

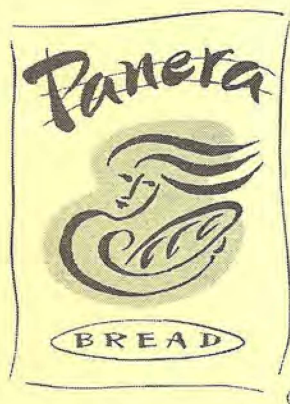
Southwest Regionals 2002



October 5 & 6
U.S. Air Force Academy
Colorado Springs, CO

Welcome...

to the 2002 SW Regionals Ultimate Tournament. We thank you all for making the trip to the Springs and we hope it doesn't snow too much. We would like to thank the U.S. Air Force Academy for allowing us to use the fields for this years Sectionals and Regionals tourneys. Also big thanks to your regional coordinators, David Samuels, Beth Thomas, Randy Ricks and Chuck Brunson. More nods to CSUN folk Scott, Connie and JJ, and to Steve for the Great Harvest Bread.



Gracias Will Deaver and the crew at UPA, Alison for the Panera bagels, Marley and her aunt for the Powerade, and to Joe's Crab Shack for hooking us up again, even after someone hurled in their bathrooms at Sectionals. That's devotion. Everyone have a good time this weekend and please travel safely.

10th EDITION HIGHLIGHTS

- Some 10th edition changes that may be significant: P e-stall - you have 10 seconds to put a disc on the playing field proper into play, 20 seconds if it is off the field proper (end zone is not "proper"). The marker must give notice of start of 10 seconds and 5 seconds. If disc is not in play within time frame, marker may announce "delay of game" and start the stall count.
- Player calling a pick must be within 10 feet of the receiver they are attempting to defend.
- Only the person being double teamed may call a double team (used to be anyone on the field).
- A strip now causes a stoppage of play with check disc to restart (used to be play on).
- A regular equipment time-out may only extend an already existing stoppage of play. For example, if foul is called, that's when you tie your shoe laces. You don't get to stop play solely because of an equipment issue. For discs, only the thrower may initiate an EqTO, and only if the disc is "cracked, torn, deeply gouged, creased, or punctured. Warped, wet, or dirty discs do not qualify for an equipment time-out."
- And, of course, the glorious Callahan goal, when the defense intercepts a pass in the offense's end zone.

Big Thanks to Luis at Execuprint for his help with these programs!



Execuprint

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LUIS A. GUTIERREZ

Account Manager / Owner

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Open Schedule

Seeds:

- 1) Condors
- 2) Johnny Bravo
- 3) PBR Streetgang
- 4) Traffic
- 5) Mamabird
- 6) Hanta Virus
- 7) Cribless
- 8) CSU Hibida

