

HYPERFLITE[®] YOUTH

PROCEDURES MANUAL

Hyperflite[®]
FLYING DISCS
Youth Championships



HYPERFLITE YOUTH CHAMPIONSHIPS PROCEDURE MANUAL

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INTRODUCTION

Thank you for choosing to host a Hyperflite Local Youth Championship. We appreciate the enthusiasm, energy and time you have dedicated to disc sports. It is through the support of organizations such as yours that the sport can continue to expand and develop.

Whether you are a first-timer or a seasoned veteran at hosting a Local Championship, this manual is designed to help make your event the best it can be. By following these simple procedures you will be able to host a successful and entertaining event for competitors and spectators that will not soon be forgotten.

If, during your planning and implementation of a Hyperflite Local Championship, you encounter any difficulties, have questions or concerns or would like to recommend changes or improvements, please contact Hyperflite at 404-350-9343.

Although the rules and format for competition are standardized, we encourage your creativity in promoting and carrying out your Local Championship. You may wish to promote or advertise your event in order to increase participation and attendance. We welcome your imagination while putting on a Hyperflite Local Youth Championship event as long as you stay within the established guidelines.

You may provide additional prizes if you wish to create more divisions or places. However, we only supply prizes for the top two competitors.

Our gratitude goes out to the many dedicated and tireless volunteers involved in this season's contests. We could not stage these events without their efforts and generous support.

Congratulations on choosing to be a part of this exciting new program.

Good luck and have fun!

Sincerely,



Greg Perry, Director

Hyperflite
FLYING DISCS

404-350-9343/www.hyperflite.com
1015 Collier Rd NW, Ste C, Atlanta, GA 30318

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TIMELINE

Dates on this timeline are intended to serve as reminders. Compliance with the suggested times will help to ensure a smooth-running event from start to finish. Completion of these tasks in a timely manner will also help to assure your eligibility as a Hyperflite Local Youth Championship Host (hereafter referred to as HOST).

Six months to one year in advance of event	Reserve Park
October; prior to next season	Receive/Request invitation
January 25th (or earlier)	Return invitation to assure availability.
January 25th	Deadline for HOST Confirmation
Six weeks prior to your event	Begin publicizing. (Hang posters, distribute flyers, contact local media, submit press releases, etc.)
One month prior to event.	Receive Hyperflite contest materials
Two weeks prior to event.	Contact media and invite them to attend your event.
One week prior to event.	Follow-up with the media as a reminder
Day before event or morning of.	Set up field
Thirty minutes prior to event.	Begin event registration Have fun
One week after your event.	Please forward to Hyperflite the competition results and any newspaper clippings or copies of other press coverage you received.

CONTEST MATERIALS

Hyperflite will provide the following materials, free of charge, to each HOST:

- ▶ Certificates of Participation
One certificate is to be provided to each competitor upon registration.
- ▶ Discs
At all Hyperflite competitions, only Hyperflite OneDisc flying discs are to be used in competition. At the conclusion of the competition, you may give the OneDisc flying discs to competitors and/or retain any surplus discs for use by your organization.
- ▶ Rules
Rules are included in this manual. If you like, you may make copies of the contest rules to post or distribute at your event.
- ▶ Press Release/Photo
We have produced a personalized press release to assist you in promoting your event. Additionally, we have provided you with several publicity photos (photos are compiled on one page but may be used individually where needed). You may use the press release/photo(s), "as is," and make as many copies as you like; or you may use our materials to create your own customized press release. **Contest logos, photos, etc. can be downloaded from our web site at: www.hyperflite.com/special.html**
- ▶ Prize package for contest winners
We provide certificates for the top three finishers, as well as plaques for the top two finishers.
- ▶ Publicity posters
We have produced a poster which may be posted at the event site, local schools stores, parks or at any other appropriate location that may attract competitors.
- ▶ Registration forms
These forms should be managed by HOST personnel. Each competitor must fill out a registration form prior to competing. After the competition is over, collect all the top sheets to return to Hyperflite, you may keep the middle copy if you wish and you can provide the bottom copy to the competitors.
- ▶ Hyperflite Guidelines & Schedule
This year we did not produce a printed Guidelines & Schedule. However, an eGuidelines & Schedule can be downloaded from our web site: www.hyperflite.com

HOST REQUIREMENTS

HOSTS are responsible for making the following arrangements for competitions:

Prior to Competition

- ▶ Permit or written permission to use a field - Some parks will require a permit for use. Please secure your facilities well in advance of competition date.
- ▶ Promotion of the event - Using the promotional materials provided by Hyperflite and/or your own resources, make the public aware of your event and how to find out more information. (see next page)

