

WFDF WUCC 2010

wfdf world ultimate club championships | prague | 3. - 10. 7. 2010

worlds
prague 2010



**PLAYER'S
HANDBOOK**

WE'D LIKE TO THANK OUR PARTNERS FOR THEIR HELP AND SUPPORT



Česká Asociace Létajícího Disku



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WELCOME AT WFDF WUCC 2010 IN PRAGUE



Dear players, staffs, guests and spectators,

On behalf of the Czech organizers and the Czech Flying Disc Association I would like to extend a warm welcome to the WFDF World Ultimate Club Championship 2010! We hope this event will be special and that all of you enjoy your time at the event, full of game spirit. I would like to thank to all of those who participated in preparing the World Flying Disc Federation World Ultimate Club Championships for their hard work and enthusiasm.

As we say in the Czech Republic: "Flying is so easy!" I wish you a wonderful time here in Prague!

Jana Vejmelkova

Tournament director and President of the CFDA board



Hello and welcome to beautiful Prague, Czech Republic and the World Flying Disc Federation World Ultimate Club Championships. This is the marquee event in the world for the Sport of Ultimate. The event organizers have worked diligently to prepare for this event so you, the player, can be the central focus. In the same regards as a fan, you are guaranteed fantastic viewing of the greatest flying disc athletes in action. The tournament is a shining example of what is possible and a glimpse into the future for the sport of Ultimate. Please join me in thanking the Czech Organizing Committee for their hard work, the players for their passion and effort, and to the champions for their poise and precision.

Kevin Givens

Executive Director

World Flying Disc Federation

Hello, world...

Pleased to meet you and proud to sponsor you.

— Visit us at Vršovice!

Sweet gear
Fun games
Dance music
Shenanigans
Free prizes

...welcome to Worlds.

Love,
The Five Team



FiveUltimate.com

Your ultimate apparel company, from the endzone to the dance floor.

GENERAL INFORMATION

There is one Info Stall (Help Desk) in both tournament areas. Feel free to come and ask whatever you need. If you have any requests regarding your team, please ask your team captain. In any urgent cases call the tournament helpline: + 420 733 412 490 or +420 733 401 146. There are also volunteers (in yellow or black jerseys) ready to help you.

You'll find the schedule for the next day on the website and we will also put printed version to wucc hotels and Info Stalls. With any problems or questions regarding the accommodation, breakfasts and dinner please contact the hotel reception. In Strahov Student dorms there will be staffs assigned to each of the building.

In the Info Stalls you can get:

- meal vouchers for lunch, see page 8
- tickets to steam boats on Friday 9th WUCC party
- Friday dinner meal voucher (in case you have your own accommodation and food, those staying in hotels provided by us, they don't need this dinner meal ticket)

Please mind that there are public holidays on July 5th and 6th. Smaller shops, post offices etc. might be closed. The European emergency number is 112.

WATER

There will be barrels with drinking water on all fields, just don't forget to bring your own bottle. You can fill in your bottles in the

changing rooms too. Tap water is perfectly safe for drinking.

ID CARDS

Every participant has own ID card. It allows you to use the tournament buses (show the driver your ID card when getting aboard), go to parties and enter the fields on main Strahov stadium.

Please carry your ID card with you at all times. If you lose your ID card please contact the Info Stall. Bring your passport or any other identification with you and mind that there will be 10 EUR penalty payment for getting a duplicate..

You'll find your hotel's address and contact information on the reverse side of your ID card.

VOLUNTEERS & STAFF

Such a huge event wouldn't be manageable without the major help of the volunteers. There will be 170 volunteers donating their time and energy to WUCC 2010. They come from European countries, as well as from overseas, the majority are from the Czech and Slovak Republic.

Every staff member will be wearing a yellow or black t-shirt with the "Worlds" logo and the label "Staff," with black shorts. If you have any questions or need assistance, feel free to ask any one of the volunteers. They are ready to help and all are able to communicate in English.

Volunteers will coordinate all matters during the championship, including preparing the fields, supplying water containers prior to each game, assisting with parties, and providing the players with information. The main task for volunteers is to keep track of the scores, time, and statistics. Field staff members are not referees or observers, but they will always have a copy of WFDF rules, which they can lend it to you if needed.

The volunteers are the driving organizational power of the tournament and deserve your respect.

MEDICAL

In case of any emergency, first aid is provided by members of Association of Samaritans of the Czech Republic. They can provide you with basic medical treatment or ice. They are ready to help you at all playing locations. Look for the red-cross logo.

As the tournament takes place in Prague, there is a very good access to high quality hospitals and other medical services. Your travel health insurance is accepted, however be ready to pay extra 90 CZK as emergency fee.

For the Vrsovice field area, the closest hospital is:
"Nemocnice Kralovske Vinohrady"
Srobarova 1150/50, Praha 10 Vrsovice
Loc: 50°4'27.202"N, 14°28'35.239"E

For the Strahov area, the closest hospitals are:
"Nemocnice Motol"
V Uvalu 84/1, Praha 5 Motol
Loc: 50°4'22.777"N, 14°20'25.08"E

"Nemocnice Na Homolce"
Roentgenova 37/2, Praha 5 Motol
Loc: 50°4'29.172"N, 14°21'15.004"E

"Ustredni vojenska nemocnice"
U Vojenske nemocnice 1200/1, Praha 6 Brevnov
Loc: 50°5'23.27"N, 14°21'44.544"E

Even in the most competitive situations, try to play safe and avoid hurting yourself or others. To avoid some preventable injuries, please warm up properly before playing and warm down after a game. Watch your food and drink intake during the day.

Extras
At both playing areas, massage therapists will be ready to ease your pain (8 eur/30 min). At Strahov playing area there are also whirlpools and a sauna available for you (5 eur/30 min). Ask in the Info Stalls about all regeneration offers.

ACCOMMODATION & FOOD

Half board is included at all the hotels provided by organizers. You'll always have three or four (depending on the hotel you are staying at) choices of meals for dinner, one of which will be vegetarian.

Breakfast at the Strahov dorms is served from 6:00 to 9:30. At the hotels Iris, Slavia, Fortuna City and Juno breakfast will be served from 6:00 to 9:30.

Dinner is served from 17:00 to 21:00 (except for Friday July 9, when the dinner IS NOT at the hotels but at the party!). If there isn't a "Friday dinner" sign on your ID card (it is because you are not staying at an accommodation provided by organizers) and if you do want to have dinner at the party, you can buy a Friday dinner voucher at the information stall.

FOOD DURING THE DAY

There will be food and drink stalls at both tournament areas. You can pay either in euros or in Czech crowns. You can buy lunch at both Vrsovice and Strahov. To get lunch, purchase a meal voucher in one of our WUCC Info Stalls for 5 EUR. You need to buy the meal voucher and choose your main dish in advance for the following day. Lunch will be served from 10:00 to 16:00.

VRSOVICE

Peterka refreshments

You can get various refreshments such as soft drinks, sandwiches, salads or ice cream. And of course the Czech beer! For the meal voucher bought in advance, you will get a main dish (one of which will be vegetarian and one that will be gluten free), a drink and a snack. You can choose from the following:

Sunday

1. Hungarian pork goulash, bread
2. Italian-style broccoli, potatoes (vegetarian, gluten free)
3. Pork or chicken steak

Monday

1. Stuffed eggplant [egg, yogurt, cheese] (vegetarian, gluten free)
2. Chinese noodles with chicken and vegetables
3. Pork or chicken steak

Tuesday

1. Lasagna with spinach (vegetarian)
2. Spicy lentils, egg, pickled vegetable (gluten free)
3. Pork or chicken steak

Wednesday

1. Cubed pork, mashed potatoes with fried onion (gluten free)
2. Vegetable risotto with cheese (vegetarian)
3. Pork or chicken steak

Thursday

1. Fish fillet, rice with peas (gluten free)
2. Baked pasta with broccoli and blue cheese (vegetarian)
3. Pork or chicken steak

Friday

1. Leg of chicken, vegetables, potato wedges

2. Fried cheese, fries (vegetarian)
3. Pork or chicken steak

Saturday

1. Grilled burger patty, potatoes (gluten free)
2. Chinese noodles, vegetable mixture (vegetarian)
3. Pork or chicken steak

You can buy the main dish without a meal voucher in euros or crowns directly in the food stalls. However we recommend buying meal voucher in advance through us to get better price and to guarantee your choice of meal.

Cafeteria

You can get a cup of coffee and an ice cream or cake in the cafeteria at Vrsovice from 7:30 to 20:00.

STRAHOV

Strahov Dining hall

At the same place as you get breakfast, you can also

get food for lunch.

Ham Tam

Ham Tam catering will offer mainly Mexican and Arabic specialties (chicken, cheese and spinach quesadillas, soups, salads, pita bread, sweets...). For the EUR 5 meal voucher you can get a large quesadilla, a soup and a drink. Ham Tam will be open from 10:00 to 20:00, lunch menus will be served until 16:00.

Cafe "Baked Kitten"

For a delicious shot of Fairtrade coffee come to see Baked Kitten. Originally a ceramic cafe "Vypalene kotatko" (www.vypalenekotatko.cz) owned by ultimate players set up its booth right in the centre of the Strahov area. They do all sorts of hot and cold coffees, fresh drinks, cakes and an icecream too!

There will also be a large beer tent offering delicious Czech beer Svijany and a cocktail bar ready to cool you down at Strahov.

FIELDS

There are 30 playing fields and five reserve fields (which will be used in case of bad weather). The access to fields is from 7:30 to the end of the last match. Please don't come earlier or stay longer and do not use free fields for practice. **Fields 1-8** are in the main Strahov stadium right next to the Students dorms Strahov. You need a tournament ID card to get to those fields (no visitors allowed). **Numbers 5 and 6** are artificial grass. All artificial grass fields are marked with "A" in circle on maps.

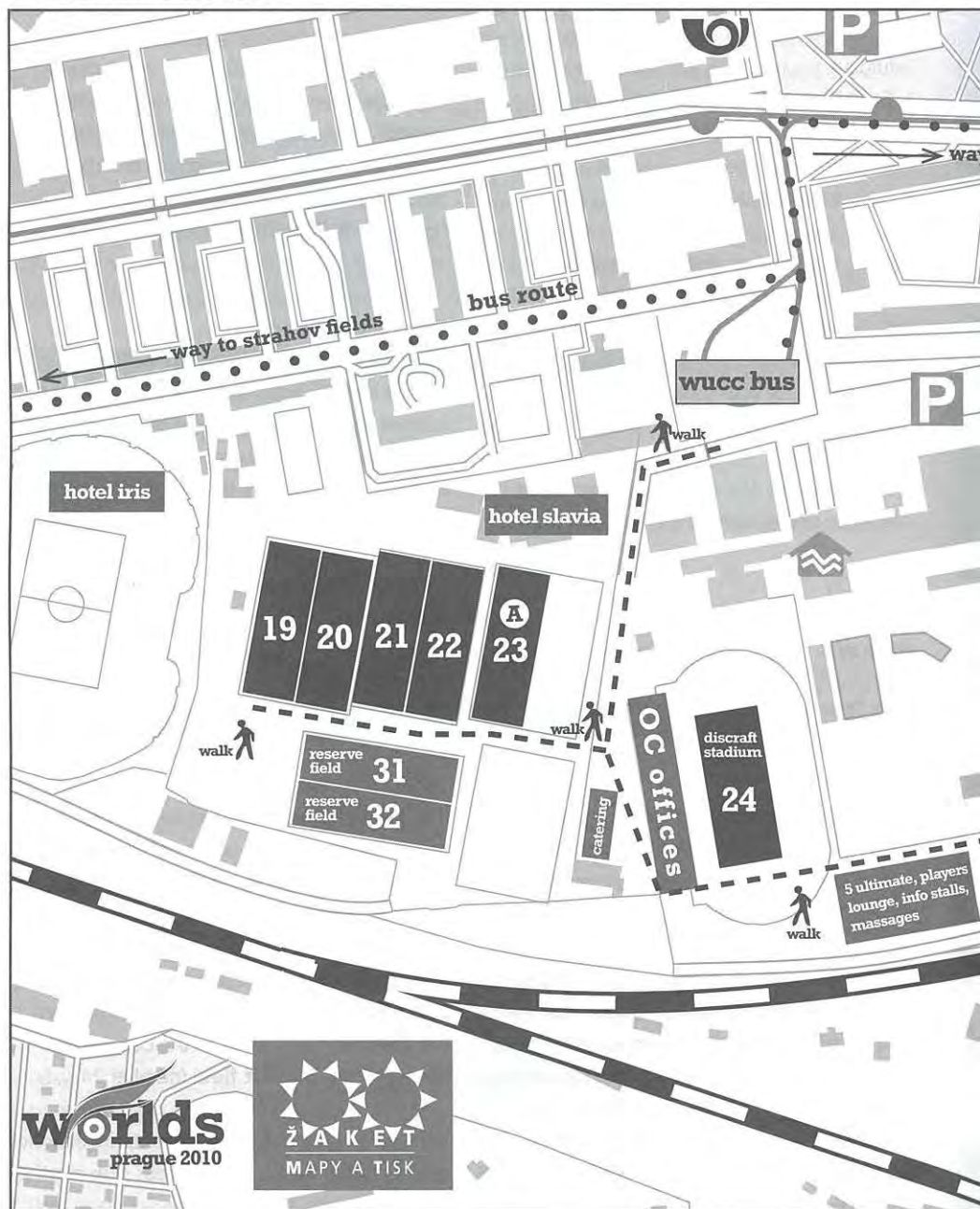
To get to fields 9 – 13 get off the bus at "Strahov fields 2" stop which is between the two large stadiums. The bigger of them is called

"Rosickeho" and the Strahov Games of the day will be played there. **Fields 15 – 18** are reachable from shuttle bus stop "Kosire fields" or possibly with public bus 217 from "Koleje Strahov" to "Podbelohorska".

Fields 19 – 24 and reserve fields 31 – 32 are very close to each other right to the Hotel Slavia. Field 23 is artificial grass. The finals on Saturday and also Games of the Day will be played on the **Discraft field** (number 24).

Watch the sign-posts and also footprints on the ground to get you to the field, bus stop or other wucc places you are heading to.

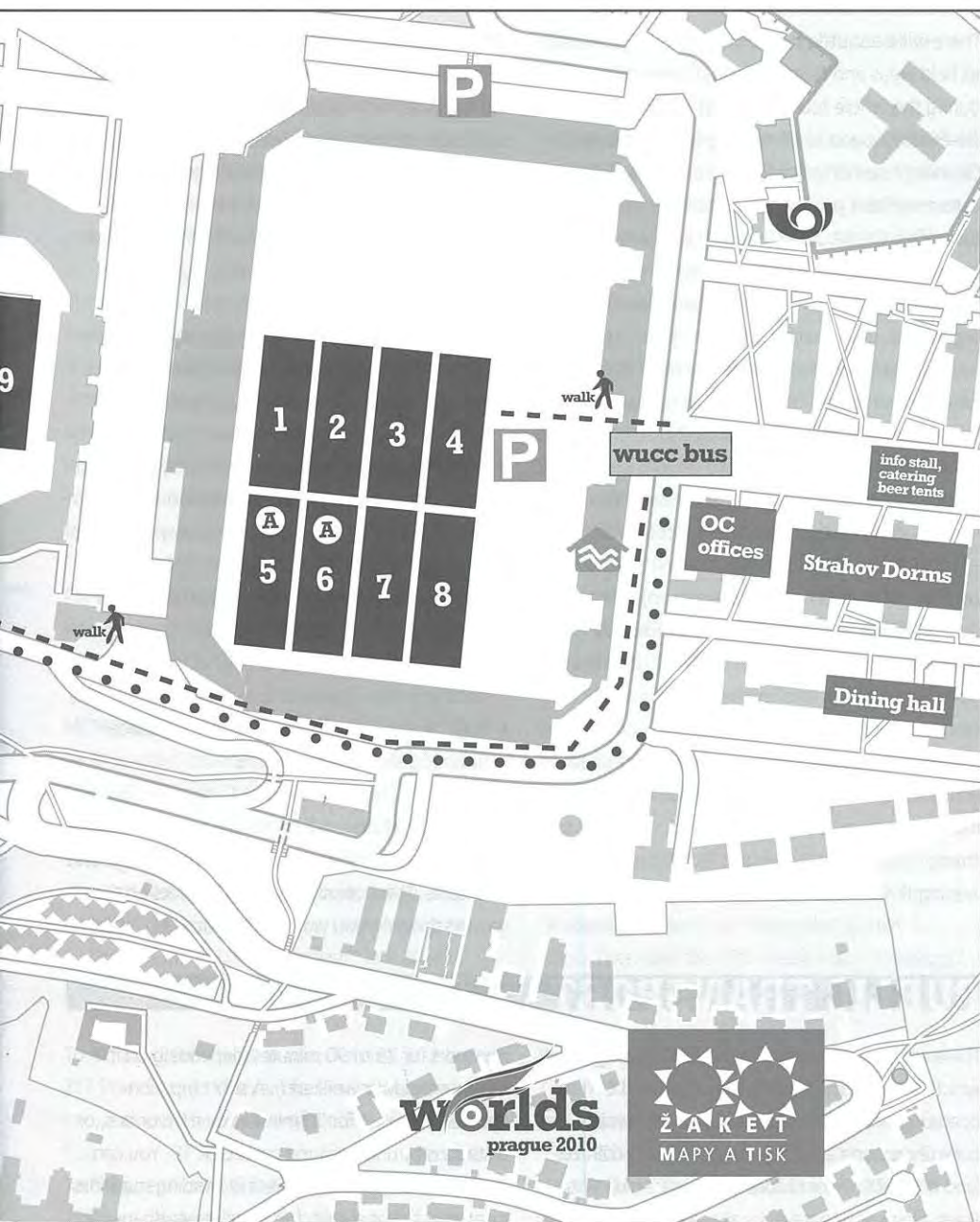
VRSOVICE AREA





4





TOURNAMENT TRANSPORT

There will be shuttle bus service operating between all field areas and hotels provided by organizers during the whole tournament. In the evening the buses will get you to all evening events including Opening ceremony, Trading night and Closing ceremony from your hotel and back to your hotel thereafter. On Saturday, July 3rd upon arrival the shuttle bus will take you from check-in area at Strahov to your hotel (only the hotels provided by organizers). On Saturday July 10th the shuttle bus will get you from your hotel to the Discraft field where the finals will be played, but there won't be taking you back to hotels after finals.

Shuttle buses will go approximately every 20 minutes every day on this route: **Hotel Juno – Hotel Rhea – Hotel Fortuna city – Vrsovice centre – Manes (Prague downtown) – Strahov dorms – Strahov fields – Kosire fields and back.** This route is divided in two lines. One line goes from Strahov area to Vrsovice area and second operates from Vrsovice area to hotels around this area (Fortuna City Hotel, Hotel Rhea and Hotel Juno. So for example if you want to go from Hotel Juno to Strahov fields, you will have to change your bus at Slavia stop. But almost at no waiting time there.

We will give you printed Buses schedule, so you know approximate times when the bus is leaving. But the buses will wait till it is filled up with people, so we can prevent some buses are going empty and for some there are too many people to get in. So please plan your way to the fields by bus carefully with some time reserve. Here are examples of time planning for getting on spot in time from various places:

- From Fortuna City Hotel, if you play at 8:30 at Strahov fields you should leave at 6:40-6:45
- From Fortuna City Hotel, if you play at 8:30 at Vrsovice fields you should leave at 7:30-7:40
- From Rhea and Juno hotels, if you play at 8:30 at Strahov fields you should leave at 7:00-7:05
- From Rhea and Juno hotels, if you play at 8:30 at Vrsovice fields you should leave at 7:20-7:40
- From Slavia Hotel, if you play at 8:30 at Strahov fields you should leave at 6:40-6:45
- from Strahov, if you play at 8:30 at Vrsovice fields you should leave at 6:45 (next bus is at 7:20)
- from Strahov, if you play at 10:30 at Vrsovice fields you should leave at 8:35

Where to get on

The stops are marked with the tournament logo and time table. There are sign-posts and tracks on the ground showing you way to the nearest bus stop.

PUBLIC TRANSPORT

There are buses, trams and underground (metro, which has 3 lines, A - green, B - yellow and C - red) operating in Prague. Prague public transport is quite cheap; one adult transfer ticket costs CZK 26 (and only CZK 15 for children 6-15 years old). This ticket allows you to travel by all means of public

transport for 75 to 90 minutes (depending on if it is a weekday or weekend). A short trip, non-transferable ticket for 20 minutes by tram or bus, or 5 stations by underground costs CZK 18. You can purchase transportation tickets at vending machines located in metro station foyers, or at newspaper and

PUBLIC TRANSPORT

tobacco stands. You can also buy a one-day pass (CZK 100) or a multiple-day pass (3 days for CZK 330, 5 days for CZK 500). Tickets can be bought via SMS by sending an SMS to the number 90206 with the message "DPT", the price is CZK 26, plus the price of the SMS. This option however, is only possible if you have a Czech SIM card.

The metro is in operation from 5 a.m. until midnight everyday. There are night trams and buses covering the main routes between midnight and 5 a.m., although with a longer intervals than the day service. All night trams meet at the stop "Lazarska," in Prague's city centre at the same time so you can easily transfer there if necessary. The price for night transport service is the same as day service.

For more information on Prague public transport, go to: www.dpp.cz/en/ and <http://idos.dpp.cz/>; phone 800 19 18 17

HOW TO GET FROM THE STRAHOV FIELDS:

To Vršovice (Vršovice field area, Hotel Iris, Hotel Slavia) (35-45 min, 20 stops): Take bus 176 from "Stadion Strahov" (to get to this stop from the dorms, turn left and walk about 300 meters around the main Strahov stadium) to the end stop, "Karlovo náměstí" (14 min, 8 stops). Then transfer to tram 6, 22 or 24 to "Kubánské náměstí" (cca 20 min, 13/11/12 stops).