Pool A
A1 Condors
A2 Traffic
A3 Mamabird
A4 Hibida

Pool B
B1 Johnny Bravo
B2 PBR Streetgang
B3 Hanta Virus
B4 Cribless

Saturday Schedule

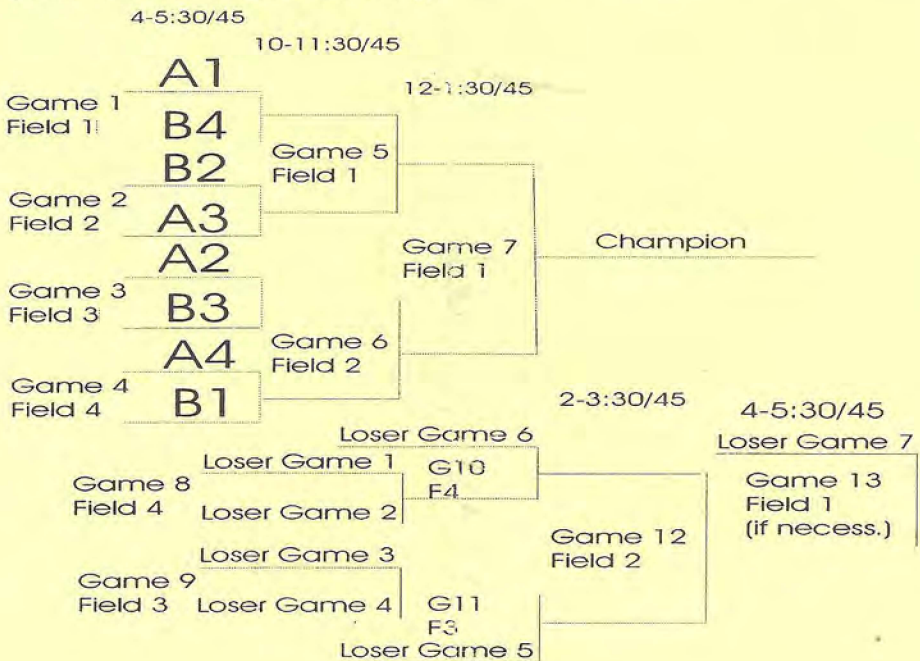
Start	Soft/Hard	Field1	Field2	Field3	Field4
10 AM	11:30/11:45	A1vA3	A2vA4	B1vB3	B2vB4
12 PM	1:30/1:45	A1vA4	A2vA3	B1vB4	B2vB3
2 PM	3:30/3:45	A1vA2	A3vA4	B1vB2	B3vB4

Quarters: *re-seed (so A1 is now the team who won Pool A, etc.)*

4 PM	5:30/5:45	A1vB4	B2vA3	B1vA4	A2vB3
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For caps: when the soft cap goes on (might not be a horn, so this is on you to take care of) you finish the point, add 2 to the highest score, and play hard to that score (no win-by-2). When the hard cap goes on you finish the point and the game is over, unless it's tied in which case you play one more.

Sunday play is standard double elim. The times on Sunday are the same as on Saturday (rounds start at 10, 12, 2, and 4 if necessary).



Regional Seeding:

1 High Plains Drifters	Rocky(1)
2 Bad Larry	Rocky(2)
3 Bario	Desert(1)
4 Aion	SoCal(1)
5 Mixed Superstars	Rocky(3)
6 Drive Thru Liquor	Rocky(4)
7 Sak	Desert(2)
8 Spanish Inquisition	SoCal(3)
9 Ho Cakes	Rocky(5)
10 La Familia	Rocky(6)
11 Jay Birds	Rocky(7)
12 Bliss	Rocky(8)
13 Pickles And Petals	Rocky(9)
14 Soul Seven	Rocky(10)

Mixed Schedule

*mixed teams vote on your choice
for SWXR SOTG Team!
Prize awarded Sunday!*

Option 1 This one is Will's recommendation and it's the one I think works best.

Pool A	Pool B	Pool C	Pool D
Drifters(1)	Bad Larry(2)	Bario(3)	Aion(4)
Spanish Inq(8)	Sak (7)	DTL(6)	Superstars(5)
Bliss (12)	Jay Birds(11)	La Familia(10)	Ho Cakes(9)
	Pickles(13)	Soul 7(14)	

Sat Schedule:

Games to 15, cap at 90mins

	Fld 1	Fld2	Fld 3	Fld4	Fld5	Fld6
9:00	B1 vs B3	B2 vs B4	A1 vs A3	D1 vs D3	C1 vs C3	C2 vs C4
11:00	B1 vs B2	B3 vs B4	A1 vs A2	D1 vs D2	C1 vs C2	C3 vs C4
1:00	B1 vs B4	B2 vs B3	A2 vs A3	D2 vs D3	C1 vs C4	C2 vs C3

At this point we reseed based on pool play results. Top teams get a bye into final bracket. 2's & 3's crossover to get into final bracket.

3:00 crossover round	B2 vs C3 (B)	A2 vs D3 (A)	D2 vs A3 (D)		C2 vs B3 (C)
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Note: The letters in parens are game ids.

