the flying scotsman

YOUR ESSENTIAL GUIDE TO THE 1999 WFDF WORLD ULTIMATE CLUB CHAMPIONSHIPS



INSIDE: ALL THE INFO YOU NEED

FIELD MAP
SCHEDULE
HOW IT WORKS
WHO'S PLAYING

PLUS:

ALL ABOUT THE SPORT
WFDF, BUF, Ultimate
past, present and future

WHAT DOES IT TAKE TO GET TO THE TOP?
we ask top teams
Manitou and DoG

HAMMERS, POACHES, DUMPS AND STACKS
the language of
Ultimate explained

LOCAL TALENT
the state of Ultimate
in Scotland

£1.50
(50p goes to The Big Issue)

ALSO: WE'RE HELPING THE BIG ISSUE HELP THE HOMELESS THIS WEEK, AND SO CAN YOU. FIND OUT MORE INSIDE...

THE BIG ISSUE

Contents

2 Welcome, The Big Issue

3 What is Ultimate?

4 Focus on WFDF and British Ultimate

5 Past winners and future events

6 Meet the teams and find out where they're from

8 Interviews with top teams Manitou and DoG

10 Ultimate vocabulary

12 Scottish teams

14 Schedule of games

16 Seedings, Tournament structure and game parameters

18 List of Tournament Staff, acknowledgements

19 Map of the grounds

Cover photo by Jonathan Hope/Ultimatum

you're here!

Whether you've travelled half-way across the world, or just happened to be in the neighbourhood, Tournament Director Charlie Mead welcomes you to the WFDF World Ultimate Club Championships 1999



WELCOME TO the 6th World Flying Disc Federation Ultimate Club Championships. Since the first World Clubs tournament in 1983 the sport of Ultimate has grown and developed around the world. At this tournament we have 90 teams from 22 countries competing in the four divisions with over 1700 players taking part, which makes it the largest collection of Ultimate talent ever gathered in one place.

For those of you not familiar with the game you will find plenty to enthuse about, or even drool over. The speed of the game, its self-refereeing, the athletic dives and catches and spectacular team plays are all normal at this level. This brochure will help explain the basic and finer points of the game, but for a real view go out and find a player who can explain what it's all about.

Ultimate is growing very fast. It will be a medal sport at the 2001 World Games in Japan and continues to develop in countries across the globe. It attracts athletes from many other sports, as well as those who have grown up with the game, and the attraction is the difference between Ultimate and all other sports. We have the Spirit of the Game. This is a means for controlling rule interpretation and discipline on the fields. It will amaze you how well players sort disputes and remain friends at the end of a game. And yet it is the most highly competitive of sports!

Please take advantage of being here in St Andrews and I hope you have an exceptionally great time!

Charlie Mead
Chair of WFDF Ultimate Committee

a good cause

Our association with The Big Issue Foundation this year will make it possible to play well, party hard, while at the same time helping those less fortunate

THIS YEAR'S WORLD Club Championships is a fund-raising event for The Big Issue Foundation, Scotland. In essence, the idea is that tournament players, staff and spectators raise money for the charity in return for exposure and publicity for the competition and the sport. There will be prizes for the teams and individuals who raise the most cash, to be presented on Finals day.

We would like to thank all those of you who have already made the effort to raise money for The Big Issue – and to encourage everybody in St Andrews to support the various fund-raising activities that will be happening on site this week – or to come up with some of your own. . .

What is The Big Issue Foundation?

The Big Issue is a magazine sold nationwide by homeless or vulnerably housed people, who get a percentage of the cover price for every issue sold. The BI Foundation is the magazine's charitable arm, providing vital services to vendors and other homeless people.

The Big Issue is famous for its ethos of self-help, offering a hand up rather than a handout to the needy. In Scotland the Foundation hosts an annual Open Hogmanay (the traditional Scottish New Year Festival) in Glasgow, where homeless people can come for practical help at a difficult time of year. They also run education, training, health and small business development services.

We think the charity, its ethos and the image of the magazine (which you'll see on sale this week) are all highly compatible with Ultimate's dynamism and emphasis on self-reliance and spirit.

What's in it for the sport?

In short, more positive exposure for the tournament and the game than would otherwise be possible. The Big Issue in Scotland has run ads for the tournament in the run up to the event and the issue available this week has a double page spread on Ultimate. We are hoping that The Big Issue in other parts of the UK, and even in other parts of the world where the magazine has sister/brother publications, will also run articles on the tournament.

Associating the sport with an established and compatible charity has also helped in attracting interest from TV, radio and the press, raising the profile of the tournament. This should make it easier to attract sponsorship for the sport in future.

What can you do?

Watch out for the various fund-raising activities that you'll see staff and players organizing over the course of the week and get involved!

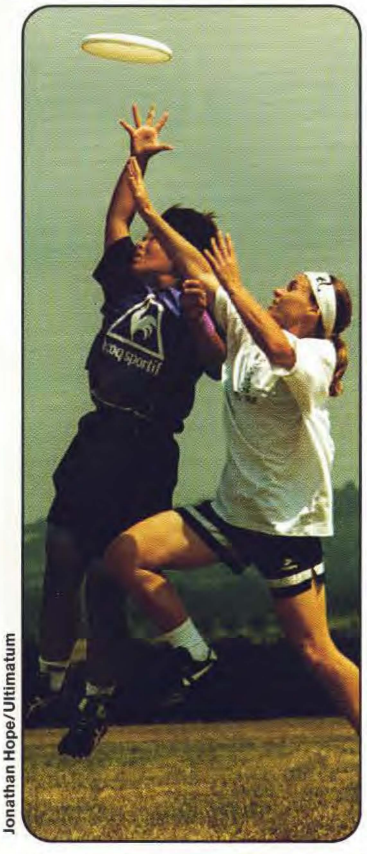
How about coming up with some sideline fund-raising ideas of your own? What about some 'fantasy frisbee', or a Big Issue Beer Race – the more bizarre the better. Come and talk to us if you have any suggestions! A big thanks in advance to all those who help to make this idea a success.

Jon Hope (Catch 22)
& Tara Jewell (Bliss)
Tournament Media
& Sponsorship

THE BIG ISSUE



Jonathan Hope/Ultimatum



Jonathan Hope/Ultimatum

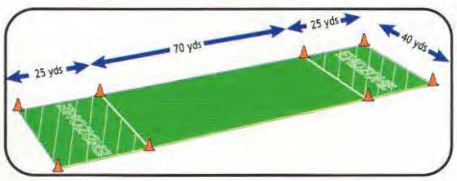
what's it all about?

Don't be ashamed if you're new to Ultimate, it's still a relatively unknown sport in Britain and, indeed, the world. Here's a brief guide to how it's done

THE BEST WAY TO make sense of Ultimate is to see it being played, but these are the basics. Ultimate is a game of two teams of seven players, played on a pitch of comparable size to a soccer field. The last 25 yards at each end of the pitch are the 'endzones'. A goal is scored by passing the disc to a member of your team standing (or more likely running!) in the endzone your team is attacking. Ultimate can also be played indoors, with two teams of five players, and the size of the pitch simply being adjusted to fit the sports hall being used.

Players cannot run with the disc. When a player catches the disc, he or she must come to a stop. A team can therefore only move the disc upfield by throwing it from player to player.

The defending team takes possession if the disc touches the ground (or walls or ceiling indoors), if the throw is caught by the offence outside of the playing area, or if the defence make an interception by catching the disc or knocking it to the ground in mid-flight. The winner is the first team to score a predetermined number of points, with a lead of two or more points.



Spirit of the Game

Ultimate is a non-contact sport – any contact between players which affects play can be declared a foul. But there are no referees. Players make their own foul calls, and it is the duty of all players to settle disputes fairly. This is part of what is known as 'the Spirit of the Game', a central philosophy behind Ultimate that largely eliminates the gamesmanship and 'off the ball' incidents that can spoil other sports.

'Ultimate stresses sportsmanship and fair play. Competitive play is encouraged, but never at the expense of respect between players, adherence to the rules, and the basic joy of play.'
WFDF Rules of Disc Sports

specifics

FLYING DISC: Many people call it a 'Frisbee'. Ultimate players call it a disc ('Frisbee' is the trademarked name for one particular brand of flying disc). The disc is part of what makes Ultimate so unique – depending on the skill of the thrower, it can be made to fly straight or in a curve, hover in mid-air or drop like a stone.

NUMBER OF PLAYERS: There are often as many as twenty players in an Ultimate squad, but only seven will be on the pitch at any one time. An unlimited number of substitutions can be made at the end of every point. (Indoors there are five players on the pitch at any one time, and squad sizes are often as many as twelve.)

STALLING: The player holding the disc has just ten seconds to pass it to a teammate (eight seconds indoors) – the defender marking the player with the disc counts to ten out loud, and if the disc has not been released on 'Ten!' (or 'Eight!' indoors) the defender takes possession. Forcing the thrower to make a less-than-ideal pass as the 'stall count' nears ten is the idea behind most defensive strategies.

THROWING FROM PLAYER TO PLAYER: You can throw the disc to any member of your team anywhere on the pitch. There is no 'offside' in Ultimate.

CHANGE OF POSSESSION: Typically, a change of possession (or 'turnover') occurs when:

- A member of the defending team catches the disc or knocks it to the ground
- The thrower is forced into making a bad pass and the disc hits the ground (or wall or ceiling, indoors)
- The receiver drops the disc
- The receiver catches the disc but is outside the playing area when he or she catches it.

POINTS IN A GAME: Tournament finals are usually played to 21 points. Other games can be to 19 or less, in order to reduce playing time. Indoor games are generally much shorter.

START OF A POINT: Each point begins with the two teams standing on opposite endzone lines. The team with the disc throws it as far down the pitch as they can, and the other team then takes possession where it lands.

AFTER A POINT: After a team has scored a point, they keep hold of the disc and wait while the opposition walks back to the other end of the pitch. The team that scored then throws off to start the next point. This way, the teams change ends after every point.

REPRINTED WITH PERMISSION FROM THE LONDON ULTIMATE SESSION WEBSITE: http://www.kbw.co.uk/shotgun/lus/

running the show

The World Flying Disc Federation (WFDF) has staged tournaments since 1983. Charlie Mead explains why

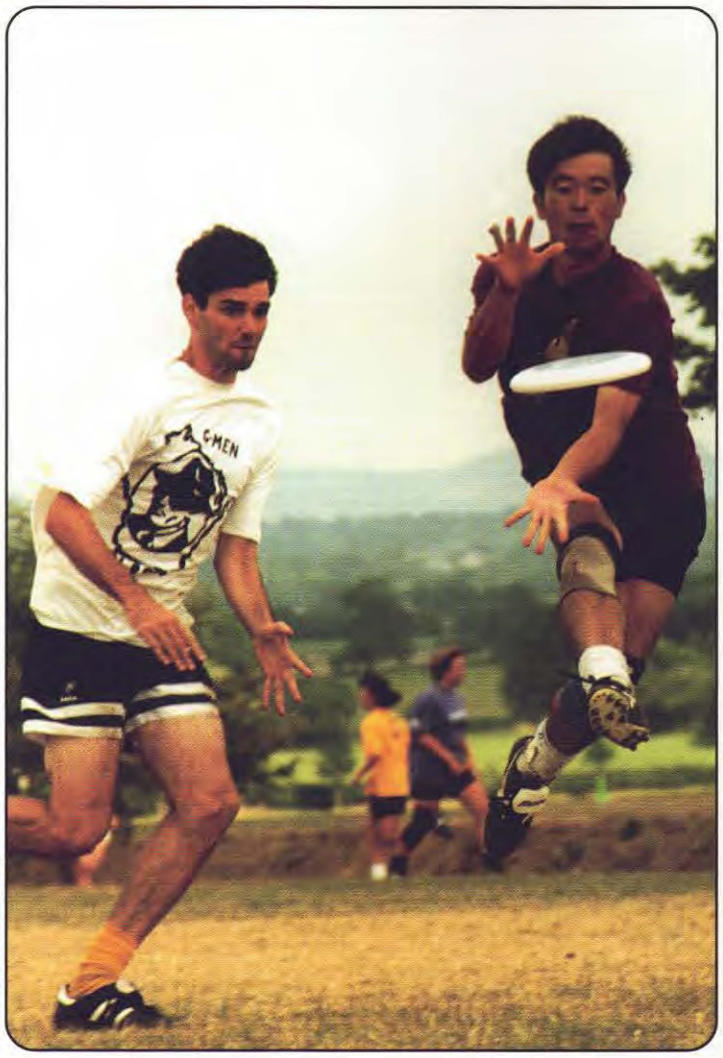
IN 1997 THE SPORT OF Ultimate reached new heights with the staging of the World Flying Disc Federation 5th World Ultimate Club Championships in Vancouver, Canada. More players, more teams, a spectacular venue and glorious weather. We might not match the latter this year but the tournament has attracted more players and the pull of meeting players from all over the world has made this the premier event to be at.

Since WFDF formed in the early 80s, the sport has seen phenomenal growth, both in numbers of players worldwide and in recognition from world governing bodies. Ultimate has now become a full member of the International World Games Association and will be played as a medal sport for the first time in 2001, at the World Games in Akita, Japan.

The most remarkable thing about this growth is that it has taken place exclusively because of the players themselves. WFDF and all its committees are run by active players, elected and advised by National Associations and by players representing their countries at World Ultimate Championships. It is thanks to the nature of an organization so aware and so responsive to the needs of the players that Ultimate has become so established in so short a time.

Ultimate still holds tight to the values embodied by the Spirit of the Game in all that it does. Though there have been challenges to the concept of self-refereeing these have been held at bay by a playing population keen to see Ultimate as a real alternative to other sports, many of which have become governed by commercial and populist pressure. And Ultimate does offer athletes a real alternative.

In the drama of games that unfold and the detail of the way that you play it is worth remembering that the principle aim of WFDF is to: 'encourage and protect the spirit of flying disc play, where as partners rather than opponents we compete against the limits of our own abilities rather than each other' and this is nowhere more obvious and true than at a World Championship.



Jonathan Hope/Ultimatum



Ultimatum

British Ultimate

The British Ultimate Federation's National Director Laura Pearce describes Ultimate play in this country

THE BRITISH ULTIMATE Federation (BUF), through a committee of volunteers, is responsible for the growth, development and promotion of ultimate in Great Britain. In the last five years, the number of teams has doubled, the standard of play has improved enormously and the sport is beginning to get noticed through various forms of publicity. This is largely due to the hard work of a few individuals, who should be congratulated. One of the most significant innovations has been the introduction of the Tour. This consists of 5 tournaments over the outdoor season (March - October), where teams gain ranking points, which are determined by finishing positions in the tournaments, and play against teams of a similar standard, thereby making things more competitive/equal for teams from the top of the sport downwards. The final rankings determine which teams earn entry to the National Championships, which are played at the end of the outdoor season in September/October.

The other main event in the calendar is the BUF Open, played before Nationals, which is open to European as well as British teams. As well as these, there are several other tournaments, catering for teams of different levels and attitudes towards play.

During the winter, tournaments move indoors, and this is where the large majority of players start their Ultimate lives whilst at university. At the moment, nearly all tournaments are played in an 'Open' format, as there still aren't the numbers to support separate divisions.



Women's ultimate is also progressing and there has been an increase in the last couple of years in separate women-only tournaments, with the overall standard of play improving noticeably.

With the introduction of the Co-ed division at World Championships, the number of teams playing co-ed is gradually increasing, although it is still in the early stages. There are several things under consideration by the BUF Committee at present, with a view to looking towards the future, including becoming an association with individual membership.

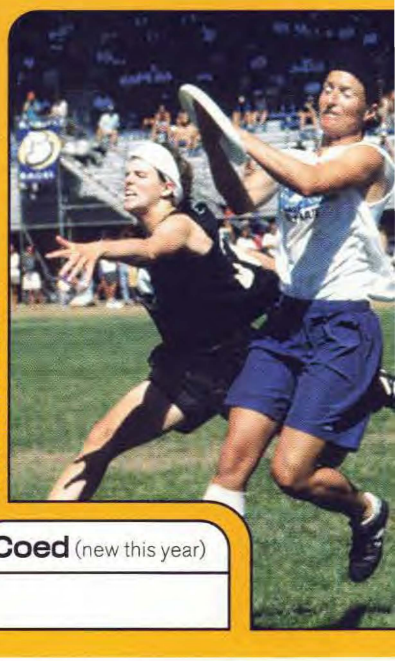
As the sport continues to grow in this country, it is evident that its organization will need to change, or be modified, to provide the best set-up for all clubs and individual players.

the story so far...

On this table are the results of all the WFDF Club Championship Tournaments since they began in 1989. And the thing is, every single one of these teams is from the USA, so get busy, all you other world powers, make it tough for them!

WFDF Club Tournament History

YEAR	PLAYED IN	WINNING TEAM Open	Women's	Masters
1989	Cologne, Germany	Philmore	Lady Condors	(not played)
1991	Toronto, Canada	New York	Maine-iacs	Three Stooges
1993	Madison, USA	New York	Maine-iacs	Seven Sages
1995	Millfield, UK	Double Happiness	Women on the Verge	Seven Sages
1997	Vancouver, Canada	Sockeye	Women on the Verge	Beyonders
1999	St Andrews, Scotland			



Jonathan Hope/Ultimatum

Coed (new this year)

big in Japan

Ultimate is breaking into the world sports arena at the World Games in Japan in 2001. The WFDF considers what this will mean to the sport...

IN AUGUST 2001 ULTIMATE will become a medal sport at the World Games.

Six countries will compete to become the first World Games Ultimate Champions. This has posed a considerable number of challenges for the Ultimate community world-wide. Who will go, how will it be decided, what will be the playing format? We were limited by the organizational aspects of the Games as a whole. They will pay all costs for players whilst in Japan and competing and we were limited to 60 players. After a year of discussions WFDF decided that, for this first year, the teams should be coed with squads of 10. That they would play 6 on 6, with three men and 3 women on the field at all times and that games would be limited to two 45-minute halves.

Japan, as host country, would automatically have one slot, and the other 5 countries would be selected based on their performances at the World Ultimate Championships in Germany in 2000. Points will be allocated to each country in each division depending on where they finish. Their top three finishes (say 4th in Open, 5th Women and 2nd Juniors) would count towards qualification for Akita.

The other qualification factor is that countries must have a team in the coed division in Germany. After selection each National Association would then select their best team to take to Japan.

As with any new venture this format has obviously caused a lot of discussion and some disagreement but we are at the stage where we must work within a different structure without sacrificing the principles by which we play. For example the use of observers, even referees, was almost demanded at one point. This was dismissed because we have strong evidence that the Spirit of the Game works, even though it is strained to its limit at times.

Ultimate and Disc Golf are the first two disc sports to be seen on a truly international multi-sporting stage. It might not be to everyone's taste that Ultimate can be seen as a 'respectable' sport, but no one has argued that we do not deserve it.

We thrive on diversity as all sports do: from Beach Ultimate to national championships to playing with the kids in the park. The World games will give us one more avenue to show what Ultimate has to offer people dissatisfied with the norm and looking for something new; the whole world will have a chance to catch the spirit.



Paul Hurt/Ultimatum



Ultimate Image/Ultimatum

out of *this* world!



DENMARK

FENRIS	O				

SCOTLAND

GAEL FORCE			C		
SOUP	O				

IRELAND

POOKAS	O				

GREAT BRITAIN

BLISS		W			
BLUE ARSE FLIES			C		
CATCH 22	O				
CHEVRON ACTION FLASH	O				
FLUID DRUIDS	O				
FOUR NON BLONDES		W			
MILD MANNERED JANITORS			C		
OVERFLOW				M	
RED	O				
TWIN PEAKS		W			
UTI	O				

CANADA

AGED TO PERFECTION			C		
CYNICS	O				
FARM ACCIDENTS				M	
FLAP			C		
MANITOU			C		
THROWS OF PASSION			C		
TOO BAD	O				

USA

CIGAR				M	
CONDORS	O	W			
DoG	O				
JAM	O				
HOUSTON HOUNDZ	O				
LADY GODIVA		W			
OZONE		W			
PIRA HAKU			C		
RED FISH BLUE FISH			C		
RING OF FIRE	O				
RIPPIT			C		
SCHWA		W			
TEMPUS FUGIT				M	
WOMEN ON THE VERGE		W			
WSL ALL STARS	O				

FRANCE

ULTIMATUM	O				

BELGIUM

XLR8RS	O				

INTERNATIONAL

PRETENDERS				M	
WHERE'S BOB			C		

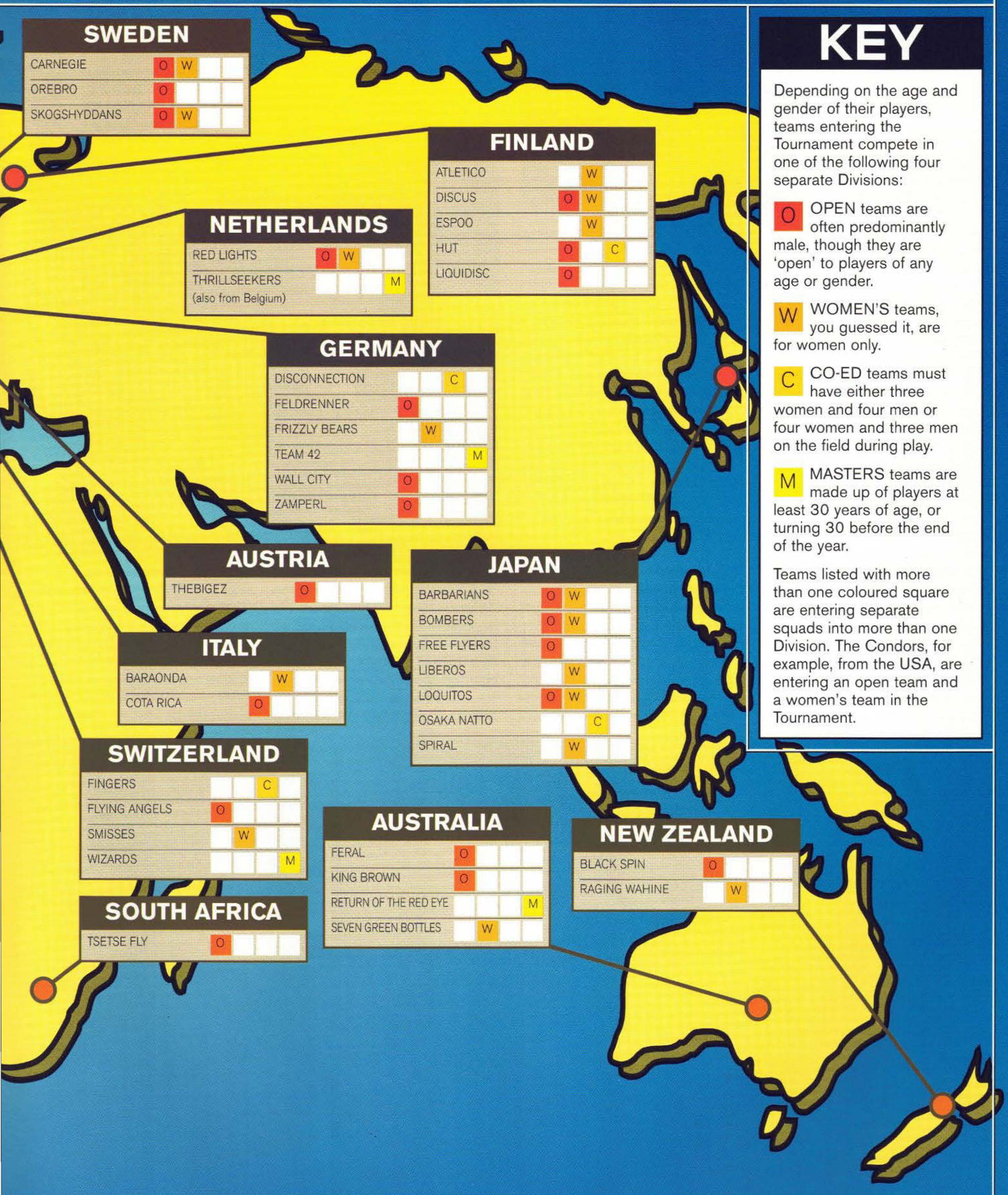
COLOMBIA

COLOMBIA	O				

BRAZIL

BRAZIL			C		

With 89 teams from more than 22 different countries, the Tournament this year is one of the biggest Ultimate club get-togethers in history! Find out who's here and where they're from on our map below



KEY

Depending on the age and gender of their players, teams entering the Tournament compete in one of the following four separate Divisions:

O OPEN teams are often predominantly male, though they are 'open' to players of any age or gender.

W WOMEN'S teams, you guessed it, are for women only.

C CO-ED teams must have either three women and four men or four women and three men on the field during play.

M MASTERS teams are made up of players at least 30 years of age, or turning 30 before the end of the year.

Teams listed with more than one coloured square are entering separate squads into more than one Division. The Condors, for example, from the USA, are entering an open team and a women's team in the Tournament.

cream of the crop

Canada's Manitou and US team Death or Glory are at the top of their Divisions and will no doubt put on a great show this week. We spoke to a key member of each team to find out more

Manitou

Co-ed Division (seeded 3)

Q When and why did you start playing Ultimate?

Lorne Beckman: I started playing Ultimate in 1993, but I didn't start playing on a club team until three years ago. I think I got my start in Ultimate like most people. A few friends told me I should come try out this new sport so I grabbed my sneakers, met them all at the park, and spent the next two hours running around like a fool and I loved it!

Q How did Manitou originate and what are its major achievements so far?

Early last fall, the core players from Montreal's two club teams, Mephisto (Open) and Fifi fesses d'acier (Women), were already talking about making the trip to WUCC 1999, but neither team could get enough players together. Things looked bad, until someone saved the day: Hey, let's join up and go Co-ed! Our finest achievement was winning the first annual Midsummer Night's Dream tournament in Montreal.

Q How did you prepare for this year's Tournament?

