





*The
Brist Co.*

*Topeka
Kansas*

RULES OF BRIST

AND

INSTRUCTIONS FOR
THROWING THE
BRIST BOOMERANG

— 1903 —

THE BRIST COMPANY

TOPEKA, KANSAS

1903

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“BRIST.”

In introducing to our friends, the American people, our new lawn game, we are putting before them a game that will, we are sure, take and retain its place at the head of all outdoor amusements. While apparently easily played, it will be found sufficiently difficult to be interesting; and since the instrument with which it is played is constructed along scientific lines, no one can become so proficient but that he may become more so. All eminent authorities on physical culture tell us that violent exercise is harmful, and only that form of exercise is beneficial which is light, and while bringing every muscle into play, sends the blood coursing through the veins with increased vigor, yet does not overtax the heart nor exhaust.

We therefore think we are justly entitled to the distinction of placing within your reach the only game that, while being intensely interesting, makes the physically strong more healthful, and those who are physically weak, stronger; and even though the game were played for hours, those participating therein will experience no ill effects.

Old and young, boys and girls, men and women alike will find in “Brist” a source of lasting pleasure, and through the mystic circles of this magic game we expect to contribute much that is good to all health- and pleasure-loving people.

Respectfully yours,

THE BRIST COMPANY.



RULES FOR BRIST.

RULE 1.

Since the Boomerang with which Brist is played cuts a circle of from thirty to one hundred feet in diameter, the Brist grounds should be from forty to one hundred feet square. If you have ample room, scoring circles may be located in the center of ground selected. If room is limited, note carefully the instructions for throwing the Boomerang, and locate scoring-circles accordingly.



The accompanying diagram shows the scoring-circles, which consist of three circles, three, five and seven feet in diameter; any part of each circumference being equally distant from goal, which should be designated as center of inner circle, and from which all scores are reckoned. These circles should be called first, second and third circle, respectively.

RULE 2.

Each player must be provided with three Brist Boomerangs and one Brist Rakah (Rakaw').

RULE 3.

Player shall stand at goal to make his throw, which is known as the horizontal circle. If on return of Boomerang he makes his catch while standing within first circle, he shall score four points. If, however, he must needs step into the second circle to make catch, he shall score three points, and if within the third circle he shall score two points. Since the dexterity of eye, hand and foot is one of the prime objects of Brist, if player makes catch any place outside of third circle before Boomerang touches the ground, he shall score one point.

RULE 4.

Should player stop Boomerang with Rakah while standing within any given circle, and yet drop same before getting Boomerang in his hands, he shall not lose his throw, but score he would have made will be divided, and shall be reckoned from where Boomerang falls on the ground. Namely, should player make such catch and Boomerang fall in the first circle, he shall score but two points; one and one-half points if within second circle; one point if within third circle; and one-half point if outside of third circle. It is understood that this rule does not apply to any other than a positive catch.

RULE 5.

Should player make catch with one foot in first circle and the other foot in, or partially within, second circle, his score shall be reckoned from second circle. This may be used as an

example for all scoring on the circles, as player must learn to judge distances accurately.

RULE 6.

Each player shall be allowed three consecutive throws in each inning. Ten innings constitute a game. Since twelve points are all that can possibly be made by a player in one inning, one hundred and twenty points shall constitute a perfect game.

RULE 7.

If at end of tenth inning the score is a tie, play shall be continued one or more innings, until one side is victorious, or until game is called on account of darkness or because of inclement weather.

RULE 8.

Any number of persons may participate in a game of Brist, playing singly or a given number on each side. We suggest, however, that more than six do not attempt to play on the same circles at one time, as muscles will become relaxed and participants too impatient awaiting their turns. In a game wherein sides are chosen, or wherein members of different Brist Clubs are contesting, players must be so arranged that no two members of the same side or club shall throw consecutively.

RULE 9.

Players may use Brist Boomerangs of any size or weight, selecting those best suited to their particular needs, except in match games, in which our standard number one Brist Boom-

erangs only may be used, if players desire score recorded. Otherwise, Boomerangs of equal length and weight may be used. However, aside from official games, the question of size and weight of Boomerangs may be settled by mutual agreement of contestants, when arrangements for contests are made.

RULE 10.

In match games if the flight of Boomerang in cutting circle rises higher than the player's head or falls below the knee, one-half of one point shall be taken from the score made.

RULE 11.