Sun Schedule:

Games to 13, cap at 75mins, for the final round I'll let the team captains decide if they want to cap or not. Cap WILL be enforced if both don't agree to play out. The cap will be mandatory in all other rounds. The loser of game m will be the fourth place team which is important if one of the top three teams decides they cannot honor their Nationals bid.

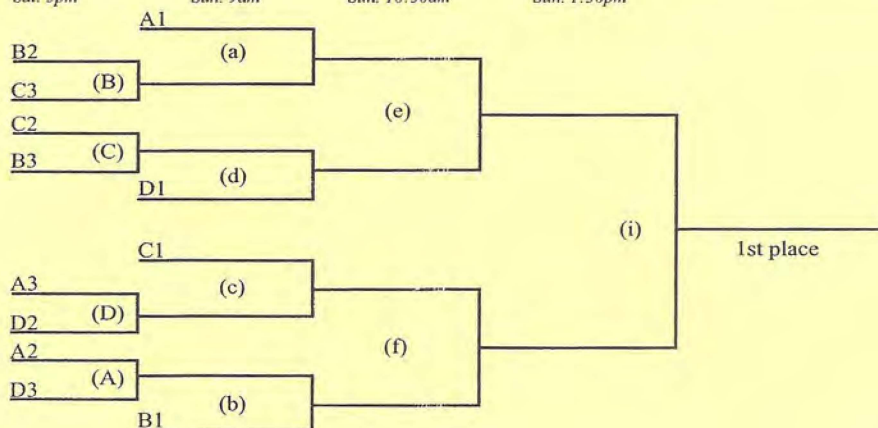
	Fld 1	Fld2	Fld 3	Fld4
9:00	A1 vs W(B) (a)	B1 vs W(A) (b)	C1 vs W(D) (c)	D1 vs W(C) (d)
10:30	Wa vs Wd (e)	Wb vs We (f)	La vs Ld (g)	Lbvs Lc (h)
12:00		Le vs Wh (k)	Wg vs Lf (i)	Lg vs Lh (p)7 th /8 th place
1:30 (start game i at 1pm ?)	We vs Wf (i) 1 st place	Wj vs Wk (m)4 th place	Lj vs Lk (q)5 th /6 th place	
3:00	Wm vs Li 2 nd /3 rd place			

Sat. 3pm

Sun. 9am

Sun. 10:30am

Sun. 1:30pm



Masters Schedule

Seeds:

1. Old and in the Way
2. Phoenix/Burbank
3. Snafu
4. Sub Division
5. Hustlers

Five Team Round Robin Pool: Play each team in division once. All teams will play 4 games Saturday. All teams receive one bye round. Team finishing 5th based on final record, head-to-head results and point differential will be eliminated from the tournament. Teams finishing 1 thru 4 will advance to Sunday's modified double elimination tournament, which will send two qualifiers to UPA Nationals.

**All Saturday games to 13, Win by 2.
3 timeouts per game.**

Saturday Schedule:

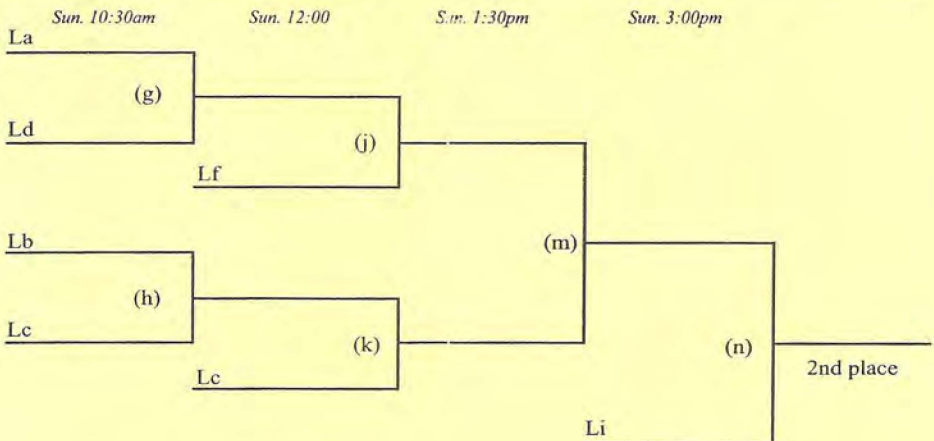
Start/Cap	Field 1	Field 2	Bye
9:00/10:30am	1 v 5	2 v 3	Sub Division
10:45/12:15pm	1 v 3	4 v 5	Phoenix
12:30/2:00pm	1 v 4	2 v 5	Snafu
2:15/3:45pm	1 v 2	4 v 3	Hustlers
4:00/5:30pm	2 v 4	3 v 5	Old & in the Way

