

The image is a cover for 'ultimatum 2001', a British ultimate magazine. The top half features the title 'ultimatum 2001' in a large, bold, black, italicized sans-serif font. Below the title, the words 'british ultimate magazine' are written in a smaller, lowercase, italicized sans-serif font. The background of the cover is a photograph of an ultimate frisbee game. In the foreground, a player in a blue t-shirt and red shorts is running towards the left. In the mid-ground, another player in a dark blue long-sleeved shirt is jumping high, reaching up with his right hand towards a white frisbee that is suspended in the air. The background is filled with a large crowd of spectators sitting in bleachers, many wearing blue clothing. The overall scene is bright and energetic, capturing a moment of action during a game.

ultimatum 2001

british ultimate magazine

welcome to UK Ultimate!

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Win a pair of Gaia boots!

Spot the Hack!

Gaia have kindly donated a pair of their lovely boots for the winner!
Study the picture and try to guess the location of the hacky-sack that Raj has just kicked.
When you're sure, work out the grid reference
E.G: The X would be 'a,01'

How to enter

Send an email to hack@ultimatefrisbee.co.uk
Write your answer in the subject field, and your name and phone number in the message.

Rules

All entries must be received by 31 March 2002.
All correct entries will be put in a hat, from which the final winner will be drawn at the next convenient tournament.
My decision is final!



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COVER - GEOFF LEGG (UTI)
MARKING DAMIEN (HOUSTON)

PHOTO: © LUCIO TONINA, 2001

www.fototonina.com



Star Player!

Rik's Never Ending Story

Just so as to embarrass Rik Shiple I would like to highlight that he is the proud holder of 4 titles – Nationals Open (outdoor), Nationals Indoors (schminddoors), World Open Club (Beach) and now Co-ed Nationals (outdoor.) Well Done Rik - you star! **wigys**



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Editors Note

I can remember my first exposure to Ultimate. I was about eight, and Frisbees were the latest trend. After school on Wednesdays, these two Californian guys would turn up - I think they were someone's parents friends, and they were the real thing; blonde hair, tans and Surfing T-shirts. We played Hot Box, Hacky-Sack, and I first experienced the elation of jumping and catching a disc, and the post match exhaustion so familiar to all Ultimate players. Then came the summer holidays, and next term yo-yo's were the big thing.

It wasn't until the summer of 1986, when I should have been revising for my second year of GCSE's, that Ultimate came back into my life. Since then I have played at all levels, and it has taken me to playing fields all over the country, into Europe, and even in the USA. I can say with certainty that it has changed and enriched my life, but what have I done in return? Very little.

I like the fact that Ultimate 'runs' itself, and that there is so little money involved. I found myself the perfect opportunity to 'do my bit' in Ultimatum2001. That's not to say it's been a chore, on the contrary - by it's nature Ultimate seems to attract a lot of creative and talented people, and it's been an absolute joy rounding them all up and prodding them into action, hassling, pestering and threatening them. I've only had to resort to blackmail on three occasions (Yes, I still have the negatives - you know who you are).

I'd especially like to thank; Paul Hurt who organised the printing and scanning, Adam Harras who helped with the design, all the people who made suggestions or helped in so many ways, and Kate who irons my shirts!

For years, the BUF has been collecting money to publish Ultimatum, but recently nobody has had time to do it. This means that a sum of money has been saved up. Ben Ravilious and Ian Stebbing kindly agreed to let me spend most of it on this one-off colour issue. The future of Ultimatum is uncertain, it will continue, but it's unlikely that it will have the same budget in the foreseeable future. I hope you enjoy this issue.

Lastly, I have tried to include as much as possible, but have made a decision not to include any tournament results, as they take up a huge amount of space. All results from British teams in 2001 can be found at www.ukultimate.com

Jack Goolden

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Junior's Ultimate

Growth in numbers

There are probably more Juniors playing in the UK now than ever before. The National Indoor Championships held in Grantham in January featured 12 teams. The EJUC2001 squad was made up of a solid core of players who had attended Nationals and the WUCC in Heilbronn.

EJUC2001

It was a bit of a let down finding that there would be just 3 other teams attending EJUC: Sweden, Finland, and France. The triple round robin format worked much better than most predicted, with most teams gaining revenge for any losses.

Never was the catch phrase "it was a game of two halves" more appropriate. Most games would involve one team pulling out a big lead and then conceding 5-10 points in a row. Most of the games were very tight.

Having won spirit and 3rd place we can look back at some very memorable performances but a nagging feeling that we could have gone one better. We had a 100% record against the Finns.

Most of the squad will be eligible for the World Junior Championships 2002 in Riga, Latvia, so there are great opportunities for the team to consolidate on some big lessons of the past year.

Junior Development

The French team was strong and could have won. They have been at the forefront of developing Junior Ultimate in Europe with the employment of a development officer who spends half of his week teaching ultimate in schools. When looking at the number of senior players in this country who started as Juniors it is easy to see why junior development is so important not just for the growth of the sport but also for the level at which we compete internationally.

Continued growth and long term success of GB in international competition will be very much dependant upon successful Junior development.

Possible WFDF Collegiate Division

The gulf between competing for GB at Junior level and Open level is likely to be reduced with the introduction of a Collegiate division. This is being seriously considered by EFDF and WFDF and will reduce the qualification age for Juniors from 'under twenty' to 'school age'. The collegiate/student division could be an exciting opportunity for University players. Lookout for developments over the next couple of years.

Paul 'coach' Unwin

Bear's Silver Jubilee

Warwick University Frisbee Club was founded in 1976. Not impressed? Stop and think for a moment. That's twenty-five years of continuous existence, despite suffering a complete change of all the people involved every three years or so. Very few university clubs make it to their tenth anniversary, let alone into their second decade. People who are playing for the club now, weren't even born when a dozen people gathered in a field behind one of the halls of residence, in October 1976, to hear about a new disc sport that could become big in the next few years.

Since then, players from Warwick have been instrumental in founding dozens of other clubs, including Tetragrammaton / Scorpions / Fluid Druids, Tennents 1084, Stan, Violently Happy / Mysterons, Whiplash, UTI, Mexican Horse Bandits... the list goes on. It was also ex-Warwick players who originally set up the BUF and BDGA (and Ultimatum!). For years I used to argue that Warwick was the most dynamic force in British Ultimate and I still feel that there was a lot of truth in that.

Back in 1976 there were only three other teams for us to play: Cambridge University, Purley High School and the Ally Pally Tossers (APT). Incidentally, the Cambridge club, founded at the same time as Warwick, dissolved after a few years, so there isn't the same unbroken history of ultimate there. In the 1976-77 "season" we played just two games, losing to Cambridge at Cambridge and then beating them by a single point at home. We didn't even manage to get a team to the "National Championships" in the summer of 1977. Things picked up after that and by 1979 we were able to claim that we were European Champions. From then on, the club had the momentum to carry on through two decades of the development of the sport.

Twenty-five years of Ultimate is a record that can be equalled by only a very few clubs anywhere in the world.

Richard Hicks
Founder, WUFC



Welcome to UK Ultimate

At the BUF AGM on 6th October teams voted unanimously in favour of disbanding the BUF in favour of a player-membership organisation. The new organisation will be called 'UK Ultimate' and will begin to take shape in early November.

This exciting new development will surely mark the beginning of ultimate becoming a proper recognised sport in this country.

What is UK Ultimate?

UK Ultimate is the new national governing body for Ultimate in this country.

It will take over all the roles previously fulfilled by the British Ultimate Federation but its goals will be much broader than those of the BUF. In particular, it will be charged with recruiting new players, training existing players, promoting competition at all levels of the sport, publicising the sport and keeping players up to date with news and information.

It will achieve this by charging each player an annual fee. The money will be used to employ people to publish a regular newsletter and look after the administration of the organisation

What does this mean for me?

Membership of UK Ultimate will be open to any adult who plays the sport. The annual fee will be around £27 per year (£18 for students) for which members will get the following benefits: -

- Eligibility for all the national championships and the tour;
- A properly managed organisation to develop the sport;
- A bimonthly newsletter;
- Personal accident insurance;
- A free ISP service;
- Cheap discs !

Membership will be compulsory for players wishing to take part in the major national championships such as the Open Tour, Open Nationals, Regional & National Indoors. All other events including student and beginners tournaments will be exempt. Team fees and Tournament Tax will be scrapped making events better value for money.

OLD BEAR SAMMY NIELSON
www.warwick.ac.uk/staff/D.P.Nielson/bears25

PHOTO: © JACK GOOLDEN, 2001
www.malago.co.uk

How can I get involved?

There are several ways you can take part in this exciting new development: -

Vote in the election of the new Board of Directors.

Accompanying this magazine is a ballot form, which you should return to the address shown. Everyone should make the effort to vote to give the new board of directors a strong mandate for developing the organisation.

Become a member

Once the new Board of Directors has been elected they will announce the opening of membership applications. They will need as many people to join as possible to give UK Ultimate a really big kick-start and hopefully allow the lowering of the fee in subsequent years. Membership will be worthwhile whatever the level of competition you play in.

Volunteer to help run the organisation

With all the new projects and initiatives which UK Ultimate will allow, it's going to need lots of people to volunteer their time and skills. If you have any experience in such areas as coaching, accountancy, marketing, publicity, websites, health and safety, etc then please contact the board. Alternatively you might have a particular project in mind which would help promote or develop the sport.

Apply for the job of Newsletter Editor or Administrator

If you are interested in taking on paid work for UK Ultimate please get in touch. The part time Administrator position will be paid £3000 per annum for the equivalent of one day's work per week. The main duties will be managing the membership applications, providing a first line of enquiry and dealing with all correspondence. The Newsletter production will be contracted out to the most competitive tender. We want to produce six issues per year to be posted directly to every member. If you or your team or your company could take on this important job please get in touch to find out how more.

Where can I find more information?

The full proposal can be found at www.ukultimate.com/docs/assoc.htm

The new constitution for the organisation www.ukultimate.com/docs/const.htm

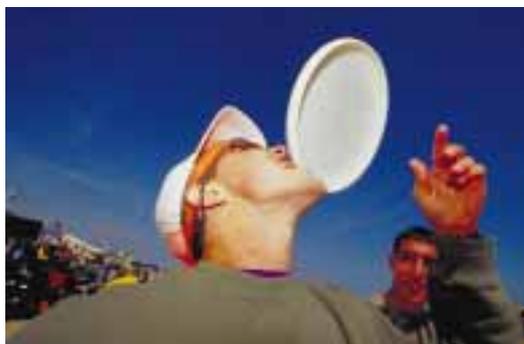
Email the Caretaker BUF officers at buf@ultimateweb.co.uk

Or phone 07092 175365 if you have further questions.

Ben Ravilius

...MOVING SWIFTLY ON

Paganello 2001



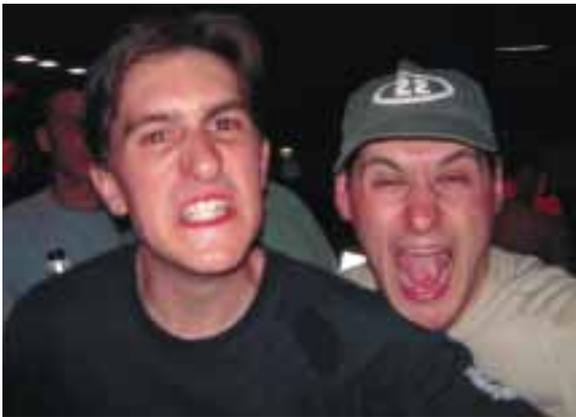
PAUL ATKINS AND HARRY GOLBY

PHOTO: © SI BARLOW, 2001

GUY BOWLES - UTI, SCORES AGAINST HOUSTON
FREESTYLE

PHOTOS: © LUCIO TONINA, 2001

www.fototonina.com



Rimini

Well let's face it - the weather wasn't exactly perfect but any heat lacking in the Adriatic Riviera's climate was more than made up for by the scorching performances of all British teams involved at Paganello. Maybe it's the months of preparation for beach Ultimate spent running through a winter of mud that does it, but with a British presence in all possible finals (including flubberguts!) and victory in the women's and open divisions, there's no doubting that for a few days in April this year, Rimini belonged to the UK.