Some of us started training back in January, and most of us played Ultimate nearly every day this season (except Fridays, when we were driving to tournaments). Although we played mostly with our respective (Open, Women's) club teams, Manitou held practices once a week too, and we put in strong showings at three Co-ed tournaments.

Q Who will be your major competition?

Obviously the top-seeded US teams Red Fish Blue Fish and Pira Haku will be gunning for us. I think that because Canada won the first Co-ed Division title at Worlds '98 (on US soil, no less), the US–Canada rivalry will make this year's Co-ed Division super exciting. We're also looking forward to trying to match Where's Bob in the outrageousness department.

Q Is there an active Co-ed Ultimate scene in Canada?

Co-ed teams make up by far the largest number of teams in every city league in Canada. Ultimate is a very social sport, so it naturally attracts both genders. Co-ed tournaments are springing up everywhere, faster than any other tournament format. Co-ed is going to grow and grow and grow.



Q Who do you think are the best players on the team?

We've got 'Shaggy' (Mark Zimmerl, No. 1) who'll deliver huge pulls and back-breaking upwind hucks. Then there's 'Styles' (Will Lavery, No. 16) who can turn his head mid-air to wink at a cute girl on the sidelines while getting a layout D-block. 'Katts-E' (Cathy Janvier, No. 4) will amaze you every time she flies through the air like a ballerina before crashing back down to earth like a bag of rocks. And our southpaw, 'Fish' (Alison Fischer, No. 15) will break the mark quicker than you can say, 'Stalling one!' We are all totally psyched to be at the Tournament, it's going to be a ton of fun!





Jonathan Hope/Ultimatum

Death or Glory (DoG)
Open Division (seeded 1)



Q When and why did you start playing Ultimate?

William Rodriguez: I started playing ultimate in college in '98. As a freshman, I had two neighbours. On my right was an ultimate player, on my left a rugby player. One afternoon during the first week of school the ultimate player came back from frisbee practice, and said how great practice was, running and jumping and diving for frisbees in the sunshine. An hour later, the rugby player came back with a broken nose and a 2-inch bloody gash on his forehead. So I joined the ultimate team.

Q How did DoG originate and what are its major achievements so far?

DoG was born in the spring of 1994. The Boston men's team had been one of the best teams in the country for more than ten years, but hadn't won US Nationals since 1982, and in particular was unable to beat New York, then the dominant, 5-time National Champions. So a core group of Boston players travelled to a lot of smaller tournaments in the spring calling themselves 'Death or Glory' – it's a Clash song, if you know it. By the time the 1994 US National series rolled around, DoG still the same Boston team as ever, with a few new players, had invented a new defence (the Clam), was on a 6-month unbeaten streak, and managed to defeat a revamped New York team and go on to win the National Championship. Since then, we've gone on to win 5 US National Championships in a row, going undefeated at Nationals in that stretch. We've continued to be innovative on defence, and have brought 'junk' defence into the game for good. Other than the five Nationals titles, probably our best moment as a team was representing the US at the 1996 World Championships in Sweden, where we not only won the World Championship, but took home the Spirit of the Game award as well.

Q How did you prepare for this year's Tournament?

We're taking a smaller, younger roster than usual to this year's tournament, and our training has reflected that. Typically, we do track workouts once a week, consisting of running stadiums (20–30 repetitions climbing the 30 steps at Harvard stadium) or running intervals from 100 to 400 metres. Thursday evenings we scrimmage, and do some mild conditioning. On weekends, we practice for 3–4 hours each day, starting with some basic drills and running our plays, then 45 minutes of scrimmaging, and 30–45 minutes of conditioning drills. Most players work out on their own aerobically the rest of the week.

Q Who are your major competitors?

I think the Santa Barbara Condors proved they're the team to look out for after their impressive second-place finish at Nationals last year. New York (the WSL All-Stars) is always tough, and any team with Kenny Dobyns on it has to be considered a favourite. Ring of Fire from North Carolina keeps getting better; once they figure out how to win, they'll be a force, and this could be their year. The Swedish club teams Carnegie and Skogshyddans will beat a bunch of American teams, and could end up playing on the last day. Whichever team has chosen to train hard for this tournament will have the edge.

Q Being the top-seeded Open team in the world, how do you keep improving and where do you get new tactics from?

They say that when you're behind, you have to try 20% harder than anyone else just to catch up – and when you're on top, you have to try 20% harder just to stay even. So I think our success has come from the willingness to keep working hard at being the best. That and some excellent orthopedic surgeons.

We've had a lot of fun in the past few years trying to invent new defensive strategies and offensive tactics. Most of the best strategies come from the back of a napkin at a bar after practice, though the concepts are things we think and talk about all the time. We also vary our workouts, and try new things in tournaments and at practices. DoG Camp – basically a disc-related decathlon – has been fun change of pace in the summer. Basically we try to have fun, and at the same time to push ourselves, and confuse our opponents. Usually we end up pushing our opponents and confusing ourselves, but whatever works, hey?

Q Who do you think are the best players on the team?

We have a lot of stars, but our hallmark is teamwork. Jim Parinella (no. 88) is the best athlete on the team and the complete package. Alex de Frondeville (No. 1) has game-changing throws. Fortunat Mueller has been one of the best collegiate players in the past few years, and will be a star for years to come. Unfortunately for the legions of DoG fans out there, some of our best players are back home: Steve Mooney, Paul Greff (better known as 'TGPITG: The Greatest Player in the Game'), and Jeremy Seeger.





say it loud

There's a lot of shouting in Ultimate. This should help you make some sense of it (of course, not all the teams will be communicating in English...)





Paul Hurt/Ultimatum

'Great Pull!'

The 'pull' is the throw-off at the beginning of a point. You may hear 'great pull' yelled if: 1) the disc stays aloft for a long time allowing the throwing team to put the defence on before it is caught, or 2) if the throw-off lands in the corner of the opposite end-zone.

'Up!'

Usually called by a member of the team on the defensive when the disc is let go to warn his/her teammates to be alert as the disc may be travelling towards them.

'Lay out!'

Usually yelled when the disc is just beyond the reach of a player and his/her teammates try to encourage him/her to dive for it; the dive being called a 'lay out'. This can happen on the offence or defence.

'Which way's the force?'

Called by the defending team to the player who is marking the player with the disc. Players on the defensive want to know which way the disc is most likely to go so they can be on the right side of their offensive players.

'Force middle!'

Yelled by the player marking the disc telling his/her teammates that he/she will be forcing the player with the disc to throw towards the centre of the pitch.

'Force home!'

As above but 'home' is the side of the pitch where the team keeps their belongings.

'Force away!'

As above but 'away' means the side of the pitch away from the teams belongings.

'Don't get broken!'

This call warns the player putting a force on not to let the throw out against his/her force as the rest of the defensive players will be on the wrong side of the offensive players.

'Hammer!'

A hammer is when the disc is thrown over the head upside down. 'Hammer' is yelled as a warning because this type of throw is most often used to break the force and thus is going in an unanticipated direction.

'Stalling 1...2...3...etc.'

The player with the disc has 10 seconds until he must throw it. The forcing defensive player counts these seconds out loud.

'Stall out'

This will be called by the defensive player who is forcing when the player with the disc fails to throw it before his 10 seconds are up. The disc then goes to the other team.

'Turn over'

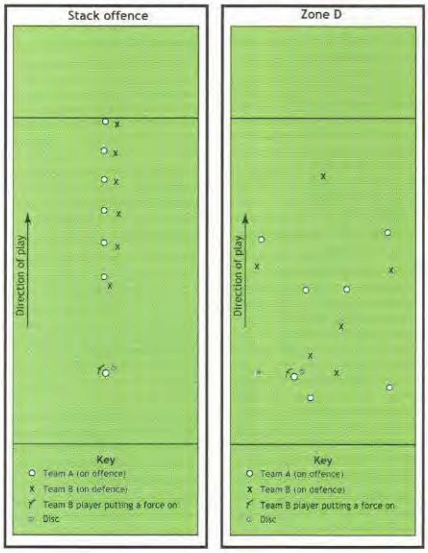
This is yelled when a disc has been intercepted or dropped so teammates are aware that they must change from being on offence to putting on the defence or vice versa.

'Fast count'

The stall count is supposed to be in seconds. 'Fast count' is called when the player with the disc feels that the forcing player is counting too quickly.

'Stack!'

A standard form of offence where the players line up in the middle of the pitch. 'Stack' is yelled when the offensive team wants this position to be formed (see diagram below).



'Poach'

When a defensive player leaves his own marker and stands in the throwing lane to intercept the disc. 'Poach' is yelled by the free player to indicate to his/her team that he/she is unmarked and to try to draw the defensive player out of the throwing lane (see diagram).

'Dump!'

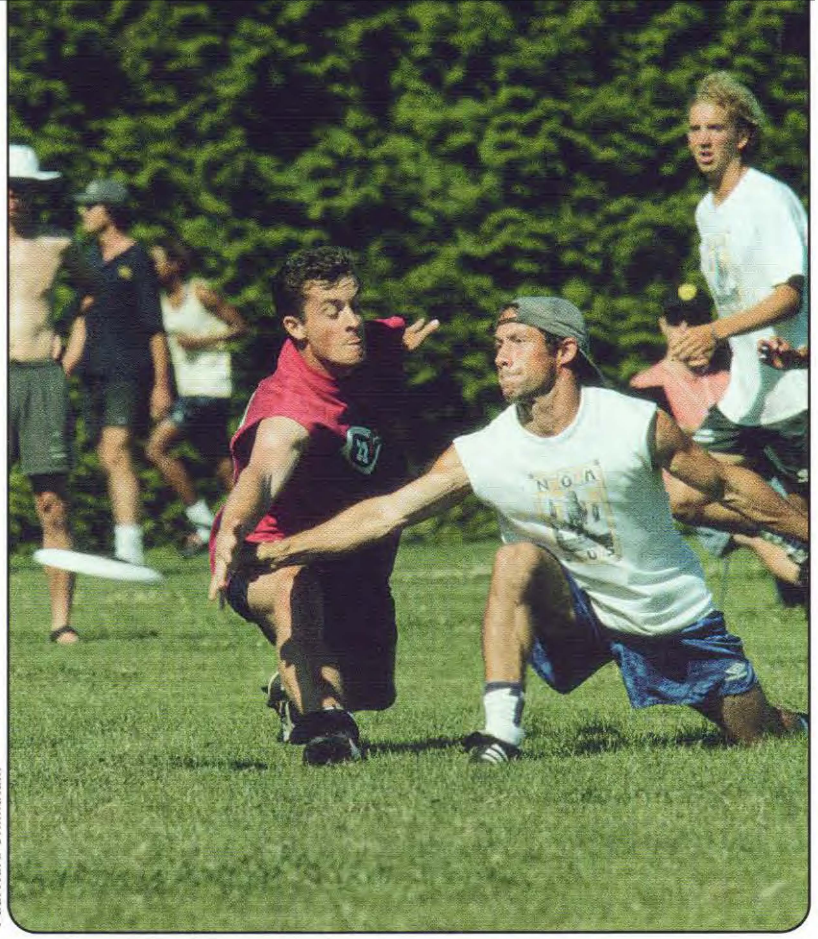
When the disc is passed backwards to a free player almost immediately behind the player with the disc. 'Dump' is usually yelled when the stall count is high as it is normally an easy pass.

'Zone D'

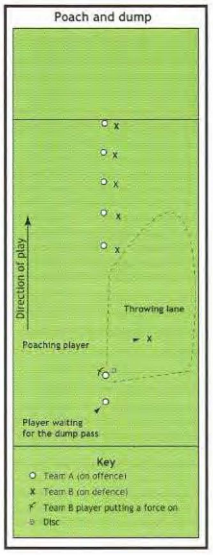
A standard form of defensive play used particularly in the wind (so ideal for St Andrews) because it is harder to throw far in windy conditions. 'Zone D' is yelled by an offensive player to warn his/her teammates that this style of defence is being set up and a different type of offence is required (see diagram left).

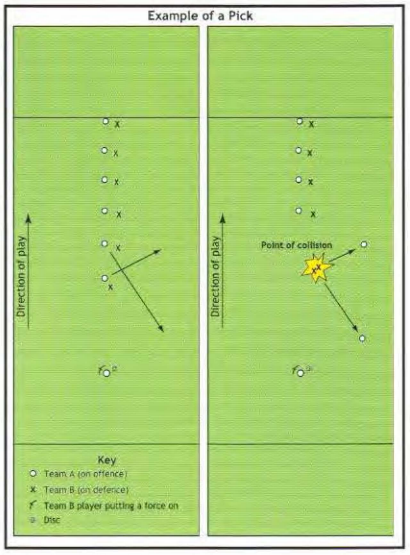
'Foul'

Yelled when any player feels that a breach of the rules has occurred. There are at least 2 types of foul: 1) when there is physical contact of some kind between players, and 2) when the forcing player stands too close to the player with the disc (the forcing player must not be closer than a disc width from the player with the disc).



Paul Hurt/Ultimatum





'Go man!'

This is yelled by a defensive player when he wants the team to change from Zone defence to man-on-man defence.

'Pick'

This is usually yelled when an offensive player runs along a path which would result in the following marker to collide or be interfered with by another player (see diagram, top right).

'Double team'

Only one defensive player is allowed to be within 3 metres of the stationary offensive player with the disc. 'Double team!' is yelled by the player with the disc to warn the non-forcing defensive player to back off. If he/she doesn't it is a foul.

'Travel'

Players are not allowed to move from the spot where they gain control of the disc. The player with the disc plants a pivot foot which must remain in the same place until the disc is thrown. If this pivot foot moves, the defending player calls 'travel' and the player with the disc must move back to his/her original position and the stall count is resumed.

'Line trap'

When the disc is close to one of the sides of the pitch, the defensive player puts a force on towards the line, calling 'Line trap'. This may be called by either an offensive or defensive player to indicate to his/her team what kind of offensive/defensive play should be used.

'Check feet'

This is yelled when the disc is caught close to the line to warn the player catching that he/she may be out. Note: On the line is out.

'Set it'

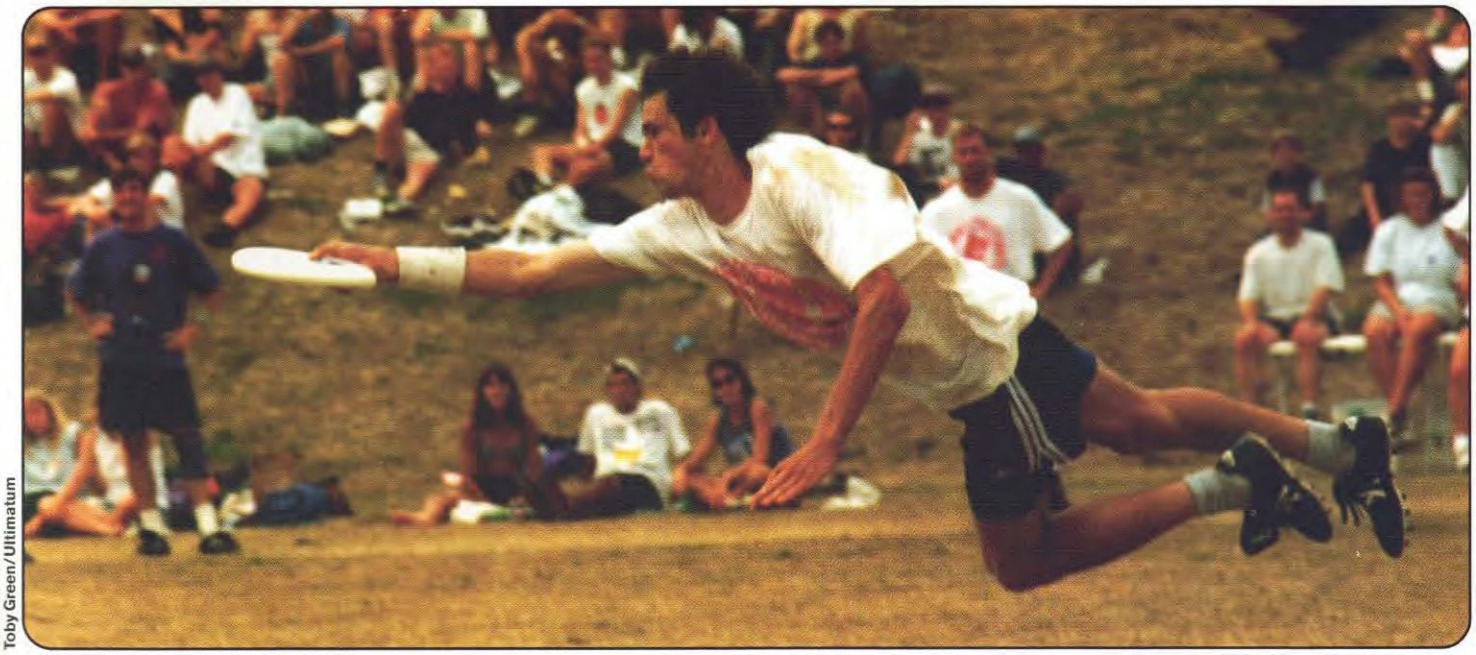
This is yelled by an offensive player – usually the one with the disc – as an instruction to his/her teammates to run a specific play decided earlier before the start of the point.

'Scooba/ Scuba'

A short, flat, over the head, upside-down throw used only by very good or very bad players (depending on the success of the throw). (See Tossy s*** below.)

'Tossy sh**'

Scubas, set lunches, push passes, discs with not enough spin and throws which should generally be reserved for playing indoors. This is not usually intended as a compliment.



Toby Green/Ultimatum

highland flingers

Scotland has as rich an Ultimate scene as anywhere, with more than half a dozen active teams spread all over. We talked to some of the local talent

ULTIMATE IN Scotland is growing and thriving. It began in the late 1980s in Edinburgh with the establishment of the Edinburgh club, Sneeeky's. No, you are not seeing things. Sneeeky's does indeed have 3 'e's. Rumour has it this was a printer's error on the team shirts that stuck. The best person to tell you about the origins of Sneeeky's is our Tournament Field Co-ordinator, Chris Burden (aka Papa Sneeeky).

Sneeeky's

'It all started about 10 years ago when a couple of American students (Alex and Mark) decided it was about time for Edinburgh folks to get into the sport of Ultimate. At first this was just a wee group of keen but disorganized folks. This keenness and disorganization still exists today. In these early days the rules were little known. End-zones were sometimes semi-circular and tackling was permitted. Then the team was briefly organized and tournaments entered.



For many years Sneeeky's were known as a fun team that always came last or there abouts. However, more and more, we started to win games and at one point we were a team not easily dealt with (and are beginning to be again).

Winning Spirit of the Game is our prime goal at tournaments. Our road trips are unrivalled by any other team in the UK. Sometimes the road trip can be more exciting than the tournament itself, as some of the older Sneeeky's will confirm. Because of our remoteness we often have to travel eight or more hours to get to a tournament (longest return bus journey - 12 hours). Edinburgh has long been recognized as an international city and we often have folks from all over the world coming along for pick up games. As a result, Sneeeky's has ex-players throughout the world.

Ultimate is gradually taking hold in Scotland, and now we are no longer the only team north of the border. Teams are now established in St Andrews, Glasgow, Aberdeen and Dundee.'

Ro Sham Bo

Sneeeky's has recently spawned a new team in Edinburgh based at the University called Ro Sham Bo. Founded for financial reasons by Sneeeky's student players in July 1998, Ro Sham Bo continue to practice alongside their parent club.

Mud Culture

As Chris Burden points out, Scottish Ultimate is not confined to Edinburgh. Head west to Glasgow and you'll find Mud Culture, so called because they turned their first pitch, once a local sunning spot into a mud bath and it hasn't fully recovered since. Mud Culture's first tournament was the 1st-ever Dublin International tournament. The team has continued to thrive, their breakthrough coming when they managed to convince their University Sports Association that Ultimate was indeed a legitimate sport and thus they were allowed to become an official club (more than a lot of Universities have been able to do). In 1996–97 Mud Culture attended many British tournaments, some as a student team and others as an Open team. The club has always had a 'no selection' policy with the exeption of regionals/nationals when two teams can be entered. This means that anyone who wants to play gets to play.

Far Flung

By the summer of 1997 however Mud Culture had many open players and have made the break more formal by registering as two separate teams with the British Ultimate Federation. The student team is now called Far Flung. Furthermore, with the aid of some Mud Culture practices and players, a Strathclyde University team 'The Source' has been set up. From now on Mud Culture hopes that it will serve as an open team encompassing all of Glasgow including both student teams





Steve McPartland/Ultimatum



Steve McParland/Ultimatum

and that in time Glasgow will be an Ultimate stronghold.

Far Flung is in its third year of being a University club in Glasgow, and wants to build on its previous achievements. Last year they were crowned Northern student champions, and came sixth in the UK student nationals. The Glasgow University Guardian has featured the club twice for its achievements in the last few months. The size of the club has grown from 6 people to over 40 in less than three years. They have held their own tournament, and players from the team have played in tournaments over the whole of the UK and as far away as Hawaii, Fiji, France and Dublin. One of Far Flung's players played in the tournament in Vancouver in 1997.

Far Flung welcomes new players of any standard from complete beginners upwards, and of any level of fitness. They expect most people who join to be beginners, just from the fact that the sport has a pretty low profile generally. They are well-practiced at training people to play real Ultimate.

Shooting Stars

Other Ultimate clubs in Scotland include Shooting Stars, a team based at Dundee University. This club has only been around for a couple of years, but in that time, it has grown from a few eager individuals to one of the biggest clubs attached to the University Sports' Union. I'll let their captian, Steve Morrish tell you all about it in his own words. 'From its humble beginnings, when only a handful of students, with nothing better to do with their time (what? Students with nothing to do? Never!!!) decided that it might be fun to throw a disc around, the club has grown in stature and size. Renowned as being possibly THE most fun club within the Union, it has attracted an ecclectic mix, boasting medics, dentists, architects, engineers, philosophers, historians and, erm, english students (what do you call them then? Englishers?). Because we are such a young team, both in terms of the foundation of the club, and the actual players, we have yet to make the kind of impact on the national stage that we yearn for. However, when we attend competitions, we bring with us our own brand. Every game we play, even against top ranked opposition, is fun, and we guarantee to bring a smile to even the most stern of faces. We've been called everything under the sun, from mad, lunatic and psycho (usually in the same sentence), to fun, dedicated, committed and general all-round good guys. Our spirit is infectious, like a disease. To join Shooting Stars, simply come along to our practices. To become a member of the club, all we ask for is a paltry fee of £10 sterling per annum. There's at least one practice a week indoors (during summer period only, during winter, upwards of three a week), which is usually a fun session, and at least two a week outdoors, when we attempt to go through our paces. If you're in the Dundee area and fancy a game, please get in touch.

TOURNAMENT TEAMS

SOUP

All the above established clubs in Scotland have amalgamated into two teams for this year's Tournament, SOUP and Gael Force. Soup, which stands for Scottish Open Ultimate Players, was created by Sneeeky's players in 1998. Charles Heenan tells us of SOUP's origins: 'James Spicer had a vision and, like the great Scots kings of old, convinced the rivals of St Andrews, Glasgow, Dundee, and Edinburgh to put aside their minor disagreements and present a united front. So the Scottish 'Soup'-er team was formed to create a team able to play (and occasionally even score) with the top teams of British Ultimate . . . Soup are ready to defend their home turf in Scotland at the Tournament.'

Gael Force

Gael Force is the Scottish Co-ed Ultimate entry. The team was formed to celebrate the fact that their country was chosen to host the World Clubs 1999. Gael Force is made up of players from Sneeekys and Ro Sham Bo based in Edinburgh, and also Mud Culture and Far Flung from Glasgow. They participated regularly in the British Tour events gaining experience and improving their standing. Scottish teams are well known for their good spirit and this will be seen in St Andrews this August.



Ultimatum

contacts

If you're in the neighbourhood and fancy a throw-around, here's how you can get in touch with the Scottish teams

ABERDEEN

FALLING SKIES
Contact Nick Lacey
Tel. 01224 273 535 (Ext 5573)
Email ext390@abdn.ac.uk
Club Membership Open

DUNDEE

SHOOTING STARS
Contact Steve Morrish
Email morshy@hotmail.com
or s.m.morrish@dundee.ac.uk
Club Membership University

EDINBURGH

SNEEEKY'S
Contact Stuart Mullinger
Tel. 0131 662 1774
EmailStuart_Mullinger
@stratus.com
Web http://www.ed.ac.uk/
~ultimate/
Club Membership Open

RO-SHAM-BO
Tel. 0131 229 0617
Email pde@dcs.ed.ac.uk
Club Membership University

GLASGOW

MUD CULTURE
Contact David Grayson
Tel. 0141 334 9922 (home)
0141 330 6237 (work)
Email david@mcg.gla.ac.uk
Club Membership Open

FAR FLUNG
Contact Ed Coates
Tel. 0141 946 3422
Email 9705060c
@student.gla.ac.uk
Club Membership University

ST ANDREWS

FLYING SORCERORS
Contact Gillan Campbell
Tel. 01334 478 706
Email sh4@st-andrews.ac.uk
Club Membership University

schedule of games

With nearly 600 games taking place on 20 different fields, you'll probably lose track at some point. This should help:

what it means...

The first letter tells you which Division the game is in: Open (O), Women's (W), Co-ed (C), or Masters (M). The second tells you in which pool within the Division the game is. (The larger Divisions – Open, Women's and Co-ed – are broken down into separate pools within which teams play off against each other in order to progress through the Tournament. This is explained in a little more detail overleaf, under Tournament Structure).

So, OA here means that the game is in the Open Division, between two teams in Pool A.

The Open Division splits into sub-divisions 1 and 2 in the second round (starting on Friday) so you will see a number 1 or 2 appear in the boxes for these games.