To Kosíře (fields 15-18) (9 min, 3 stops): Take bus 217 from "Koleje Strahov" to "Podbelohorská" (4 min, 3 stops). Then walk on foot (5 min).

To Prague airport (35-45 min, 15 stops): Take bus 217 from "Koleje Strahov" to "Dejvická" (12 min,

6 stops). Then take bus 119 from "Dejvická" to "Letiště Ružyně" (21 min, 9 stops).

To the central train station (Hlavní nádraží) (35-45 min, 15 stops): Take bus 217 from "Koleje Strahov" to "Dejvická" (12 min, 6 stops). Then take the metro A/Green line from "Dejvická" to "Muzeum" (7 min, 5 stops). Then change to metro C/Red line and go from "Muzeum" to "Hlavní nádraží" (1 min, 1 stop).

To Florenc (main bus station) (20-30 min, 12 stops): Take bus 176 from "Stadion Strahov" (to get to this stop from the dorms turn left and walk about 300 meters around the main Strahov stadium) to "Karlovo náměstí" (14 min, 8 stops). Then take metro C/Yellow line from "Karlovo náměstí" to "Florenc" (6 min, 4 stops).

HOW TO GET FROM THE VRŠOVICE FIELDS:

To Fortuna City Hotel (7 min, 4 stops): Take tram 7 from "Kubánské náměstí" to "Solidarita".

To Rhea Hotel (9 min, 5 stops): Tram 7 from "Kubánské náměstí" to "Žbůrov - Stránská divadlo".

To Juno Hotel (5-10 min, 3 stops): Tram 7 from "Kubánské náměstí" to "Stránská" (3 min, 2 stops). Then take bus 175 or 224 from "Stránská" to "Stechovická" (2 min, 1 stop).

To Prague airport (45-60 min, 21 stops): Tram 7 from "Kubánské náměstí" to "Stránská" (4 min, 2 stops). Then take metro A/Green line from "Stránská" to "Dejvická" (16 min, 10 stops). Then bus 119 from "Dejvická" to "Letiště Ružyně" (21 min, 9 stops).

TRAVELLING BY CAR

We do not recommend going through the city center by car. Try to use public transportation as much as possible. You can encounter problems finding parking and you are not allowed to park in blue-striped designated parking zones (reserved for registered residence and offices). Do not leave any valuables in your car, as auto theft and burglary are common crimes in Prague.

Strahov tournament area (check-in, students' dorms, fields)

Loc: 50°4'49.112"N, 14°23'24.297"E

Address: Vankova street

Vrsovice tournament area (Hotel Slavia, fields)

Loc: 50°4'8.258"N, 14°28'41.534"E

Kosire area (fields 15-18)

Loc: 50°4'29.936"N, 14°21'58.307"E

Fields 27-30

Loc: 50°4'2.441"N, 14°29'16.708"E

Hotel Rhea

Loc: 50°4'46.981"N, 14°29'58.348"E

Address: V Uzlabině 19, Prague 10

Fortuna City Hotel

Loc: 50°4'35.252"N, 14°29'37.691"E

Address: Becvarova 14, Prague 10

Hotel Juno

Loc: 50°4'18.268"N, 14°29'59.829"E

Address: Stechovicka 2296, Prague 10

Manes (Trading Night)

Loc: 50°4'39.009"N, 14°24'50.811"E

We do not recommend driving to the Trading Night. There will be tournament buses operating between all hotels and Manes Restaurant.

Zlute lazne (WUCC party on Friday)

Loc: 50°2'55.802"N, 14°24'52.245"E

There is a parking lot for 80 cars on the premises.

Zabehlice (reserve fields)

Loc: 50°3'4.55"N, 14°29'39.274"E

TAXI

The official taxi company of WUCC 2010 is SEDOP taxi Praha. They offer fares that are cheaper than you'd get for a taxi on the street. We strongly recommend using Sedop as your taxi service - don't risk getting a dishonest driver, unregulated meters, or paying more than you have to for a taxi.

Call +420 841 666 333, +420 777 666 333, or +420 721 666 333 to order a taxi.

Tell the operator "Frisbee" as a code to get a special discount price. You will also have to show your tournament ID card while boarding.

Fares for four-passenger maximum cabs:

30 CZK boarding fee, 19 CZK (cash) / 23 CZK (credit card) / 1 kilometer, 4 CZK / minute waiting

All drivers will accept the following credit cards: AMEX, VISA and EuroCard MasterCard. You can also order larger minibus taxis for 7 or 8 people.

PARTIES

OPENING CEREMONY

The opening ceremony will take place on Sunday July 4, from 17:45 to 22:00 on the Discraft Field at Vrsovice field area. The opening ceremony will include the game of the day and a concert. Tournament shuttle buses will take you to the opening ceremony and back to the organizer provided hotels.

TRADING NIGHT

Trading Night will take place on Wednesday July 7, from 20:00 in place called Manes. Buses will go to and from the organizer provided hotels and the field areas to the Trading Night from 18:30 to 1:00.

WUCC PARTY

The final party will take place on Friday August 9th in Zlute Lazne, by the river. Tournament shuttle buses will operate from 18:30 to 2:00. A Friday dinner WILL NOT be served in tournament hotels, but only at the party from 19:00. If you are not

staying in one of the organizer provided hotels, buy your dinner voucher at one of the information stalls. The music will start at 20:00.

There will be colored markers and white canvases around at the party. You can write or draw anything you want on a canvas. If you bring a white shirt to the party then you can become a part of the artwork as well! One of the canvases will serve as a message board for the WUCC 2014 organizers.

Do you want to experience a memorable boat night voyage through Prague? Get your ticket in the Info Stall. There will be six one hour-long sailings starting from 21:00 to 23:30.

CLOSING CEREMONY

The closing ceremony, including the awards ceremony will take place on Saturday directly after the finals on the Discraft Field at Vrsovice area.

MERCHANDISING

Five Ultimate is proud to be the official sponsor for Worlds and we look forward to meeting all of you during this week! Our booth is located near the showcase field in Vrsovice, so please drop by to say hello. In addition to all the awesome gear we'll have for sale, we're hosting fun games with chances to win free gear, a Five Ultimate post office with free custom Worlds post cards, dance music, a photo booth where you can get your Worlds commemorative photo taken, and much, much more.

We hope you'll come visit us in Vrsovice, and look forward to getting to know you!

Love,

The Five Team | www.FiveUltimate.com

DISQUITO NEWSLETTER

Each day we will bring you a tournament newsletter. Starting on Sunday July 4 and ending on Saturday July 10; 7 issues in total, which will be printed and delivered to player accommodations or breakfast areas.

Our tournament website will be running as an on-going news portal during the event. News from the newsletter will be posted here, as well as other news that doesn't fit into the print version, and of course, online results and photos from the event.

GAMES OF THE DAY

There will be a Game of the Day every day in both main areas, except on the nights when there are official WUCC parties. The nights when Game of the Day is ON, will be Sunday, Monday, Tuesday and Thursday. On Friday, instead of a Game of the Day, there will be the Masters final match at Vrsovice. Games of the Day from Discraft Stadium at Vrsovice, plus all four finals will be available online, streamed by the Czech company Strizna.cz (www.strizna.cz). and can be accessed for

free at the same web address. Game of the Day at Strahov will be played on field 10 (Morrison Stadium)

Strizna.cz is a relatively new Czech company specializing in the online broadcasting of sport events. You, as well as your friends and family at home, will be able to watch Games of the Day and all the finals games online. Please follow our website for more details.

ULTI VILLAGE

The official DVD from WUCC will be produced by UltiVillage. Every team participating at Worlds in Prague will receive one copy of this DVD for free, which will be distributed in October of this year. Each day during the event, UV will bring a video Daily Summary from previous day, a Clip of the Day, and coverage from all divisions. These clips can be found at www.ultivillage.com.

UV was founded in 2004 with the aim of bringing the best ulti tournaments to your TV screen, UV has evolved into an Ultimate focused multimedia production company. For the past 5 years UV has covered the best North American and international tournaments and released video footage on DVD and in Quicktime formats as UVtv downloads.

PHOTOGRAPHERS

There will be two official photographers: Neil Gardner and Dave Sanders, both from New Zealand. It will be possible for players or fans to buy photos from the event through their e-shop websites. Neil's work can be found at: nzsnaps.com and Dave's at: ultimatephotos.org.

Neil Gardner - nzsnaps.com

Neil has lived pretty much his entire life in New Zealand and started playing Ultimate around 1992 at university. He started nzsnaps.com a few years ago to distract him from his day job that actually pays the bills. As a photographer Neil focuses on extreme sports including downhill mountain biking, rallying, kite boarding, and wake boarding. As a long time Ultimate player he found himself as an official photographer for WUCC 2006 in Perth. Playing for the NZ Masters team as well that year, a knee injury dramatically limited his time (and effectiveness) on the field, but hooked him on shooting international elite-level Ultimate. Neil was again an official photographer in Vancouver for WUGC 2008, and now he's making the trip from New Zealand to shoot WUCC 2010 here in Prague.

Dave Sanders - ultimatephotos.org

Dave is a Kiwi who has been living mostly in the UK for the last 5 years. ultimatephotos.org developed when he and his wife Kate started taking photos of Ultimate tournaments around the world. Still a keen player and World's representative for NZ, every year Dave spends less time running on the field and more time taking photos of other people running on the field. As a photographer he has dabbled in other sports, landscapes, and the odd wedding, but Ultimate photos are his primary focus, and ultimatephotos.org is where you'll find them.

In addition to these two photographers there are going to be a few local photographers with sports shooting experience: David Průcha and Jan Pírgl.

Rules for photographers

Please note there are general rules of the game that apply to all. You are not allowed to enter fields during a game and you have to keep a distance from the side lines at least of 3 meters at any moment. You must not be in a way of players during a game. We kindly ask you to respect these rules.

Access to fields and taking pictures for non commercial use are for free. No accreditation is needed. If you use your pictures for some newspapers, magazines or internet sites please let us know and send us a copy for archivation purposes for the event and also for WFDF. There will be restricted areas at Vrsovice main stadium however these restricted areas do apply only to 8 games out of 700, meaning to 4 games of the day at Vrsovice area and finals. There is no restriction for Strahov. Access to restricted areas is allowed only to TV, UltiVillage and Strizna, official journalists and official photographers. This does not prevent you from taking pictures of these games out of the restricted areas.

If you want to take pictures for commercial purposes a special agreement has to be signed and a fee applies. The fee is 100 eur for up to 20 pictures, 200 eur for 21-50 pictures and 300 eur for more than 50 pictures for sale. This fee has to be paid in advance. Please let us know at media@wucc2010.com if you wish to sell your pictures. Shall you have any questions please write to media@wucc2010.com.



CHARLES BRIDGE

Opening hours: accessible all day long

Entrance fee: free

How to get there: tram 17, 18 to "Karlovy lazne"

The Charles Bridge is the oldest of Prague's bridges. It was built in 1357 as the only connection between the two river banks. There are thirty statues on the bridge, most of which were constructed between the years 1706 and 1714. In the nineteenth century a horse tramway operated across the bridge, but now it is once again a pedestrian bridge. It is protected by three towers and offers a beautiful view to Prague Castle.



PRAGUE CASTLE

Opening hours: 10:00 - 21:00

Entrance fee: free, however there are fees to get to the palaces and exhibitions (CZK 70-350)

How to get there: tram 22, 23 to "Prazsky hrad"

The Prague Castle has been the seat of the Czech monarchs and presidents through to the present day. It was founded in the ninth century and comprises many unique historical buildings, including the St. Vitus Cathedral, where the Czech crown jewels are stored. Please be aware that the famed Golden Lane is currently closed due to extensive reconstruction, but there is much more to see at the castle.



OLD TOWN HALL TOWER & ASTRONOMICAL CLOCK

Opening hours: every day 10:00-23:00

Entrance fee: free from the outside, or CZK 50-100 to see the interior

How to get there: metro A/Green or tram 17, 18 to "Staromestska"

Don't miss Prague's unique Astronomical Clock (Orloj) from the WUCC 2010 disc design. The original clock was built in the 15th century and is mounted on the southern wall of Old Town City Hall in the Old Town Square. Visit the neighboring Jewish quarter (Josefov) with the Jewish cemetery and synagogues.

WHAT TO SEE IN PRAGUE



PETRIN HILL AND OBSERVATION TOWER

Opening hours: every day 10:00 - 22:00

Entrance fee: CZK 50-100

How to get there: the funicular from "Ujezd" to "Petrín" station or on foot from the Strahov playing area (approx. 15 min)

The Petřín Observation tower, built in 1891, is a one-fifth scale replica of the Eiffel Tower. It is set among the beautiful gardens of Petřín Hill. Climbing the 299 steps to the top is definitely worth it to see the fascinating sights.

You can find more information about Prague's sights and tickets at:
www.pis.cz/en.

GUIDED TOURS

Here is an offer for those interested in guided tours:

Silvie

Silvie is 33 and has been guide (in ENG and FR) in Prague and the Czech Republic for 10 years. She'd be happy to show you around her beautiful town, its hidden corners, or any place of interest. You can contact Silvie at: +420 776 632 441 or sjandova@centrum.cz. Reasonable prices.

Martin

Martin is a chemist professionally, but he enjoys guiding people around Prague as his hobby. He has detailed and extensive knowledge of Prague and loves to take time out from his job to show people around and get them to enjoy Prague as much as he does. He specializes in private tours for small groups, so clients can get a more personalized tour. He spent two years as a visiting professor in England so his English is fluent. Martin's email is: martinb@uochb.cas.cz, phone: +420 723 414 565.

WORLD FLYING DISC FEDERATION

The World Flying Disc Federation (WFDF) is the international sanctioning body for Flying Disc Sports. It was first established in Sweden in 1984 and eventually became a non-profit organization registered in the state of Colorado, USA. The organization is comprised of 51 Full and Provisional Members from 6 different continents. The primary focus of the organization is the sport of Ultimate. Ultimate is currently played in more than 80 countries around the world. The major events that are sanctioned by WFDF are on four-year cycles.

World Ultimate Club Championships
2010, 2014

World Ultimate Junior's Championships
2010, 2014

World Under 23 Ultimate Championships
2010, 2014

World Ultimate and Guts Championships
2012, 2016

There are also Continental Championships that occur bi-annually.

Asia-Oceania Ultimate Championships
2011, 2013

Pan-American Ultimate Championships
2011, 2013

WFDF is also tied in to the Olympic movement and is a full member of the International World Games Association (IWGA) as well as Sportaccord. Sportaccord is the largest umbrella organization for sports in the world. The IWGA's featured event is the quadrennial World Games. WFDF was able to present Ultimate as

a demonstration event at the World Games in Akita, Japan in 2001. It was also presented as a fully recognized sport at the World Games in Heilbronn, Germany in 2005. Last summer, the World Games were contested in Kaohsiung, Taiwan. Ultimate opened the brand new, state of the art Kaohsiung Main Stadium and outdrew all other events at the games. The next installment of the games will be held in Cali de Santiago, Colombia in 2013. Ultimate will be presented as one of the premier event at those games.

WFDF is also the global sanctioning body for other Flying Disc sports as well. The other sports are the Overall Flying Disc as well as Guts. The Overall events are Freestyle, Disc Golf, Distance, Double Disc Court, Self Caught Flight, Accuracy and Discathon. The last WFDF Overall Championships was contested in Jacksonville, FL in 2009. Guts is the oldest flying disc sport. The 53rd International Frisbee Tournament will be held once again in Michigan, USA.

More information on the World Flying Disc Federation can be obtained by visiting the web site at www.wfdf.org or on this email disc@wfdf.org

WORLD FLYING DISC FEDERATION



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The first public presentation of games with flying disc in Czech Republic was the big sport event called Spartakiada where about 100.000 people took part in 1980, but it was only after the velvet revolution and opening of borders that the sport had a chance to spread – mainly by foreigners coming with frisbee discs to our country. Italian swimmers brought frisbee discs and text books to their colleagues from Czech Technical University and showed them a sport called ultimate in 1991. The Czech frisbee association was founded in 1993. It bonds all disc sports, however only ultimate, freestyle and discgolf are being competitively played. The National Championships in the open division are two qualification tournaments in spring and then Finals in June. Mixed and Women Championships are played only in one tournament. The most successful team in Czech league is Prague Devils.

Since 2007 CALD is being supported by the Czech Ministry of Education, Youth and Sport by yearly subventions and therefore recognised among many similarly small sport associations; that allowed us to set up means of developing the disc sports in Czech Republic. The main activities are Training camps organised twice a year, Coach Trainings, seminars for teachers, leaflets, posters and a handbook about Ultimate and other disc disciplines. Those are promoted and distributed to the general public. In 2010 we've started a High School League project aiming to get more young people on high schools to play Frisbee.

Czech Republic was a host of European Ultimate Club Championships 2001 when 55 teams in open,

women, mixed and juniors division competed in the same locations as you are now playing though the venues were largely rebuilt and innovated.

There are three Czech teams participating at WUCC 2010. Silence in the open category, women team Hot Beaches and in the mixed division – for the first time at European or World championships – Velka Morava. Recent successes of Czech national and club teams:

- 2003 European Ultimate Championships (Fontenay Le-Comte, France) – mixed national team 3rd place + SOTG
- 2007 European Ultimate Championships (Southampton, UK) – mixed national team 2nd place + SOTG
- 2008 European Ultimate Beach Championships (France) – mixed national team 3rd place
- 2009 European Extended Ultimate Championship Finals – Hot Beaches women team 3rd place + SOTG

Frisbee Marathon Record

To promote the WUCC 2010, we attempted to set the world record for throwing a frisbee the Marathon distance. And we did it! 10 frisbee players threw one frisbee the distance 42.195 kilometers in 1 hour, 56 minutes and 19 seconds (just faster than Ethiopian marathon runner Haile Gebrselassie's record of 2:03:59 set at the Berlin marathon in 1998). The distance between players was 10 meters and there were 4219 passes and one 5 meter pass. The disc touched the ground 41 times. An independent agency monitored the event and certified the record.

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There are many more people who have been participating in organizing WFDF WUCC 2010. We would like to say BIG THANK YOU to all of them. Just to mention at least few of them: Irena Zatloukalová, Pavel Voloczek, Saša Kliment, David Průcha, Kateřina Heilmann, Lucie Reitmayerová, Krisztian Farkaš, Václav Dvořák and Tibor Alfoldi.

