

Third Annual

Duncan National Championships

— Yo-Yo Return Top —

— Spinning Top —

at

Disneyland Hotel

June 23-25, 1964

Forward

In 1964, Bob Rule, the last professional yo-yo and spin top demonstrator on the original Donald F. Duncan, Inc. payroll, participated as a judge at the Duncan National Championships held at Disneyland. This document includes numerous handwritten notes and typed material that Mr. Rule used before and during the national championship. Also included are official correspondence letters to the contestants, typed on Duncan letterhead.

"In the three years that Duncan held a National championship [both yo-yos and tops, from 1962-1964], I was fortunate enough to train three of the winners. Each winner won five thousand dollars which was a lot of money in the early 60's," says Mr. Rule.

For additional information about the National Championship, including pictures, see Mr. Rule's web site at:

<http://mryoyo.com>

We hope you enjoy taking a rare look, from a judge's perspective, into the last National Championship sponsored by the original Duncan company. (The next year, Donald F. Duncan, Inc. filed bankruptcy and a court decision made "yo-yo" a generic term that could be used by any manufacturer of yo-yos.)

Capturing Personal Experiences

Many people participated in the three National Championships, from judges to spectators, and contestants. If you, or someone you know, attended the contest in 1962, 1963, or 1964, we'd like to hear from you!

Please contact:

David Hall (yoyodave@skilltoys.com)

Rick Brough (rbrough3@hotmail.com)

Acknowledgements

Bob Rule (Florida) - for opening the window to a historical event in yo-yo and top competition by sharing these documents, and for his enduring interest and enthusiasm for one of the oldest skill toys in the world.

David Hall (New Mexico) - for permitting these documents to be preserved electronically and made available to yo-yo history buffs through Dave's Skill Toys (www.skilltoys.com).

Rick Brough (Utah) - for creating this electronic document.



DONALD F. DUNCAN, INC.

1632 CHICAGO AVENUE
EVANSTON, ILLINOIS
UNIVERSITY 9-2126

May 18, 1964

Dear International Duncan Contest Winner,

Many of you have written me regarding details of the contest, trip, and arrangements. I hope this letter answers all of your questions. If not, please write me and I shall answer your letter personally. Please pardon the informality of this form letter.

AIR TRAVEL

I have been advised by our Accounting Department that your Air Travel Jet Tickets will be mailed 1st class mail to you on June 5, 1964. All flights are scheduled so as to connect with a Los Angeles Helicopter to Anaheim (Disneyland) to arrive by 5 PM June 24, 1964 (Tuesday). Go straight from your incoming Jet to the connecting helicopter to Anaheim. Upon your arrival at Anaheim, a Duncan Professional Champion will be at the Heliport to escort you to the check-in desk. Your return flight is scheduled for Friday morning, June 26, 1964.

CAR TRAVEL

Many of you probably will make this a family vacation and will wish to drive so the whole family may attend. This is perfectly alright. For those of you driving, please time your arrival at the Disneyland Hotel in the afternoon of Tuesday, June 23, 1964. There will be a Duncan Professional Champion nearby the registration desk to assist you. Upon registration at the Duncan Check-in booth, you will receive a check for the amount of the cash value of the Jet Tickets, you might have used.

DUNCAN REGISTRATION

Directly across from the registration desk at the Disneyland Hotel, Donald F. Duncan, Inc. shall maintain a check-in booth on Tuesday, June 23, 1964. Immediately after registering for your room, please come to the Duncan booth and sign in. You shall be issued meal tickets, details of contest, and complete schedules for all activities.

ROOM ACCOMMODATIONS

All rooms are paid for by Donald F. Duncan, Inc. for 3 nights. Each room holds up to 4 people. There is no extra charge for the 3rd and 4th person in the room. If a family drives, and a 5th person attends, a roll-away bed is available at a small charge. If more than the parent and winner will attend the contest, I would suggest writing the Disneyland

MEALS

Meal tickets are provided by Duncan for all meals. Each is marked with a maximum dollar value. Should you wish to purchase a large steak, the ticket may be used toward the total price of the meal. You will pay the difference. The meal tickets are good in the three or four restaurants in the Disneyland Hotel. You will receive these at the Duncan registration booth.

NATIONAL CONTEST

Because there will be seven trip winners chosen on June 13th it would be unfair to give many details of the contest. However, you should know the following information:

- 1) Learn all Advanced and Twin Spin Spin Top Tricks (Spin Top Winners Only)
- 2) Learn all Advanced Yo-Yo Return Top Tricks available to you (Yo-Yo Return Top winners only)
- 3) Know all basic tricks
- 4) Create new, exciting tricks with your top which will show dexterity, imagination, and dedication.

The National Finals will be held on Wednesday and Thursday and will require your utmost effort. One suggestion-PRACTICE.

GET-TOGETHER BANQUET

Tuesday night, after registration all of us will meet for dinner and a get-together. Everybody will meet and get to know other champions. Meals are paid for the winner and parent by Duncan. If others in your family wish to attend, please advise the Disneyland Hotel as soon as possible so table reservations may be made. There will be a small dinner charge for the extras attending.

AWARDS BANQUET

On Thursday evening, all champions will attend the Awards Banquet. After the dinner, the trophies and presentation of the \$5,000 college scholarship checks will be awarded to the International Champions.

DISNEYLAND PARK

A free book of tickets are available to each champion and parent for rides in the Disneyland Park. These may be used on Wednesday, before or after your competition of that day. Either Wednesday morning, or Wednesday afternoon, will be free for you to attend the Park.

PHOTOGRAPHS

A professional photographer will be at the Disneyland Hotel each day. On Friday, he will post his photographs of champions on a bulletin board in the lobby. Each of you may purchase the photos you wish for a nominal charge. I am sure these pictures will be a wonderful souvenir of the most memorable week of your life!

MAILING ADDRESS FOR DISNEYLAND HOTEL DETAILS

You will need to confirm additional reservations thru the Disneyland Hotel for the following events:

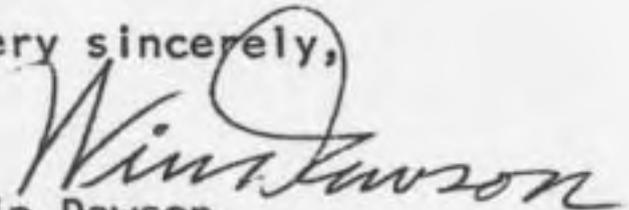
1. More than 2 in a room.
2. More than 2 at the Get-together Banquet.
3. More than 2 at the Awards Banquet.

So that the hotel may make ample reservations for the above events, please notify them by letter. Write:

Mr. Charles Currier
Manager
Disneyland Hotel
Anaheim, California

PRACTICE! PRACTICE! PRACTICE! PRACTICE! PRACTICE!

Very sincerely,



Win Dawson
DONALD F. DUNCAN, INC.
Advertising Promotion Mgr.

Detach Page Here and Return Immediately

JACKETS AND EMBLEMS

We will mail to you a white nylon jacket with a Duncan Champion Chenille to be attached to the jacket. But first we need your size. Please circle the correct size below and put your sleeve length (from shoulder seam to edge of cuff) in the blank below.