Sunday 8th

FIELD ▶ / ▼TIME	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
8.30am	OA 2v4	OA 3v5	OB 2v4	OB 3v5	OC 2v4	OC 3v5		OD 2v4	OD 3v5	OE 2v4	OE 3v5	OF 2v4	OF 3v5	OG 2v4			OH 3v5	M 1v5	OG 3v5	OH 2v4
10.30am	CA 2v7	CA 3v8	CA 4v5	CA 1v6	CB 2v7	CB 3v8	CB 4v5	CB 1v6	WA 1v4	WA 2v5	WA 3v6	WB 1v4	WB 2v5	WB 3v6	WC 1v4	WC 2v5	WC 3v6	M 2v6	M 3v7	M 4v8
12.30pm	OA 1v4	OB 1v4	OA 2v5	OB 2v5	OC 1v4	OC 2v5		OD 1v4	OD 2v5	OE 2v5	OF 1v4	OG 1v4	OG 2v5	OH 1v4	OH 2v5	OE 1v4	WD 1v4	WD 2v5	WD 3v6	M 1v9
2.30pm	CB 2v5	CB 7v8	CB 4v6	CB 1v3	CA 2v5	CA 7v8		CA 4v6	CA 1v3	WA 1v3	WA 4v5		WB 1v3		WB 2v6	WC 1v3	WC 4v5	WC 2v6	WB 4v5	WA 2v6
4.30pm	OC 1v3	OD 1v3	OE 1v3	OF 1v3	OG 1v3	OH 1v3		OF 2v5	OA 1v3		M 3v9	OB 1v3		M 2v5	M 6v8		M 4v7	WD 1v3	WD 4v5	WD 2v6

Monday 9th

FIELD ▶ / ▼TIME	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
8.30am		OH 2v3		M 3v8		OH 1v5		OG 2v3	OG 1v5	OF 2v3	OF 1v5	OE 2v3	OE 1v5	OD 2v3	OD 1v5	OC 2v3	OC 1v5	OB 2v3	OB 1v5	OA 1v5
10.30am	M 1v7	M 5v9	M 4v6	WD 1v6	WD 2v4	WD 3v5	WC 1v6	WC 2v4	WC 3v5	WB 1v6	WB 2v4	WB 3v5	CB 1v5	CB 2v6	CB 3v7	CB 4v8	CA 1v5	CA 2v6	CA 3v7	CA 4v8
12.30pm	M 2v8	WA 1v6	WA 2v4	WA 3v5	OA 1v2	OC 1v2		OA 3v4	OB 3v4	OC 3v4	OD 1v2	OD 3v4	OE 1v2	OE 3v4	OF 1v2	OH 3v4	OH 1v2	OG 3v4	OG 1v2	OF 3v4
2.30pm	WB 1v2	WB 3v4	WB 5v6	WC 1v2	WC 3v4	WC 5v6		WD 1v2	WD 3v4	WD 5v6		CA 1v2		CA 5v8	CA 3v6	CA 4v7	CB 1v2	CB 5v8	CB 3v6	CB 4v7
4.30pm	M 7v9	M 1v3	WA 3v4	OA 2v3	OB 1v2	OG 4v5		M 2v4	WA 5v6	M 5v6	WA 1v2	OB 4v5	OA 4v5	OH 4v5			OF 4v5	OE 4v5	OD 4v5	OC 4v5

Tuesday 10th

FIELD ▶ / ▼TIME	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
8.30am	WA 1v5	CA 1v7	WA 4v6	M 3v4	WA 2v3	CA 2v8	WB 1v5	CA 5v6	WB 4v6	CA 3v4	WB 2v3	WC 1v5	WC 4v6	OS2 2v3	OS2 1v4	OR2 2v3	OR2 1v4	OJ1 3v6	OJ1 2v5	OJ1 1v4
10.30am	CB 1v7	OK1 1v4	CB 2v8	OK1 2v5	CB 5v6	OK1 3v6	OL1 3v6	CB 3v4	OL1 1v4	OL1 2v5	OM1 1v4	OM1 2v5	OM1 3v6	OT2 2v3	OU2 1v4	OU2 2v3	M 2v7	M 8v9	M 1v6	WC 2v3
12.30pm	M 3v5	CA 1v4	OR2 1v3	CA 2v3	OS2 1v3	CA 5v7		CA 6v8				OR2 2v4	OT2 1v4	WD 1v5	OS2 2v4	WD 4v6	OJ1 4v5	WD 2v3	OJ1 2v6	OJ1 1v3
2.30pm	WF C1vB4	M 1v2	WF B2vC3	M 7v8	WF C2vB3	OK1 1v3		M 6v9	CB 1v4	OK1 2v6	CB 2v3	OK1 4v5	CB 5v7	OL1 1v3	OL1 2v6	OL1 4v5	CB 6v8	WF B1vC4		
4.30pm	WE A1vD4	OT2 1v3	WE D1vA4	OT2 2v4	WE A2vD3	OU2 1v3		WE D2vA3	OU2 2v4	WG A5vD6	OM1 1v3	M 4v5	WG B5vC6	OM1 2v6	WG C5vB6	WG D5vA6	OM1 4v5			

OA
2v4

This tells you which teams within the pool are playing. These numbers refer to the positions in the pool of the two teams playing as listed in full on pages 21 to 34 of the Player's Handbook (teams listed 2 and 4 in the Open Division's Pool A are Catch 22 and Flying Angels). The teams' positions in the various pools at the start of the Tournament are listed in the Handbook, but in subsequent rounds, the teams go through to new pools, depending on how well they do, so if you want to know exactly which teams these numbers refer to, you'll have to fill in the blanks in the Handbook, or consult the match reports in today's newsletter.

Finals

The Tournament Finals will take place on Saturday 14th at the stadium (field 1)
The schedule for these games is as follows:

9am..... Masters
11am..... Co-ed
1.30pm .... Women's
3:30pm .... Open

Wednesday 11th

FIELD ▶ / ▼TIME	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
8.30am	OL1 1v6	OK1 1v6	OK1 2v4	OK1 3v5	OM1 3v5	OL1 2v4		OL1 3v5	OM1 1v6	OM1 2v4	CB 6v7	M 2v9	CB 1v8	CB 2v4	CB 3v5					
10.30am		OJ1 1v6	OJ1 2v4	OJ1 3v5	CA 1v8	M 1v8		CA 2v4	M 3v6	CA 3v5	M 5v7	CA 6v7	WE A1vD3		WG C5vA6	WG B5vD6	WF B1vC3	WG A5vC6	WF C2vB4	WE D2vA4
12.30pm	OS2 1v2	OR2 1v2	OR2 3v4	OU2 3v4	OU2 1v2	OT2 3v4		WG D5vB6	M 4v9	WE D1vA3	WF C1vB3	WE A2vD4	WF B2vC4							
2.30pm	OK1 1v2	WE A1vD2	OJ1 3v4	WE D3vA4	OT2 1v2	WF B1vC2		OK1 5v6	OL1 1v2	WF C3vB4	OL1 5v6	WG B5vA6	OM1 3v4	WG C5vD6	OS2 3v4	M 2v3	CC A1vB3	CD B1vA3	CC B2vA4	CD A3vB4
4.30pm		OJ1 1v2	M 6v7	OJ1 5v6	WE D1vA2	OK1 3v4	OM1 1v2	WE A3vD4	M 5v8	OL1 3v4	WF C1vB2	M 1v4	WF B3vC4	OM1 5v6	WG A5vB6	WG D5vC6	CE A5vB8	CE B5vA8	CE A6vB7	CE B6vA7

Thursday 12th

FIELD ▶ / ▼TIME	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
8.30am	WE A1vD1	WE A2vD2	WE A3vD3	WE A4vD4	WF B1vC1	WF B2vC2	WF B3vC3	WF B4vC4	O2 R1vT2	WG A5vD5	O2 U1vS2	WG B5vC5	O2 T1vR2	WG D6vB6	O2 S1vU2	WG C6vA6	O2 R3vT4	O2 U3vS4	O2 T3vR4	O2 S3vU4
10.30am	CC A1vB2	OM1 4v6	CC B3vA4	OL1 1v5	CD B1vA2	OL1 2v3	CD A3vB4	OL1 4v6	CE A5vB7	OK1 1v5	CE B5vA7	OK1 2v3	CE A6vB8	OK1 4v6	CE B6vA8	OJ1 4v6	OJ1 2v3	OJ1 1v5	OM1 2v3	OM1 1v5
12.30pm	O2 R1vU1	MQ 2v7	O2 R2vU2	MQ 4v5	WQ E1vF4	WQ E2vF3		O2 S1vT1	W E5vF8	O2 S2vT2	M 8v9	W F6vE7	WG A5vC5	WG B5vD5	WG D6vA6	WG C6vB6				
2.30pm	O1 M3vK4	MQ 3v6	O1 L3vJ4	OQ M1vK2		OQ L1vJ2		W F5vE8	O1 L5vJ6	WQ F1vE4	O1 K3vM4	W E6vF7	WQ F2vE3	C C3vD4	C D3vC4	CE A5vB6	CE B5vA6	CE A7vB8	CE B7vA8	
4.30pm	MQ 1v8		OQ J1vL2	Csemi C1vD2		Csemi D1vC2		O1 J3vL4	OQ K1vM2	O1 K5vM6	O1 M5vL6	O1 J5vK6	O2 R3vU3	O2 R4vU4	O2 S3vT3	O2 S4vT4				

Friday 13th

FIELD ▶ / ▼TIME	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
8.30am	W E3vF4	O1 K2vL2	W F3vE4	O1 J3vK3	WF E5vF6	WF F5vE6	O1 J2vM2	WF E7vF8	O1 K4vJ4	M 5v8	O1 M3vL3	WG C6vD6	O1 L4vM4	WG A6vB6	O1 L5vK5	WG C5vD5	O1 M5vJ5	M 6v7	WG A5vB5	WF F7vE8
10.30am	Msemi 1v4		C 5th/6th		Wsemi 1v4		Osemi J1vM1	O1 J6vM6	O1 L6vK6		C 7th8th									
12.30pm		Msemi 2v3		Osemi K1vL1		CE A5vB5	Wsemi 2v3						CE A8vB8		CE A7vB7	CE A6vB6				
2.30pm	M 5v6		M 7v8		C 3rd/4th	O1 J2vK2		WE E3vF3	O1 L2vM2	WF E5vF5	O1 L3vK3	WF E6vF6	O1 J4vM4	O1 L4vK4		O1 M3vJ3	O1 L5vM5	O1 J5vK5	O1 J6vL6	O1 K6vM6
4.30pm	O2 R4vS4	O 3rd/4th	O2 T4vU4	W 3rd/4th		M 3rd/4th		O2 R1vS1	WE E4vF4	O2 T1vU1	WF E7vF7	O2 R2vS2	WF E8vF8	O2 T2vU2	O2 R3vS3	O2 T3vU3				

seedings

Here are the teams ranked by their seedings at the start of the Tournament for each different division

Open

1 DoG	USA	21 Wall City	Germany
2 Condors	USA	22 Cota Rica	Italy
3 Ring of Fire	USA	23 thebigez	Austria
4 WSL All Stars	USA	24 Zamperl	Germany
5 Skogshyddans	Sweden	25 Loquitos	Japan
6 Houston Houndz	USA	26 King Brown	Australia
7 Carnegie	Sweden	27 Bombers	Japan
8 Red Lights	Netherlands	28 Liquidisc	Finland
9 Barbarians	Japan	29 Discus	Finland
10 JAM	USA	30 XLR8RS	Belgium
11 HUT	Finland	31 Chevron	Britain
12 Free Flyers	Japan	32 Flying Angels	Switzerland
13 Feldrenner	Germany	33 Ultimatum	France
14 Fenris	Denmark	34 Too Bad	Canada
15 Feral	Australia	35 Fluid Druids	Britain
16 Catch 22	Britain	36 Colombia	Colombia
17 Cynics	Canada	37 SOUP	Scotland
18 Orebro	Sweden	38 Pookas	Ireland
19 Black Spin	New Zealand	39 Tsetse Fly	South Africa
20 UTI	Britain	40 Red	Britain

Women's

1 Lady Godiva	USA	13 Seven Green Bottles	Australia
2 Women on the Verge	USA	14 Bombers	Japan
3 Ozone	USA	15 Discus	Finland
4 Barbarians	Japan	16 Raging Wahine	New Zealand
5 Condors	USA	17 Smisses	Switzerland
6 Red Lights	Netherlands	18 Loquitos	Japan
7 Spiral	Japan	19 Espoo	Finland
8 Atletico	Finland	20 Frizzly Bears	Germany
9 Carnegie	Sweden	21 Baraonda	Italy
10 Skogshyddans	Sweden	22 Twin Peaks	Britain
11 Schwa	USA	23 Four Non Blondes	Britain
12 Bliss	Britain	24 Liberos	Japan

Co-ed

1 Red Fish Blue Fish	USA	10 Throws of Passion	Canada
2 Pira Haku	USA	11 Brazil	Brazil
3 Manitou	Canada	12 Mild Mannered Janitors	Britain
4 HUT	Finland	13 Aged to Perfection	Canada
5 RippIt	USA	14 Fingers	Switzerland
6 Osaka Natto	Japan	15 Gael Force	Scotland
7 Blue Arse Flies	Britain	16 Where's Bob	International
8 FLAP	Canada		
9 DISConnection	Germany		

Masters

1 Cigar	USA	6 Farm Accidents	Canada
2 Tempus Fugit	USA	7 Overflow	Britain
3 TEAM 42	Germany	8 Thrillseekers	Belgium/ Netherlands
4 Return of the Red Eye	Australia	9 Wizards	Switzerland
5 Pretenders	International		

tournament

Each division in the Tournament is broken down into different rounds. This is a brief guide to how it works

ALL GAMES AT World Championship tournaments will have a time limit. In Pool play the time limit is 100 minutes and for Finals 2 hours. There is also a point cap on games (see table below for point limits). If a team reaches the point cap before time is up then that team wins. Staff will signal the end of regular time with a loud horn, after which play continues until the next point is scored. If the game has not reached its end then two points will be added to the highest score. The first team to reach that score will win. However, if a team reaches their point cap with a lead of two then they win. For example, in the Women's division if the score is 14–12 at the end of regular time in pool play and the leading team score another point, they win.

Open

The Open division starts off in 8 pools of 5 teams each. Each team in a pool plays all the other teams in their pool to decide placings within the pool. This is called a 'round robin'.

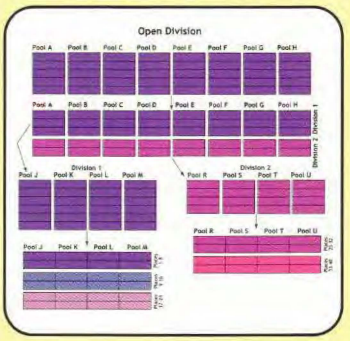
The top three in each pool then progress to Division 1 and the bottom 2 in each pool go to Division 2.

Division 1 has 4 pools of 6 teams each. Again each team in a pool plays all the other teams in their pool to determine placings within the pool.

The top two teams in each pool go on to play for places 1 to 8, the next 2 play for places 9 to 16 and the last 2 play for places 17 to 24.

Division 2 starts with 4 pools of 4 teams each. Each team in a pool plays all other teams in their pool to determine placings.

The top two teams in each pool play for places 25 to 32. The bottom two teams play for places 33 to 40.



Women's

The Women's division starts off in 4 pools of 6 teams. Each team plays every other team in their pool to determine placings within the pool.

The top 4 teams in each pool progress to Division 1 and the bottom two teams go to Division 2.

Division 1 has 2 pools of 8 teams each. Each team plays every other

GAME PARAMETERS

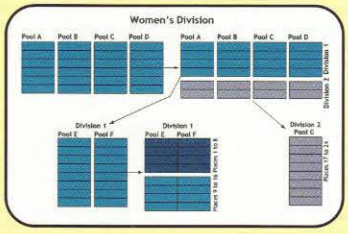
DIVISION	GAME TYPE	POINTS	POINT CAP
OPEN	Pool play and knockout	15	17
	FINAL	21	25
WOMEN'S	Pool play & semis	15	17
	FINAL	19	22
CO-ED	Pool play & knockout	15	17
	FINAL	19	22
MASTERS	Pool play	15	17
	FINAL	19	22

structure

team EXCEPT those teams that they have already played in the previous pool. The four top teams in each pool go on to play quarter finals and then semi-finals. Losing teams will play for places 3 to 8.

The bottom four teams in Division 1 play for places 9 to 16.

Division 2 is one pool of 8 teams. Each team in the pool will play every other team in the pool EXCEPT the teams that they have already played in the previous pool. This will determine places 17 to 24.



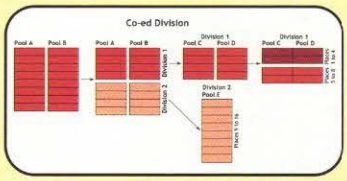
Co-ed

The Co-ed division starts off in 2 pools of 8 teams each. Each team in the pool plays all the other teams in their pool.

The top 4 teams in each pool progress to Division 1 and the bottom 4 teams go to Division 2.

Division 1 has 2 pools of 4 teams each. Each team plays all the other teams in their pool EXCEPT the teams that they have already played in the previous pool.

The top two teams in each Division 1 pool then play for places 1 to 4. The bottom 2 teams in each Division 1 pool play for places 5-8. Places 9-16, i.e. Division 2, are determined by a further round robin.

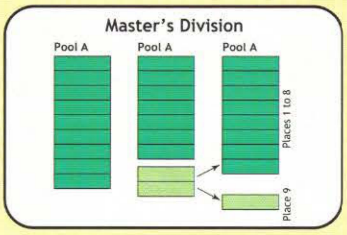


Masters

The Masters division starts with one pool of 9 teams. Each team will play every other team in the pool.

There is then a play-off between positions 8 and 9 who play for 8th place. The loser is knocked out and the winner goes on to Round 2.

The remaining 8 teams then play quarter finals, semi-finals and then the final with the losing teams playing for the lower places.



Games are played to various time limits and point limits, depending on which division, and at what point in the Tournament they are being played. Here are those numbers in full:

HALF-TIME POINTS	HALF-TIME LENGTH (minutes)	TIME CAP	TIME-OUTS (per team per game)	TIME-OUTS/ overtime
8	5	1 hr 40 min	4	1
11	10	2 hr	3 per half	1
8	5	1 hr 40 min	4	1
10	10	2 hr	3 per half	1
8	5	1 hr 40 min	4	1
10	10	2 hr	3 per half	1
8	5	1 hr 40 min	4	1
10	10	2 hr	3 per half	1

THE ULTIMATE STORE

producers of all world Ultimate merchandise



in association with

GAIA ULTIMATE WARE

VISIT THE ULTIMATE STORE ON THE FIELDS



Jonathan Hope/Ultimatum

tournament staff

The following people have all worked together to make this tournament an unforgettable experience for everyone involved. So give it up for...

TOURNAMENT DIRECTOR
Charlie Mead

HEAD OF MEDICAL TEAM
Sarah Ferguson

TOURNAMENT DOCTOR
Paul Marfleet

PHYSIOS
Karen Caldwell
Eduards Cekitans
Clayton Hardy Associates
Dainis Dambenieks
Karen Ritchie

DESIGN
Oz Freire
& Design Motive

WEB SITE
Peldi and Ultilinks

MEDIA TEAM
Dora Kemp
Matt Fasken
Paul Hurt
Sally Crick
Andy Catlin

STATISTICIAN
Daniel Luton

PRESS AND PUBLICITY
Jonathan Hope
Tara Jewell

FUN FACTORY
Nick Hope

HEADS OF MERCHANDISE
Sally Luton
Mary Mead

FIELD CO-ORDINATORS
Chris Burden
Sarah Fergus

FIELD/ MERCHANDISE STAFF
Kathleen Abiani
Vidar Ambrosiani
Thomas Boreham
Chris Cage
Pete Coy
Cynthia Creagh
Rob DeVoog
Mark Ersek
Ali Findlay
Isla Ford
Mat: Franks
Dave Green
Richard Harwood
Ben Hutchinson
Laura James
Jozef Just
Evelyn Kenwell
Judit Keves
Inguss Klindzans
Ivica Kukurova
Craig Lawton
Lauren McCarthy
Alexia McCaskill
Anna Mead
Jill Mead
Lucy Moore
Steve Morrish
Maik Mracek
Neil Preston
John Randall
Bob Rathbone
Bessie Sales
Michael Scott
Ed Sharlow
Liese Taylor
Neil Wortley

A thanks also to staff from the South African Open, Colombian Open and Brazilian Co-ed teams.

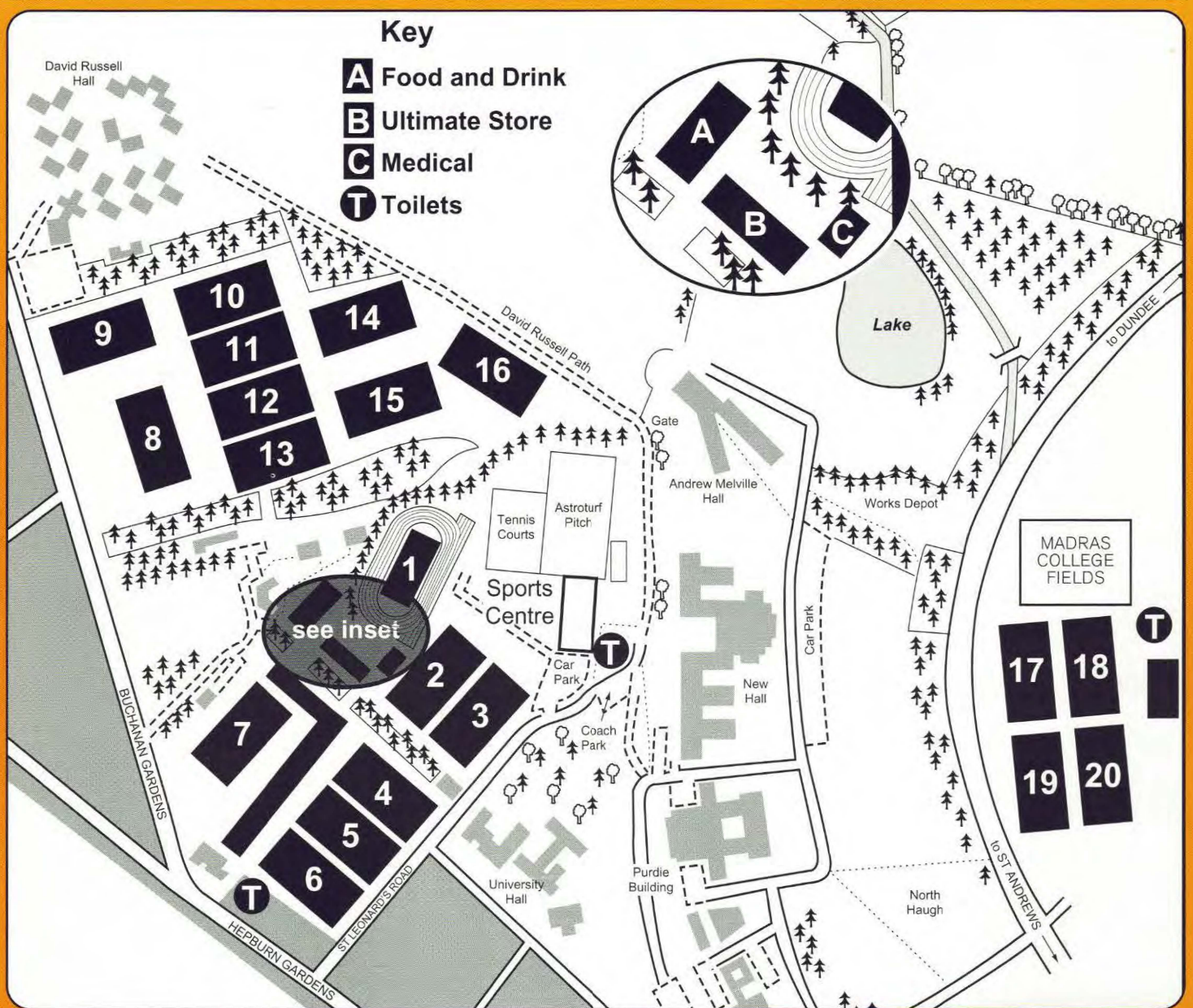
acknowledgements

I would like to thank all the staff for their efforts both on and off the pitch, Discraft, Gaia and Douglas Adams! IBM for making life bearable. Easynet for never breaking down. Buckminster Fuller for a life of creativity. Van Morrison for keeping me calm. Stella Artois for keeping me going. My family for putting up with me ignoring them for the past two years.
But mainly I want to thank all team representatives for the time and effort they have put into organizing their teams.

Charlie Mead
Tournament Director

Players' Village

This is where all the action will be taking place over the next few days, on the St Andrews University campus. The numbered rectangles are the playing fields, the numbers corresponding to the game schedule tables on pages 14 and 15. There's also plenty of off-field monkey-business in store over the week, as described below

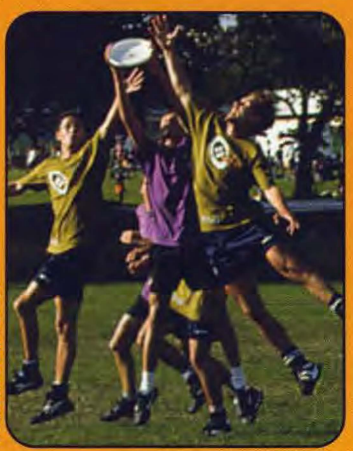


IF YOU HADN'T GUESSED already, the Tournament isn't only about playing Ultimate: this is as much a social gathering as it is a sporting event. With at least 22 different countries attending there will be a lot of international relations going on. Pacts will be made with beer and treaties signed on napkins. You'll probably fall in love.

The Ultimate community in Europe is still in its infancy compared to the scene Stateside, and one of the advantages of this is that you're more likely to meet the same people at different gatherings all over: tournaments become huge reunion parties of like-minded people. Watch out for spontaneous bouts of other disc-related activities: Double Disc Court, Disc Golf, Guts, Freestyle, and disc drinking games. Did you know that a disc can hold three pints? Try it for yourself and see.