OPEN DIVISION

- | | | |
|------------------------------|--------------------------------|----------------------------------|
| 1. Chain Lightning (USA) | 17. Invictus (Canada) | 33. Bischì (Italy) |
| 2. Revolver (USA) | 18. Ragnarok (Denmark) | 34. Mooncatchers (Belgium) |
| 3. Buzz Bullets (Japan) | 19. Euforia (Colombia) | 35. Mubidisc (Spain) |
| 4. Ironside (USA) | 20. Heads of State (Australia) | 36. thebigex - Vienna (Austria) |
| 5. Sockeye (USA) | 21. Jack'Sun's (France) | 37. Stoly Ultimate (Russia) |
| 6. Doublewide (USA) | 22. Freespeed (Switzerland) | 38. CamboCakes (the Netherlands) |
| 7. Chevron Action Flash (UK) | 23. Fire of London (UK) | 39. Dublin Ultimate (Ireland) |
| 8. Skogshyddan FK (Sweden) | 24. Magon (New Zealand) | 40. Fenix UNAM (Mexico) |
| 9. Clapham Ultimate (UK) | 25. LOQUITOS (Japan) | 41. Ultimate Vibration (France) |
| 10. Colony (Australia) | 26. Feldrenner (Germany) | 42. Redbacks (Australia) |
| 11. Mephisto (Canada) | 27. Silence (Czech Republic) | 43. CUUP (China) |
| 12. Karhukopla (Finland) | 28. M.U.C. (Germany) | 44. DominO |
| 13. Flying Angels Bern | 29. Warao Ultimate Turmero | (Dominican Republic) |
| (Switzerland) | 30. Cotarica Grandes (Italy) | 45. Mor ho! (Slovakia) |
| 14. Nomadic Tribe (Japan) | 31. Absolut (Colombia) | 46. LOL (Hungary) |
| 15. Phoenix (Canada) | 32. UFO (Finland) | 47. Gigolo (Ukraine) |
| 16. Viksjofors IF (Sweden) | | 48. Ultimate Decision (Latvia) |

WOMEN DIVISION

- | | | |
|-------------------------------|---------------------------|-------------------------------|
| 1. Fury (USA) | 12. Backhoe (USA) | 23. JinX (Germany) |
| 2. UNO (Japan) | 13. Woodchicas (Germany) | 24. Honey (Australia) |
| 3. Brute Squad (USA) | 14. Wildcard (Australia) | 25. E6 (Sweden) |
| 4. Riot (USA) | 15. Storm (Canada) | 26. Copenhagen (Denmark) |
| 5. MUD (Japan) | 16. HUCK (Japan) | 27. Viima (Finland) |
| 6. Icenì Ultimate (UK) | 17. Cosmic Girls (Russia) | 28. Lotus Switzerland |
| 7. Texas Showdown (USA) | 18. Hot Beaches | (Switzerland) |
| 8. Zeitgeist (USA) | (Czech Republic) | 29. Tequila Boom Boom (Italy) |
| 9. Lotus Canada (Canada) | 19. Zephyr (Canada) | 30. Brilliance (Russia) |
| 10. Leeds Leeds Leeds (UK) | 20. Atletico (Finland) | 31. Little Miss Sunshine |
| 11. Chukyo University Naughty | 21. QUB (Canada) | (Ireland) |
| Girls (Japan) | 22. YAKA (France) | 32. D-CUUP (China) |

TEAMS AT WUCC

MIXED DIVISION

- | | | |
|-------------------------------------|--|-----------------------------------|
| 1. Axis of C'Ville (USA) | 15. Jeremy Codhand (UK) | 28. Thundering Herd (UK) |
| 2. The Chad Larson Experience (USA) | 16. RIP (Canada) | 29. GrandMaster Flash (Poland) |
| 3. Mental Toss Flycoons (USA) | 17. Blue Arse Flies (UK) | 30. Velká Morava (Czech Republic) |
| 4. Chaos (Canada) | 18. Gronical Dizziness (the Netherlands) | 31. Freespeed Coed (Switzerland) |
| 5. Iku! (Japan) | 19. Pie Wagon (Australia) | 32. Sin City (Singapore) |
| 6. Onyx (Canada) | 20. 2600mixedColombia (Colombia) | 33. XLR8RS (Belgium) |
| 7. Brighton Ultimate (UK) | 21. CUS Bologna (Italy) | 34. Brazzinga (Brazil) |
| 8. Kaboom (Australia) | 22. Heidees (Germany) | 35. Frizmi (Slovenia) |
| 9. Sugar-Mix (Germany) | 23. Upsadaisy (Austria) | 36. FDK Zagreb (Croatia) |
| 10. AMP (USA) | 24. SQUAL (Japan) | 37. Ahau Ik (Mexico) |
| 11. Smurf (Australia) | 25. Ah Ouh Puc (France) | 38. Sexy Legs (Estonia) |
| 12. Quiet Coyote (USA) | 26. Guayota (Spain) | 39. Ultimate deLux (Luxemburg) |
| 13. Frizzly Bears (Germany) | 27. DUKE (New Zealand) | 40. G. H. D. (Belarus) |
| 14. Credo (New Zealand) | | |

MASTERS DIVISION

- | | |
|---------------------------------|--------------------------------------|
| 1. Vigi (Japan) | 12. Red Lights (the Netherlands) |
| 2. Troubled Past (USA) | 13. Wall City (Berlin) |
| 3. GLUM (Canada) | 14. OUF (France) |
| 4. Surly (USA) | 15. Gauntlet (Canada) |
| 5. Eastern Greys (Australia) | 16. Caobos Ultimate Club (Venezuela) |
| 6. Old Sag (USA) | |
| 7. Helsinki Ultimate (Finland) | |
| 8. Age Against The Machine (UK) | |
| 9. Figjam (Canada) | |
| 10. Wolpertinger (Germany) | |
| 11. BIG BOMBERS (Japan) | |

TOURNAMENT FORMAT

OPEN DIVISION

STEP 1 - POOL ROUND ROBIN

A	B	C	D	E	F	G	H	J	K	L	M
1	2	3	4	5	6	7	8	9	10	11	12
24	23	22	21	20	19	18	17	16	15	14	13
25	26	27	28	29	30	31	32	33	34	35	36
48	47	46	45	44	43	42	41	40	39	38	37

STEP 2 - POWER POOLS

N	P	Q	R
1	2	3	4
6	5	7	8
11	12	10	9
16	15	14	13
17	18	19	20
22	21	23	24

STEP 3 - PLAYOFFS (1st to 8th place)

N1 - R2	winners semifinal, losers 5-8 place
R1 - N2	
Q1 - P2	winners semifinal, losers 5-8 place
P1 - Q2	

STEP 3 - PLAYOFFS (9th to 12th place)

N3 - Q3	winners 9-10 place losers 11-12 place
P3 - R3	

STEP 3 - PLAYOFFS (13th to 16th place)

N4 - R4	winners 13-14 place losers 15-16 place
P4 - Q4	

STEP 3 - PLAYOFFS (17th to 20th place)

N5 - R5	winners 17-18 place losers 19-20 place
P5 - Q5	

STEP 3 - PLAYOFFS (21th to 24th place)

P6 - R6	winners 21-22 place losers 23-24 place
N6 - Q6	

STEP 2 - PLACEMENT POOLS

S	T	U	V
25	26	27	28
30	29	31	32
35	36	34	33
40	39	38	37
41	42	43	44
46	45	47	48

STEP 3 - PLAYOFFS (25th to 28th place)

S1 - V1	winners 25-26 place losers 27-28 place
T1 v U1	

STEP 3 - PLAYOFFS (29th to 32nd place)

T2 v V2	winners 29-30 place losers 31-32 place
S2 v U2	

STEP 3 - PLAYOFFS (33th to 36th place)

V3 v T3	winners 33-34 place losers 35-36 place
U3 v S3	

STEP 3 - PLAYOFFS (37th to 40th place)

V4 v S4	winners 37-38 place losers 39-40 place
U4 v T4	

STEP 3 - PLAYOFFS (41st to 44th place)

S5 v V5	winners 41-42 place losers 43-44 place
T5 v U5	

STEP 3 - PLAYOFFS (45th to 48th place)

T6 v V6	winners 45-46 place losers 47-48 place
S6 v U6	

In Playoffs all teams will play game for final placing, which is not shown in graphics.



TOURNAMENT FORMAT

WOMEN DIVISION

STEP 1 - POOL ROUND ROBIN

A	B	C	D	E	F	G	H
1	2	3	4	5	6	7	8
16	15	14	13	12	11	10	9
17	18	19	20	21	22	23	24
32	31	30	29	28	27	26	25

STEP 2 - POWER POOLS

J	K	L	M
1	2	3	4
5	6	7	8
12	11	10	9
16	15	14	13
17	18	19	20
21	22	23	24

STEP 2 - PLACEMENT POOLS

N	P
25	26
27	28
29	30
31	32

STEP 3 - PLAYOFFS (1st to 8th place)

J1 - M2	winners semifinal, losers 5-8 place
L1 - K2	
M1 - J2	winners semifinal, losers 5-8 place
K1 - L2	

STEP 3 - PLAYOFFS (17th to 24th place)

J5 - M6	winners 17-20 place, losers 21-24 place
L5 - K6	
M5 - J6	winners 17-20 place, losers 21-24 place
K5 - L6	

STEP 3 - PLAYOFFS (9th to 16th place)

J3 - M4	winners 9-12 place, losers 13-16 place
L3 - K4	
M3 - J4	winners 9-12 place, losers 13-16 place
K3 - L4	

STEP 3 - PLAYOFFS (25th to 32nd place)

N1 - P4	winners 25-28 place, losers 29-32 place
P2 - N3	
N2 - P3	winners 25-28 place, losers 29-32 place
P1 - N4	

In Playoffs all teams will play game for final placing, which is not shown in graphics.

TOURNAMENT FORMAT

MIXED DIVISION

STEP 1 - POOL ROUND ROBIN

A	B	C	D	E	F	G	H
1	2	3	4	5	6	7	8
16	15	14	13	12	11	10	9
17	18	19	20	21	22	23	24
32	31	30	29	28	27	26	25
40	39	38	37	36	35	34	33

STEP 2 - POWER POOLS

J	K	L	M
1	2	3	4
5	6	7	8
12	11	10	9
16	15	14	13
17	18	19	20
21	22	23	24

STEP 2 - POWER POOLS

N	P	Q	R
25	26	27	28
32	31	30	29
36	35	34	33
37	38	39	40

STEP 3 - PLAYOFFS (1st to 16th place)

winners 9-12 place losers 13-16 place	losers 9-16 place	J1 - K4 K4 M2 K3 L3	winners 1-8 place	winners semifinal losers 5-8 place
	losers 9-16 place	J2 M1 K3 M1 K2 L4	winners 1-8 place	
winners 9-12 place losers 13-16 place	losers 9-16 place	L1 M4 M4 K2 M1 J3	winners 1-8 place	winners semifinal losers 5-8 place
	losers 9-16 place	L2 M2 M3 K1 M1 J4	winners 1-8 place	

STEP 3 - PLAYOFFS (17th to 24th place)

J5 - M6	winners 17-20 place, losers 21-24 place
L5 - K6	
M5 - J6	winners 17-20 place, losers 21-24 place
K5 - L6	

STEP 3 - PLAYOFFS (25th to 32nd place)

N1 - R2	winners 25-28 place, losers 29-32 place
Q1 - P2	
R1 - N2	winners 25-28 place, losers 29-32 place
P1 - Q2	

STEP 3 - PLAYOFFS (33rd to 40th place)

R3 - N4	winners 33-36 place, losers 37-40 place
P3 - Q4	
N3 - R4	winners 33-36 place, losers 37-40 place
Q3 - P4	

In Playoffs all teams from 17th to 32nd place will play game for final placing, which is not shown in graphics.

TOURNAMENT FORMAT

MASTERS DIVISION

STEP 1 - POOL ROUND ROBIN	
A	B
1	2
3	4
5	6
8	7
9	10
12	11
13	14
16	15

In Playoffs all teams will play game for final placing, which is not shown in graphics.

STEP 2 - PLAYOFFS (1st to 8th place)	
A1 - B4	winners semifinal, losers 5-8 place
B2 - A3	
A2 - B3	winners semifinal, losers 5-8 place
B1 - A4	

STEP 2 - PLAYOFFS (9th to 16th place)	
A5 - B8	winners 9-12 place, losers 13-16 place
B6 - A7	
A6 - B7	winners 9-12 place, losers 13-16 place
B5 - A8	

WINNERS OF WFDF WUCC 2010

OPEN DIVISION

1. _____

2. _____

3. _____

SOTG: _____

MIXED DIVISION

1. _____

2. _____

3. _____

SOTG: _____

WOMEN DIVISION

1. _____

2. _____

3. _____

SOTG: _____

MASTERS DIVISION

1. _____

2. _____

3. _____

SOTG: _____

SPRIT OF THE GAME SCORE SHEET

Spirit of the Game Score Sheet

Spirit of the Game is a fundamental part of (Beach) Ultimate. With this in mind the sheet was designed to educate teams in SOTG and help teams achieve a better understanding of their strengths and weaknesses in terms of Spirit.

Your whole team should be involved in rating the other team! Simply circle one box in each of the five lines and sum up the points to determine the Spirit score for the other team.

Our team name

Their team name

Day

0 Points 1 Point each 2 Points each 3 Points each 4 Points each

1. Rules Knowledge and Use

For example: They did not make unjustified calls. They did not purposefully misinterpret the rules. They kept to time limits. They were willing to teach and/or learn the rules

poor not so good good very good excellent

2. Fouls and Body Contact

For example: They avoided fouling, contact, and dangerous plays

poor not so good good very good excellent

3. Fair-Mindedness

For example: They apologized for their own fouls. They informed teammates when they made wrong or unnecessary calls. They were willing to admit that we were right and retracted their call

poor not so good good very good excellent

4. Positive Attitude and Self-Control

For example: They introduced themselves. They communicated without derogatory or aggressive language. They complimented us on our good plays. They left an overall positive impression during and after the game, e.g. during the Spirit circle

poor not so good good very good excellent

5. Our Spirit compared to theirs

How did our team compare to theirs with regards to rules knowledge, body contact, fair-mindedness, positive attitude and self-control?

our spirit was much better our spirit was slightly better our spirit was the same our spirit was slightly worse our spirit was much worse

Total Points



0 + + + +

Approved by



THE BULA/WFDF SOTG SCORING SYSTEM

Dear Players,

There are many things that make our wonderful sport of Ultimate so unique and so much fun. One of these is the Spirit of the Game (SOTG) which is also the foundation on which the existing Set of Ultimate Rules was built. Without good SOTG our sport would not work the way it does.

But why is it necessary to "score" the SOTG?

With the growth of Ultimate worldwide, it becomes more and more difficult to 'control' the Spirit of the Players and although SOTG is the Ultimate "Rule #1", it can easily be over-looked. The idea was to create a good scoring system which would be used worldwide so that SOTG at different tournaments could be compared and so that teams could monitor the development of their own SOTG.

The main objectives during creation of this system were:

- Setting standards for good SOTG
- Educating players what should be considered good SOTG
- Determining the winner of the SOTG award as accurately as possible
- Creating a system which can show teams exactly where they can improve their SOTG

The system was to be as easy as possible to use, but never at the cost of the objectives above.

Spirit of the Game is now broken down into 4 scoring categories:

1. Rules Knowledge and Use
2. Fouls and Body Contact
3. Fair-Mindedness
4. Positive Attitude and Self-Control

For each category some examples are listed what good Spirit means. Please read these examples.

Lastly one more scoring item was added, arguably the most important item on the list:

5. Our Spirit compared to theirs

This item is important – as the SOTG of the other team greatly influences that of your own team.

In each category, the other team can score 0-4 points which should correlate to the level of spirit shown in this specific category:

0 = "Poor" should only be chosen if SOTG was harshly abused in this category

1 = "Not so good" meaning that the spirit needs some improvement in this category

2 = "Good" is considered the average, since Ultimate players are considered to always show good SOTG

3 = "Very Good" should be awarded for outstanding display of SOTG

4 = "Excellent" should be awarded only if the SOTG is truly excellent.

A score in one category should generally not influence a score in another category.

Ultimate is an amazing sport where we can play hard and still play with good Spirit of the Game. Please help us spread the Spirit and the use of this score sheet across the globe.

Thank you

Rue Veitl (Chairperson WFDF Ultimate)

Patrick van der Valk (Chairperson WFDF Spirit of the Game Committee / BULA)

SPIRIT OF THE GAME TIMEOUT:

In 2008 WFDF introduced a new means of keeping Games at the desired level of good SOTG. (See Championship Appendix). We dearly hope that this measure will not be necessary at this tournament but if so, please use this break to get the game back on track. If a team's captain believes that either or both teams are failing to follow the Spirit of the

Game (SOTG), they may call a "Spirit of the Game Time-out". This can only be called after the start of a point and prior to the ensuing pull. All team members of both teams will form a "spirit circle" in the middle of the field. The two opposing team captains shall separately discuss all current issues with adherence to SOTG, determine ways to rectify those issues, and then convey the agreement to the spirit circle. SOTG time-outs do not affect the number of time-outs available.

SUBSTANTIAL DIFFERENCES IN RULES

Substantial differences between WFDF Rules (2009) and UPA Rules (11th edition)

This might support those players who normally play under UPA rules. In particular, these players are usually from the USA and Canada, but also some other areas around the world.

The differences are separated into major differences, which will cause a problem if you don't know the rule, and minor differences, which you probably won't notice while playing.

If you're unsure of a rule during a game, be prepared to ask those who know, and learn.

You can use this for a verbal briefing of captains or players prior to play. It is necessarily brief and incomplete. For a full treatment of the rules, refer to the relevant section of the WFDF Rules of Ultimate 2009.

MAJOR DIFFERENCES

Continuation can only happen if the disc is in the air or in the act of throwing, except for a travel call (§18.2.7).

For all calls except travel, if the thrower isn't attempting a pass at the time then the disc will always go back to the thrower.

There is no middle option after an out-of-bounds pull (§7.13).

The only options are the brick and the spot where the disc left the playing field

The marker must pause a second between "stalling" and the first number in the stall count (§9.1).

Under UPA rules, it is acceptable to say "StallingOne" to start a stall count, essentially reducing the stall count to 9 seconds.

Check: Only required after a Foul or Violation Call (§10.1)

There is no requirement to touch the disc to the ground when establishing a pivot after a turnover where the disc is out-of-bounds or in an end zone.

Play does not stop after a stall-out turnover (§13.5):

The thrower puts down the disc immediately. Play only stops if the turnover is disputed.

Stall counts resume differently (§15.10)

Contested stall-outs come in at 9.

After an uncontested pick the stall count restarts at max 9.

Stall counts after offensive fouls always start at maximum 9, whether contested or not.

Travel: there is no 2 ground contact exception (§18.2).

After catching the disc, the thrower must slow down as quickly as possible without changing direction until they establish a pivot.

Travel: the thrower may throw after landing but before establishing a pivot, if the thrower maintains contact with the ground throughout the throwing motion (§18.2.3.1).

Marking infractions don't stop play (§18.1).

After a second infraction, the count goes back to zero without a check.

Play doesn't stop for a travel call where the thrower hasn't thrown the disc (§18.2.7).

The stall pauses and the thrower goes back to the correct pivot point as indicated by the defence.

Marking violations differences (§18.1.1):

"straddle": a line between the marker's feet contains the thrower's pivot (i.e., you are allowed a bit closer than in UPA 11th)

"disc space": similar to UPA's "distance", but all you have to do is staying away a disc from torso and pivot, no such thing as "the line between two points..."

"wrapping": you can't use your arms to prevent pivoting in ANY direction

"double team": to avoid double team, second defender is not required to guard an offensive player, just be within 3 metres of them

"contact": the marker touches the thrower or the disc but not in the act of throwing.

MINOR DIFFERENCES

If a call during or after the throwing motion did not affect possession, then it should be retracted (§16.1.2.2.2).

SUBSTANTIAL DIFFERENCES IN RULES

For example, if a thrower is fouled in the act of throwing, but the disc flies perfectly to the receiver who then drops it on their chest, the turnover should stand.

Calling a time-out when the team has none remaining is not necessarily a turnover (§20.7).

Instead, add 2 to the stall count and resume play with a check.

Pick: the defender must be "closely covering" to call a pick, rather than a strict 3 metres (§18.3.1).

However, for practical purposes this would normally mean less than 3 metres, and never more than 5 metres.

Play does not stop after the following turnovers (§13):

- hand-over,
- intentional deflections to oneself,
- self pass/double touch, or

The thrower puts down the disc immediately. Play only stops if the turnover is disputed.

The end zones are shorter, 18 metres instead of 23 metres deep (§2).

The brick is further from the end zone, 20 metres instead of 18 metres deep (§2).

There is no delay of game time limit (§8.6).

Instead of having time limits, the thrower must move at walking pace or faster in a direct line to put the disc into play. This is backed up by spirit-of-the-game.

Contesting a marking violation explicitly stops play (§18.1.2).

Each team nominates exactly one captain (§5.3).

Players may ask non-players for their perspective on a call related to "out-of-bounds" and "down" (§1.10).

Non-players may return an out of bounds disc to within 3 metres of the field (§11.9)

If an injury affects the play, the disc goes back to the thrower (§19.3).

So, if you pull your hamstring running after the disc in the air, and you fail to catch it, the disc goes back.

"Retracted" call is formally recognised (§15.9) Status of the Disc (§8)

Directly after a turn over or after a pull, when the disc is not at the location where the thrower is supposed to establish the pivot, the disc is not subject to a turn over until a pivot is established. So, if you drop the disc while carrying it back to the field, this is not a turn over.

Note that this does not mean that you get the disc back after an incomplete throw just because you set your pivot at the wrong place.

CHAMPIONSHIPS RULES

There is a half time cap (§A3).

There are different time limits (§A4).

OFFENCE

Offence must be ready to receive disc within 60 seconds of the start of the point. Failing to

signal costs a time out if requested by the defence. If no time out is left, play is started at the reverse brick and the defence sets up without pull.

Mixed division: Offence has 15 seconds from start of point to signal gender mix. Failing to signal mandates the same gender mix as the previous point.

DEFENCE

Defence must pull within 75 seconds of the start of the point. Failing to pull costs a time out if requested by the offence. If no timeout is left, play is started at the brick mark closest to the attacking end zone.

TIME OUT

Time-outs last 120 seconds for offence.

Defence has 15 seconds extra to set up.

AFTER CALLS

30 seconds to discuss, then captains should step in and resolve the call within another 30 seconds (or send it back)

PRACTICAL INFO ABOUT THE CZECH REPUBLIC

LANGUAGE

The official language is Czech, however Slovak is also widely understood. Most locals have a basic or possibly intermediate knowledge of English or German. In most hotels, restaurants, travel agencies, historical monuments, shops and services, communication should be possible in English, German or perhaps French.

PHONE

There are currently three mobile operators offering their services in the Czech Republic: Vodafone, T-Mobile and Telefonica O2. Their services are provided using the 900 and 1800 MHz frequencies.

To make a phone call to a number in the Czech Republic, you must first dial the country code 00420, followed by the number. To make a call from the Czech Republic to another country, first dial 00, then the relevant country code, followed by the number.

CURRENCY

The official currency in the Czech Republic is the Czech crown (Kč, CZK). One crown is divided into 100 hellers, but today no heller coins are used, and retailers round the total sum of your purchase to the nearest crown. The coins in circulation are in the denominations of CZK 1, 2, 5, 10, 20, and 50. Bank notes come in the denominations of CZK 50, 100, 200, 500, 1,000, 2,000 and 5,000.

Larger shops, hotels and restaurants accept payment in euros. However we do not recommend relying on this. Also, the exchange

rate you will be given for such transactions is generally not favorable.

You can of course withdraw your money using your international payment card or debit card. There are many banks in the Czech Republic that operate ATMs or bankomats, as they are called. ATMs commonly recognize most card types (Visa, MasterCard, Plus, Cirrus and other) and often have multi-language functions. Nearly every decent sized shop, restaurant and hotel in Prague accepts cards.

OTHER

Tap water is safe for drinking. It might even be better in some cases than the water sold in bottles.

-

Tipping is common and expected in restaurants, usually 5-10% of the total bill.

Voltage: 230 V, 50 Hz. Sockets are two-pronged.

PRAGUE

The city is located at 50°05'N, 14°27'E, its average height above sea level is 235 m. The Vltava river flows through the city for 30 km, its maximum width is 330 m. The city is on Central European Time, daylight saving time (GMT+2). The average temperature in July is 19.0° C (66.2° F). The temperature may rise above 30°C (90°F) around midday in July.

ANNOYANCES

Please note that Prague is a big city and suffers a certain level of petty crime, as other big cities

PRACTICAL INFO ABOUT THE CZECH REPUBLIC

around world. We recommend being careful with your personal items while taking public transport, in restaurants and at tourist areas.

