

1991
UPA Collegiate
National Championship



MADISON, WISCONSIN
May 24-26

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"To injured school age athletes, they are the most important questions in the world. Even injured pee-wee hockey players want to know how soon they can skate and chase a puck.

"School age athletes want to get back in competition and they want to be better than before. We help them achieve those goals with an emphasis on safety.

"Our team includes certified athletic trainers like Yolanda Soroko, who is helping an athlete improve leg strength on a Bio-Dex machine. She also visits high schools, talking to athletes and coaches about injuries and rehabilitation.

"Athletic injuries don't have to mean the end of your season. The fact is, athletes can find many ways to stay in shape while rehabilitating their injuries.

"So, if you're an injured school age athlete, remember our approach: we look toward games yet to play."



Greg Landry, M.D.

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WELCOME from the TOURNAMENT DIRECTOR

This event went much more smoothly and was made more successful because of the staff effort. Many deserve special thanks, including Frank, Marcia, Shassam, Stick, Kathy, Geoffrey, Deon his wife, Starman, Chipper, Kenny, Doug E Fresh, and my family: Karen, Vanessa, Janelle and even Woody, for support, phone messages and more. Also helping were John Paine and Jaque Hausman of the UW-Madison Division of Recreational Sports - another reason why the UW-Madison is such a fine University, and Joel Maturi of the UW Athletic department. These are just the pre-tournament people with whom I would be happy to be involved anytime. You're all Big People. Thanks.

Sponsors, you have allowed us not to have to completely rely on sales to fund this event. You also give our players a clue about where to go in this fine City of Madison. Thank you to:

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The UPA

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John Capozzi

Thank you all for your support, and we heartily recommend these businesses to you.

Spectators, enjoy the show. All the 300+ athletes have worked very hard to advance this far to the premier event in UPA Collegiate Ultimate. The Wisconsin Teams spent at least 9 hours a week plus many weekends since January working on their conditioning and skills. The fact that most of the travel expense comes from their own pockets only adds to the commitment, and I'm positive that every team can say the same. These players are as much student athletes as any NCAA Division I Varsity Scholarship athlete--and perhaps more so: each student athlete needs a great deal of self-motivation and the team as a whole needs a strong sense of unity and drive to be successful without press coverage or public recognition. Your attendance gives them the attention these Ultimate Players' Association members deserve.

Players: This show is really for you! All I ask in return is Spirit of the Game on and off the field for yourselves and the entire UPA.

Brad Wendt
Tournament Director

We've changed the name but not the brat.

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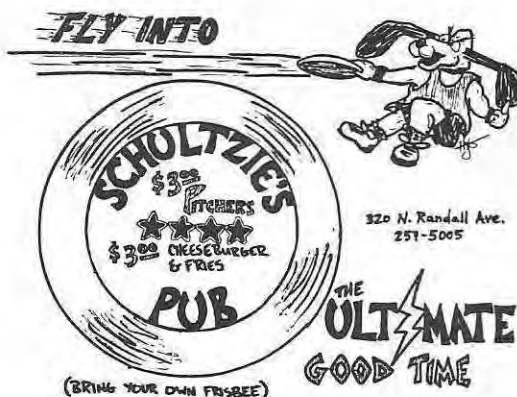
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A GREAT PLACE TO 'BEE

ULTIMATE FRISBEE

Ultimate is a fast moving team sport played with a flying disc. The game combines the passing and scoring of football, the cutting and guarding of basketball, and the non-stop field movement of soccer. Because Ultimate is a team sport in which each player must act as quarterback, receiver and defender, a large number of participants can be actively involved throughout the course of play.

Ultimate is played on a field similar to a football field, with 25 yard end zones at each end of a 70 yard long and 40 yard wide field. Each team uses seven players at a time, and substitutions are allowed only between goals.

The object of the game is to pass the disc from teammate to teammate until a pass is caught in the opponent's end zone to score a goal. Running with the disc is not allowed: upon catching a pass, the player must stop running and establish a pivot foot before attempting the next pass. In the meantime, potential receivers are anywhere on the field, often running established plays or patterns. The disc may be thrown in any direction and there is no line of scrimmage or off sides. Any time a pass is incomplete, intercepted, knocked down or contacts an out-of-bounds area a turnover occurs, resulting in an immediate change of possession of the disc. When one team scores a goal, it then "throws off" to the other team to resume play.

One feature of Ultimate that is unique among collegiate athletics is that no referees are used, and players are counted on to call their own fouls (observers may be used to assist with line calls and disputes). Ultimate traditionally relies upon a spirit of sportsmanship which places the responsibility of fair play directly upon the player. The result is often a highly competitive game in which the players exhibit mutual respect in high level competition. We expect that you will see this "Spirit of the Game" on display all weekend long.

Dear Ultimate Extraordinaires,

Congrats & welcome to Madison. We're all really happy to see you. People have been working long & hard to make this a weekend made for memories and the stage is set for a well-played, hard-fought tournament.

However, sometimes at this high stakes level of play, players occasionally let the pressure overtake them and forget the "Spirit of the Game", one of the most distinguishing features of the sport. Remember, we're all here to throw disc and bake in the sun. So the next time you're about to tear into your opponent for the worst call you've ever heard, take a deep breath, chill out and tell them you'll buy them a beer after the game, because chances are that he/she is a pretty cool dude. The locals will be happy to direct you to the nearest pub in which to do so.

Enough chitter chatter. Let's Play Disc.

Thanx,

Kevin
Madison Ultimate

A MESSAGE from the NATIONAL COLLEGIATE DIRECTOR

Welcome to the 8th annual UPA Collegiate National Championships! This weekend the nation's top 12 open and 10 women's teams from colleges across the country will PLAY for the title of Champion. The sport of Ultimate gives special meaning to that phrase, "PLAY for the title". The competitors have all put in large amounts of effort, are highly organized, and obviously have a definite goal in mind. They are quite serious - getting past opposing teams at sectionals and regionals, and putting together a trip halfway across the country, not to mention organizing practice and game activities during the season - all the more difficult in light of the fact that the players do all of this themselves.

Yet the game itself is still marked by an enthusiasm and joy that recalls a primary notion of PLAY. There is no doubt that this partially results from the Spirit of the Game, that very notion that PLAYers are responsible for every aspect of the game, including the maintenance of the rules and their intent on the field of play. Referees are nowhere to be found in Ultimate. Observers have been introduced to mitigate the pressure inherent in the highest level games with the most at stake, but the players maintain real control over the game. The Collegiate Championships have traditionally been the high point or reference by which the Spirit of the Game is measured. I am confident that this trend will continue in Madison, a traditional stronghold of the best qualities of Ultimate. Tournament producer Brad Wendt and his staff have put in endless hours to make this a terrific experience for players and spectators alike.

To the competitors: CONGRATULATIONS, you are all champions no matter who takes home the trophies (and Spirit awards). Treasure the experience of Nationals, it is rare. PLAY hard, PLAY with spirit, and have fun!

Frank Revi

334 STATE STREET
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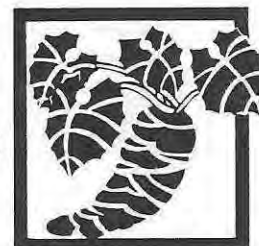
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A MESSAGE from the WOMEN'S NATIONAL DIRECTOR

It's show time!

Everyone smile!

Say cheese!

The 1991 UPA College Nationals held at the University of Wisconsin in Madison is upon us. Are we psyched or what? On behalf of the UPA I would like to warmly (let's hope) welcome all participants and spectators to this gala event. As the Women's National Director, I would like to especially welcome the ten Women's teams who qualified to Nationals. During your journey you competed among talented teams in your respective regions. You met the challenge and are now faced with an even greater challenge. Now your skills, drills, strategies, determination and might will decide what team and what region will go home with the Championship Trophy.

As you skillfully play, remember the eyes of Ultimate are upon you as well as new spectators. Unequivocally, Women's Ultimate is the Division to watch! Each preceding Nationals has progressively become more competitive. Yet, in the wake of intense competition the Spirit of the Game is ever present.