Players are being housed in many of the University of St Andrews accommodation halls as well as in caravan and camping sites for the more adventurous. The hub of non-game activity is the Students Union where a variety of fun and games will take place. You'll travel back in time to the fabulous 70s for a night of funk and disco. Don't be surprised if you see the streets filled with Abba lookalikes. On another night there will be a genuine Scottish Ceilidh band, which will no doubt bring the house down and probably cause more injuries than a whole week of Ultimate. And finally there will be a space-age party with ultraviolet lights and glow-in-the-dark clothing.

The whole event is designed to bring Ultimate players from all over the world together to beautiful St Andrews and show how The Spirit of the Game thrives globally both on and off the pitch, not to mention the dancefloor and the bar. Join in with the Spirit and spread the word.



Paul Hurt/Ultimatum



the flying scotsman

EDITOR
Dora Kemp

DESIGNER/SUB-EDITOR
Matt Fasken

Action photographs supplied by
Jonathan Hope and Paul Hurt
of Ultimatum magazine

Illustrations including world map and
diagrams by Dora Kemp

Flying Scotsman logo by Oz Freire

Colour origination and printing by
Blue Print, Severn Place, Cambridge,
England. Tel. 01223 314 315

the flying scotsman is published by
Disc Biscuit Media in London
Tel. 07974 504 865

No part of this magazine may be
reproduced in whole or in part without
the written permission of the publishers

the flying scotsman

Daily Edition

WFDF WORLD ULTIMATE CLUB CHAMPIONSHIPS 1999 • MONDAY 9TH AUGUST



SCANDINAVIAN SHOWDOWN

Skogshyddans 15–14 Liquidisc

One of the most exciting games of the afternoon occurred on windy pitch 16. Liquidisc from Finland (seeded 28) faced Skogshyddans of Sweden (seeded 5). These two teams are old rivals having faced each other numerous times in Scandinavia and the friendly competitiveness shone through on this breezy afternoon. Skogshyddans in their bright red strip and Liquidisc in green battled away with Liquidisc taking an early lead to 3-0. Skogshyddans, however, clawed it back playing with their impressive clinical manner. Come half-time the score was 8-6 for the Finns and word had started to get around that this was a game to watch.

As the numbers on the sideline increased so did the tension. Layouts abounded (notably from Ilkka Remö) and the Finns showed how well they could cope with the wind with their swift one-twos and amazing forehands into the wind. Skogshyddans battled hard in the second half, but with dogged defence from both sides points were traded with the wind until the full 100 minutes had run out. The score at 13-11 to Liquidisc with a cap to 15 Skogshyddans needed to score against the wind. The next 20 minutes saw excellent play from Skogshyddans. no.19 (Bertil Holmström) who helped the Swedes ensure the first needed break. The game was tied at 14-14. This was crunch time. The next point would win the game and it was anybody's. Liquidisc had possession but failed to bring about the shock result. The wind started to play its role causing a quick change of possession. The Finns got it to the sideline next to the Swedish endzone where a foul was called after the Swedish marker accidently connected with the Finnish player's nose. After an injury sub, a tossy pass was D'd. Again the Swedes had possession. A high pass up the field was D'd by the Finns but there was a foul on the play. The disc was put into play followed by an inevitable disputed pass on the critical point. The Swedes then neatly passed it up the field to Liquidisc's endzone line and called a timeout.

After tight defence from the Finns the dump pass was dropped. Liquidisc quickly took advantage passing it up the line. Timo Vaski, who had an outstanding game for Liquidisc, passed the disc down the line into the endzone to a free player but the brutal wind pushed it to the ground before the receiver could reach it. A massive Swedish upwind huck was blown away and Timo tried again. This time the huck was too high in endzone and the groans and cheers from the sideline erupted. The Swedes now got the disc halfway up the pitch against the wind but the ensuing huck went over the receiver's head high in endzone. However, a foul was called, disputed, and the disc went back. It was all over before you knew it. A cheeky little backhand break pass into the corner finished the game and Skogshyddans were overjoyed. All went away from that game knowing they had seen something truely great.

Welcome to Worlds

Welcome everyone to the first edition of The Flying Scotsman newsletter. We hope you're all having a good time so far, settling into your accommodation, getting used to the fantastic climate, and comparing T-shirts with all the crazy people here from around the world.

You've played your first games, you've sampled the local beer, and perhaps had a look around lovely St Andrews, so you're probably not feeling as lost as you did when you got here, but with so many people and so much going on over the next few days, there's bound to be some confusion, so hopefully this newsletter will help keep you up to speed with what's going on. It will be coming out every day for the rest of the Tournament, available for you to pick up from around 11am at the Information Point in the Beer Tent. In it you will find all the latest results, match reports, and information from the Tournament organisers, as well as player interviews, features, and gossip. So if you have any hot info on one of your teammates, a poem for that mysterious stranger you spied across the bar, or anything else you'd like to share with all 1800 people here, drop us a line. You can leave your messages in our post box (which you will also find in the Beer Tent) and we will print them if they're not too rude.

So keep reading, play well, party hard, and have a great week. The Media Team

Lady Godiva – The Naked Truth

Lady Godiva , based in Boston, Massachusetts, is one of the longest running teams in women's ultimate history. In existence since 1987, the team has won six national chanpionships, including the last four consecutive titles and are seeded top in the Women's Division. Their Captain, Jackie Bourgeios spoke to The Flying Scotsman after their match against Carnegie, seeded 9 and 3rd in their pool, who beat them 15-9.

Q Are there other matches in your pool that will be as tough?

A I think the Finland game on Tuesday (Atletico) will be tougher. They're a good team - it's hard to tell, we only play them once a year; from year to year teams may change their players or practice differently - you can't know in advance who will be the strongest teams.

Q Was this last match with Carnegie similar to other games you've played against them?

A We played these guys last year - it was a little similar but we don't have a full team at the moment - alot of people couldn't come because of the money - it's a long way, it's frustrating.

Q You have quite a few new players this year - why?

A We have five or so people trying out for our team in a squad of thirteen- it's good experience for new players, it helps them learn the style of Godiva.

continued inside

SHOCK WEATHER UPDATE

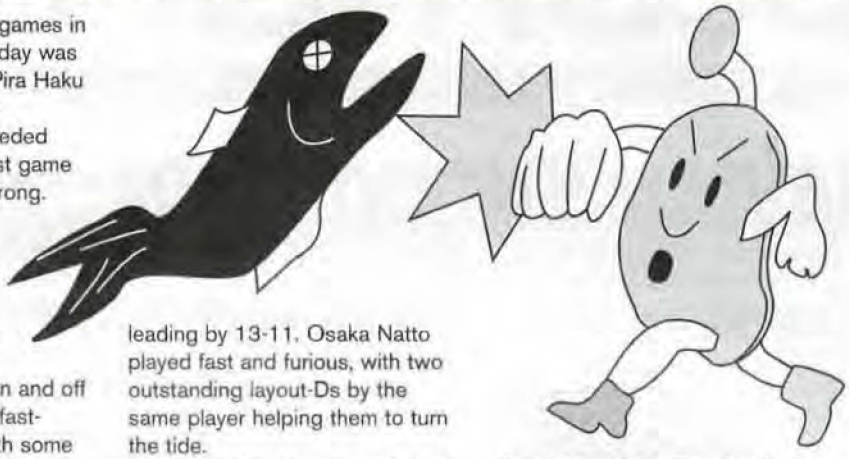


The weather today will unfortunately be just like yesterday – cloudy, with a gusty north-east wind coming in off the sea, just to really mess with your backhand over-the-shoulder toss pass. Again.

Quote of the Day

"Passion, I see, is catching..." WILLIAM SHAKESPEARE

Natto-Haku clash draws crowd



One of the most exciting games in the Co-ed Division yesterday was held at 2:30 on pitch 4. Pira Haku versus Osaka Natto. San Fransisco's Pira Haku, seeded second, had won their first game 15-3 and were looking strong. However, so were the Japanese team, who had a 15-5 victory under their belt.

The game was exciting from the start, with both teams pumped up both on and off the pitch. The game was fast-paced and very close, with some spectacular hucks and great blocks all around. Anyone who thought that a Co-ed game wasn't going to be as exciting and competitive as one in another division would soon find out just how wrong they were.

The tension rose as the clock counted down and the game was capped to 15 with Pira Haku leading by 13-11. Osaka Natto played fast and furious, with two outstanding layout-Ds by the same player helping them to turn the tide.

A combination of strong wind and fatigue drew the game towards an exhilarating finale, with the Japanese levelling the game at 13 all. As it ran over time, the crowds gathered, other teams milling around to enjoy the spectacle and to encourage the teams in the final throes. The teams traded points to the inevitable 14-14. The deciding point was spectacular, with both teams close to the endzones on numerous occasions, victory there for the taking. It was Osaka Natto who eventually scored with an unpredicted pick-up-the-garbage catch by a Japanese girl who had previously fallen on the floor at the back of the endzone.



PICTURE THIS

Do you want professional photos taken of your team's finest moments?

Talk to Steve McParland, the Tournament's Official Photographer, who will shoot your whole game at a competitive rate.

To contact Steve, find him on the fields with his team, Red (Open Division).

Please note...

It's big, it's blue, it's there for you, so USE it. Every pitch should have a blue rubbish bin so please help us all out and put your unwanted, unmentionables in the proper place. If the bin is full please inform the nearest staff member and we will get it emptied.

The spatially aware among you may have noticed the profusion of white lines painted hither and yon. Some you have to ignore, some you have to pay attention to. The most important of the latter is the 5m restraining line around the pitches. Games can get exciting but please hold yourself back. The majority of the staff are short so please keep clear the sidelines clear of subs and spectators so that these tiny but perfectly formed individuals can see the play. This is more necessary than ever with the new timing rules.

Where? How? What? Help! Before you ask a busy staff member, take a look in your yellow player's handbook. Also new tomorrow is the INFORMATION CENTRE to be found in the most popular place at the tournament – the BEER TENT. Have a look, and digest more than just your food.

Have a great story? Seen a great game? Fancy someone? Want to tell the world? Then contribute your own scribblings and become famous for a day. How? It's easy. All you have to do is head to the Information Centre where you will find a postbox made with a cardboard box, red card and sticky back plastic. Put your contributions in here and hey presto, they may appear in print. We could make your dreams come true.

Finally, with due reverence to the Sun God, note that the 10.30am game slot on Wednesday will be postponed for an hour to 11:30am. The next game slot will commence immediately after the last of the 11.30 games ends. If you have any ideas about what types of rituals should be performed to prevent mayhem and disaster please place them in the postbox.

Godiva — continued from front page

Q How long have you been training for the Worlds?

A At the end of June - we practise alot at weekends - it's difficult when our team is so spread out around the country. So, long practises on Saturday and Sundays and then during the week we do track running on our own and drills wherever we can.

Q How often do you have the opportunity to compete in tournaments?

A Right now it's very seldom – at home the Ultimate season is in the Fall so we haven't had a lot of tournaments. For us it's a little harder having the Worlds now because if we start training too early people burn out, epecially if training starts in May all the way through to October. So we have a bunch coming up soon but haven't played many recently.

Q As far as your division is concerned as a whole, which teams or matches are catching your eye at the moment?

A There's one Pool that's pretty tough - with Ozone and Schwa, and I'm really interested to see the top Japanese teams play and how they do. Now that more women are playing in their own teams, players know the basic skills and there's more strategy in the game.

Q Do you find that being a top team, the pressure to win is greater?

A Yeah definitely, when you're number one it's not like it's great to win - you have to win.

Q How are you finding St Andrews?

A I hadn't realised that Scotland was so great outdoors but this wind - is the weather always like this?



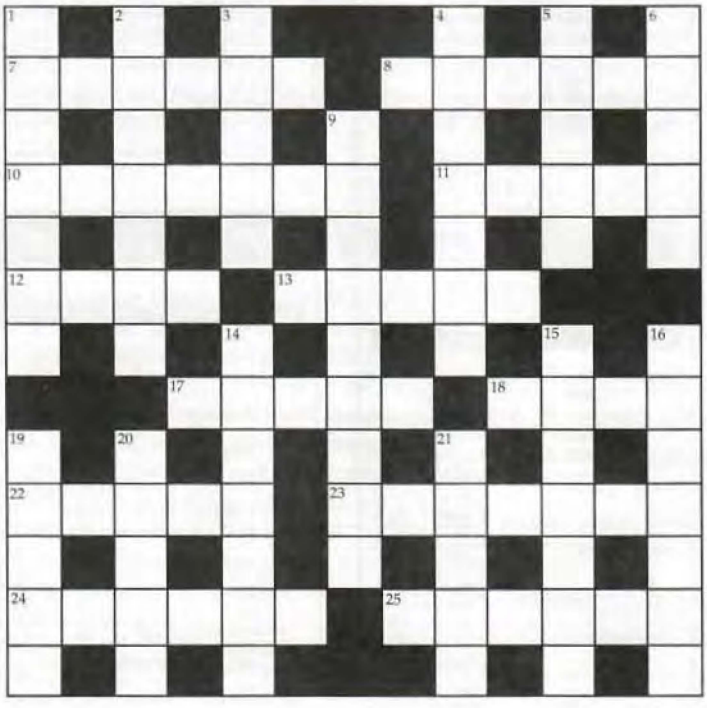
Gael Force and RippIt do their call, European-style

Digital photos from day 1
courtesy of
Michael Gull





Conditions made zone the D of choice for many



Prize Crossword

Win official Tournament merchandise! Complete this crossword and post your answer in the Flying Scotsman post box at the information centre in the Beer Tent **by midday on Thursday.** The winner will be announced in Friday's newsletter.

1 Groin irritation, especially for men.
2 Sam, Eric and George are in this country.
3 Sounds like camping equipment – stressed?
4 Cooked slowly in the oven.
5 Constraint.
6 Drink lots of this.
7 Bad actor merges first to be a handy tool.
8 Encourage great opera singer – part of women's team.
9 Perspiring orchestra get sports headgear.
10 Cut wood in front of building partially – predicted?
11 Celebratory head holder.
12&18 Theft and faith get the groove, man.
13 I found your Latin mother in ultimate resplendence.
14 Fun fair chamber – Oxford girls' team?
15 Hear game bird hunting – going against the rules?
16 Live a life of this.
17 Terroist weapons, thrown long?
18 See 12.
19 Use it, Luke.
20 Dive deep and throw upside-down.
21 Thursday night. Be there to air your views.
22 Famous pianist and award.
23 Japanese carbo-loading staple.
24 Tangled braces tossed in Scotland.
25 Fast bean.

Name _____ Team _____

results

Open Division

Pool A

Catch 22	15 – 6	Flying Angels
Cynics	15 – 10	Ultimatum
Death or Glory	15 – 3	Flying Angels
Catch 22	15 – 6	Ultimatum
Death or Glory	15 – 4	Cynics

	played	won
Death or Glory	2	2
Catch 22	2	2
Cynics	2	1
Flying Angels	2	0
Ultimatum	2	0

Pool B

Feral	15 – 5	Chevron AF
Orebro	15 – 10	Too Bad
Condors	15 – 2	Chevron AF
Feral	15 – 2	Too Bad
Condors	15 – 2	Orebro

	played	won
Condors	2	2
Feral	2	2
Orebro	2	1
Chevron Action Flash	2	0
Too Bad	2	0

Pool C

Fenris	15 – 6	XLR8RS
Black Spin	15 – 12	Fluid Druids
Ring of Fire	15 – 4	XLR8RS
Fenris	15 – 1	Fluid Druids
Ring of Fire	15 – 4	Black Spin

	played	won
Ring of Fire	2	2
Fenris	2	2
Black Spin	2	1
XLR8RS	2	0
Fluid Druids	2	0

Pool D

Feldrenner	15 – 13	Discus
WSL All Stars	15 – 5	Discus
WSL All Stars	15 – 7	UTI

	played	won
WSL All Stars	2	2
Feldrenner	1	1
UTI	1	0
Discus	2	0

Pool E

Liquidisc	15 – 4	Free Flyers
Wall City	15 – 8	SOUP
Free Flyers	15 – 9	SOUP
Skogshyddans	15 – 14	Liquidisc
Skogshyddans	15 – 11	Wall City

	played	won
Skoghyddans	2	2
Free Flyers	2	1
Wall City	2	1
Liquidisc	2	1
SOUP	2	0

Pool F

HUT	15 – 8	Bombers
Cota Rica	15 – 6	Pookas
Houston Houndz	15 – 9	Bombers
HUT	15 – 6	Pookas
Houston Houndz	15 – 4	Cota Rica

	played	won
Houston Houndz	2	2
HUT	2	2
Cota Rica	2	1
Bombers	2	0
Pookas	2	0

Pool G

JAM	15 – 9	King Brown
thebigez	15 – 5	Tsetse Fly
Carnegie	15 – 12	King Brown
JAM	15 – 2	Tsetse Fly
Carnegie	15 – 6	thebigez

	played	won
Carnegie	2	2
JAM	2	2
thebigez	2	1
King Brown	2	0
Tsetse Fly	2	0

Pool H

Zamperl	15 – 3	Red
Loquitos	15 – 12	Barbarians
Red Lights	15 – 1	Loquitos
Barbarians	15 – 8	Red
Zamperl	15 – 12	Red Lights

	played	won
Red Lights	2	1
Barbarians	2	1
Zamperl	2	2
Loquitos	2	1
Red	2	0

Women's Division

Pool A

Lady Godiva	15 – 3	Raging Wahine
Atletico	15 – 3	Smisses
Carnegie	15 – 3	Liberos
Carnegie	15 – 9	Lady Godiva
Raging Wahine	15 – 5	Smisses
Atletico	15 – 5	Liberos

	played	won
Lady Godiva	2	1
Atletico	2	2
Carnegie	2	2
Raging Wahine	2	1
Smisses	2	0
Liberos	2	0

Pool B

Women on the Verge	15 – 3	Discus
Spiral	15 – 6	Loquitos
Skogshyddans	15 – 0	Four Non Blondes
Women on the Verge	15 – 8	Skogshyddans
Spiral	15 – 0	Four Non Blondes
Discus	15 – 2	Loquitos

	played	won
Women on the Verge	2	2
Spiral	2	2
Skogshyddans	2	1
Discus	2	1
Loquitos	2	0
Four Non-Blondes	2	0

Pool C

Ozone	15 – 8	Bombers
Red Lights	15 – 2	Espoo
Schwa	15 – 7	Twin Peaks
Schwa	15 – 8	Ozone
Bombers	13 – 11	Espoo
Red Lights	13 – 12	Twin Peaks

	played	won
Ozone	2	1
Red Lights	2	2
Schwa	2	2
Bombers	2	1
Espoo	2	0
Twin Peaks	2	0

Pool D

Seven Green Bottles	13 – 11	Barbarians
Condors	15 – 6	Frizzly Bears
Bliss	15 – 0	Baraonda
Bliss	15 – 6	Barbarians
Seven Green Bottles	15 – 7	Frizzly Bears
Condors	15 – 0	Baraonda

	played	won
Barbarians	2	0
Condors	2	2
Bliss	2	2
Seven Green Bottles	2	2
Frizzly Bears	2	0
Baraonda	2	0

Co-ed Division

Pool A

Manitou	15 – 0	Aged to Perfection
Ripplt	15 – 1	Gael Force
DISConnection	15 – 8	Blue Arse Flies
Red Fish Blue Fish	15 – 5	Brazil
Manitou	15 – 8	DISConnection
Aged to Perfection	15 – 8	Gael Force
Brazil	15 – 13	Blue Arse Flies
Red Fish Blue Fish	15 – 9	Ripplt

	played	won
Red Fish Blue Fish	2	2
Manitou	2	2
Ripplt	2	1
Blue Arse Flies	2	0
DISConnection	2	1
Brazil	2	1
Aged to Perfection	2	1
Gael Force	2	0

Pool B

HUT	15 – 6	Fingers
Osaka Natto	15 – 5	Where's Bob
Throws of Passion	15 – 8	FLAP
Pira Haku	15 – 3	MM Janitors
HUT	15 – 10	Throws of Passion
Where's Bob	14 – 12	Fingers
MM Janitors	15 – 12	FLAP
Pira Haku	14 – 15	Osaka Natto

	played	won
Pira Haku	2	1
HUT	2	2
Osaka Natto	2	2
FLAP	2	1
Throws of Passion	2	1
Mild Mannered Janitors	2	1
Fingers	2	0
Where's Bob	2	1

Masters Division

Pool A

Cigar	15 – 9	Pretenders
Tempus Fugit	15 – 4	Farm Accidents
Team 42	15 – 2	Overflow
Return of the Red Eye	15 – 2	Thrillseekers
Cigar	15 – 2	Wizards
Team 42	15 – 3	Wizards
Tempus Fugit	15 – 8	Pretenders
Thrillseekers	15 – 7	Farm Accidents
Return of the Red Eye	15 – 5	Overflow

	played	won
Cigar	2	2
Tempus Fugit	2	2
Team 42	2	2
Return of the Red Eye	2	2
Pretenders	2	0
Farm Accidents	2	0
Overflow	2	0
Thrillseekers	2	1
Wizards	2	0

the flying scotsman
Daily Edition
WFDF WORLD ULTIMATE CLUB CHAMPIONSHIPS 1999 • TUESDAY 10TH AUGUST

UTI, Feldrenner, Discus in Open Pool D battle

One of the closest pools in the Open Division these past two days has been Pool D: WSL All Stars (1), Feldrenner (13), UTI (20), Discus (29) and Columbia who cancelled at the last minute. This did not mean that the remaining teams had an easier time of it. WSL All Stars from New York were the clear leaders having won all of their games fairly comfortably (15-5 against Discus from Finland, 15-6 against Feldrenner from Mainz and 15-7 against UTI from Great Britain). The other three places in the pool, however, were up for grabs. The competition started with the first game of Sunday being played between Feldrenner and Discus at 8.30 am. This was the chance for the players to get used to the blustery conditions and the game was a close one all the way through, first one team with the lead and then the other. Discus had dyed their hair bright orange to match their shirts which acted like a beacon in the oppressive grey of the morning. The match was highly competitive with Feldrenner having a 14-13 lead at the cap. In the final minutes, Feldrenner scored to make it 15-13 and the end of the match. This score was disputed by Discus who had been under the impression that the game was to 16 not 15. After much heated discussion and radioing to and fro Feldrenner were declared the winners.

Monday morning brought the grudge match between UTI and Feldrenner. These two teams have a recent history, UTI defeating Feldrenner at the Rotterdam Harbour tournament, and Feldrenner returning the favour in Copenhagen at a pre-Worlds warm-up tournament. UTI were determined to get revenge. Things started out pretty evenly





with both teams coping relatively well with the wind. A point ahead, UTI were fighting to score upwind when Lee Noble

continued on back page



The Verge vs Skogshyddans game from Sunday
photo: Steve McParland

CHARLIE SAYS...

It's for charity, mate!
Big Issue Day is TODAY – there will be big red buckets everywhere and any volunteers interested in helping shake them around the pitches and St Andrews would be really appreciated. Dig deep into your pockets. Unload that extra weight. Let's all make an effort to help homeless people.

Get on the bus
Not that we want to see you go or anything, but remember that if you wish to book transportation for departure on Sunday, you need to do so by 4pm today at the Information Centre.

Food glorious food
If you haven't tried lunch at the fields yet you're really missing out. We recommend the venison burgers (high in protein, low in fat) and the marinated chicken breasts. Carbo-load on the various pasta dishes and wash it all down with a beer or several. Eat, drink and be merry.

Hasta La Vista Baby!
If you have any young children who need looking after during the day, Isla Ford can take them off your hands for a game slot. Sign up in the Information Centre.

Show me the money!
Any of you who have not yet fully paid your fees, please see me on the field between 12 noon and 4 pm.

Watch your stuff
There have been some thefts in the past couple of days, both of bags from the pitches and merchandise from the tent. Please be vigilant and report anything suspicious to a member of staff.

TRADING NIGHT

Sell yourselves! Bring your gear to trading night tomorrow at the Union from 8-11 pm. Here is your chance to buy, sell or barter shirts, discs and any Ultimate gear that you reckon some gullible chump might want. Haggling is compulsory.