If you want to take a taxi, we recommend calling for Sedop taxi (see Taxi chapter), with which we have a cooperation agreement. If you use another taxi service, make sure the driver uses the meter. Rates should be published on the door of the car and also inside the car. Ask for a receipt when you pay.

Please check your bill in restaurants carefully before you pay. Make sure you were served all the items that you were charged for.

This information is not to frighten you, but to inform you of easy precautions you can take to avoid any trouble during your stay. We sincerely hope you enjoy your time in Prague!!



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RESTAURANTS, PUBS & CLUBS AROUND

There are many beautiful restaurants and clubs in Prague, you can find one on nearly on every corner. Here are some recommendations for the Strahov and Vršovice area.

STRAHOV AREA

Music club 007 Strahov

Where: Students' dorms Strahov, building 7
Opening hours: Sunday - Thursday: 19.00 - 24.00, Friday - Saturday: 19.00 - 01.00
Why: live music, beer

Petřín restaurant

Where: Students' dorms Strahov, building 8
Opening hours: every day 11:30 - 00:30
Why: spacious non-smoking restaurant, great Czech cuisine, Pilsner beer

bar 10

Where: Students' dorms Strahov, building 10
Why: good Czech beer, table soccer, billiard, sports TV projections (also football championship)

bar011

Where: Students' dorms Strahov, building 11
Why to visit: cheap prices, lots of entertainment - billiard, table soccer, darts, airhockey, sports TV projections (also football championship)

Music club UJEZD

Where: Ujezd 18, Praha 1
www.klubujezd.cz
Opening hours: every day 18:00 - 04:00
Why: music, beer, gallery

Restaurant BAR-BAR

Where: Všešrdova 17, Praha 1, Ujezd
www.bar-bar.cz/
Opening hours: Sun - Thu 12:00 - 24:00, Fri - Sat 12:00 - 02:00

Why: 100 kinds of drinks, 50 kinds of foods, gallery

VRSOVICE AREA

Sport centrum GUTOVKA

Where: Areal ZS Gutova 39, Praha 10
www.gutovka.cz/
Opening hours: every day 11:00 - 23:00
Why: restaurant, skate park, climbing wall, beach volleyball

Pizzeria VERANDA

Where: Prubezná 57, Praha 10
www.pizza-veranda.cz/
Opening hours: every day 11.30-23.00
Why: pizza and Pilsner beer

Pizzeria TOPO MASCHIO

Where: Vršovická 80, Praha 10
Link: <http://www.topo-maschio.cz/>
Opening hours: every day 11:00 - 23:00
Why: smoking and nonsmoking pizza restaurant, sportbar downstairs

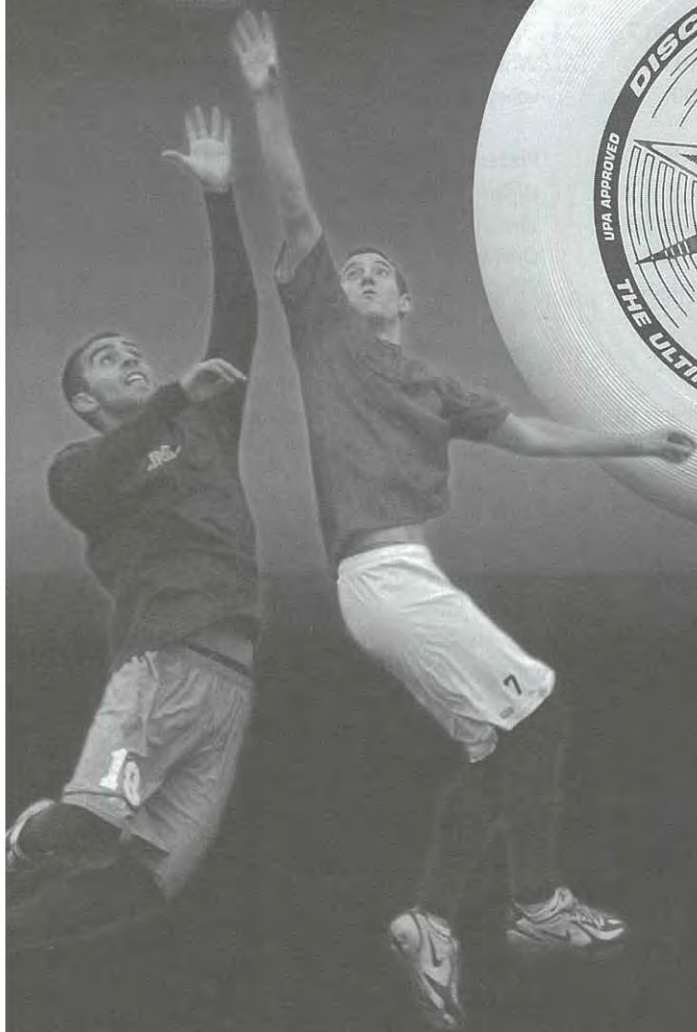
Restaurant & music bar WAIKIKI

Where: Vršovické náměstí 2, Praha 10
www.waikiki.cz/
Opening hours: Mon - Thu 11 - 23:30, Fri 11:00 - 02:00, Sat 16:00 - 02:00, Sun close
Why: pleasant sitting, garden, mexican and italian specialities, cocktails

Pub U KASPARKA

Where: Dubčská 4/74, Praha 10
www.ukasparka.cz
Opening hours: every day 12:00 - 24:00
Why: delicious food and beer

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NOTES

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daily newsletter of wucc 2010

SUNDAY, 4 JULY 2010

ARE YOU READY?



- How strong will the Japanese and Australians be? 2006 Club Worlds was in their neighborhood and the teams performed well. Will they be able to send top teams to Prague with the cost of airfare?

- As usual, the top Canadian club teams from Vancouver (Furious George, Traffic, the mixed teams) chose to skip Canadian Nationals and thus not qualify for Club Worlds. The Canadian teams in attendance will be from the Eastern provinces and will have less international experience. How will they do?

- With Club Worlds returning to Europe for the first time since 1999 in St. Andrews, Scotland, will the top European clubs from Sweden, Finland and Germany be able to recover lost glory? Do the teams have the depth of talent to play well during a long tournament?

- Will Great Britain's rise continue? They have the highest-seeded teams of all the European squads and won across all divisions at the September 2009 European Club Championships. Can they beat the U.S., Japanese and Australians?

- United States is built for Club Worlds. Across all divisions, no U.S. team is seeded lower than 12th. That 12th-seeded team is Backhoe, the women's team from North Carolina, a perennial Nationals semis contender. There is no way that this team will finish 12th or lower, they are too strong. The American teams in all divisions should contend to win, as usual. But will they convert? Could they sweep the tourney?

- What European teams will surprise the field and rise above? Is the time nigh for Switzerland, Denmark or another to upset the European order?

- Where's France? A surprise last-minute fill-in Open team Vibration is here as well as YAKA in the women's divisions and squads in Masters and Mixed, but

they are not seeded high. When will France over-perform and compete against other clubs?

These questions from Tony Leonardo, and many others will be answered over the next week. First on the fields, and then in what you are holding right now: the official WUCC 2010 newsletter. We call it the Disquito. We will bring you good reading and fresh news everyday, with an emphasis on interesting stories over simple game reports (although we will try to cover some of the more than 700 games to be played on our website). The Disquito will have regular columns from "Old Sag" Tony Leonardo, and from the Huddle, one of the most respected and valuable sources for Ultimate, who have prepared some tips for how to improve your game. Plus game summaries by division, and great photographs by Neil Gardner, Dave Sander, David Prucha and Jan Pirgl.

The website is alive as well. There will ^{post} some stuff that doesn't make it into the printed newsletter. Also, as some articles can be long, we'll print the main part and then publish the rest on the web. You can tweet or get involved in our forum talks, you can also write us with your opinion, comments or requests and we will try to address them either here in the newsletter or on the website. Please feel free to contribute or share your ideas with others by writing to us at: newsletter@wucc2010.com.

To start things off, we have one competition for you running through Thursday evening: Send us your best team photo; it can be funny, extravagant, or crazy. Have it reflect your team! On Friday we will choose the best pic and announce the winner in Saturday's issue; a prize will be given to the winning team. All team photos sent in will be posted on the website, so everyone can share in the fun.

Enjoy the tournament, enjoy Prague and enjoy Disquito! We will try our best.

Petr Kotěšovec

DON'T MISS

Today, Sunday July 4 at 5.30, there will be **Opening Ceremony** at Discraft Stadium (field number 24) at Vrsovice playing area. The program includes music, beer and the Game of the Day between the home team women team the **Hot Beaches** and the Canadian **Storm**. After the game see the band **Marimba** live in concert.

SPIRIT OF THE GAME WORLD-WIDE

by Sion Scone & Chris Berry

A short guide to playing teams from other nations.

One of the best aspects of WUCC is the opportunity to play against new opposition, sometimes from the other side of the world. While Ultimate is played globally to (almost) the same rules, the interpretation of how the game is played can vary hugely.



photo by Dave Sanders

The ability of a team to adapt to playing against these varied styles is key, and central to their playing style are their interpretations and applications of the rules. It is likely that your teams progress at WUCC will depend on your success in dealing with teams that seem to make calls that are contrary to your interpretation of the rules, and visa versa. I have drawn up a quick (and wildly simplified) view of world ultimate, along with various playing styles and how the rules apply to them. By taking these things into account, we can hopefully avoid making too many inaccurate calls and spend more time chasing plastic!

North American teams tend to play a physical game; they will rarely make calls away from the disc, and if the disc is hanging, expect contact. Bear in mind that 'incidental contact' is allowed in the rules; these guys will let that go a bit further. As long as you're making a play on the disc and it's not dangerous, it's fair game, so they might struggle initially with conceding a number of fouls that they might not be used to. WFDF rules are new to them, so expect some rules queries, or accidental "sorry, we usually do it differently" moments. Bear in mind though that two players

to take advantage of being hit on the mark.

UK teams tend to sit between the two, relying on physical defence to shut down their opponents, particularly on the marks. UK teams should expect to incur a lot of marking violations, and may well need to take a step off, otherwise savvy opponents from North America and Australia are likely to take advantage by throwing the disc and calling foul, thereby getting two chances at everything.

Aussies tend not to care too much, and just get on with it. They will play a hard running game with lots of hammers and cross field throws, relying on their big receivers to bring down anything, and will rarely call fouls. Australian teams favour the step-through backhand break, so be sure to avoid contact, otherwise they'll be able to draw fouls on the mark easily. Expect physical defence, lots of layout bids and if anything hangs, they'll be there. Notably, both the Open and Women's finals at Australian Nationals this year were very clean, with very few calls. I don't think anyone has to worry about playing the Aussies - from a SOTG point of view anyway; they always bring strong teams and may well beat you!

Japanese and South American teams tend to play a very fast-paced game, so they often get called as travelling by European teams. I'd advise you to be 100% sure about travels before calling them; you'd be surprised how elegantly some of these players are able to throw and move, and if you are not used to this style it is easy to think a travel has happened when it hasn't. The same principle applies to all teams obviously, not just Japanese! Also remember the travel rule change last year that means if the disc hasn't been thrown, play continues until the thrower returns to the correct position; expect the North Americans to struggle with this one initially due to the difference with the UPA rules. Remember that foot movement after the throw has been released is not a travel either, so be sure to keep your eyes on the disc rather than feet - just as it should be.

Discussions can be different too. South Americans, Swedes, Italians and UK teams are known for their fiery nature, so when calls happen you might need to allow a bit of time for them to calm down. It's not bad spirit, so just relax, take a breath, then talk to each other.

Always remember that if your opponents first language is not English, it can be difficult to explain precisely what has happened, so try to listen rather than react. Some teams will have vocal sidelines too; if you're one of these sideline people, please try to respect the call and not get involved. However, remember that it is now OK to ask for perspective from the sideline, including non-players, so allow those players involved in the call to discuss it first, then if they can't agree, they can always ask for your opinion.

Remember - all the teams coming to this tournament want to win, but they are all ultimate players and will play the game the way they think it should be played. Treat your opponent with respect, listen to what they have to say, and hopefully we can have fewer calls, and more ultimate. Good luck! «

converging on one space will result in contact, and that it might not be a foul; after all, if the space is unoccupied, who initiated contact? Also bear in mind that if you assume a position so that a moving player is unable to avoid contact, you are fouling them. So please think carefully about whether contact is a foul or not.

European teams, by contrast, tend to make far more calls and won't accept as much, if any, contact. Typically, hanging discs result in a foul call unless the disc is caught; please take into account that some contact is acceptable and incidental before making these calls. They will also call more offensive fouls than other nations, especially if their cuts are met with physical defence. I'd advise European teams to consider calling 'contact' rather than foul, to allow the game to continue and also

■[The media] was very successful. We had all the big newspapers there and TV coverage several times during the week. We played a small exhibition during the halftime of a soccer game at a major stadium and the finals were played at the same place."

Sounds modern, but this quote is from Johan Lindgren, the Media Organizer for the 1983 World Ultimate & Guts Championships in Göteborg, Sweden—the first Worlds ultimate championship to be held.

Or was it? In the mid 1970s, Wham-O, the makers of the Frisbee, sponsored the World Frisbee Championships in Pasadena, California. Ultimate was played between two American teams in front of 20,000 spectators. But it was just one of several flying disc disciplines: distance, accuracy, freestyle and Frisbee golf were others. Players from around the World did compete—but not in ultimate.

"Ultimate was from the start just another disc sport and players who played ultimate also competed in disc golf, all-around, freestyle, etc. As the sport started to get big it demanded more effort from the players so you had to concentrate on one discipline," recently related Peter Lundmark, General Secretary of the Swedish Frisbeesport Federation and one of the organizers of the 1983 World Ultimate Championships.

Funny, but the World Championships came before the World Flying Disc Federation (WFDF) was born in 1985 with the inspiration from Americans and the organization of Europeans. In 1989 the head of the Ultimate Player's Association, Robert "Nob" Rauch, started the World Ultimate Club Championships (WUCC) in conjunction with WFDF to promote city-oriented club teams and not just national ones. The first Club Worlds was in Köln, Germany.

Peter Lundmark, Dan "Stork" Roddick, Johan Lindgren, Nob Rauch, Juha Jalovaara and others involved in WFDF over the years have always sought to bring ultimate closer to the Olympics. With the help of Japan's Fumio "Moro" Morooka, ultimate took a step closer by becoming one of the sports in the International Olympic Committee's World Games in 2001.

With that one can now compete in a "Worlds" ultimate tournament three out of every four years: WFDF's WUCC (Club Worlds), WFDF's WUGC (National Team Worlds—most recently held in Vancouver 2008) and the IOC's World Games.

The 2010 World Ultimate Club Championships in Prague may mark the largest ultimate tournament ever. At 136 full-size grass teams it's pretty big—bigger than Japan's Dream Cup, Seattle's Potlatch or Rimini's Beach tournament Paganello—and those are pretty big tournaments.

So welcome to history. But the question is always out there: when will ultimate be in the Olympics?

"Not anytime soon" is the answer. The Olympics want TV ratings and they want individual sports—not team sports. They can't afford for every country to send a 20-person ultimate team to another part of the world every four years. Housing is expensive, food, security. The Olympics have stated that they intend to keep a limit on the number of competitors at 10,500. Besides, where would the numerous games be held? Who would watch?

If you want to see ultimate in the Olympics you better be prepared to wait another 50 years or longer—perhaps when ultimate turns 100 and other sports have died off. It's unlikely, but stranger things have happened.

In the meantime, enjoy Worlds with your new friends on 135 other teams. And although ultimate is bigger than ever and seems to feature a new division every decade (first juniors, then women's, then masters, then mixed) maybe it still seems like 27 years ago when Juha Jalovaara, then a 19-year old Finnish rookie and now an established ultimate veteran, went to his first World Championships—1983 in Göteborg.

"We were really pumped to get to play against the Americans for the first time ever. None of us Finns had seen them play and we had no idea what their style would look like. Our own play had developed with ideas coming from other sports such as basketball, team handball and even ice hockey applied to our game."

"We had also been used to playing games to time in Europe. It was a huge surprise and shock to arrive in Gothenburg and hear that the games would be played to points instead. We literally heard about this while getting off the bus," Jalovaara wrote.

So while ultimate may never be in the Olympics, don't be surprised if the next time you are at the World Championships it feels like Finland in 1983 (or the modern Japanese game, for that matter) and a time clock is part of the game.

The more Worlds changes, the more it stays the same. Ultimate wouldn't have it any other way. «

WORLDS FOREVER

by Tony Leonardo

Tony Leonardo

Started playing in 1988. Founded the Notre Dame college team Papal Rage in 1991. Played competitively in the Open, Mixed and Masters division in New York and Philadelphia from 1995 to the present day. Great moments include winning the party at 1995 Big Tens in Madison Wisconsin, winning the Party at Clambake 2006, winning the Malaysia Ultimate Tournament with the Bangkok Soidawgz in 2008, and playing with the Boracay Beach Dragons at Paganello 2009. Am playing at Worlds with One Last Shot Ditch at Glory -- the Philadelphia Masters squad. Have written or co-written two books on ultimate (Ultimate: The First Four Decades and Ultimate: The Greatest Sport Ever Invented By Man) as well as numerous articles and tournament write-ups over the years across every division, both for USA events and international tournaments. I work in the Film and Television business in New York and am currently being paid to write a feature comedy about ultimate for a Toronto film producer. My short film about a bike messenger, KAYA, was recently accepted to its first film festival.

photo by Petr Kotěšovec



WUCC 2010 DIRECTOR

INTERVIEW



by Kateřina Heilmann

Jana Vejmelková

Jana has been the director of the Czech Flying Disc Association for the past five years. She is behind projects that include the Czech Junior National Team, the High School League, she also helped set up regular training camps for beginners and clinics for teachers. Jana is the founding member of the WUCC 2010 organizing team and a member of Hot Beaches, a women's team playing the championships. "I am happy so many frisbee players have made it to Prague. I hope they all have a great time," she says.



photos by Ondřej Bouška Petr Kotěšovec

Kateřina Heilmann

Kateřina Heilmann is a player from Prague who started playing ultimate ten years ago with her coed team FUJ. She is the founding member of the women's team Hot Beaches and occasionally plays for a laid-back team Little Secret.

Who come up with an idea to organize the WUCC in Prague?

One of the organizers of the EUCC in Prague in 2001 Vitek Grigartzik thought it would be good to bring another major event to Prague. So we submitted a bid to host the EUC 2007 that in the end was unsuccessful. Our next attempt was for the WUCC 2010.

Who else was among the bidders to host the worlds? Why do you think you won?

England and Rio de Janeiro were the other two finalists. I think after the last two events taking place in Honolulu and Perth the aim was to make it in Europe this time around. And England got to host the European Clubs last year. I guess it was because we did well on meeting all the criteria including the accessibility, the quality of fields, and making it an integral part of our development and outreach programs.

Eighteen football pitches are booked for the event. Was it difficult getting so many fields in Prague?

It turned out to be one of the biggest problems. The situation has changed since the EUCC 2001. Now it is more expensive to rent the fields especially for such a demanding event. We were hoping to get the entire Sparta stadium on Strahov but it wasn't going to happen and thanks to Vitek we got at least four of their fields. Part of the Strahov area is reserved for Petr Čech, the Czech goalie playing for the English Premier League Champion football team Chelsea, and his summer football clinic for kids.

The downside of playing at high-quality football pitches is that we couldn't fit two properly sized Frisbee fields on each football pitch.

How big is the organizing team? What were the preparations like?

Twenty people make the organizing team. Honza

also had regular phone calls with WFDF since the fall of 2009

With 136 teams from 37 countries, the tournament has 3000 players, this must be one of the largest events in the history of ultimate frisbee. What is behind this huge attendance?

It truly is large ultimate tournament if not the biggest. The draw is its location of course and partly also the price. Prague is an attractive city in the heart of Europe and easily accessible for all European teams which was not the case in 2006 and 2002. Despite the increasing prices accommodation and food are still cheaper here when compared to the West.

Do you think organizing these large-scale happenings is sustainable? Is it possible that each division will have a separate competition within the WUCC? It is already the case with the juniors.

One reason why juniors play separately is to keep them away from alcohol. It is also true that location and travel costs play a role in the attendance of international events. We may see the appearance of more regional competitions such as the European Ultimate Championship Series. But we should maintain the WUCC format. Teams across all categories get together, support each other and that's what makes the sport special.

Having the worlds in Prague is a great opportunity to promote and grow the sport. Have you acted upon this opportunity? What have you done to inform the public about the event?

We definitely tried to make the most out of it regarding the promotion of Frisbee. We took part in several social events held across the country, mostly in Prague, showing how to play, organizing throwing competitions for the public and awarding them frisbees. A good event was the record attempt in throwing the marathon distance as part of the annual Prague Marathon. Ten WUCC participants standing 10 meters apart from each other would throw the disc about 420 times each to accomplish the marathon distance of 42,192 meters and do it below 2:03:59, the current world record marathon time. They accomplished this goal and set a new Czech record. This accomplishment made it on to the evening television news. The country's top sports news site Sport.cz even set up a section for ultimate frisbee. Many people from the local frisbee community have also been involved in the campaign.

How many spectators do you expect to showup? What games should they not miss? Who are you going to watch?

I think about 1000 people could come for the finals. The crowds will be smaller during the first four days as Monday and Tuesday are national holidays and everyone will be away from Prague for the extended weekend. Twenty of my non-frisbee friends will definitely come. I am curious to see the teams from overseas, what level of development they have achieved and the tactics they play as that's something I only know from videos.

Which country has the most teams in Prague and which team is the biggest?

The US is first with 19 teams and Canada second with 13. Canada's Phoenix registered 27 players and 10 guests which is the most of all. The top seeded Chain Lightning also brought 27 players. The country traveling the farthest to participate is New Zealand. We also have teams from Brazil, Venezuela, China, Singapore.

