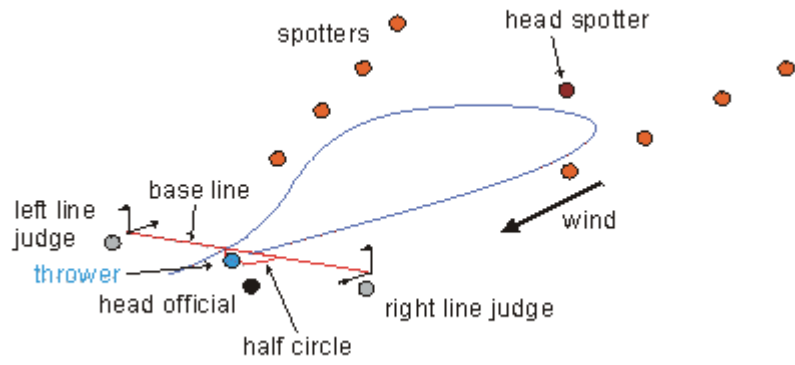
Don't use more range stewards than necessary to fulfil the task, because with too many range stewards on the field they tend to walk about and have chats! Six range stewards plus one range coordinator is the minimum. Twelve should be enough in all cases.

Here's what you have to do as a range steward:

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

We estimate the accuracy of the measurement with this spotting method is 2m in the best case, 5m on average, and worse if the range stewards are not placed very well or if they are not paying attention. It is actually helpful to distribute thin wooden sticks (about 2m long) to the range stewards, with the help of which it is much easier to follow the flying boomerang to its furthest point and then drop them to the ground.

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Rules on Recording World Records

(last edit: 2005 June 30.th GM, SK, EL, GM)

1. The IFBA will recognize a world record only, if:

- The event is contained in the IFBA rulebook or a traditional event with commonly accepted rules (e.g. Most Consecutive Catches). The first IFBA rulebook will be the World Cup 2006 rulebook. As long as we don't have the World Cup 2006 rulebook, we use the recent World Cup rulebooks (2002, 2004)
- The record was achieved in an event that was contested no more than once in a day.
- The record was achieved in first attempt of an event that was contested more than once in a day.
- In any case, IFBA may (not must) vote to accept or not accept a world record.

At the moment these events are listed:

- Accuracy 100 (5 sets of 2 throws)
- Accuracy 50 (5 sets of 1 throw)
- Fast Catch (2 rounds)
- MTA 100 (3, 4 or 5 throws)
- MTA unlimited (3, 4 or 5 throws) (may be the out-of-bounds score from a MTA 100 event)
- MTA3+ (the sum of the best three scores of five throws)
- Australian Round (max. 100 points from 5 sets of 1 throw)
- Trick Catch/Doubling 100 (Christchurch System)
- Endurance (most catches from a 5 minute period)
- Long Distance (best score from one or two rounds of 5 sets of 1 throw)/(best score from a maximum of 20 throws a day)
- Juggling (most catches in a row until one of the two boomerangs is not caught) (the first two throws must have the 20m minimum).
- Most Consecutive Catches (most catches in a row until the boomerang is not caught, 20m pre-qualification needed, but not checked on every throw)

2. These records must be achieved during a tournament recognized by an IFBA country member. Most likely, all IFBA country members will only recognize or not recognize a tournament within their territory. In other cases - Long Distance tournament in the Sahara - the IFBA Directive Committee will decide.

3. Every country may ask to add an event to the IFBA record list (an entry in the IFBA rulebook is needed then) proposing it in the general meeting.

The IFBA Directive Committee has arrange all needed changes to the rule book and/or record list until the next general meeting at the latest.

