

## **PLS pokal (SLO)**

*Skupaj ustvarjamo natančne metalce in metalce dolgih metov.*

Po prilagojenih frizbi pravilih predstavljamo dve disciplini, kjer standarden tekmovalen 500 g dummy zamenja frizbi:

- Dummy dartbee
- Dummy longdistance

Po ideji Polonce Voglar predstavljamo še dve disciplini, kjer se uporabljajo standardni tekmovalni 500 g dummyji:

- Dummy bowling
- Dummy basketball

Točke za disciplino:

1. mesto 20T
2. mesto 17T
3. mesto 15T
4. mesto 14T
5. mesto 13T
6. mesto 12T
7. mesto 11T
8. mesto 10T
9. mesto 9T
10. mesto 8T
11. mesto 7T
12. mesto 6T
13. mesto 5T
14. mesto 4T
15. mesto 3T
16. mesto 2T
17. mesto 1T

Zmagovalec pokala je tekmovalec, ki je iz vseh disciplin zbral največ točk (upoštevajo se vsota točk).

## **PLS Cup (ENG)**

Together we create precise bird boys, and bird boys that can throw far.

*We present two disciplines after customized frisbee rules where standard competitive 500 g dummies replace frisbees:*

- *Dummy dartbee*
- *Dummy longdistance*

*After the idea of Polonca Voglar we present two more disciplines, where standard competitive 500 g dummies are used:*

- *Dummy bowling*
- *Dummy basketball*

*Points for the discipline:*

1. *place 20pt*
2. *place 17pt*
3. *place 15pt*
4. *place 14pt*
5. *place 13pt*
6. *place 12pt*
7. *place 11pt*
8. *place 10pt*
9. *place 9pt*
10. *place 8pt*
11. *place 7pt*
12. *place 6pt*
13. *place 5pt*
14. *place 4pt*
15. *place 3pt*
16. *place 2pt*
17. *place 1pt*

*Cup winner is the competitor who collected the most points from all disciplines (sum of the points).*

## Dummy Dartbee (SLO)

Dummy Dartbee je »pikado« s krogi narisanimi na tleh. [žagovina na travi, kreda na asfaltu]

Prvi, centralni krog ima premer 0,5 m in vrednost 10 točk.

Drugi krog ima premer 2,5 m in vrednost 5 točk.

Tretji krog ima premer 4,5 m in vrednost 3 točke.

Četrti, zadnji krog ima premer 6,5 m in vrednost 1 točko.

Izven tega kroga ni točk.

Razdalja med centrom tarče in metalno črto je 15 m.

Vsak ima na voljo 3 mete na rundo. Če se prestop zgodi do prvega dotika tal, se met ne upošteva.

Runde so 3.

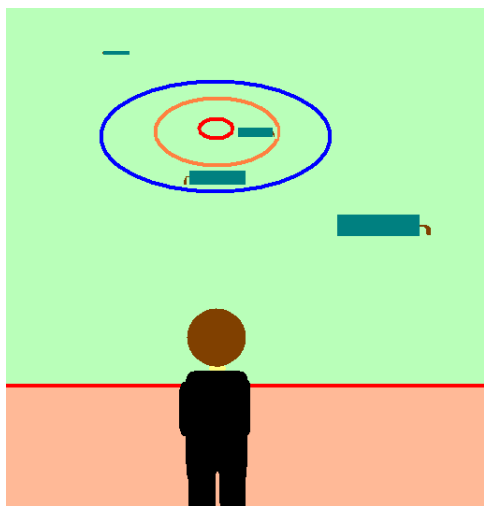
V primeru enakega števila točk, se naredi izločitvena runda, v kateri ima vsak po en met, dokler ni znan zmagovalec. Velja za prva tri mesta. Ostali si mesta lahko delijo.

Za metanje se uporablja standardne 500 g dummyje.

Organizator lahko določi dodatna navodila, ki tukaj niso zajeta.