SHORT	36	38	40	42	44	46	48
REGULAR	36	38	40	42	44	46	48
LONG	36	38	40	42	44	46	48

Sleeve Length _____ Inches

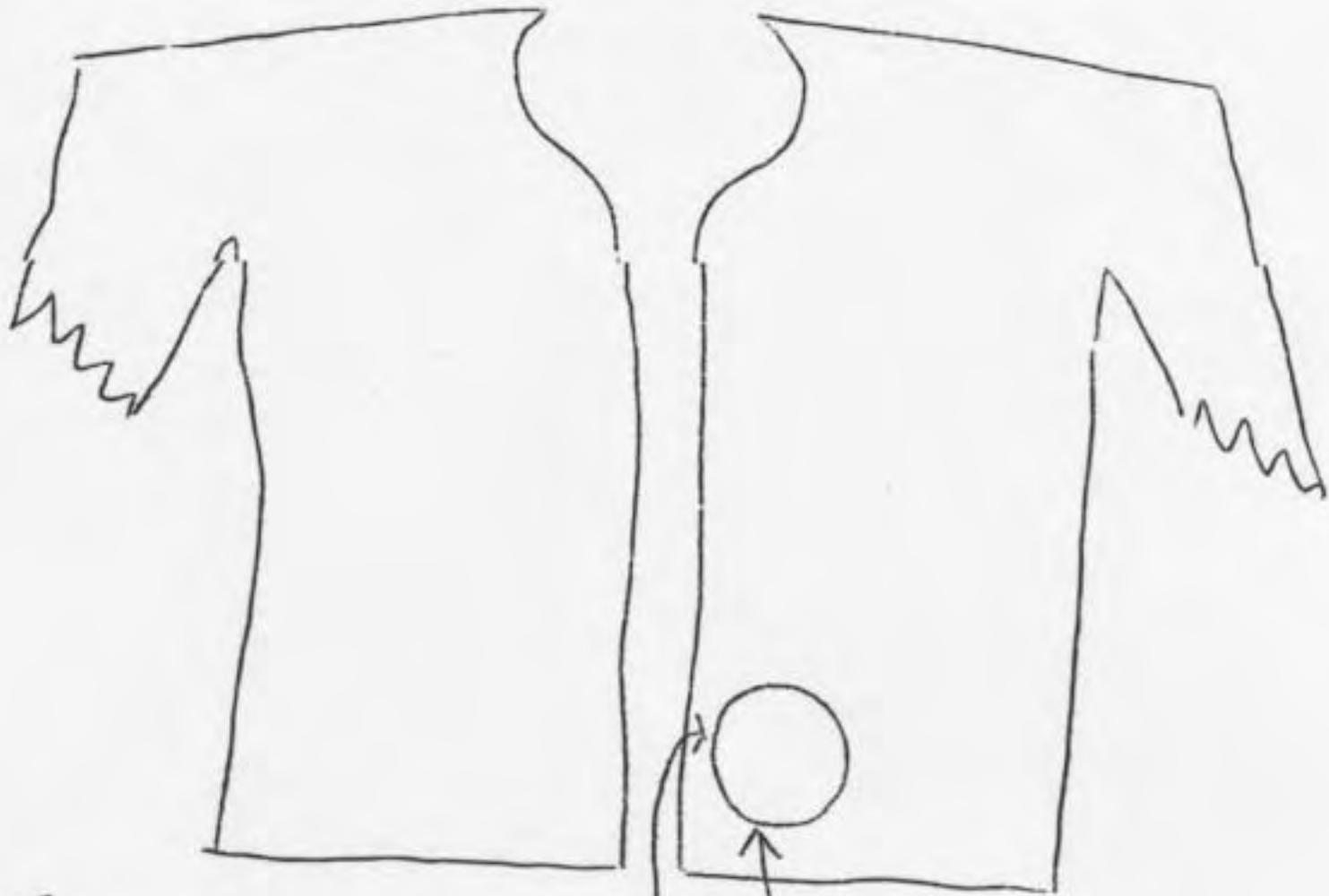
If none of these are the correct size, please write me the details of your correct size and we will do our best to fit you. Please advise by personal letter along with this page. Thank you.

RETURN THIS AIR MAIL

Winner's name

Winner's city

Official Jacket - Emblem Sewing Instructions



P.S.

Wear this Jacket
on the plane to
Disneyland for I. D.!

2" from bottom edge
of Jacket

1" from zipper

Winstanson



DONALD F. DUNCAN, INC.

1632 CHICAGO AVENUE
EVANSTON, ILLINOIS
UNIVERSITY 9-2126

June 23, 1964

Greetings Champs,

Welcome to the third annual Duncan International Contests, and congratulations again for your skill with the Duncan Yo-Yo Return Top or the Duncan Spin Top.

Our world-famous champion, Bob Rule is the Official Duncan Judge for both the Yo-Yo Return Top and Spin Top contests.

Thursday night at the awards banquet two of you will be awarded the \$5,000 prize which you will soon earn. Each International Champion shall be presented a certificate for payment from Donald F. Duncan, Inc. A \$5,000 college scholarship check will be forwarded to the bank designated by each champion on September 1, 1964.

To help you get acquainted with each other, the names and addresses of each of the area winners are in alphabetical order in the enclosed lists. This is not the official order of trick performance as your names will be drawn at random prior to each trick. Also enclosed is a schedule of events and times. You can help by being prompt and by keeping posted as to the locations of the events on the bulletin board.

The tradition of Duncan contests is fun, sportsmanship, and good order for fairness to all. We appreciate the opportunity to bring all of you together and know that this trip will be a memorable one for all.

Best regards,

DONALD F. DUNCAN, INC.

Win Dawson
Win Dawson

Advertising Promotion Manager

WD/lw

Enclosures

SCHEDULE FOR "THE CHAMPS"

Check Lobby Bulletin Board For Locations

Tuesday--June 23, 1964

12:00 Register at registration booth in lobby and get
Noon settled in your room
until Read carefully this schedule and letter
6:00PM Have Fun: pool--Disneyland--etc.
7PM Get together banquet
Get a good night's sleep-up early tomorrow.

Wednesday--June 24, 1964

7:00AM (or earlier) Breakfast
8:00AM Spin Top Clinic
9:00AM Yo-Yo Return Top Clinic
10:30AM Spin Top Contest
LUNCH
2:00PM Yo-Yo Return Top Contest
SUPPER
7-9:00PM Question and answer period for all champs only
Official announcement of Thursday's Spin Top and
Yo-Yo Return Top competition.

Thursday--June 25, 1964

7:00AM Breakfast
9:00AM Spin Top Final Contest
LUNCH
1:30PM Yo-Yo Return Top Final Contest
7:00PM Awards Banquet

Friday--June 26, 1964

7:00AM Breakfast

CHECK OUT BEFORE NOON

223

No.

223

No.