Looking back, the signs for four days of uninterrupted sunshine were never good. Linking up with two members of the Chevron massive on the outgoing flight we were dismayed to hear that other members of the team had requested that their fleeces be brought out to them and on arrival even on the sunny days a gusty, drying wind ensured all tans were definitely more Hillary than Hasselhof. The locals didn't like it much either, the "Talking Fish" daily newsletter blaming the "crummy" Brits for bringing the North wind over with them to aid their performances but if unbroken sunshine was lacking, every other Paganello ingredient was there in full. If you're into ice-cream, Paganello is for you. Likewise coffee, pizza and impossibly good pasta served right at the pitches. If you're into wine costing less than coca-cola, staying up late, enormous multi-national parties, having over ten miles of golden beach almost exclusively to yourselves and (oh yeah) awesome, fun, great-spirited



🍷 TUCKSTER AND BOWLES

🍷 SARAH

🍷 MANGO AND WIGSY

🍷 KENNY

PHOTOS: © SI BARLOW, 2001



Ultimate all day long - come to Rimini. Even if your tastes run as far as watching old Germans skinny-dipping, listening to Americans shout, "You pump me up Randy!" or avoiding groups of tubby Swedes in their underpants - Paganello can cater for you.

Play-wise, GB rocked in all departments. Strong performances in the opening rounds such as Chevy defeating Swedish and US opposition led to Catch 22, Chevron, UTI, Bliss and Poughkeepsie all finishing top of their pools. The Talking Fish described local boys Cota Rica as "cazzoni" ("dick-heads" Paolo reliably informs me!) for losing 10-8 to Catch and Poughkeepsie eased past the experienced XLR8Rs 8-7 in the co-ed division. In the open quarter finals, UTI played a very solid game to put out holders No-Tsu-oH from Ho-ust-on and Catch beat their old nemeses Feldrenner despite having to score the (sudden death) winning point three times due to foul calls. With their semi against UTI, Catch found themselves in the pleasant position of a worst case scenario of fourth position with a British team in the final - and proceeded to do exactly that. Poughkeepsie overcame everyone's favourite Kiwis (and title holders) KUPA to reach the semis in some style and Bliss just kept on winning.

Off-field performances were equally impressive with the Mild Mannered Janitors and ever excellently attired, Superfly ensuring a steady supply of dawn pass-outs. KUPA stole the show at

the Sunday night Space Party by churning out those radiation suits again but this time in record numbers and Superfly just looked like the entire cast of Galaxy Quest. On finals day even Jeff Jackson's hammers - that had become the talk of the beach - couldn't quite overcome Thrill Ride who ran out 11/7 winners in a hotly contested match. Bliss walked their final against Holland's "Old Ones" 13/3 scoring eight successive points before conceding their first. UTI left it a little closer in their final against Collard Green. After an hour battling through the elements their untiring, pressing D forced a cap from which the Schmoos emerged 11/10 winners - Guy Bowles barmy army becoming the first UK team to take the open title. Bliss kept the beach brolley for winning their third Paganello title and Chevron easily took the most improved team award finishing 14th after 31st last year. Larry and Roger from Catch 22 being defeated by a crack American pairing in the flubberguts final completed an efficient day's work by the UK.

This meant that the Monday night's unofficial "Brit party" at the multo Italian "Rose and Crown" pub had an even more celebratory feel about it than usual. I vaguely remember watching Liverpool win the derby, beer pumps coming out of tables, Larry passing out for three hours and then continuing drinking, Si Hill having no voice for once in his life and nobody leaving at closing time (despite the lights being apparently turned out for half an hour) cue Stuey from Chevron,

"They wanted an English pub and they've got one - now they've got to live with the consequences."

At far too early hours the following morning everyone started to drift back home with memories of yet another spectacularly fun and amazingly well-organised Paganello fresh in their minds. All together now..... "I say 1,2,3, the crew is called refugees....Mama Mia!"

Gaffer Mattew Hinkins



PELDI LAYS OUT

PHOTO: © LUCIO TONINA, 2001

POUGHKEEPSIE JUST BEFORE THEIR FINAL

LEST WE FORGET THE WEATHER!

PHOTOS: © WAYNE RETTER, 2001

Paganello 2002!

Paganello2001 was supposed to be the "American Paganello". Houston was announced to be strongest than ever, Thrill Ride and Huck Finn were already talking about how to play the mixed final, and in the women's division, the Americans and the Canadians seemed to be capable of stopping the Bliss supremacy. On the contrary, Paganello 2001 turned out to be the "British Paganello": UTI won, after beating Houston in a legendary quarter (one of the most exciting game ever seen at the Rimini Beach), Bliss, once again, had a few problems in getting the Umbrella, and Poughkeepsie, although losing the final, played a superb tournament.

The "British invasion" in '95/'96 demonstrated that Paganello was capable of attracting players out of the ordinary circle of German-speaking teams, becoming an extraordinary international event, but the early results of UK teams weren't as good as expected. Now, after taking so much Spirit and competition to the Beach, the British teams have reached the top of the rankings and, at Paganello2002, are those everyone will be looking at. Will UTI be able to do it again? Will the Bliss be the Queens of the Beach for the third time in a row? And will Poughkeepsie succeed after two excellent performances? Next year (March 28th - April 1st) the competition is expected to be tougher than ever (not to mention the fun!) with more teams (96: 8 more than last year!) and more quality: are you ready guys? The winter is short and the World Greatest Party is waiting for you!

'Jumpi' Gian Pietro Miscione

www.paganello.com

Tom's Tourney

Brugges, 5-7 May

Ah, Belgium! Land of mystery, land of wonder. This famously inscrutable country holds a special place in the hearts of the British, although no-one seems to know why. One fine reason for hoisting Belgium shoulder-high and proclaiming it king amongst small, insignificant European countries is Tom's Tourney.

This year regular visitors Red, Druids, Fever and Violently Happy were joined by Chevron, BAF - who merged with Lucerne and played as LCF and the wittily monickered London team Famous Belgians.

Games at Brugges are short, leaving little time to make up for bad starts. Chevron left nothing to chance conceding only a handful of points on Saturday. BAF's frankenstein team had a schizophrenic day, playing very well and quite badly, often in the same point, Famous Belgians just missed out on a quarter final place and Saturday closed in time-honoured tradition with a close-fought Red/Druids clash.

Sunday saw hiccups for the fancied teams, fatal in Chevron's case. Things turned sour in a quarter-final against Bon Discmanche, who made a series of bad calls ranging from the dodgy to the blatant. Maintaining a hands-across-the-sea attitude, Chevron allowed them to sneak back into a sudden-death finish

during which Paul Atkins stalled his mark up to 12, and said, "Stall out!" twice before his opponent threw the disc away then called two different safety-net fouls. After lengthy, heated discussions Chevron stayed on the pitch, but lost.

Violently Happy, British veterans with an average age of 'pensionable' progressed steadily to the semi-finals but came up against a young and hungry Red Lights team with their eyes on the prize. To Chevron's dismay, Bon Discmanche came through their semi and the resulting final was a strange and unpleasant affair. Half of the enthusiastic crowd remembered Red Lights from the days when the Amsterdam team would stop at nothing to win, and accordingly cheered for the French, whilst the other half had watched Bon Discmanche's progress with mounting disbelief and were torn between booing them and cheering for the Dutch. Despite a major wobble in the last few points, Red Lights came out winners by 2.

Night Fever's Nick, accepting the team's SOTG prize, helped to extend our euro-friends' grasp of English, gleefully referring to his team-mates as 'puff-monkeys'. A fine time was had by all with all lessons hopefully learned.

Rob Mitchell

www.brugge.com/sports/sport/freezzzbeezzz

The tournament saw teams adopting new offensive strategies. Several teams notably Fusion and Clapham adopting a flat back 4 to overload zone defenses, and there were several versions of the horizontal stack evident.

Few surprises in the top 8. Both Clapham teams advanced to the Semis from Pool A. Clapham 1 featured the old ones: Hill, Flores, Thompson, and Dugger, whilst the Clapham 2 squad had an overall younger antipodean feel.

Airbreakers

Rotterdam Tournament, 2-4 June

Rumours of the Airbreakers' Harbour Tournament's demise and a clash with the first event of the British co-ed tour meant British representation at the tournament was in short supply. However those that did make the trip (the Fluid Druids and a couple of assorted extras playing with other teams) were treated to the usual four days of hard Ultimate, hot sun and late nights.

By the time I made it (Friday morning) the tournament had split into two halves and any 'easy' games were over. With EUCC 2001 looming it was no surprise that several of the top teams were using the tournament as part of their warm up. Lots of close, competitive games suggest Prague will be a wide open event. Eventually Wall City (Berlin) beat Flying Angels (Bern) in a tight, hard fought final, the Swiss safe but unadventurous offence falling just short against the Germans' experience.

Druids finished relatively satisfied with their 5th place, having collected some notable scalps, and lost many brain cells, on the way.

I played for Extra Terrestrial Posse (co-ed pick up with heavy American representation), our hard won 9th place finish balanced nicely with memories of sideline dancing, massages and spectacular beer race defeats.

Roll on 2002....

Harry Golby

Chevron advanced to the semis with LeedsLeedsLeeds who dispatched 4th seeded Fusion to 5-8.

Sharks whilst finishing 6th had lost to Red in pool play. Druids, Red, Fusion and Team Shark had few problems holding off the challenge from the winners of Pools C and D. Smash & Grab and Whey were again unsuccessful in bids for top 8 and have some way to go. Whey had won Pool D (a mid division pool of death) on goal difference in a 3 way tie with Hammerage and Headrush.

Tour 1

Bristol, 21-22 April

And finally, 300+ athletes converged in Bristol for the much awaited and delayed first Open Tour event of 2001.

They do say a good thing comes to those who wait, but with the threat of hoofmouth rife in the district and many precautionary measures, the thrill of the event was somewhat muffled.

Saturdays play was in glorious sunshine at a venue that was almost second to none, giving everyone the atmosphere for fun and frolic. Couldn't have been better. Sunday however was a downpour. Some of the pitches quickly became waterlogged, as the excess water wouldn't drain away. Play however continued, slogging through the mud and the deluge.

So with the best and the worst of the weather came the best and the worst of play. Experience and perseverance paid off for some teams, others felt their nerves broken and almost gave up on their final few games. The wind and rain was dramatic and often killed every other throw of the disc.

What made it all worthwhile? I guess watching the better teams, playing in the heavy wind and rain and making it look almost as effortless as a quick chuck around on a beach under a gentle breeze.

A Big UP! For Clapham, for leaping to the top and to the organisers, for holding a pretty damn good event in the midst of the worst circumstances. Hope we get to see more of that venue.

That pimp Sam Rey

That Headrush won Spirit of the Game is perhaps testament to the spirit of fairness in which they played these very tight games.

The controversial decision to displace Fever and Strange Blue from the top 16 was vindicated in part with Strange Blue finishing 19, but to be fair to them, they seemed pretty low on numbers. Fever having felt hard done by had a point to prove in their semi with Bliss who had displaced them. However they were unable to give Hughes the Vs by losing

Tour 2

Banbury 12-13 May

Sunburn, scratches and sore feet were much in evidence as the hot sun dried the pitches hard. The severe wind and rain only rolled in as the final campers packed up their tents.



their Final for 15 to a BAF Mixed team featuring the handicapper himself.