In match games there shall be one umpire selected by mutual agreement of contestants, whose decision on all counts shall be final.

BRIST SUGGESTIONS.

It is best always to have an abundance of clear ground-space for Brist circles. However, every handicap in the way of small lawn or no lawn, can be more easily and completely overcome for Brist than for any out-of-door game on the market. Namely:

First—While a large lawn of even surface and free from all obstructions is desirable, it is by no means necessary, as Boomerang can be thrown with equal accuracy over an uneven surface. However, circles used for scoring should, when possible, be marked on level ground.

Second—In a number of instances the lawn cannot be used for games because of some par-

ticularly valuable tree or shrub. In any other game this tree or shrub must needs be removed or another playground located. With Brist the game can be played as satisfactorily as though the obstructions were not there. In fact, something of this nature to throw around, frequently adds zest to the game.

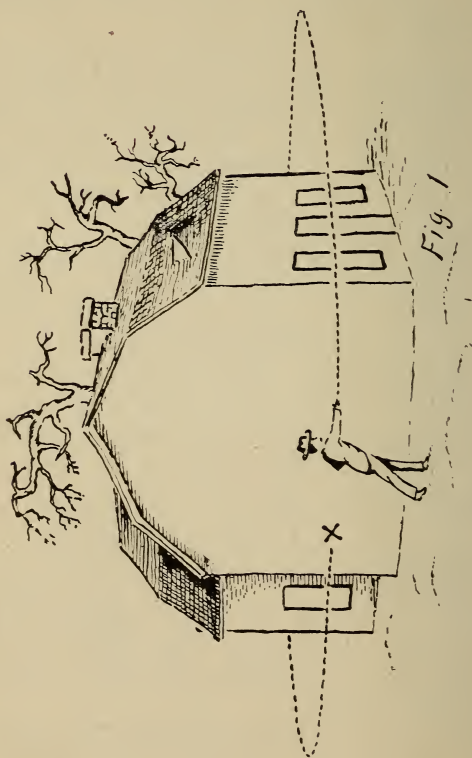
Third—In the thickly settled residence portions of larger cities the lawns are quite frequently either exceedingly small, or are represented by the minus quantity. In such instances it will be found convenient to make Brist circles near the sidewalk and use the street for a playground.

Fourth—In playing social games it may be found agreeable to all participants to so arrange that partners may assist each other in playing. This may be done by one partner throwing and the other catching. Player who catches must stand at goal while thrower stands directly behind assistant on line of first circle to make delivery. Points to be scored as in regulation game.

Fifth—Also in playing social games, unless it is mutually agreed by participants to throw around some particular object, we would suggest that if Boomerang should, in cutting circle, strike some obstruction, thus falling to the ground before completing circle, that player be given another throw.

Sixth, and most important suggestion of all—Read carefully the following instructions for throwing the Brist Boomerang, noting espe-

cially, reference to wind and movements of air-currents, and you with others will in a comparatively short time be able to send us an official score of one hundred twenty points.



INSTRUCTIONS FOR THROWING THE BRIST BOOMERANG.

The Brist Boomerang, with which Brist is played, will go down in history as the most wonderfully novel invention of the age. If the following instructions are carefully observed, anyone can, with but little practice, do with it such incredulous things, that were you to have appeared among your friends for half an hour's entertainment, a century ago, you would have been tried and convicted of witchcraft.

For instance, the Brist Boomerang can be thrown through the air in a horizontal line, making a perfect curve or circle of from thirty to one hundred feet in diameter, according to size and weight of Boomerang, returning with complete accuracy to thrower. It may be thrown completely around a house (Figure 1). It may be thrown under a train of cars and made to pass out on the opposite side, curve upward and return to thrower over top of the train (Figure 5). By carefully following instructions herein, the above and numerous other evolutions can be performed.

I.

When ready to throw, observe that the rivet holding the blades is sufficiently tight to hold them at any desired angle when thrown. If loose, tap the rivet slightly with a small hammer after placing it on a piece of iron or other hard substance.

II.

See that the two blades are slightly bent, with the hollow side in. This can be done simply by closing the Boomerang and bending ends in a little on the hollow or carved side. Do not bend too much. Ends should just touch while the rivet nicely clears when placed with the carved side down upon a table or other flat surface.