Third Annual

DUNCAN NATIONAL CHAMPIONSHIPS

— YO-YO RETURN TOP —

— SPINNING TOP —

at

DISNEYLAND HOTEL

JUNE 23 - 25, 1964



BOB RULE

OFFICIAL DUNCAN

JUDGE





OFFICIAL DUNCAN DISNEYLAND
YO-YO RETURN TOP AREA WINNER LIST

1. Luciano Alvarez
1134 East Papago Street
Phoenix, Arizona
 2. Frank Ammiro
2563 18th Avenue
San Francisco, California
 3. Chuck Bisson
5105 West 12th Street
Speedway 24, Indiana
 4. John Collins
42 Bond Street
Niles, Ohio
 5. Mike Cooper
3350 Auburn Blvd.
Sacramento, California
 6. Craig Frazier
5507 North Lydell
Milwaukee 17, Wisconsin
 7. Harry Michael Gambrell
Rt. Box 186
Moncks Corner, South Carolina
 8. Greg Gempler
6004 Oneida
Wichita 8, Kansas
 9. Gregory Wade Hamby
1909 Highfield Drive
Birmingham, Alabama
 10. Bill Hamilton
3504 Maple
Odessa, Texas
 11. Nelson De Jesus
A-15-A Villa Grillasca
Avenida Las Americas
P.O. Box 506
Ponce, Puerto Rico
 12. Patrick Maley
6022 Arbutus
Huntington Park, California
 13. Joseph John Michnicki
3402 Wales Avenue
Parma 34, Ohio
 14. Archie Edward Parsley, Jr.
951 McKinley Avenue
Louisville, Kentucky
 15. Wayne Peterson
1417 East Sharpe
Nashville 6, Tennessee
 16. Gary Sharp
8224 Mona Avenue
Norfolk, Virginia
 17. Harry C. Vaughan, Jr.
1043 Brandon Avenue, S.W.
Roanoke, Virginia
 18. Williard Verzone
3876 Hawthorne Drive
Mobile, Alabama
 19. Yvonne Walters
3234 Hayes Street, N.E.
Minneapolis, Minnesota
 20. Eva Weinberger
5539 Jackson Street
Pittsburgh 6, Pennsylvania
 21. Greg Williams
4201 Pennlyn
Kettering 29, Ohio
 22. William Yee
3814 Marlborough
Detroit, Michigan
 23. Brian Yoshizawa
806 Pala Circle
Kahului, Maui, Hawaii
- CANADIAN WINNERS
1. Gary Gee
523 Union
Vancouver 4, British Columbia
 2. Frank Winters
PMQ 194 RCAF Station
Calgary, Alberta, Canada

OFFICIAL DUNCAN DISNEYLAND
SPIN TOP AREA WINNER LIST

- | | | | |
|-----|------------------------------|-------|---------------------------|
| 1. | Lonnie Abney | 12. | Thomas Lloyd Grimland |
| 193 | 6167 Southampton | 145 | 3784 Whitehall |
| 194 | Dayton 59, Ohio | 141 | Dallas 29, Texas |
| | T667737 | | T667796 |
| | T249994 | | T211358 |
| 2. | Gregg Affeldt | 13. | Sam Johnson |
| 137 | 7830 Shorewood Drive | 169 | 7312 36th Avenue, S.W. |
| 138 | San Diego 14, California | 170 | Seattle, Washington |
| | T667727 | | T211367 |
| | T250080 | | T667777 |
| 3. | Patrick Myner Blanchard | 14. | Stephen Arden Kinter |
| 119 | 1438 Sheffield Drive, N.E. | 2thrd | 3010 Yale Avenue |
| 120 | Atlanta, Georgia | | Camp Hill, Pennsylvania |
| | T667865 | | ok |
| | T211272 | | |
| 4. | Ted Bollinger | 15. | Forest Larson |
| 115 | 1452 South 20th East | 109 | 4817 West 59th Street |
| 116 | Salt Lake City, Utah | 110 | Minneapolis 24, Minnesota |
| | T667791 | | T211325 |
| | T211270 | | T667789 |
| 5. | David S. Bonin | 16. | William Cary Legg |
| 155 | 34 Chestnut Street | 121 | 4 West Mayfair |
| 156 | Central Falls, Rhode Island | 122 | Stockton, California |
| | T667858 | | T211273 |
| | T250082 | | T667864 |
| 6. | Bruce Brower | 17. | Albert C. Lujan |
| 105 | 107 Morningside Drive | 133 | 1902 Isleta Blvd. S.W. |
| 106 | Kansas City 13, Missouri | 134 | Albuquerque, New Mexico |
| | T667787 | | T211352 |
| | T211323 | | T667872 |
| 7. | James R. Davis, Jr. | 18. | Gayland Kee Miller |
| 145 | 1419 S.W. 43rd Street | 123 | 3105 37th Street |
| 164 | Oklahoma City, Oklahoma | 124 | Lubbock, Texas |
| | T211365 | | T667867 |
| | T667785 | | T250078 |
| 8. | John William Dittelberger | 19. | Gordon J. Moss |
| 191 | 4303 Cappel Drive | 147 | 4715 Merivale Road |
| 192 | Cincinnati 5, Ohio | 148 | Chevy Chase, Maryland |
| | T667736 | | T667793 |
| | T211335 | | T211335 |
| 9. | Robert Stephen Donna | 20. | Melvin T. Murata |
| 107 | 68114 Peony Park % Gen. Del. | | P.O. Box 125 |
| 108 | Omaha, Nebraska | | Kaaawa, Oahu, Hawaii |
| | T211324 | | |
| | T667788 | | |
| 10. | Todd Flegel | 21. | Dennis Owen |
| 131 | 4038 North Colonial Avenue | 187 | 520 4th Avenue |
| 132 | Portland, Oregon | 188 | Aurora, Illinois |
| | T250079 | | T667724 |
| | T667871 | | T211333 |
| 11. | Joe Gillia | 22. | Larry Quan |
| 161 | 1015 Palermo | 185 | 1330 West Brightwood |
| 162 | Memphis, Tennessee | 184 | Monterey Park, California |
| | T667783 | | T211332 |
| | T211363 | | T667733 |

OFFICIAL DUNCAN DISNEYLAND
 SPIN TOP AREA WINNER LIST
 (Cont.)

23. Willie E. Ramos
 159 Polaris #831
 160 Dos Pinos, Rio Piedras,
 Puerto Rico
 T667782
 T211362
24. Baldomero Rodriguez
 135 1101 Austin Street
 136 South Houston, Texas
 T211353
 T667726
25. Robert Rodriguez
 103 315 Cantrell
 104 San Antonio, Texas
 T211322
 T667863
26. Elizabeth Sauer
 350 Wolcott Avenue
 Rochester, New York
27. Pete Span
 139 1924 East Buckeye Road
 140 Phoenix, Arizona
 T667793
 T211354
28. James Joseph Stover
 181 930 Hunt Avenue, N.W.
 182 Roanoke, Virginia
 T211330
 T667731

29. Larry Thompson
 173 1280 South King
 174 Denver, Colorado
 T211326
 T667730
30. Tommy Webb
 209 1304 East 7th
 210 Charlotte, North Carolina
 T211343
 T667745
31. Jennifer Sue Weidner
 151 5327 Devonshire
 152 St. Louis, Missouri
 T211359
 T667748
32. Jerry Weiner
 149 1238 Southgate Avenue
 150 Daly City, California
 T211356
 T667728
33. Ray Westowski
 117 63 Michele Terrace
 114 Massapequa Park, New York
 T211269
 T667864
34. Albert John Zahn, Jr.
 125 6019 General Diaz Street
 126 New Orleans 24, Louisiana
 T211274
 T667808
- CANADIAN WINNER

- 101 1. Louis Mohacsi
 102 1411 43 Street, S.W.
 Calgary, Alberta, Canada
 T211321
 T667786

Duties of the judges. (based of four judges-duties three and four are suitable for combining if only 3)

Chief Judge - judges for satisfactory completion of the trick and award trick points.

1st judge - judges for form points on compulsory tricks with respect to staying with the 36" circle. Awards form points as appropriate

2nd judge - judges for form point requirement on hand tricks with respect to above the waist catching of the top.

3rd judge - judges for form point requirement on hand tricks with respect to top of shoulder or below on catching of the top

judges 3 and 4 discuss each trick after completion and agree on the award of form point if appropriate.

Demonstration of the tricks should be performed by the chief judge, but this is optional and can also be handled by the other judges.

At the completion of the compulsory tricks the form point judges will advise the Chief Judge as to the total received by each contestant. The Chief Judge will then add these figures to his score sheet (saving the form point score sheets) and continue on with the contest.

typed



from the desk of
BOB RULE

Referee - rules.