There was widespread wish for an upset in the semis, but in both, the Clapham teams took comfortable leads. However in the 2v3 semi Chevron behind against Clapham 1 managed to pull a 16-10 deficit back before succumbing 17-15. Spirit was very much in evidence. When a disputed foul by 'Old Boy Jackson' on Aram was resolved after the intervention of a new Mr nice guy Si Hill. The foul was declined by Aram leaving the disc with

Chevron who promptly worked it up field for a score. The on pitch politics between Hill, Flores and Jackson was a spectacle in itself.

The final was an all Clapham affair, which quelled the level of interest, and left the Grandstand disappointingly empty.

Whilst the teams competed hard, and obviously cared about winning, the final had the feel of a training game. The crowd were muted, understandably, as they had no underdog to cheer on.



Pete Harvey (C1) injured himself quite badly early on but his old teammates in White managed without him and drew out comfortable winners. The final was evidence of some consolidation by Clapham. Aram Flores in accepting the winners' trophy, attributed Bullfrog success to the new way in which they train. We want to know what you're doing!

Paul 'Stig' Unwin



📍 PETE HALLET (HEADRUSH) THROWS PAST BEN RAVILIOUS (RED)

PHOTO: © PAUL HURT, 2001.
www.ultimatum.demon.co.uk/photos

📍 BARRY O'KEANE, FUSION AGAINST SMASH N GRAB

📍 SI WEEKS (CHEVRON) GETS AN INTERCEPTION ON GUY BOWLES (CLAPHAM)

TOUR 3 - SOUTHAMPTON PHOTOS: © JON HOPE, 2001
www.endzone.co.uk/ultipics

Yes But Nau

Beach Tournament

Le Pouliguen, Loire, France

Despite the weathermen, the Sun shone all three days of the French Bastille Day Bank Holiday. The event, hosted by Les Frisbeurs Nantes was set to be another fantastic mid-season escape.

Saturdays play was unseeded and saw lots of weary travellers, many Brits having travelled through the night. At the end of the day, everyone took their swimming cossie's to the surprise venue, which turned out to be a Spa with saunas, pool and Jacuzzis ... and wow.... everyone loved this part of the show.

Sunday... The sun shone brighter, if that was possible, or maybe that was the night before taking effect, either way, the party on Sunday night was a traditional feature, starting with a glass of Pastis then onto the food, ahh... that awesome French cooking. The Brussels team XLR8RS femme entourage danced on the tables first, setting a trend that carried throughout the night. Graham successfully broke his ankle while doing a gleeful summersault to Abba.

On Monday all the finals games were well worth watching, but the real thrill was the Final. Disco Stars (tipped to win the French Nationals) played MMJ in what turned out to be an awesome spectacle of skill and desire. Trading points for the first half, both teams were hard pushed to take the advantage, and then MMJ broke the opposition to move forward by that essential point. Disco Stars, being no newcomer to finals, pushed hard on D and took the lead again as the Cap went on. Where they pulled it from, I will never know, but the Janitors came back crushing the opposition scoring three of the four final points. The best final I have seen in a long time.

And what of Spirit you ask? Nottingham based University team Random Fling took spirit. Too damn cool, that lot, if you ask me!

Sam 'the shark' Ray

www.frisbeurs.free.fr

Talampaya Coed Challenge

Geneva, 2-4 June

As one of the few UK teams to experienced the Talampaya Coed Challenge, I have to say it is one of the classic European events.

The pitches and facilities were absolutely glorious and excellent food and beer was available all day. The host team, Wizards, were most hospitable. Not only did they meet us at the airport with beers, they then continued to entertain us and ferry us around throughout the tournament.

In Switzerland, there is a space in a nuclear fall-out bunker for every citizen. In-between nuclear wars, these huge underground complexes are hired out as accommodation for visiting Frisbee teams! Although coed showers are great, the overall result is nasty when you put thirty odd Ultimate players in a large airtight container for three nights running.

Superfly, with a few choice pick-ups and a fine selection of Mavis girlies, were determined to match last years result, when we won the Spirit. After winning all our games on Saturday, including beating our rivals and last years finalists 'Clac Clac', we felt we had a shot at the final.

However, we failed to win anything on Sunday. Some blamed Fondue, while others claimed that the Saturday night 'Magical Mystery Tour' of Geneva had left them a little confused.

Sunday night's 'Farm Freak' theme party gave us plenty of opportunity to forget our worries and we partied into small hours. One of us, who should remain nameless, turned up at the pitches the next day, still dressed as a cow, having 'spent the night with a girl in a squat'.

Somehow we managed to win our game on Monday, finishing in 7th place. Cotequila (Rimini) beat Potatas Bravas (Barcelona) in a dull final. We won a trophy for best costumes at the party. Dene Barnsey was awarded a disc for being sick from the moment he got off the plane until he left the country (food poisoning). Sammy lost his inflatable pig (with hole) at the party, but nobody knew of its whereabouts when he asked for it back at the final ceremony .

Jack Goolden

www.wizards.ch

Ultimate Doc Since 1986

I first became involved with Ultimate when Charlie Mead asked me to provide the Medical cover at the 1986 World Championships at Colchester.

I had never seen the game before and like so many people, I was bewitched at first sight. In those early years of medical Ultimate, I worked with Jackie Grant from a battered old suitcase containing as much in the way of supplies as I could manage.

Teams played 3 (occasionally 4) games a day. There was little evidence of warming up and stretching and players not infrequently partied 'till the early hours. Many players though were very fit and the standard of Ultimate was high. The spirit was very strong. If a player was injured, there was a tendency to play until you dropped. I well remember the captain of Japan seeking help for a severely torn leg muscle and when it was suggested he shouldn't play at all, he bowed and said he was the captain and had to play to maintain his honour! (he managed 2 points more which was enough for his honour).

So what has changed? The high rate of injury was undoubtedly due in part to too many games and thank goodness that has altered. Even 2 games a day is far more than most sports would consider sensible! Players are fitter and take their fitness more seriously, both in terms of personal training and team training. There is a greater awareness of the importance of fluid balance and correct

Kilkenny

June 16th and 17th saw the first Kilkenny Ultimate Tournament and the only tournament this year on the Emerald Isle. Teams and players from all over (France, South Africa, UK, US and Ireland) converged in the city of Kilkenny for what promised to be a weekend of top ultimate and antics fuelled by a little bit of the local brew.

The earliest arrivals had descended on the numerous pubs by Thursday afternoon and by the time they caught their flights back to blighty on Monday had almost certainly done irreparable liver damage. The Ultimate itself started on Saturday morning with a round-robin format between all 6 teams. This led to semi's on Sunday with Fever beating Purple Haze and Bloom Raider beating Craic. Fever went on to win the hard fought final, with the spirit trophy going to Ireland's newest team (and so far only junior girls team) Loretto Navan.

Saturday night saw a unique event in Irish ultimate with a civic reception for the players in City Hall, hosted by the Mayor of Kilkenny followed by drinks in the Mayor's parlour. It was a little bizarre for those of us more used to 3-pint challenges and assorted drinking games, but fun all the same.

Finally, thanks to all who travelled and see you next year...maybe.

Ian 'Jazz' Cuddihy

diet. Players choose to drink less alcohol during tournaments and get to bed earlier - all reflecting the general increased desire to go to a tournament representing G.B. to win rather than party. Pitch quality has improved and tournaments now must have adequate water supplies and first aid/medical services for all players (from the mid-eighties to the early 90's Jackie and I would have a queue of players from every country, not just G.B.!).

Where now? The standard of Ultimate world wide is rapidly rising and we all recognise that. Players need to be even fitter with training concentrating on aspects of fitness (sprints/ jumping/ cutting etc) and not just overall stamina. Most important - respect your injury. Don't try to play through; don't go to tournaments carrying an injury. Get it diagnosed, treated and (very important) re-train back to full fitness; don't assume that you are just as fit just because you were fit before the injury. Muscle start to waste within hours of inactivity! Pay real attention to your diet and fluid balance especially in week-long tournaments - energy stores don't go on for ever, they need proper replenishing and there are times of eating (related to games) which increase efficiency of energy storage.

Finally, there are some topics that will need to be addressed at some point if Ultimate is going to be recognised as the serious sport that it undoubtedly is - this includes a plan for drug testing.

Doc Paul Marflett

Clapham Ultimate

Clapham Ultimate, players aged 16 to 37 from 7 countries, and an equally wide disparity in income, education and experience. Like most ultimate teams, CU was started by a core of players that had previously played for other teams. However, we wanted to build the first real Ultimate Club in London, which as well as provide regular competitive practices for a top level first team, would also have a place for essentially anyone that wanted to play seriously, regardless of ability or experience.

Our biggest challenge was going to manage the expectations and demands of those players at the top end of the ability scale against those on the bottom. A club like this could only be successful if those in the lower ranks were committed and happy, and understood their role in the club. To achieve this, we (the mysterious junta) sat down to formalise how the team would be run over year, and set out our team policy and player responsibilities. We hoped that this clarity up front would make people more understanding of personnel decisions later. We asked each player to sign up for all the events for the year, including all the Tour events, Dive Hard, Prague, and Nationals, so we could decide whether to support one or two teams. We were very keen to run 2 Tour teams, even if it meant smallish teams.

Our plan was to use the two Tour teams maximise the amount of playing time the Euro players would have together in a competitive environment. This was intended to have two effects; encourage competition amongst the more marginal players to make the top team, and to ensure the top players had as much competitive action as possible. In order to reduce the imbalance between the two teams EVERY PLAYER was to play at least one Tour event in the B team.

In order to ensure that everyone had a voice in team selection, we gave every player a vote over who will act as selectors for the European competitions. We would elect the top 9 players as selectors for Prague, leaving about 8 - 10 places left. We made it clear we were asking people to play for us over the long term and were not interested in people joining the squad merely to get a European place. We expected that those not selected would still honour their commitment to the team for Tour events. There would also be additional places to go to a European tournament (Dive Hard), and this squad is a longer term plan for World Clubs in Hawaii next year.

Clapham Training

Turning tadpoles into Bullfrogs

The main reason for forming Clapham Ultimate as a geo club with two teams was to get good quality, well attended practices twice a week over the entire year. We felt that this was the only way to give the core players enough quality training, as well as squad players and guests fertile ground to improve. It's unusual for us to get less than 20 players at either of the sessions.

Every practice consists of warming up, fitness work, drills and playing hard ultimate. We make an effort to vary the fitness work and drills, not only to keep the workout well rounded, but also to prevent it getting tedious. Team time in the pub afterwards is every bit as important, even if it's only a coke, and our players get attendance marks even if they only make that part of practice!

Fitness work may seem inherently dull but, by varying it and introducing competitive elements like team relay races and punishments, it can be entertaining whilst effective. Running pyramids with press-ups 1/4 way down the pitch, high knee jumps at 1/2, sit-ups at 3/4 and star jumps at the end will knock everyone into shape as well as build an under-pressure team spirit. Remember - this is the only exercise that many members of the team get, which is why it's important to insert upper body exercises like sit-ups and push-ups. These will really help to limit injuries during the season (although are no substitute for a full gym workout).

Drills are an important part of practice because they stress and hone the skills, organisation and discipline necessary to be a winning team. In an hour of drills, making the right throw to the right cut with the whole team encouraging and giving advice, every player will get far more work on key skills than he/she would in the equivalent time of playing. Mix up square, endzone, huck, circle, stack and cut-back drills; if the team lose their attention add press-ups or laps for mistakes - it usually cuts them back pretty rapidly. It's important that someone's in charge and has prepared the schedule, in their minds at least. The most experienced players must lead by example and actively help other players improve both disc skills and understanding of the game.