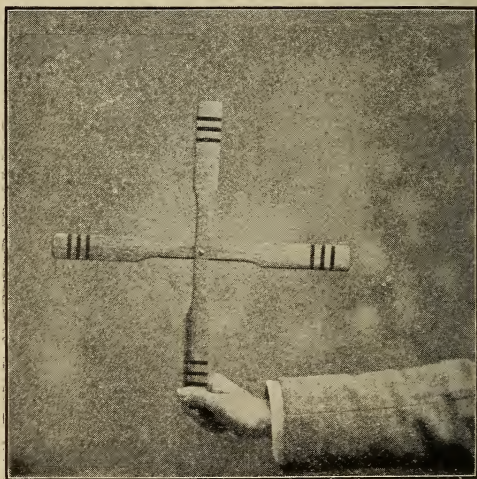


Fig. 2.

III.

To throw Horizontal circle, bend blades until they cross each other at right angles, then take the end of one of the blades between the thumb and forefinger, holding Boomerang in an upright vertical position (Figure 2), with the carved or hollow side out. Then throw straight

in front of you, just hard enough to make blades carry around the circle, making no allowance for gravity as you would when throwing a stone, for the Boomerang will adjust itself; but it will, as



Fig. 3.

it travels around the circle, gradually turn itself into a horizontal position, thus keeping it from falling to the ground, but the thrower must not try to make it turn over,—just throw straight

ahead (Figure 3), diagonally across and against the wind. If, when returning, the Boomerang should pass to your left, you should throw more to your right or more nearly against the wind; and if it passes in front of you and to your right, throw to the left or more nearly against the wind. Remember that the Boomerang when accurately thrown should encompass the circle without rising higher than your head. The Boomerang should be started off in an upright position, whirling end over end, and fast enough to cause stripes to blend together and appear like a series of rings revolving in the air, as shown in Figure 4.

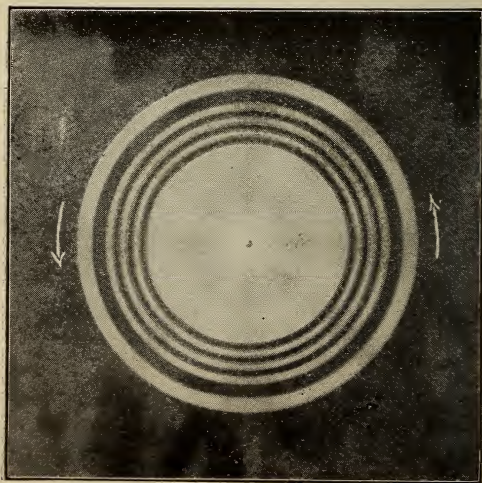
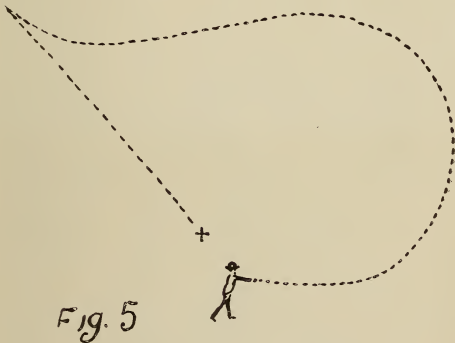


Fig. 4.

IV.

To throw the Up-Shoot, throw the Boomerang the same as for the horizontal circle, except you must turn it over in the flat position with the carved side down and throw it directly against the wind. It will curve upward, and, passing back over your head to some distance in the rear, when it then falls toward you, as shown in Figure 5 — dotted lines indicating path it travels. A few trials will tell you how hard to throw.



V.

To throw the Straight Return, hold the Boomerang with carved side down, as shown in Figure 6, back of the hand being held slightly forward of the body so the thrower can make a back-handed throw. Then by a quick movement of the wrist and forearm give Boomerang a rapid whirl from left to right in an upright slanting position, directly against the wind, as shown in

Figure 7—dotted lines indicating path. Don't throw too hard. If properly thrown, the Boomerang will sail out and upward some sixty or