As a resident of the hosting region, I am doubly honored to thank the Madison Ultimate staff for hosting this year's National Tournament. It is especially appropriate that College National be played on a campus site. Brad, Stick, Kathy, and all other Cheeseheads, thanks for pulling out the red carpet for us all!!

Marcia Dutcher

WHO'S WHO at COLLEGE NATIONALS

WOMEN'S DIVISION

UCSB Burning Skirts: The Burning Skirts are returning to Collegiate Nationals with high hopes. The bad news for opponents: they bring a lot of returning players from last year's squad, among them many graduating seniors. For all, it is the first time in Wisconsin. This season's results (19-0) has been a continuation of last year's undefeated record, and the Skirts are anxious to defend their title. The record shows the Western region to be strong, and the Skirts hope this will help them achieve their goals in Madison.

Wild Roses (Cornell): This semi-finalist from 1990 is back for one more crack at a National title. The only women's team to qualify for each and every College Nationals.

Tufts: A new venture for these women. Tufts has an excellent tradition and a fine group of hungry athletes.

Seaweed--UNC-Wilmington: Born in the spring of '88 when a 7-member women's team traveled to Greenville, NC to win the Ultimex Tournament. Over the next year, women's ultimate at UNC-W took off with practices averaging 15 women. 1990 highlights included a win at the Collegiate Easterns. With the encouragement of coach Toad Leber and years of experience, the Seaweeds' dedication and hard work has produced a 16-0 season. Shalom!

Virginia: Back for the third straight year. Another school long on tradition and success.

Syzygy--Carleton College: Hissing with disappointment after two fourth place finishes in as many years, Syzygy slithers back to Nationals looking for more. Despite sweeping the Central Region, Syzygy realizes the quest has only just begun. They are ready, just like a snake. Yeah! Yeah! Yeah! Fat Albert!

U.C. Berkeley: Watch out for this up and coming western team.

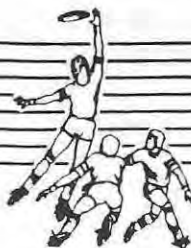
Columbia: Hello, New York City, and welcome to dairy land.

Betty--University of Kansas: The key ingredient of Betty is psyche which has carried her to Nationals four of the five years of Women's College Nationals. Betty is a quiet and modest group of women and is looking forward to the chance to get to know some of the players on the other teams this year at Nationals. This season Betty put up a good fight coast to coast against some of the top college teams in the country, traveling as far away as California.

Akbar & Jeff. Carnegie-Melon: They hope to build on last year's sixth place finish at Nationals. The city of Pittsburgh is again well represented, with dreams of final four and beyond.



Discraft, Inc.



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Discraft has chosen to support the sport of Ultimate in many ways. They will be creating a commemorative disc for this tournament, featuring the Open and Women's Division Champions (and mentioning all teams!) Each winning team will receive 50 discs as prizes, and others will be available through the UPA (see page 19).

From the Players and Staff...Thank You Very Much!

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More of WHO'S WHO

OPEN DIVISION

CUT--Carleton College: Carleton Ultimate Team comes to Madison with high expectations and hopes to live up to its number one UPA Collegiate ranking. CUT won the Central Region this spring for the first time and has gone undefeated against college teams this season. Although the team lost 8 seniors from last year's team, which went to Nationals for the first time, CUT looks to be even stronger and certainly taller this year. The Carleton squad is especially excited that this year's Nationals are being hosted by near-by rival Madison because the team seems to travel to Wisconsin every weekend anyway.

Seamen (UNC-Wilmington): Fueled by King Cobra and Olde English 800, the Seamen are coming to Madison ready to play Frisbee. Watch out, everybody.

Disconsin (UW Madison): A hanker for a hunka...A slab a slice a chunka...A hanker for a hunka...CHEESE. We play better, when we eat our cheddar; we never miss, when we eat our swiss; We're at the party, when we eat Havarti. You gotta, You gotta...Make 'em eat Ricotta. You gotta, You gotta...Make 'em eat Ricotta!
P.S. We're back for more!

Cornell: The Big Red is back at Nationals for the sixth time in seven years. Four times a semi-finalist, this team is good and comes in as one of the favorites.

U.C. Santa Barbara: The defending champs three years running are back again, once again seeded second in the west (so much for seeding!).

U.C. Santa Cruz: Totally awesome, Dude.

The Void (U Penn): 1991 marks the fourth appearance of the Void at College Nationals, continuing a strong Ultimate tradition at the school. They are known for their wide variety of cheers, some of which are as old as the team itself. The Void has won several big tournaments this year, including Ivies and the "B" division of the West Palm Beach Bowl. The team has dedicated this season to Jack W. A. Dog.

Georgia: Unbeaten and practically untested. Thinking about the final four and beyond.

Georgia Tech: Back to Nationals after a two year absence. Proudly beat Texas, keeping them out of this tournament for the first time ever. Looking to match their football team's performance.

Irates--East Carolina U.: The '91 Nationals appearance will make four out of five years for the team. Don't take them lightly - they've always finished higher at Nationals than they were seeded. This season's been shaky, but they can run, and when things start to roll. . . .

Boston College: Hot team from an Ultimate hotbed. These guys can run, play Deeeeee, and they're not afraid to put it up.

Kansas: Back again - the only open division team to qualify for every Collegiate Nationals!

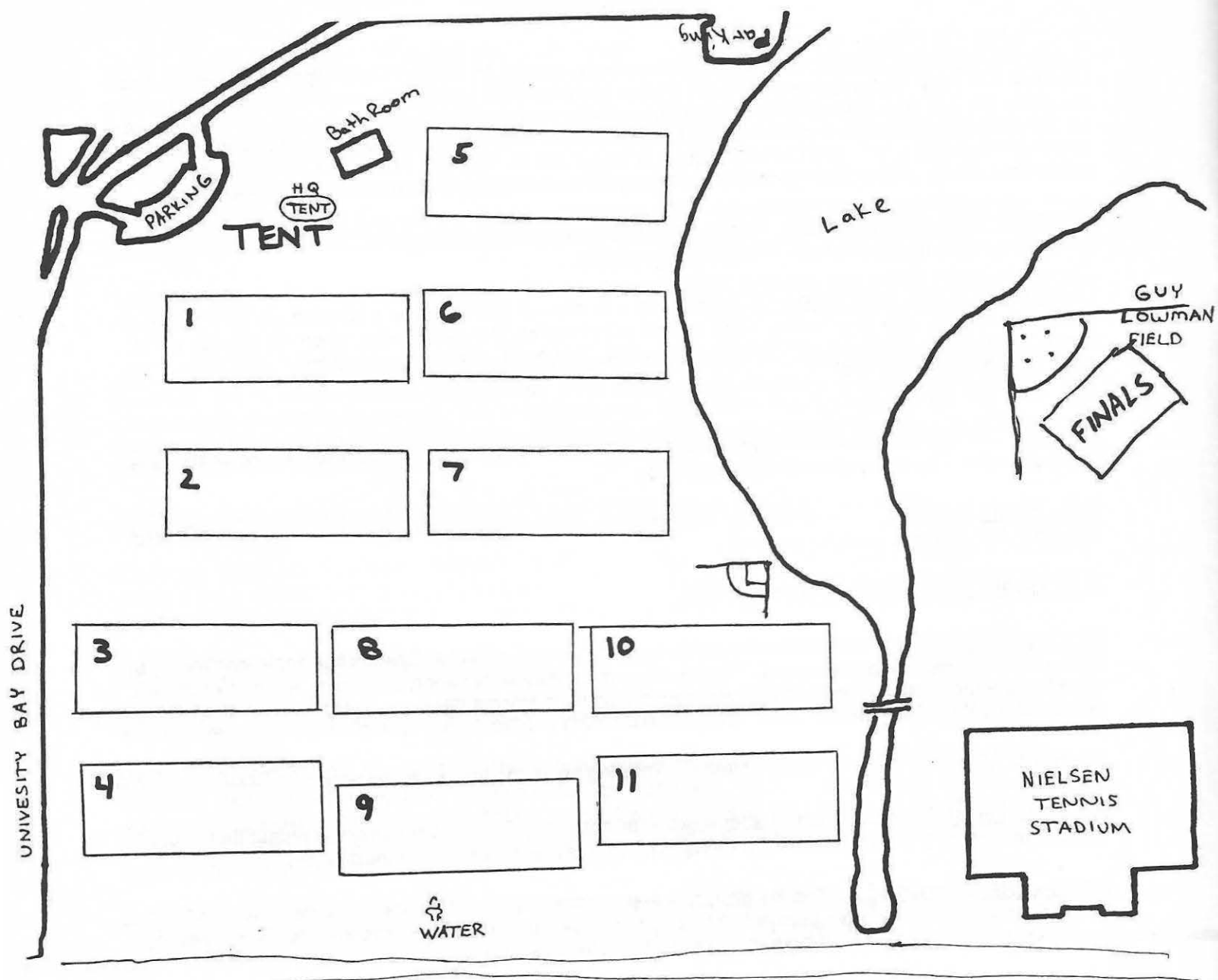
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FIELD MAP