When playing Ultimate at practice we attempt to repeatedly generate high-pressure situations. Rather than playing a lengthy game to 17; we prefer to play

games to 3, or 'make-it-take-it' (where a team keeps the disc when they score - until they score three in a row, when the losers get 20 press-ups and 40 sit-ups). We often devise games that don't involve many pulls and the time they waste. As we usually get more than 21 players we play with three teams - winners stay on, losers run laps and/ or another 20 and 40; it generates genuine competition throughout the practice.

Having a team culture whereby not being at practice is letting yourself and the team down is a key factor that we believe generates success. Repetition is the only way to enhance unconscious understanding between combinations of players and improve your team's decision-making.

CU - Aram Flores & Roger Thomson



WILLIAM HOLLIKER - DIVE HARD PHOTO: © PAUL HURT, 2001. www.ultimatum.demon.co.uk/photos

Stubby Guts

For this game you will need at least ten like minded friends and as many discs as you can find. Get yourself nicely drunk. Grab as many discs as you can find.

Pick an empty can [stubby] each from the pile, arm yourself with a full [penalty can]. Now form two lines, facing each other, about 10m apart. Each player places an empty [target] can just in front of their feet. Your penalty can is left on the ground behind you, remember where it is.

The object of the game is to use a disc to topple a target can from the opposite line, the person who's can is hit has to take a drink. Defence is allowed; you may attempt to catch a disc, but only one handed, and beware, a failed defence

attempt [a drop] means a penalty skull, necking the entire contents of your penalty can. You will need to replace it.

As far as throws are concerned a variety of tosses may be employed, anything goes. An accurate roller can be deadly, an air bounce, not so effective. Whole teams may choose to gang up on a single member of the opposite line, perhaps for a spirit infringement or maybe just to be mean.

Stubby guts is ideal for half time pitch invasions and can be adapted in a number of ways. Butt guts simply involves replacing the empty can in front of you with your butt, and Pyramid Butt Guts, work it out for yourself.

Steven Stevenson - El Capitano



BOTH RICH 'JUNIOR' MOONEY AND ALEX 'JUNIOR' WALL RECKON THEY CAUGHT THIS, BUT NEITHER OF THEM ARE SURE... 🍀

TOUR 3 - SOUTHAMPTON PHOTO: © JON HOPE, 2001

www.endzone.co.uk/ulitpics/

MARK PERRYMAIN PULLED OFF THIS FREESTYLE CATCH, BUT DONT ASK HIM ABOUT THE NEXT THROW...

PIE IN THE SKY - ROGER THOMSON

RICHIE SMART ON 'D' - STRANGE BLUE

JAMES GETS 'D' AGAINST MIR SAN ZAMPERL

PHOTOS: © DAVE PRUNCHA, 2001





It had been seven long years since the last European Ultimate Club Championships. Back then it had been held in Munich, Germany and only 24 teams attended. Perhaps it is a testimony to the rapid growth of Ultimate that EUCC 2001 was a much grander affair; fifty-three teams (eleven from the UK) in four divisions slugged it out to find the European champions.

WEATHER FORECAST

"SKY IS GOING TO DRESS IN GREY COLOUR FOR TODAY AND MAYBE IT WILL SOMETIMES CRY. SUN IS RELAXING AND PREPARING PROGRAM FOR NEXT DAYS. WIND WILL MOVE HIS STAFF FROM THE WEST TO THE EAST, BUT HE IS TIRED. SISTER DEW DOES NOT LIKE YOUR TRAINERS. SHE CAN'T TALK TO YOU."

DISQUITO > DAILY NEWSLETTER OF EUCC 2001

"I DO NOT UNDERSTAND WHY THE PERSON WITH THE DISC HAS TO TRY TO MAKE IT SO DIFFICULT TO CATCH"

DISQUITO > DAILY NEWSLETTER OF EUCC 2001



On Sunday teams from all over Europe began descending on the Strahov University College in Prague. This was going to be our home for the next week. The opening ceremony took place in the University central car park – unfortunately the weather had other plans and it proved to be a bit of a washout. Still, there was a makeshift beer stall nearby, even if it did have trouble making supply meet demand! First games on each day began at 9am and for those playing on the pitches at Slavia this meant a half hour bus ride to the site and hence an early start.

Day one saw the Blue Arse Flies, top seeds in the mixed division (It was as much of a surprise to them!) go up against the bottom seeds, Frisbeer club from Latvia. It was a game they needed to win, not only to settle their own nerves but also to prove that they were a force to be reckoned with. It was a comfortable win for them 17-3. Clapham breezed through both their games whilst Chevron finished the day 1-1 after losing a close match 14-17 against Feldrenner Mainz from Germany. Unknown to them then, they would get a chance for revenge later in the week. The best result for GB on day one was in the Junior division where the GB Juniors completely obliterated the Swedish favourites 17-5. It was a result that buoyed the whole mood in the GB camp.

- 🍷 ONE OF THE MIR TWINS SCORES
- 🍷 LATE FRENCH BID
- 🍷 PETE HARVEY, CLAPHAM
- 🍷 AURALYN MACKENZIE BLISS AGAINST MILDEN NORDEN

PHOTOS: © DAVE PRUNCHA, 2001

Evenings at EUCC 2001 were generally a relative quiet affair. With only three evenings planned by the tournament organisers players were pretty much left to make their own entertainment. Many of the “noisy” English (Hughes) ensconced themselves in the small bars adjoining the accommodation blocks to slowly drink the evening away, others played hacky and in Chevron’s case the lesser known game of “Fart Tennis” in which Rob Mitchell was crowned undisputed king despite a valiant challenge from Kenny.

By Wednesday morning Clapham, the Druids and Chevron had all booked their places in the top half of the Open division, whilst Leeds, Red, Fusion and Craic had gone down to the bottom half and found themselves all in the same new pool. Bliss continued to dominate the women’s division, topping the table

with a 4-0 record. Also topping their pool were the juniors who were clinging to their top spot by an 8 point goal difference over Sweden. Strange Blue and BAF were both lying fourth in their respective mixed pools.

As the remainder of the week progressed in the top half of the Open Division Clapham were cruising towards the semi-finals whilst Chevron were having mixed fortunes. The Druids found the going more than a little tough. Conversely, Leeds were leaving a wake of destruction as they tore through the bottom half of the division. Bliss finished the week of pool play without a loss and a positive goal difference of 81.

Both Strange Blue and BAF qualified for the Quarter Finals in the mixed division but were knocked out in the first round. Strange Blue fought really hard against

Stenungsunds from Sweden and were unlucky to lose 13-17. BAF did not fare so well against Clac-Clac despite the support heaped on them from a very vocal Fusion team.

In the Juniors division GB were lying second behind France with the Swedes unbelievably in third place. Fortunes were about to change though. Sweden were to give GB a taste of their own medicine in the semi to progress to the final leaving GB with a third fourth playoff against France to whom they’d already lost twice.

On the Friday Clapham went up against Skogshyddans of Sweden in what was to be a dry run of the final. It was a tough match but the Swedes were to eventually take it 17-14. In the 7/8 playoff, Chevron were again meeting Feldrenner Mainz and this time the result went in their





favour 17-12. The Druids finished a disappointing week with a win over Orebro, 17-15, to take the 13th spot. Elsewhere, Leeds topped the bottom half of the Open division with a well deserved 15th place, Red finished 17th, Craic 21st and Fusion 23rd.

In the mixed division, Strange Blue suffered a distinct lack of women due to illness and injury which took away their competitive edge and meant they had to settle for 6th place. BAF finished the week with a win to take the 7th spot. The GB Juniors showed great character against France to pull out a win in a really tight game. They eventually won 16-15 to take the bronze medal position and also won the spirit for their division.

Finals Day

It was clear from the outset of the ladies final that Milder Norden were not going to

be a pushover. The German women struck first to take the early lead but Bliss replied and the teams traded to 2-2 before Bliss began to pull away. Telling among the Bliss offence were Tara Jewell and Clare Parker who seemed to always provide options when most needed to keep the Bliss offence alive. That said, this truly was a team effort with every one of the Bliss ladies making their presence felt on the field. Before long, Bliss had stretched their lead to 7-4 and they were to take the half with Milder Norden unable to add further to their points tally. The second half with Bliss scoring two quick points without reply but then they started to relax and the mistakes began to creep into their game. Milder Norden rallied and the comeback had begun. From 12-4 it was soon 14-7 and then Milder Norden scored three unanswered points to bring the score to 14-10. Anxiety was beginning to show in the

Bliss ranks and unforced errors were allowing the Germans back into the game but some inspirational defensive turnovers from Rebecca Forth and Heather Killian seemed to settle the Bliss offence. Despite fighting the whole way, Milder Norden couldn't break down the Bliss offence once it had re-found it's form. Bliss were to win 19-12 and take the European gold. Bliss were also awarded the spirit award for the women's division. It marked the end of a perfect European Championships for them.

In the men's final, both teams knew what they were up against and came out fighting. Skogshyddans opened their account first but Clapham quickly replied with a huck to Roger Thompson to level the score. The teams traded points for practically the entire first half – Skogshyddans playing solid patient offence stringing together numerous

passes to work it in, while Clapham continued to use their huck game for the fast reply. The Swedes managed to pull away to 6-4 but Clapham reeled them back to 6-6. With Aram Flores, Si Hill and Dougie Milne working tirelessly at the back and Roger and Harvey providing them with big targets in the end zone, Clapham always looked dangerous but the Swedes seemed unflustered and took the half 10-8.

Skogshyddans then began the second half with four unanswered points. It seemed they'd tightened up their defence and were covering the huck play well. With the long option less of an option, Clapham were also starting to make unforced errors. The Swedes were quick to strike on the turnover.

Clapham never really seemed to get back in the game, on the fast break they looked dangerous and had some inspired moments on offence but when the Swedes got back to tight man-on-man D, passing options were few and far between – leaving only the long throw which invariably turned over. At 18-11 Gary Jarvis made a great layout D which another Skogshyddans player trapped between his legs. There was some heated discussion about whether the disc was down before it was sent back to the thrower. Si Hill then got a stall-out and Aram was there for the quick score. It was a brief celebration however, on the next point Skogshyddans walked the disc in for the Championship. Skogshyddans 19, Clapham 12.

Stu Clark

Edinburgh Ultimate

Fusion has also had a good season domestically, benefiting from an increased Edinburgh focus as an umbrella club for Ro-Sham-Bo (providing the potential and legs) and Sneekys (providing the experience and drivers). Of course these teams have had more than their share of success too. After one of the best seasons an Edinburgh student team has ever managed, Ro-Sham-Bo succored the title of Outdoor Student Champions. Sneekys have also had a most enjoyable and successful run at the Mixed series tournaments.

With the high numbers, quality and spirit that have always characterised Ultimate in Edinburgh, and the increasing quality of leagues and practices, we intend to go from strength to strength up here in Auld Reekie.

Fusion at European Clubs 2000

Got the Heat, Got the Passion, Still working on the Throws...

What a great week! We made a start at getting acquainted to the Czech way of life on the Saturday. Following a few beers, several hours of dancing to fine blues and jazz, the drunken gathering back at the communist-style student accommodation was broken up by armed policemen in the early hours.

Our high point of the week was our game against Stockholm where we found ourselves at 16-11 down in a game to 17. One outrageous hammer grab and some hot D later, we found ourselves in the cap, 16-16, game to 18! So we let them have another point - where's the challenge in winning from in front? We won the game 18-17 and rejoiced. It is for games like this that a lot of us play Ultimate, because there is little that beats that feeling of having really battled to win a game and knowing that we have kept within the spirit of the game in doing so.

All we have to do now is develop some more consistent offense and maybe we will get that feeling more often...

