

ORIGINAL

FRISBEE® DISC



▶ Contest for Novice Players

How to Play

Individual Events

Bullseye Accuracy

The basic idea is to land the disc as close to the bullseye as possible.

Each contestant should have five discs at their throwing line. The total points scored on the five attempts constitute the contestant's score. Bullseye should consist of a low basin or basket at least a meter in diameter. Larger concentric circles should be drawn in line or rope. Discs must be entirely inside a circle in order to score.

Mobile Accuracy

The game of mobile accuracy, M.A. for short is a simple accuracy game in which each of the players must assert some of his strategy upon all the other players to win. The targets themselves are spontaneous. Each player; in turn, throws one of his two discs somewhere and that then becomes the target for the next round of throws by everyone.

To begin play, up to five players but not less than three, discuss the outer boundaries for the match, the potential hazards in their field of play and the discs that everyone is using. Each player's discs must be clearly identifiable as his and individually identifiable, e.g., labeled John-1 and John-2.

Order of throws is determined by each player giving one of their discs to one of the players. He then closes his eyes and "shuffles" the discs, dealing them out in order of play. Owner of the first disc dealt throws the target disc for the first round.

After his target throw, each player in order throws two consecutive shots at the target. The final throw of the round is made by the player who threw his first disc as target. Players then move to the target and award one point to the player with the closest disc to the target. If a disc is touching the target, two points are awarded. In the case of virtual ties, no points are awarded. The next player in the order then throws the next target disc. Play continues until one player has accumulated eleven points. He is the winner.

Each round, each player will have to match his skills of accuracy at somebody else's game. For instance, the target thrower for the round gets the advantage of placing the target: Maybe a big right curve shot around a corner so that only another right curve shot can navigate the corner to get there. He has the feel for how to throw it since he just did, which is an advantage, but then he only gets one shot after everybody else has thrown their two discs consecutively at his target.

The game is one not only of executing a skill, but one of judging each other's skills and choosing from your own bag the combination of throwing skills necessary to be more consistently accurate over almost any terrain, requires both a spontaneous response to your flying disc knowledge and holds a diversified challenge to execute and expand your accuracy skills.

Twobee

A number of games have been devised around throwing two discs at once. It's necessary to use different sized discs so that one fits inside the other. In one version, two points are scored for catching both discs and none for only one disc unless the catcher can use that disc to hit the second disc while it is still moving, which scores one. No disc caught scores one point for the thrower and a bad throw scores one for the catcher.

Mobile Play

Games can be invented for any sort of vehicle play: bicycles, roller skates, skateboards, ice skates, horses, motorcycles, snow skis, and others have all been tried. The simple thrill of catching and throwing on the move is enough at first, but once you become good on your chosen vehicle, you'll want to come up with a game. Throw, Pedal, and Catch is one game.

Manhunt

This is the usual freeform game except that capture is made by hitting opposing players with a disc below the knees. Lots of players and good terrain are the keys to quality play.

Keepaway

Played like all monkey-in-the-middle games except that in this case the monkey may be armed with a disc to knock down the other players' throws.

Bowlbee

Bowlbee develops ground-shot skills, both rollers and gym floor curves. A target (or targets) than can be knocked down is used, and players take turns trying to topple it. In another version, a target disc is thrown on the ground or in the air, and the game is played like Mobile Accuracy using only ground throws. This version is the best when there are several ground obstacles.

Mini Games

Almost every disc game or sport can be played with a Mini disc, Guts and Freestyle are especially fun with a Mini. Golf can be played indoors with a Mini. MTA and TRC take on new dimensions, and Mini discs can be thrown in several novel ways. It's always a good idea to have a dozen or so Mini discs on hand for rainy days.

Throw, Splash & Drown

An identical game to TRC except straight into ocean surf. Best played when feeling crazy.

Backoff

Two players start at a very short distance apart (5 – 10m.). They throw back and forth. Each time a catch is made, they take a step back. First thrower to make the catcher move the pivot foot to catch loses that round. This is sometimes played with two catchers who have one's right leg tied to the other's left. Or it can be played cooperatively with partners trying for a maximum number of completions.

Discroquet

This is played jut like croquet, except Hula Hoop toys serve as wickets, and "sending" is done by throwing both discs at once.

The Circle R Game

This putting game is roughly based on the old H-O-R-S-E basketball shooting game. As few as 2 or as many as 8 can play. A Disc Polehole is the ideal target but something as simple as a box will do.

Order of Play

Order is determined by throwing simultaneous "lag" shots at the base of the hole from about 15 meters. Closest goes first, next closest 2nd, etc.

The Game

The first player in order chooses a spot and throws for the basket. If the putt is good, the next player must hit from the same spot or receive a penalty letter. If the second player also hits, the shot moves to the third and on down the line until either all of the players have hit or the turn comes back to the original player who chose the spot. If a player in the order misses, the next player is free to choose a new shot. Missing a self-selected shot has no penalty.