PARTY INFORMATION

Tripp Commons
 2nd Floor of Memorial Student Union
 (The Union is THE place to be)
 Saturday Night 8:30 - 1:00

Two Bands.
 Lots of Beer
 and Dancin'
 Good Times for All!

Admission: \$3 (players), \$4 (staff), \$5 (general public)



NINTH EDITION

The Rules of Ultimate

PREFACE

The purpose of the rules of Ultimate is to provide a guideline which describes the way the game is played. It is assumed that no Ultimate player will intentionally violate the rules; thus there are no harsh penalties for inadvertent infractions, but rather a method for resuming play in a manner which simulates what would most likely have occurred had there been no infraction.

I. INTRODUCTION

1. **Description.** Ultimate is a non-contact sport played by two seven-player teams. The object of the game is to score goals. The disc may only be moved by passing; as the thrower is not allowed to take any steps. Any time a pass is incomplete, intercepted, knocked down, or contacts an out-of-bounds area, a turnover occurs, resulting in an immediate change of possession of the disc. A goal is scored when a player successfully passes the disc to a teammate in the endzone which that team is attacking.

2. **Spirit of the Game.** Ultimate has traditionally relied upon a spirit of sportsmanship which places the responsibility for fair play on the player himself. Highly competitive play is encouraged, but never at the expense of the bond of mutual respect between players, adherence to the agreed upon rules of the game, or the basic joy of play. Protection of these vital elements serves to eliminate adverse conduct from the Ultimate field. Such actions as taunting of opposing players, dangerous aggression, intentional fouling, or other "win-at-all-costs" behavior are contrary to the spirit of the game and must be avoided by all players.

3. **Captain's Clause.** A game may be played under any variations of the rules agreed upon by the captains of the two teams. In tournament play, such variations are subject to the approval of the tournament director. Such things as length of game, dimensions of the field, and stalling count can easily be altered to suit the level of play.

II. CLARIFYING STATEMENTS

- Phrases:
 - A "player" is any of the fourteen (14) persons who are actually participating in the game at any one time.
 - To "put the disc into play" means that the thrower establishes a pivot foot and is ready to throw.
 - Where the disc stops" refers to the location where the disc is caught, comes to rest naturally, or where it is stopped from rolling or sliding.
- There are no scrimmage lines or off-sides (except on throw-offs) in Ultimate.
- The disc may be passed in any direction.
- The rolling or sliding disc may be stopped by any player, but it may not be purposefully advanced in any direction. Possession is gained where the disc stops.
- No defensive player may ever pick up the disc.

- For a receiver to be considered in bounds after gaining possession of the disc, the first point of contact with the ground must be completely in-bounds. If any portion of the first point of contact is out-of-bounds, the player is considered out of bounds.
- Should the momentum of a player carry him/her out of bounds after making a catch and landing in-bounds, the player is considered in-bounds. The player carries the disc to the point where s/he went out of bounds and puts the disc into play at that point.
- To restart play after the disc has gone out-of-bounds, a member of the team gaining possession must make the disc carry the disc to the point on the playing field where the disc went out-of-bounds, and put the disc into play at that point.
- The thrower may pivot in, and out-of-bounds, providing that some part of the pivot foot contacts the playing field.
- If a pass does not come in bounds the opposing team gains possession of the disc where it fell the field of play only if the defense did not contact the disc. If the defense contacted the disc, the disc must be put into play at the point closest to the playing field where the contact occurred.

X. ENDZONES

- If a team gains possession in the endzone which it is defending:
 - The player taking possession must make the immediate decision to either:
 - Put the disc into play from that spot, or
 - Carry it directly to the closest point on the goal line and put it into play from there. If this option is chosen, the player taking possession may not throw a pass during the approach.
 - To fake or pause after gaining possession commits the player to put the disc into play at that point.
- If, as a result of a pass from a teammate, a player receives the disc in the endzone which s/he is defending, that player does not have a choice of advancing the disc to the goal line.
- If a team gains possession in the endzone which it is attacking, the player taking possession must carry the disc directly to the closest point on the goal line and put the disc into play from there.

XI. SCORING

- A goal is scored when an offensive player completes a pass to a teammate in the endzone which his/her team is attacking.
- In order for the receiver to be considered in the endzone after gaining possession of the disc, his/her first point of contact with the ground must be completely in the endzone.
- A player cannot score by running into the endzone with the disc. Should a receiver's momentum carry him/her into the endzone after gaining possession, s/he must carry the disc back to the closest point on the goal line and put the disc into play from there.
- A player must be completely in the end zone and acknowledge that s/he has scored a goal. If that player plays the disc unknowingly into a turnover, then no goal is awarded.

XII. TURNOVERS

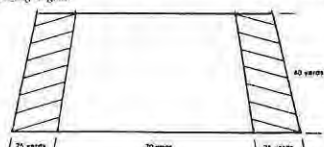
- An incomplete, intercepted, knocked down, or out-of-bounds pass results in a loss of possession.
- The following actions result in a loss of possession and a check:
 - If the marker's count reaches the maximum number;
 - If the disc is handed from player to player;
 - If the thrower intentionally defects a pass to him/herself off another player;
 - If the thrower catches his own throw. However, if the disc is touched by another player during its flight it is considered a complete pass and is not a turnover.

XIII. THE THROWER

- The thrower is the offensive player in possession of the disc, or the player who has just released the disc.
- If the disc is on the ground, whether in- or out-of-bounds, any member of the team becoming offense may take possession of the disc. Once an offensive player is picked up by the disc, that player is required to put the disc into play.
- The thrower must establish a pivot foot and may not change that pivot foot until the throw is released.
- The thrower has the right to pivot in any direction. However, once the marker has established a legal defensive position, the thrower may not pivot into him/her.
- If the disc is dropped by the thrower without defensive interference, it is considered an incomplete pass.
- The thrower may throw the disc in any way s/he wishes.

III. FIELD OF PLAY

- The field of play is a rectangular area with dimensions as shown on the accompanying diagram.



- The playing field may have any surface (although well trimmed grass is suggested) which is reasonably free of obstructions and holes, and affords reasonable player safety.
- The playing field proper is the playing field excluding the endzones.
- The goal lines are the lines which separate the playing field proper from the endzones and are part of the playing field proper.
- The perimeter lines (sidelines and endlines) are not part of the playing field.
- The corners of the playing field proper and the endzones are marked by cones made of a brightly colored, flexible material.
- An additional restraining line is established five (5) meters away from the entire field to ensure that the sidelines remain clear during play.
- All lines are marked with a non-caustic material and are between two and four inches wide (2"-4").