Sickboy Ian Pairmain

Student Ultimate

Whilst ultimate grows strong in the "real" world, it is also booming within student circles. Over 90 teams attended the indoor tournaments and 32 took part in the outdoors.

Indoor Nationals - Two superb halls, two superb days and a brilliant party to ensure no sleep was gained (Fish and Flatball deserve recognition for their endless drinking). OW! and RSB got through to the finals, beating Mohawks (3rd) and Disc Doctors (4th) in the semi's. The final was hotly contested affair with OW! successfully taking the title. Hickey claimed the MVP prize and Mohawks took the spirit award, which I'm sure helped ease the long drive home to Brighton!

A lot of teams fancied their chances at Outdoor Nationals and with such a wide-open tournament the teams were never assured an easy time. OW!, Ro-Sham-Bo, Mohawks, Sublime, Far Flung, Flatball, Jedi and Phat 'Eds all won there respective pools. In the semis, Ro-Sham-Bo saw off OW! and Phat 'Eds beat Mohawks.

Phat 'Eds were in control of the early part of the final, with Jasper, DJ and Dave Sealey seemingly running the show, but RSB, prompted by a huge layout D by Psycho, rallied with time running out and managed to haul back a 5-point deficit to win in front of an appreciative crowd. Northern Lights claimed Spirit and Bears 2 were the highest finishing second team.

A few student teams also competed in the BUF tours. In the open tour, Strange Blue, Jedi, Sublime, Mohawk/Mynci See and Bears have all entered teams regularly. With Strange Blue being the most successful. In the mixed events Strange Blue again led the charge, winning Tour 3, with Sublime and Mohawks also present.

I can't wait for an even better 2001/2002 season. More parties. More spirit. More Ultimate.

'Loopy' Lewis Glover

Ultimate Online

The Ultimate community has traditionally had a very high rate of IT literacy and this is reflected in the way that the internet is used by Ultimate players. Here is my selection of the top Ultimate related web sites:

1) www.utilinks.com

The definitive resource for all ultimate related sites. This site is one of the most established and most useful on the web. It contains a wealth of information including around 1000 links to teams and organisations throughout the world, a tournament list, articles on a range of topics and interviews with the big names in Ultimate. You can even create a site for your own tournament!

The site is simple, fast and easy to navigate. Utilinks is THE starting point for your exploration of Ultimate on-line.

2) www.ultimatehandbook.com

The Ultimate Handbook is the best online resource for Ultimate players of all levels. There are sections for Beginners, Intermediate and Advanced players; each with plenty of relevant tips, drills and tactics. This site also has an excellent section on Health and Fitness (an area where Ultimate players are notoriously under informed), including stretching, nutrition and dealing with injuries. A number of useful links, a glossary of ultimate terminology, a short video of some Ultimate action and some other interesting articles add to the depth of information that will keep you coming back to this site.

The only slight downside is that, although the majority of the information applies to Ultimate wherever it is played, the site has a North American bias.

3) www.whatisultimate.com

The aim of the site is to provide background information about Ultimate for non-players, journalists and anyone with an interest in the sport. It attempts to answer all those dumb questions and present Ultimate in an exciting, professional manner.

There is a section describing the sport to the novice, a section describing the history of the sport and a section outlining the major international competitions.

A selection of action photos and quotes from articles in the main stream press help to reinforce the image of an exciting, dynamic sport. A useful tool to add to your recruiting campaign or just to show all those doubting mates!

4) www.ukultimate.com

This is the official site for Ultimate in the UK. All the information about tournaments, events, a complete list of all teams, details of the official mailing lists and who to contact.

Everything you need to know about Ultimate across the UK!

5) www.wfdf.org

World Flying Disc Federation. The most important part of this site is the current rules of Ultimate. Self officiating in Ultimate places a lot of responsibility on the players to know and understand the rules.

Visit this site to keep up to date with rule changes and to help reduce those annoying on field incidents where you are not sure what the correct action is.

6) www.studentultimate.com

This site aims to provide Student Ultimate players in the UK with a central resource for all things Ultimate and to provide some entertainment along the way. www.studentultimate.com captures the spirit of the student ultimate scene perfectly.

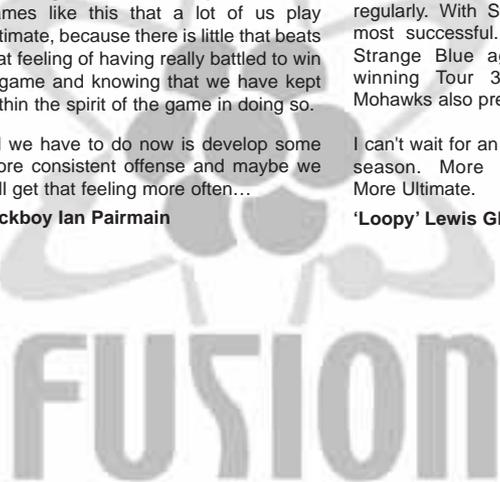
It is a very new site and so lets hope that it continues to grow and rewards all the hard work behind it by becoming a success.

7) www.ultilingo.com

A fun site that has a long list of Ultimate terminology. The site is well laid out, is searchable and each entry is very clear - complete with cross referencing!

There are hundreds of other sites out there, sites for teams, photos, organisations, tourneys or just an individuals thoughts on the game, perhaps you even maintain one yourself. However, the sites above represent the cream of the crop in terms of both quality and wide reaching usefulness.

Barry O'Keane





SIMON MOORE PHOTOS PROVIDED BY NOBBY



He's off !!

Ultimate according to Si Moore

Si scary Moore has flown the nest, he's left his beloved Pill and gone to Luxembourg - in search of the ultimate high!

Deano and Deneo roving reporters took this opportunity and the BUF credit card, and flew out to interview him for the first and last time.

Deano: How did you get into playing ultimate way back then?

Scary: I'd always had Frisbees when I was a kid; real ones; Wham-O's. I knew about ultimate because it was detailed on the box they came in!

I'd taught myself to throw, after a fashion; backhands were pretty competent, side arms and wrist-flips were less refined but functioning. Then at Glastonbury in 1984 I met Charlie Pickers throwing around (older players will remember his sublime disc skills) and he recruited me to the Samurai - who were a one time British ultimate super power and European champs to boot.

Deano: What music were you listening to at this time?

Scary: Tom Waits, Billy Bragg, Working Week, Aztec Camera, The Smiths, The The and loads more obscure stuff that no-one will ever have heard of.

Deano: So you weren't into Spandau Ballet then cuz you do bare more than a passing resemblance to lead singer Tony Hadley!

Scary: Not really, no.

Deano: What's been yer grandest moments of your long distinguished and drawn out career?

Scary: I'm still waiting for it! If pushed I'd have to name a few; The first time I beat good Swedes at World Clubs in '89 with the Hombres.

Beating Redlights (at their peak?) for third place at European clubs in a 'savage seven' game with Shotgun.

The first half against D.O.G. at worlds in Minneapolis with GB, we led them 10-7. They kicked our asses in the second half but we made them take us seriously.

Finally, I must mention coming 5th (the highest placed European team) with the Bliss girls at world clubs in St Andrews. That was just a fantastic time. I could go on (and on and on.....) but I won't.

Deano: So how did playing for Superfly at Paganello 2001 rate!

Scary: Oh, right up there! Probably next on the list. To be allowed to join the ranks of Superfly made it extra special.

Deano: This ones going out to all the slim fast out there; how have you stayed so fit for so long?

Scary: A healthy diet, a physical job, sensible training regimes and the need to get free of defenders 10 or 15 years my junior.

Deano: Who are your idols of the game?

Scary: My idols, tough one. Probably Steve Mooney; a great player, a great leader and still playing with the worlds best well into his forties. What more can you ask of a role model?

Closer to home; Timo (Finnish wonder handler), Michele (Dutch everything doer) and Harry Golby (all round nice guy at least until you get to know him!).

Deano: Name your dream GB team.

Scary: Dave Barnard, Guy Bowles, Oz Freire, Harry Golby, Jeff Jackson, Stu Mitchell, Doug Milne, Christian Nistri. Naturally I'd be in it!

Deano: would me an Deano not be in it?

Scary: No.

Deano: Coaching preference; men or women, and how were the Bliss girls?

Scary: The major difference is that the women I have coached have been far more prepared to listen and learn, as opposed to the blokes who generally think they already know everything and therefore take coaching as criticism and a personal affront.

As for the Bliss girls, I really enjoyed my time with them. The gender thing had its moments but years of training as a housewife helped me get through (they may not agree!). That aside they worked hard, were eager to learn and achieved loads. They are also a great bunch of women. I am proud to have been associated with them and would go back at the drop of a hat.

Deano: Why do people call you Scary Si?

Scary: No-one did until you came on the scene.

Deano: Do you prefer it to Blunderhorse?

Scary: Whatever. People love to label others and neither bother me. The Blunderhorse thing was a Sam Nielson concoction I think. He was definitely responsible for the song, written when I was supposed to have left for Argentina. I take it as a complement that people have immortalised me in song.

Deano and Deneo roving reporters signing off

Thanks Mr.Moore, be safe & keep it real! RESPEC!



- 📍 MEL ZLOCH
 - 📍 PENNY BROOKE
 - 📍 ERWAN JOONEAU
 - 📍 DEAN BARNES AND SONYA BOIMARD
 - 📍 JAMES SINCLAIR SCORES
 - 📍 MARCO MACKAY GETS THE 'D'
 - 📍 WOODY TRAPPED ON THE LINE
- PHOTOS: © GRAEME WINLOW, 2001

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www.photobox.co.uk/merlin



Copa Cobana - Coed Tour 3

Nottingham, 25 - 27 August

The weekend saw a diverse range of weather conditions from hot hot sun to hailstones up to one inch across. At one point, just before an electric storm, we were treated to the spectacle of everybody's hair standing on end - I thought that only happened in films!

The reggae dub music started on Friday night, and continued unabated until late on Monday evening, which kept everybody chillin' and groovin' - except a certain ex-BUF official who complained about lack of beauty sleep. Sorry Chris - hope the damage isn't irreparable. As far as teams were concerned, we were graced by the presence of some euro-trash, in the form of JetSet (SOTG winners, from Belgium) Ouf! (France) and Crunch (Holland), which added a continental flavour to the Ultimate and party atmosphere.

Saturdays play was somewhat spoiled by the Bryan Adams concert in the background, but at the end of the day, Chevron, Strange Blue, KUPA and Cyrille were all doing well in their pools.

Saturday night was ugly, with the last of the revellers finally crawling into their tents at 7.30 in the morning. Sunday mornings cross-over games produced no surprises, but in the semi-finals, Strange Blue beat the number one seeds, Chevron, to secure their place in the final. In the other semi, KUPA came out ahead of Cyrille.

The final turned out to be one of the most exciting of the season, with KUPA taking the early lead and Strange Blue playing catch-up, but after some high speed galloping by Alex Bowers, and some inspired interceptions from Marc 'Britney' Guilbert, Strange Blue managed to take the lead. The final point started with an interception from Lucy Goggin, who went on to catch the winning point with an assist from her man Bowers, they embraced, and there followed a Mills and Boon moment with much whinnying and trotting about. A sensational result, especially considering Strange Blue's 9th place result from Coed Tour 2. Presumably the team learned a lot from playing in the European Club Championships together, that, combined with the help of a few ringers...

Monday morning, and those with an appetite for more Ultimate got involved in some sort of hat tournament. Six teams battled to comprehend the ever-changing rules; if a pull landed out of the pitch, the person responsible had to play that point with their left hand. We also tried playing the World Game's Penalty Shoot-Out rules, which mainly resulted in the complete confusion of both players and the tournament directors. The final was played to 21, but each score was worth anything from zero to 4 points, judged by Sammy Nielson, depending on trick throws, daring catches, or whatever amused the crowd. In the end the White team won.