### Navodila za sojenje:

- na startu je 1 sodnik, ki spremlja prestop
- na vsaki strani tarče sta 2 sodnika, ki spremljata prvi dotik dummyja s tlemi in pazita, da se ju dummy ne dotakne (sicer se met ponovi)
- če se oba sodnika strinjata, kje je bil dotik dummyja, se met točkuje, sicer se ga ponovi
- po vsakem metalcu se dummyje pobere, točke prešteje



## Dummy Dartbee (ENG)

*Dummy Dartbee is a game like "darts" with circles drawn on the ground. [sawdust on the grass, chalk on the asphalt]*

*The first central circle has a diameter of 0.5 m and a value of 10 points.*

*The second circle has a diameter of 2.5 m and a value of 5 points.*

*The third circle has a diameter of 4.5 m and a value of 3 points.*

*The fourth and last circle has a diameter of 6.5 m and a value of 1 point.*

*Outside last circle there are no points.*

*Distance between centre of the "dart" and throwing line is 15 m.*

*There are three throws per person, per round. Throw, where overstep happened before the dummy touched the ground, does not count.*

*The rounds are 3.*

*In case of a tie there is an eliminating round with one throw per person until the winner is known. Applies to the first three places. Others can share points.*

*For throwing standard 500 g dummies are used.*

*The organizer may define additional instructions that are not covered here.*

### Instructions for judges:

- near the throwing square is 1 judge who monitors oversteps
- on each side of the "dart" are 2 judges who monitor the first touch of the dummy with the ground, and are making sure that the dummy does not touch them (otherwise the throw is repeated)
- if both judges agree about the place of the dummy fall, the throw counts, otherwise the throw is repeated
- after each competitor dummies are collected, points counted

## Dummy Longdistance (SLO)

Dummy Longdistance je tekmovanje v metanju standardnih 500 g dummyjev v daljino.

Vsak ima na voljo 3 mete na rundo. Od teh 3 metov se upošteva najdaljši met v polje. Če se prestop zgodi do prvega dotika tal, se met ne upošteva.

Runde so 3.

Tekmovalec, ki je vrgel najdlje, dobi v tisti rundi 1 točko.

Tekmovalec, ki je vrgel drugo dolžino, dobi 2 točki itd.

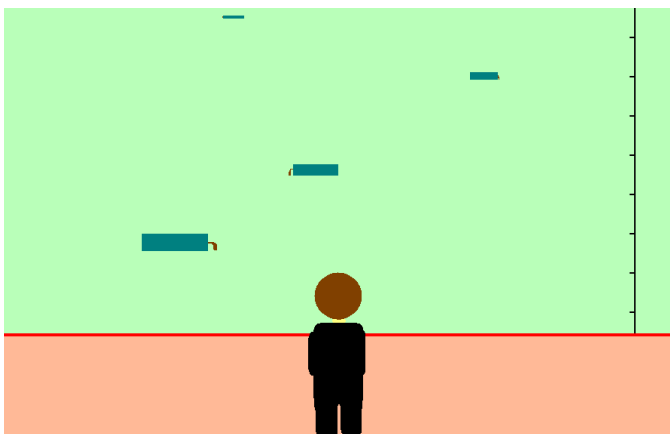
Točke iz vseh treh rund se seštejejo, tekmovalci razvrstijo od nižjega do višjega števila zbranih točk.

V primeru enakega števila točk se naredi izločitvena runda, v kateri ima vsak po en met, dokler ni znan zmagovalec. Velja za prva tri mesta. Ostali si mesta lahko delijo.

Organizator lahko določi dodatna navodila, ki tukaj niso zajeta.

### Navodila za sojenje:

- na startu je 1 sodnik, ki spremlja prestop
- na vsaki strani metalnega polja sta 2 sodnika, ki spremljata prvi dotik dummyja s tlemi in pazita, da se ju dummy ne dotakne (sicer se met ponovi)
- če se oba sodnika strinjata, kje je bil dotik dummyja, se met sprejme, sicer se ga ponovi
- po vsakem metalcu se dummyje pobere, najdaljši met se označi z zastavico s številko tekmovalca



## Dummy Longdistance (ENG)

*Dummy longdistance is a competition in throwing standard 500 g dummies as far as possible.*