One team from Venezuela didn't make it. Why?

The open team pulled out because of the currency exchange problems in their country. We are glad the Venezuelan masters were able to get the money on the black market. One Argentinean team also canceled because they could not find a sponsor. Luckily, we had teams on the waiting list who were able to get ready on such short notice. Ultimate Vibration from France replaced the Argentinean team and the UK's EMO replaced Venezuela's open team. Three players were not granted visas despite our invitation letters.

Ultimate players got a chance to attend the Sockeye throwing clinic yesterday. Whose idea was that?

It was their idea. Our plan was to organize one training camp with the guidance of US players prior the tournament but the schedule was packed. Maybe next year.

WUCC 2010 is the partner of Ultimate Peace project which brings together people from various cultural backgrounds though ultimate frisbee. How can the players contribute?

It is a great project and we are happy to take part. Anyone can help by donating a frisbee or a jersey or money. Visit the information points to learn more. Also you can help by scoring a lot of points. The organizing team will pay 1 Czech crown for every point made in the tournament in support of the project.

Even worlds cannot do without a big party. What can we expect?

There will be two big parties, a trading party at Mánes on Wednesday and the closing party on Friday. The latter one is at Žluté lázně, a popular riverside leisure center. That's where all teams will dine on Friday. Get ready for live music, dancing, tasty Czech beer and a boat cruise. Not shuttle buses but the city's electric trams have been booked to take the players to the party on Friday.

What other activities are planned?

Dogfrisbee and freestyle shows will take place in between the final games on Friday. One of the participants is the Czech dogfrisbee champion Lucie Schöňová who also plays for the Czech coed team Velká Morava here at the worlds. Don't miss her show. Further frisbee and other fun activities will take place at the information points at both tournament venues.

What if someone wants to take a break from ultimate. Where in Prague should they go?

Visit the local pubs, walk alongside the river, climb Petřín hill and check out the city from the "Eiffel" tower up there. I am so happy to have so many frisbee players in Prague and I hope you all enjoy it. «

SOCKEYE THROWING HAPPY HOUR A BIG SUCCESS

Around 300 people - players or staff people came yesterday afternoon to listen to Ben Wiggins and his teammates from Sockeye, how they practice throwing, what routines they do and why it helps them in their game. Small interview with Ben Wiggins will be soon on our website. Here are few photos how it looked like. (-pk-)



THE HUDDLE IN DISQUITO

KEEP YOUR OPPONENT GUESSING

THE HUDDLE

by Gwen Ambler

Gwen Ambler

Gwen won several national titles while at Stanford, and has since won it all with Fury (San Francisco).

Gwen is a standout defender, anchoring her team's zone deep positions and winning deep throws.

Gwen uses long forehands and backhands to break down defenses, and is comfortable handling or cutting. Gwen was part of Team USA in 2005. As a coach Gwen oversaw much of the Stanford Superfly dynasty, and is one of the top minds in the women's game. In 2009 Gwen went 2-for-2 with both a World and National Championship with Fury.

Dear Ultimate Fan,

WUCC is a once-in-a-lifetime opportunity, and we at The-Huddle are excited to bring you articles from some of our top authors. We've recruited top players and coaches to write for us, and we hope that the results are worthwhile reading for any young, developing or just interested player in the game of Ultimate. When WUCC asked us to contribute some of this work to the tourna-

ment newsletter, we were thrilled to help out!

If you'd like to see more, visit us at www.The-Huddle.org to look through our archives or to read the next issue. Until then, keep hucking and enjoy every minute of WUCC and Prague!

Andy Lovseth and Ben Wiggins
The-Huddle.org



photo by Scobel Wiggins

This week's question is essentially asking what do you do if your original game plan and strategy for how to play a certain player doesn't seem to be working. In this case, I would consider coming up with multiple different strategies for minimizing that players' apparent strengths. Here are four possible strategies (and in the order I would attempt them) for dealing with a player with dominant throws:

1. Front her to try and deny her the disc on any easy pass, forcing her to make plays in a way that is not her preference (i.e. going deep to try and catch goals instead of throw them). This strategy is what I would always try first, but in the scenario outlined, it didn't seem to be working. While you might abandon this strategy for awhile, don't forget to try it again later in the game.

2. Guard her on her inside hip so that you can always see both your woman and the disc and try and push her out wide to the open side. This is a containment-type defense where you concede certain passes but try to take away the player's most damaging un-marked throws. This positioning should make a handler stay near the disc because she would seem more open cutting in than away, but the defender is close enough to make a play on a bad pass, or put on a mark if she does catch it. A good marker is vital for this defense. By positioning yourself in the inside-out space, you ensure that she is less likely to catch a pass on the break-side and get off a huck. When she catches the disc, the sideline should yell, "Thrower!" to alert the downfield D that a huck might be coming. The defense's priority is to only have her throw

open side hucks so that the downfield D can anticipate where the deep looks are coming from.

3. If the downfield defense is still getting burned by her long throws, I would then set up a clam defense where the player in question and the other two handlers are marked person-on, while the four remaining players play more of a zone downfield, covering players only when they cut into their space. This should ensure that there is always a defender last back ready to defend any deep pass that gets put up. Even if this defense is only used as a transition D, forcing the offense to adjust to multiple defensive looks during a point can be effective.

4. The last specific defense I would consider is a box-and-one. Even if it is not windy, this defense can be effective if your opponent is used to relying on its main thrower to run its zone offense. Set up a 3-2-1 zone where the extra person guards the target handler person-on, fronting her and trying to deny any easy reset. If the handler goes deep, the defense will have help from the zone's deep deep defender.

How many different defensive looks your team will need to use in a game to shut down a specific player really depends on how good she is and how much her team relies on her. The better the player and the more well-rounded the team, the more quickly they will adjust to a specific defense. That's why it's important to have numerous defenses to alternate between so you keep your opponent guessing and you can narrow down what sort of defensive options seem most effective. «

The annual WFDF (World Flying Disc Federation) Congress was held Saturday here in Prague. I attended in order to write a short article about my impressions of the meeting and to outline some of the main issues discussed.

Strong development ideas, practical concerns addressed

It was clear during the several hour meeting that WFDF and its board members care passionately about disc sports and have put a great deal of time and energy into running and seeking to improve WFDF and its sports. Development was their apparent first concern, as most proposals dealt with new divisions (under-23, women's masters), making sure tournaments do not overfill (Continental Championships, separate mixed/masters tourney), and improving safety and the experience for junior players (alcohol limitations, separate under-19s from WUC). They even proposed the creation of Beach Ultimate as a new sport, with arguments detailed in a white paper. (For this, the congress agenda and all proposals, see <http://tinyurl.com/wfdfcongress>).

Better planning, organization, communication needed

WFDF's strengths in ideas and ambition to grow the sport seem to outpace its ability to organize its work and communicate with its members, however. One example is the creation of an under-23 world championship event. This new championship is nearly universally supported as a positive step for the worldwide development of Ultimate. Unfortunately, WFDF publicly announced and scheduled the first under-23 tournament before formally proposing it to WFDF members, so members were not given an opportunity to contribute input or vote on it as one would expect before such an important initiative. (In fact, that input and vote is required in the WFDF by-laws.)

Because under-23 teams have already been formed and players are already training for this tournament, it was too late to rename or reschedule the tourney without breaking a lot of under-23 hearts, so the WFDF membership didn't have much of a choice except to accept the proposal.

In this example, it's not that the under-23 division is a bad idea (it's a great one) nor is this nit-picking over a by-law. The point is that a core responsibility of the board of WFDF is to communicate with its members so it can effectively represent them. And, part of that responsibility is to be better organized with planning for a longer-term vision to avoid the need for last-minute decision-making.

To its credit, the WFDF board apologized for its error in handling the under-23 issue and said it would not happen again. Also, WFDF is budgeting for a full-time executive director in the future, which should help with the workload and presumably allow the board

to focus on longer-term issues while leaving more of the year-to-year operational tasks to the director.

Appreciation and comments

There is no question we all owe a debt of gratitude to the WFDF board members and volunteers that put the (unpaid) time and effort needed into keeping this truly international organization going and our sports growing. Thanks WFDF!

They also need your input. If you have opinions, comments or suggestions about these or any other issues involving WFDF, please let your national director know so they can relate that to the WFDF board. You can also look for the online version of this article at wucc2010.com and comment there.

Also keep an eye out for an interview with WFDF president Jonathan Potts in the Disquito later this week.

WFDF Congress agenda

The main points discussed included those below. All of the issues below were "passed" via a straw poll (but will be officially passed via electronic voting over the next couple of months), or were deferred as more information needs to be gathered.



photo by David Průcha

- » Create World under 23 Championships
- » To recognize Beach Ultimate as a disc sport and to co-host the World Championships Beach Ultimate with BULA for the next 5 years
- » To restructure qualification (Continental Championships) procedures for World Ultimate Championships (2012)
- » Limitations on alcoholic beverages at youth events
- » Women's Masters at WUC2012
- » Continental qualification for WUC
- » Creation of Separate Mixed Masters WUCC
- » Separate U19s from WUC

WFDF: DEVELOP- MENT OUTPACING ORGANIZA- TION

by Bryn Perkins

Bryn Perkins

Bryn Perkins is an American living in Prague since 2001. He learned to play ultimate at Carleton College in Minnesota, USA and also played in Anchorage, Alaska, Los Angeles, CA and Portland, OR.

DISQUITO SURVEY

4 QUESTIONS

by Radka Balážová

1. How much time did your trip to Prague take?
2. What does the name of your team mean, how did your team get this name?
3. When did you arrive, what was your first impression of Prague?
4. Are you planning to go directly home after the tournament or will you travel around the area? Where?



Julio Lopes, Caobos Ultimate Club (Yanomami), Venezuela, Masters

1. The Caobos Ultimate Club is our official name for sponsors; Caobos is the neighbourhood where we live. Our actual name is Yanomami which is the name of an Indian tribe from Amazonia.
2. My flight from Caracas via Madrid and London took 11 hours all together.
3. I arrived on Thursday. I thought the town was very hot, very green, and beautiful. We had problems with communication in English and Czech.
4. I am planning to go to Spain for 10 days after the WUCC.



Susan Butchholder, Zeitgeist, San Francisco, USA, Women

1. Our team was named after a bar. I wasn't on the team when the name was picked, but I think it was just a random choice.
2. My flight took about 15 hours.
3. We came just yesterday (Saturday), the weather was nice I liked the architecture we saw, for example the Astronomical Clock on Old town square.
4. I'm going to spend an extra week in Europe after the tournament to go to Budapest (Hungary).



Branislav Jaško, Feldrenner, Germany, Open

1. The name means "field runners" in English.
2. My trip to Prague took 3 hours, I came by car from Bratislava (Slovakia)
3. I came here Saturday around noon. I saw Slovak people in staff T-shirts everywhere – that caught my eye. (Branislav comes from Slovakia).
4. I am going home on Saturday after the final games.



Philippe Debongnie, XLR8RS, Bruxelles, Belgium, Mixed

1. XL signifies the name of our town, the other part of the name would be hard to explain.
2. The trip took 2 hours, we flew.
3. Question: On which place would you like to finish at WUCC? We are seeded 33. We would be happy if we keep this position or finish better.
4. We are going straight home after the games.

WEATHER

FORECAST FOR SUNDAY JULY 4

Mostly Sunny
30°C/ 86°F



Wind from WSW at
11 km/h 7 mph
Max. Humidity: 54%
UV Index: 8 Very High

CONTACT US

Have you got anything to say? Do you want to write an article for us? Feel free to send us anything at: newsletter@wucc2010.com

CHANGE!

There were few mistakes in the tournament format for which we would like to apologize. In Masters Division, Team Surly was moved to A pool and team GLUM was moved to B pool. Seedings stays as it was. Both of the teams are aware of the changes. For Open division, the format of the tournament in the players book is wrong for the power pool Q and R for 3, 4 and 5 day. The correct format is on our website. All the open teams will get the correct printed version at the fields before their first play. Captains were informed about it at the captains meeting. Sorry again!

DID YOU KNOW, THAT ...

Swimming pool at Vrsovice area

All participants at WUCC 2010 Prague with ID cards can profit of discount of 30% of the entrance fee to the outdoor swimming pool at Vrsovice area. The discount applies to two hour entrance ticket. You pay 60 CZK instead of 85 CZK. There are also possibilities of one hour or one day entrance ticket however without discount. Please show your ID card while purchasing the entrance ticket. Opening hours are 9.00 – 20.00 every day.

Play, party and relax!

Use our REGE Centre in Strahov, where you can find 2 whirlpools, a sauna and two pairs of magic hands at the two massage tables!

The REGE Centre is inside of the Rosickeho Stadium (fields number 9 and 10 – see your map). You can either ask for immediate services, or book an appointment. 1 hour in the sauna or whirlpool costs only 5 EUR/ 130 CZK, a 30 minute massage or physio session costs 8 EUR/ 200 CZK. Now read carefully...you can book the whole centre for up to 15 people for 2 hours!!! With use of the sauna, whirlpool, and massage therapists as you like for only 78 EUR/ 2000 CZK for the whole team! Hmmm.... lucky you!

At the Vrsovice area, very close to the Discraft Arena, there is massage tent with 4 physiotherapists waiting for you!

Again, price for a 30 minute session/massage is 8 EUR/ 200 CZK. In this area is also a big

swimming pool for those who prefer active relaxation.

Going to check these out?

The REGE Centre is open every day from 12pm until 10pm and the Vrsovice massages tent from 8am until 7pm. Please try to bring an exact change as it helps make it easier for the crew. Bringing a personal towel might be helpful as well.

Last but not least... Don't hurt yourselves and enjoy the tournament!!!

Parking places

All of the parking places near the fields except the area of the Slavia are free of charge. Near Slavia we recommend you to park for free in nearby streets.



photo by Jan Bechyně

disquit

daily newsletter of wucc 2010

MONDAY, 5 JULY 2010

HOT PLAY ON A HOT DAY

DON'T MISS

There are two Games of the Day today. One in both playing areas: Doublewide (USA) vs. Euforia (Colombia) at Discraft Stadium (field number 24) at Vrsovice playing area, from 6.30. It will be broadcasted online. At strahov game from the mixed division between The Chad Larson Experience (USA) and Jeremy Codhand (UK). Starting also at 6.30. This game won't be online.

photo by Dave Sanders

PROMOTING GLOBAL PEACE THROUGH SPIRIT OF THE GAME

PROFILE

by Katie Perkins

Katie Perkins

Brett has been a team leader and tough, smart defender with Team Australia, North Carolina State University and North Carolina's Ring of Fire as well as an active advocate for youth Ultimate and better poaching.

How better to promote the ideals of respect and understanding than through Ultimate and its unique focus on Spirit of the Game? The organization Ultimate Peace aims to do exactly this; provide a bridge between cultures by using Ultimate as a central meeting ground for youths in conflict areas. By focusing on fun and education (as opposed to politics), Ultimate Peace uses the game of Ultimate to build friendships and understanding, as well as teach teamwork and sportsmanship.

Ultimate Peace was established in 2008 by Dr. David Barkan from California, Dori Yaniv from Israel, and Linda Sidorsky from Massachusetts. On a trip to Israel organized by Barkan and Yaniv, the Israeli Ultimate team Matza Balls impressed them with the enthusiasm it had generated through teaching youths, facilitating clinics and holding a tournament. While the work the Matza Balls was doing was impressive, Barkan was saddened to realize that Ultimate was not being played by neighboring Palestinian sporting communities. Joining with Sidorsky, who had experience organizing international youth Ultimate, the concept of Ultimate Peace was born. The organization's mission, as its website states, is to have Palestinian and Israeli children "share the joys of throwing and catching a soaring Frisbee, playing on a team cooperatively, and settling on-field disagreements collaboratively."

Ultimate Peace has a clear vision for the future: Israeli and Palestinian youth playing side by side, forging new connections, developing a deeper understanding of one another, and bonding through the shared athletic experience of Ultimate. In the end, it is hoped that the youths who learn from their positive, multi-cultural experiences with Ultimate Peace can bring more harmony their own divided world.

Ultimate Peace facilitates monthly sessions in eight Palestinian and Israeli villages. They are also organizing an overnight summer camp for 120 Palestinian and Israeli youth. In this next



photo by Marc Altman

year, the organization is working to convene the first Ultimate Peace Twinned Youth League and hopes to train more community coaches and instructors to teach the game and values of Ultimate.

For this upcoming year, Ultimate Peace wants to expand its scope to a global scale through the "UP Catalyst Program" that will assist agents, around the world, to start small programs and plant the seeds of Ultimate Peace. To this end, they are also initiating a domestic pilot program in the US that will partner with inner-city youth programs.

In order to maintain this momentum of positive change and keep the enthusiasm going, Ultimate Peace, as an organization, is busy building a sustainable infrastructure. Such infrastructure includes securing multiple funding streams, creating effective governance, and building multifaceted organizational capacity.

And of course, Ultimate Peace is counting on your support. Be a part of Ultimate Peace. Donate, volunteer, spread the word, send them your ideas!

To get involved here in Prague, donate a disc or ultimate jersey to the organization through the drop box placed in the Five Ultimate tent (a partner of Ultimate Peace). A fund raising competition is also planned. In addition, the Czech organizing committee has decided to donate CZK 1 for every point scored at Worlds 2010 to Ultimate Peace from merchandise sales, you can track the number of points scored (and money raised) by checking the counter on the website. For more information or to donate directly go to: www.ultimatepeace.org.

Ultimate Peace
Promoting Peace through
Spirit of the Game
www.UltimatePeace.org



Altman 2009 www.marcaltman.com

photo by Marc Altman

When he started Ultimate Peace, David Barkan didn't have direct experience with a similar organization, but he did have a lot of experience with group facilitation and consulting on social change initiatives. Also, over his thirty-year Ultimate career, Barkan led many teams to compete at the highest national and international levels. He knew the work for Ultimate Peace would be challenging, "but I knew in my heart we would succeed," he says.

The biggest challenge the organization faces in effectively accomplishing what they envision is funding. So far, they have been unable to secure a solid sponsor or attain foundation support. Barkan is grateful for the Ultimate community and other supportive angels that have come through to keep the dream alive. "Every time I or another director is ready to give up, we get a miracle. It never ceases to amaze me," Barkan notes enthusiastically.

In the long term it will be necessary for the organization to find the right local partner who believes in the project. "We need access to kids on both sides, fields, and local coaches," Barkan explains. This year the organization was able to partner with the Israeli Ministry of Sport, which is in full support of all that Ultimate Peace is doing. "They bring great energy and resources to the table," says Barkan. Most importantly, the ministry understands the power and potential of Ultimate in the realm of building bridges.

Some of the biggest issues Ultimate Peace has had to overcome have been logistical, physically bringing all the kids together. "Palestinian kids need permits to cross the border, and Israeli Jews cannot go into Palestine," Barkan notes. Transportation in the region is expensive and the political barriers in the Middle East can be a real set back.

By next year, Barkan hopes that they can have hundreds of Palestinian and Jewish kids playing Ultimate together. The goal for the next three to four years is to have thousands of kids in the region playing together. "Beyond that, Barkan says, "we will continue to build our domestic inner city program, and hope to bring Ultimate to thousands of urban youth who would otherwise never play the game." In the next five years Ultimate Peace hopes to have programs in at least two more regions where conflicts divide cultures and their youth. Some potential locations that they are considering to expand to are Columbia, Northern Ireland, Venezuela, and India. To do this, Barkan says the organization will focus on building up infrastructure and finding access to serious funding.

At its core, Ultimate Peace is a labor of love. The leaders are all volunteers and have full-

time jobs and families. "There is no office, no steady funding, just a gritty determination to make this thing happen," says Barkan. "But," he says on an upbeat, "we never give up. There are many great people and organizations on both sides that want to bring the disparate cultures together, and we are finding them."

Support for Ultimate Peace is really taking fire among the Ultimate community, "we have received so many requests from individuals to get involved," says Barkan. In April 2011 Ultimate Peace will host its first international HAT tournament in the Middle East. The event will be open to players from around the world, but spots will be limited. The teams will be comprised of international players and local Palestinian and Jewish teens with adults and teens competing side by side. "The three day tournament will not just be an Ultimate event, but a multi-cultural celebration," says Barkan. After the tournament, international players will have a chance to visit their local team-mates' communities, be hosted by local families, and hold small events for other kids in villages and towns around the region.

"This is all very exciting for us, to open up this work to many more people," Barkan exclaims. For more details and to learn more about how you can get involved, write to: info@ultimatepeace.org.