IV. EQUIPMENT

- Any flying disc may be used as long as it is acceptable to both team captains. If the captains cannot agree, the currently accepted disc of the Ultimate Players Association (Wann-O-Wall) shall be used.
- Individual players may wear any soft protective clothing as long as it does not endanger the safety of any other player.
- Gleats which have any metal exposed are not allowed.
- Each player must wear a uniform or other clothing that distinguishes him/her from the players on the other team.

XIV. THE MARKER

- Only one defensive player may guard the thrower at any one time; that player is the marker.
- The marker may not straddle (i.e., place his/her foot on either side of) the pivot foot of the thrower.
- There must be at least one disc's diameter between the upper bodies of the thrower and the marker at all times. The marker assumes the responsibility of both players to respect each other's position and not encroach into this area once it is established.
- The marker cannot position his/her arms in such a manner as to restrict the thrower from pivoting.
- Stalling:
 - Once a marker has established a set guarding stance on the thrower, s/he may initiate a count.
 - The count consists of the marker calling "Stalling" or "Counting" and counting at one second intervals from one to ten (1-10), loudly enough for the thrower to hear.
 - If the thrower has not released the disc at the first utterance of the word "ten" (1-10), a turnover and a check result.
 - If the defense decides to switch markers, and if the new marker wishes to initiate a stalling count, s/he must start again from "one" (1).
 - In the event of a stall, the once marker, now offensive player, does not have to take the disc after the check. The once thrower, now marker, checks the disc to the new thrower. If s/he does not want the disc, the marker "checks" the disc by placing it on the ground and calling "in play".

XV. THE RECEIVER

- The receiver is any offensive player either in the act of catching the disc, or not in possession of the disc.
- Bobbling to gain control of the disc is permitted, but purposeful, controlled bobbling to oneself (i.e., tipping, delving, guiding, or brushing) in order to advance the disc is considered traveling and is not allowed.
- The receiver gains possession by demonstrating sustained control with a no spinning disc.
- After catching a pass, the receiver is only allowed the lesser number of steps required to come to a stop and establish a pivot foot.
- If the receiver is running as s/he catches the disc, the receiver may throw a pass before the third ground contact after catching the disc without coming to a complete stop.
- If the disc is caught simultaneously by offensive and defensive players, the offense retains possession.
- If a pass arrives in such a manner that it is unclear whether a catch was made before the disc contacted the ground (pass is considered part of the ground), it is played off with the best player to make the call (usually the receiver).
- If it is ever unclear whether a receiver was in- or out-of-bounds at the point making a catch, the player(s) with the best perspective makes the call.
- If an airborne receiver jumps and makes a catch, and is contacted by a defensive player before landing, and that contact causes the receiver to land out of bounds instead of landing in-bounds, the receiver must either call him/herself out-of-bounds, or call a foul on the defensive player.
- First ground contact determines possession. The ground can cause an instant pass, resulting in a turnover.

XVI. FOULS

- Fouls are the result of physical contact between opposing players. A foul can be called by the player who has been fouled and must be announced by call out the word "Foul!" loudly immediately after the foul has occurred.
- The player initiating contact is guilty of a foul.
- Throwing Fouls:
 - A throwing foul may be called when there is contact between the thrower and the marker.
 - Contact occurring during the follow-through (after the disc has been released) is not sufficient grounds for a foul, but should still be avoided whenever possible.
 - When a foul is committed by a thrower or the marker, play stops at possession reverts back to the thrower after a check.
 - If the thrower is fouled in the act of throwing and the pass is completed, 1 foul is automatically declined and play continues without interruption.
 - If the marker is fouled in the act of throwing and the pass is not complete, play continues without interruption.

V. LENGTH OF GAME

- Time:
 - Each half lasts for twenty-four (24) minutes of stopped time.
 - Each overtime period lasts for five (5) minutes of stopped time.
- The clock starts when:
 - An offensive player gains possession of a throw-off and establishes a pivot foot.
 - The thrower receives the disc after a check.
 - The thrower puts the disc into play after it has been out of bounds.
- The clock stops:
 - After a goal.
 - At the end of a period of play.
 - For time-outs.
 - For injuries.
 - For fouls and violations.
 - When the disc contacts an out-of-bounds area.
- Points:
 - A goal is worth one (1) point.
 - A game to points lasts until one team scores twenty-one (21) goals with a margin of victory of at least two (2) goals.
 - A game with a score of twenty to twenty (20-20) goes into overtime, and play continues until a two goal margin is achieved or one team scores twenty-five (25) goals.
 - Halftime lasts for ten (10) minutes.
- At the end of the game, the team with the most goals is declared the winner.

VI. TIME-OUTS

- Time-out:
 - Each team is permitted three (3) time-outs per half, and one (1) per overtime.
 - Each time-out lasts up to two (2) minutes.
 - The player calling the time-out must form a "T" with his/her hands and call "time-out" loudly.
 - A time-out may be called by either team after a goal and before the ensuing accepted throw-off.
 - During play, only the person with possession of the disc can call a time-out.
 - When play resumes after a time-out:
 - The player who had possession puts the disc into play.
 - The disc is put into play at the location where the disc was when the time-out was called.
 - Play is resumed through the use of a check and all other players may set up in any position on the field.
- Injury Time-Out:
 - An injury time-out can be called by any member of the injured player's team. The time-out call is in effect at the time of the injury. In other words, the call is retroactive to the time that the injury occurred.
 - Any injury time-out results in a time-out for the injured player does not leave the game. A "spirit of the game" exception is made when the injury is caused by an opposing player.
 - When play resumes after an injury time-out:
 - The player who had possession of the disc when the injury occurred puts the disc into play. If that player leaves the field due to injury, the player replacing him/her puts the disc into play.
 - If the disc was in the air at the time of the injury, play continues until possession is gained and that player puts the disc into play.
 - The disc is put into play at the location where the disc was when the injury occurred.
 - The play is resumed through the use of a check and all players must assume their respective positions on the field when the time-out was called.

VII. SUBSTITUTIONS

- Substitutions can be made only:
 - After a goal and before the ensuing accepted throw-off.
 - Before the beginning of a period of play.
 - To replace an injured player(s).
- If a team replaces an injured player(s), the opposing team has the option of substituting a like number of, or fewer players.
- Substitutions other than injury substitutions cannot be made during a time-out taken during play.

XVII. VIOLATIONS

- A violation occurs when a player violates the rules in a manner which does not result in physical contact (e.g., throwing a pass during an approach to the goal line, illegal guarding position by the marker, not establishing a pivot foot after carrying the disc in from out-of-bounds, etc).
- A violation may be called by any player who recognizes that a violation has occurred. The player must immediately call "violation" or the name of the specific violation loudly.
- Traveling:
 - The thrower must keep all or part of the pivot foot in contact with a single spot on the field. Should the thrower lose contact with that spot, the thrower has traveled.
 - If the receiver obviously takes more steps than are required to stop after catching a pass, that player has traveled.
 - If a receiver, after receiving a pass on the run, releases a pass after the third ground contact and before coming to a complete stop, that receiver has traveled.
- Stops:
 - No defensive player may touch the disc while it is in the hands of the thrower. If a defensive player does, causing the thrower to drop the disc, the thrower calls "Stop".
 - The thrower then picks up the disc and play continues unhalted from the point where the thrower regained possession.
 - If a thrower was to progress as the disc was snatched, the thrower is temporarily halted until the thrower regains possession.
- Double Team:
 - Only one marker is permitted to guard the thrower.
 - No other defensive player may establish a position within three (3) meters of the pivot foot of the thrower, unless he is guarding another offensive player in that area.
 - Should the thrower recognize a double-team situation, s/he first calls "Double Teaming" as a warning. If the defensive team continues to double team, the thrower calls "Double Teaming" again, and it is a violation.