4. If a competitor achieves a perfect score in:

- Accuracy 100 (5 sets of 2 throws), he continues to throw in sets of 2 throws until at least one of both throws is not a perfect "10" (e.g. a "9" and a "10"). The total score would be e.g. "119".
- Accuracy 50 (5 sets of 1 throw), he continues to throw in sets of 1 throw until one throw is not a perfect "10" (e.g. a "9"). The total score would be e.g. "59".
- Australian Round (max. 100 points from 5 sets of 1 throw), he continues to throw in sets of 1 throw until one throw is not a perfect "20" (e.g. a "19"). The total score would be e.g. "119".
- Trick Catch/Doubling 100 (Christchurch System), he continues to throw in sets of 1 throw (in doubling: 1 throw with two boomerangs) until one throw (in doubling: 1 throw with two boomerangs) is not a catch. The total score is 100 plus all the points of the catches made (in doubling: If the first boomerang is caught and the second is dropped, the points for the catch are given, but the thrower has to stop. If the first boomerang is dropped and the second is caught, no points for the catch are given and the thrower has to stop).

Final

Glossary of Terms

Body trap:

The boomerang may be trapped against the thrower (thrower's body) for any catch for which a clean catch is not required. [see Catch, legal]

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.

Holes: No limit on number and size, but cannot be used to aid in catching.

Slots: No limit on number and size, but cannot be used to aid in catching.

Flaps: No limit on number and size, but cannot be used to aid in catching.

Adhesive: Nothing allowed which could aid catching.

Materials: Any non-metal material. Metal may be imbedded or taped on, but may not have exposed sharp edges.

Other: No launching, propulsion, or catching aids may be incorporated into the boomerang.

If a thrower wants to change boomerangs during a timed event, including Super Catch, the one being replaced or a substantial part of it must be returned to the bull's-eye by the competitor before any more valid throws can be made.

Bull's-eye circle:

Area inside the 2 meter radius circle from which throws are made. The marked line is outside of 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 Accuracy and Australian Round.

Captain, team:

Person designated by team to represent team when vote or action is required. Each team may send an alternate representative to meetings, but each team has only one vote on any issue that requires a vote of team captains. A person can be captain of only one team.

Catch, behind-the-back:

Legal catch during which a) the boomerang passes behind the 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 and withdraws the boomerang from behind the thrower's back.)

Catch, broken boomerang:

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

Catch, clean:

Before the boomerang is caught, "popping", "bobbling" and touching is allowed only with the hand/hands/foot/feet required to do the catch. The catching hand reaches from the fingertips until before the elbow begins. The elbow is not part of the catching hand. The catching feet reach from the tips of the toes until before the knees begin. The knees are not part of the catching feet. Only during a catch under the leg or behind the back, all parts of the body except the non-catching hand, the feet and head (safety reasons) may be touched by the boomerang before the catch. A boomerang therefore may touch the thrower's shoulder before a legal catch under the leg.

Catch, eagle:

One-hand clean catch 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:

Legal catch during which the boomerang is caught with the feet or lower leg. The boomerang may not touch any part of the thrower's knees, or anywhere above his knees. The boomerang and both of the competitor's feet must remain clear of the ground at all times during the catch.

Catch, hackey:

Legal catch after the boomerang has been returned into the air after striking the foot or lower leg. Boomerang may not touch any part of the thrower's knees, or anywhere above his knees during the hackey portion of the catch. Either or both feet or lower legs may be used. The thrower attempts to kick or 'hackey' the boomerang off the foot or lower leg, and then catch it prior to ground contact. After the boomerang has been kicked, it may be caught with any legal catch.

Catch, legal:

Act of stopping and obtaining full control of a flying boomerang after a legal throw provided the boomerang has not touched the ground during the flight or catch and provided its range is sufficient. Full control must be obtained before the boomerang is allowed to touch the ground. The boomerang may be trapped against the thrower on any catch for which a clean catch is not specified. A boomerang may be "popped" or "bobbed" but must not be allowed to touch the ground. Anything that protrudes beyond the planes of the top or bottom surfaces of the boomerang may not be used to assist in catching. Holes, whether open or closed, may also not be used to assist in catching. In any case, to do a catch means the boomerang must be trapped with at least 2 fingers of the same hand, both hands or both feet. Simply sticking a finger, hand or foot through e.g. a hole is not a catch. No devices, mechanized or otherwise, may be used to aid

in catching a boomerang.