YoYo

Each player will be allowed ^{two} ~~45~~ ⁶⁰ seconds in which to do no more than 5 tricks in each segment. Total perfect score for both segments is 200. One hundred per each minute.

In event that player wishes to do a trick which is not on the scale he may request ^{Special Judge} judge to tell him how many points the trick is worth.

In the free competition contest each contestant must repeat must instruct the judge as to the exact trick he is going to do. The judge will have these written down. You must follow your order.

You may not do any trick more than once.*

REMEMBER THE HARDER THE TRICKS THE MORE POINTS YOU RECEIVE

* Note for top spanning - If doing a combination truck
you may not do any two trucks in the same
order. Example - Page - drum beat - merry
go round. You can not do both the baby - drum beat
merry go round. You could do both the baby - merry go round

Typed



from the desk of
BOB RUL

Gen.

On wednes night and contest results will be posted at the practice.

The Inter Champions & all final contest result ^{& prizes} will be announced at the awards bef. Thurs. evening.

45"
"Inside the Circle" means that no part of either foot at any may touch the drawn circle.

In the event of a tie after Thurs. Comp. ^{for 1-2 or 3rd place} the Offic. Duncan judge will open a sealed envelope of a tie making contest. This ^{containing} contest will be held immediately after Thurs AM or P.M. Comp.

Supper



from the desk of
BOB RULE

F

Each player will be allowed two one-minute segments in which to do tricks of his or her choice. ~~In the event that a trick is not on the menu, the contestant may request the judge to let him or her perform a trick of his or her own choice. The judge will award points from points will be awarded. You may earn 3 additional points per trick by doing the trick in the proper order. This is determined by the contestant, who tells the judge the order in which he or she will do the five tricks. In addition two more points will be awarded for each trick within the 45" circle. You may try as many times as possible by~~

typed



from the desk of
BOB RULE

THURSDAY
P.M.

FREE COMPETATION POINT SCALE
YO-YO RETURN TOP.

FIVE POINTS

- 1 Spinner
- 2 Walk the dog
- 3 Creeps
- 4 Over the falls
- 5 Three leaf clover
- 6 Man on Flying Trapeze

TEN POINTS

- ROCK THE BABY (10 TIMES)
- AROUND THE CORNER
- SKIN THE CAT
- SLEEPING BEAUTY
- AROUND THE WORLD, LOOP, AROUND THE WORLD
- PIN WHEEL (3)
- LINDY LOOP
- SKIN THE CAT BACKWARDS
- AROUND THE CORNER, PIN WHEEL (2)

typed

GENERAL RULES

Parent or friend may advise or instruct any contestant. However they may be advised by the official Duncan Judge.

1

During the actual contest No

3

~~After contest is under way no one but an official of Donald F. Duncan, Inc. may instruct or aid a contestant.~~

10

Parents of the contestants are urged to refrain from audibly encouraging contestants as this only tends to make them more nervous.

9

The use of a drying agent (hand powder, etc.) on hands during the contest is permitted, but should not disturb any other contestants.

4

Contestants must be ready to perform trick when called by the judge.

1

All rulings of the Official Duncan Judge are final

2

The Official Duncan Judge will perform each trick ^{only} prior to the ~~1st~~ ^{1st} contestant performing the trick. Please note:

- A. All questions concerning the trick must be asked before the ~~beginning of a trick.~~ ^{1st contestant starts.}
- B. No questions, ~~Repeat,~~ no questions will be answered once ^{the} first contestant has started ^{the} trick.
- C. Incorrect performance of a trick will constitute a miss.

8

At no time should a player sacrifice trick points to get form points.

5

In fairness to all contestants performing, those waiting their turn should not talk, move around or otherwise cause any disturbance. Should a contestant prior to performance observe any of the above he may request the judge to correct the situation.

6

The order of contestants performance may vary from trick to trick. At the start each player will receive a number. An equal amount of numbers will be put in a jar. A number will be drawn and ~~this is the first contestant and so on until every player has a try.~~ This will be done on each trick.

by each contestant. This will be his order of turn. He will re draw for each trick.

7

Under no circumstances may any contestant modify or use a modified Duncan product without approval from the Official Duncan Judge.

RULES YO YO RETURN TOP

Super

- YoYo* 1. Once player steps into 45" circle every throw counts. He must adjust string outside circle, *Providing this does not exceed 30 sec*
- ~~2. Finishing a trick out of the circle would be a miss of form point.~~
- YoYo* 3. If a string breaks during a trick, try does not count. However, if this persists judge may instruct player to change Yo Yo.
- YoYo* 4. Strings may be changed at any time providing this does not interfere with contest or player doing trick.
- YoYo* 5. You may change YoYo's at any time and as often as you wish, providing of course they are approved Duncan YoYo return tops.

Approved tops are:

- Tournament
- Butterfly
- World of Color (~~both~~)
- Imperial
- ~~Sonic Satellite~~

- 6. ~~The use of a drying agent (hand powder, etc.) on hands during contest is permitted but should not disturb any contestant.~~ *Full points*
- if seen full.* ~~7. Contestants must be ready to perform trick when called by judge.~~
- 8. ~~All rulings of the judge are final.~~
- 9. ~~A judge will perform each trick prior to contestants performing trick. All questions must be ~~xxxx~~ asked before contestants start doing trick. No questions will be answered after first contestant does trick.~~
- 10. All contestants are stongly urged to listen attentively to the judge at all times. Incorrect performance of a trick will constitute a miss.

2/2

The order of contestant performance may vary from trick to trick. At the start each player will receive a number. Then equal amount of numbers will be put in jar. A number will be drawn and this is the first contestant and so on until every player has a try. This will be done on each trick.

RULES SPIN TOP CONTEST

Problem arising with

Any defect of the top such as point breaking, coming out etc., during the trick entitles the contestant to another attempt with no penalty. A bad string wind does not constitute a defect. At any time ~~xxxx~~ these conditions persist the judge may ~~instruct~~ ^{advise} player to change tops.

Judge
T.P

of the Imperial Snap Top

If the top portion (~~snap top~~) comes off at any time during the contest, contestant may request and receive at least, but not more than, two test throws to determine proper balance of top.

Top

String, points and tops may be changed during the contest provided:

- A. This action does not disturb a contestant performing a trick.
- B. The changes are made only by contestant.

General

~~At no time~~ after contest is under way ^{NO ONE} ~~may anyone~~ but an official of ~~the~~ Donald F. Duncan ^{INC.} instruct or aid a contestant.

Parents of the contestants are urged to refrain from ~~yelling~~ ^{audibly} ~~encouragement~~ ~~to~~ contestants as this only tends to make them more ~~ill at ease.~~ ^{ill at ease.} ~~Newcomer~~

The use of a drying agent (hand powder, etc.) on hands during contest is permitted, but should not disturb any contestant.

Contestants must be ready to perform trick when called by judge.

All rulings of the ^{official Duncan} Judge are final.

Method

The judge will perform each trick prior to contestants performing the trick. Please note: ^{covering the trick}

- A. All questions must be asked before the beginning of a trick.
- B. No questions, repeat no questions will be answered once first contestant has started trick.
- C. Incorrect performance of a trick will constitute a miss.

From Points

At no time should a player sacrifice trick points to gain form points.

General

In fairness to all contestants performing, those waiting their turn should not talk, move around or otherwise cause any disturbance. Should a contestant prior to performance observe any of above he may request the judge to correct the condition.

General

The order of contestants performance may vary from trick to trick. At the start each player will receive a number. Then an equal amount of numbers will be put in jar. A number will be drawn and this is the first contestant and so on until every player has a try. This will be done on each trick.