DAVID BARKAN, CO-FOUNDER OF ULTIMATE PEACE

PROFILE

by Katie Perkins

David Barkan

David lives and works in the San Francisco Bay Area. He is the captain of Team U.P. (Ultimate Peace) and has led many teams over the course of his thirty-year career to compete at the highest national and international levels of the sport.



photo by Marc Altman

OPEN DIVISION | RESULTS & STANDINGS

POOL A		POOL B		POOL C		POOL D	
Chain - Loquitos	17-06	Revolver - Feldrenner	17-06	Buzz - Silence	17-10	Ironside - M.U.C.	17-06
Decision - Magon	04-17	Fire - Gigolo	17-04	Freespeed - LOL	16-08	Jack'Suns - Mor ho!	17-11
Chain - Decision	17-03	Revolver - Gigolo	17-01	Freespeed - Silence	15-14	Ironside - Mor ho!	17-05
Magon - Loquitos	17-13	Fire - Feldrenner	13-15	Buzz - LOL	17-03	Jack'Suns - M.U.C.	12-17
Chain Lightning	2 0	Revolver	2 0	Buzz Bullets	2 0	Ironside	2 0
Magon	2 0	Feldrenner	1 1	Freespeed	2 0	M.U.C	1 1
LOQUITOS	0 2	Fire of London	1 1	Silence	0 2	Jack'Suns	1 1
Ultimate Decision	0 2	Gigolo	0 2	LOLO	0 2	Mor ho!	0 2
POOL E		POOL F		POOL G		POOL H	
Sockeye - EMO	17-06	Doublewide - Cotarica	17-09	Chevron - Absolut	17-12	Skogs - UFO	17-11
Heads of State - DominO	17-09	Euforia - CUUP	17-07	Ragnarok - Redbacks	17-06	Invictus - Vibration	17-09
Sockeye - DominO	17-03	Doublewide - CUUP	17-07	Chevron - Redbacks	17-07	Invictus - UFO	17-08
Heads of State - EMO	17-10	Euforia - Cotarica	13-09	Ragnarok - Absolut	17-04	Skogs - Vibration	17-07
Sockeye	2 0	Doublewide	2 0	Chevron	2 0	Invictus	2 0
Heads of State	2 0	Euforia	2 0	Ragnarok	2 0	Skogs	2 0
EMO	0 2	Cotarica	0 2	Absolut	0 2	UFO	0 2
DominO	0 2	CUUP	0 2	Redbacks	0 2	Ultimate Vibration	0 2
POOL J		POOL K		POOL L		POOL M	
Clapham - Bisch	16-15	Colony - Mooncatchers	17-04	Mephisto - Mubidisc	17-06	Karhukopla - theBigEz	17-11
Viksjofores - Fenix	17-11	Phoenix - Dublin	17-11	Nomadic Tribe - Cambo Cakes	17-10	Flying Angels - Stoly	17-12
Clapham - Fenix	17-03	Colony - Dublin	17-07	Mephisto - Cambo Cakes	17-06	Karhukopla - Stoly	17-09
Viksjofores - Bisch	16-14	Phoenix - Mooncatchers	16-11	Nomadic Tribe - Mubidisc	17-07	Flying Angels - theBigEz	17-11
Clapham	2 0	Colony	2 0	Mephisto	2 0	Karhukopla	2 0
Viksjofores	2 0	Phoenix	2 0	Nomadic Tribe	2 0	Flying Angels	2 0
Bischi	0 2	Dublin Ultimate	0 2	Cambo Cakes	0 2	TheBigEz	0 2
Fenix UNAM	0 2	Mooncatchers	0 2	Mubidisc	0 2	Stoly Ultimate	0 2

We are sorry for the Pool Standings look. We are working on data export from the online system, so there are more specific. Hopefully tomorrow.

WOMEN DIVISION | RESULTS & STANDINGS

POOL A		POOL B		POOL C		POOL D	
Fury - Cosmic Girls	17-03	UNO - Little Miss	17-04	Brute Squad - Zephyr	14-07	Riot - Atletico	17-02
HUCK - D-CUUP	17-02	Storm - Hot Beaches	17-16	Wildcard - Brilliance	17-03	Woodchicas - Tequila	15-10
HUCK	1 0	UNO	1 0	Wildcard	1 0	Riot	1 0
Fury	1 0	Storm	1 0	Brute Squad	1 0	Woodchicas	1 0
Cosmic girls	0 1	Hot Beaches	0 1	Zephyr	0 1	Atletico	0 1
D-CUUP	1 1	Little Miss	0 1	Brilliance	0 1	Tequila	0 1
POOL E		POOL F		POOL G		POOL H	
MUD - QUB	17-05	Iceni - Yaka	17-14	Showdown - Jinx	17-06	Zeitgeist - Honey	17-08
Backhoe - Lutus Swiss	17-05	Naughty Kids - Viima	12-14	LLL - Copenhagen	16-12	Lotus - E6	17-06
MUD	1 0	Iceni	1 0	Showdown	1 0	Lotus Canada	1 0
Backhoe	1 0	Viima	1 0	LeedsLeedsLeeds	1 0	Zeitgeist	1 0
QUB	0 1	Naughty Kids	0 1	Copenhagen	0 1	Honey	0 1
Lotus Switzerland	0 1	Yaka	0 1	Jinx	0 1	E6	0 1



photo by David Prucha



photo by Dave Sanders

MIXED DIVISION | RESULTS & STANDINGS

POOL A

Axis - Sin City	17-08
RIP - GHD	17-04
Blue Arse Flies - GHD	17-08
Sin City - RIP	13-17
GHD - Blue Arse Flies	08-17

Axis of C'Ville	2	0
RIP	2	0
Blue Arse Flies	1	1
Sin City	0	2
G.H.D.	0	2

POOL B

Chad Larson - Freespeed C.	17-04
Jeremy Codhand - U. deLux	17-03
Gronical D. - Chad Larson	09-17
Freespeed C. - Jeremy Codhand	03-17
U. deLux - Gronical D.	04-17

Jeremy Codhand	2	0
The Chad Larson E.	2	0
Gronical Dizzines	1	1
Freespeed Coed	0	2
Ultimate deLux	0	2

POOL C

Mental Toss - Velka Morava	17-03
Credo - Sexy Legs	17-06
Sexy Legs - Pie Wagon	11-17
Credo - Velka Morava	17-03
Mental Toss - Pie Wagon	17-15

Credo	2	0
Mental Toss	2	0
Pie Wagon	1	1
Sexy Legs	0	2
Velka Morava	0	2

POOL D

Chaos - GrandMaster	17-06
Frizzly - Ahau Ik	17-09
Ahau Ik - 2600mixed	09-17
2600mixed - Chaos	08-13
GrandMaster-Frizzly	08-17

Frizzly Bears	2	0
Chaos	2	0
2600mixedColombia	1	1
Ahau IK	0	2
GrandMaster Flash	0	2

POOL E

Iku! - Thundering Herd	17-13
Coyote - Zagreb	17-03
CUS Bologna - Iku!	13-16
Thundering Herd - Coyote	10-17
Zagreb - CUS Bologna	11-16

Quiet Coyote	2	0
Iku!	2	0
Cus Bologna	1	1
Thundering Herd	0	2
FDK Zagreb	0	2

POOL F

Onyx - Duke	17-09
Smurf - Frizmi	17-08
Heidees - Onyx	04-17
Duke - Smurf	10-17
Frizmi - Heidees	18-09

Onyx	2	0
Smurf	2	0
Frizmi	1	1
Duke	0	2
Heidees	0	2

POOL G

Brighton - Guayota	17-08
AMP - Brazzinga	17-07
Upsadaisy - Brighton	17-13
Guayota - AMP	06-17
Brazzinga - Upsadaisy	11-17

AMP	2	0
Upsadaisy	2	0
Brighton	1	1
Duke	0	2
Brazzinga	0	2

POOL H

Kaboom - Ah Ouh Puc	17-10
Sugar Mix - XLR8RS	17-06
SQOAL - Kaboom	14-15
XLR8RS - SQOAL	08-17
Ah Ouh Puc - Sugar mix	07-17

Sugar Mix	2	0
Kaboom	2	0
SQOAL	1	1
Ah Ouh Puc	0	2
XLR8RS	0	2



photo by Dave Sanders

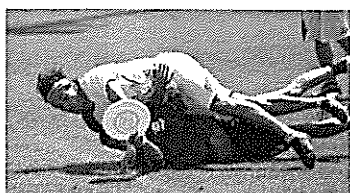


photo by Dave Sanders



photo by Neil Gardner

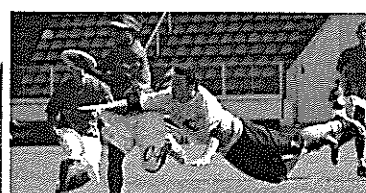


photo by Jan Pirgl

MASTERS DIVISION | RESULTS & STANDINGS

POOL A

Vigi - Red Lights	12-17
Eastern Greys - Age Against	17-06
Wall City - FigJam	18-15
Surly - Caobos	17-01
Vigi - Age Against	17-07
Red Lights - Wall City	17-08
FigJam - Caobos	17-03
Surly - Eastern Greys	17-12

Surly	2	0
Red Lights	2	0
Wall City	1	1
Eastern Greys	1	1
FigJam	1	1
Vigi	1	1
Age Against the M.	0	2
Caobos	0	2

POOL B

Troubled Past - Big Bombers	17-06
Gauntlet - GLUM	12-14
Old Sag - Helsinki	12-16
OUF - Wolpertinger	11-17
Troubled Past - Helsinki	17-08
Wolpertinger - Gauntlet	17-08
Big Bombers - OUF	04-17
GLUM - Old Sag	12-16

Troubled Past	2	0
Wolpertinger	2	0
Helsinki	1	1
O.L.D. S.A.G	1	1
GLUM	1	1
OUF	1	1
Gauntlet	0	2
Big Bombers	0	2

buy photos online:

nzsnap.com & ultimatephotos.org

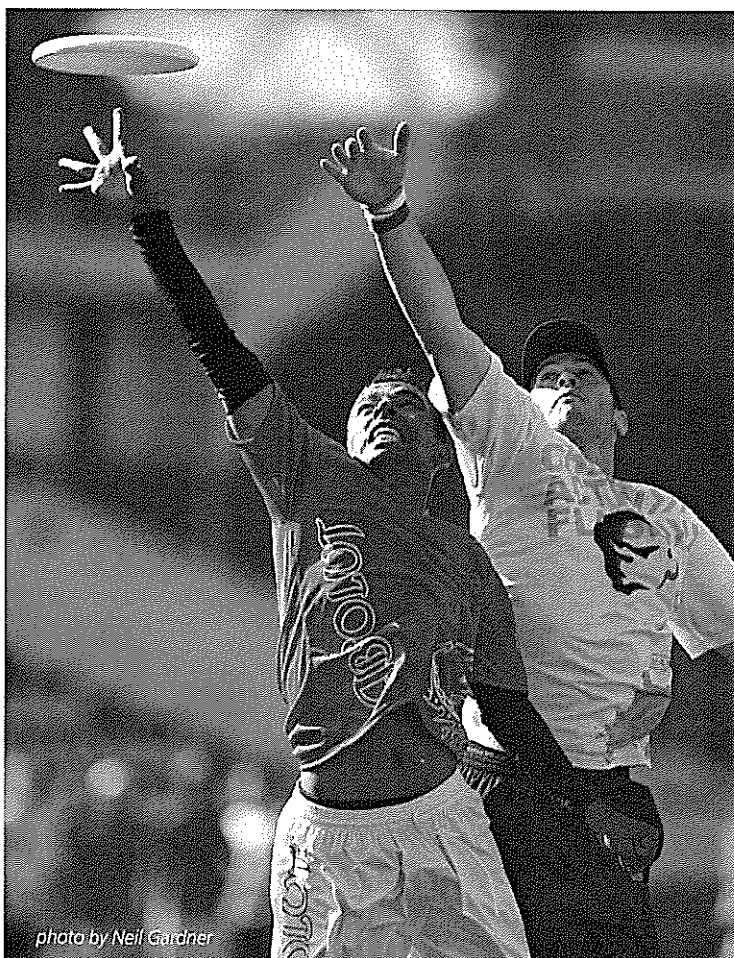


photo by Neil Gardner

wucc2010.com/disquito & flickr.com/photo/wucc2010



Your ultimate apparel company, from the endzone to the dance floor.

FiveUltimate.com

Follow our flags at Vršovice for official
tournament gear, fun, games, music, and more...

LUNCH INFO

You can buy a lunch menu at both Vrsovice and Strahov.

Purchase a meal voucher in one of our WUCC info stalls.

All three types of vouchers are sold at both stalls. Make sure you buy the correct voucher for the meal and place you want!

Vrsovice – Peterka catering:

- Various refreshments and beer.
- One voucher = main dish, drink, dessert.

Strahov – Ham Tam:

- Mexican and Arabic specialties.
- One voucher = large quesadilla, soup, drink.

Strahov – Menza:

- One voucher = soup, main dish, salad that goes along.
- NOTE: For Menza, vouchers needed one day in advance!

Except in Menza, it is also possible to have the main dish without meal vouchers and pay for it in cash. However, the vouchers give you a better price. Plus you do not need to carry your wallet with you.

VOUCHERS AT WUCC INFO STALLS
130 CZK / 5 EUR



photo by David Prucha

BOAT TRIP

SIGHTSEEING BOAT TRIP

Departing every day

11:00 14:00 16:00 17:00 18:00

near the shuttle-bus stop "Manes"

BUY TICKETS

AT WUCC INFO STALLS

190 CZK / 8 EUR

ELIMINATE 2-3 BREAKS A GAME

THE HUDDLE

by Brett Matzuka

Brett Matzuka

Brett has been a team leader and tough, smart defender with Team Australia, North Carolina State University and North Carolina's Ring of Fire as well as an active advocate for youth Ultimate and better poaching.



photo by Scobel Wiggins

Ever since I started playing competitive Ultimate, I have been on the D team. So, receiving the pull isn't something that I have partaken in very often. That being said, I have done it and can give a viewpoint from a defensive standpoint.

Most important and crucial part of receiving the pull is the reception. I mean pure and simple, having someone there to initially catch the disc. From an offensive standpoint, catching the pull is where the offense begins. This is analogous to the inbounds pass in basketball; if you can't confidently, successfully inbound the ball, you are going to have some unnecessary turnovers. The offense wants to catch the disc and get it moving right away whether for a set play, or string, or just to gain easy ground before the defense sets up. Whether due to miscommunication or a lack of confidence in catching, a pull hitting soil is starting off on the wrong foot for an offensive team.

In terms of how many should be back for this procedure and where they are positioned is determined by what offensive structure your team uses. For a horizontal, I would typically have one back to receive the disc and then two secondary handler options which form a triangle from the initial reception. Behind this, downfield, would be the normal horizontal stack. Procedurally, I would have an outside handler receive the pull, hit one of the two upfield options, and fill in to the outside of the person they had just thrown to (figure provided). The main purpose of this is get the disc to the center of the field to help open up space. This also gives the handlers, and offense, a routine to follow. Psychologically, this is a good way to forget what has happened in the game up till now and get refocused on the current point; watch any professional tennis player before he/she serves and notice that they bounce the ball the same number of times before each serve, or watch a basketball player before a free throw.

For a vertical stack, I would maintain have one handler back to receive the pull and a handler upfield, in the middle, as a first option. From here, you can either fall into the offense, or follow the string called.

Lastly, I remember a quote from my previous captain, Jonathan Potts, that is meaningful in this circumstance.

"A good puller is worth 2-3 breaks a game."

If your offensive team can work out a system to make this statement irrelevant to your team, then I would say you know how to receive the pull.

Games of the Day

The Czech women's team Hot Beaches took on Canada's Storm in yesterday's game of the day, and they gave the crowd a great game! The stands were packed at the Discraft stadium (field #24) and 9,867 people watched the game streamed live online. After trading points at the beginning with no turnovers, Storm took the game to half with a solid lead, 9-5. The Hot Beaches kept their heads about them and rallied to take the game even at 16-16. In the final point the Czechs couldn't force a turn despite repeated close calls, and Storm won it 17-16.

You can see the recorded game here: tinyurl.com/Hot8vsStorm. Future games of the day at Discraft stadium as well as the finals in all divisions will also be streamed live online; find the links at the online disquito at wucc2010.com/disquito.

Tomorrow's games of the day should be excellent as well. In the Open division, undefeated teams Doublewide (USA) and Euforia (Columbia) will play for first place in their pool at Discraft stadium. The Mixed division will also showcase teams currently with 2-0 records: Jeremy Codhand (UK) will take on The Chad Larson Experience (USA) at Morrison stadium (field #10). Both games are scheduled to start at 18:30.

Open

Group A (in order of seeding: Chain Lightning, Magon, LOQUITOS, Ultimate Decision) held to seeding. New Zealand beat Japan 17-13 to hold the second place in the pool.

Group B saw Fire of London falling to the closely-seeded Feldrenner Mainz 13-15 in the game that probably decided which team makes the Power Pool.

Group C (Bunka Shutter Buzz Bullets, Freespeed, Silence, LOL) also held to seeding, with a the Czechs losing to the Swiss in a close 15-14 that will probably mean Switzerland's advance.

In Group D the Munich Ultimate Club took second place in the pool from the French team Jack'Suns, 17-12.

No surprise results in Group E (Sockeye, Heads of State, EMO and DominO) or Group F (Double Wide, Euforia, Cotarica Grandes, CUUP).

Groups G and H should see good games tomorrow with undefeated teams meeting to fight for first place in the pool. The UK's Chevron Action Flash will meet Denmark's Ragnarok in G, while Sweden's Skoggshyddan FK will play Canada's Invictus in H.

Likewise, the first and second seeds in the remaining pools are undefeated and will meet to determine first place: Group J will see UK's Clapham vs. Swedens Viksjöfors IF; Group K Australia's Colony vs. Canada's Phoenix, Group L Canada's Mephisto vs. Japan's Nomadic Tribe, and Group M Finland's Karhukopla vs. Switzerland's Flying Angels Born.

Women's

In the women's division, teams only had one game, in which the top two seeds played the bottom two seeds. When compared to the seeding, the results contained only one surprise, in Group F. Finland's Viima beat the higher-seeded Japan's Chukyo University Naughty Kids in a close 14-12 game. The pools will play their remaining

games out on Monday and we'll report on which advance to the Power Pool.

Mixed

The Mixed division teams each played two games today and will complete their pool play with two games tomorrow. Sunday saw the seeding hold with nearly all teams holding their place in their pool according to initial seeding, with a couple of surprises.

Group F's last-seeded Frizmi (Croatia) upset Heidees (Germany) with an 18:9 win that saw Frizmi score 8 straight points midgame. Heidees will no doubt try to bring their best against DUKE (UK) Monday, the other 0-2 team in the pool.

In Group G, Austria's Upsadaisy surprised the UK's Brighton Ultimate 17-13 by going ahead early and never letting Brighton get closer than two points. This loss puts extra pressure on Brighton going into tomorrow's game against undefeated AMP – watch for it.

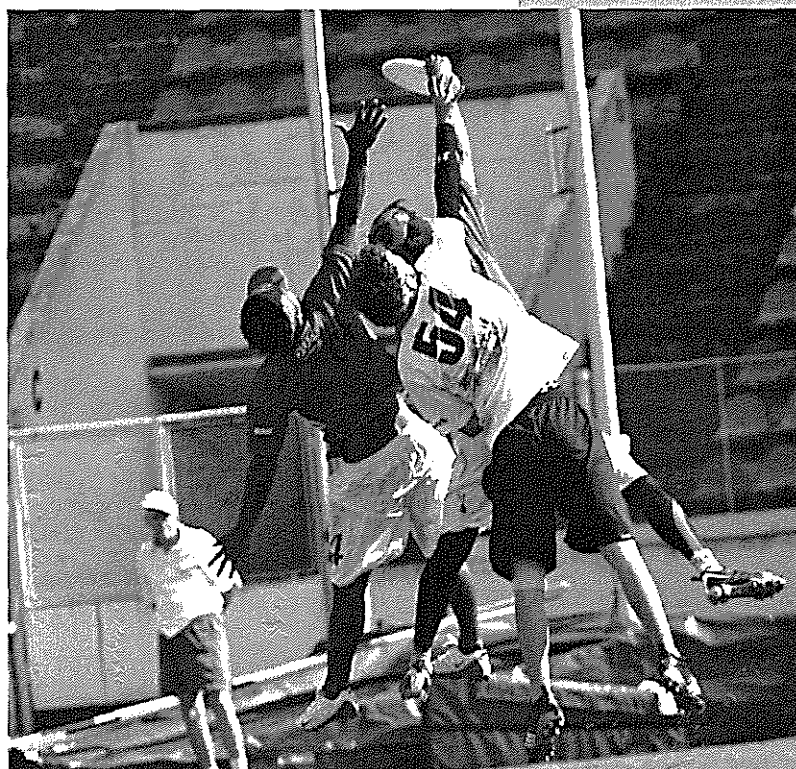


photo by Jan Pirgl

Masters

The Master's division has a different format than the other divisions, with eight teams in each group and only two groups, so initial pool-play games will continue through Wednesday.

In Group A, Dutch Red Lights and American Surly started off the tournament with two wins each. German Wall City, Australian Eastern Greys, Canadian Figjam and Japanese Vigi teams took a win and a loss each, with Wall City beating out Figjam in a relatively close 18-15 game. The UK's Age Against the Machine and Venezuela's Caobos went 0-2.

Group B's first day brought only wins for USA's Troubled Past and Germany's Wolpertinger, losses for Canada's Gauntlet and Japan's Big Bombers, and one of each for Finland's Helsinki, USA's OLD SAG, Canada's GLUM and France's OUF.

Check out full results, game statistics and pool standings at scores.wucc2010.com.

DAILY GAMES SUMMARY SUNDAY JULY 4

by Bryn Perkins

DISQUITO SURVEY

4 QUESTIONS

by Radka Balážová

1. How long have you been playing Ultimate?
2. Did you do some other sport before you started playing Ultimate?
3. Do you play any other sports besides Ultimate? (During the season as part of your practices or off season)?
4. Did you prepare for Worlds by doing anything differently in your practice or anything special?

WEATHER

FORECAST FOR MONDAY JULY 5

Sunny,
with few clouds
28°C / 81°F



Wind from NNW at 13 km/h / 8 mph
Max. Humidity: 81%
UV Index: 8 Very High

CONTACT US

Have you got anything to say? Do you want to write an article for us? Feel free to send us anything at: newsletter@wucc2010.com

RULES FORUM

WDFD Ultimate Rules Forum
Monday, 6:30 p.m.
Hotel Iris
Discussion about the current rules and future changes

Rueben Berg
Ultimate Rules Committee
WDFD



Wendy Lebreton, Zephyr #10, Canada, Women

1. I have been playing Ultimate for 8 years
2. Yes I had played Rugby before I started with Ultimate. I think it was a good foundation for Ultimate, in

my opinion, any team sport is.