Open Division

Pool A

Death or Glory	15 – 1	Ultimatum
Death or Glory	15 – 5	Catch 22
Flying Angels	15 – 3	Cynics
Catch 22	15 – 8	Cynics
Flying Angels	15 – 7	Ultimatum

	played	won	orig seed	new seed
Death or Glory	4	4	1	1
Catch 22	4	3	16	16
Cynics	4	1	17	32
Flying Angels	4	2	32	17
Ultimatum	4	0	33	33

Pool B

Feral	15 – 10	Orebro
Condors	15 – 3	Too Bad
Chevron AF	15 – 11	Orebro
Condors	15 – 9	Feral
Chevron AF	15 – 8	Too Bad

	played	won	orig seed	new seed
Condors	4	4	2	2
Feral	4	3	15	15
Orebro	4	1	18	31
Chevron Action Flash	4	2	31	18
Too Bad	4	0	34	34

Pool C

Fenris	15 – 7	Black Spin
Ring Of Fire	15 – 2	Fluid Druids
Ring Of Fire	15 – 9	Fenris
Black Spin	15 – 11	XLR8RS
Fluid Druids	15 – 9	XLR8RS

	played	won	orig seed	new seed
Ring of Fire	4	4	3	3
Fenris	4	3	14	14
Black Spin	4	2	19	19
XLR8RS	4	0	30	35
Fluid Druids	4	1	35	30

Pool D

UTI	15 – 13	Feldrenner
WSL All Stars	15 – 6	Feldrenner
UTI	15 – 11	Discus

	played	won	orig seed	new seed
WSL All Stars	3	3	4	4
Feldrenner	3	1	13	20
UTI	3	2	20	13
Discus	3	0	29	29

Pool E

Free Flyers	15 – 6	Wall City
Skogshyddans	15 – 5	SOUP
Skogshyddans	15 – 9	Free Flyers
Liquidisc	15 – 4	Wall City
Liquidisc	15 – 6	SOUP

	played	won	orig seed	new seed
Skogshyddans	4	4	5	5
Free Flyers	4	2	12	21
Wall City	4	1	21	28
Liquidisc	4	3	28	12
SOUP	4	0	37	37

Pool F

HUT	15 – 5	Cota Rica
Houston Houndz	15 – 3	Pookas
Houston Houndz	16 – 15	HUT
Bombers	14 – 12	Cota Rica
Bombers	15 – 3	Pookas

	played	won	orig seed	new seed
Houston Houndz	4	4	6	6
HUT	4	3	11	11
Cota Rica	4	1	22	27
Bombers	4	2	27	22
Pookas	4	0	38	38

Pool G

JAM	15 – 4	thebigez
Carnegie	15 – 8	Tsetse Fly
King Brown	15 – 9	thebigez
JAM	15 – 9	Carnegie
King Brown	15 – 3	Tsetse Fly

	played	won	orig seed	new seed
Carnegie	4	3	7	10
JAM	4	4	10	7
thebigez	4	1	23	26
King Brown	4	2	26	23
Tsetse Fly	4	0	39	36

Pool H

Zamperl	15 – 8	Barbarians
Red Lights	15 – 4	Red
Zamperl	15 – 5	Loquitos
Barbarians	15 – 9	Red Lights
Loquitos	16 – 12	Red

	played	won	orig seed	new seed
Red Lights	4	2	8	9
Barbarians	4	2	9	24
Zamperl	4	4	24	8
Loquitos	4	2	25	25
Red	4	0	40	40

New pools from today

DIVISION ONE

Pool J	Pool K	Pool L	Pool M
1 DoG	2 Condors	3 Ring of Fire	4 WSL All Stars
6 Houston Houndz	5 Skogshyddans	8 Zamperl	7 JAM
10 Carnegie	11 HUT	12 Liquidisc	9 Red Lights
13 UTI	16 Catch 22	15 Feral	14 Fenris
19 Black Spin	20 Feldrenner	17 Flying Angels	18 Chevron
24 Barbarians	23 King Brown	22 Bombers	21 Free Flyers

DIVISION TWO

Pool R	Pool S	Pool T	Pool U
25 Loquitos	26 thebigez	27 Cota Rica	28 Wall City
30 Fluid Druids	29 Discus	32 Cynics	31 Orebro
33 Ultimatum	34 Too Bad	35 XLR8RS	36 Tsetse Fly
38 Pookas	37 SOUP	40 Red	39 VOID

Women's Division

Pool A

Lady Godiva	15 – 8	Liberos
Atletico	15 – 2	Raging Wahine
Carnegie	15 – 6	Smisses
Carnegie	15 – 9	Raging Wahine
Liberos	15 – 4	Smisses
Lady Godiva	15 – 6	Atletico

	played	won
Lady Godiva	4	3
Atletico	4	3
Carnegie	4	4
Raging Wahine	4	1
Smisses	4	0
Liberos	4	1

Pool B

Women on the Verge	15 – 0	Four Non Blondes
Spiral	14 – 10	Discus
Skogshyddans	15 – 7	Loquitos
Women on the Verge	15 – 10	Spiral
Skogshyddans	15 – 6	Discus
Loquitos	15 – 2	Four Non Blondes

	played	won
Women on the Verge	4	4
Spiral	4	3
Skogshyddans	4	3
Discus	4	1
Loquitos	4	1
Four Non-Blondes	4	0

Pool C

Ozone	15 – 12	Twin Peaks
Red Lights	15 – 1	Bombers
Schwa	15 – 10	Espoo
Ozone	15 – 12	Red Lights
Schwa	15 – 2	Bombers
Espoo	15 – 6	Twin Peaks

	played	won
Ozone	4	3
Red Lights	4	2
Schwa	4	4
Bombers	4	1
Espoo	4	2
Twin Peaks	4	0

Pool D

Barbarians	15 – 2	Baraonda
Condors	15 – 5	Seven Green Bottles
Bliss	15 – 2	Frizzly Bears
Condors	15 – 8	Barbarians
Bliss	15 – 8	Seven Green Bottles
Frizzly Bears	15 – 11	Baraonda

	played	won
Barbarians	4	1
Condors	4	4
Bliss	4	4
Seven Green Bottles	4	2
Frizzly Bears	4	1
Baraonda	4	0

Co-ed Division

Pool A

Red Fish Blue Fish	15 – 5	DISConnection
Manitou	15 – 1	Brazil
Ripplt	15 – 0	Aged to Perfection
Blue Arse Flies	15 – 2	Gael Force
Red Fish Blue Fish	15 – 8	Manitou
DISConnection	15 – 1	Gael Force
Ripplt	15 – 6	Brazil
Blue Arse Flies	15 – 5	Aged to Perfection

	played	won
Red Fish Blue Fish	4	4
Manitou	4	3
Ripplt	4	3
Blue Arse Flies	4	2
DISConnection	4	2
Brazil	4	1
Aged to Perfection	4	1
Gael Force	4	0

Pool B

Pira Haku	15 – 12	Throws of Passion
HUT	15 – 2	Mild Mannered Janitors
Osaka Natto	15 – 10	Fingers
Where's Bob	13 – 12	FLAP
HUT	15 – 7	Pira Haku
Throws of Passion	16 – 15	Where's Bob
Osaka Natto	15 – 10	Mild Mannered Janitors
Fingers	15 – 7	FLAP

	played	won
Pira Haku	4	2
HUT	4	4
Osaka Natto	4	4
FLAP	4	0
Throws of Passion	4	2
Mild Mannered Janitors	4	1
Fingers	4	2
Where's Bob	4	1

Masters Division

Pool A

Team 42	15 – 8	Thrillseekers
Cigar	15 – 6	Overflow
Wizards	15 – 12	Pretenders
Return of the Red Eye	15 – 3	Farm Accidents
Tempus Fugit	15 – 11	Thrillseekers
Wizards	15 – 2	Overflow
Cigar	16 – 14	Team 42
Return of the Red Eye	15 – 9	Tempus Fugit
Pretenders	15 – 4	Farm Accidents

	played	won
Cigar	4	4
Tempus Fugit	4	3
Team 42	4	3
Return of the Red Eye	4	4
Pretenders	4	1
Farm Accidents	4	0
Overflow	4	0
Thrillseekers	4	1
Wizards	4	2

Liquidisc's Timo Vaskio

Interviewed by Dora Kemp



How long have you played Ultimate and how did you get started?
I got my first frisbee in 1978 when my sister was living in Sweden and she came back home and brought me a disc so that's quite a long time ago. I started with the individual events so I played them for 4 years and then I started to play Ultimate. I joined my first International Tournament in 1983 in Göthenburg. I played for the Junior Finnish National Team and we won the World Championships that year - that was good!

When did you start playing with Liquidisc?
In 1995 but I played for a long time for a very good team called Atletico, a very well known team in Europe and we played some really great Ultimate - good practice as well because of all the World Championships we attended.

How did you and your team train for these Championships?
We started a programme for this Championship three years ago, then we decided that we would stick to 17-18 players which are the players we have here today. We also practiced the tactics we were already using two years ago, we didn't try and learn anything new this season, just go deeper and deeper into the tactics.

I noticed that in your game against the Swedes that you did a lot of one-twos and they worked out pretty well. Is that one of your tactics?
It depends of course on the weather, here it is quite windy and it is sometimes a good idea. We have a fairly strong team in the air, a lot of tall people so we do like to pull long ones.

Having a lot of tall players, was that your advantage against Free Flyers, the Japanese team, who you beat quite significantly?
I think that we had a fair threat to go for long ones and they were quite afraid of that so it was very easy to hop back and make a cut back because the wind is so hard it is very difficult to go all the way. It is easier to go with 20-25 metre passes when you have a significant threat going upwards so it is easier to make a good cut back and proceed on the field with shorter passes.

Tell me a bit more about your game with the Swedes which was very impressive.
Well, Skogshyddans is a team we know fairly well because we've played them a lot of times this summer and also during the winter in the Indoor season and we knew they were a very strong team. We started out very well, we were up by 3-0. I think we coped well with the wind and Skogshyddans had some trouble with the wind at the beginning. We were controlling the game all the way until 13 or 14 points - we had the disc when we had 14 and we missed it 4 times in the last point and damn that was so disappointing. The Swedes took the victory. But it's true they are a great team, they have great skills, good physical fitness, great runners, good in the air - I think they will qualify for a good position in this Championship.

When you started thinking about coming to this Tournament how high did you realistically expect to get in terms of placings?
Top 8

You're seeded 28th. Why is that?
We placed 2nd in the International League last year in Finland and the best Finnish team, so to say, which is called HUT are seeded 11th here. Obviously the Tournament Director doesn't really think that there could be two good teams in Finland so that's why we had to go down! We don't really mind - that's OK. In that way we can play good teams all the time and we like to play tough teams and then we can see how good we really are. Some of the teams that are ranked top 8, they get really easy first pools and they know they'll proceed from them no matter how they play. We would rather play good games all the way because we are strong physically and know we can play good Ultimate all week.

You personally played with Fenris in Rotterdam and, in the final against Red Lights, you were given the nickname by some of the British team 'The Man Who Never Makes Mistakes'. Do you think this is true?
No, no, of course it's not true! I'm quite surprised to hear that. Ok, obviously my strength in Ultimate is very good throwing skills. It feels good to hear that my nickname is like that but it is impossible to play without mistakes - everybody makes mistakes. Then again if you have 50 guys in a team and everybody makes one mistake a game, you lose the game. You can't give the disc away 50 times so you have to be able to find a lot of players in the team who don't make mistakes.

Quote of the Day

"Never pass into nothingness" John Keats

continued from front page

launched a beautiful pass halfway upfield to Ian Pearmain and two quick, short passes later UTI had scored to take the half. UTI had the wind advantage in the second half and went up 11-9. At 12-10 Feldrenner's Tammo Rieg threw a long pass to Karsten Herrman in the endzone who made a great grab to make the score 12-11. The tension mounted and the sideline became more vocal. UTI's Colin Wagstaff threw a massive huck to Lee Noble in the endzone to make it 13-11. Possession changed hands 3 times before UTI got it back and took 3 timeouts in the same point to make sure of the upwind score. Feldrenner's zone defence put the pressure on, forced a turnover, and Thomas Napieralski scored to make it 13-12.



At the hooter the score was 14-13, and Feldrenner had possession on the upwind. UTI made a crucial 'D' near Feldrenner's endzone, and Rik Shipley swung the disc to his brother Steve who bulleted it into the endzone to clinch the game. Final score 15-13 UTI.

A three-way tie for second place now became a distinct possibility. Discus had shown their form against Feldrenner and if they were to beat UTI by 3 points or more they would finish 2nd in the pool. Any other result would relegate them to Division 2 due to the teams' scores against WSL All Stars.

UTI looked to have the upper hand early on, taking the half 8-5. Their form continued to 10-5 at which time the sideline noise inexplicably faded into an eerie silence. With strong performances from Ari Rantalainen, Pekka Sääskilahti and Marko Korhonen, Discus pulled it back to 13-11 during an understandably tense period in the game. But this was as far as their comeback would get. UTI clinched the match with a dodgy blade from Ian Pearmain to Graham Fletcher to finish the game 15-11.

The tension of this match was relieved by UTI's call, which involved a pretend gunfight between all the players standing in a circle. Some of the WSL All Stars who had experienced the call the day before infiltrated the circle to show off their gun-toting techniques, but the last man standing was from Discus. If you want to see the call in action check out UTI's next match.

The pool finished WSL All Stars 1st, UTI 2nd, Feldrenner 3rd and Discus dropping to Division 2. A hard-fought, pool with excellent play from all sides. Watch out for these teams in the days to come.

GUESS THE FINALISTS AND WIN!

If you can predict the two finalists for each division you may be the lucky winner of a pair of GAIA cleats!

- Fill in all of the information on the form below and give your entry to the Gaia representatives in the merchandise tent.
- Entries will be accepted until closing of the merchandise tent on Thursday at 4:00pm.
- If more than one person correctly predicts all of the finalists, their names will be entered in a draw to determine the two winners.

The time of the draw will be announced in the final issue of "The Flying Scotsman" or after the Open Final on Saturday.

WOMEN'S FINALISTS | **OPEN FINALISTS** | **MASTERS FINALISTS** | **COED FINALISTS**

YOUR NAME

TEAM

Word Search

Find 47 WUCC team names all in a straight line (except one).

R	F	O	U	R	N	O	N	B	L	O	N	D	E	S
E	L	A	T	I	N	E	U	B	W	A	L	L	C	R
T	A	S	W	C	O	N	D	O	R	S	R	L	I	O
U	P	U	I	I	I	O	A	M	E	G	E	P	T	T
R	W	C	N	G	S	Z	B	B	A	A	P	A	Y	I
N	O	S	P	A	S	O	O	E	R	I	M	M	B	N
O	M	I	E	R	A	B	O	R	T	A	A	F	A	A
F	E	D	A	C	P	F	T	S	B	U	Z	R	A	J
T	N	I	K	A	F	E	R	A	L	P	H	I	T	D
H	O	U	S	T	O	N	H	O	U	N	D	Z	L	E
E	N	Q	T	C	S	R	B	O	E	T	L	Z	E	R
R	T	I	H	H	W	I	S	K	A	A	S	L	T	E
E	H	L	G	2	O	S	C	S	R	S	O	Y	I	N
D	E	L	I	2	R	U	L	I	S	R	T	B	C	N
E	V	I	L	4	H	S	P	I	E	E	I	E	O	A
Y	E	O	D	M	T	S	L	B	F	G	U	A	D	M
E	R	O	E	A	O	B	R	A	L	N	Q	R	E	D
R	G	P	R	E	S	O	U	T	I	I	O	S	E	L
O	E	S	A	T	S	E	T	S	E	F	L	Y	P	I
F	O	E	W	S	L	A	L	L	S	T	A	R	S	M

Personals

San Francisco JAM is offering their strapping 21-year-old stud for sale or trade (£50 per hour, or best offer). To preview the merchandise stop by Albany Park North and ask for Johnny Z. He is young, hung and ready to party.

SWF seeks SM to go deep on me. You, a Long with handling skills. Me, a sharp Cutter with a soft forehand. Let's get together, Baby - I'll fulfil all your layout fantasies. (Fife Park No.26, Rm 4)

The Red Lights women team are desperately searching for a blind (F/M) date with our hottest kisser of the team SYLVIA – the lucky person will have a surprise of the rest of the team. Did you know that all Red Lights girls have their ovulation period during this tournament?

SWM seeks SF for night warmth next to the North Sea. Must be able to huck 100 yards upwind and layout at will. Knee scars A+. Meet me at Fife Park (No.27, Rm 2... and bring your cleats)

SWF seeks tall blond Swedish handler for assimilation. Bring a spare tracksuit.

Musclebound M seeks F with good grip to be the Tsetse Fly in his SOUP. Must have GSOH and big hands.

SM looking for a woman with experience, maybe from Masters. Must have own teeth.

Lost your trousers? I've found some on the 9th hole. Who's the divot?

Catch 22's Bakery Corner:
To Adam Harras (UTI) for ensuring that his entire team's strip is currently locked in a house in Oxford. Good skills Adam – we'll have a tray of oublie hoorns please!

STILL NO HEATWAVE

The weather today will be mostly dry but cloudy, just for a change, with a wind of 10 knots blowing in from north/north-east. You may be freezing your ass off on the sidelines, but spare a thought for the guys wearing kilts. Brrrrrr.

the flying scotsman

Daily Edition

WFDF WORLD ULTIMATE CLUB CHAMPIONSHIPS 1999 • WEDNESDAY 11TH AUGUST

Condors succumb to Bliss

The two unbeaten teams leading Women's Pool D, GB's Bliss and Condors from the US met yesterday in uncharacteristically still conditions down on the "Madras" pitches. Bliss dominated the first half, establishing a 6-0 lead thanks to some inspired defence (typified in spectacular fashion by Katie Forth's trademark layout blocks). The half ended 8-2 in Bliss' favour.



Photo: Paul Hart

Condors stepped up a gear when they came back out, taking three points on the trot, then trading to 10-7. But a sensibly-chosen time out from Bliss after winning a turnover resulted in the British girls stretching their lead to four points. But Bliss weren't home yet.

A number of simple disc-handling slip-ups by the British girls opened the door again for Condors who pulled up another two points. Even another layout D from Katie Forth only served to mac the disc to a Condor player who then threw to score. At 11-9 to Bliss, captain Tara Jewell dropped a simple assist which would have taken the score to 12-9. Instead, Condors seized the opportunity and scored quickly to narrow the gap to 11-10.

But if the Bliss offence was going through a bad patch when compared to the inventive approach of the Condors, their defence was tighter than ever, and it was this that maintained their slim lead. At 14-13, a mistake on offence from Bliss gave Condors possession close to their own endzone. Bliss weren't prepared to give their opponents any ground however, and used some intelligent poaches to force them to swing the disc repeatedly across the front of their zone. Laura Pearce eventually got the D Bliss wanted, and the disc was punted to the back of the zone, where Tara Jewell easily ran onto it to finish the game.

Bliss now join Carnegie, Schwa and Women on the Verge in having topped their opening round pools undefeated. All four teams also won their initial second round games yesterday afternoon and are therefore guaranteed to make the quarter finals.

DoG lead Carnegie by the scruff of their necks

Death or Glory 15–12 Carnegie

On paper this should have been a game to have seen: the top seeds taking on the best of the Swedes. However, there was a little bit of disappointment in the first half as DoG slickly eased away to an early 5-0 lead. DoG already seemed to have the game in the bag, and those foolish enough to head off missed a demonstration of determined resilience. The first time Carnegie started to show what they could do was when Rickard Oldborn pulled off a point block. This started a trade-off of points and the emergence of a come back. Down 8-2 at the half, Carnegie showed how good they are at long hucks, up-wind hammers and aerial acrobatics. However, whatever the likes of Anders Jerhamre and Stefan Carlsson did for Carnegie, DoG could more than match it with the efforts of Billy Rodriguez and Justin Safdie. If the first half was convincingly won by DoG, the second half was definitely won by the Swedes. Facing a large deficit, Carnegie finally started to move into top gear. Determined running, persistent hounding and 100 per cent commitment saw the tide turn. Carnegie clawed back to within 3 points. Another long huck into the endzone saw a macked interception chased down by a player from either team. Both players laid out and both caught the disc. Point to Carnegie and now the score was 14-12. This was the last chance that DoG gave away. A clinical move down the pitch and a strategic time out prepared the way for game point. A fair result, but the crowd were left wondering what would have happened if Carnegie had started their game at 0-0.

CHARLIE SAYS...

I won't let the sun go down on me!
This morning's 10:30 games will be postponed until 11:30 on account of the eclipse. Teams please check in at the normal times of 2:30 and 4:30 and prepare to both start on time or be delayed. Ra has spoken.

Celebrate Good Times - Come On!
All you disco-divas and funk-soul brothers out there, it's time to shake your thang tonight, put aside your discs and head for the DISC-O (yeah Baby). Expect Boombastic Beats and top pop tunes at the Union from 8 'til late where DJ Nick Hope is in the House. If your name's not down, you're not coming in - please remember to bring your ID cards or you'll miss out.

Put your money where your mouth is!
Any teams (especially those of you who arrived early) who have not yet paid for their accommodation or transport, please come and see me between 12 noon and 4 pm at the Information Centre in the Beer Tent.

Food, glorious food
Thanks for all your finger-licking efforts. Our nutritionists have given the catering menu a big thumbs up and are very happy to see you all eating so well and looking after your svelt physiques.

Got a disc? Is it yours?
We have lost around **eighty** game discs over the last two days, and are holding a "disc amnesty". If you have any, hand them over to a staff member or leave them by the scoreboard at the side of the pitch – no questions asked, no blame apportioned.

HEAT

WITH DJ "SLICK" NICK HOPE

TONIGHT!

8.00–01.30 at the Union

Open Division Round Two

Division 1 – Pool J

Carnegie	15 – 11	Barbarians
Houston Houndz	15 – 6	Black Spin
Death or Glory	15 – 5	UTI
UTI	15 – 1	Black Spin
Houston Houndz	15 – 11	Barbarians
Death or Glory	15 – 12	Carnegie

	played	won
Death or Glory	2	2
Houston Houndz	2	2
UTI	2	1
Carnegie	2	1
Black Spin	2	0
Barbarians	2	0

Division 1 – Pool K

Condors	15 – 3	Catch 22
Skogshyddans	15 – 8	Feldrenner
King Brown	15 – 10	HUT
Condors	15 – 3	HUT
Skogshyddans	15 – 4	King Brown
Feldrenner	16 – 14	Catch 22

	played	won
Condors	2	2
Skogshyddans	2	2
Feldrenner	2	1
King Brown	2	1
Catch 22	2	0
HUT	2	0

Division 1 – Pool L

Liquidisc	15 – 9	Bombers
Ring Of Fire	15 – 7	Feral
Zamperl	15 – 9	Flying Angels
Liquidisc	15 – 13	Ring Of Fire
Zamperl	15 – 7	Bombers
Feral	15 – 9	Flying Angels

	played	won
Zamperl	2	2
Liquidisc	2	2
Ring of Fire	2	1
Feral	2	1
Flying Angels	2	0
Bombers	2	0

Division 1 – Pool M

WSL All Stars	15 – 8	Fenris
JAM	15 – 6	Chevron AF
Red Lights	15 – 7	Free Flyers
WSL All Stars	15 – 11	Red Lights
JAM	15 – 4	Free Flyers
Fenris	15 – 9	Chevron AF

	played	won
JAM	2	2
WSL All-Stars	2	2
Red Lights	2	1
Fenris	2	1
Chevron AF	2	0
Free Flyers	2	0

Division 2 – Pool R

Ultimatum	15 – 5	Fluid Druids
Loquitos	15 – 5	Pookas
Loquitos	15 – 13	Ultimatum
Fluid Druids	15 – 9	Pookas

	played	won
Loquitos	2	2
Ultimatum	2	1
Fluid Druids	2	1
Pookas	2	0

Division 2 – Pool S

Discus	15 – 5	Too Bad
thebigez	15 – 2	SOUP
thebigez	15 – 9	Too Bad
Discus	15 – 4	SOUP

	played	won
Discus	2	2
thebigez	2	2
Too Bad	2	0
SOUP	2	0

Division 2 – Pool T

Cynics	15 – 6	XLR8RS
Cota Rica	15 – 7	Red
Cynics	15 – 10	Red
Cota Rica	15 – 9	XLR8RS

	played	won
Cota Rica	2	2
Cynics	2	2
Red	2	0
XLR8RS	2	0

Division 2 – Pool U

Wall City	15 – 7	Tsetse Fly
Orebro	15 – 4	Tsetse Fly

	played	won
Orebro	1	1
Wall City	1	1
Tsetse Fly	2	0

Women's Division Round One

Pool A

Lady Godiva	15 – 2	Smisses
Liberos	15 – 11	Raging Wahine
Carnegie	15 – 10	Atletico

	played	won
Carnegie	5	5
Lady Godiva	5	4
Atletico	5	3
Liberos	5	2
Raging Wahine	5	1
Smisses	5	0

Pool B

Women on the Verge	15 – 4	Loquitos
Discus	15 – 2	Four Non Blondes
Spiral	15 – 13	Skogshyddans

	played	won
Women on the Verge	5	5
Spiral	5	4
Skogshyddans	5	3
Discus	5	2
Loquitos	5	1
Four Non-Blondes	5	0

Pool C

Ozone	15 – 11	Espoo
Twin Peaks	15 – 8	Bombers
Schwa	15 – 13	Red Lights

	played	won
Schwa	5	5
Ozone	5	4
Red Lights	5	2
Espoo	5	2
Bombers	5	1
Twin Peaks	5	1

Pool D

Barbarians	15 – 9	Frizzly Bears
Seven Green Bottles	15 – 6	Baraonda
Bliss	15 – 13	Condors

	played	won
Bliss	5	5
Condors	5	4
Seven Green Bottles	5	3
Barbarians	5	2
Frizzly Bears	5	1
Baraonda	5	0

Co-ed Division

Pool A

Red Fish Blue Fish	15 – 0	Aged to Perfection
Manitou	15 – 3	Gael Force
DISConnection	15 – 12	Brazil
Ripplt	15 – 10	Blue Arse Flies
Red Fish Blue Fish	15 – 6	Blue Arse Flies
Ripplt	17 – 15	Manitou
DISConnection	15 – 4	Aged to Perfection
Brazil	15 – 11	Gael Force

	played	won
Red Fish Blue Fish	6	6
Ripplt	6	5
Manitou	6	4
DISConnection	6	4
Blue Arse Flies	6	2
Brazil	6	2
Aged to Perfection	6	1
Gael Force	6	0

Pool B

Pira Haku	17 – 15	Fingers
HUT	15 – 6	Where's Bob
Throws of Passion	15 – 6	Mild Mannered Janitors
Osaka Natto	15 – 3	FLAP
Pira Haku	15 – 12	FLAP
HUT	15 – 13	Osaka Natto
Fingers	15 – 5	Throws of Passion
Where's Bob	15 – 9	Mild Mannered Janitors

	played	won
HUT	6	6
Osaka Natto	6	5
Pira Haku	6	4
Fingers	6	3
Throws of Passion	6	3
Where's Bob	6	2
Mild Mannered Janitors	6	1
FLAP	6	0

Masters Division

Team 42	15 – 12	Return of the Red Eye
Tempus Fugit	15 – 6	Overflow
Thrillseekers	15 – 11	Wizards
Cigar	15 – 7	Farm Accidents
Team 42	15 – 13	Pretenders
Cigar	15 – 10	Tempus Fugit
Thrillseekers	15 – 11	Overflow
Farm Accidents	15 – 13	Wizards
Return of the Red Eye	15 – 13	Pretenders

	played	won
Cigar	6	6
Return of the Red Eye	6	5
Team 42	6	5
Tempus Fugit	6	4
Thrillseekers	6	3
Wizards	6	2
Pretenders	6	1
Farm Accidents	6	1
Overflow	6	0

Women's Division Round Two

Pool E

Carnegie	15 – 11	Barbarians
Bliss	15 – 13	Liberos
Lady Godiva	15 – 7	Seven Green Bottles
Atletico	17 – 16	Condors

	played	won
Carnegie	4	4
Bliss	4	4
Lady Godiva	4	3
Condors	4	2
Atletico	4	2
Seven Green Bottles	4	1
Liberos	4	0
Barbarians	4	0

Pool F

Schwa	15 – 9	Discus
Espoo	15 – 12	Spiral
Skogshyddans	15 – 10	Ozone
Women on the Verge	15 – 4	Red Lights

	played	won
Women on the Verge	4	4
Schwa	4	4
Espoo	4	2
Skogshyddans	4	2
Spiral	4	2
Ozone	4	2
Red Lights	4	0
Discus	4	0

Pool G

Raging Wahine	15 – 10	Baraonda
Loquitos	15 – 10	Bombers
Twin Peaks	15 – 0	Four Non Blondes
Smisses	15 – 8	Frizzly Bears

	played	won
Twin Peaks	2	2
Loquitos	2	2
Raging Wahine	2	2
Frizzly Bears	2	1
Smisses	2	1
Baraonda	2	0
Bombers	2	0
Four Non-Blondes	2	0



Cigar

Matt Fasken talked to team captains Alex 'Sas' Peters and Ken Silver



So are you having a good time at the Tournament so far?
Ken: Yeah, we're having a great time, we've had some real good games. It looks like there are a lot of strong teams in Masters this year, four in particular are excellent. The Germans (Team 42), the Australians (Return of the Red Eye), and this other USA team, Tempus Fugit. It's going to be a horserace between the four, to see how we do.
Sas: We had an incredibly close game yesterday afternoon against Team 42 from Germany, where they were ahead of us the whole game, and frankly I don't know how we pulled it off, but we did, we just won right at the end. It was a really, really tight game.