Jack Goolden



Women's Bits

Women's Ultimate

When Maria announced that she would be running a women's tour, I was overjoyed. I've never liked playing in the open tour. Inevitably, I've usually participated with teams that hover between the 16-24 bracket, and this can often mean charging around after legions of impossibly tall, spaghetti-legged beginners who don't know the rules. Clearly, there are some cleverer, more experienced female players who get their kicks by outsmarting these guys - I don't (or can't?). I'm much happier to play in circumstances where I have a realistic chance of competing as an athlete.

The Women's Tour provided this opportunity and a lot more. Although competitively, Mavis and Bliss dominated both events, several new and extremely promising teams emerged. The Scots team Divalution made the heroic trip from Edinburgh to Southampton to claim an excellent fifth place and the Spirit of the Game award. There were also some great performances from Northern team Baps ("BAP stands for Boys Are Poo. We had to put the 's' on to stop people confusing us with BAF!"), Leeds-based Disco Inferno and the London-based Angels. Janet Hawes (aka Mild Mannered Janitors) yet again demonstrated their brilliant record at developing talented new female players with a fine performance that afforded them a deserved third place in Southampton.

Both finals were played out between Mavis and Bliss, with Mavis taking an early lead in each event, only to be edged out narrowly to loose 13-8 in Southampton and 14-11 in Leeds.

The Women's Tour has undoubtedly been a success. There are certain scheduling issues that should be addressed before next season. One of the main goals of the Women's Tour is to promote women's ultimate in the UK, not only by encouraging more people to participate but also by making it a more visible part of the British ultimate scene. Running it alongside the Open tour provides a perfect opportunity to do this. Yet in Southampton, the final was played at the same time as the open final, and the open 3rd/4th play-off, on a much more remote pitch which made it impossible to watch both events. A repeat of this situation in Leeds was avoided only after the organisers kindly agreed to a last minute schedule change. The women's tour is an ideal forum to develop new players and new teams, and in the long-term, it will surely help

improve the standard of British women's ultimate. As this event becomes more established with more women's teams taking part, we all need to take responsibility for promoting it effectively and giving it the high profile it deserves.

Women's Nationals

23 - 24th September

The standard of women's ultimate in the UK has improved dramatically over the past two years, and the quality of play at Women's Nationals 2001 was certainly no exception. Mavis, BAF, Bliss and Fierce were all clear challengers for the championship. With all these teams scheduled to play each other in pool play, Saturday proved to be a very exciting day. In the opening clashes, Fierce edged out Mavis, who paid for their slow start, while Bliss dispatched BAF with relative ease. Fierce's solid defending and patient offence secured them a reasonably comfortable victory over Bliss, while a determined and excellently schooled BAF team scored a deserved victory over Mavis in sudden death. Divalution re-instated the order of play in the women's tour with a victory over BAPs, and in turn, lost to Janet Hawes.

Day two opened with a match-up between Mavis and Bliss. Mavis took an early lead, but were then unsettled by Bliss's effective zone defence, and despite some hard-fought points, Bliss emerged victorious. This match determined the line-up for the semi-finals, pitting Mavis against Fierce and Bliss against BAF. Another game of long, dramatic points saw Fierce replicating the result of the previous day's pool play. In the other semi, a plucky performance from BAF failed to prevent Bliss from progressing to the final. Third/fourth play-off saw Mavis overturning Saturday's result with a victory over BAF.

The final could easily be described as one of the most exciting games of women's ultimate ever played on UK soil. Fierce took the lead, with some fantastic offence that saw them using their long throws and break-force passes to advantage. However, Bliss were always close on their heels, and were eventually rewarded for their commitment on defence. Nerves were clearly beginning to fray for Fierce, as they fluffed several chances to close out the match, allowing Bliss to take the game into the cap. At this point, it could have been anyone's game. Yet it was Fierce who managed to regroup, and after a few shaky moments, finished off the match 13-11.

Despite a marked improvement in quality of play, Nationals 2001 yet again demonstrated one of the fundamental weaknesses of British Women's ultimate. Quite simply, not enough women play women's ultimate. It's not just that there aren't enough players : I could probably name 30 active female players (enough for 3 more teams) who didn't go to women's nationals, and I'm sure there's a score more who participated in the co-ed tour that I couldn't name. If we're serious about continuing the improvement of the women's game in the UK and producing more teams capable of competing at international levels, then we need to find out why so many choose not to participate in the premier women's event of the season. Is it because we don't publicise these events well enough? Are women without teams aware that there is usually ample opportunity to pick up? Or people still perceive the women's ultimate scene as cliquey and isolationist? (is it?) Can we still fall back on that useful adage that mixed clubs don't support their female players? Was September just a bad time to host a tournament? I don't have the answer to any of these questions, but I'd like to find out. So, if you're a female player and you choose not to play much women's ultimate, or you know women who don't get involved for whatever reason, I'd love to hear from you, feel free to corner me and rant at the first opportune moment!

Sarah Gibbons

Agony Aunt

Q: *I have just finished uni and will be moving back to live with my parents. How can I find a team to practice/play with and how can I find out what is happening in women's ultimate?*

A: To find a local team, check out the team locator on the BUF web site: www.ukultimate.com. To keep up to date with women's ultimate (practices, training and tournaments), send a message to the BUF who will then put you in touch with someone who knows.

Q: *I do not know what is wrong with me. I have been trying now for years to get Sammy Neilson's attention to no avail. I see that he likes the ladies but cannot get him to look at me. I am at a loss, what can I do?*

A: Have you been trying to get his attention in the right way I wonder. Why don't you brush up on your dancing skills;

find a local evening class that specialises in 1970's disco dance routines. Then, find that special outfit to knock him dead. Remember to follow Sammy's three dress-to-kill rules and wear: 1. something fluorescent, 2. something tassy and 3. a leopard skin thong to finish off that special look. All that remains is for you to go get him tiger. Grrrrrrrr.

Q: *I am the president of the ultimate club at uni but don't know how to keep the female members interested. Have you got any advice?*

A: Women only sessions build confidence which can then be brought to your other/open practices or make some practices mixed (ie equal number of women on each team), enter a team in a women's tournament and if you haven't got enough then contact another uni team to see if they will join up, or arrange matches against other (local) teams.

Q: *I used to play netball but have recently started playing Frisbee, which I really enjoy. But I would like to improve my skills to get even more out of it. What should I do?*

A: Whether you want to play in an open, a mixed or a women's team, the best way to improve your skills and confidence is to attend women-only practices and to play in women's tournaments where you can develop skills and take on different roles and responsibilities. Also finding someone to throw with on a regular basis will help no end, as will maintaining a certain level of fitness. There are women's practices and tournaments being organised so keep an eye out for details.

Q: *Dear Grace, I have a problem. my name is Adam Batchelor.*

A: This is a very serious problem. I don't know of a solution.

Q: *The rest of my team don't seem to have any confidence in me and frequently ignore me when we're playing. What should I do?*

A: Ascertain why this is happening, and find ways of solving the problem. Try running and passing drills with one or two key team members. This will help in two ways; Firstly, you will gain in skill from this intensive training, and secondly, the players you do this with will learn to trust you - and better gauge your turn of speed when running for a disc. Above all, keep persevering.

Grace Gripes

email: agony@ukultimate.com

B.L.I.S.S. An Expose

Anyone still remember what 'Bliss' stands for? Probably as many people that remember the original line up! As one of the longest running women's teams in this Country, if not the longest, Bliss has undergone many changes. One of the ideals that have been carried through from its origins is that Bliss continues to represent top level women's ultimate from this Country. That's not to say that all players have to be British, nor that if somebody hasn't played for the team then she is not a top level player; more that those who play are united in their desire to play hard but fair for the team - and to win.

Perhaps hardest of all in the decision to join Bliss - aside from training (often individually), practising against men, and spending all available time and money to travel to foreign tournaments to play competitive women's ultimate - was the isolation from other women that (sometimes?) tended to follow. The controversy, (maybe even resentment?), Bliss seemed to cause was unprecedented. Whatever the reasons, it has taken time and effort to shake off old (sometimes misguided) ideas of what the team represents, and move forward.

Happily, the inside view hasn't proved too bad! Bliss play hard and party harder. Our competition now see us for what we are; women that love the game, and want to get better. Old Bliss'isters that have played and moved away continue to loyally support the team and re-appear at one tournament or another, encouraging new women to do the same. And when the going has felt tough, or a game too big, over the years there have been many players from the men's game who have continually cheered us on from the sideline, tournament upon tournament - often proving invaluable in their offers of support, advice, and tactics.

The huge commitment from a core of players to take Bliss forward and ahead of our European competitors has paid off - resulting in a few trophies and spirit awards in the process! An insightful Wayne Retter comment followed one particular European indoor tournament; "It appears to me that there's a definite change in the Scando supremacy league. Swedish teams seem to be losing their touch, and the Fins have been hesitant in stepping forward to fill their space. There also seems to be a level of shock that a British team (unruly, undisciplined - and uninhibited) can waltz in and wreak havoc!"



KRISTIN LEWIS AND SUE PIOLI IN PRAGUE - PHOTO: © DAVE PRUNCHA, 2001

Unruly? Undisciplined? Untrained? - Us????!! (No argument with the uninhibited!). Si Moore duly came on board and has since shown us that having a coach is essential if Bliss are to remain ahead of our European competitors - and to challenge the top teams at world level tournaments. Ideally, someone who works with the team prior to events and who, as a result, gets to know the individual strengths and weaknesses of players and can objectively decide who is/isn't playing well in certain games and what strategies are/aren't working. This leaves the players to focus on their individual playing. Unfortunately for the sport at the moment, there is a shortage of people willing and able to fulfil this role.

So, where does Bliss go from here? Well, the successful move towards establishing open geo club teams in this country is a direction the team would benefit from. To develop plays and strategies, and improve on basic skills, will involve getting a larger core of players who are willing to practice together regularly, even if initially this means travelling to do so.

The general state of women's ultimate in this Country will also have an impact. This often-debated subject has over the past few years seen the establishment of women's practices, teams, tournaments, a Women's Co-ordinator, and even co-ed tournaments to encourage women into the sport and to develop their skills.

There are many theories as to why it is proving so hard to attract athletic women and to keep them playing - the men of ultimate have taken their fair share of criticism! Fundamentally I believe that the answer lies with women themselves. With structures now in place to facilitate women players, and student ultimate successfully introducing women to the sport, they simply need to be made to feel welcome, encouraged and accepted.

