

ORIGINAL

 **FRISBEE® DISC**



 **Discathon**

How to Play

DISCATHON

I. DESCRIPTION

Discathon is a race in which players throw their discs through a circuitous, one kilometer course defined by a series of “tests” and “mandatories” (which are usually natural objects such as trees or lamp posts). Each mandatory describes a required flight path. Players can “cut corners”, and need not cross the finish line, but their discs must complete the course. The object is to minimize time, or to win the race. Discathon requires a wide range of throwing skills, including precise curve control, strong distance and accuracy, as well as speed, endurance and a carefully planned race strategy.

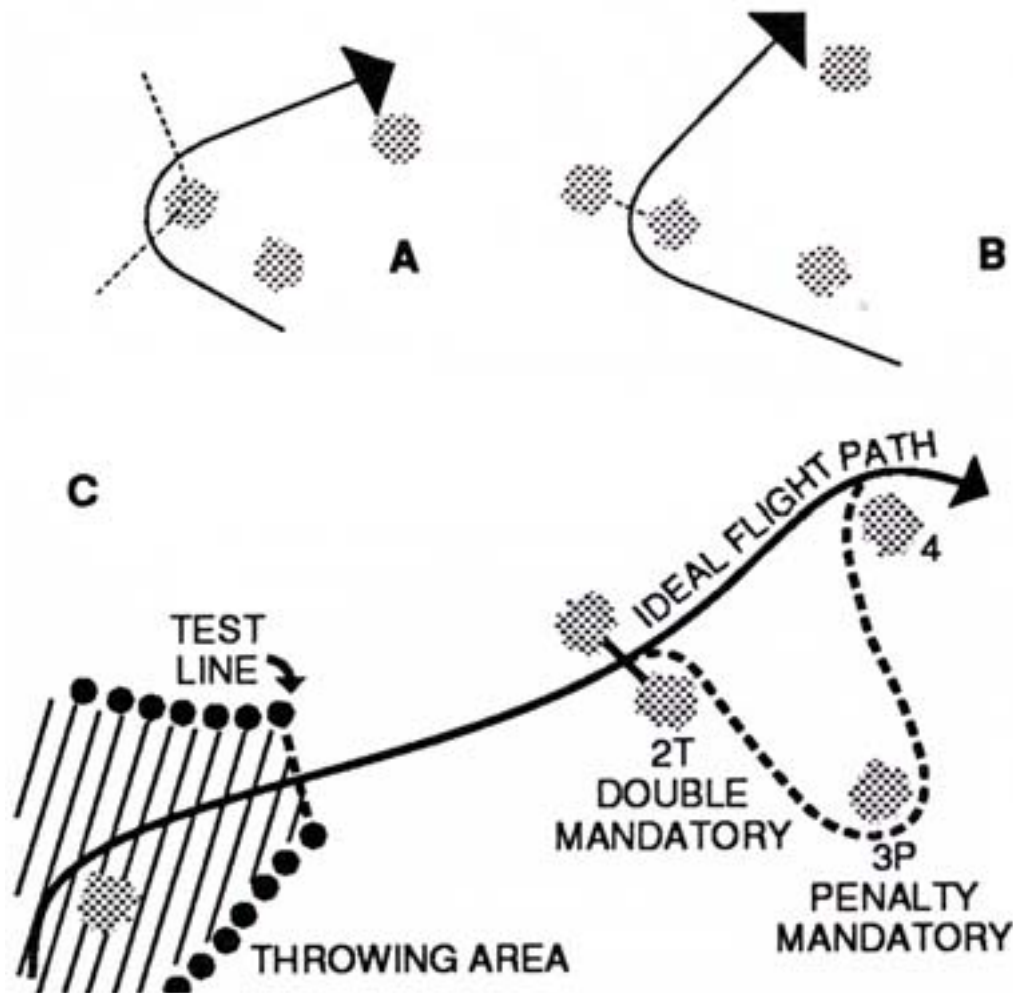
II. THE COURSE

The mandatory disc flight path should be close to one kilometer (1091 yards) in length. The flight path is defined by a series of “single” or “double” mandatories each of which are marked by directional arrows.