Who's on your team this year?
Sas: Our team is pretty much composed of people from the Westchester Summer League, in New York, and that's where a lot of our team is from: people from Connecticut, New York City, a couple of people from Minnesota we've played with before at other Worlds, and one from Dallas, Texas. Richard Gramm who is the UPA Director of Competitions. There's some guys from Brooklyn, New York, and some first year players.

And how long have you been playing together?
Ken: This is our second year as a team. We have some new players with us, so this tournament is the first time we've ever all played together. We're glad that we've got a nice, calm day today for once. We even saw the sun today for the first time. The cold doesn't bother us, though, we're from the North East, and we're used to rainy, windy weather. We also love the sun and the clear weather because our team loves to run. When it's really windy, you have to play a lot more zone, so that helps a team that has smaller numbers, but a team like ours has a lot of guys, and we just love to run 'em into the ground.

Is that how you won your game against Tempus Fugit?
Sas: No, we won that game on skill.

I saw a few disputes between Cigar players breaking out on the sidelines, were you having trouble here?
Sas: It was a hotly contested game, and athletes are hot-blooded. We have our disagreements but then we're best friends again. That's the way we like to do it in this sport. It's not a sport where you try to kill your opponents. You want to play against them and win, but there's not any of the cheating of lots of other sports, or the vicious, dirty play. A lot of us come from an American football background, which is an ugly, ugly thing. I used to play football, and the coaches loved me because I was a friggin' assassin, injuring the other players, they loved that.

How do you sleep at night after hurting all these people?
Heheheh... Now? I play Ultimate.

Do you think the atmosphere in the Masters Division is different from some of the other divisions?
Ken: Well I think originally you could have characterised it as much more relaxed, and more mellow, but I think as teams have gotten better and better, it's just very competitive. As you can see, people really want to win, and they train really hard, a lot of the year, to come here to Worlds.

How did Cigar prepare for the Tournament this time round?
Sas: We've trained like crazy. We've been playing and training since April Fools, the tournament in Virginia. And that's not usual – most teams play on the nationals level, and then they play Worlds, but our team just loves to play. I mean I'm 43, and I'm never quitting. We have a lot of people with that attitude, so that's what we're doing.

Those of you married with children, how do you balance time between your families and all your training?
Sas: Well it's hard, but we only practise on weekends. If you look at a younger team like Woody, that's like our younger brother team in Westchester back home, they practice two or three times a week, but much more of their players are single. A lot of us are married, and have intense jobs, I often work til 9 o'clock at night. How my wife puts up with me I don't know. Luckily she likes my dogs.

Errrr... okay, thanks for your time and good luck

paul's pains shin splints


BY DR. PAUL MARFLEET

I am keen to eliminate the actual term "shin splint" which is really an overview of many different aspects of shin "pain".

There are several causes of shin pain, the underlying usually being over-use, for example a sudden increase in training, switching to running on hard surfaces or even changing your type of running-shoe, which may have less shock absorbency. Principally the cause is a great deal of new stress on the legs. It is important to catch this type of injury in its earliest stages because they do recur and, if not taken seriously, can put a player out of action for weeks.

Shin pain builds with successive runs and eventually may hurt whilst walking too. If this happens it is important to slow down, reduce the work-load on the legs, treat with ice after exercise and then consult a doctor or physio. If it is a proven **stress fracture,** which can sometimes be spotted on an X-Ray, but preferably on a bone scan or an MRI (Magnetic Resonance Imaging) scan, you're usually talking about a minimum of six weeks to allow it to heal. A mistake that some people make is to return to their previous exercise and training routine immediately after the stipulated rest period. If you do an eight mile run after six weeks of inactivity, this is sudden significant stress. You have to build up very carefully and slowly again, best of all on soft surfaces, grass rather than road running. To ease some of the load it is best to warm up and do some flexibility work and gentle stretching of the calf muscles and hamstrings.

Compartment syndrome is another form of shin injury, where pressure has built up in the muscular envelopes and may require an operation to reduce it. However, the most common form of shin pain comes from the deep calf muscles where they join onto the back of the tibia bone either because of a torn ligament or a constant tug on the covering of the bone, causing inflammation. Fundamentally, all these problems occur because of over-use so know your limits!

Bio-mechanics, the way you're built and your running style can cause shin pain, for example when the inside part of the foot rolls over too much and puts a strain onto the muscles. This can be countered by building up different muscles or putting orthotics in your shoes. Finally, shin pain can even be a presenting feature of diabetes and can occur with a trapped back nerve.

TopTip: It's a good idea to consult an experienced specialist because the correct treatment regime is vital and depends on an accurate diagnosis.

In other games...

Open Division

King Brown 15–11 HUT

At half time, King Brown were leading 8-4 when the Finnish team HUT clawed it back to 10-11. However, a combination of a huge D by Chris 'Angel face' Warris, great handling skills and hammers from Jason Ray, endzone work by Roger Bralow and the godlike skills of Gackboy (that Aussie robocop), put paid to HUT's comeback and King Brown went on to win the match 15-11. King Brown followed it with a soaring rendition of an Australian sheep shearer's song and HUT sang 'Kooka burra sits in the old gum tree' in Finnish.

Open Division

Feldrenner 16–14 Catch 22

For all of you who walked away at half time you missed a dramatic game. GB's Catch 22 were down 13-8. Suddenly Catch were on fire, the score went 13-9, 13-10, 13-11 (with a disc which just cleared the back of the head of a Feldrenner player and plucked from the air by Catch's Dave Barnard). The next point came on an interception by Christian Nistri who then sent a hammer into the endzone to Bob Hims who made a brilliant layout grab to make it 13-12. Feldrenner scored again and at 14-12, with Catch in possession, Jens Schoeneberg made a huge layout D on the endzone line but macked it on to Bob for a point. 14-13.

The next incident was probably the most heart-breaking thing that I have ever seen in an Ultimate game. Feldrenner's Heiko Kissling received a pass and as soon as he caught it he ran with the disc and spiked it into the ground celebrating his 'point'. Unfortunately for him he was about two metres short of the endzone. Catch 22 called 'turnover' and hucked to Bob for a quick score: 14-14 at the hooter, game to 16. The Germans scored a further point and, with a spectacular D from Mohammed Boujataoui, prevented Catch from tying the game again. The match finished with a huge hammer to Kissling who this time looked left and right to make sure he was in, and then spiked the disc, to the cheers and applause of the large number of spectators this match had drawn. A brilliant nail-biting game which contained many moments of glory, innumerable lay-outs and some displays of the true spirit of the game.



WHO ARE THESE? Unscramble these words to find the names of WUCC teams.

Kite Spawn	Gilt herds	The refereed tourny
Unrefined nut leech	Arab brains	Kestrel relish
No nob flounders	Infers	All use frisbee
Nicer age	Quit loos	Testy self
Fop arsonists. How?	Known brig	Fringes
Cat willy	Serb mob	Acid craftsmen
Do scorn	Hometown revenge	Haiku rap
God	Golfer ace	Goad avidly
Foreign fir	Shower ebb	Boot ad

Quote of the Day

'Applaud us when we run; console us when we fall; cheer us when we recover: but let us pass on — for God's sake, let us pass on!' EDMUND BURKE

Personals

- Buzz Light Year look-a-like seeks shell-suited female to be his Bo-Peep and compare injuries. Preferably with own hut in the woods.
- Ella of Atletico, You are my sun on these cloudy days. Your blonde flowing locks are like a river of gold. Every waking moment I spend pining for your luscious, athletic body. Your lips are like a flower awaiting the kiss of the morning dew. Your Secret Admirer
- Check out Schwa - played 6, won 6. Pride through performance continues to be the theme. Wednesday and Thursday will be exciting against Japan and Sweden.
- Aussie robocop desperately seeking plane ticket and fellow team members to throttle.
- News Bulletin: Ed smells. From Throws of Passion.
- Jenna - We need nipple tassles, Condors.
- Petite redhead working the fields, seeking tall fashion-model DJ. Watch her take the dance floor by storm.
- Overworked, underpaid, journalist seeks cute cuddly furry companion to keep her feet warm. Drop by New Hall if you think you can help.
- Cuddly agricultural consultant seeks bit on the side who is not averse to slugs. Nice car, great tossy shit. Plays with the oldies but is young at heart. Seek him out, he is there to find.
- After his performance at the Vancouver party, Richie Smart has been sorely missed by many women. Fluid Druids.
- MVP of Tempus Fugit so far... Mark Ross, who while in London, shagged 3 Russian beauties and danced 'til dawn.
- Follicly-challenged Englishman is out to shark any gorgeous 22-year-olds out there. He's a great catch.
- Kate B – I need eligibilty. You know you want to do it, love BS.
- Catch 22's Bakery Corner: It is a sad Bakery Corner today as Rafi Freire leaves us for the Masters division on the event of his 30th birthday. It's Overflow from now on Raf... that'll be 22 birthday cakes please!

Put your personals in our box in the Beer Tent.

CLOUDS, SCHMOUDS



Dry, mainly cloudy, so no change there, with a light wind coming in from the east.

Too cloudy to see the eclipse. Once every 100 years we get an eclipse and it's too cloudy to see the bloody thing. This country sucks.

the flying scotsman

Daily Edition

WFDF WORLD ULTIMATE CLUB CHAMPIONSHIPS 1999 • THURSDAY 12TH AUGUST

Masters contenders battle it out

Wednesday afternoon saw Tempus Fugit from California play TEAM 42 from Dreieich, Germany.

Both teams were evenly matched in the tournament so far with Tempus Fugit having won just one game more than the Germans. This equality was displayed in their showdown yesterday afternoon. They traded points up until 4–3 when Nate Inada scored for Tempus Fugit to give the crucial two-point lead. TEAM 42, whose offence was led by Ulrich Karger, Achim Geissler and Michael Rieser fought again and again to make up the deficit. However Tempus Fugit managed to hang on to their lead with the brilliant hucking skills of Mark Laffoon and Mark Ross, and the teams traded downwind for much of the second half. Drawing up to just one point behind, it looked as though TEAM 42 might tie the game but a final point from Curt Caprine clinched the match for Tempus Fugit 15–13. A highly competitive, fast-moving game.

Tempus Fugit 15–13 TEAM 42



IN OTHER GAMES...

Open Division

Skogshyddans 15–13 Condors

A game that had everything. The first half saw both teams jostling for position with great play resulting in a score of 8–7 in favour of Skogshyddans at half time. For those on the sidelines the second half was even more outstanding. Condors found themselves 2 points adrift early on, but with impressive layouts from Mario Vianni, awesome snatches from James Studarus and the growing support, the scores were soon levelled at 11–11. This did not deter the fighting spirits of Skogshyddans. Layouts were on display in abundance. Both on O and D it was usual to see more than one person laying out for the disc. Condor's James Studarus had an excellent all-round game with demonstrations on how to pass, point-block and layout, and all this was usually in the same point. The tension was immense. Skogshyddans were throwing everything they had at the Americans. Close field play between the handlers, cross field hammers by the captain (up-wind), and determined true grit. This ensured a levelling of scores at 13–13. It could have gone either way. Persistent D followed by patient O and a brave hammer saw Skogshyddans take the lead at a crucial moment. Condors took the opportunity to effortlessly work the disc up the field but Thomas Burfield was unable to convert the point. With one opening to seize the game, Skogshyddans played a set move from their endzone and 4 passes later had clinched the last point and a great victory. The crown of WUCC'99 has yet to be decided if the Swedes have anything to say about it.



Masters Division

Return of the Red Eye 15–11 Wizards

If you had wandered down to the farthest corner of the main pitches yesterday afternoon you would have stumbled upon a very exciting match between the Australian Masters team, Return of the Red Eye (4th seed) and Wizards from Switzerland (9th seed). Both teams displayed some amazing disc skills and stunning defence, resulting in nail-biting tension on the sidelines. Each point was an epic with forced turnovers and huge curving hucks. Return of the Red Eye were leading 10–9 and remained ahead but quite frankly the game was anyone's. The pressure was on at the end and although Wizards made a heroic effort, Return of the Red Eye were able to pull away and win the match 15–11.

CHARLIE SAYS...

Identify yourself
Make sure you have your photo i.d. with you on your way into the parties in the Students Union tonight and for the rest of the Tournament. There will be thorough checking on the doors, so if your papers aren't in order, you'll have to take a long, lonely walk to your residence and back.

Watch where you drink
We all enjoy a wee tipple but please remember that drinking alcohol is only allowed within the licensed areas (i.e. inside the orange perimeters and NOT on the pitches). If anyone is found drinking in prohibited areas we run a serious risk of having our license revoked, and there would be no alcohol available at the finals. Also, some of you have been taking your own alcohol into the Union – please be reminded that only drinks from the bar may be consumed in the building.

License to KILT
Tonight is Scottish party time (the noo) so get your Celtic funk together and come down to the Union for some tartan-tastic grooves. It's going to be Loch Ness Monstrous!

Money Money Money
Some of you have still not paid for your accommodation and transportation. You must come and see me between 12 noon and 4 pm at the Information point in the Beer Tent.

Back Off!
Games do get exciting but for your own safety and to limit on-field confusion please keep at least 5 yards outside the pitch boundaries while games are taking place.

BREEZY AS PIE

The weather today will be cloudy, but the wind shouldn't get any stronger than yesterday's 10-knot breeze, mostly from the east/south east. And this country doesn't suck, we were just being silly. No eclipses today.

Open Division Round Two

Division 1 – Pool J

Death or Glory	15 – 3	Barbarians
Houston Houndz	15 – 11	UTI
Carnegie	15 – 5	Black Spin
Carnegie	15 – 13	UTI
Death or Glory	15 – 9	Houston Houndz
Barbarians	15 – 9	Black Spin

	played	won
Death or Glory	4	4
Carnegie	4	3
Houston Houndz	4	3
UTI	4	1
Barbarians	4	1
Black Spin	4	0

Division 1 – Pool K

Condors	15 – 10	King Brown
Skogshyddans	15 – 4	Catch 22
HUT	15 – 13	Feldrenner
Skogshyddans	15 – 13	Condors
Feldrenner	15 – 9	King Brown
HUT	15 – 10	Catch 22

	played	won
Skogshyddans	4	4
Condors	4	3
Feldrenner	4	2
HUT	4	2
King Brown	4	1
Catch 22	4	0

Division 1 – Pool L

Ring Of Fire	15 – 3	Bombers
Zamperl	15 – 8	Feral
Liquidisc	15 – 7	Flying Angels
Ring Of Fire	15 – 11	Zamperl
Flying Angels	15 – 12	Bombers
Liquidisc	18 – 15	Feral

	played	won
Liquidisc	4	4
Ring of Fire	4	3
Zamperl	4	3
Feral	4	1
Flying Angels	4	1
Bombers	4	0

Division 1 – Pool M

Red Lights	15 – 8	Chevron AF
WSL All Stars	15 – 8	Free Flyers
JAM	15 – 11	Fenris
Red Lights	15 – 10	Fenris
WSL All Stars	15 – 12	JAM
Chevron AF	14 – 13	Free Flyers

	played	won
WSL All-Stars	4	4
JAM	4	3
Red Lights	4	3
Fenris	4	1
Chevron AF	4	1
Free Flyers	4	0

Division 2 – Pool R

Loquitos	15 – 11	Fluid Druids
Ultimatum	15 – 11	Pookas

	played	won
Loquitos	3	3
Ultimatum	3	2
Fluid Druids	3	1
Pookas	3	0

Division 2 – Pool S

Discus	15 – 7	thebigez
Too Bad	15 – 5	SOUP

	played	won
Discus	3	3
thebigez	3	2
Too Bad	3	1
SOUP	3	0

Division 2 – Pool T

XLR8RS	15 – 10	Red
Cota Rica	15 – 12	Cynics

	played	won
Cota Rica	3	3
Cynics	3	2
XLR8RS	3	1
Red	3	0

Division 2 – Pool U

Orebro	15 – 10	Wall City

	played	won
Orebro	2	2
Wall City	2	1
Tsetse Fly	2	0

Masters Division

Tempus Fugit	15 – 6	Wizards
Cigar	15 – 5	Thrillseekers
Team 42	15 – 12	Farm Accidents
Pretenders	15 – 8	Overflow
Return of the Red Eye	15 – 11	Wizards
Tempus Fugit	15 – 13	Team 42
Farm Accidents	15 – 8	Overflow
Thrillseekers	15 – 12	Pretenders
Cigar	15 – 6	Return of the Red Eye

	played	won
Cigar	8	8
Return of the Red Eye	8	6
Team 42	8	6
Tempus Fugit	8	6
Thrillseekers	8	4
Pretenders	8	2
Wizards	8	2
Farm Accidents	8	2
Overflow	8	0

Women's Division Round Two

Pool E

Carnegie	15 – 11	Seven Green Bottles
Liberos	12 – 11	Condors
Bliss	15 – 13	Atletico
Lady Godiva	15 – 6	Barbarians
Condors	15 – 11	Carnegie
Seven Green Bottles	17 – 16	Liberos
Lady Godiva	15 – 10	Bliss
Atletico	15 – 10	Barbarians

	played	won
Lady Godiva	6	5
Carnegie	6	5
Bliss	6	5
Condors	6	3
Atletico	6	3
Seven Green Bottles	6	2
Liberos	6	1
Barbarians	6	0

Pool F

Women on the Verge	15 – 7	Espoo
Discus	15 – 11	Ozone
Schwa	15 – 4	Skogshyddans
Spiral	15 – 11	Red Lights
Women on the Verge	15 – 6	Ozone
Espoo	15 – 12	Discus
Schwa	15 – 10	Spiral
Red Lights	15 – 8	Skogshyddans

	played	won
Women on the Verge	6	6
Schwa	6	6
Espoo	6	3
Spiral	6	3
Skogshyddans	6	2
Ozone	6	2
Red Lights	6	1
Discus	6	1

Pool G

Twin Peaks	15 – 9	Smisses
Loquitos	15 – 10	Baraonda
Raging Wahine	14 – 8	Bombers
Frizzly Bears	15 – 2	Four Non Blondes
Loquitos	15 – 5	Smisses
Twin Peaks	15 – 3	Baraonda
Raging Wahine	15 – 3	Four Non Blondes
Bombers	14 – 8	Frizzly Bears

	played	won
Twin Peaks	4	4
Loquitos	4	4
Raging Wahine	4	4
Frizzly Bears	4	2
Bombers	4	1
Smisses	4	1
Baraonda	4	0
Four Non-Blondes	4	0

Co-ed pools for Round Two

Division 1

Pool C

1	Red Fish Blue Fish
4	Osaka Natto
6	Pira Haku
7	DISConnection

Pool D

2	HUT
3	Ripplt
5	Manitou
8	Fingers

Division 2

Pool E

9	Brazil
10	Throws of Passion
11	Blue Arse Flies
12	Where's Bob?
13	Aged to Perfection
14	Mild Mannered Janitors
15	Gael Force
16	FLAP

Co-ed Division Round One

Pool A

Red Fish Blue Fish	15 – 4	Gael Force
Manitou	15 – 6	Blue Arse Flies
RippIt	15 – 6	DISConnection
Brazil	15 – 10	Aged to Perfection

	played	won
Red Fish Blue Fish	7	7
RippIt	7	6
Manitou	7	5
DISConnection	7	4
Brazil	7	3
Blue Arse Flies	7	2
Aged to Perfection	7	1
Gael Force	7	0

Pool B

Fingers	15 – 2	Mild Mannered Janitors
Pira Haku	15 – 9	Where's Bob
HUT	15 – 7	FLAP
Osaka Natto	15 – 10	Throws of Passion

	played	won
HUT	7	7
Osaka Natto	7	6
Pira Haku	7	5
Fingers	7	4
Throws of Passion	7	3
Where's Bob	7	2
Mild Mannered Janitors	7	1
FLAP	7	0

Co-ed Division Round Two

Pool C

Manitou	13 – 11	HUT
RippIt	15 – 3	Fingers

Pool D

Red Fish Blue Fish	15 – 10	Pira Haku
Osaka Natto	15 – 14	DISConnection

Pool E

Brazil	15 – 12	FLAP
Throws of Passion	15 – 8	Gael Force
Blue Arse Flies	15 – 1	Mild Mannered Janitors
Where's Bob	15 – 7	Aged to Perfection

Keep the Spirit Alive: No observers in WFDF Ultimate

"The use of observers and referees is not a road which WFDF has been keen to take." – WFDF Committee.

Great, so why continue to keep the "observers rule" in the WFDF rules and in the WFDF tournaments?

In Toronto in 1991 it was the first time we had observers in a WFDF tournament. We propose 1999 will be the last.

The WFDF rules must represent the way of play from the majority of the Ultimate countries and Ultimate players around the world. In WUCC99, of around 600 matches, probably less than 1% will be played with observers (if they are requested). This figure is far from representing a majority!

We think that to take the observers' rule out of the WFDF rules would be symbolic; it would mean that a majority of players wish to keep on playing with the spirit of self-responsibility as it was conceived by the people who created the sport more than 30 years ago. Even if that concept seems hard to achieve sometimes, it is the reason why this sport is exceptional and is worth fighting for.

Please express your opinion at tonight's WFDF Forum. This can be important for the future of the sport we love.

Thrillseekers, Belgium/Netherlands

Brazil

Matt Fasken talked to Marco Aurelio Sanchez, Brazil's No. 28



How are you guys doing so far, are you having a good time at the Tournament?
Yes. Last year in Minnesota we lost all our games, but we learned a lot. This year we have a better group, we have three wins so far, and we're having a great time.

You certainly took advantage of the lack of wind in your game against Aged To Perfection, are you used to playing with less wind?
Yes, always. And more sun, definitely.

You guys haven't actually played together for a team for very long, though, where do all your players come from?
In Brazil we have six teams. We picked some guys from each team, and some of the others weren't able to make it to the Tournament this time round, but for next year in Germany we're going to be really strong. This team is very good though. We have Garret, an American guy who's lived in Brazil for a couple of years. He taught us the strategies, the drills, and we have fun.

Which of your other players should we watch out for?
Well, we have Paulo. He's a great handler, he can jump high, and make accurate passes. And Mallela is one of our best female players, she's got all the skills. Basically, though, everyone on the team is good, everyone's got they're particular strengths. And they're always improving.

So how did you prepare for the Tournament?
We've been practicing every weekend in Ibirapuera Park in Brazil, every Saturday and Sunday, and at least once during the week, two or three hour sessions, for almost six months.

How well did you think you were going to do at the Worlds this year?
We expected at least one win, and we've won three games out of seven so far, so we're happy with how we're doing. We're going to stay near the bottom of the pool, not in the top four, but we're already satisfied. We'll be playing with four teams on about our same level, so we've got a chance to have some pretty close games.

Do you think it's different playing for a Co-ed team than in another division?
Yes, our level now would not permit us to compete in the Open Division. We've watched some of those games, and a lot of those guys are not just highly skilled, but very strong and quick. In Co-ed, the pace is not quite so fast. Also, we're used to playing with a mix of guys and girls in Brazil, always, and it's good for us to field a Co-ed team and give everyone a chance to travel with us and join in.

Tell me a little bit about your cheer.
It was originally a football chant, from a team in Brazil, and we changed some words to make it fit our Ultimate team. Our opponents don't know what we're saying but they feel good, because the song really lifts you up, makes you want to join in. It's hard to translate, but it means something like, "We love our opponents, and we're going to play Ultimate 'til the day we die."

Is Ultimate really big in Brazil?
Not really. Like I said, we only have six teams so far, but we're constantly trying to spread the word about Ultimate. Coming to this tournament is a great way to sell the sport to other people who don't know anything about it. You say, 'Come and join in,' and they're like, 'Ultimate? what's that all about?' When you tell them about the World Championships, they begin to take the sport more seriously. We think bit-by-bit Brazil will produce some great teams, and become a great country for Ultimate. In fact, we're just in the first stages of trying to organize our own Worlds in Brazil, so I hope you're all going to be there!



paul's pains warming up


by Dr. Paul Marfleet

My introduction to Ultimate was in 1986 when there was very little pre-match warm-up and flexibility in evidence. The next year physiotherapist Jackie Grant and I worked in Cologne with the GB squads where we started them warming up and stretching properly, and an amazing number of teams came up to see what we were actually doing. Preparation for play has gradually improved ever since then, although I have to say that I think that in this tournament I have seen fewer teams warmimg up and stretching than in many other tournaments.