GENERAL RULES

1. All rulings of the Official Duncan Judge are final.
2. The Official Duncan Judge will perform each trick only prior to the first contestant performing the trick. Please note:
 - A. All questions concerning the trick must be asked before the first contestant starts.
 - B. No questions - REPEAT - no questions will be answered once the first contestant has started the trick.
 - C. Incorrect performance of a trick will constitute a miss.
3. During the actual contest no parent or friend may advise or instruct any contestant. However, he may be advised by the Official Duncan Judge.
4. Contestants must be ready to perform trick when called by the judge.
5. In fairness to all contestants performing, those waiting their turn should not talk, move around or otherwise cause any disturbance. Should a contestant prior to performance observe any of the above he may request the judge to correct the situation.
6. The order of contestants performance may vary from trick to trick. At the start each player will receive a number. An equal amount of numbers will be put in a jar. A number will be drawn by each contestant. This will be his order of turn. He will re-draw for each trick.
7. Under no circumstances may any contestant modify or use a modified Duncan product without approval from the Official Duncan Judge.
8. At no time should a player sacrifice trick points to get form points.

GENERAL RULES

(Cont.)

9. The use of a drying agent (hand powder, etc.) on hands during the contest is permitted, but should not disturb any other contestant.
10. Parents of the contestants are urged to refrain from audibly encouraging contestants as this only tends to make them more nervous.
11. Inside the forty-five inch circle means that no part of either foot at any time may touch the drawn circle.
12. In the event of a tie for first, second, or third places after Thursday's competition the Official Duncan Judge will open a sealed envelope containing a tie breaking contest. This contest will be held immediately after the Thursday AM or PM competition.
13. On Wednesday night the Wednesday contest results will be posted at the practice.
14. The International Champions and all final results and prizes will be announced at the awards banquet on Thursday evening.

Yo-Yo Return Top Contest



Handwritten signature

YO-YO RETURN TOP RULES

1. Once player steps into the forty-five inch circle every throw counts. He must adjust string outside the circle, providing this does not exceed thirty seconds.
2. If a string breaks during a trick, try does not count. However, if this persists judge may instruct player to change Yo-Yo Return Top.
3. Strings may be changed at any time providing this does not interfere with contest or player doing trick.
4. You may change Yo-Yo Return Tops at any time and as often as you wish, providing of course that they are approved Duncan Yo-Yo Return Tops.

YO-YO RETURN
APPROVED TOPS ARE:

	Tournament
	Butterfly
	World of Color
Im	Imperial
	Sattelite

5. All contestants are strongly urged to listen attentively to the judge at all times. Incorrect performance of a trick will constitute a miss.
6. ~~The order of contestant performance may vary from trick to trick. At the start each player will receive a number. Equal amounts of numbers will be put in a jar. A number will be drawn and this is the first contestant and so on until every player has a try. This will be done on each trick.~~

YO-YO RETURN TOP RULES

1. Once a player steps into the forty-five inch circle every throw counts. He must adjust string outside the circle, providing this does not exceed thirty seconds.
2. If a string breaks during a trick, try does not count. However, if this persists judge may instruct player to change Yo-Yo Return Top.
3. Strings may be changed at any time providing that this does not interfere with contest or player doing tricks.
4. You may change Yo-Yo Return Tops at any time and as often as you wish, providing of course, that they are approved Duncan Yo-Yo Return Tops.

APPROVED YO-YO RETURN TOPS ARE:

Tournament
Butterfly
World of Color
Imperial
Sattelite

5. All contestants are strongly urged to listen attentively to the judge at all times. Incorrect performance of a trick will constitute a miss.

FIFTEEN POINTS

DOUBLE OR NOTHING

REACH FOR THE MOON (3 TIMES)

DOUBLE BARRELS ROLL

SKIW THE CAT, AROUND THE WORLD

AROUND THE WORLD AROUND THE FENCE
AROUND THE WORLD BACKWARDS

TWO HANDED WALK THE DOG

" " AROUND THE WORLD

TWO HANDED LOOP THE LOOP (5 WITH LEAD HAND.)

TWENTY POINTS

MILK THE COW

4PE 11

OFFICIAL DUNCAN YO-YO RETURN TOP CONTEST TRICKS

- 1. Spinner 1-0=1
- 2. Walk the Dog 1-1=2
- 3. Creeper 1-0=2
- 4. Over the Falls 1-1=2
- 5. Three Leaf Clover 1-0=1
- 6. Rock the Baby ~~0-0=0~~ 1-1=2
- 7. Around the Corner 1-1=2
- 8. Skin the Cat ~~0-0=0~~ 1-1=2
- 9. Sleeping Beauty 1-1=2
- 10. Man on Trapeze 1-1=2
- 11. Around the World, Loop, Around the World 1-1=2
- 12. Double or Nothing 1-1=2
- 13. Reach for the Moon 1-1=2
- 14. Pin Wheel 1-1=2
- 15. Lindy Loop 1-1=2
- 16. Double Barrel Roll 1+1=2
- 17. Skin the Cat, Around the World 1+1=2
- 18. Around the World, Hop the Fence, Around the World Backwards 1+1=2
- 19. Skin the Cat Backwards 1+1=2
- 20. Around the ~~World~~^{CORNER}, Pin Wheel (2) 1-0=2

Campy & ...
One handed Catch
Total

TWO HANDED TRICKS

- 21. Walk the Dog 1+1=2
- 22. Around the World 1-0=1
- 23. Loops (at least five) 1-0=1
- 24. Milk the Cow 1+1=2

No TOTAL

Each player will receive ten points if trick is done on first try, five points if trick is done on second try. Then in addition, each player could receive one form point, and on most tricks there is a possibility of ^{two} form points. The form points are scored as follows: trick done within a 45" circle, one form point per trick. On all but ^{four} ~~six~~ tricks you receive one form point if trick is caught one handed. ~~On one trick you receive two points. There are~~ ^{four} ~~no form points in this category on five other tricks.~~

NOTE: THE YO YO RETURN TOP TRAPPED AGAINST THE BODY CONSTITUTES A TWO HANDED CATCH.

OFFICIAL DUNCAN CONTEST TRICKS

1. Spinner
 2. Walk the Dog
 3. Creeper
 4. Over the Falls
 5. Three Leaf Clover
 6. Rock the Baby
 7. Around the Corner
 8. Skin the Cat
 9. Sleeping Beauty
 10. Man on Trapeze
 11. Around the World, loop, Around the World
 12. Double or Nothing
 13. Reach for the Moon
 14. Pin wheel
 15. Lindy Loop
 16. Double Barrell Roll
 17. Skin the Cat, Around the World
 18. Around the World, Hop the Fence, Around the World Backwards
 19. Skin the Cat Backwards
 20. Around the Corner, Pin Wheel
- TWO HANDED TRICKS
21. Walk the Dog
 22. Around the World
 23. Loops (at least 5)
 24. Milk the Cow

OFFICIAL DUNCAN YO-YO RETURN TOP CONTEST TRICKS

<u>BASIC</u>	<u>CAUGHT WITHIN 45" CIRCLE</u>	<u>ONE HANDED CATCH **</u>	<u>TOTAL FORM POINTS</u>
1. Spinner	1	0	1
2. Walk the Dog	1	1	2
3. Creeper	1	1	2
4. Over the Falls	1	1	2
5. Three Leaf Clover	1	0	1
6. Rock the Baby	1	1	2
7. Around the Corner	1	1	2
8. Skin the Cat	1	1	2
9. Sleeping Beauty	1	1	2
10. Man on Trapeze	1	1	2
11. Around the World, Loop, Around the World	1	1	2
12. Double or Nothing	1	1	2
13. Reach for the Moon	1	1	2
14. Pin Wheel	1	1	2
15. Lindy Loop	1	1	2
16. Double Barrel Roll	1	1	2
17. Skin the Cat, Around the World	1	1	2
18. Around the World, Hop the Fence, Around the World Backwards	1	1	2
19. Skin the Cat, Backwards	1	1	2
20. Around the Corner, Pin Wheel	1	1	2
<u>TWO HANDED TRICKS</u>			
21. Walk the Dog	1	1	2
22. Around the World	1	0	1
23. Loops (at least five)	1	0	1
24. Milk the Cow	1	1	2

Each player will receive ten points if trick is done on first try. He will receive five points if trick is done on second try. Then, in addition, each player could receive one form point, and on most tricks there is a possibility of two form points. The form points are scored as follows: trick done within a forty-five inch circle, one form point per trick. On all but four tricks you receive one form point if trick is caught one handed.