Sunday Schedule: Games to 15, win by 2

Start/Cap	Field 1	Field 2
10:00/11:45am	1 vs 4 (Game A)	2 vs 3 (Game B)
12:30/3:00pm	WA v WB (Finals)	LA v LB (Game C)
3:00/4:30pm		LF v LC **

****Note:** If either team advancing to Backdoor Game has a 2-0 record against its opponent, the 2-0 team will automatically receive the 2nd Regional Bid to UPA Nationals and the Backdoor Game will not be played.

Mixed Schedule cont.



Womens Schedule

Seeds

1. Safari
2. Condors
3. Rare Air
4. Sol Sistas
5. Worm
6. Wind Shear
7. Kali
8. Muppet Madness
9. Hell's Belles

Pool A

1. Safari
 2. Sol Sistas
 3. Worm
 4. Muppet Madness
 5. Hell's Belles
- Games to 13/15*

Pool B

1. Condors
 2. Rare Air
 3. Wind Shear
 4. CU Kali
- Games to 15/17*

Saturday Pool Play:

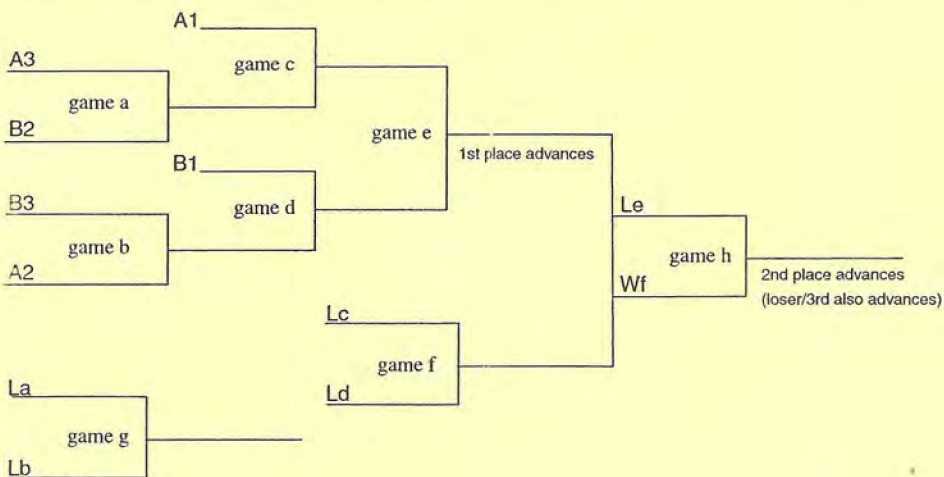
Start/Soft cap:	W1	W2	W3	W4	Byes:
9:00/10:30am	A1-A5	A2-A4	B1-B3	B2-B4	A3
10:45/12:15pm	A1-A3	A4-A5	B1-B4		A2, B2, B3
12:30/2:00pm	A1-A2	A3-A5	B2-B3		A4, B1, B4
2:15/3:30pm	A1-A4	A2-A3	B1-B2	B3-B4	A5
3:45/5:15pm	A2-A5	A3-A4			A1, B1, B2, B3, B4

Sunday Shchedule:

Top 3 teams in each pool advance to elimination rounds.