3. I don't do any particular sport other than Ultimate. We do just the usual fitness, runs, sprints and gymnastics as a part of our regular practises.
4. We had a much shorter season this year. This meant more practices and more fitness in shorter amount of time.



Petr Haering, Silence #91, Prague, Czech Republic, Open

1. I started when I was 26, this is my 7th season of the game.
2. I played basketball for 12 years. I think it is one of the

best sports to start with before Ultimate.

3. In this last year I've started to do CrossFit as part of my training, but it now become more of a hobby and the second sport for me. (CrossFit is a principal strength and conditioning program.)
4. I already experienced three seasons of preparations for either European or World championships.

DID YOU KNOW, THAT ...

Catering at Vrsovice

We would like to apologize to those they waited too long for food at Vrsovice today. They promised extra people, so everybody should be served much quicker from now on.

Lost Glasses

Michel Yuen, Vancouver, Canada lost pair of glasses along the way by bus from Juno Hotel. If you found it, please contact him or give it to organizers at Info Stall.

Field no. 24

Also called Discraft stadium is our main field and will be used for all finals and showcase games. We would like to ask you to not using it for your preparations before games, throwing, camping or any other activities. We want to save it for finals in best condition as possible.

Nonstop Pharmacy

There are public holidays tomorrow and Tuesday, if you need anything to buy from the pharmacies, they are only few emergency ones open. You can find them on this web address: http://zdravotnictvi.praha.eu/jnp/cz/lekarny_s_pohotovostni_sluzbou/index.html

Posted schedules in hotels, and schedules and the Disquito for pickup

This evening and each evening for the rest of the tourney, we will be posting a large-format version of the next day's game schedule in each tourney hotel. And each morning, we'll be dropping off a

This year, the season was the most intense, thanks to the importance of the event and also this year I didn't have to cope with any injuries, which was a nice change.



Jim MVP, Surly #4, USA, Minnesota

1. I have played for 21 years.
2. I did many sports, but mainly basketball.
3. I play ultimate during the summer and basketball

during the winter.

4. As you get older and more tired it takes longer to prepare for an event like WUCC. I started my preps nine months ago, I went on diet to lose some weight, and I joined the gym to get more fit. I also drank less beer.



Mirjam Stoeckel, Frizzly Bears #9, Germany, Mixed

1. I have played for four years.
2. Not really.
3. I have no time for other sports. As a part of practise

for Ultimate we run and got to the gym.

4. For me it was special because I tore my ACL and it healed only 10 months before the WUCC. But I'm okay now.

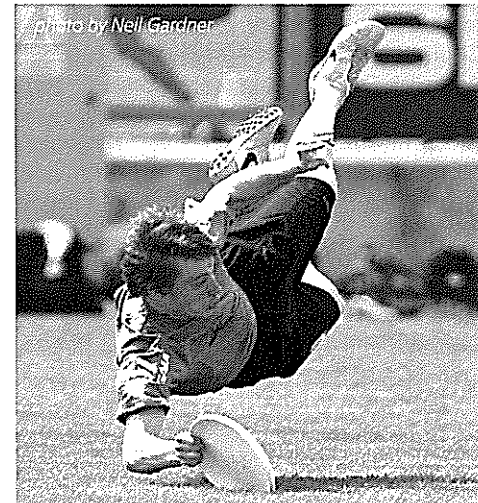
stack of schedules and Disquitos for you to take with you at breakfast.

The last bus

After the game of the day at Discraft field Sunday, many more people wanted to leave on the last bus for Strahov than we anticipated. We'd like to apologize to the 20 or so people who had to wait until an additional bus arrived. For our part we'll try to cut down on response time if an additional bus is needed, and for your part, please consider the second-to-last bus too.

Please leave the ice for the injured!

It's hot and we know that ice at the fields looks inviting, but please take it only if you've got an injured teammate who really needs it. If you have an injury and need ice delivered, please call +420 731 111 688 and we'll get it to you.



disquito

daily newsletter of wucc 2010

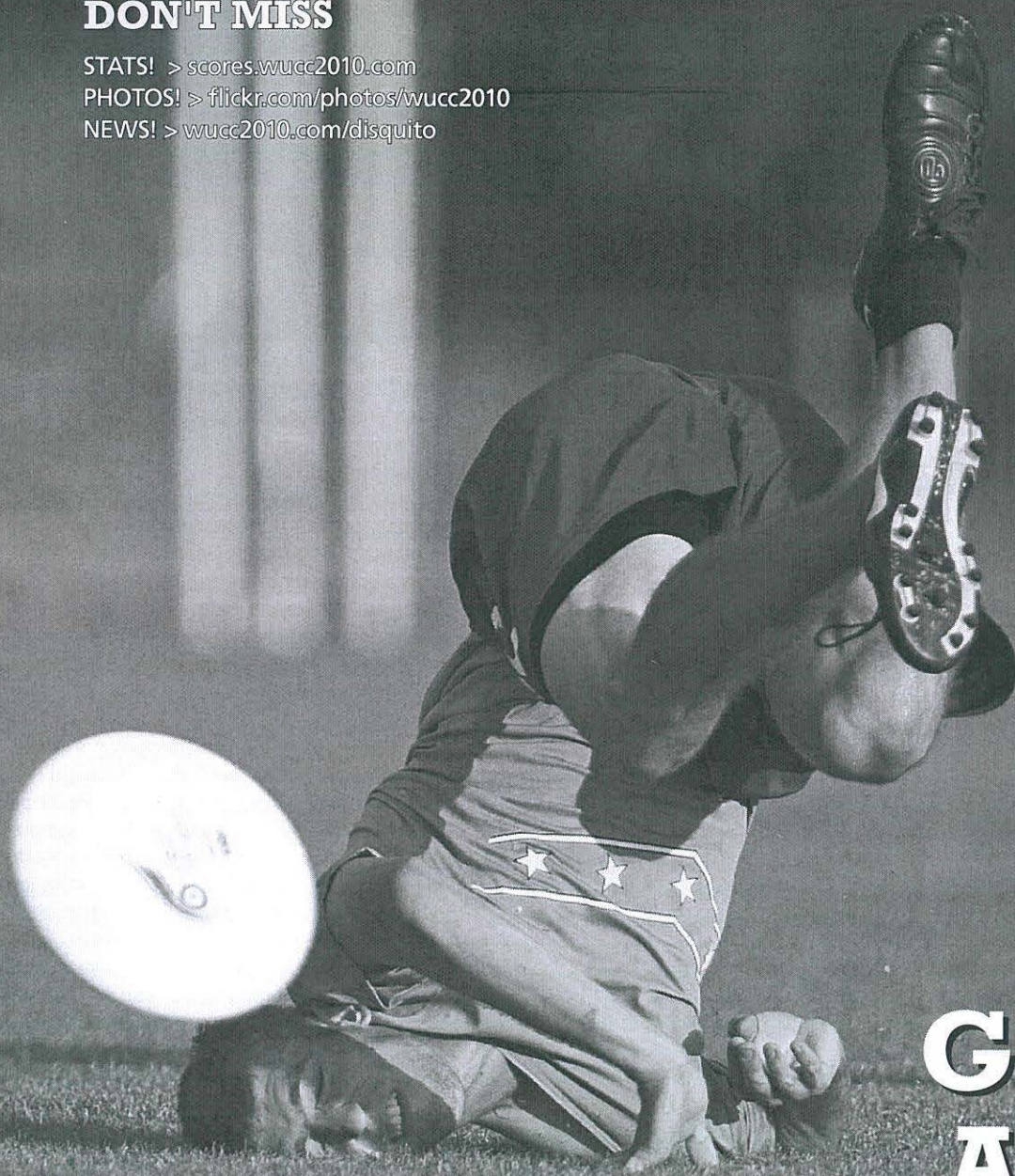
TUESDAY, 6 JULY 2010

DON'T MISS

STATS! > scores.wucc2010.com

PHOTOS! > flickr.com/photos/wucc2010

NEWS! > wucc2010.com/disquito



GOING ABOVE AND BEYOND

Daily Games Summary on page 7

photo by Neil Gardner

WFDF PRESIDENT JONATHAN POTTS

INTERVIEW

interview by Bryn Perkins
article by Katie Perkins

Jonathan Potts

Jonathan first started playing ultimate after a St Patrick's Day party in Brisbane in 1990. Upon moving to Sydney in 1994 and making the Australian team he started taking the sport a lot more seriously, and has also been heavily involved in administration of the sport ever since.

He has played all over the western world, including winning Canadian Nationals with Ottawa WaX in 1998 and a tint with Seattle Sockeye in 1999. His ultimate career highlight thus far is captaining the bronze-winning Australian men's team at WUC2004 in Finland.

His keen administration interests at the moment are in governance issues, policy development, risk management and creating sustainable IT systems for supporting administrative workloads. Jonathan has been involved with the administration of WFDF since 2003, serving as a Board Member 2003-2004 and Secretary-General in 2004. He left the Board at the end of 2004 to concentrate on executive duties.

-- from the wfdf website
(see tinyurl.com/PottsWFDF)



photo by Jan Pirgl

Jonathan Potts, president of the World Flying Disk Federation (WFDF), sat down on Monday morning to talk about his vision for the future direction of WFDF and what he sees as the opportunities and challenges facing the organization today.

Developing Ultimate worldwide

Until now, running the World Championships has been the organization's reason for existence, Potts explained, "but the big thing that I want to shift WFDF into doing, which is part of its mission statement, is to develop Ultimate worldwide." Apart from helping members become members, Potts sees the development and spread of Ultimate as the real future opportunity.

It's a big task, but Potts is optimistic. "The thing is, there's a huge amount of interest from people around the world – a lot of players are already travelling to developing countries and taking Frisbees with them and starting up something there. We just need to be a bit of a facilitator for that process," he says. Potts sees WFDF as helping to coordinate the efforts that are happening already.

WFDF can be a positive force in establishing Ultimate roots in a new country by connecting interested Ultimate players with the resources they need to make the sport grow, and ultimately by helping put in place a national organization. From a small group of Ultimate enthusiasts organizing a pickup game, WFDF can help recruit more people and establish connections within the local community. Potts details how the organization can assist as the grassroots organization grows: "In trying to get more local citizens as part of their group, building their organizational capacity so they can run tournaments, thinking about a national championships, about how they run their finances, forming a constitution, holding elections, all of those sort of boring, but essential parts of building organizational capacity so that they can become a member." And in the long run, Potts continues, "once they are a member



photo by Jan Pirgl

of WFDF, then we continue to help them get better and better at what they do."

Development ideas

To this end, WFDF is pursuing development grants programs that should make it easier for individuals to take the initiative. Potts gives as an example getting someone disks so they can "take 100 disks to Ghana, visit a number of villages in the region, and teach Ultimate there." Potts would like to see the grants program in place by the end of next year.

"Once we get something happening in terms of grants, national organizations might be interested in donating and individuals might be interested in donating," Potts says. He admits that the programs will have to produce results to show that it's a worthwhile cause. One such organization they could help is the established non-profit Ultimate Peace, "primarily we'd probably help by trying to divert some grant money toward Ultimate Peace, and maybe help with coaching resources and things like that." Potts sees WFDF as becoming a strong conduit for funding and assisting in such endeavors.

"In terms of development, I'm really keen on focusing on Africa – trying to build ideas, because it is sort of a bit of an unknown continent for us," Potts says. While Ultimate has well established national organizations in many parts of Asia, South America and Central America, Africa as a region is really underrepresented, with ultimate's only presence in South Africa. "We just don't have a lot of on-the-ground knowledge about how to get things happening in Africa. And because of the politics of Africa, it might require a different approach," Potts reasons.

And in terms of new member development and organizational development there is a lot

the organization can already do, Potts says. While WFDF as an organization does not have a lot of money, Potts notes that there are a lot of people out there who are keen to help out. Volunteers can do things such as help build websites and translate teaching materials and other resources into new languages. "We just need to harness the enthusiasm that already exists in the community and maybe help to build that enthusiasm as well." Potts says it all comes down to "WFDF getting organized enough to start doing that recruiting and having a plan, as much as anything."

Internal work needed to make this vision a reality

The main focus for WFDF governance, Potts outlines, is making WFDF an attractive place for people to give their time and energy. At the moment, the WFDF working group is quite a small: one part time staff member, one volunteer board, and a few committee members. "I'd really like to see us expand, because there is so much work that we can do. And if we could expand our volunteer base we could do so much more," Potts explains. "But that really relies on us developing a strategic plan, so people can see how they fit into that strategic plan and to see how the work that they are doing delivers real benefits and outcomes for the organization," he notes.

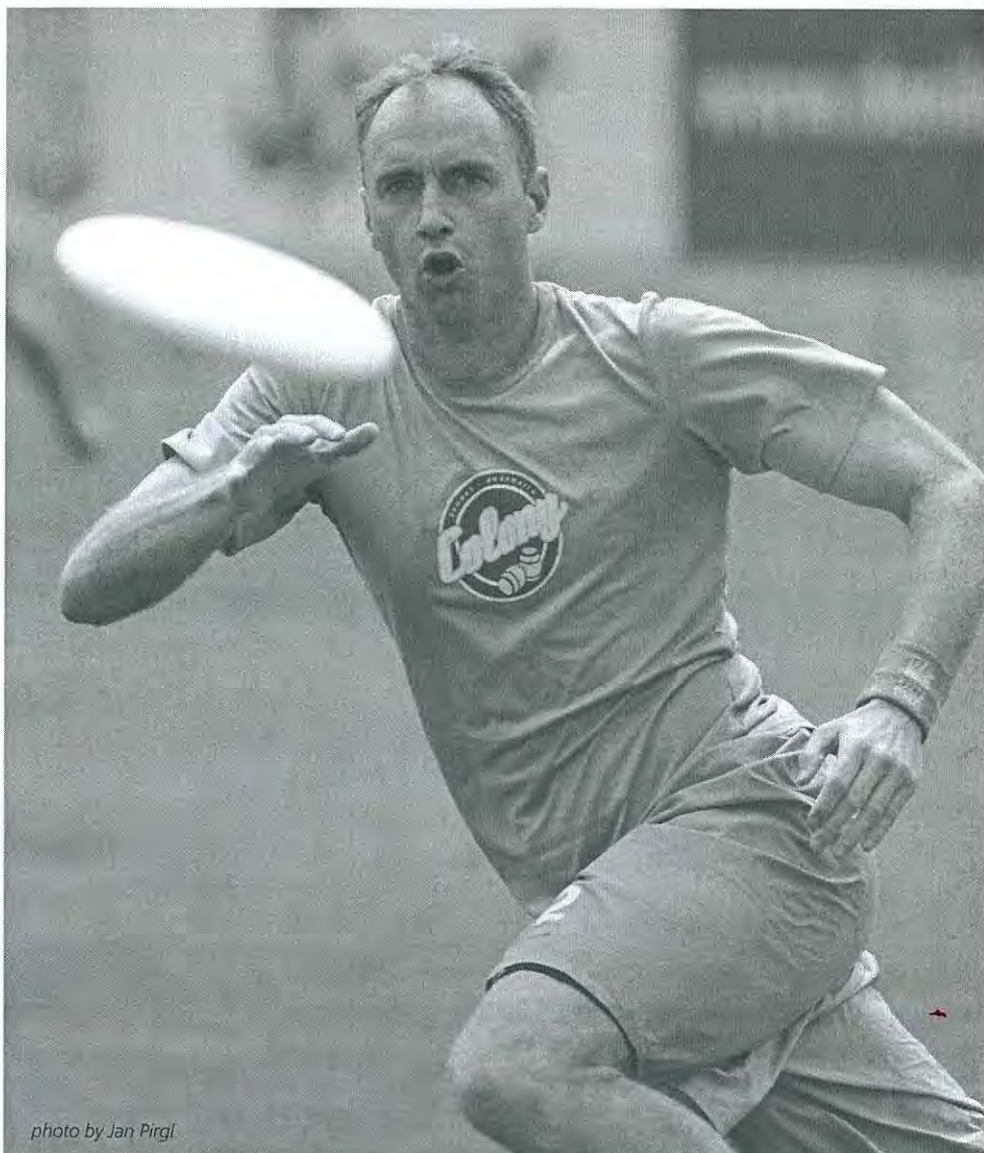
In the short-term, WFDF is working to develop job descriptions, so people know what their responsibilities are, and defining the processes by which decisions are made. "There is a huge amount that we can do in this respect to improve this organization, but it takes time to really document," says Potts. He hopes that the more processes and policies that they are able to clearly define, the better governance structure can be created. "The more attractive we are as an organization for people to come and work for, the more efficiently and effectively we'll do that work as well," Potts concludes.

From this organizational perspective, Potts hopes WFDF will have a bit of a breather after Worlds to look at other parts of the organization. "We are looking at taking on more unpaid staff, in order to focus on the strategic side of things," he says. This includes nailing down the internal infrastructure in order to allow development plans to really grow and flourish.

As WFDF's resources are currently limited, Potts says what the organization does now is connect people in need of resources with resources that already exist. WFDF connects coaching resources to those who need coaching or connects communities in need of Frisbees with organizations that can donate Frisbees. "There's a huge amount we can do without being a highly resourced organization," says Potts enthusiastically.

Events

Events have been a big focus for WFDF in the past few years, between the success at the World Games and then the World Championships this



year. "Getting involved in more multi-sport events will take effort from us," says Potts. The organization is also looking at new media, ways to stream events over the Internet, and ways to gain more presence on traditional media broadcasts.

Potts also believes a lot of work could be done to make big events more spectator friendly, without reducing enjoyment for players. At the World Games last year, about 20 other federations come through and to check out Ultimate, with "amazingly positive feedback," says Potts. The Ultimate games attracted record numbers of spectators. Besides interest in the sport itself, people were also really curious about the self-refereeing aspect of the game, and supportive of the fact that Ultimate is mixed. "We were only one of two sports that were mixed at the World Games," notes Potts.

As Ultimate draws a broader audience and more high level games, Potts recognizes that one challenge will be in defending the Spirit of the Game and to avoid the pressure to introduce referees. "There might some way to introduce some sort of policing in the sport to manage the possibilities of cheating in a world championships," Potts reasons. However, he also strongly believes that as soon as you take

away any responsibility from the players it that it automatically breaks the trust between the two teams.

As for the WUCC, Potts sees one of the major benefits of an international tournament like Worlds is how it brings together so many different styles of play, as well as different approaches to Spirit of the Game. "I think the other highlights of Worlds is all of the friendships you can make – a lot of Ultimate players make friends, then end up travelling, reconnecting, staying in touch, essentially making life-long friends – it's a pretty rare opportunity."

Worldwide, Potts doesn't see any threat to Ultimate's growth, "mostly we have opportunities, and the challenge for us is to take advantage of those opportunities." Although he admits the plans are ambitious, "I'm often told I'm trying to do too many things at once, but I'm optimistic," he concludes with an energetic smile.

If you are interested in getting involved in WFDF, Potts recommends checking out the WFDF website at wdf.org to learn more about the organization and see what kind of work is being done. For more information, please contact Kevin "Skippy" Givens at info@wdf.org.