NOTE: **THE YO-YO RETURN TOP TRAPPED AGAINST THE BODY CONSTITUTES A TWO-HANDED CATCH.

Legend

	45" Within Circle	Caught one Handed*
1. Walk the Dog - At least one foot. Two lines will be drawn by the judge. YoYo return top must start behind one and cross the other.	1	0
2. Creeper - Out and back. Again two lines will be drawn. (36")	1	1
3. Three Leaf Clover - Must drop behind designated line <i>on third loop.</i>	1	0
4. Rock the Baby - Yo Yo return top must pass string exactly 10 times.	1	1
5. Around the Corner - <i>Just pass string with yo-yo head</i>	1	1
6. Skin the Cat - Forefingers must touch to start trick.	1	1
7. Sleeping Beauty - Must be done both ways to be a trick.	1	1
8. Man On Flying Trapeze - three times in a row to constitute trick.	1	1 2
9. Around the World, Loop, Around the World, (3 around the world)	1	1 2
10. Double or Nothing - YoYo return top may be caught on any string.	1	1 2
11. Reach For the Moon - (three times)	1	1 2
12. Double Barrel Roll	1	1 2
13. Skin The Cat, Around the World	1	1 2
14. Around the World, Hop the Fence, Around the World Backwards.	1	1 2
15. Around the Corner, Pin Wheel (2)	1	0 2
16. Two Handed Loops - Five with lead hand.	1	0 1
17. Two Handed Around the World - Must be done at the same time.	1	0 1

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**THE YO-YO RETURN TOP TRAPPED AGAINST THE BODY CONSTITUTES A TWO HANDED CATCH.

OFFICIAL DUNCAN DISNEYLAND YO-YO RETURN TOP CONTEST

WEDNESDAY PM

OFFICIAL

<u>TRICK</u>	<u>CAUGHT WITHIN 45" CIRCLE</u>	<u>CAUGHT ONE HANDED**</u>	<u>TOTAL FORM POINTS</u>
1. Walk the Dog - At least one foot. Two lines will be drawn by the judge. Yo-Yo Return Top must start behind one and cross the other	1	0	1
2. Creeper - Out and back. Again two lines will be drawn (36")	0	1	1
3. Three Leaf Clover - Must drop behind designated line on third loop.	1	0	1
4. Rock the Baby - Yo-Yo Return Top must pass string exactly ten times.	1	1	2
5. Around the Corner - Jerk string with Yo-Yo Return Top hand.	1	1	2
6. Skin the Cat - Forefingers must touch to start trick.	1	1	2
7. Sleeping Beauty - Must be done both ways to be a trick.	1	1	2
8. Man on Flying Trapeze - three times in a row to constitute a trick.	1	1	2
9. Around the World, Loop, Around the World (3 Around the World)	1	1	2
10. Double or Nothing - Yo-Yo Return Top may be caught on any string.	1	1	2
11. Reach For the Moon - Three times.	1	1	2

OFFICIAL DUNCAN DISNEYLAND YO-YO RETURN TOP CONTEST

WEDNESDAY PM
(Cont.)

OFFICIAL

<u>TRICK</u>	<u>CAUGHT WITHIN 45" CIRCLE</u>	<u>CAUGHT ONE HANDED**</u>	<u>TOTAL FORM POINTS</u>
12. Double Barrel Roll	1	1	2
13. Skin the Cat, Around the World	1	1	2
14. Around the World, Hop the Fence, Around the World Backwards	1	1	2
15. Around the Corner, Pin Wheel (2)	1	1	2
16. Two Handed Loops - Five with lead hand.	1	0	1
17. Two Handed Around the World - Must be done at the same time.	1	0	1
			<u>30</u>

** THE YO-YO RETURN TOP TRAPPED AGAINST THE BODY CONSTITUTES A TWO HANDED CATCH.

OFFICIAL DUNCAN YO-YO RETURN TOP CONTEST TRICKS

Super

1. Spinner - 5
2. Walk the Dog - 5
3. Creeper - 5
4. Over the Falls - 5
5. Three Leaf Clover - 5
6. Rock the Baby - 10 *tricks* - 10
7. Around the Corner - 10
8. Skin the Cat - 10
9. Sleeping Beauty - 10
10. Man on Trapeze - 5
11. Around the World, Loop, Around the World - 10
12. Double or Nothing - 15
13. Reach for the Moon (3 *tricks*) 15
14. Pin Wheel (3) 10
15. Lindy Loop - 10
16. Double Barrel Roll - 15
17. Skin the Cat, Around the World - 15
18. Around the World, Hop the Fence, Around the World Backwards - 15
19. Skin the Cat Backwards - 10
20. Around the ~~World~~ ^{CORNER}, Pin Wheel - 10

TWO HANDED TRICKS

21. Walk the Dog ~~10~~ 15
22. Around the World - 15
23. Loops (at least five) - 15
24. Milk the Cow - ~~15~~ 20

FREE COMPETITION POINT SCALE FOR YO-YO RETURN TOP

THURSDAY PM

FIVE POINTS

1. Spinner
2. Walk the Dog
3. Creeper
4. Over the Falls
5. Three Leaf Clover
6. Man on Flying Trapeze

TEN POINTS

1. Rock the Baby (10 times)
2. Around the Corner
3. Skin the Cat
4. Sleeping Beauty
5. Around the World, Loop, Around the World
6. Pin Wheel (3)
7. Lindy Loop
8. Skin the Cat Backwards
9. Around the Corner, Pin Wheel (2)

FIFTEEN POINTS

1. Double or Nothing
2. Reach for the Moon (3 times)
3. Double Barrel Roll
4. Skin the Cat, Around the World
5. Around the World, Hop the Fence, Around the World Backwards
6. Two Handed Walk the Dog
7. Two Handed Around the World
8. Two Handed Loop the Loop (5 with lead hand)

TWENTY POINTS

1. Milk the Cow (Remember, this is a two handed trick)

Each contestant will be allowed two one-minute segments in which he or she may do any of the above listed tricks. The scoring for each trick is also listed above. In addition, you may gain form points: two points for doing the trick in the circle and three points for doing the trick in the proper order. Example: Each contestant will tell the judge the order in which he or she will perform - player does Skin the Cat - ten points, stays within the circle - two points, and does the trick in the proper order - three points - total for one trick - fifteen points. Now he or she still should have about fifty seconds in the first segment to do four other tricks.

In the event that a player wishes to do a trick which is not on the above scale he may request the Official Duncan Judge to tell him how many points the trick is worth.