The vast majority of injuries we see are probably due to the fact that Ultimate involves so much running and we see a lot of muscle strains and twisted ankles. It is particularly important to get the warm-up and stretch right for the lower limbs. So warming-up should really consist of starting off with a jog, a nice gentle jog, in a track-suit preferably to stay warm – a couple of laps perhaps around the pitch. Once you're suitably warmed up like this, that's the best time to do a bit of flexibility work. Make sure when you're doing flexibility that you don't bounce because it does exactly the opposite of what you're trying to do. It's been shown that probably the best stretching exercises are long, low, well-held stretches for about fifteen seconds. Concentrate on all the muscles one by one; hold it carefully and evenly – it should feel tight but not painful. Work through the calves, hamstrings (back of the thigh), the quadriceps (front of thigh). Because there is so much throwing in Ultimate make sure the shoulders, back and neck are all well-warmed up and moving through a full range of movements with all the muscles well-stretched as well.

After flexibility you can then begin to do a more vigorous warm-up – half sprints, three-quarter sprints, rapid turns, and end up with a little bit of full-sprinting. After that move into disc skills and drills. I know that all this takes quite a lot of time but if you're going to play a serious game of Ultimate, you want your body to be ready from the very first point, not working into it slowly over the first half of the game. Between points, especially in this cold wind, put on a jacket, and trousers as well if possible.

Many people don't to like to warm-down because they say they're already tired and to run around any more would make them even more tired. The point of warming down is to use the system that clears the by-products of metabolism from the muscles as quickly as possible. It's been shown very well that a gentle jog, again perhaps once or twice around the pitch, will help this to happen. If you don't do it then you're more likely to have stiff muscles the next day. I've seen quite a lot of people trying to hurry their warm-down and sprint round the pitch but all that does of course is to build up more products of metabolism and make them even more likely to be stiff the next day.

Hilaria – Malaria

Very little is known about Ultimate in Africa, and the game on that continent enjoys a very low profile. We caught up with some members of the Tsetse Fly Team, and got the lowdown.

Why did you call yourselves the Tsetse Fly?
Because Anapholes Mosquito did not fit onto the T-shirts.

Why are there 3 Americans playing on the South African Team?
Unfortunately we couldn't afford the Canadians.

How do you define success?
Initially we had aimed to simply finish in the top 40 teams in our division. We have now narrowed this down and hope to achieve a draw with 'VOID'.

What do you enjoy most about Scotland?
The 9p baked beans from Tesco.

When you leave here, what would you most like to be remembered for?
The way we are going to drill SOUP when 'VOID' don't show.

How many Ultimate players are there in South Africa?
There are none there this week.

Tsetse Fly from Cape Town would like to invite anyone visiting South Africa to join them for a game of pick-up or a training session. Contact them via www.safda.org.za

Pathfinder puzzle

Find 19 Ultimate-related terms starting in the centre box and moving in any direction except diagonally to find your way through the maze.

K	C	A	B	M	A	H	E	F	F	L
H	A	C	E	M	U	L	R	E	R	E
D	N	R	R	E	O	F	E	O	I	S
H	U	O	F	S	P	D	E	P	N	T
S	C	K	U	T	I	R	I	T	N	D
T	I	T	O	E	**F**	R	O	R	A	C
U	M	S	I	D	S	I	F	E	H	O
O	E	N	E	L	B	E	E	S	E	N
B	A	I	T	B	U	V	A	U	P	E
U	K	C	E	A	O	E	R	N	O	N
C	S	I	P	M	D	L	T	E	Z	D

WFDF FORUM

Come to the forum and have your say about issues concerning the development of Ultimate on an international level.
It's in the Frasier Suite, in the Student's Union, 8pm

Quote of the Day

'Flat and flexible truths are beat out by every hammer' SIR THOMAS BROWNE

Personals

- Dear Manitou, Thank you for the lovely dreams.
- Message to the tall red-head of Gael Force: You smell of poo.
- FOUND: at Farm Accidents party, Silvia's tongue in Del's throat.
- Birthday spankings for Alan Harder of Rippit today. Please join him in celebrating his 26th, but be gentle.
- 15 winless Tsetse Flies looking to join a group therapy session with winless Non Blondes. Let's get together and put our troubles behind us.
- Limber sex kittens sought by desperate refugees from Catholic hell-hole. Approach any Pookas. With Caution.
- BS - I'd help you if I could, but unfortunately the count has reached six, KB.
- A wind blows for a sweet lion. His heart is yours. GF.
- Please, can anyone tell me if No.20 of UTI is single? He has a gorgeous body and I would love to get hold of it. What is your name? I will find you on Friday night and tip you the wink!!
- SOUP – No.30, you are soooo souper!!!
- German player, cute who came to the Canadian Beach party, the bartenders have your flashlight – please find Sand R on Aged To Perfection.
- Caution is advised following several sightings of a Canadian couger in the vicinity of St. Leonard's School. The mutilated body of a young Californian man stuffed in the branches of a tree is evidence that she is on the prowl for victims. Young men are advised that travelling in pairs is no protection!
- SWM (ATM) seeks marine mammal for blow-hole fun – have own harpoon.
- Julian Armando, 'The Chief' from FINGERS – WARNING to all players – he'll try to cover your ass on D.
- Women, learn the secrets of Double Disc MTA from the World Record Holder. Contact Thor from Fenris.
- SWM seeks Belgian lesbian goat-herder to share Austrian Choco-crumbles and moon-lit walks to the bakery.
- Will Bill suck discs for the McWizards or make us pancakes?
- **Catch 22's Bakery Corner:** A huge pain-au-chocolate today for Heiko (Feldrenner). Make sure you're actually in the zone next time you spike the disc at 14-13, matey! That'll be a buttered, sultana, brioche swirl please!

Put your personals in our box in the Beer Tent.

the flying scotsman

Daily Edition

WFDF WORLD ULTIMATE CLUB CHAMPIONSHIPS 1999 • FRIDAY 13TH AUGUST



Photo: Paul Hall

Condors soar into semis

Sideline gamblers betting on the time it would take for the first call were disappointed by the clean opening to the Condors/WSL All Stars march-up. Four full points passed before a foul was called; 3–1 to Condors after early drops by WSL All Stars. The WSL defence settled, attempting to flood the cutting lanes and block dumps and forced several turnovers with huge layout Ds. Precision hucking into the endzone helped Condors keep their lead to the take the half 8–4. WSL All Stars came back strong after the half, shutting Condors down with a two-man cup and systematically working the disc in front of the zone before punching it home for three points, 8–7. Repeated unforced drops and errors allowed Condors to build an unassailable 14–7 lead, and although WSL All Stars pulled two back, with the help of a sky in the endzone by David Babkow (23) and a massive layout D from (9), Condors took the game 15–9. Though the game reached nail-biting levels of tension it was by and large cleanly played proving that the on-pitch violence of the WSL–Red Lights game is in no way standard at this level.

Condors 15–9 WSL All-Stars

IN OTHER GAMES...

Co-ed Division (semi-final)

Red Fish Blue Fish 16–14 Manitou

Yesterday afternoon on pitches 4 and 6 saw two mighty battles in the Co-ed division. Fighting for a place in the finals were Red Fish Blue Fish, Manitou, Rippit and Osaka Natto. The two matches were identical in terms of passion, commitment and entertainment value. Rippit took an early 7–3 lead against Osaka and the game was looking comfortable for the Americans, however the Japanese fighting spirit saw outstanding team play bring about a great comeback. It was all about the team working for each other to create space and opportunity, but three names that stood out for Osaka were Kazutaka Minami, Hideyuki Masana and Karin Ueda. Every point was a battle of grit and determination, and it was Osaka who had the best of it in the second half. The game went to overtime at 14–14. The pressure and intensity was immense. Osaka, still on a charge, just needed to trade points to ensure victory. The emotions were taking a severe beating but Osaka held their nerve and managed to clinch the final point to win 17–16. Justice to the game cannot be done on paper. As for Red Fish Blue Fish, they had an almost identical

continued on back page

CHARLIE SAYS...

Captains' Meeting

There will be a captains' meeting for **all divisions** (Open, Women's, Masters, Co-ed) at **3.30pm** today, at the Information Point in the Beer Tent. Please make sure that a representative from your team attends.

Road rage

You're athletes – use your legs! The golf-carts are not toys, they're not yours, and the Staff need them! Stop joy-riding, it's not big and it's not clever.

Get your Gaia goodies

If you want to get your hands on some of Gaia's excellent Tournament products, the time is now! You will still be able to buy this merchandise via the internet once Worlds is over, but it will cost you more in postage and packing.

DISCount!

Teams – the merchandise people are offering a special bulk deal on discs: if you order 50 or more, you get them for £5. If you don't need all 50, get together with another team or two, this deal is too good to miss!

Don't leave home without it

Tonight and tomorrow night are this week's big parties so please remember your ID for entry into the Union or you'll miss out on all the action.

Sofa Kidnapping!

A 2-seater sofa has gone missing from Andrew Melville Hall. We are holding a sofa amnesty tomorrow, so if you have it, please return it to its home – it's owners miss it and fear for its safety.

GROOVY BABY, YEAH!

Dig out your flowery shirt, flares and 5-inch platforms and take yourselves on a funkadelic trip back in time. DJ Huggie Bear is spinning his wheels of steel tonight at the Union from 9pm to 2am. Get 'hammer-ed', go on the 'pull', and, if you're lucky, you might even score a 'lay-out'.

Open Division

Division 1 – Round Two, Pool J

Barbarians	15 – 14	UTI
Carnegie	15 – 11	Houston Houndz
Death or Glory	15 – 3	Black Spin

	played	won
Death or Glory	5	5
Carnegie	5	4
Houston Houndz	5	3
Barbarians	5	2
UTI	5	1
Black Spin	5	0

Division 1 – Round Two, Pool K

Condors	15 – 10	Feldrenner
Skogshyddans	17 – 15	HUT
King Brown	15 – 13	Catch 22

	played	won
Skogshyddans	5	5
Condors	5	4
Feldrenner	5	2
King Brown	5	2
HUT	5	2
Catch 22	5	0

Division 1 – Round Two, Pool L

Ring Of Fire	15 – 6	Flying Angels
Liquidisc	15 – 8	Zamperl
Feral	15 – 9	Bombers

	played	won
Liquidisc	5	5
Ring of Fire	5	4
Zamperl	5	3
Feral	5	2
Flying Angels	5	1
Bombers	5	0

Division 1 – Round Two, Pool M

Fenris	15 – 6	Free Flyers
JAM	15 – 6	Red Lights
WSL All Stars	15 – 6	Chevron AF

	played	won
WSL All-Stars	5	5
JAM	5	4
Red Lights	5	3
Fenris	5	2
Chevron AF	5	1
Free Flyers	5	0

Quarter Finals

Condors	15 – 9	WSL All-Stars
Liquidisc	15 – 9	Carnegie
Death or Glory	15 – 12	Ring of Fire
Skogshyddans	17 – 15	JAM

Knockout games for positions 9–24

Red Lights	15 – 7	King Brown
Zamperl	15 – 3	Barbarians
Fenris	14 – 9	Feldrenner
Flying Angels	15 – 6	Black Spin
Houston Houndz	15 – 10	Feral
HUT	15 – 12	Free Flyers
Chevron AF	15 – 12	Bombers
UTI	15 – 12	Catch 22

Knockout games for positions 25–40

Loquitos	15 – 12	Cynics
Orebro	17 – 15	thebigez
Cota Rica	15 – 9	Ultimatum
Wall City	15 – 9	Discus
Fluid Druids	15 – 12	Red
SOUP	15 – 4	Tsetse Fly
XLR8RS	16 – 13	Pookas
Too Bad	15 – 0	VOID
Orebro	15 – 13	Loquitos
Wall City	15 – 13	Cota Rica
Discus	15 – 10	Ultimatum
Cynics	14 – 11	thebigez
Fluid Druids	15 – 12	SOUP
Too Bad	15 – 12	XLR8RS
Red	15 – 8	Tsetse Fly
Pookas	15 – 0	VOID

Photo: Paul Hurt



Women's Division Round Two

Pool E

Carnegie	16 – 14	Bliss
Lady Godiva	15 – 7	Condors
Atletico	15 – 7	Seven Green Bottles
Liberos	15 – 14	Barbarians

	played	won
Carnegie	7	6
Lady Godiva	7	6
Bliss	7	5
Atletico	7	4
Condors	7	3
Seven Green Bottles	7	2
Liberos	7	2
Barbarians	7	0

Pool F

Women on the Verge	15 – 10	Schwa
Spiral	15 – 5	Ozone
Espoo	15 – 10	Skogshyddans
Discus	15 – 8	Red Lights

	played	won
Women on the Verge	7	7
Schwa	7	6
Espoo	7	4
Spiral	7	4
Skogshyddans	7	2
Discus	7	2
Ozone	7	2
Red Lights	7	1

Quarter Finals

Spiral	15 – 10	Carnegie
Lady Godiva	15 – 6	Espoo
Women on the Verge	15 – 4	Atletico
Schwa	15 – 8	Bliss

Knockout games for postions 9–16

Red Lights	15 – 7	Condors
Seven Green Bottles	16 – 14	Ozone
Skogshyddans	15 – 8	Barbarians
Discus	15 – 12	Liberos

Pool G

Frizzly Bears	15 – 9	Raging Wahine
Twin Peaks	15 – 10	Loquitos
Baraonda	15 – 2	Four Non Blondes
Bombers	15 – 10	Smisses
Twin Peaks	15 – 11	Raging Wahine
Loquitos	15 – 2	Frizzly Bears
Smisses	15 – 13	Baraonda
Bombers	15 – 8	Four Non Blondes

	played	won
Twin Peaks	6	6
Loquitos	6	5
Raging Wahine	6	4
Frizzly Bears	6	3
Bombers	6	3
Smisses	6	2
Baraonda	6	1
Four Non-Blondes	6	0

Co-ed Division

Pool C

Red Fish Blue Fish	15 – 10	Osaka Natto
DISConnection	15 – 8	Pira Haku

	played	won
Red Fish Blue Fish	3	3
Osaka Natto	3	2
DISConnection	3	1
Pira Haku	3	0

Pool D

RippIt	15 – 5	HUT
Manitou	15 – 10	Fingers

	played	won
Rippit	3	3
Manitou	3	2
HUT	3	1
Fingers	3	0

Semi-Finals

Red Fish Blue Fish	16 – 14	Manitou
Osaka Natto	17 – 16	RippIt

Knockout for places 5–8

DISConnection	15 – 13	Fingers
Pira Haku	15 – 7	HUT

Pool E

Brazil	15 – 10	Mild Mannered Janitors
Throws of Passion	15 – 8	Aged to Perfection
Blue Arse Flies	15 – 11	FLAP
Where's Bob	15 – 10	Gael Force
Brazil	15 – 12	Where's Bob
Blue Arse Flies	13 – 12	Throws of Passion
FLAP	15 – 10	Aged to Perfection
Mild Mannered Janitors	15 – 12	Gael Force

Throws of Passion	6	5
Brazil	6	6
Blue Arse Flies	6	4
Where's Bob	6	4
Aged to Perfection	6	1
Mild Mannered Janitors	6	2
FLAP	6	1
Gael Force	6	0

Masters Division

Quarter Finals

Return of the Red Eye	15 – 4	Wizards
Tempus Fugit	15 – 8	Thrillseekers
Team 42	15 – 12	Pretenders
Cigar	15 – 6	Farm Accidents

Playoff for places 8/9

Farm Accidents	15 – 14	Overflow

Staff – a day in the life

This is what field staff member Paul Waite got up to on Wednesday

7:20am Alarm goes off – hit snooze-button and fall asleep.

7:25am Alarm goes off – hit snooze-button and fall asleep.

7:30am Alarm goes off – set it to 7:45am.

7:45am Alarm goes off – finally get up, thank God for a lie-in.

8:00am Need a coffee.

8:01am Breakfast. Mmmm bacon.

8:05am Aargh, no coffee!

8:20am Finish breakfast, off to work.

8:22am Lack of coffee initiates hangover – OH MY GOD!

8:23am Charlie Mead tries to run me over in golf buggy.

8:30am Arrive at pavilion and get my orders – pray for golf buggy duty.

8:31am Get orders – get Madras (arse!).

8:32am Get more orders – Trade Night tidy-up duty (bollocks!)

9:10am Finish tidy-up – head over to Madras.

9:15am Arrive at Madras – no game discs and forgotten score-sheet (ooops). Start pitch set-up, start cursing the weight of the water bottles.

9:16am Deliver water to pitches, get a thank you from Women on the Verge, ahh how nice – feel better now. My arms kill and my knuckles are dragging on floor now.

10:04am Wait for teams to arrive. It's sunny now, go to get sunglasses – find them broken, life sucks. As teams arrive water disappears. Time to get more water – tap is 100m away.

10:30am Watch with wonder as Women on the Verge and Espoo go through stretch routines. My day is made.

11:20am Watch solar eclipse – pretty damn cool actually!

11:25am Brief captains on time-outs, get over language barrier.

11:30am Game starts – Women on the Verge take good lead in first 5 minutes, maybe a short but sweet game – nice.

12:39am Game finishes – 15–7 to Verge. Both teams have great Spirit – a great group of ladies. Look over to Possum's game, it's a close game, mad radio conversations follow about rules. He's having a nightmare, I'm thankful for having the game I did. Ordered to pavilion as quickly as possible – I stroll back.

12:50am Mother Goose (Sara) lays an egg sideways due to time changes.

1:08pm Emergency call at pavilion – told to sprint over – one minute later I feel like crap.

1:22pm Given a buggy to take to petrol station – road rage time me thinks! Decide to have a quick lunch break first, hummmm bacon burger. Top marks to the chef.

2:00pm Water boy duty – best job of all – a job for two of course with the golf cart, absolute quality.

2:01pm Scrap that. Everybody bloody needs water now.

2:20pm Everybody still needs water.

2:21pm Call from pitch 3 for water – bastard! Only just filled that one.

2:30pm Go cheer Bliss for a bit.

2:40pm Back to water duty.

3:00pm Get picture taken for newsletter – cool, I'm famous now.



3:20pm Get thanked by random bloke for doing great job.

3:21pm Pitch 3 needs water again.

3:30pm Conned into taking water to pitch 11, cheeky git just wanted me to get him a cigarette.

3:40pm Some major games on, have to check some out (I mean for water of course – it's not like I'm slacking off or anything).

3:40pm Find out Bliss have taken another scalp – my partner and I agree that it was most excellent!

4:20pm Time for another snack, now it's getting a bit chilly, good reason for a rest – this is soon interrupted by a call for water.

4:40pm Get to pitch 3 again with more water, seems Carnegie just beat UTI, at least they won't need water for a while.

5:00pm Start tidying up pitches in spare time, frisbee players might be a bunch of nice people but boy can they make a mess.

5:10pm Need a beer!

5:20pm Yessss! Find out I've got night off – this thought is followed by: Noooooooo!!! As I realize I will have a morning duty.

5:40pm Call for crowd control on pitch 2 for DoG v. Houston Hounds, bad ass game going on. Wish I had a camera with me.

6:10pm Sun shows its face to St Andrews as DoG start to walk themselves home free from their leash.

6:15pm Game finishes, glad to watch match since I basically had to do nothing for crowd control – nice one! I think I'll head back to the pavillion now.

6:20pm Start tidying up, this involves putting your head in bins and cleaning them, find out about language barrier 'GLASS ONLY' bins full of cans, have to clean them by hand.

7:20pm Finish clean up. Remind myself I'm not getting paid for this.

7:30pm Get assigned duties for tomorrow – oddly get put down for everything – big groan from everyone. Somebody please get me a pint. Find out I do have to work tonight and early morning – that will be a 7:30 start on the pitches. My hole body is aching.

7:50pm Sit down to eat – this also leaves me in pain, since my lips are sunburnt, everybody else is the same. Brain has stopped working, can't think or speak properly. Big thank you to Bliss for allowing us to queue-jump at dinner. Today, by most accounts, has been an easier day.

8:00pm Get ready for night ahead.

paul's pains nutrition


by Dr. Paul Martieet

I'm sure by now everybody who plays Ultimate knows that they need plenty of calories for this game and it is not enough just to eat plenty – you have to eat the right foods. In other words, foods that are high in calories.

Everybody talks about eating pasta the night before and it is certainly true that this is a very good source of calories. This form of carbohydrate ('starchy' foods) provide an excellent energy source. I'm not a nutritionist or a dietetic specialist so I won't provide great lists of the sorts of food that you can eat but rather a few words on when to eat. The real problem in an Ultimate Tounament of a week long is that energy stores do tend to dwindle unless you keep replenishing them, so you should be thinking about taking on a pretty high energy intake in the weeks leading up to the competition. After each game you need a calorie boost and this is best done by eating within 30 to 60 minutes at the end of a game. It has been shown that at this time the body is at its most efficient at replacing its energy stores. Examples of high calorie but low in bulk snacks that are good to eat after a game are energy bars, raisins and jam rolls.

At the end of the day have a healthy, high-calorie meal – burgers and chips do not represent a high-calorie meal! Rice, pasta, vegetables, potatoes are all good foods to put in your evening meal.

As far as fluid is concerned you lose far more fluid than you probably realize and it is absolutely vital to keep it topped-up in between points. After the match you will want at least a pint – orange juice and lemonade is an excellent drink after a match as it provides both calories and fluid. If you want to drink alcohol in the evening, match it pint for pint with water and you won't run into much in the way of dehydration problems.

A much more comprehensive guide to fluid and food can be found in 'Hold it for 10 and No Bouncing' written by myself.

In Other Games continued from front page

game to Rippit. Taking a comfortable 8–3 lead against Manitou they soon found themselves on the back foot as Manitou gradually and doggedly pulled the game back. 14–14 and the nerves were on edge once more as a nail-biting conclusion was fought out. This time, however, the comeback could not be completed. RFBF were able to finish the game off in dramatic style. A point block by Greg Wolff, and an almost blind layout D by no.4 helped RFBR retain possession and end the day 16–14 up. A Red Fish Blue Fish–Osaka Natto final is one that should not be missed.

Open Division

Houston Houndz vs Carnegie

Pitches 17 to 20 were humming yesterday morning with many important Open Division games happening all at the same time. It was difficult to know where to look. Having seen both these teams play earlier in the week I was expecting big things from this match. Houston Houndz took an early lead but at 5–3 Carnegie responded with pitch-width passes and great patience near the endzone bringing the score back to 7–7. The Houndz took the half with a point from Chris Sherwood (9). The second half started pretty much the same as the first with the Houndz dominating but at 10-8 things started to go pear-shaped for the Texans. Carnegie scored 6 points in a row before the Houndz got on the scoreboard again. Carnegie's D was stepped up and the Houndz passes went astray. An amazing D by Chris Page (67) of Carnegie and a final grab by (12) shattered the Houndz and knocked them out of the top 8.

Open Division

DoG vs Black Spin

A more joyous game took place between DoG and Black Spin. DoG won comfortably but Black Spin confronted them with the Haka at the beginning of the match and when they scored their first point they were so happy that they ran over to the sideline and took a team photo with the scoreboard. The game ended 14–3.

PRIZE CROSSWORD ANSWER



And the winner is... **Neil Travers** from Fluid Druids! Dora Kemp has your prize T-shirt

WORLD FANTASY FRISBEE

There will be a "Fantasy Frisbee" competition running at the Open and Women's finals on Saturday.

You choose a "team" of four players per final, who will be awarded points for assists, lay-outs, etc. Winner is the person who picks the best-performing team. Entry is £1, the prize consisting of WUCC merchandise. See staffer Ali Findlay at the beginning of the co-ed final and he will sign you up. All proceeds go to the Big Issue.

Personals

- Broad-shouldered Pookas' player seeks attractive female with excellent personality for shoe-swapping ... preferably named Sarah Jones.
- Corin of Skogshyddans women, the 'Italian Condor' loves you. Congratulations to Rachel and Kevin for a long and happy life together! We love You! - The Lady Condors.
- No, 'Big Nose' No.20 from UTI is not single ... but your lucky numbers for this week's lottery are 00, 7, 9, 10, 14, 19 and the Bonus Ball is 44 (depending on your accent).
- Beautiful SWF, who has it with facts but not with practical stuff, seeks a man with a healthy appetite to share breakfast, brunch, lunch, snack and 7-course dinners. Espoo women - No.60.
- Team 42, thank you for letting me use a part of the mystique that is you. Look up-field for more than count 2 and I'll catch the disc in the endzone for you. DK.
- Diana from Bliss – I've found out your name but I still can't work up the courage to talk to you. Look out for a tall, shy American wearing a green shirt on Friday night. I'll be close by!
- More than 14 years after he started to fake and throw all over the globe – Happy Birthday Oliver.
- Tony Blair seeks a teaser to be his Cherie and share a blissful experience.
- One-year-old Flemish team (Aliens on the back of yellow 'Stekska' shirts) challenges any Ultimate team in general and Carnegie in particular for a training game. We will teach you to you warm up. Neglecting this challenge means going home as wimps having lost this fashionable opportunity!
- Be a proud sponsor of Ultimate around the world and help Mexican players get back home – buy a Tequila disc.
- Looking for a ride to Inverness on Sunday morning for two people? Please contact Frank from DISConnection (Co-ed Team from Germany).
- GF8 – we may not be winning any games but you're always a winner with me (bleugh!). OB.
- Catch 22's Bakery Corner: Nice one Tom and Dave (Catch 22) for precariously seeking out the rooftop bakery last night. When trying to get back into halls, the front door usually works! Arandul Broodjes all round please!

SLIPPERY WHEN WET



Yes, the rainy season is finally upon us. Thankfully, it fell heaviest during the night and early this morning, but there will be patchy rain all day. It may be a little cooler than it was yesterday, but not any more windy.

Tonight, at "Car Wash" in the Union building...

FIRST UNOFFICIAL WORLD
THREE-PINT CHALLENGE
COMPETITION
in aid of The Big Issue

Open, Womens, Co-ed and Masters Divisions. Entry fee £2 per pair. Please register to play at the Info Desk by Friday afternoon.