Day of Competition

- ▶ Suitable Accommodations
 - ▼ **Field** - For the competition itself, the field size needed is approximately 30 x 60 YARDS. Remember to allow room for spectators to view the competition (from a safe distance) without distracting competitors.
 - ▼ **Time** - The length of time required to run an event is dependent upon number of entries. Estimate at least 4 minutes per contestant to complete all three events. Each event can be completed by all competitors, prior to transitioning to the next event, if staff size or field space is limited. The entire competition, depending upon the number of participants, should run 2-3 hours.
- ▶ Personnel (NOTE: It is strongly recommended that officials be appointed in advance and thoroughly familiarized with scoring criteria). If necessary, staff can do multiple jobs.
 - ▼ Registration manager(s) - Responsibilities include ensuring that all competitors sign and complete the appropriate registration forms; answering questions regarding competition, distributing competition guidelines and materials; and retaining top sheet of each competitor's completed registration be returned to Hyperflite.
 - ▼ Judges – Determine competitors' performance and assign scores using Hyperflite scoring system.
 - HyperDistance:** One line judge to watch throwing line for foot faults and one field judge to evaluate distance of throws and tabulate scores.
 - HyperZone:** One field judge who may simultaneously watch throwing line for foot faults, evaluate landing spot of discs, and tabulate scores.
 - HyperPole:** One field judge who may simultaneously watch throwing line for foot faults, evaluate success of throws, and tabulate scores.
 - ▼ Field Judges serve as Scorekeeper(s) – Record points and scores onto competitors' registration/score sheet and add totals.
 - ▼ Sound system manager – If the use of a sound system is determined to be necessary, it is a good idea to have one person responsible for its setup and use.
 - ▼ Announcer – Gives the names of each competitor as the competitor proceeds to the throwing area to compete, reads out the name of the next competitor "on deck."
- ▶ Restroom Facilities – If at all possible, bathrooms should be located conveniently to all competition fields for competitors and spectators.
- ▶ Parking Facilities - If at all possible parking areas should be located conveniently to all competition fields. Keep in mind both competitors and spectators will need a place to park.
- ▶ Trash Cans – Provide trash receptacles near registration tables, and spectator areas,
- ▶ Sound System – Microphone and amplifier. (Electricity may be needed.)
- ▶ Water – Readily available for competitors and spectators.

PUBLICITY

Promoting your event through the media will provide for more competitors and a larger spectator turnout. The following guidelines are offered to help you achieve maximum publicity:

- ▶ About six weeks before your event, contact your local media (newspaper, radio, TV), with the press release we have supplied, or the one you created. Follow up with them two weeks prior to your event and invite them to attend. For those who expressed interest, follow-up again one week prior to remind them of start time, location, etc.
- ▶ Post flyers and posters (provided by Hyperflite) on park bulletin boards, at local schools, and any other area that may attract competitors or spectators.

We would appreciate it if you forward to us copies of any local coverage you receive, (articles, photos, etc.)

Mail to: Hyperflite
1015 Collier Rd NW, Ste C
Atlanta, GA 30318

ELIGIBILITY

Competitors may enter as many Local Championships as they like.

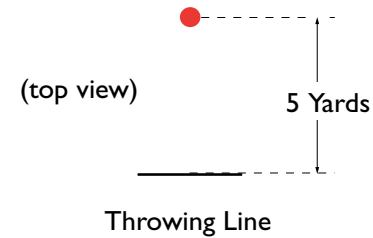
Hyperlite Youth Championships are open to boys and girls 14 years of age or younger as of January 1 of this year.

The parent or legal guardian of each competitor must sign a liability waiver and publicity release (on entry form) at each local competition.

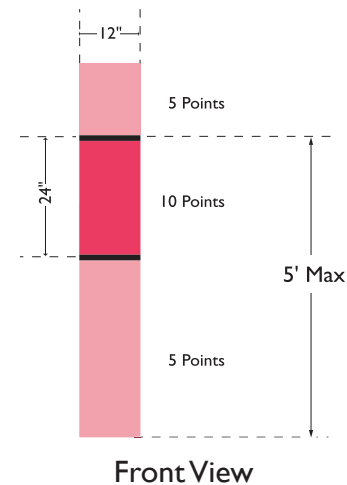
At the discretion of Local Contest Officials competitors may be disqualified for unsportsmanlike or inappropriate behavior.

HYPER POLE FIELD SET-UP

A flat, grassy area free from obstructions is required to set up competition field. Field set-up is very important. It is a good idea to read all the way through the field set-up instructions before attempting to set up your field.