Spin Top Contest



COMMENTS ON PROPOSED CONTEST

The attached contest is designed to accomplish the following in determining a National Champion Top Spinner:

1. The tricks used are in ascending degree of difficulty order. This allows the contestants to "warm-up" with easy tricks in the earlier stages of the contest.
2. The addition of "form" points serves at least two purposes.
 - A. Credit is given to a contestant for his ability to perform the trick with smoothness and agility.
 - B. The points will enhance the possibility that no ties will develop.
3. Free competition tricks give each contestant a chance to "show-off" his specialty and add points as he desires, to make up lost points on previous missed tricks, or to provide an additional cushion.
4. The "form" points are based on clearly observable events that require little judgment factor on the part of the judges, thus keeping to a minimum any complaints from contestants, parents, etc.
5. The contest is designed to develop a "true" champion. The maximum point total is considerable and provides ample opportunity to demonstrate over-all spin top capability.

6. Scoring is so constituted that a miss at any stage of the contest by the contestant does not so seriously impair his score that it would virtually eliminate him due to one miss. The need for a tie-breaker should be virtually non-existent, and a very good top-spinner who might miss an easy trick due to nervousness can easily make up lost points towards the end of the contest by performing difficult tricks. All contestants will have an opportunity to participate throughout the entire contest.

Bonus point awards will be made for completion of a series of continuous tricks based on the total points earned. These points are in addition to the points earned for performing the tricks, and cannot be earned if a trick is missed in the series.

Bonus Points

<u>Score for total performance of tricks</u>	<u>Bonus points for completion</u>
5 - 15	5
20 - 30	10
35 - 45	15
50 and above	20

DUNCAN NATIONAL SPIN-TOP CONTEST

CONTESTANTS INSTRUCTION SHEET

1. Contestants will be required to perform ten (10) compulsory tricks and two (2) free competition tricks.
2. Points for/ tricks will be awarded as follows:
 - A. Trick performance points (2 attempts permitted)
 1. Ten (10) points awarded if completed on first attempt
 2. Five (5) points awarded if completed on second attempt.
 - B. Form points (on compulsory tricks only)
 1. One (1) point awarded on hand return tricks if top caught at a level between waist height and top of shoulder height.
 2. One (1) point awarded for staying in 36" diameter circle while performing trick.

Note: Contestants will receive trick points for completion of a trick even if no form points are awarded. Do not sacrifice trick points for form points.

3. Free competition tricks.

Contestants will be required to perform two (2) free competition tricks. This is generally considered to consist of a series of two (2) or more tricks performed on the same throw. Prior to each throw, contestant must advise Chief Judge the tricks to be performed and their order of performance. Contestant will be advised of total points prior to being instructed to start trick. Points will be awarded based on degree of difficulty. A maximum of four tricks is permitted on each throw. If a miss occurs during the series no points will be awarded for the missed trick. Contestant will be allowed to start the next trick in series from the point of normal completion of the missed trick. Example: a miss while doing merry-go-round will permit contestant to re-wind and throw top to place in right hand.

Trick Degree of Difficulty Point Table.

<u>Trick</u>	<u>Points</u>
Sky Rocket	5
Bulls Eye	5
Through the Tunnel	5
Flying Trapeze	10
Circle the Globe	10
Wire walker	10
Dive Bomber	10
Merry-go-round	10
Drum Beat	15
Roller coaster	15
Rock the cradle	15

4. Contest Tricks

The tricks to be used in the contest will consist of tricks taken from the following list, but will not, of course, include them all.

Spinner	Dive Bomber	
Target Shoot	Merry-go-round	
Bulls Eye	Drum Beat	
Boomerang	Roller Coaster	
Sky Rocket	Rock the Cradle	
Through the Tunnel	Double Dazzle	} twin- spin top
Flying Trapeze	Double Trouble	
Big Scoop	Cap the Bottle	
Wire Walker	Twin Orbits	
Circle the Globe		

5. Any defect of the top such as point breaking, coming out, etc., during the trick entitles the contestant to another attempt with no penalty. A bad string wind does not constitute a defect.
6. If the top portion (regular top) comes off a top anytime during the contest, contestant may request, of the judge, not more than two "test" throws to determine proper balance of the top.
7. Strings, points, and tops may be changed during the contest provided:
 - A. This action does not disturb a contestant performing a trick.
 - B. The changes are made only by the contestant.
8. The use of a drying agent (hand powder, etc.) on hands during contest is permitted, but should not disturb any contestant.
9. Contestants must be ready to perform trick when called by judge
10. All rulings by judges are final.
11. A judge will perform each trick prior to contestants performing trick at the beginning of each new trick round. This will not hold true for the free competition tricks, however.
12. All contestants are strongly urged to listen attentively to the judges at all time. Although the judges will answer questions during the contest, performance of an incorrect trick will constitute a miss.
13. In fairness to all contestants while performing, those awaiting their turn should not talk, move around, or otherwise cause any disturbance. Should a contestant, just prior to performance of a trick, observe any disturbance, he may request a judge to correct the condition.

typed

SPIN TOP RULES

Spin during the trick

1. Any problem arising with the top, such as point breaking, coming out, etc., ~~during the trick~~ ^{Spin during the trick} entitles the contestant to another attempt with no penalty. A bad string wind does not constitute a defect. At any time these conditions persist the judge may advise the player to change tops.
2. If the top portion of the Imperial Snap Top comes off at any time during the contest, contestant may request and receive at least, but not more than, two test throws to determine proper balance of top.
3. String, points, and tops may be changed during the contest provided:
 - A. This action does not disturb a contestant performing a trick.
 - B. The changes are made only by contestants.
4. ~~The order of contestant performance may vary from trick to trick. At the start each player will receive a number. Equal amounts of numbers will be put in a jar. A number will be drawn and this is the first contestant and so on until every player has a try. This will be done on each trick.~~

If the string + button leave the band during a toss

Once contestant is inside 45" circle every throw counts.

5 near-perfect twin spins are awarded from the Official D. Judge for use by any contestants should he so desire.

SPIN TOP RULES

1. Any problem arising with the Spin Top during the trick such as point breaking, coming out, etc., entitles the contestant to another attempt with no penalty. A bad string wind does not constitute a defect. At any time these conditions persist the judge may advise the player to change Spin Tops.
2. If the top portion of the Imperial Snap Top comes off at any time during the contest, contestant may request and receive at least, but not more than, two test throws to determine proper balance of the Spin Top.
3. String, points, and tops may be changed during the contest provided:
 - A. This action does not disturb a contestant performing a trick.
 - B. The changes are made only by contestants.
4. If the string and button leave the hand during a toss this constitutes a miss.
5. Once a contestant is inside the forty-five inch circle every throw counts.
6. Five near-perfect Twin Spins are available from the Official Duncan Judge for use by any contestant should he so desire.