Each player gets 8 penalty letters before being eliminated from the order F-R-I-S-B-E-E and of course ®. Shorter games may be played to D-I-S-C.

Frills

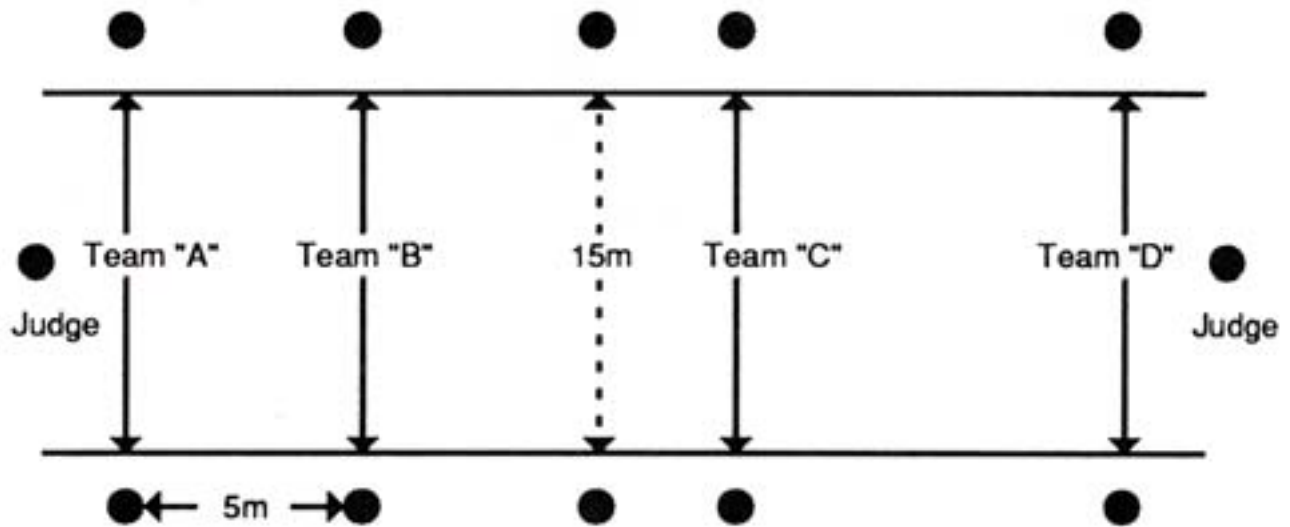
Any missed shot can be challenged by any other player. That is, the player missing the putt can be forced to attempt the return shot by a call of "challenge". If the return is hit, the challenger gets a letter; if it is missed, the thrower gets one.

Any shot can be called to simply hit parts of the metal of the hole. If this is called and successfully done, all following players need only hit to avoid a letter. If, however, one of them sinks their shot, the leader gets a letter.

Team Events

Marathon

The basic idea is to throw the disc back and forth without dropping it. Players should be spaced 5 meters apart along two parallel lines 15 meters apart (closer for younger players).



Each team of two players opposite one another along line has one disc. Players should have about two minutes to practice exchanging the disc. The judge then calls the start and after the discs are held by the players on one side, the judge begins to count from 1 at about 10 – second intervals. At each count, the one-team member must throw to his partner from behind the line and receiver must catch the disc behind the line. When the disc is dropped, the team is out. The judge continues to count until all teams are eliminated.

Variation (Using same throwing lines)

Speedflow

The basic idea is to exchange the disc 30 times as quickly as possible. All pairs begin simultaneously and shout out the number of their throw. They may drop the disc but must deliver it behind the line. Therefore, if a throw is short, it must be picked up by the receiver and taken behind his line before rethrow. Many teams can compete at one time. The game can also be played to see how many points can be accumulated in one minute. Score 1 point for every standard catch; 2 points for every trick catch and 3 points for every leap trick catch.

Diving Board Freestyle

Teams of two must complete a series of trick catches. Throws are made from the end of the pool across from the diving board and the catcher must be off the board for the catch to count. To complete a required trick, each team member must do the trick on a throw from their partner. Teams come up to the board in rotation and must stay on one trick until both players complete it. Suggested order: behind the back, between the legs (front), behind the head, between the legs (back), knee trap, blind.

First team done wins. First team down loses.

The Big Tunnel

How many people can you get to hold their hands together (two-person hoops)? Now, can you throw through them to a trick catch at the other end?

Gollum

This is a version of Guts and one that is very challenging. Teams of one to five players stand about five meters apart and play Guts as usual except that only slow, non-spinning throws may be used.

Basebee

Pretty much like the ball game. The “pitcher” throw to the “flinger” who must try to catch anything within reach (pivot foot on home base). Three misses and the flinger is out; four throws out of reach and the flinger walks. The flinger must throw immediately after catching the pitch. All flinger throws must be in the air until they cross the line from first to third base. Runners may be put out by being hit with the disc below the knees when off base. All other baseball rules apply. Variations such as requiring one or two-handed catching or trick catching in the field or Guts-speed pitching make basebee adaptable to a wide range of abilities.