

## shout-outs

Thanks to our sponsors:



### VOLUNTEERS

Matt Luck, TD  
Josh Nims  
Jacqueline Smith  
Eileen Garvin  
Whitney Potter  
T.J. Morton  
Craig Johnson

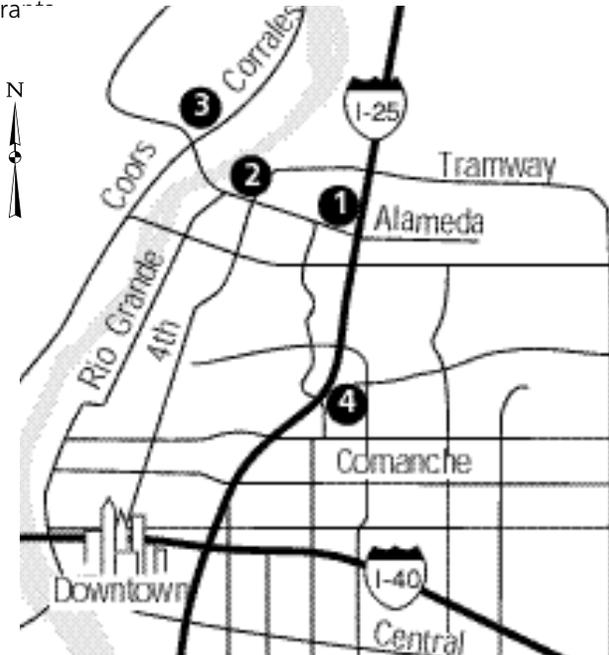
Jill Guarino  
Joe Kerbleski  
Esther Brown  
Cris Olds  
Risa Kimura  
John Robbenhaar  
Sol Sistas

Karla Koch  
Tim Brown  
Diana Pinkston  
Brendon Ramey  
Brooke Taralli  
Renato Taralli

---

## local map & info

1. Balloon Fiesta Park
2. Bosque Bull (burritos, burgers)
3. Sunflower Market and Milagro Café
4. Restaurant



disc design by Adam Ford

## ULTIMEET 25

Ultimeet is proud to celebrate its 25th year of competitive ultimate, played with the highest level of spirit. Our goal is to put on a top level tournament so that you can play spirited and competitive ultimate, have a good time at the party, and leave with a little skin left on your elbows.

# welcome!

## weekend schedule

<b>SATURDAY</b>	9:00 am	Men's Captains' Meeting
	10:00 am	Women's Captains' Meeting
	11:00-5:00 pm	Pool play rounds 1-3
	5:00 pm	Dinner and party at Balloon Fiesta Park
<b>SUNDAY</b>	9:00 am	Captain's meeting
	10:00 am	Women's semis, Open quarters
	11:45 am	Open semis, Open Beer brackets
	12:15 pm	Women's finals
	2:00 pm	Open finals, Open beer brackets

## general info

**FRISBEE CENTRAL** Tables will be set up for food, water, shirts, discs and coozies will be for sale.

**PAPERWORK** This is a UPA sanctioned event, so waivers and rosters are required. Please get your paperwork in soon!

**PRIZES** There will be prizes for Open and Women's champs, Spirit, and party games.

**BREAKFAST** Bagels, fixins and fruit will be available both mornings.

**HYDR ATE!** Drink water 'til your pee runs clear! Water will be available in gallon jugs. PLEASE refill/return/reuse the water bottles.

**TRASH** To assist your team in clean up, we're providing trash bags with new improved drawstring closures.

**DOGS** No dogs are allowed off a leash. As always, you are responsible for your dog's poopie.

**SUNSCREEN** Wear copious amounts. We're a mile up here.

## dinner party

**DINNER** will be New Mexican (with veggie alts) served around 5:00 pm, catered by Dos Hermanos. Please don't come up for seconds until everyone has had firsts.

**DRINKS** will be provided (including non-alcoholic alts).

**GAMES** will occur, including accuracy contests, piñatas, and a major Double Disc Court Tournament-Within-The-Tournament. Prizes will be everywhere!

**MUSIC** will, of course, fill the air.

## double disc court

### THE IDEA

Like doubles tennis with two discs.

### SETUP

Make two squares (courts), 13x13 meters, and 17 meters apart.

### PLAYERS

Two players in each court, active the whole match.

### SERVING

Each team has a disc. The Initiating team is determined by coin toss or by who won the previous point. When both teams are ready, the non-server on the Initiating team says "Ready, two, one, throw" in a very even tempo. On the word "throw," both servers throw their disc. Service alternates between teammates for each point.

### OUT-OF-BOUNDS

Players may run, catch, or fall out of their courts, but they must place a pivot foot in their court before throwing. The line is out.

### THROWS

All throws (hammers, etc) are legal as long as the disc strikes the ground at an angle of 30° or less (right-side up or upside down). Traveling is a violation.

### IMPASSES

An Impasse occurs when both teams hold a disc and are waiting to throw (not including the serve). The Initiating team must throw first (it's an advantage to hold your disc).

### SCORING

You score a point if

- Your throw lands, rolls, and stays in their court.
- They drop your throw.
- Their throw ever touches out-of-bounds grass.
- They touch their own their teammate's throw or hand the disc to their teammate.

You score two points if

- Two single-points occur (e.g., their throw lands out and yours lands in).
- They touch both discs at the same time (a Double).

A Break occurs when each team would score a point. No points are then awarded.

A volley ends when a point is scored. Competitive throws made after a point has clearly been scored cannot earn the throwing team a point, but they can earn the receiving team a point if they touch out-of-bounds.