For those that don't know, this is the basic concept: three pints of beer are carefully poured into an upturned Ultrastar (honest, three pints fits exactly). Teams of two players must down the three pints in as short a time as possible – each player drinking through a McDonald's straw. The winners are the pair that finish the three pints in the shortest time.

RULES OF PLAY:

- Competitors must buy their own beer
- No tactical pre-chunders
- You may tip the disc for better suction
- One player must place the disc right way up on their head to indicate that they have finished
- Excessive spillage will result in disqualification
- Spitting prohibited

Quote of the Day

'I believe in an Ultimate decency in things' ROBERT LOUIS STEVENSON

the flying scotsman

Daily Edition

WFDF WORLD ULTIMATE CLUB CHAMPIONSHIPS 1999 • SATURDAY 14TH AUGUST

Photo: Steve McPherson



Dog 15–10 Condors

DoG Stars

The start of this all American semi-final saw the grandstand filled with about 200 people. This figure trebled within the first 10 minutes as the sun shone down on the ensuing action.

DoG scored first blood within seconds with a long pass by Jim Parinella. An early footing in the game was essential for both teams, and it was DoG who seized the moment. Condors response was a slightly errant huck giving DoG the turnover to demonstrate how accurate a huck should be. The pace was frightening and the determination was extreme, but Condors did not waste any more time announcing their arrival in the game. Every pass was heavily fought and layouts were in abundance. This was not just for the crowd. This was a bare-knuckle contest with each player pushing themselves to the limit. If there was one layout that stood above the rest then it would have been by JD, the Condors no.4. A full extension leap about four foot in the air to out-stretch one handed for the disc. This was followed up by a perfect hammer to the endzone to level the game at 4-4. The crowd was duly appreciative. More outstanding team play from both sides saw the half end 8-6 in DoG's favour who relied once more on a Jim pass to a Fortunat Mueller (no.8) catch. The second half saw an intense trade of points with oppressive D from both sides, however, at 11-10 to DoG the screw was turned a notch more and the strength and depth of the team allowed DoG to edge further ahead. Fortunat was instrumental in leading this surge with an outstanding layout D on a poach. Condors never gave up and could never be ruled out but in the end the DoG defence was too solid. Covering 2 poppers on a zone defence Takahisa Honda made light work of the ground by flying through the air to make an awesome interception. This was the last play before the disruptive "lightning" threat, and when the players returned DoG scored twice quickly to end the game 15-10. A great spectacle and fair warning to Liquidisc who no doubt are aware of their task ahead. MVP for Condors – James Studarus. MVP for DoG – Fortunat Mueller.

IN OTHER GAMES...

Open Division Semi Final

Liquidisc 17–16 Skogshyddans

This year's semi final draw guaranteed that, for the first time ever, one of the two Open finalists would not hail from North America. As DoG's Steve Mooney observed in an interview earlier this year, the European game has developed to the point where a handful of teams can now mix it with the best from the USA. Two of those teams are Skogshyddans from Sweden, and Finland's Liquidisc, who met in the second of the Open semi-finals yesterday.



These teams' philosophy is one of safety on offence, and both were content to make innumerable short, hundred-percent passes until a safe opportunity to push upfield presented itself. Disc-handling was faultless on both sides, and this resulted in very few turnovers, Skogshyddans gaining a slight edge to take the half 8-6. Liquidisc were quick to make up the deficit in the second half however, with a fine layout D robbing Skogshyddans of possession to level the score 8-8.

Perhaps the intensity of the game was beginning to take it's toll on the players, because both teams appeared to start looking long more frequently now. Most hucks were pinpoint accurate, and the receivers' cuts timed perfectly, but rarely did such a manœuvre get results, both teams' defence being as razor-sharp going

continued on back page

CHARLIE SAYS...

The Ultimate Experience!

There have been so many examples of great spirit this week, illustrating the effect this game has on players, particularly when they meet from all corners of the globe. One of the most striking was when the three lowest placed Open teams got together and organised their own knock-out to settle the bottom of the division in a more mutually agreeable fashion than we had planned in the schedule. Nice one!

Thank you to The Big Issue for all their support – this week wouldn't have been the same without such a great cause to be working towards...and it's not over yet. We've already raised hundreds of pounds for homeless people in Scotland and that's without taking into account today's Fantasy Frisbee competition – sign up at the Information Centre or at the tables beside the pitches.

I would like to thank all the WUCC staff who have made this week run so smoothly and efficiently, you've done a heroic job. Congratulations to you all: medical, field, social, media and services (accommodation, food, Student Union) – most of you have been here as volunteers and you've been a crucial part of the tournament. We would have been lost without you.

Thank you also for the hospitality shown to us by the people of St. Andrews and Scotland. You've been great hosts and we can't wait to come back.

Enjoy finals day!

DRESS TO FLUORESCE!

WHITE NITE

At the Union

9:00pm – 1:00am

Glow with the flow!

Open Division

Semi Finals

Death or Glory	15 – 10	Condors
Liquidisc	17 – 16	Skogshyddans
3v4 playoff: Condors	14 – 12	Skogshyddans

Knockout for places 5–8

Ring Of Fire	15 – 8	WSL All Stars
JAM	15 – 11	Carnegie
Ring Of Fire	15 – 7	JAM
WSL All Stars	15 – 8	Carnegie

Knockout for places 9–16

Fenris	15 – 12	Houston Houndz
King Brown	15 – 10	Barbarians
Zamperl	15 – 10	Red Lights
Feral	17 – 16	Feldrenner
Houston Houndz	15 – 8	Red Lights
Feldrenner	17 – 15	Barbarians
King Brown	15 – 9	Feral
Fenris	15 – 10	Zamperl

Knockout for places 17–24

Flying Angels	15 – 5	HUT
UTI	15 – 10	Chevron AF
Black Spin	15 – 13	Free Flyers
Catch 22	15 – 10	Bombers
UTI	15 – 10	Flying Angels
HUT	15 – 10	Chevron AF
Catch 22	14 – 12	Black Spin
Free Flyers	12 – 8	Bombers

Knockout for places 25–32

Orebro	15 – 10	Wall City
Cota Rica	15 – 11	Loquitos
Discus	15 – 5	Cynics
Ultimatum	17 – 16	thebigez

Knockout games for positions 33–39

Red	16 – 14	Pookas
Tsetse Fly	15 – 0	VOID
Fluid Druids	15 – 13	Too Bad
SOUP	15 – 10	XLR8RS

Women's Division Round Two

Semi Finals

Schwa	15 – 10	Spiral
Women on the Verge	15 – 10	Lady Godiva
3v4 playoff: Spiral	15 – 9	Lady Godiva

Knockout for places 5–8

Bliss	15 – 6	Carnegie
Espoo	15 – 8	Atletico
Bliss	15 – 6	Espoo
Carnegie	15 – 6	Atletico

Knockout for places 9–16

Red Lights	16 – 14	Discus
Seven Green Bottles	15 – 10	Skogshyddans
Condors	15 – 13	Liberos
Ozone	15 – 0	Barbarians
Red Lights	15 – 11	Seven Green Bottles
Skogshyddans	15 – 12	Discus
Condors	15 – 9	Ozone
Liberos	15 – 14	Barbarians

Co-ed Division

5v6 playoff:	Pira Haku	15 – 10	DISConnection
7v8 playoff:	Fingers	15 – 13	HUT
3v4 playoff:	Ripplt	15 – 9	Manitou

Masters Division

Semi Finals

Cigar	15 – 11	Tempus Fugit
Return of the Red Eye	15 – 13	Team 42
3v4 playoff: Tempus Fugit	15 – 11	Team 42

Knockout for places 5–8

Thrillseekers	16 – 14	Farm Accidents
Pretenders	15 – 8	Wizards
Thrillseekers	15 – 7	Pretenders
Wizards	15 – 13	Farm Accidents



Women's Division Semi Final

Schwa 15–10 Spiral

In a light morning breeze the two teams line up against each other. Schwa from America start off with a convincing flow to the lead and then use a turnover for a succesful long huck into the zone. 0–2 ! The Spirals from Japan answer on the increasing D-pressure with a nice combination to 1–2. Sunshine on the fields. Using their physical superiority Schwa score another two ponts. 1–4.

At this point I recognize the different motivation strategies. Schwa are shouting agressive sideline cheers 'American Style' while the Japanese use a psycho mumbling.

Schwa use their height advantage with a long huck into the zone again but Spirals keep going with good patience and bring it back to 6–6. The air is burning, everyone is hectic and screaming, Schwa take a timeout. Wise decision. Schwa uses it and scores make it 6–8.

After the break Spirals' brilliant fakes let Schwa's Ds dive into-the-nothing and the way is clear for the 7–8 closeup. Schwa puts more pressure into the game and the zone-D proves to be successful. They increase their lead up to 7–11. More and more turnovers happen, the teams use their timeouts, the score is 9–13 now. Can Spirals get back to a closer score? It looks good and a long pass goes right into the Schwa endzone, a Spiral is reaching out to grab it... Nice pictuure, where are the photographers ?...But she misses it. The Schwa answer is the 9–14, no mercy.

Spirals working their way against the Schwa zone-defense yard by yard but just before reaching Schwa's zone the D-pressure succeeds. Turnover. Dark clouds empty themselves. Is this gonna be the end? Spirals coping better with the slippy conditions and win back the disc, scoring even with an overhead. 10-14.

At this point the staff members prevent the pull - danger of lightning. So for the next 25 minutes the disk community gathers under the pavilion. After the clouds clear the women start off again, Schwa receiving and scoring by breaking the Spiral force, victory. So, final Score 10-15, good game, but a disturbing interference for the flow of the game. But hey, this is nature. Advice for non-locals: 'If you do not like the Scottish weather, wait a minute !'

WFDF new rules – what do people think?

Sally Crick talked to representatives of eleven different teams to find out what the consensus is on WFDF's new rules for Ultimate.

I like the addition of time between points but I still think it's too short. I also like the fact that there were observers or staff at the side-lines, blowing the whistle – that was excellent. It keeps the game consistent, it keeps it moving – certain teams have a tendency to take a lot of time between points – it might benefit them. Otherwise it drags out the game. I don't like the rule of dropping the pull – I think it should be caught; at the same time I do like the idea of pulling the pull like a roller, having it roll out the back and taking it from that point so my guess is that giving the receiver the chance to drop the pull doesn't pin them at the back, so I guess that's sort of a trade-off in that rule. I still think that if people stay on side when they pull, they're going to be catching even a good puller, the receivers will be catching the disc in the middle of the endzone unless it's a really windy day.
Steve Dugan, Condors.

The rule change that has effected us the most is the drop-pull rule that has speeded up the game and I think that it is a very good change.
Marty Bakken, Cigar.

I definitely do not like the 60 second time-restriction between pulls – give it another 60 seconds – it seriously degrades the game, there is not enough time to call subs, call an offence, a defence, add to that the decision of calling in co-ed 4 men and 3 women or vice-versa – there's just not enough time, it degrades the call due to the game, just give us another 60 seconds and that would be perfect. The observers rule I don't care for; I would hope that we could stay observer free – it's the roots of the game.
Geoff Jones, Captain of Pira Haku.

I think the time limit between points is enough because the game is easier to play and easier to watch; we have been practising with these rules all summer so it's easy for us. The drop-pull rule is good because it is a bit easier to the defence.
Tomi Bruns, Liquidisc.

The time limit between points is very efficient, it speeds up the game, I believe most people are pretty happy with it, I think that all the players wish that each event that they held locally had these type of rules enforced and we've been very, very happy with how everything has been put together. I think it has definitely become a better sport for spectators, I think that if we had more players educating the spectators on the game it would help things – the rules are definitely helping develop a faster appreciation of the game.
Michael Knapp, JAM

I think we could use another 30 seconds between points, it was a bit rushed, 30 seconds more would have given a little more time and wouldn't have slowed the game down any more. Other than that I thought it was good because people weren't delaying and taking too much time calling their strategies. It was good but 30 seconds more would have been a little more relaxing for everybody.
John Frantz, Tempus Fugit.

I think the time limit between points is a good thing because many Ultimate games are very long and not so good for supporters and spectators. The rules changes have made the time quicker, which is good.
Taka Honda, DoG.

I think the game is quicker and it is not possible to delay the game like in an official time-out. I think it is all positive, including the drop-pull rule because it makes the game faster. Also starting the game where you catch the pull is a very good rule because you cannot take the disc and move slowly up to the line and get organized because you have to start playing.
Bertil Holmstrom, Skogshyddans.

We noticed that the problem with the timing particularly is the difference between playing with 3 women or 4 women – it ends up not been clear until 15 seconds before. The line change has to be changed at the very last minute so I think that is something that needs to be looked at. Obviously it affects Co-ed more than Open.
Tim Rushdy-Smith, Where's Bob?

I think the time rule is too fast – it should be about 75 seconds.
Masako Sugimoto, Barbarians (W)

We like it when the game is going faster and there's not so much time in between points so that discussions are shorter so that the game speeds up. We also like having to pick up the pull where it lands – it makes it a little harder to make good pulls and not just throw them out.
Lisa Adamson, Carnegie.

I think that the whistle idea with speeded up time between points is good – it keeps the game interesting. Not too sure though about being allowed to drop the pull – I think that that's too much of an advantage – it should be weighted a little more towards the defence team to whether they put in a good pull so that if it's dropped then it should be a turn-over.
Tara Jewell, Bliss.

Women's Division – Semi-finals

Women on the Verge 15–10 Lady Godiva

Another all American semi-final and just as hotly contested as the American Open semis. This game saw the same amount of determination coupled with outstanding defence, making it tricky for either team to establish a comfortable lead. In fact the D was so tight that both teams seemed to go for the long option as a quick way out to relieve the pressure. WOTV took the first couple of points with safe, accurate play, but when Godiva's Jessica Young layed-out for their first point in reply the contest was truly underway, and there was not much to choose between the two sides in the first half, with Godiva taking the lead twice. Rene Alexander and Cat Pittack for WOTV put on a great display of handling skills with Nicole Shephard (cheered on by some fans in the crowd) running like a demon all over the pitch giving nothing away. For Godiva Shelley Ratay and Jessica Young were persistent headaches for Women on the Verge, but with a place in the finals at stake this was never going to be anything but a closely fought tussle. The to-ing and fro-ing of the game saw WOTV just sneek the half 8-7. The second half produced more grit from WOTV and layouts came successively from Cat, Kathy Porter and (inevitably) Nicole. It was the team, however, that made the task more manageable. Running off each other and pulling the markers out of position. But Godiva was still not finished, and outstanding running from Sarah Russell saw the 3 point deficit wiped out and the game levelled at 10-10. This, unfortunately for Godiva, was as close as they would come. The strength of WOTV's defence was too much, and the heart of Godiva was eventually broken. WOTV were able to convert the next 3 points to take the game - which was no mean feat - and although there can be only one MVP credit must be given to the whole team. MVP goes to WOTV's Nicole Shephard (no.20). How will Verge handle a rerun of the Vancouver finals?

Masters Division (semi-finals)

Cigar vs Tempus Fugit

The first Masters semi-final was between Cigar from New York and Tempus Fugit from southern California. This was in effect a grudge match for Tempus Fugit as they had been beaten by Cigar in the USA Nationals as well as in the pool play at this World Clubs. In the first half the two teams traded points with great work from all players, in particular Nate Inada, Mark Laffoon and Mark Ross of Tempus Fugit and nos. 7 & 3 of Cigar. Cigar appeared to have the edge on speed but Tempus were steadier on offence. After a fantastic grab by no. 39 of TF, unfortunately he fumbled the disc as he got up and Cigar got a turnover near the endzone. Cigar took the half 8-6. In the second half Cigar took a 3 point lead. TF stepped up their defence but were unable to prevent Cigar from gaining another 4 points in a row. At 12–6 the rain came down in buckets but play carried on with Tempus Fugit scoring and then taking a time out. At this point lightning was spotted at pitch 11 and all play was suspended until the extreme weather situation passed. Both teams were not happy about this and wanted to carry on regardless but those on high laid down the law and the game was suspended for 40 minutes. When theplay reconmmenced Ciogar continured to dominate putting the score to 14-7. Tempus needed to score now or their chances for revenge would be over. They stepped up their D and crawled back the points to 14-11. It was too late, however, and Cigar's no. 36 clinched the game for the New Yorkers.

Quote of the Day

'Tout est pour le mieux dans le meilleur des Mondes possible'
(All is for the best in the best of possible Worlds.) VOLTAIRE

Japanese Ultimate

Sally Crick spoke to two major players in Oriental disc-sports action

Japanese Ultimate is a bit of an enigma but with ten teams competing in three of the divisions in the Championships, they are making quite an impression both on and off the pitches. We talked to Yohei Abe, Barbarians' Captain and Taka Honda, who is playing for DoG this week but plays for Loquitos back home.

How big a phenomenon is Ultimate in Japan?
There are about two hundred teams and one or two thousand players; the game has been increasing in the last five or six years.

Do you think that the Japanese have a particular style and different tactics to other countries?
Yes, you know, we are small guys and have a quick action so we play short-range passes and a tight man-to-man defence.

What kind of Leagues and Nationals do you have in Japan?
We have the same kind of Nationals in Japan as the UPA Nationals in the States. They take place in October and, out of two regions, Eastern and Western, sixteen teams go through to these.

Are the teams in St Andrews this week the best teams in Japan?
Barbarians, Spiral and Osaka Natto are the best but a very strong team that aren't here are Pelpew, who came 10th in the Nationals but didn't have enough practice last year to qualify for this Tournament - if they had come the seedings would have been different for Japan, higher.

A lot of people are curious about the strips of bandage and plasters many of the Japanese players have on their legs - what do these do?
The long ones support the calf muscle and stop us from getting cramp. Also the round ones have short needles underneath because we take acupuncture to take care of cramp and muscle-pull while we are playing. It depends on the injury level, but we can have 5 or ten needles in the leg at once during a game - there is no pain, you can't feel it.

What kind of training programme do you follow?
The Barbarians are a college team, they are not so experienced in Ultimate - they have only been playing for two or three years. So we usually have basics practice - throwing and catching - for two or three hours a day.

I've heard that the Japanese are big drinkers - is this true?
Big drinkers? Ha! Yeah, yeah, it's true! Very large every night, especially the Bombers - they love drinking very much.



Taka Honda - DoG



Yohei Abe - Barbarians

Two useful words to know when playing against a Japanese team:
"Hito" – man defence
"Kakome" – zone

In Other Games continued from front page

long as it was in midfield. But it certainly gave the game a dramatic lift, which was appreciated by the crowd.

A couple of uncharacteristic slips and drops from Liquidisc seemed to suggest that the game might go Skogshyddans' way. The Swedes took it to 13-11 and, two points from victory, sensible money would have been on a Swedish victory. But then the recovery started. Liquidisc's coach Matti Suurnäkki (amongst others) was suddenly everywhere making D's. Receiving at 14-13, Skogshyddans worked the disc the length of the field, but couldn't manage to put the game to bed. Timeouts were called at every opportunity (some completely inadvertant) which the Finns seemed to make the best of, and to Skogshyddans' horror, they tied the game at 16-16, sudden death.

The Swedes received the pull and confidently maintained possession for the entire length of the pitch, only to be frustrated by a Finnish layout D on a rushed assist. Two quick passes later the disc was with Liquidisc's Matti Suurnäki, who managed to huck the disc sidearm, two-thirds the length of the pitch, to the blind-side corner of the endzone to score. Liquidisc win, 17-16. The final point was the only time that Liquidisc took a lead over the Swedes.

Liquidisc demonstrated how Ultimate becomes a battle of wits at this level. Their determination and self-belief won the day, in a game that so surely seemed to belong to their opponents. Today's final will surely be a contest between two very different approaches to the game. As Liquidisc's Timo Vaskio told The Flying Scotsman after the game: "We are a very strong team physically, which will give DoG a hard game. After all, we have nothing to lose."

Chariots of ~~Fire~~ Eire

Ireland's Pookas re-enact the famous training scene from David Puttnam's Oscar-winning movie, which was filmed in St. Andrews.



Personals

- Thanks to the brave warm blooded souls who made the Canadian Beach Party last Monday night a 'special' success. Honourable mention to the naked swimmers, Finnish women in bikinis, Conrad the South African drinking (within a licensed area) machine and Gael Force's 'coach'. Special mention to Mark from Halifax, Pamen Rocken Housen!!!
- To Stan the Stud in the Chevron team – you intrigue me (and you're legs are great!) Look out for me tonight.
- Trouble-less Non Blondes, unphased at win-less streak, decline group therapy session with malaria-infested Tsetse Flies. However, full rub down from the uninfected most welcome.
- Mega-thanks Espoo Kinkut for a grrreat tournament. It's my pleasure to coach you, I'm the happiest man in the world, especially when I'm going to be a father in December. The lovely mother is Miia!
- SWF's with Blissful Peaks seek single men (with own hair and teeth) to help them reach greater heights.
- 3 boys (Feldrenner: 20, 77, 28) seeking a friendly frisbee player for a London tour guide for Tuesday (17\8).
- To Condors Mr. No.26. I love your play very much! Because your run is very fast and your jump is very high...YOU ARE HOT!! From Japanese girl in Osaka Natto.
- Peldi will challenge anyone to Flutter-guts for The Big Issue. If you lose, you give up £1, if you win, you beat a World Champion!

Catch 22's Bakery Corner:
The Bakery Corner today goes to us! For winning our last game and coming 21st! What were we thinking? That'll be 6 lemon dufts, 2 almond slices, a split tin loaf, 5 chocolate eclairs and an oven bottom muffin pleeease!

It's all going under the Hammer

Check out the Merchandise Tent for unbeatable deals – 2 T-shirts for only £15 and a hat for £5 with every purchase. Offers start from 10:30am today.

RAIN OR SHINE...

The weather today will be dry in the morning with some showers in the afternoon.
Light westerly winds all day, but these shouldn't be any stronger than the breeze we've had over the last couple of days.

the flying scotsman



WFDF WORLD ULTIMATE CLUB CHAMPIONSHIPS 1999 • FINALS DAY EXTRA

Open Division Final – 3.30 pm

Death or Glory (USA)

1 Alex de Frondeville
2 Jay Watson
3 Seth Cohen
6 Eric Zaslow
7 Takahisa Honda
8 Fortunat Mueller
9 Zachary Wills
10 Douglas Moore
11 Casey Recupero
13 Tom Matthews
17 Ted Munter
19 Bill Rodriguez
22 Justin Safdie
27 Dan Cogan
70 Jordan Haskell
88 Jim Parinella
00 Nathan Wicks

Liquidisc (Finland)

4 Jere Manninen
19 Timo Vaskio
20 Tommi Lehto
25 Tomi Bruns
27 Tuomo Jalovaara
28 Sampo Smeds
30 Ville Haaramo
33 Matti Suurnäkki
34 Pekka Neuvo
36 Jaakko Taivalkoski
40 Teemu Olvio
44 Marcus Långström
45 Sami Holopainen
47 Ilkka Rämö
49 Joakim Kärkkäinen
68 Topi Haaramo
93 Hartti Suomela

Women's Division Final – 1.30 pm

Women on the Verge (USA)

2 Janet Wong
3 Pam Kraus
4 Kara Palmer
5 Vivian Zayas
10 Rene Alexander
11 Rachel Projansky
12 Cat Pittack
13 Kathy Porter
14 Patti Crump
18 Heidi Johnecheck
19 Merm Rosenbaum
20 Nicole Shephard
21 Cath O'Neill
24 Deb Cussen
27 Colleen Hunter
61 Michelle Burley

Schwa (USA)

2 Dara Bailey
4 Jen Scott
7 Rita Haberman
10 Sarah Welsh
12 Deana McMuwor
14 Kama Seigel
21 Margo Findley
23 Anna Nerris
24 Jody Dozmo
26 Maura Mallon
27 Tracey Satterfield
28 Brandi Langsdorf
32 Krista Buto
33 Shar Kamin
50 Jennie Craig
77 Linda Schiffler

Co-ed Division Final – 11.00 am

Red Fish Blue Fish (USA)

0 Jay Vyas
1 Thomas Kenny
2 Greg Wolff
5 Juliet Lamont
7 Scott Sisemore
8 Chris Fontes
10 Chad Walters
12 Timothy Pfafman
15 Elizabeth Wise
17 Melissa Wolff
22 Asako Yamamoto
23 Michael Goodwin
24 Deborah Kramer
32 Mark Determan
37 Philip Price
57 Shane Ahn
69 Cecilia Fairley

Osaka Natto (Japan)

0 Gary Alma Ulrich
1 Hiroyoshi Yamashita
3 Hideki Jota
4 Karin Ueda
5 Masaaki Morishita
6 Takashi Hanada
8 Keiichi Tomochi
9 Shohei Tsunemoto
10 Hideyuki Masana
12 Tomoko Toyoshige
13 Hisashi Kato
15 Joseph Douglas Arnold
17 Sanjai Ramchandani
18 Yuko Yamaguchi
24 Takako Takemura
26 Mizuki Mouri
57 Tomoko Yasumatsu
61 Yuko Yuasa
69 James Barrett Heaton
77 Yasuhiro Ueda
82 Kuniyasu Nagatsu
93 Kumiko Inoue
98 Kazutaka Minami
99 Yoshimitsu Hiraoka

Masters Division Final – 9.00 am

Cigar (USA)

Condred Aamodt
Bill Baer
Dave Chaiken
Jay Cobe
John Dickison
Matt Jefferson
Sanj Khonna
Dan Klotz
Skip Kuhn
Alex Peters
Doug Propp
Mark Shultz
Ken Silver
Eddie Stone

Return of the Red Eye (USA)

1 Dan Wilson
2 Richard White
3 Bruce Robins
4 Kevin Phillips
7 James Garvey
8 John French
9 Chris Brooks
11 Stuart Marcoon
12 Sam Howard
17 Benno Groniger
21 Andrew Stanley
33 Brendon Love
50 Joel Duckham
66 Iain Ferguson
79 Andrew Morris
99 Andy Simpson
00 Luke Townsend