XVIII. POSITIONING

- It is the responsibility of all players to avoid contact in any way possible. Violent impact with legitimately positioned opponents constitutes harmful endangerment, a foul, and must be strictly avoided.
- Every player (excluding the thrower) is entitled to occupy any position on the field not occupied by any opposing player, provided that s/he does not cause personal contact in taking such a position.
- Picks:
 - No player may establish a position, or move in such a manner, so as to obstruct the movement of any player on the opposing team; to do so is a "pick".
 - In the event of a pick, the obstructed player must immediately call "Pick" loudly; play stops and is resumed after a check.
- When the disc is in the air, players must play the disc, not the opponent.
- The Principle of Verticality: All players have the right to the space immediately above them. Thus, a player cannot prevent an opponent from making an attempt on a pass by placing his/her arms above an opponent. Should contact occur, the player restricting the vertical area is responsible.
- A player who has jumped is entitled to land at the same spot without hindrance by opponents. S/he may also land at another spot provided the landing spot was not already occupied at the time of take-off and that the direct path between the take-off and landing spot was not already occupied.

VIII. STARTING & RESTARTING PLAY

- Before a game starts, each team designates one captain to represent that team in discussions and arbitration.
- Sanction periods of play:
 - The captains of the two teams each flip a disc. The captain of one team calls "same" or "different" while the discs are in the air. The team winning the flip has the choice of:
 - Receiving the initial throw-off, or
 - Selecting which goal they wish to defend initially.
 - The team losing the flip is given the remaining choice.
 - The second half begins with an automatic reversal of the first choice of the options (see 3.A).
- In a game to time, if overtime periods are needed, the disc flipping procedure is repeated for the first overtime period. Each subsequent overtime period begins with an automatic reversal of the first choice of the options.
- Throw off:
 - Play starts at the beginning of each period of play and after each goal with a throw-off.
 - Each time a goal is scored, the teams switch the direction of their attack and the team which scored throws off.
 - Positioning prior to the throw off:
 - The players on the throwing team are free to move anywhere in their defending endzone, but may not cross the goal line until the disc is released.
 - The players on the receiving team must stand with one foot on their defending goal line without changing position relative to one another.
 - The throw-off may be made only after the thrower and a player on the receiving team raise a hand to signal that team's readiness to begin play.
 - The throw-off consists of one player on the throwing team throwing the disc toward the opposite goal line to begin play.
 - As soon as the disc is released, all players may move in any direction.
 - No player on the throwing team may touch the throw-off in the air before it is touched by a member of the receiving team.
 - If a member of the receiving team catches the throw-off on the playing field proper, that player must put the disc into play from that spot.
 - If a member of the receiving team touches the disc during flight of the throw-off (whether in- or out-of-bounds) and the receiving team fails to catch it, the team which threw off gains possession of the disc where it stops.
 - If the receiving team allows the throw-off to fall untouched to the ground, and the disc initially lands in-bounds, the receiving team gains possession of the disc where it stops.
 - If the throw-off lands out-of-bounds the receiving team, before touching the disc, makes a choice of:
 - Putting the disc into play at the point where it crossed the goal line, or
 - Requesting a re-throw; to request a re-throw, any member of the receiving team must fully extend one hand above the head and call "Over". Once this re-throw signal is given, that throw-off can no longer be put into play.
 - Involving the Middle Rule: To invoke the "middle rule," the member of the receiving team who is going to receive the throw-off shall fully extend one hand above his/her head and call "middle." The player must let the disc hit the ground. On a "middle" rule call, the offensive player may use a "self check," meaning he/she picks up the disc and the nearest defensive player "in play" (if the nearest player does not immediately say "in play") the offensive player may touch the disc to the ground and yell "disc in play."
- The Check:
 - When play stops, the player who was in possession retains possession.
 - All players must come to a stop as quickly as possible when play is halted, and remain in their respective locations until play is restarted.
 - The marker restarts play by handing the disc to the thrower.

IX. OUT-OF-BOUNDS

- Any area not on the playing field is out-of-bounds. The perimeter lines themselves are out-of-bounds.
- A disc is out-of-bounds when it first contacts an out-of-bounds area or contacts anything which is out of bounds.
- The disc may fly outside a perimeter line and return to the playing field, and defensive players may go out-of-bounds in order to make a play on the disc.
- A player is out-of-bounds when s/he is contacting an out-of-bounds area. When a player is in the air, his/her in- or out-of-bounds is determined by where s/he last contacted the ground.

XIX. CLARIFYING STATEMENTS ON FOULS, VIOLATIONS & PICKS

- Cardinal Rule: Whenever an infringement of the rules or a time-out occurs, play is halted and the disc is put back into play at the point of the last possession before play was stopped. (Note exceptions under Turnovers [XII], Stip [XXIV-4] and Catching Fouls [V-4].)
- Play on stop:
 - If a foul, violation, or pick is called while the disc is in the air, the play is always completed.
 - If the team which made the call gains possession as a result of that pass (e.g., an incomplete pass following a traveling violation, or offensive foul), play continues unhalted.
 - It is the responsibility of the player who made the call to call out "Play on" to indicate that this rule has been invoked.
- If there is ever a failure to come to an agreement over any call, the disc reverts back to the thrower after a check.
- If following catching fouls are called by offensive and defensive players on the same play, the disc reverts back to the thrower after a check.
- Any time the marker's count is interrupted by the call of a foul, violation, pick, or time-out, the count is resumed as follows:
 - If the call is against the defense, the count is reset to zero (0), unless the foul is contested at which time the count remains the same if the count was less than five (5), or is reset to five (5) if the count was over five (5).
 - If the call is against the offense, the count continues from the point at which it was stopped, except the thrower is given a minimum of five (5) seconds (e.g., count at eight, reset to 5).
- When play resumes after a time-out, the stall count is continued from where it was when time-out was called. The marker must initiate the count by calling "Stalling" or "Counting."
- If the marker counts too fast, the thrower may call "fast count."
- A "fast count" is called when the count is over ten (10) seconds, play stops and is resumed with 2 seconds subtracted from the current count.
- The "continuation" rule applies to fast counts. If the marker counts too fast within the last two seconds, the count automatically goes back to 0 only if the offensive team has possession of the disc.

XX. OBSERVERS

- Before the game, the captains may decide to select up to six (6) experienced non-players to act as Observers. In this role, their job is to carefully watch the action of the game. They do not actively call any fouls, violations, picks, or line calls.
- When a dispute arises concerning a foul, violation, pick, line call, or an interpretation of the rules which cannot be resolved by the player involved or their captains, the observers may be called upon by the captains to make the call.
 - The observer with the best view of the play makes the call. If the observers so choose, they may discuss the play among themselves before rendering a decision.
- By calling in the observers, the teams agree to abide by the observer's decision.

XXI. ETIQUETTE

- If a foul is committed and not called, the player who commits the foul should inform the inflected player of the foul.
- It is the responsibility of both teams to minimize the time taken between each goal and the ensuing throw-off.
- If the receiving team wishes to have an out-of-bounds throw-off re-throw, they should give the re-throw signal as soon as possible.
- It is a violation against the spirit of the game for a defensive player to call for a pass from the thrower.
- Should a dispute or confusion arise on the field, it should be common practice to stop play, and resume play with a check when the matter is resolved.
- In the case where a novice player commits a violation out of sincere ignorance of the rules, it is common practice to stop play and explain the violation.

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For additional information on ULTIMATE, contact the Ultimate Players Association, P.O. Box 2331, Silver City, NM 88062.