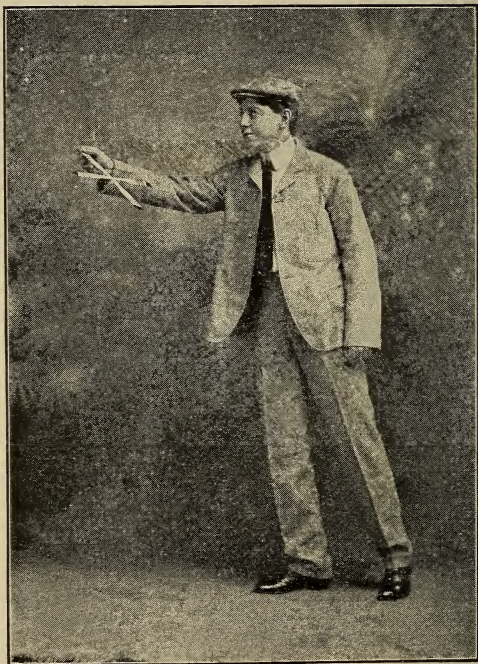
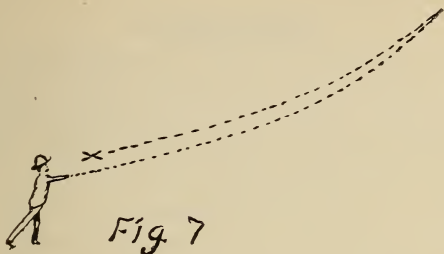


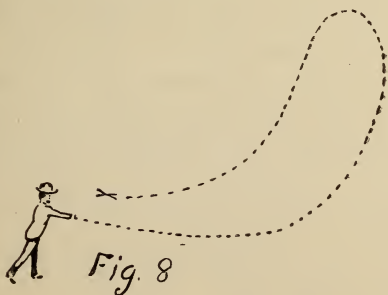
Fig. 6.

seventy feet, returning to thrower in nearly the same path, as is also shown by dotted lines in Figure 7.



VI.

To throw combined Up-and-Down curve, do the same way as you would to throw horizontal circle, except you must fold blades about one-half closed, then throw straight out, but not quite so hard, and the Boomerang will soon tip over and curve upward. It should be thrown just hard enough to make it rise fifteen to twenty feet, when it will then curve around and return to thrower, as shown by dotted lines in Figure 8.



SOME DONT'S.

Don't forget instruction regarding wind; for best results in throwing there should be little or no wind, as every movement of the air has its effect to a greater or less extent upon the Boomerang. Before throwing, be sure you have direction of wind rightly located by noting movement of smoke from some near-by chimney.

Don't fail to start the Boomerang off in an upright position when throwing the horizontal circle.

Don't imagine you have learned it all when you have succeeded in making Boomerang return to you.

Don't associate the Brist Boomerang with any other Boomerang about which you have ever read or heard. Remember that it bears no resemblance whatever to, and is constructed on entirely different lines and principles from those embodied in that which is known as the Australian Boomerang, which is simply a peculiarly bent or crooked piece of wood that cannot be thrown accurately, even by the semi-civilized Bushmen of Australia with whom it originated, without years of practice. However, the inventor of the Brist Boomerang discovered the true principle in that apparent "phenomenon," and the result is the Brist Boomerang, which can be thrown by any person or child in less than an hour; and that which is better than all else, through this invention the world has been given the popular and fascinating game "BRIST."

IMPORTANT.