Catch, one-hand clean:

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

Catch, one-hand behind-the-back:

One-hand clean catch that satisfies the requirements of behind-the-back catch.

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

Catch, one-hand under-the-leg:

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

Catch, two-feet-on-ground under-the-leg (Tunnel):

Legal catch in which the boomerang passes under a leg while both feet remain in contact with the ground. Lower legs or knees may touch the ground. 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, Two-hand clean:

Legal catch 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:

Legal catch in 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.

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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 and is therefore prohibited. Some examples are:

- a) Chemical or mechanical (velcro) adhesives applied to the boomerang, the thrower, or his clothing
- b) Any extension to the thrower's hand, arm, leg, etc.
- c) Any item used to intercept a boomerang.

Center point:

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

Circle Master:

Person responsible for fair conduct of events at each circle included in the tournament. This includes interpreting the rules, organizing other officials and stewards, and recording scores.

Competition field:

Area where tournament is to be held. Limits to be specified before the start of the contest.

- a) 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 land is not considered to be part of the competition field.
- b) Competition circles' area on which an event is held. Made up of a series of concentric circles ranging from 2m to 10 m radius (every 2 m for accuracy) and 20 m to 50 m radius (every 10 m for range of flight).

Countdown:

Verbal announcement by circle master or official person to a thrower that indicates the 15 seconds the thrower has to make his throw. Countdown should be made like this:

"15" - "10" - "5" - "4" - "3" - "2" - "1" - "Out!"

If the thrower fails to throw in time, the turn is scored 0.

The circle master may begin the 15-second countdown when the circle is clear and the next competitor enters the 8-points circle. No competitor should delay entering the 8-point circle or the circle master can begin the 15 seconds before the competitor enters the 8-point circle.

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Duration Boomerang:

The MTA in Team Supercatch. Any boomerang may be used as duration (MTA) boomerang.

Flight range: see Range of Flight

Foot fault:

A foot fault/foot foul is given, if the thrower's foot touches the line of the 2-meter circle before or while releasing of his boomerang. The throwing movement has to stop clearly without a foot touching the line of the 2-meter circle before the thrower leaves the 2-meter circle to perform a catch. In Long Distance the thrower may at no time touch or cross the line of the 2-meter circle and the 40-meter baseline.

Gate:

Start/finish area on the 20 meter or 30 meter line in a relay event.

The start, finish, and all tags must take place within a team's gate.

Ground:

As used in the legal catch definition, point where the Earth or its coverings is firm enough to noticeably affect the linear or rotational motion of a boomerang in flight or during a catch.

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.

Individual Warm-up:

After the general warm-up and before the turn of each competitor there may be Individual Warm-up. According to the different events, "Individual" means thrower (e.g. in Fast Catch), pair of throwers (e.g. Trick Catch/Doubling), group of throwers (e.g. in Individual Accuracy 100) or group of pairs of throwers (e.g. in Team Australian Round). Individual Warm-up time is defined in the event rules.

The timed warm-up starts as soon as the circle master signals the circle is clear. The thrower may start his round before his allowed warm-up is over if he desires.

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

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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 the ground before the alleged interference.

Re-throw policy is defined in each event's rules.

Any contact between teammates or their boomerangs is not considered interference.

Judge:

Person responsible for fair conduct of the events included in the tournament.

This includes interpreting the rules, organizing other officials and stewards, and recording of scores. The judge may be the circle master, the head judge, or an event judge designated by the tournament director or head judge. A judge may have more than one task at a time as long as he can perform these tasks properly.