OPEN DIVISION

POOL A

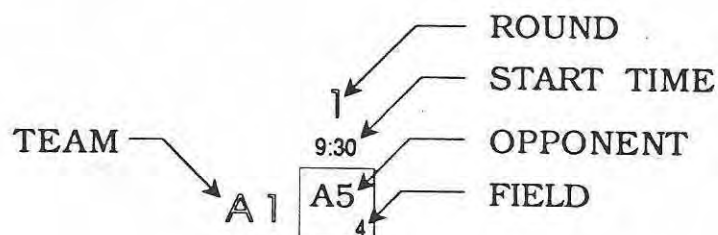
	FRIDAY			SATURDAY		
	1	2	3	4	5	6
	9:30	12:00	2:30	9:30	12:00	2:30
A1		A4 ₁	A3 ₄	A5 ₁₀	A6 ₁	A2 ₂
A2		A5 ₄	A6 ₁	A3 ₆	A4 ₈	A1 ₂
A3		A6 ₃	A1 ₄	A2 ₆	A5 ₆	A4 ₁₀
A4		A1 ₁	A5 ₅	A6 ₂	A2 ₈	A3 ₁₀
A5		A2 ₄	A4 ₅	A1 ₁₀	A3 ₆	A6 ₅
A5 ₄		A3 ₃	A2 ₁	A4 ₂	A1 ₁	A5 ₅

A1	UC SANTA CRUZ
A2	UNC WILMINGTON
A3	GEOGRIA
A4	BOSTON COLLEGE
A5	KANSAS
A6	WISCONSIN

POOL B

	FRIDAY			SATURDAY		
	1	2	3	4	5	6
	9:30	12:00	2:30	9:30	12:00	2:30
B1		B4 ₆	B3 ₂	B5 ₃	B6 ₄	B2 ₇
B2		B5 ₅	B6 ₇	B3 ₈	B4 ₁₀	B1 ₇
B3		B6 ₁₀	B1 ₂	B2 ₆	B5 ₅	B4 ₄
B4		B1 ₆	B5 ₁₀	B6 ₁	B2 ₁₀	B3 ₄
B5		B2 ₅	B4 ₁₀	B1 ₃	B3 ₅	B6 ₉
B6		B3 ₁₀	B2 ₇	B4 ₁	B1 ₄	B5 ₉

B1	CORNELL
B2	CARLETON
B3	UC SANTA BARBARA
B4	U PENN
B5	GEORGIA TECH
B6	EAST CAROLINA



WOMEN'S DIVISION

POOL A

	FRIDAY			SATURDAY		
	1	2	3	4	5	6
	9:30	12:00	2:30	9:30	12:00	2:30
A1	A5 ₂	A2 ₇		A3 ₄	A4 ₂	Q U A R T E R F I N A L S
A2	A4 ₈	A1 ₇	A5 ₈		A3 ₁₀	
A3		A5 ₉	A4 ₃	A1 ₄	A2 ₁₀	
A4	A2 ₈		A3 ₃	A5 ₉	A1 ₂	
A5	A1 ₂	A3 ₉	A2 ₈	A4 ₉		

A1	UC SANTA BARBARA
A2	CORNELL
A3	TUFTS
A4	KANSAS
A5	VIRGINIA

POOL B

	FRIDAY			SATURDAY		
	1	2	3	4	5	6
	9:30	12:00	2:30	9:30	12:00	2:30
B1	B5 ₇	B2 ₈		B3 ₇	B4 ₉	Q U A R T E R F I N A L S
B2	B4 ₆	B1 ₈	B5 ₆		B3 ₃	
B3		B5 ₂	B4 ₉	B1 ₇	B2 ₃	
B4	B2 ₈		B3 ₉	B5 ₅	B1 ₉	
B5	B1 ₂	B3 ₂	B2 ₆	B4 ₅		

B1	CARLETON
B2	UNC WILMINGTON
B3	UC BERKELEY
B4	COLUMBIA
B5	CARNEGIE MELON

SUNDAY SCHEDULE

9:00 SEMI FINALS - Women and Open Divisions

12:00 FINALS - WOMEN's Division at Guy Lowman Field

2:00 FINALS - OPEN Division at Guy Lowman Field

(Guy Lowman Field is the baseball field on the other side of the swamp)

PAST QUALIFIERS for UPA COLLEGE NATIONALS

OPEN DIVISION

	WEST	SOUTH	CENTRAL	MID-ATLANTIC	NORTHEAST
1984	Las Positas CC Stanford	Texas	Kansas Ohio University	Glassboro State U. Penn.	U. Mass. Tufts Syracuse
1985	Oregon Stanford Cal Poly S.L.O.	Texas Central Florida	Kansas S.W. Missouri St.	U. Penn. Princeton	Cornell U. Mass M.I.T.
1986	U.C. Santa Barbara Stanford Oregon	Texas Georgia	Kansas S.W. Missouri St.	Carnegie Melon Princeton	U. Mass Cornell M.I.T.
1987	U.C. Santa Barbara Las Positas C.C. Cal Poly S.L.O.	Texas Georgia Tech	S.W. Missouri St. Kansas Michigan	Carnegie Melon Princeton East Carolina	S.U.N.Y. Purchase Vermont Cornell
1988	Stanford U.C. Santa Barbara	Texas Georgia Tech	Kansas St. Louis U. Winona State	East Carolina Carnegie Melon	Columbia Wesleyan U. Mass.
1989	Stanford U.C. Santa Barbara	Texas Florida	Indiana Kansas	U. Penn. Carnegie Melon East Carolina	S.U.N.Y. Purchase Columbia Cornell
1990	U.C. Santa Cruz U.C. Santa Barbara	Texas Georgia	Wisconsin Kansas Carleton	UNC Wilmington Princeton	Vermont Cornell S.U.N.Y. Purchase
1991	U.C. Santa Cruz U.C. Santa Barbara	Georgia Georgia Tech	Carleton Kansas Wisconsin	UNC Wilmington U. Penn. East Carolina	Cornell Boston College

WOMEN'S DIVISION

1987	Humboldt State U.C. Davis		Kansas Earlham		Cornell U. Mass.
1988	U.C. Santa Barbara Humboldt State Oregon U.C. Davis	Florida	Kansas Wisconsin Carleton		Cornell U. Mass.
1989	U.C. Davis Oregon U.C. Santa Barbara		Michigan Carleton	Townson State U. Penn UNC Wilmington	Cornell S.U.N.Y. Binghamton
1990	U.C. Santa Barbara U.C. Davis		Michigan Kansas Carleton	Carnegie Melon Virginia U. Penn	Cornell Columbia Wesleyan
1991	U.C. Santa Barbara U.C. Berkeley		Carleton Kansas	UNC Wilmington Virginia Carnegie Melon	Cornell Columbia Tufts

Compiled by Eric Simon of the UPA

UPA COLLEGIATE NATIONAL CHAMPIONS

OPEN DIVISION

YEAR	SITE	1st Place	2nd Place	Semi-Finalists	
1984	Boston, MA	Stanford	Glassboro State	U. Mass.	U. Penn.
1985	Palo Alto, CA	U. Penn	U. Mass.	Cornell	S.W. Missouri State
1986	St. Louis, MO.	U. Mass.	Stanford	Cornell	U.C. Santa Barbara
1987	State College, PA	Las Positas CC	UC Santa Barbara	Cornell	Cal Poly S.L.O.
1988	Santa Barbara, CA	UC Santa Barbara	Texas	Columbia	Stanford
1989	Wilmington, NC	UC Santa Barbara	Stanford	Texas	Carnegie Melon
1990	Phoenix, AZ	UC Santa Barbara	UNC Wilmington	Cornell	SUNY Purchase
1991	Madison, WI				

WOMEN'S DIVISION

1987	Kansas	UC Davis	U. Mass	Humboldt State
1988	UC Santa Barbara	UC Davis	Oregon	Humboldt State
1989	UC Davis	Michigan	Carleton	UC Santa Barbara
1990	UC Santa Barbara	Michigan	Carleton	Cornell

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 Jim "Starman" Stearns - Shirt Design
 Kathy Haig - Reading Brad's Speeches (& much more)
 Edwin "Stick" Dissosway - Tournament Organization & Program

and Most of All:

Brad Wendt - for Making all of this possible

ULTIMATE FRISBEE IN WISCONSIN

The UW Ultimate Frisbee Teams - both Men and Women - are organized by students under the auspices of the University Recreational Sports Department. Any student is welcome to play on the team, and we have a policy of including everyone (nobody will be cut from the team). The men's team has been in existence since 1977, with the women coming together for their first game in 1984. Over 100 games a year are played against college and club teams from all over the United States and Canada. Both teams receive some funding from SUFAC, but the primary source of travel, lodging, meal and entry fee expenses is the player's pocketbook.