*There are three throws per person. The longest throw into the field counts. Throw, where overstep happened before the dummy touched the ground, does not count.*

*The rounds are 3.*

*A competitor who threw the longest in the round gets 1 point.*

*A competitor who threw the second length in the round gets 2 points, etc.*

*Points from all three rounds are summed up, the competitors ranked from lowest to highest number of points.*

*In case of a tie there is an eliminating round with one throw per person until the winner is known. Applies to the first three places. Others can share points.*

*The organizer may define additional instructions that are not covered here.*

### Instructions for judges:

- near the throwing line is 1 judge who monitors oversteps
- on each side of the throwing field are 2 judges who monitor the first touch of the dummy with the ground, and are making sure that the dummy does not touch them (otherwise the throw is repeated)
- if both judges agree about the place of the dummy fall, the throw counts, otherwise the throw is repeated
- after each competitor dummies are collected, the longest throw is marked with a flag with competitor's number

## Dummy Bowling (SLO)

Dummy Bowling je »balinanje« s standardnimi 500 g dummyji.

Vsak ima na voljo 3 mete na rundo. Od teh 3 metov se upošteva met, ki je najbližji dummyju za mladičke. Dummy za mladičke je od metalne črte oddaljen 15 m. Če se prestop zgodi do prvega dotika tal, se met ne upošteva. Met, ki je izven 5 m širokega metalnega polja se ne upošteva.

Runde so 3.

Tekmovalec, ki je zadel dummy za mladičke s 500 g dummyjem, dobi v tisti rundi 0 točk.

Tekmovalec, ki je vrgel najbližje, dobi 1 točko.

Tekmovalec, ki je vrgel drugo dolžino, dobi 2 točki itd.

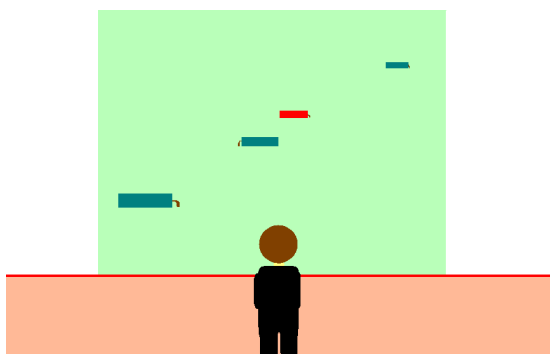
Točke iz vseh treh rund se seštejejo, tekmovalci razvrstijo od nižjega do višjega števila zbranih točk.

V primeru enakega števila točk se naredi izločitvena runda, v kateri ima vsak po en met, dokler ni znan zmagovalec. Velja za prva tri mesta. Ostali si mesta lahko delijo.

Organizator lahko določi dodatna navodila, ki tukaj niso zajeta.

### Navodila za sojenje:

- na startu je 1 sodnik, ki spremlja prestop
- na vsaki strani metalnega polja sta 2 sodnika, ki spremljata prvi dotik dummyja s tlemi in pazita, da se ju dummy ne dotakne (sicer se met ponovi)
- če se oba sodnika strinjata, kje je bil dotik dummyja, se met sprejme, sicer se ga ponovi
- po vsakem metalcu se 500 g dummyje pobere, met najbližji dummyju za mladičke se označi z zastavico s številko tekmovalca (tega se ne naredi, če je tekmovalec zadel dummy za mladičke)



## Dummy Bowling (ENG)

*Dummy Bowling is a competition in throwing standard 500 g dummies as close as possible to the puppy dummy.*

*There are three throws per round. The closest throw to the puppy dummy counts. Dummy for puppies is 15 m away from the throwing line. Throw, where overstep happened before the dummy touched the ground, does not count. Throw which is out of 5 m wide field does not count.*

*The rounds are 3.*

*A competitor, who hit dummy for puppies with 500 g dummy, gets in that round 0 points.*

*A competitor who threw the longest in the round gets 1 point.*

*A competitor who threw the second length in the round gets 2 points, etc.*

*Points from all three rounds are summed up, the competitors ranked from lowest to highest number of points.*