Bottom 3 teams play games for ranking.

Start/Soft cap:	W1	W2	W3
9:00/10:30am	A3-B2	B3-A2	A4-B4
10:45/12:15pm	A1-Wa	B1-Wb	A5-B4
12:30/2:15pm	Wc- Wd	Lc-Ld	
2:30/4:00pm	Le-Wf (*if necessary)		



FRONT RANGE

NORTH →

upper fields

MIXED 6

MIXED 3

practice

MIXED 5

MIXED 2

MASTERS 2

MIXED 4

MIXED 1

MASTERS 1

Tourney Central

parking

OPEN 3

OPEN 1

WOMEN 1

OPEN 4

OPEN 2

WOMEN 2

lower fields

WOMEN 4

WOMEN 3

parking

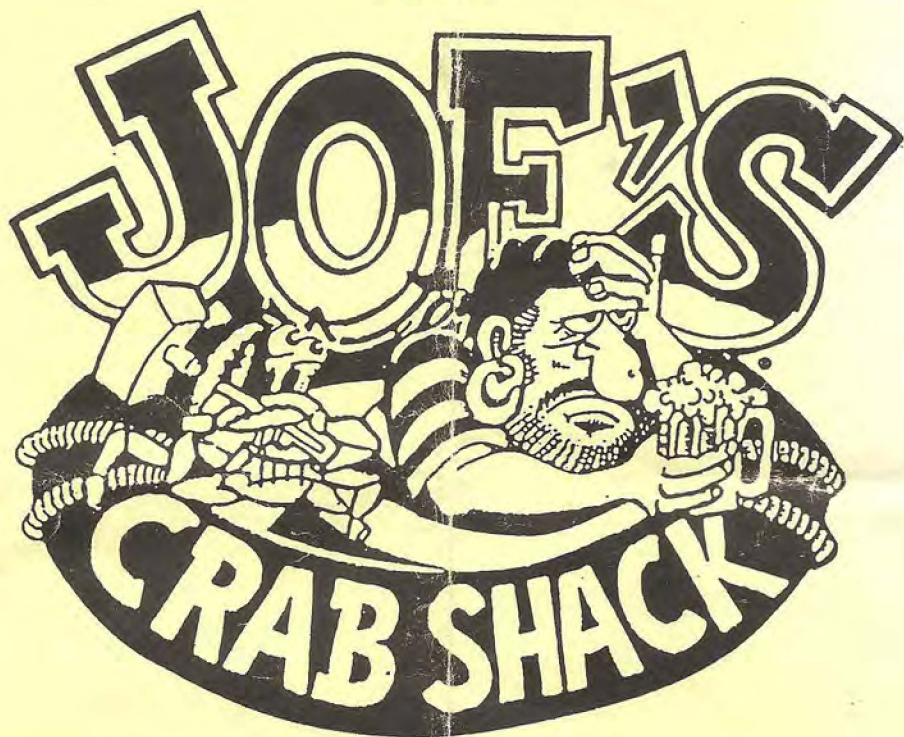
* Water is available at the taps located at the both ends of upper field, the south end of the lower field, and at the tent. Please use the recycling containers near Tourney Central and pick up after yourselves after all games, there are trash cans throughout the field complex. Help CSUN make a good impression so we can continue to have access to this great facility.

Program Design:

RaguStudio.com

Mucho Gracias!

SW Regionals Party at



The 2002 SW Regionals Shindig is at Joe's Crab Shack, just south of the tourney hotels on Academy Blvd. Enjoy free domestic bottles and drafts all night*, with all well drinks, micros, and shots at happy hour prices, and complimentary appetizers courtesy of Joe and the good folks of CSUN. The party kicks off at 9pm and goes until 1:30-ish. There are also coupons available at the hotel desks for free appetizers w/dinner purchase at Joe's, if you are so inclined. Have a good time, tip your bartenders, and please be responsible and use designated drivers.

(*or until our tab runs out)