The year 1990 represented unparalleled success for the men, as they set a team record with 99 wins against 44 losses. The women finished with a record of 56 - 39. The teams share practice space three times a week throughout the winter before moving outdoors come springtime. Practice for both teams consists of drills, fitness work, strategy and scrimmages for two to three hours per day, three days a week. This hard work paid off for the women in 1988 when they qualified for College Nationals and ultimately finished fifth in the nation. The men had their turn last year, winning the Big Ten Championship on the way to representing the Central Region at Nationals. The team played well, upsetting a top contender, and they missed the semi-finals by two goals. We expect these successes to continue in 1991.

The 1991 men's edition mixes nine veteran players from last year's Nationals squad with eleven new players, eight of them rookies. Although Wisconsin started slowly, we have not stepped backward and are hoping to peak at the right time: NOW! A big home crowd will help us in our quest for a National Championship title.

UNIVERSITY of WISCONSIN TEAM ROSTER

<u>NAME</u>	<u>YEARS</u> <u>UPA</u>	<u>YR</u>	<u>MAJOR</u>	<u>HIGH SCHOOL</u>	<u>INTERESTS</u>
Brad Wendt	12	Professor of	Disc	Waukesha, WI	Bobbing for O'Henrys
Ian Kipp	1	Junior	Socio./Eng.	Rye HS, NY	Roadtrippin'
Jim Starman Stearns	5	Senior	Anthro.	Oregon, WI	Introspection
Geoffrey Nourse	1	Senior	Pol Sci/Phil.	Madison East, WI	Civil Rights for the Uncivilized
Kevin Crowley	2	Junior	Business	Whitefish Bay, WI	Bic Bic
L. Cristopher Lindean	1	Junior	Consumer Sci.	Culver Academy, WI	Lifting Kegs
Eric Luther Moore	1	Senior	Philosophy	SPASH, USA	Harleys, tattoos, & Bunji jumping
Douglas Geygan	2	Senior	English	Shorewood, WI	Hammer Time ... Proper
Tom Stoehr	2	Senior	Zoology	Abbot Pennings, WI	Majik fan club
Robert Crowley	1	Freshman	Undecided	Whitefish Bay, WI	Me
Chuck Doerwald	1	Freshman	Undecided	Culver, WI	Tabouli
Brendan Reiss	1	Freshman	Undecided	Henderson High, GA	Chillin'
Andrew Fleckner	2	Soph	Ultimate	Madison West, WI	Climbing trees
Kenny the Ent	5	Graduate	DISCuctoris	passed	laughter, love & fantasy
Dough Boy	4	Senior	Life	Oregon Sr High, WI	Ents
Chipper Markwardt	4	Senior	Zoology	Marshfield, WI	Refinish furniture & Fleck's mom
Ian Polumbaum	3	Graduate	Law	Too long ago	Mountains
Jason Kahn	1	Soph	Psychology	Northport, NY	Meng Meng

UPA COLLEGIATE TOP 20

OPEN DIVISION

Team	Rating	Record
1 Carleton	1609	16 - 0
2 Georgia	1510	7 - 0
3 UNC Wilmington	1492	15 - 2
4 Georgia Tech	1474	5 - 1
5 Cornell	1372	18 - 5
6 Boston College	1371	14 - 4
7 Wesleyan	1360	24 - 4
8 Kansas	1352	6 - 1
9 UC Santa Cruz	1344	18 - 3
10 U. Penn.	1322	25 - 4
11 Wisconsin	1321	14 - 6
12 Florida	1275	4 - 2
13 Texas	1262	5 - 3
14 Miami (Ohio)	1244	10 - 3
15 East Carolina	1229	10 - 9
16 Vermont	1182	20 - 9
17 Harvard	1169	19 - 11
18 UC Santa Barbara	1162	18 - 4
19 Northwestern	1148	5 - 5
20 Oregon	1147	5 - 4

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WOMEN'S DIVISION

Team	Rating	Record
1 UNC Wilmington	1591	23 - 0
2 UC Santa Barbara	1415	18 - 0
3 Virginia	1355	10 - 6
4 Cornell	1299	8 - 2
5 Carleton	1267	5 - 0
6 UC Berkeley	1170	15 - 5
7 Carnegie Melon	1154	12 - 5
8 Columbia	1119	9 - 3
9 Tufts	1064	5 - 3
10 Oregon	1045	4 - 4
11 Kansas	978	4 - 3
12 East Carolina	930	2 - 7
13 Wisconsin	917	3 - 3
14 U. Penn.	916	10 - 12
15 Brown	860	2 - 2
16 Humboldt State	803	2 - 6
17 Rutgers	796	8 - 12
18 Stanford	706	3 - 6
19 Cal Poly - S.L.O.	632	1 - 7
20 SUNY Purchase	592	0 - 7