*In case of a tie there is an eliminating round with one throw per person until the winner is known. Applies to the first three places. Others can share points.*

*The organizer may define additional instructions that are not covered here.*

### Instructions for judges:

- near the throwing line is 1 judge who monitors oversteps
- on each side of the throwing field are 2 judges who monitor the first touch of the dummy with the ground, and are making sure that the dummy does not touch them (otherwise the throw is repeated)
- if both judges agree about the place of the dummy fall, the throw counts, otherwise the throw is repeated
- after each competitor 500 g dummies are collected, the closest throw to the puppy dummy is marked with a flag with competitor's number (this is not done in the case when competitor hit the puppy dummy)

## Dummy Basketball (SLO)

Dummy Basketball je »košarka« s standardnimi 500 g dummyji.

Vsak ima na voljo 3 mete na rundo, kjer poskuša dummy vreči v koš. Če se prestop zgodi do prvega dotika tal, se met ne upošteva.

Runde so 3.

V prvi rundi je koš oddaljen 3 m. Vsak zadet koš prinese tekmovalcu 1 točko.

V drugi rundi je koš oddaljen 5 m. Vsak zadet koš prinese 3 točke.

V tretji rundi je koš oddaljen 10 m. Vsak zadet koš prinese 5 točk.

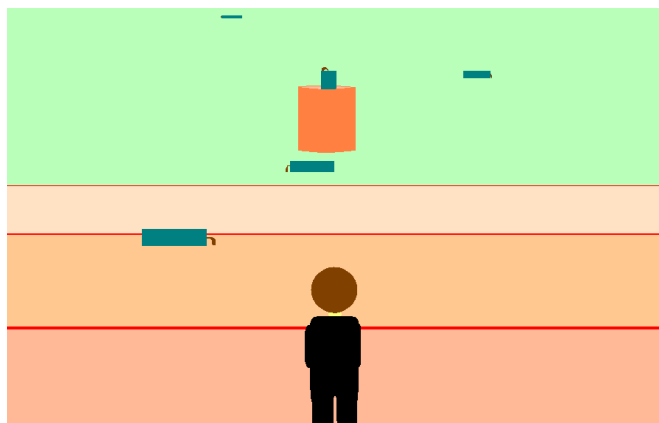
Točke iz vseh treh rund se seštejejo, tekmovalci razvrstijo po številu zbranih točk.

V primeru enakega števila točk se naredi izločitvena runda, v kateri ima vsak po en met, dokler ni znan zmagovalec. Po 3 neuspešnih poskusih zmaga tisti, ki bo v naslednjem poskusu vrgel dummy najbližje košu. Velja za prva tri mesta. Ostali si mesta lahko delijo.

Organizator lahko določi dodatna navodila, ki tukaj niso zajeta.

### Navodila za sojenje:

- na startu je 1 sodnik, ki spremlja prestop
- po vsakem metalcu se 500 g dummyje pobere, iz koša pa se jih sproti odstranjuje



## Dummy Basketball (ENG)

*Dummy Basketball is a competition in throwing standard 500 g dummies into basket.*

*There are three throws per round, where each tries to hit the basket. Throw, where overstep happened before the dummy touched the ground, does not count.*

*The rounds are 3.*

*In the first round the basket is 3 m away from the throwing line. For each time competitor hits the basket, he gets 1 point.*

*In the second round the basket is 5 m away from the throwing line. For each time competitor hits the basket, he gets 3 points.*

*In the third round the basket is 10 m away from the throwing line. For each time competitor hits the basket, he gets 5 points.*

*Points from all three rounds are summed up, the competitors ranked according to the number of points.*

*Points from all three rounds are summed up, the competitors ranked according to the number of points.*

*In case of a tie there is an eliminating round with one throw per person until the winner is known.*

*After 3 unsuccessful throws, the winner is the competitor that will throw the dummy the closest to the basket. Applies to the first three places. Others can share points.*

*The organizer may define additional instructions that are not covered here.*

### Instructions for judges:

- near the throwing line is 1 judge who monitors oversteps
- after each competitor 500 g dummies are collected, dummies from the basket are removed before next throw