Meter circles:

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

Non-catch:

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

Official:

Tournament director, head judge, circle master, or the referee or person designated to officiate in an event. Officials may be competitors or non-competitors. An official may have more than one task at a time as long as he can perform these tasks properly.

Officiating Assignments:

Duties an individual has to perform when designated by the tournament director, head judge, circle master or the referee or other person to officiate in an event. Officials may be competitors or non-competitors.

Point of contact:

Area of the body which touches the 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.

Range, of flight:

Outermost meter circle over which the boomerang flies in outward flight (towards the wind) - between when it is thrown from the bull's-eye and when it returns toward the thrower.

Range Steward:

Judge who is in charge of checking the distance of a flight of a boomerang. One of the range stewards may be or act as a range coordinator who is the only one who may yell "short", if a boomerang fails to cross the minimum distance. He should be specified before the round - typically the last in the row of the spotters. The yell "short" should be uttered before the catch.

Re-throw:

Throw taken to obtain a new score instead of the score lost due to interference and/or protest on a throw during a previous turn. May also be ordered by judge if original throw could not be properly scored. Re-throws are conducted and scored to ensure that the thrower cannot improve upon the best score possible for the throw or round at the time of the interference. On when a re-throw will be conducted, see rules for each event and General Rules > Timing (page 10).

Round:

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

Short-Handed Throwing:

A team throws short-handed when it uses less than 4 throwing members. This may be because of a penalty, when any thrower who is illegally throwing after the end of warm-up, is disqualified from his next event, even if it's on another day. This is a personal penalty, but teams with 5 throwers will still have to deliver a team's judging member and might therefore be forced to throw short-handed.

Stopwatch/es:

- Every thrower must have a working stopwatch that times to 1/100 of a second and has a lap timer. Stopwatches must be the handheld type, not the wristwatch type. Stopwatches are required to register for the team tournament and for the individual tournament.
- Use lap timers on stopwatch at all times.
- Devices having a stopwatch only as an additional function and not as primary function, such as mobile phones, are not allowed.

Tally Boomerang:

The Fast Catch in Team Supercatch. Any boomerang may be used as tally (Fast Catch) boomerang.

Tandem Throwing:

2 throwers throw simultaneously within a specified time period. The second thrower in a pair must

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throw within a specified time period of the first thrower. If the circle master rules that more than the specified time period has elapsed between throws, both throws are scored 0.

Tag:

Touch of one thrower, whose turn is ending, to his teammate, whose turn is starting, in a relay event. The thrower whose turn is starting must have both feet on the ground within the gate area and outside the designated line (20 meter or 30 meter) until he is tagged. At the moment he is tagged, his turn begins and he may start running (standing start).

Throw, legal:

Throw of a boomerang from inside the bull's-eye or other designated area that satisfies any range requirements of the event.

Throw on command:

Boomerangs must be thrown upon verbal command of event judge. Release may take place at any time from the moment the command is made until two seconds after. If delay is longer, thrower loses his turn. For an event in which the throw does not have to be on command, see Countdown.

Tournament Director:

Person who organizes and is generally responsible for a tournament.

Tournament Officials:

Person who acts as official in an event: such as circle master, scorekeeper, starter, timer, range stewards etc.

Trap: See Body Trap

Turn:

Thrower's opportunity to perform in an event. The sequence of turns for each competitor is set in all events before the start of the tournament.

A turn begins when the previous thrower's turn has been scored or any time thereafter when the event judge indicates that officials are ready. The thrower must make his throw within 15 seconds of the start of his turn unless otherwise advertised or announced before the start of the tournament. Extensions may be allowed by judges if done fairly and consistently.

Unscored Round:

Round in which an official score could not be recorded because of interference, or because the judge could not properly score the round. May result in a re-throw. If no re-throw is made (for

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example, due to an injury), the judges determine the score so that no thrower receives an advantage or disadvantage.

Warm-up:

There is general warm-up in designated areas on the competition field before the start of each event. Warm-up time is defined in the event rules.

Final