Both single and double mandatories generate vertical planes. To complete a mandatory the disc must pass completely through both planes in the designated direction and correct sequence. For a single mandatory these planes are found as follows: The first plane is perpendicular to the line between the mandatory in question and the previous mandatory; the second plane is perpendicular to the line between the mandatory in question and the next mandatory (diagram A below). For double mandatories the plane is described by the line between the natural objects defining the mandatory (diagram B).

Height-Restricted Double Mandatory: A double mandatory may also be height-restricted, establishing an upper or lower limit by stretching high-visibility tape between the two objects which define the mandatory.

Test: To pass the test, (diagram C) a player must have both his lie disc and foot placement completely behind the test line and complete the next “target” double mandatory in a single throw. If the player fails the test or chooses not to take it, he need not pass over the test line if it is not a mandatory, but shall be required to complete both the double mandatory which serves as the test target and an additional penalty mandatory immediately after the target.



III. THE RACE

The race begins when the starter says “throw” and ends when the disc goes completely through the plane of the finish line. The runner need not pass the mandatories, only the disc must do so.

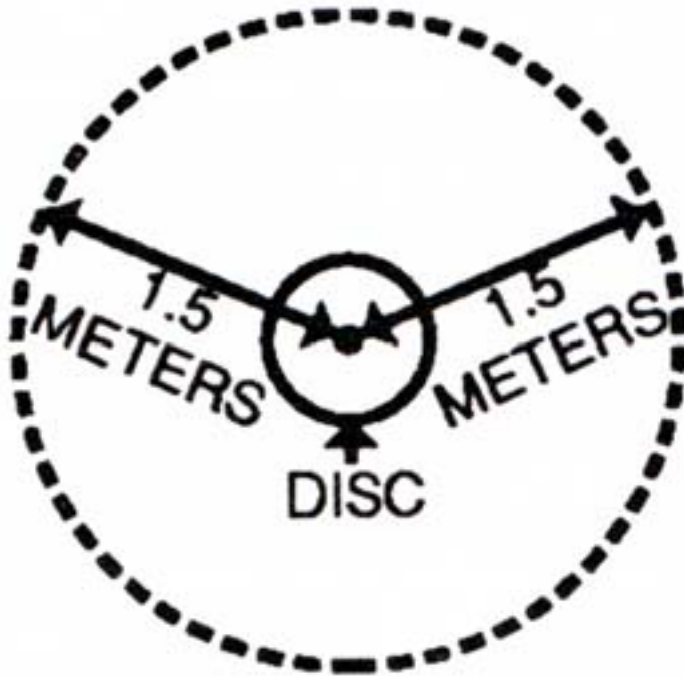
A. Equipment

Discs of any size may be used as long as they meet the general design code. However, because of safety and other game design considerations, all discs must be made of a material having no additional weighting and may not have a rim which is beveled. Two or three discs may be used, but starting with three discs is advisable in order to minimize the chances of disqualification (see D and E below). Furthermore, racers must mark their discs distinctively to avoid confusion during play.

B. The Lie

Except at the starting line, a player’s thrown disc determines his “lie” or foot placement for his next throw. If a player is able to reach a thrown disc while it is still moving on the ground he may either stop it or allow it to stop. In either case when the disc stops moving, the lie is determined. The lie area is defined as follows: At the moment of release the player’s foot must be within 1.5 meters in any direction of the point at which the previously thrown disc comes to

rest. The disc determining the lie must be in place while the throw is made and may be picked up only after the throw is released.



C. Self-Caught Flights

A player may touch his own disc in flight only if he has used one throw to correctly pass through both planes of a mandatory without running through them himself. This condition satisfied, he may attempt to catch the disc, and if successful, he need not stop to establish a lie but may carry the disc up to three steps before rethrowing it (or one of his carried discs).

D. Hazards & Out-of-Bounds

If a disc lands in a hazard or out-of-bounds area two possibilities exist:

- 1) If the player has a third disc, he may immediately put it into play under the following procedures:
 - a. Area Hazards (out-of-bounds or unplayable area such as bodies of water or thick bushes) – lie is at the point where the previous throw last entered the hazard area.
 - b. Vertical Hazards (those in which the disc comes to rest in an irretrievable position over playable ground, as in a tree) – the lie is centered at the point on the ground directly under the disc.
- 2) If the player has either chosen not to carry a third disc, or has already left one behind, he may not continue. (Compliance with B requires two discs in order to complete the course).