Tara Jewell and Bliss

(Brighton & London In Supreme Synchronicity)

Bliss results since 1995 can be found at www.ukultimate.com

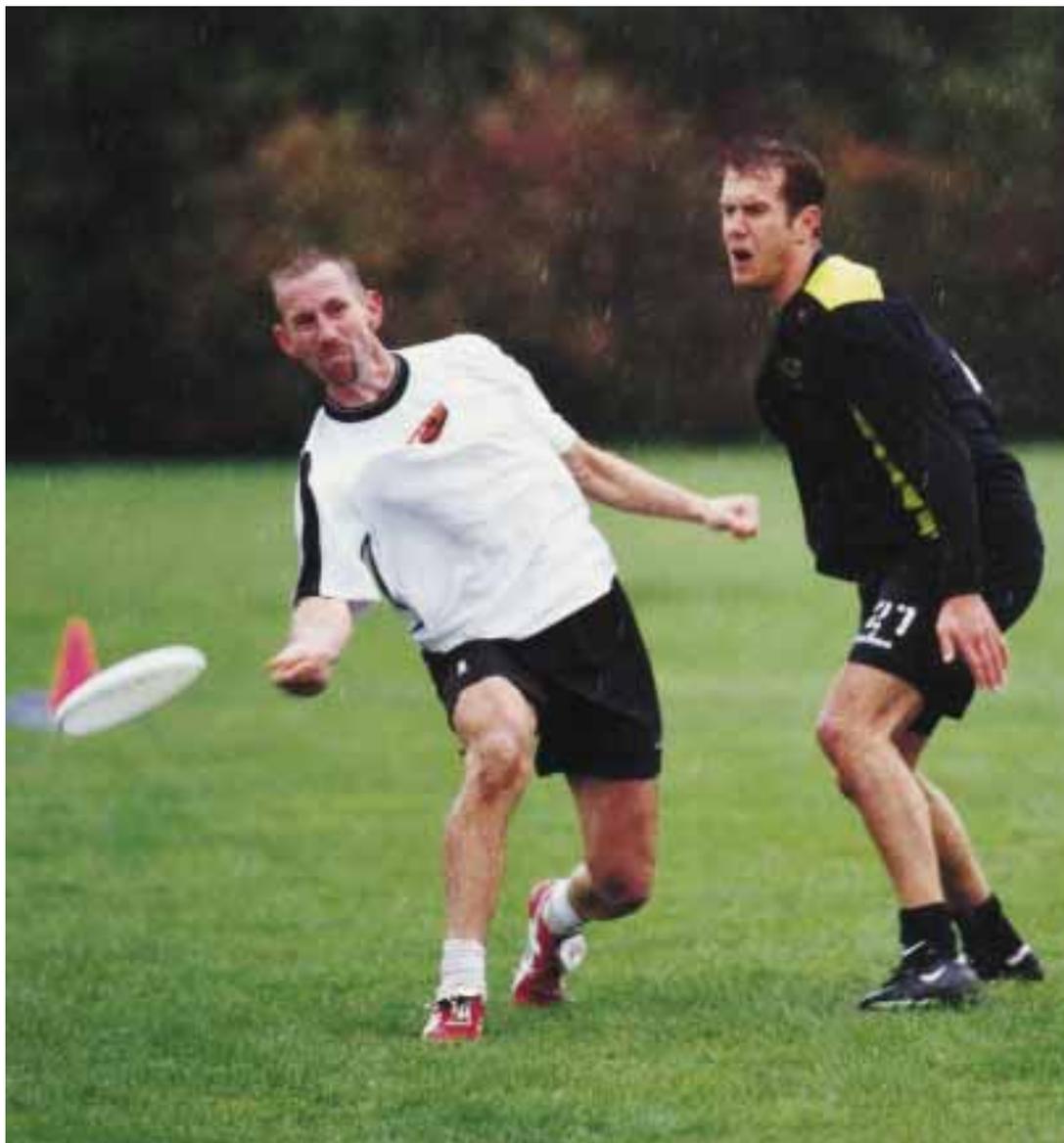
Nationals

As summer disappeared and National Championships approached, the trans-Pennine rivals of LeedsLeedsLeeds and Chevron Action Flash must have wondered how they were going to fit into this season's scheme of things. With Catch 22 and UTI now long gone, the ever-solid Chevvy must have felt a strong sense of opportunity and Leeds, an untested amalgam of players, were eager to see how they'd cut it amongst the more established centres of Ultimate such as Clapham and the Druids.

In the surprisingly calm and sunny conditions of day one, both teams progressed well. LeedsLeedsLeeds seemed to be firing on all cylinders as they overcame Fusion and Hammerage although Chevron had a tougher encounter on their way to the semis with a bloody game against Red. Maybe the distraction caused by Hwo watching the crucial England vs. Greece football match on a portable TV right in amongst the Chevron sideline was the williest tactic of the day!

Obviously the weather was too good to last and Sunday's semis were played in true "Nationals conditions." In the ever increasing wind, Leeds were always going to find it tough against the better throwing and experience of Clapham 1 and sure enough despite decent periods of possession, a few drops and throwaways at crunch times frustrated the Leeds team who were eventually soundly beaten. Chevron however had a much tighter match against the Druids in their semi. Despite going 8-2 down, Druids showed some real determination in levelling the scores at 8-8 before Chevvy took the half. The two sides were then inseparable during the second period and the game eventually entered the cap at 14-14. At this point, Rob Mitchell decided to go about winning the game - first of all by landing a sweet two-handed grab from one of Harry Golby's outrageous wind accelerated cross-field hammers, and then by following up with a dinky blade to his heavily marked brother to win the game 16-14.

The third-fourth play-off took place immediately after this and a rested LeedsLeedsLeeds, eager to make up after their less intense semi, eventually overcame the Druids who had come so close to a position in the final. Despite the awe-inspiring number of purple shirts on display, LeedsLeedsLeeds took third place - not bad for a team in their first season, several members of which had never even qualified for nationals before!



SAMMY AND GUY IN THE FINAL PHOTO: © PAUL HURT, 2001 . www.ultimatum.demon.co.uk/photos/

In the ever-deteriorating conditions, Chevron Action Flash won the toss for the final against the Clapham Bullfrogs. Chevvy elected to take D - downwind - and commenced by immediately scoring an upwind point. By this time it had become obvious that the wind was going to be a major factor in the final game and at 3-4, Clapham grabbed a crucial upwind point back via a deflected huck. Fortunately most of the seemingly

obligatory screaming was got out of the way early on in the match leading to an impressively "call-free" final. Both teams made use of hucking early on downwind possessions but Clapham eventually took the half.

The Bullfrogs scored the first point of the second half and trading ensued before Chevron scored upwind again to level the scores at 13-13. But with the

game in sudden death at 14-14 it was Aram Flores who made the decisive huck to Roger Thompson who, after juggling agonisingly for a few seconds, made the winning catch. It probably wasn't a classic final but certainly a close and hotly contested one which eventually proved Clapham (and London) are still the team to beat for at least one more year.

DJ Si. B. vs. MC Gaffer

London League

London's a big old place. There are two to three hundred Ultimate players living in the city, which represents a significant chunk of the UK's total player population. So it makes you wonder why there hasn't (until recently) been more Ultimate in London. The player base is good for at least ten teams, so why have there never been more than four or five active London teams at any time?

An analysis of the difficulties we face in London would make an article in itself. For now let's just blame the distances players can find themselves travelling, and the sheer number of other distractions that compete for your spare time in a city like London. These two factors account for much of the problem. Question is, what are you gonna do about it? Well, what we did was start a summer league.

We recently completed the third annual London Ultimate League. Twelve teams took part in 2001, playing a total of fifty-two games on Wednesday evenings between May and August, and culminating in a wind-swept final at Clapham Common in September.

Teams are co-ed, many formed specifically for the league. We have everything from teams of novices to teams of GB players. Each team chooses a 'home ground' of either Regent's Park or Clapham Common, then the schedule is expertly jiggled about so that they play the majority of their games at 'home'.

Glastonbury

After the intensity of the tour and nail biting victory for Cyrille-Wage in Co-ed Nationals this year's Glastonbury tournament came as a welcome relief and time to relax for many players on the Ultimate circuit.

The event this year attracted both the old and new; The new - a group of French players from Nantes and the old - the return of Stan!! How's it feel to be JTM again Harry/Steve? Many teams had a slow start to Saturday morning, mainly due to the exploits in the bar on Friday night, though TeamShark, Smash 'n' Grab, Supa-Noodle and Stan were in good form all, topping their respective groups at the end of the first days play.

Much of the league's success is thanks to the teams themselves, who shoulder more of the responsibility than they realise. The schedule is published, the rules are explained, but beyond that it's up to the teams to show up on the right day, at the right venue, with enough players. It seems to work - in 2001 only one game was forfeited due to a no-show.

I don't think it'd be unreasonable for me to brag that over the last three years the league has radically changed the Ultimate landscape in London. New teams have formed, others have come back from the dead (Playthings for instance), newcomers have found an incentive to get into the sport, and friendships are being made and strengthened both on the pitch and at the inevitable post-game drinking sessions.

I sense that twelve teams now pretty much mops up all the willing common-or-garden Ultimate players in London. Further expansion will require us to look outside the sport for new players. But maybe this is where the real future of our sport lies; interest in Ultimate is limited when it revolves exclusively around weekend tournaments in far-flung parts of the country. If it were possible to play lots of competitive Ultimate without continually sacrificing weekends or leaving your home town, how many more potential players might there be out there? We could be about to find out.

Paul Hurt

The evening provided much entertainment with the annual volleyball competition. Even when the floodlights failed the passion and desire for victory wasn't halted. A hardcore bunch of Slimfast and Superfly fans braved the chilly conditions to watch the final. The eventual winners were DiscoJanitors French beating Discult in a truly pendulous match. Apologies to everyone in the bar for the volleyball that went through the window!!!

The Women's night cricket match had to be cancelled due to the conditions. Apologies to the female player who wasn't informed and spent the night padded up in the pavilion!!

Tour 4 - Leeds

The final tour event of the year progressed with all the gusto of a small-town riot as teams who didn't know any better trashed their seedings, turned over formidable opposition and came crashing noisily into the top eight. Unusually the action had started on the preceding Thursday when Clapham Ultimate, suffering a sudden player-haemorrhage, withdrew their second team, forcing some rapid rethinking from the Leeds organisers who eventually moved the ninth seeds, erm...Leeds, up into the vacated fourth spot.

By Saturday morning Clapham had managed to stem the flow and their single 17-strong team lost a full-blooded game to Chevron, the score ebbing and flowing towards a fitting sudden-death finish. Elsewhere Leeds eased to the top of their pool, claiming a semi-final place which just 48 hours earlier had been beyond their reach.

The real fun began on a classically overcast Yorkshire Sunday morning. Having failed to read the script, three teams overcame top eight opposition in the cross-over games, Smash'n'Grab mugging TeamShark in a brawny contest, Headrush bringing BAF's brief sojourn in the top flight to an end and Whey! scraping past Fusion in another sudden-death tussle.

By now the rumour-mill was grinding fine. Whispers had it that Druids and Leeds were going head-to-head for a potential third qualification spot for WUCC 2002 in

Hawaii, with whoever finished higher this weekend claiming third place in the final tour standings. Grumbles suggested that the home team shouldn't have been there in the first place. Both teams fell at the semi-final stage, the young, improving Druids having led for much of the game before succumbing to a determined Chevron, Leeds losing out to Clapham in a welter of big throws and spectacular catches.

The 3/4 play-off provided an epic denouement. A second half timeout proved the turning point. Druids, leading 13-08 and considering themselves home and dry, sang "we are Druids" to the 'tune' of a Leeds chant. Belly-fire restored, Leeds came back to steamroller the game 15-13, leaving shattered Druids in their wake. Players were heard leaving the pitch declaring, "Nobody sings our songs on our turf..."

The final followed a more familiar pattern as a large, noisy crowd saw Clapham, already confirmed as Tour Champions, take an early lead which Chevron came within two points of eclipsing, failing finally to impose themselves against fast running offence and dogged D. Final score 17-14.

Rob Mitchell

Postscript: *After much discussion Clapham 2 were docked 20% of their final tour ranking score and blacklisted from the next tour event for their late withdrawal, although Clapham Ultimate were commended for the way they had conducted themselves in the aftermath. Leeds were penalised 36 points for incorrectly seeding themselves, described by the DoC as "a slap on the wrists" rather than a punitive measure, recognising that the decision had no precedent and been taken under pressure. Teams which had been left with only 4 games in the tournament were granted a partial refund.*

Sunday morning, and the race was on to get to the Safeway restaurant before Slimfast. Within seconds a lardy crowd descended upon the place and people fled in all directions clutching whatever food they could carry!!!! Many of the games on Sunday were closely fought with TeamShark beating Supa-Noodle and Smash 'n' Grab beating Red for a place in the final. For the majority of the game the final was very close, but some costly mistakes towards the end by Smash and Grab allowed TeamShark to pull away at the end winning 15-10.