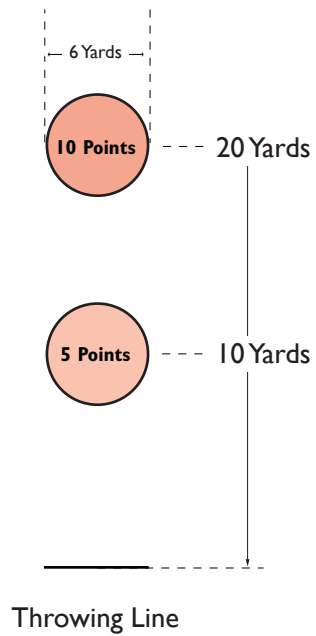
- 1 Mark a six-yard throwing line. From the center of the throwing line measure a straight line and mark a point 5 yards from the throwing line. This is where the HyperPole should be set up. The HyperPole should be an approximately 12-inch diameter pole that is at least five feet high. A telephone pole, power pole, light pole or even a tree may be used as the HyperPole.



- 2 A throwing line should be marked and located five yards from the HyperPole. The HyperPole should have a scoring zone that is 24 inches from top to bottom. The bottom of this scoring zone should be three feet above the ground. The scoring zone may be marked with tape or ribbon.

HYPER ZONE FIELD SET-UP

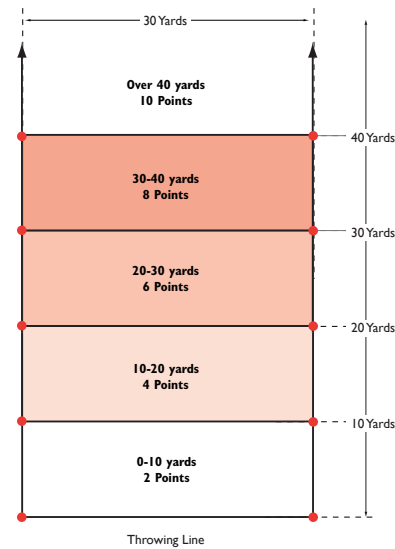
A flat, grassy area free from obstructions is required to set up competition field. Field set-up is very important. It is a good idea to read all the way through the field set-up instructions before attempting to set up your field.



Mark a six-yard throwing line. From the center of the throwing line measure a straight line and mark points at 10 yards and 20 yards from the throwing line. At the ten-yard mark, make a circle around the mark that is six yards in diameter (Use a three yard string swung in a circle around the ten-yard mark to create a circular scoring zone. Repeat at the 20-yard mark.

HYPER DISTANCE FIELD SET-UP

A flat, grassy area free from obstructions is required to set up competition field. Field set-up is very important. It is a good idea to read all the way through the field set-up instructions before attempting to set up your field.



The HyperDistance field should be 30-yards wide and should be marked with lines that run the width of the field at 10, 20, 30 and 40 yards from the throwing line. Note- If your park is running a Skyhoundz Championship, you may use the Distance/Accuracy field for this event.

SITE CHECKLIST

This list will help assure that you have not forgotten anything and enable you to conduct your contest smoothly:

To Have:

- _____ Stopwatch for the timekeeper
- _____ PA system with microphone
- _____ Sound system and music
- _____ Power supply for sound system
- _____ Water supply for competitors and spectators
- _____ Hyperflite OneDisc flying discs
- _____ This procedure manual with the current Hyperflite Championship rules
- _____ Local Championship posters
- _____ Registration forms
- _____ Competitor Prizes
- _____ Pens (for registration, judges and scorekeepers)
- _____ 2 tables (with chairs) for registration, scorekeepers, and display purposes (awards and Hyperflite literature)
- _____ Trash cans (and extra trash bags)
- _____ Restroom facilities
- _____ Parking facilities

To Do:

- _____ Set up field (This should be done in advance of competition registration)
- _____ Register competitors and make sure their parents or legal guardians sign waiver section
- _____ Speak with judges regarding rules and judging procedures to clear up any last-minute confusion.
- _____ Brief contestants and spectators on contest rules
- _____ Inspect field for obstructions, broken glass, trash, etc.

CONDUCTING THE COMPETITION

Preparation (i.e. before the contest):

- ▶ Make sure that the field is set up well in advance of competition.
- ▶ Inspect field to make certain that the designated competition area is clear of obstructions (check for trees, poles, rocks, litter, broken glass, holes, etc.). Grass should be mowed short for competition.
- ▶ Set up registration tables and chairs. Have registration forms, competition guidelines and pens available.
- ▶ Set up scorekeepers' table and chairs. Make sure pens or pencils are available.
- ▶ Set up and test sound system including microphone.
- ▶ Unlock restroom facilities.
- ▶ Meet with contest personnel to address last minute concerns, clear up any confusion, and re-establish understanding of scoring criteria.
- ▶ Brief competitors and spectators on contest rules.

GENERAL COMPETITION RULES

The parent or legal guardian of each contestant must read and sign, without modification, the Hyperflite Registration Form, which contains a liability waiver and publicity release.