SAMPLE SCORING OF CONTESTANT

	<u>Points</u>
Compulsory tricks:	
Trick points	
Makes 8 tricks 1st try	80
Makes 1 trick 2nd try	5
Misses one trick both tries	0
Form points	
makes 2 max on 7 tricks	14
makes 1 on each of 2 tricks	2
on missed trick receives none	<u>0</u>
Total - compulsory tricks	101

Free Competition tricks

On 1st trick,		
does cirlice the globe	10	
" wire walker	10	
" dive bomber	10	
plus 10 bonus pts.	<u>10</u>	
	40	
On 2nd trick,		
does roller coaster	15	
misses drum beat	0	
does rock-the-cradle	15	
no bonus pts.	<u>0</u>	
	30	
Total free competition points		<u>70</u>
Grand total contest points		<u><u>171</u></u>

TYPED

OFFICIAL DUNCAN SPIN TOP CONTEST TRICKS

Caught
with
45
in
circle

Caught
with
Knew
R. Miller

Total
Points
For m

BASIC

1. Spinner	1	0	1
2. Target Shoot	1	0	1
3. Bullseye	1	1	2
4. Big Scoop	1	1	2
5. Sky Rocket	1	1	2
6. Boomerang	1	1	2
7. Through the Tunnel	1	1	2
8. Man on Flying Trapeze	1	1	2
9. Circle the Globe	1	1	2
10. Wire Walker	1	1	2
11. Crazy Maze	1	1	2
12. Twin Scoop	1	0	1
13. Double Trouble	1	1	2
14. Double Dazzle	1	1	2
15. Merry-Go-Round	1	1	2
16. Rock the Baby	1	1	2
17. Dive Bomber	1	1	2
18. Cork the Bottle	1	1	2
19. Twin Orbits	1	1	2
20. Gemini Jump	1	1	2
<u>EXTRA TRICKS</u>			
21. Drum Beat	1	1	2
22. Roller Coaster	1	1	2
23. Target Shoot (with Twin Spin)	1	0	1

Each player will receive 10 points if trick is done on first try. ^{He will receive} five points if trick is done on second try. ~~then~~ In addition, each player could receive 1 form point, and on most tricks ~~there is a possibility of~~ 2 form points ^{per above}. The form points are scored as follows: trick done within a ⁴⁵/₃₆ inch circle - one ^{Form} ~~extra~~ point per trick. On all but four tricks ~~XXXX~~ one more point will be awarded if the trick is caught between the knees and shoulders.

~~Total possible points on first day - 200.~~

10 points for good Trick = 170

Total Form Point = 30

~~TOTAL POINTS~~ = 200

OFFICIAL SPIN TOP CONTEST TRICKS

1. Spinner
2. Target Shoot
3. Bullseye
4. Big Scoop
5. Sky Rocket
6. Boomerang
7. Through the Tunnel
8. Man on Flying Trapeze
9. Circle the Globe
10. Wire Walker
11. Crazy Maze
12. Twin Scoop
13. Double Trouble
14. Double Dazzle
15. Merry-Go-Round
16. Rock the Baby
17. Dive Bomber
18. Cork the Bottle
19. Twin Orbits
20. Gemini Jump

EXTRA TRICKS

21. Drum Beat
22. Roller Coaster
23. Target Shoot (with Twin Spin)

OFFICIAL DUNCAN SPIN TOP CONTEST TRICKS

<u>BASIC</u>	<u>CAUGHT WITHIN 45" CIRCLE</u>	<u>CAUGHT BETWEEN KNEES & SHOULDERS</u>	<u>TOTAL FORM POINTS</u>
1. Spinner	1	0	1
2. Target Shoot	1	0	1
3. Bullseye	1	1	2
4. Big Scoop	1	1	2
5. Sky Rocket	1	1	2
6. Boomerang	1	1	2
7. Through the Tunnel	1	1	2
8. Man on Flying Trapeze	1	1	2
9. Circle the Globe	1	1	2
10. Wire Walker	1	1	2
11. Crazy Maze	1	1	2
12. Twin Scoop	1	0	1
13. Double Trouble	1	1	2
14. Double Dazzle	1	1	2
15. Merry-Go-Round	1	1	2
16. Rock the Baby	1	1	2
17. Dive Bomber	1	1	2
18. Cork the Bottle	1	1	2
19. Twin Orbits	1	1	2
20. Gemini Jump	1	1	2
<u>EXTRA TRICKS</u>			
21. Drum Beat	1	1	2
22. Roller Coaster	1	1	2
23. Target Shoot (with Twin Spin)	1	0	1

Each player will receive ten points if trick is done on first try. He will receive five points if trick is done on second try. In addition, each player could receive one form point, and on most tricks two form points per above list. The form points are scored as follows: trick done within a forty-five inch circle - one form point per trick. On all but four tricks one more point will be awarded if the trick is caught between the knees and shoulders.

TRICK

	CAUGHT Within 45" Circle	Caught Between Knees and Shoulder	
1. Big Scoop	1	0	
2. Bullseye	1	0	
3. Man On Trapeze	1	1	
4. Crazy Maze	1	1	
5. Wire Walker	1	1	
6. Merry Go Round	1	1	
7. Circle The Globe	1	1	
8. Dive Bomber	1	1	1
9. Drum Beat	1	1	2
10. Rock The Baby	1	1	2
11. Roller Coaster	1	1	2
12. Twin Target Shoot	1	0	1
13. Twin Scoop	1	0	1
14. Cork The Bottle	1	1	2
15. Double Dazzle	1	1	2
16. Twin Orbits	1	1	2
17. Gemini Jump	1	1	2

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OFFICIAL DUNCAN DISNEYLAND SPIN TOP CONTEST

WEDNESDAY AM

<u>TRICK</u>	<u>CAUGHT WITHIN 45" CIRCLE</u>	<u>CAUGHT BETWEEN KNEES & SHOULDERS</u>	<u>TOTAL FORM POINTS</u>
1. Big Scoop	1	0	1
2. Bullseye	1	0	1
3. Man on Trapeze	1	1	2
4. Crazy Maze	1	1	2
5. Wire Walker	1	1	2
6. Merry Go Round	1	1	2
7. Circle the Globe	1	1	2
8. Dive Bomber	1	1	2
9. Drum Beat	1	1	2
10. Rock the Baby	1	1	2
11. Roller Coaster	1	1	2
12. Twin Target Shoot	1	0	1
13. Twin Scoop	1	0	1
14. Cork the Bottle	1	1	2
15. Double Dazzle	1	1	2
16. Twin Orbits	1	1	2
17. Gemini Jump	1	1	<u>2</u>
			30

THURSDAY
AM

OFFICIAL DUNCAN SPIN TOP CONTEST TRICKS

BASIC

1. Spinner -5
2. Target Shoot -5
3. Bullseye -5-
4. Big Scoop -5
5. Sky Rocket -5
6. Boomerang -5
7. Through the Tunnel -5
8. Man on Flying Trapeze -10
9. Circle the Globe -10 - 0
10. Wire Walker -10 - 3
11. Crazy Maze -10
12. Twin Scoop -10
13. Double Trouble -10
14. Double Dazzle -15
15. Merry-Go-Round -10 - 4
16. Rock the Baby -15
17. Dive Bomber -10 - 2
18. Cork the Bottle -10
19. Twin Orbits -15
20. Gemini Jump -20

EXTRA TRICKS

21. Drum Beat -15 - 5
22. Roller Coaster -15
23. Target Shoot (with Twin Spin) -15

FREE COMPETITION POINT SCALE FOR SPIN TOPS

THURSDAY AM

FIVE POINTS

1. Spinner
2. Target Shoot
3. Big Scoop
4. Sky Rocket
5. Boomerang
6. Through the Tunnel

TEN POINTS

1. Bullseye
2. Man on Flying Trapeze
3. Circle the Globe
4. Wire Walker
5. Crazy Maze
6. Twin Scoop
7. Merry Go Round

FIFTEEN POINTS

1. Double Trouble
2. Double Dazzle
3. Rock the Baby
4. Dive Bomber
5. Cork the Bottle
6. Twin Orbits
7. Drum Beat
8. Target Shoot (with Twin Spin)

TWENTY POINTS

1. Gemini Jump
2. Roller Coaster

In the event that a player wishes to do a trick which is not on the above scale he may request the Official Duncan Judge to tell him how many points the trick is worth.

Each player will be allowed two one-minute segments in which to do tricks of his or her choice. Form points will also be awarded. You may earn three additional points per trick by doing the trick in the proper order. This is determined by the contestant who tells the judge the order in which he or she will do the five tricks. Two more points for each trick are possible by doing the trick within the forty-five inch circle.