Arun Sharma / Rik Shipley

How to Organise a Tournament

Finding and Acquiring a Venue

Seen some fields you rather like the look of? Find out who runs them, and go ask about the possibility of hiring them! OK, it's not quite that simple - many venues can't comprehend the basic theory behind Ultimate, or the space and time it requires, until they've actually seen it happen. Be persistent and polite. It might be useful to have a video, and some photos available. Seeing is believing!

Essentials at the Event

ICE (LOTS of it, in a coolbox) is essential - Ultimate players will twist and bash parts of their body, and then insist on getting up and doing it again. Provision of ice makes it slightly healthier for them to do so! It has been proven that successful tournaments can be run on a patch of grassland. In recent years, expectation of facilities has increased - said grassland should be relatively flat, free from holes and stones - i.e. maintained sports fields! If they have a clubhouse, so much the better - there's then the likelihood of available drinking water, changing rooms with toilets and showers, maybe even a bar and food. It also guarantees shelter in the event of inclement weather. If the clubhouse is large enough, you may even have room for a medical team and some masseurs to set up camp.

Insurance

(needed to convince venue owners) Most venues are insured to cover running events. Hopefully they'd pass on costs to the hirer via the fee. The BUF has some insurance. Potential TDs should contact both for further information.

Budgeting

When budgeting for a tournament, always split your costs across less teams than you're planning to be there - e.g. for a 16 team tournament, budget for 13 (your team is probably here for free, right?) - this gives you financial stability in the event of one or two teams irreplaceably bailing last-minute. Also, always add an "emergency fund" to your budget - this is to cover things that you forgot (a present for the volunteer that kept the tournament running for you...)

Lastly, know where the power switch is for the water heating system, and/or how long it takes for the water tank to reheat!

Writing the schedule

There are lots of potential scheduling methods. The general theory should be that every team (especially if you are

clueless as to who some of them are or how well they might do!) has an equal chance of winning the tournament (unless you're running a Tour-style event). Multiples of 4 (e.g. four or eight starting pools) are always good thing in tournament format - it gives easy scope for selecting quarter finalists, etc.

In a 16 team 'open' 4 pool tournament, it's often good to have two pools playing one schedule (game-game-rest-game) and the other two playing a second schedule (game-rest-game-game) This makes an ideal Saturday, leaving quarters, semis and final placing games on Sunday. If you can, try to make sure you have too much time available on Sunday - players would like to watch the Final, but not at the cost of playing 3 gruelling games back-to-back, especially if the weather's good!

Running a beer race...

The basic theory is simple: whichever team drinks their beer(s) fastest, wins. But how entertaining is that? The real test is to hold a beer race that will attract and entertain a crowd of spectators. The 'standard' Boat-Race has a degree of entertainment value, but is really rather static; the '3 pint challenge' has Ultimate-specific novelty value, but the novelty value fizzles out as time progresses. Strangely enough, the more entertaining Beer Races seem to focus slightly less on the Beer, more on the Race.

The Race:

- ☛ An organised structure of heats and finals - 'happiness' gets redefined by teams that realise they get to do it all again!
- ☛ A team relay.
- ☛ ENOUGH BEER ! - even something simple like 12 teams of 4, in 3 heats of 4, and a final of 3 teams will require at least 60 beers.
- ☛ Smaller beers - 'stubby' bottles are great, and it's possible to get some really cheap and nasty ones!
- ☛ Requirement for **activity** from the participants - running seems a favourite!
- ☛ Something to make that activity **awkward** and entertaining - a VERY steep hill; spinning to get dizzy [elephants!]; three-legged; swimming fins and snorkel; or an assault course.
- ☛ A large outdoor space is useful.
- ☛ Enough lighting so everyone can nearly see what's happening.
- ☛ Publicise it, and get someone LOUD to present it.
- ☛ A prize! The irony of it all? The prize is usually... MORE BEER !!!

Wayne Retter

Co-ed Ultimate

The level of coed ultimate has improved dramatically this year, there were at least six competitive teams any of whom could of made the finals. More players are now seeing coed as an option instead of just playing at open tournaments. This is raising the overall standard of play and improving the status of coed tournaments and the competitiveness of them.

Although coed has become more popular many teams are still not using the women in their teams to their full potential. Unfortunately it is possible in this country to win a coed tournament by relying on strong men in a team (fortunately this doesn't often happen) but ultimately when competing internationally it is the teams who use all players to their best advantage that win tournaments.

Cambridge

Cambridge was the first opportunity for many newly formed teams to play together. Blue Arse Flies and Strange Blue had a chance to compete at a competitive level helping with their training for Prague. In the semi finals, Chevy beat Strange Blue convincingly whilst the real excitement was the tussle between Kupa and Randy to see who could score the winning point. At sudden death Randy dropped the pull. However several turnovers later Randy finally scored to win the match. A competitive final saw Chevy the victors.

Leeds

For the first game at Leeds Wage didn't have enough women players so Blue Arse Flies won by default. This meant that Chevy and Wage met in the quarter finals. Wage went out and Chevy went on to beat Kupa in the final.



GB COED TEAM BLOWING FISH, ULTIMATE WORLD CHAMPIONSHIPS 2000, HEILBRONN GERMANY

PHOTO: © KATE CHILLCOTT, 2001

Co-ed Nationals

At coed Nationals there were fewer teams than at tour four, none the less all the big guns: Chevy, Randy, Kupa, Strange Blue and Cyrille-Wage were there in full force. On Saturday the weather was good and play passed fairly uneventfully with no major upsets. On Sunday morning the quarter finals began and the first major casualty was Kupa who lost to Randy in a close and hard fought game. In the semis Chevy triumphed over tour 4 winners Strange blue to join Cyrille-Wage in the final.

The final was tense and frantic, Chevy being in the lead throughout the game. Both teams had moments of brilliance playing the type of sweet fluid 'O' (including some great takes from Paul Atkins) and hard 'D' (big blocks from Becca Forth and Hannah Easter). Chevy were a few points in the lead when the hard cap went on, but Cyrille-Wage kept plugging away and, after a huge layout block from Jesper, drew even for sudden death. Jesper's block seemed to inspire the Cyrille defence and on the final point Chevy struggled to move out of their end-zone. The crucial block coming from Tara leaving Cyrille with only 10 yards to make which they duly did to become 2001 co-ed national champions.

UK Coed Ultimate has made huge progress in the short amount of time that it has been played competitively. This is partly due to all the people who have organised the coed tournaments. The final step is to make sure that all players, men and women, are used to their full potential and that the unique spirit only found in mixed teams is nurtured so coed continues to be highly competitive as well as fun.

Sarah Davidson

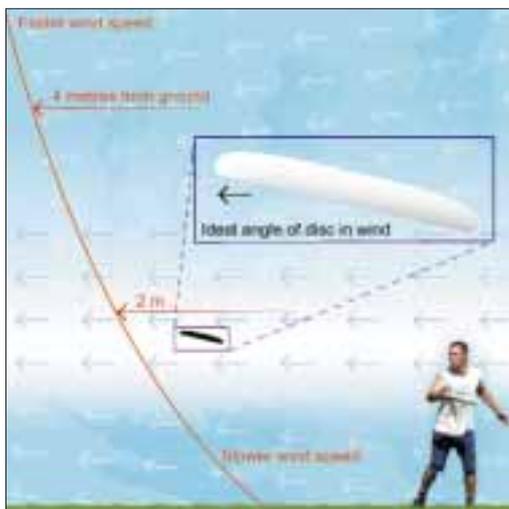
Throwing Downwind

When we're learning to throw we all put lots of effort into practising upwind throws, as these are the ones that tend to end in the most spectacular disasters (anyone else ever pulled and watched in dismay as the disc goes up, and up, and ends up behind where it was thrown from?!). But we don't tend to worry so much about throwing downwind, do we? While it's true that downwind throwing is much easier than upwind, there are still some pitfalls for the unwary. I'll go through a bit of (hopefully pain-free) theory first, then concentrate on some practical throwing tips.

The key to any throw in the wind - be it backhand, sidearm or hammer - is the angle of release of the disc, and how this relates to the wind direction. The safest and simplest rule for any wind throw is this: either keep the disc flat, or keep the top surface of the disc showing to the wind. This minimises the effect of the wind on the disc's flight; if you allow the wind to get underneath and catch the rim, the throw becomes much harder to control. When throwing downwind, this translates to throwing with a slightly upward angle of release.

Now for the complicated stuff. In steady conditions the wind speed at ground level is less than the wind higher off the ground (hence the nightmare pull scenario - as it goes further up wind pushes it higher and harder and further back and ... well you get the picture!). This is due to the friction between the wind and the ground surface, which sets up the kind of wind profile shown in the illustration. This little piece of fluid dynamics has an interesting consequence. A disc, travelling downwind at a speed in between the speed of the wind at ground level, and that of the undisturbed wind higher up will be forced towards a stable level; too high, and the wind is hitting the top surface, forcing it down; too low and the disc generates lift, like an airbounce. So with the right combination of release angle and disc speed (best to experiment before, not during, the game!), it's possible to use the wind to keep the disc on course to arrive at the receiver at just the right height.

This also explains the most common cause of turnovers when throwing downwind - the shorter, slower pass that gets released with the (supposedly) correct upward angle, but dive-bombs into the ground a few yards away from the embarrassed thrower. The reason should now be clear - the short throw is



ANGELS DEFENCE FAILS TO DISTRACT PIP STALLARD
LONDON LEAGUE PHOTO:
© PAUL HURT, 2001
TOM WHITE IS 6FT TALL! (FOR THE SAKE OF THIS ILLUSTRATION)
PHOTO: © GRAEME WINLOW
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THE DISC IS MOST STABLE IN THE WHITE BAND. THIS 'STABLE ZONE' BECOMES NARROWER AND CLOSER TO THE GROUND IN FASTER WINDS, BUT LESS DEFINED (AND LESS RELEVANT) IN CALMER WEATHER.

travelling too slowly to get the usual airbounce lift, and the wind pushes the back rim of the disc into the ground in pretty short order. The solution? A flatter release for short throws, to offer the minimum cross-section for the wind to work on.

So far so good - unfortunately there's a potential spanner in the works, which goes by the name of turbulence. Wind tends to come in gusts of varying strength and direction, which can play

havoc with even the best thrown disc. And quite apart from the turbulence created by the wind rubbing against the ground, the typical ultimate pitch tends to have trees and buildings nearby, which only add to the problem. Turbulence is what causes the 'kicks' in a disc's flight that can make throws so hard to catch in windy conditions.

The general tendency when throwing longer throws is to put more spin on the disc. The bad news, from the receiver's

perspective, is that a faster spinning disc is more susceptible to these kicks. The reason is that when a disc is hit by an off-centre gust of wind it acts like a gyroscope, and resists the deflection by moving vertically; the more spin there is on the disc, the stronger the gyroscopic force, and hence the larger the kick. And the more annoyed your teammate is when the disc rears up and klonks them on the nose...

As with all throwing, the key to success is to get out in tricky conditions and practice, practice, practice! Hopefully I've given you some ideas for how to go about it. In summary, next time you're throwing downwind;

- Think about the angle of release relative to the wind direction.
- Use a combination of upward angle and disc speed to keep longer discs stable.
- Keep shorter, slower discs flatter to avoid 'tail-diving'.
- Remember there is a trade-off between spin and catchability.
- Be aware that a fast-spinning disc is more prone to kicking.

So get out there in the wind and cold over the winter and get throwing. You'll thank me come next season, honest!

'Old Boy' Jeff Jackson