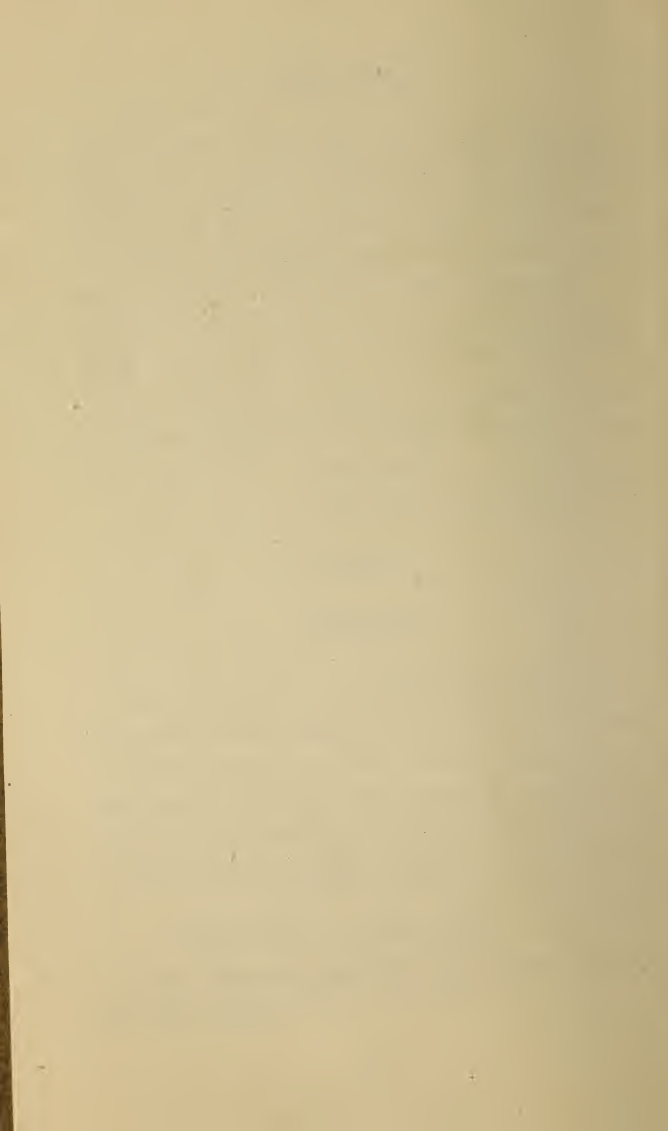
In the archives of department "C" in our offices will be kept a perfect record of all official scores made in match games. These will be published from time to time, through the medium of the associated press. We shall be glad at any time to answer any and all inquiries, or furnish authentic information regarding official scores or any details of the game not perfectly understood. Kindly address all such communications or inquiries to Department "C," The Brist Company, Topeka, Kansas.

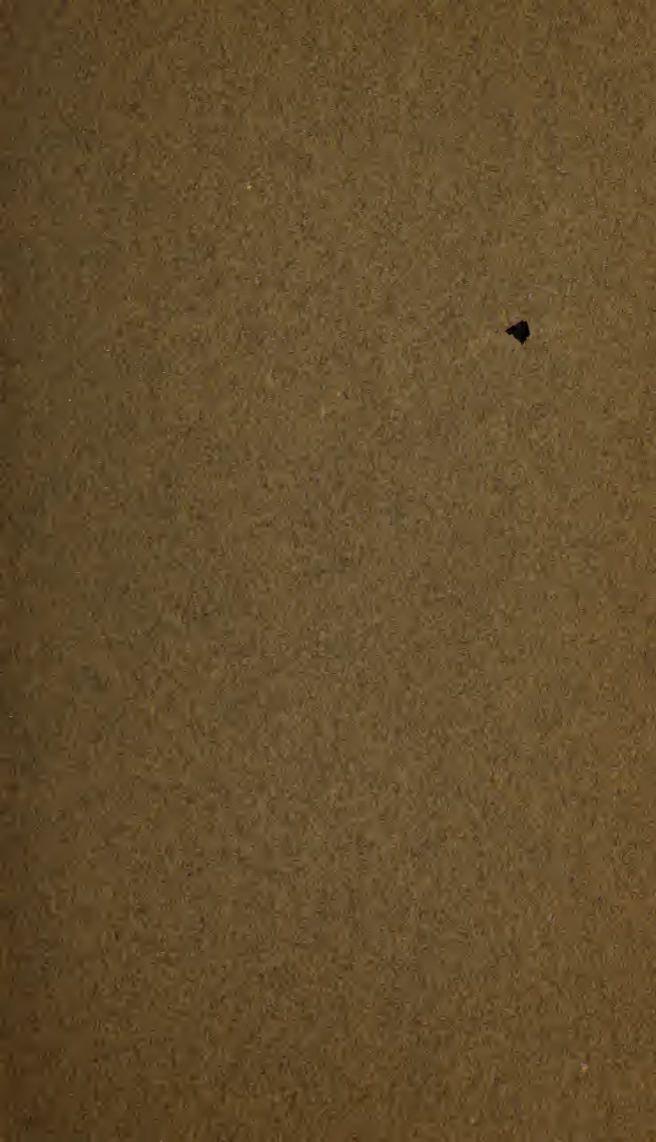


REWARD.

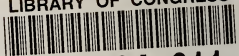
One Hundred Dollars reward will be paid by The Brist Company, of Topeka, Kansas, for any one furnishing them with the necessary proof or information leading to the conviction of any person infringing upon the patent for the Brist Boomerang or the copyright of the game of Brist.

THE BRIST COMPANY,
Nos. 111-113 East Seventh Street,
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