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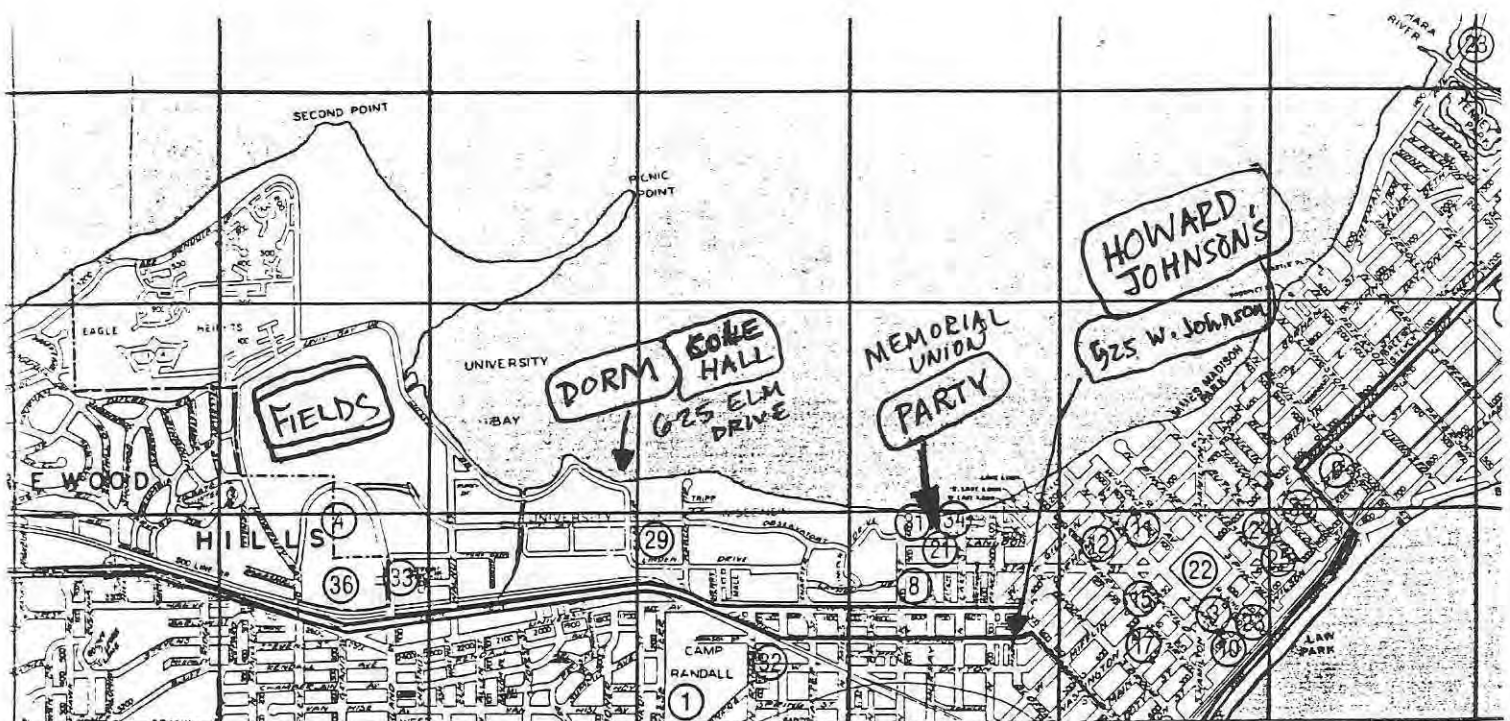
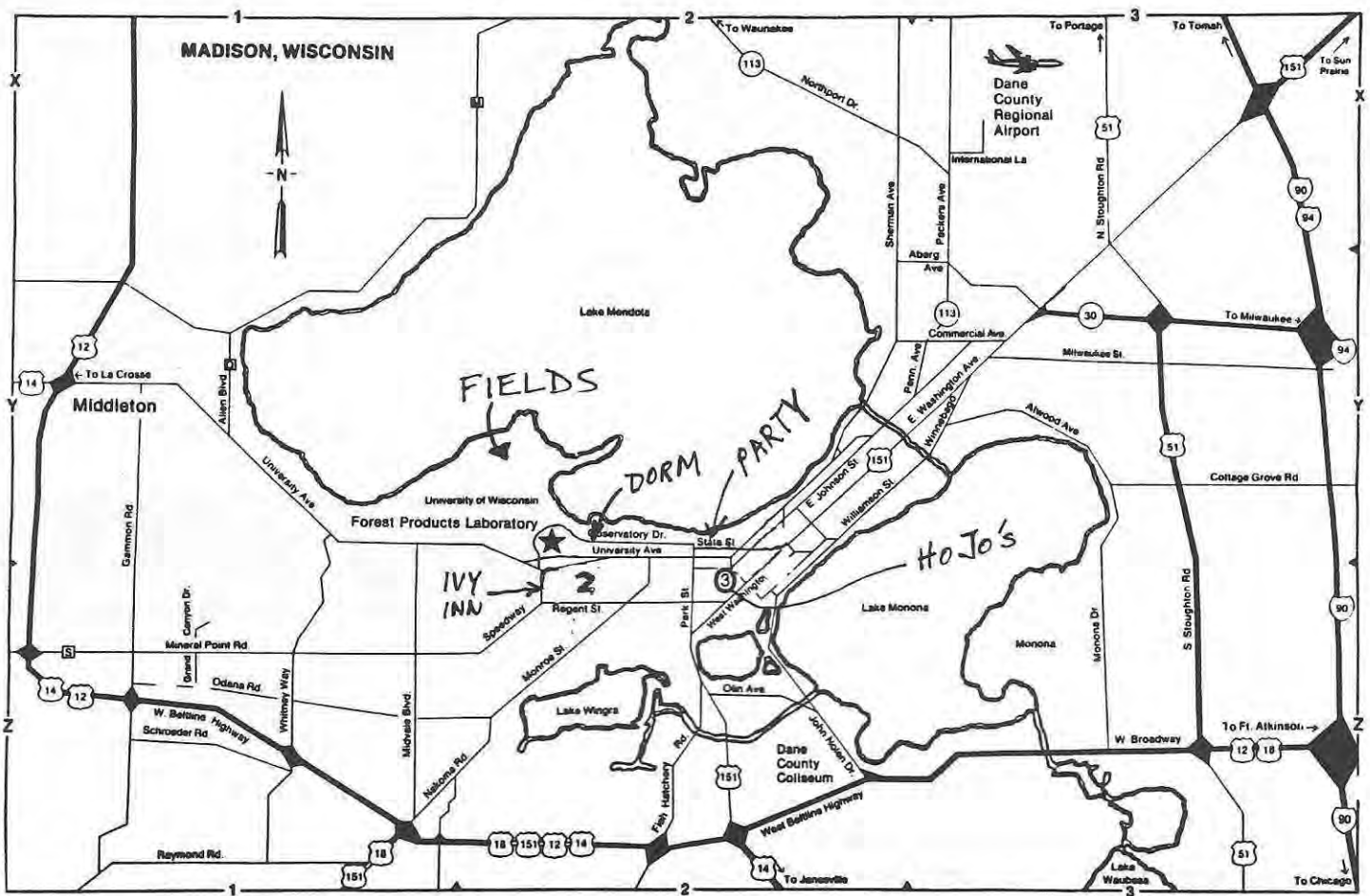


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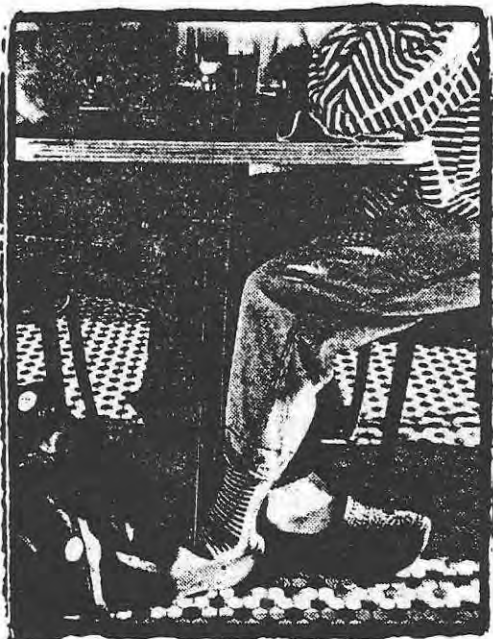
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#DDD (DISCRAFT)
GREEN W/ORANGE CONE



#CN89 *
3 COLOR U-MAX

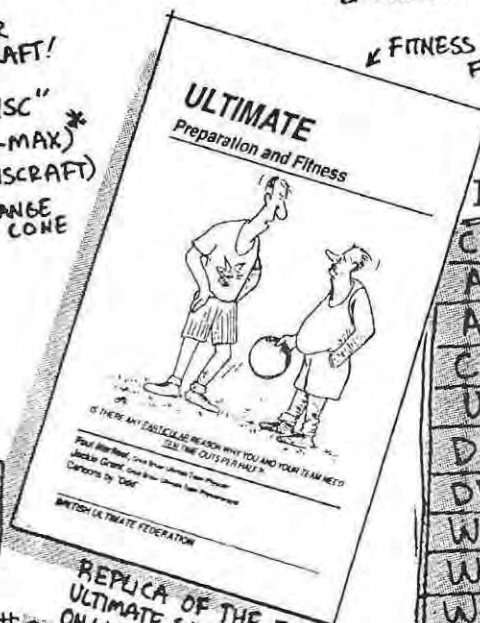


#ANY (ellow) *
#ANW (hite) *
2 COLOR WHAM-O



#CN90 *
3 COLOR U-MAX

↓ FITNESS BOOKLET
FUNNY, INFORMATIVE, USEFUL
W/ CARTOONS + PHOTOS
#PFI - \$7.00



ITEM	PRICE \$	SIZE(S) CLOTHES	QTY	TOTAL PRICE PR - ITEM
CN90	6.50			
ANY	6.50			
ANW	6.50			
CN89	6.50			
UPA	6.50			
DDU	6.50			
DDD	6.50			
WU1	10-			
WU2	10-			
WU3	10-			
CHS	19-			
PFI	7-			

T-SHIRT 100% COTTON

#WU1 PINK W/ RED PRINT
#WU2 BLACK W/ BLUE
#WU3 BLUE W/ PINK
M, L, XL \$10. *



REPLICA OF THE FIRST EVER
ULTIMATE SHIRT / DEEP PURPLE
#CHS \$19.00 * M, L, XL



ADD \$4.50 SHIPPING FIRST THREE ITEMS. THEN \$1.00 FOR EACH ADDITIONAL ITEM

MAKE CHECKS TO: "THE U.P.A." PHONE: ()

NAME: _____

ADDRESS: _____

CITY-ST-ZIP: _____

SEND TO: JOHN CAPOZZI, ULTIMATE STUFF!
P.O. BOX 15420
WASHINGTON, D.C. 20003

TOTAL: _____

THANKS!

* QUANTITIES OF THESE ITEMS ARE VERY LIMITED & MAY NOT APPEAR IN FUTURE STUFF ADS!