E. Lost Discs

Discs lost in hazards or out-of-bounds areas are covered above. In all other cases when the racer cannot locate a disc presumed to be in a playable area which determines his next lie, the player may declare the disc lost, place his third disc at his best estimate of the lost disc's lie and play on. This procedure requires that the player still have two discs to play and that he report his loss to the statistician who will add a 10-second penalty to his time. (This procedure, including the estimate of the lie, is open to review by the head judge who may add additional penalty or will

disqualify the racer if it is determined that the evidence indicates that the procedure was used to gain advantage).

F. Running Etiquette

All rounds of play feature a series of races of four players each. Obviously this situation requires a certain amount of cooperation if the players are to compete without interfering with one another. This need for cooperation entails specific responsibilities for the throwers, in that they must exercise special caution not to hit other racers. Likewise players in front of throwers must every effort to avoid interfering with their throws.

For example, the disc of a runner who has established position at his lie or in his throwing motion has immediate "right of way" over an oncoming runner. Similarly, in the case where two players are approaching discs which have landed so close together as to cause mutual interference, the runner who establishes position first has the right-of-way. These examples are of course, simply guidelines and are as such by no means complete. Clearly, there are situations in which players can gain advantage by compromising these responsibilities. To do so is to risk penalty of disqualification.

G. Interference

There are two kinds of interference – unintentional and purposive:

1) Unintentional

Because of the open nature of the course and the presence of other runners, officials and spectators, discathion racers are vulnerable to a significant amount of unintentional interference. This includes such random factors as a disc hitting an animal, course observer, a spectator or another racer. The risk of this kind of interference is part of the course as in golf and no adjustments to times can be made.

2) Purposive

This includes any actions committed by spectators of other runners which are intended to hamper or obstruct a player's disc in flight, his throwing or running motions, or his positioning for a throw. This type of interference also includes gross violations of running etiquette which hamper or obstruct, regardless of intention, and the carrying away of a disc by and animal. In cases of purposive interference the head judge may award an estimated time adjustment or a rerun to the affected runner at the judge's discretion. The decision to award a rerun is based on the severity of the interference and the ability of the judge to accurately estimate the time loss.

H. Play of Another Racer's Disc

If a player pocks up or throws another racer's disc the player using the wrong disc is disqualified unless he is able to correct his error by returning the disc to its original position without in any way interfering with the progress of the other player. Time adjustment or the possibility of a rerun for the player whose disc was misplaced is considered by the head judge.

I. Penalties

The head judge is responsible for the assignment of penalties. These penalties are in the form of extra time which is added to the violating player's score. Hopefully they will rarely be necessary. However, if needed, they are to fit the nature of the violation. The head judge makes all final decisions based on reports of the course observers and runners. The following are standard penalties:

1) Disqualification results from:

- a) failure to correctly complete the course.
- b) purposive interference including playing another racer's disc.
- c) release more than three seconds before the throw call.

- d) using the lost disc rule to gain advantage.
- e) any gross, willful violation used to gain advantage.
- 2) Ten seconds added for:
 - a) early release less than three seconds before the throw call.
 - b) lost disc in the playable area.
 - c) illegal foot placement.

Other violations should be measured against the time saved by the infraction. As a general guideline, the penalty should be twice the time saved if no other racers were affected. Violations affecting others should result in four times the seconds saved or disqualification at the head judge's discretion. The head judge makes all final decisions based on reports of the course observers and runners.

DISCATHON COURSE DESIGN

Discathon uses natural objects to define the course. As can be seen by the example map, the marked path includes many required passages. These are defined by mandatory obstacles (usually trees or light poles) which are marked by directional arrows. The mandatory disc flight of the course should be about 1 kilometer (1091 yards) in length. It should require a typical "par" of about 30 throws and 6 minutes to complete. An even mix of challenging flight paths is desirable without a left or right curve advantage. The ideal course offers the player many risky challenges that save time if done correctly but which cost dearly if attempted unsuccessfully. Out-of-bounds areas may be used to protect certain areas but are not generally encouraged. A grassy, smooth running surface is preferred with topographical change also adding challenge and interest. In public areas, consideration should be given to minimizing the conflict with other users of the area.