Each Competitor's parents or legal guardians are responsible for reading and understanding the competition rules and explaining those rules to their youngster(s) before they compete.

Because of time constraints, no practice throws will be permitted in any Hyperflite Youth Championship event.

The official disc of the Hyperflite Youth Championships is the Hyperflite OneDisc. Competitors will be provided OneDisc flying discs for use at the championships. Parents may want to obtain a Hyperflite OneDisc for their youngsters to practice with prior to the competition. OneDiscs may be obtained by visiting the Skyhoundz store at www.skyhoundz.com or by calling Hyperflite at 404-350-9343.

Competitors must remain behind the throwing line and between the throwing line cones for all throws. A throw will not be scored if the thrower steps on or over the throwing line prior to or during the release of the disc.

The Hyperflite Youth Championships represent family entertainment at its finest. Accordingly, competitors should avoid confrontations with other competitors or challenges of contest officials. Abusive language or other inappropriate or unsportsmanlike behavior by parents or youngsters may result in a contestant's disqualification from competition.

Only those Local Championships listed in this schedule are officially sanctioned by Hyperflite. Hyperflite officials reserve the right to change format, competition rules, time allotments, etc. at all levels of competition.

HYPERFLITE LOCAL EVENTS

HYPERZONE

Competitors will have four attempts each in which to throw and land their Hyperflite OneDisc™ flying discs within either or both of the six-yard diameter scoring zones located 10 yards and 20 yards, respectively, from the throwing line. Throwers must remain behind the throwing line for each throw. For a throw to count, the disc must remain entirely within the scoring zone. If any part of the OneDisc extends outside of a scoring zone, or remains

in contact with a scoring zone line, the throw will be considered out of bounds. Each successful throw in the first scoring zone will be awarded 5 points while throws landing in the second scoring zone will be awarded 10 points each. The maximum number of points that may be scored in this event is 40.

10 yard zone 5 Points
20 yard zone 10 Points

HYPERPOLE

Competitors will make four attempts each from the throwing line in an effort to make contact with the HyperPole, an 12" diameter pole that has a "maximum-point" scoring zone that is two feet tall, located three feet above the ground, and marked with ribbons or tape. The HyperPole is located 5 yards from the throwing line. Any disc contact with the HyperPole including a glancing blow, counts as a hit. However, throws that contact the ground before they contact the HyperPole will not be counted. Five points are awarded for each throw in which the OneDisc makes contact with the HyperPole. Ten points are awarded for each throw that contacts the HyperPole within the two-foot "maximum-point" scoring area on the HyperPole. The maximum number of points that may be scored in this event is 40.

Basic pole hit 5 Points
Maximum Point Area 10 Points

HYPERDISTANCE

Competitors will make four throws on a 40-yard field marked in 10-yard increments. Throws that land between the 0-10 yard line receive 1 point each. Throws landing between the 10 and 20 yard line receive 2 points. Throws landing between the 20 and 30 yard line receive 3 points each. Throws landing between the 30 and 40 yard line receive 4 points each. Finally, throws landing beyond the 40-yard line receive 5 points each. The point where a disc first makes contact with the ground will be the point at which the throw is scored. Throws in which the disc lands on a scoring line will be scored as if they had landed in the preceding scoring zone with a lesser point value. The maximum number of points that may be scored in this event is 20.

0-10 yards 1 Point
10-20 yards 2 Point
20-30 yards 3 Points
30-40 yards 4 Points
40+ yards 5 Points

LOCAL CHAMPIONSHIPS

RULES/FORMAT

There is no entry fee for participation in a Hyperflite Youth Flying Disc local event. Local events are administered and judged by staff/volunteers utilizing Hyperflite rules and format.

TIE-BREAKER If there is a tie for first, second or third place, the tie will be broken by the following criteria, as necessary: 1) The competitor with the most points in HyperPole, and, if necessary, a "face-off" round with the two tied competitors each receiving one distance throw. The competitor with the longest throw will be the winner of the tie-breaker.

POST COMPETITION

Remind competitors of date, time and location for other Hyperflite Local Championships. Everyone is eligible to compete in as many Local Championships as they like.

Send top copy of registration form/score sheet for each competitor to Hyperflite at:

Hyperflite
1015 Collier Rd NW, Ste C
Atlanta, GA 30318

Bottom copies of registration form/score sheet may be presented to competitors if they wish to have a copy.

We also welcome copies of any publicity received at your event.

APPENDIX

Competitor Materials

- ▶ Each competitor should be allotted one of each of the following:
 - ❶ Registration form (not to be given to competitor)
 - ❷ Regulation Hyperflite OneDisc flying disc
 - ❸ Certificate of participation