### END OF GAME

Round 1: 15 points, win by 2, cap at 21. Round 2: 21 points, win by 2, cap at 25.

Finals: best-of-3 match, each game to 15 points, win by 2, no cap.

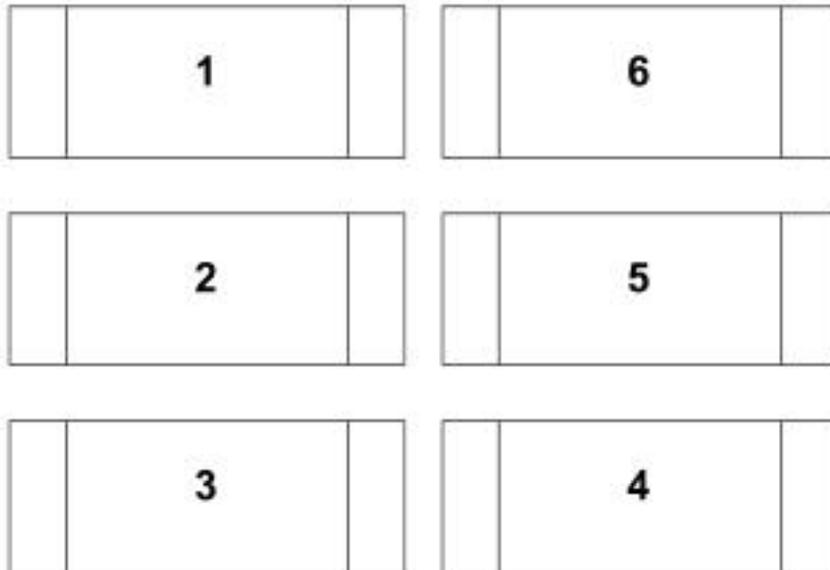
### STRATEGIES

A. Go for the Double. Hold your disc & wait for their throw to arrive. Just before your teammate catches it, put up a lob (the Lead). Then your teammate times his throw (the Burn) so that the other team has to catch both at the same time. The classic strategy.

B. Go for a winner. Throw to an empty side of the opponent's court. Make low throws towards their front line.

C. Don't touch unforced errors. Let zingers go out the back of your court. Watch your boundary lines.

## layout of fields



## tournament rules

**OFFICIAL RULES** We are using UPA 10th edition rules. Copies will be around at fields. You know: just in case.

**ASSESSING POINT S** Assessing team must have 7 players on the line. 1st point is at 5 minutes. One point for every 5 minutes thereafter until game begins.

**PULL** 15-yard brick.

**TIME-OUT S** Two minutes each. Three time outs per game, no more than two per half. Finals: two time outs per half. Each team can use only one time out in overtime (12-all), but NO time outs in the time cap.

**HALF-TIME** 5 minute mirror half at 7 for games to 13. 10 minute mirror half at 8 for games to 15.

**POINT S** Most games played to 13, cap at 15. Semis to 15/17. Finals to 15/17.

**TIME CAP** Time cap at 1 hour and 20 minutes for men's games and 1 hour and 35 minutes for women's games at the single horn blow: finish that point and add 2 to the highest score. Hard cap at 1 hour 35 minutes for men and 1 hour 50 minutes for women at the double horn blow: finish that point and end the game. If it's a tie, play one more point. A point is defined to be "in progress" from the moment the offense raises their hand to accept the pull.



## open division

### FORMAT

Saturday will be a round-robin and then a crossover game (four rounds on Saturday.) Teams will be re-seeded based on Saturday results and quarter finals will begin on Sunday. There will be a beer pool for teams losing in quarter final round (up to three rounds on Sunday.)

### TEAMS, SEEDING AND POOLS

Seeding was partially determined so that teams from the same city aren't all in the same pool.

#### POOL A

1. Brown Tide (Tucson)
2. Santa Fe
3. Albuquerque
4. Got Disc? (Phoenix)

#### POOL B

1. Sprawl (Phoenix)
2. Green Bean (Albq./Flagstaff)
3. Hustlers (Tucson)
4. Lazy Bastards (Albq.)

**Saturday** 9:00 am Captains meeting

Start	Time Cap	Hard Cap	Field 1	Field 2	Field 3	Field 4
10:00	11:20	11:35	A1-A3	A2-A4	B1-B3	B2-B4
11:45	1:05	1:20	A1-A2	A3-A4	B1-B2	B3-B4
1:30	2:50	3:05	A1-A4	A2-A3	B1-B4	B2-B3
3:15	4:35	4:50	A1-B4	A2-B3	A3-B2	A4-B1

**Sunday**

Start	Time Cap	Hard Cap
Quarters (to 13, cap 15)		
10:00	11:15	11:30
Semis (to 15, cap 17)		
11:45	1:30	1:45
Final (to 15, cap 17)		
2:00	3:45	4:00



## women's division

### FORMAT

Three rounds of round-robin games to 15.

### TEAMS AND SEEDING

1. Albuquerque Sol Sistas
2. Phoenix Huckwallas
3. Tucson
4. Albuquerque B-Cups

### SCHEDULE

**Saturday** 10:00 am Captains meeting

Start	Time Cap	Hard Cap	Field 5	Field 6
11:00	12:35	12:50	1 v 3	2 v 4
1:00	2:35	2:50	1 v 2	3 v 4
3:00	4:35	4:50	1 v 4	2 v 3

**Sunday**

Start	Time Cap	Hard Cap
Semis (to 15, cap 17)		
10:00	11:45	12:00
Final (to 15, cap 17)		
12:15	2:00	2:15