OPEN DIVISION | RESULTS & STANDINGS

POOL A		POOL B		POOL C		POOL D	
Chain - Magon	17-07	Revolver - Fire	17-03	Buzz Bullets - Freespeed	17-11	Ironside - Jack'Suns	17-08
Loquitos - Decision	17-06	Feldrenner - Gigolo	17-04	Silence - LOL	17-05	M.U.C. - Mor ho!	17-11
Chain Lightning	3 3 0 51 16 35	Revolver	3 3 0 51 10 41	Buzz Bullets	3 3 0 51 24 27	Ironside	3 3 0 51 19 32
Magon	3 2 1 41 34 7	Feldrenner Mainz	3 2 1 38 34 4	Freespeed	3 2 1 42 39 3	M.U.C.	3 2 1 40 40 0
LOQUITOS	3 1 2 36 40 -4	Fire of London	3 1 2 33 36 -3	Silence	3 1 2 41 37 4	Jack'Suns	3 1 2 37 45 -8
Ultimate Decision	3 0 3 13 51 -38	Gigolo	3 0 3 9 51 -42	LOL	3 0 3 16 50 -34	Mor ho!	3 0 3 27 51 -24
POOL E		POOL F		POOL G		POOL H	
Sockeye - Heads of State	17-06	Doublewide - Euforia	17-07	Chevron - Ragnarok	14-12	Skogs - Invictus	09-12
EMO - DominO	16-14	Cotarica - CUUP	14-12	Absolut - Redbacks	13-10	UFO - Vibration	17-16
Sockeye	3 3 0 51 15 36	Doublewide	3 3 0 51 23 28	Chevron	3 3 0 48 31 17	Invictus	3 3 0 47 26 21
Heads of State	3 2 1 40 36 4	Euforia	3 2 1 37 33 4	Ragnarok	3 2 1 46 24 22	Skogs Ultimate	3 2 1 43 31 12
EMO	3 1 2 32 48 -16	Cotarica Grandes	3 1 2 32 42 -10	Absolut	3 1 2 29 44 -15	UFO	3 1 2 36 50 -14
DominO	3 0 3 26 50 -24	CUUP	3 0 3 26 48 -22	Redbacks	3 0 3 23 47 -24	Ultimate Vibration	3 0 3 32 51 -19
POOL J		POOL K		POOL L		POOL M	
Clapham - Viksjofors	17-13	Colony - Phoenix	17-12	Mephisto - Nomadic Tribe	17-06	Karhukopla - Flying Angels	11-17
Bischi - Fenix	17-09	Mooncatchers - Dublin	15-14	Mubidisc - Cambo Cakes	11-16	theBigEz - Stoly	14-11
Clapham Ultimate	3 3 0 50 31 19	Colony	3 3 0 51 23 28	Mephisto	3 3 0 49 26 23	Flying Angels Bern	3 3 0 51 34 17
Viksjofors IF	3 2 1 46 42 4	Phoenix	3 2 1 45 39 6	Nomadic Tribe	3 2 1 48 32 16	Karhukopla	3 2 1 45 37 8
Bischi	3 1 2 46 41 5	Mooncatchers	3 1 2 30 47 -17	CamboCakes	3 1 2 32 45 -13	theBigEz - Vienna	3 1 2 36 45 -9
Fenix U.N.A.M.	3 0 3 23 51 -28	Dublin Ultimate	3 0 3 32 49 -17	Mubidisk	3 0 3 24 50 -26	Stoly Ultimate	3 0 3 32 48 -16

In Pool standings: t"Team", "Games", "Wins", "Losses", "GoalsFor", "GoalsAgainst", "GoalsDiff"

WOMEN DIVISION | RESULTS & STANDINGS

POOL A		POOL B		POOL C		POOL D	
Fury - HUCK	17-09	UNO - Hot Beaches	17-06	Brute Squad - Wildcard	17-04	Riot - Woodchicas	17-10
Cosmic Girls - D-CUUP	17-09	Storm - Little Miss	17-07	Zephyr - Brilliance	17-04	Atletico - Tequila	17-12
HUCK - Cosmic Girls	17-06	UNO - Storm	17-06	Zephyr - Wildcard	15-11	Woodchicas - Atletico	17-07
Fury - D-CUUP	17-01	Hot Beaches - Little Miss	17-09	Brute Squad - Brilliance	17-03	Riot - Tequila	17-01
Fury	3 3 0 51 13 38	UNO	3 3 0 51 16 35	Brute Squad	3 3 0 48 14 34	Riot	3 3 0 51 13 38
HUCK	3 2 1 43 25 18	Storm	3 2 1 40 40 0	Zephyr	3 2 1 39 29 10	Woodchicas	3 2 1 42 34 8
Cosmic Girls	3 1 2 26 43 -17	Hot Beaches	3 1 2 39 42 -3	Wildcard	3 1 2 32 35 -3	Atletico	3 1 2 26 46 -20
D-CUUP	3 0 3 12 51 -39	Little Miss	3 0 3 19 51 -32	Brilliance	3 0 3 10 51 -41	Tequila Boom Boom	3 0 3 23 49 -26
POOL E		POOL F		POOL G		POOL H	
MUD - Backhoe	17-13	Iceni - Naughty Kids	12-14	Copenhagen - Jinx	18-16	Zeitgeist - Lotus Canada	11-17
QUB - Lotus Swiss	13-17	Yaka - Viima	16-12	Showdown - LLL	17-05	Honey - E6	08-17
MUD - Lotus Swiss	17-03	Iceni - Viima	17-11	Showdown - Copenhagen	16-06	Zeitgeist - E6	17-05
Backhoe - QUB	17-05	Naughty Kids - Yaka	17-05	LLL - Jinx	14-17	Lotus Canada - Honey	17-08
MUD	3 3 0 51 21 30	Naughty Kids	3 2 1 43 31 12	Showdown	3 3 0 50 17 33	Lotus Canada	3 3 0 51 25 26
Backhoe	3 2 1 47 27 20	Iceni	3 2 1 46 39 7	JinX	3 1 2 39 49 -10	Zeitgeist	3 2 1 45 30 15
Lotus Switzerland	3 1 2 25 47 -22	YAKA	3 1 2 35 46 -11	Leeds Leeds Leeds	3 1 2 35 46 -11	E6	3 1 2 28 42 -14
QUB	3 0 3 23 51 -28	Viima	3 1 2 37 45 -8	Copenhagen	3 1 2 36 48 -12	Honey	3 0 3 24 51 -27

photo by David Prucha



photo by Dave Sanders



MIXED DIVISION | RESULTS & STANDINGS

POOL A						POOL B						POOL C						POOL D					
Axis - GHD			17-04			Chad Larson - U. deLux			17-07			Mental Toss - Sexy Legs			17-08			Chaos - Ahau Ik			17-03		
RIP - Blue Arse Flies			16-09			Jeremy Codhand - Gronical D.			17-08			Credo - Pie Wagon			15-16			Frizzly - 2600mixed			15-14		
Sin City - GHD			17-06			Freespeed C. - U. deLux			16-12			Sexy Legs - Velka Morava			13-12			Ahau Ik - GrandMaster			07-13		
Axis - RIP			17-09			Gronical D. - Freespeed C.			17-05			Credo - Mental Toss			13-17			Frizzly - Chaos			09-16		
Blue Arse Flies - Sin City			08-13			Chad Larson - Jeremy Codhand			17-09			Pie Wagon - Velka Morava			17-04			GrandMaster - 2600mixed			12-14		
Axis of C'Ville			4 4 0 68 28 40			The Chad Larson			4 4 0 68 29 39			Mental Toss			4 4 0 68 39 29			Chaos			4 4 0 63 26 37		
RIP			4 3 1 59 43 16			Jeremy Codhand			4 3 1 60 31 29			Pie Wagon			4 3 1 65 47 18			Frizzly Bears			4 3 1 58 47 11		
Sin City			4 2 2 51 48 3			Gronical Dizziness			4 2 2 51 43 8			Credo			4 2 2 62 42 20			2600mixed			4 2 2 53 49 4		
Blue Arse Flies			4 1 3 41 54 -13			Freespeed Coed			4 1 3 28 63 -35			Sexy legs			4 1 3 38 63 -25			GrandMaster Flash			4 1 3 39 55 -16		
G.H.D.			4 0 4 22 68 -46			Ultimate deLux			4 0 4 26 67 -41			Velka Morava			4 0 4 22 64 -42			Ahau Ik			4 0 4 28 64 -36		
POOL E						POOL F						POOL G						POOL H					
Iku! - Zagreb			17-07			Onyx - Frizmi			17-06			Brighton - Brazzinga			17-03			Kaboom - XLR8RS			17-06		
Coyote - CUS Bologna			17-05			Smurf - Heidees			17-05			AMP - Upsadaisy			16-09			Sugar Mix - SQOAL			15-14		
Thundering Herd - Zagreb			17-05			Duke - Frizmi			17-08			Guayota - Brazzinga			17-07			Ah Ouh Puc - XLR8RS			17-05		
Iku! - Coyote			06-17			Onyx - Smurf			15-16			Brighton - AMP			13-17			Kaboom - Sugar mix			17-09		
Thundering Herd - CUS Bologna			15-18			Duke - Heidees			17-04			Guayota - Upsadaisy			10-14			Ah Ouh Puc - SQUAL			06-17		
Quiet Coyote			4 4 0 68 24 44			Smurf			4 4 0 67 38 29			AMP			4 4 0 67 35 32			Kaboom			4 4 0 66 39 27		
Iku!			4 3 1 56 50 6			ONYX			4 3 1 66 35 31			Upsadaisy			4 3 1 57 50 7			Sugar-Mix			4 3 1 58 44 14		
CUS BOLOGNA			4 2 2 52 59 -7			Duke			4 2 2 53 46 7			Brighton Ultimate			4 2 2 60 45 15			SQOAL			4 2 2 62 44 18		
Thundering Herd			4 1 3 55 57 -2			Frizmi			4 1 3 40 60 -20			guayota ull			4 1 3 41 55 -14			Ah Ouh Puc			4 1 3 40 56 -16		
FDK Zagreb			4 0 4 26 67 -41			Heidees			4 0 4 22 69 -47			Brazzinga			4 0 4 28 68 -40			XLR8RS			4 0 4 25 68 -43		



photo by Neil Gardner



photo by Jan Pirgl



photo by Dave Sanders



photo by Jan Bechyne

MASTERS DIVISION | RESULTS & STANDINGS

POOL A				POOL B									
Wall City - Vigi				13-11	Troubled Past - OUF				17-04				
Red Lights - Surly				11-15	Big Bombers - GLUM				10-17				
Figjam - Eastern Greys				06-17	Old Sag - Wolpertinger				15-13				
Caobos - Age Against				01-17	Gauntlet - Helsinki				11-16				
Red Lights - Age Against				17-11	Troubled Past - Gauntlet				17-05				
Wall City - Eastern Greys				11-17	Big Bombers - Helsinki				04-17				
Surly - Figjam				17-07	GLUM - Wolpertinger				11-17				
Vigi - Caobos				17-06	OUF - Old Sag				13-17				
Surly	4	4	0	66	31	35	Troubled Past	4	4	0	68	23	45
Eastern Greys	4	3	1	63	40	23	Helsinki Ultimate	4	3	1	57	44	13
Red Lights	4	3	1	62	46	16	O.L.D. S.A.G.	4	3	1	60	54	6
Wall City	4	2	2	50	60	-10	Wolpertinger	4	3	1	64	45	19
Vigi	4	2	2	57	43	14	GLUM	4	2	2	54	55	-1
Figjam	4	1	3	45	55	-10	OUF	4	1	3	45	55	-10
Age Against	4	1	3	41	52	-11	Gauntlet	4	0	4	36	64	-28
Caobos	4	0	4	11	68	-57	BIG BOMBERS	4	0	4	24	68	-44

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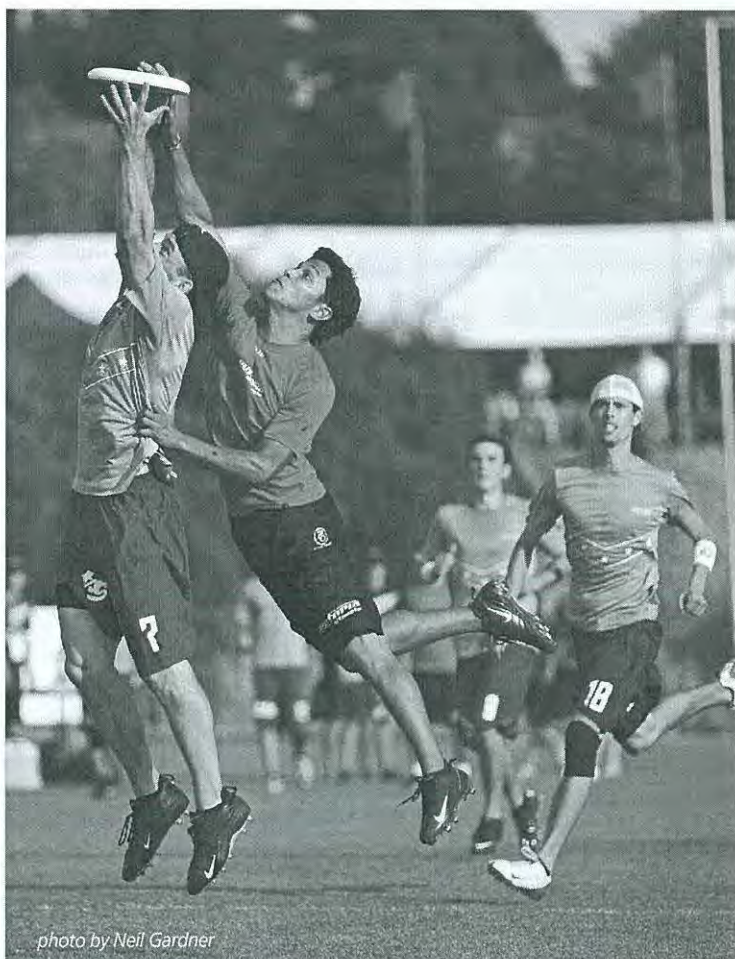


photo by Neil Gardner

IT'S ALL COME TOGETHER SO FAR

by Tony Leonardo

The colors and shirts: amazing. Bright purple and green with Dr. Suess lettering for Poland's Grandmaster Flash. Singapore, easily the most conservative City-State in the world, is sporting fresh blood-red, black and white "Sin City" jerseys. Kaboom's explosive yellow jerseys and surprise run to the top of their mixed pool. Canada's Chaos with shirts befitting the name: clawed out, etched letters in black over a stark background of madness. USA's Troubled Past, changing their name to Czechered Past, wearing striped shirts. Storm's electric purple lightning-storm tops difficult to track down. China CUUP's working man's hammer busting out. The metallic silver lettering of Tequila Boom Boom. Mexico's musical melange mixed with the drums of Venezuela's Yanomami creating a delight of song.

Five's country-specific wristbands proudly sporting the flags of all 37 in attendance, traded and exchanged among each other.

Czech Republic's great and wonderful Worlds staff, very friendly, helpful, diverse from other countries, always around.

The skies, clear and blue, kept us all in the picture.

The stadium highlight games with the live broadcasts, the roaring crowds and the exciting play.



photo by David Prucha

It's all come together so far in two days of play. Tonight another game of the day, more wristbands to be traded and Pilsner Urquell to be consumed. Tomorrow we trade shirts, pants, underwear. Worlds 2010 alive and well.

BE UNPRE- DICTABLE

THE HUDDLE

by Lou Burruss

Lou Burruss

Lou recently won his second college women's US championship (this time with the Oregon Fugue, last time with Carleton Syzygy). As a longtime stalwart for the Seattle Sockeye, Lou was widely known as one of the best defenders ever to play the game.

1. Face the mark. This classic piece of throwing technology dates back to the dawn of modern Ultimate when Windy City and NYNY ruled. The uneducated thrower looks upfield at the stack and they position their body to reflect this. When they want to throw a dump they have to turn 270 degrees, which is incredibly slow. (Or turn their back to the field, which is incredibly dumb.) By facing the mark, you shorten the turn to 180 degrees. If you want to throw open side, you merely step out and away from the mark for an easy release.

2. Play off rhythm. All good defenders depend on the rhythm of the game and the offense to anticipate the action and the deny-dump mark is no exception. The marker is relying on you turning to the dump at a predictable point in the

stall count (usually 5 to 7.) If you throw the dump on stalling 3 sometimes, they aren't ready.

3. Play fast. This is similar to playing off rhythm, but is a team strategy rather than an individual one. The deny-dump mark is dependent on the mark establishing. If you are releasing on stalling 1 or 2, they can't ever set up. It's only if you hold the disc up around 6, 7 or 8 that you'll get in trouble.

4. Develop arounds. Get your around throws quick and confident. The better they are, the better the marker has to be to take them away. Typically, the deny-dump mark relies on catching you by surprise and if you are quick and confident, you have beaten them before they realize they have to take you seriously.



photo by Scobel Wiggins

Stats!

Please check out scores.wucc2010.com for not just timetables and games results, but complete rosters, game and player stats including assists and scores, time on defence vs. offense, goal differential, and so on. Investigate your next opponent ahead of the game by seeing who's doing their scoring so you can mark up to them appropriately. Were they able to turn around games they started to lose? Could they put their opponents away once they started to win? In a close game, did they take a lot of time on offense (perhaps signaling a conservative-and-patient approach) or markedly less (maybe just a swing-and-huck)? If you're a data geek, you can even dump the straight data to your own database/excel sheet and do a deep dive yourself.

Photos!

And don't miss the photos at flickr.com/photos/wucc2010. Note you can search within the WUCC2010 photostream, so you can search for your team name.

Open

Groups A, B, C and D saw little drama in the results, with the closest games finishing 17-11 and all according to expectations, though a couple of games were still within a point at mid-game.

Group E nearly had an upset for third in a closely-fought game between the favored EMO (UK) and DominO (Dominican Republic). Several times EMO got ahead but DominO refused to fold, bringing the score even each time. In the final half hour, DominO made a 4-point run to take the lead 14-12, but then gave up four in a row to lose 16-14.

In Group F, the game of the day at Discraft field held to seeding as well as USA's Double Wide dispatched Columbia's Euforia 17-7.

Group G also held to seeding, but Ragnarok made Chevron Action Flash earn it in a very close game that saw the score even six times. Ragnarok had an edge up throughout most of the game, never dropping below a tied score until the final two points when Chevron Action Flash finally pulled ahead to win it 14-12.

A surprise in Group H with Skogs Ultimate falling to Invictus in a tough game in which the teams traded points to 5-5. Skogs pulled ahead slightly but couldn't hold it and it evened to 8-8. The remaining points were long ones, and Invictus outlasted Skogs by outscoring them 6 to 1 in the last seven points of the game, for a final score of 13-9.

In the bottom of group H, UFO bested Ultimate Vibration 17-16 after trailing most of the game – the win lets them hold their pool seed ranking of 3rd.

The tops of Groups J, K, and L held to seed rankings, but Group M saw a slight surprise with the 12th seed Karhukopla of Finland falling to the 13th Flying Angels Bern of Switzerland, 11-17.

Open play will now really heat up with more closely-matched teams meeting each other in the separate Power and Placement pools.

Women's

Groups A and B finished according to seed ranking with no close games, excepting Sunday's game of the day between Storm and Hot Beaches, in which the Canadians bested the Czechs by a single point, 17-16.

In Group C, Canada's Zephyr and Australia's

Wildcard battled for second place. The favored Wildcard couldn't get ahead by more than two and Zephyr took the half 9-8. In the second half Canada gave up a point and then scored two points three times in a row to win the game, 11-15.

In Group E Lotus Switzerland surprised Quebec City 13-17 to take 3rd in the pool and a Power Pool position. Lotus took the lead early and never gave it up, though QUB stayed within a couple of points for most of the game.

Group F saw closer games than most of the women's division. Japan's Chukyo University Naughty Kids took first with a 2-1 record, a strong comeback considering their loss on Sunday to fourth-pool finisher Viima. Japan beat UK's Icen Ultimate 14-12 today in a very tight game, leaving Icen second in the pool and France's YAKA in third.

Possibly the closest fight to make the Power Pool in the entire tourney is women's division group G, in which Texas showdown dominated with a 3-0 record with big score margins. The other three



photo by Jan Pirgi

teams went 1-2, however, with the games between them featuring winning margins of 2, 3 and 4 points. This goal differential made the difference, putting Germany's Jinx second in the pool despite losing to Denmark's Copenhagen – but only by two points. Copenhagen placed fourth in the pool as it was bested by the UK's Leeds Leeds Leeds by four points, and Leeds lost to JinX by three to take the third place.

Finally in Group H, the very closely-seeded Lotus Canada beat USA's Zeitgeist 17-11 and placed first and second in the pool, respectively. Likewise Sweden's E6 FK scored a solid win over Australia's Honey 17-8 to capture third place in the pool.

Tomorrow: Women's Power Pools and Placement pools kick off.

Mixed and Masters

Ran out of time to look at mixed and masters today – sorry guys! – but at least the old men are only halfway through pool play. We'll give both divisions a good review tomorrow.

And a correction to yesterday's summary – Frizmi hails from the lovely Slovenia (where I just vacationed) and DUKE from New Zealand.

DAILY GAMES SUMMARY MONDAY JULY 5

by Bryn Perkins

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DISQUITO SURVEY

4 QUESTIONS

by Radka Balážová

1. Does your boyfriend/girlfriend play Ultimate?
2. What do you eat before/during/after playing, what eating habits do you recommend for other players?
3. Do you want Ultimate to become an Olympic sport? Do you think it would change the sport in any way?
4. Do you know what the WFDF does?



Laura McGrath, Little Miss Sunshine #25 (captain), Dublin, Ireland, Women

1. Yes we played on the same mixed team.
2. I'm a vegetarian. I eat a lot of carbohydrates and proteins like yoghurt and cheese for breakfast. I use glucosyne tablets during the game. I think that it's important to eat enough proteins after a game or for dinner at tournaments like these, although it's sometime hard to manage.
3. Yes, it would be great to compete at Olympics. But if it was to change the game at all, if we would have to sacrifice the way it's played now or the Spirit of the Game I wouldn't be for it
4. I'm not sure what they do for us as Irish teams but I think WFDF is involved in Ultimate in the bigger picture.



Kyle McPherson, Fendrenner Mainz #37, Germany, Masters

1. No.
2. I don't eat very much before the game because I don't want to see it while I'm playing. During the game I eat things that are easy to digest, like nuts or bread. After a tournament I like to eat something greasy.
3. I definitely would like to see ultimate become an Olympic sport. I think it would change the game. It would draw more high level players and we would need a referee.

4. More or less; WFDF organizes events like this and promotes the growth of Ultimate in the world.



Joanne Kearns, Brighton Ultimate #54, Brighton, UK, Mixed

1. Yes, my husband plays Ultimate. We met through Frisbee.
2. Bananas and isotonic drink.
3. I would, but not by compromising the self-referee. Ultimate at the Olympics would definitely bring greater exposure to the sport.
4. They help promote the sport. WFDF discusses the rules and organizes us.



Greg Swanson, Chain Lightning #18, Atlanta, Georgia, USA, Open

1. No.
2. I make sure that I get basic food groups – carbohydrates, proteins, fruit and vegetables. I drink lots of water. At the start of the day I take multivitamins. During the game I eat small snacks or bars. When I feel tired I have a piece of chocolate to get some sugar. For dinner I like pasta - lots of carbohydrates and some good meat.
3. Yes, but the sport would eventually be pushed to get referees.
4. Not much; it organizes international tournaments in different regions and works with the World Games.

WEATHER

FORECAST FOR TUESDAY JULY 6

Partly cloudy,
with showers
21°C/ 69°F



Wind from NW at 21 km/h / 13 mph
Max. Humidity: 71%
UV Index: 6 High

CONTACT US

Have you got anything to say? Do you want to write an article for us? Feel free to send us anything at: newsletter@wucc2010.com

SECURITY NOTICE

We have reports of several thefts, some of them happened directly on playing fields during games. Note that the fields are accessible to anyone and not all the people fully understand concepts of the Spirit of the Game concept. Please, **BE EXTREMELY CAREFUL** with your personal belongings. We recommend to leave all valuable items in a safe deposit and to carry only small amounts of cash when playing. If you notice anyone acting or looking suspiciously, you may inform the WUCC staff. We wish you to fully enjoy this wonderful event without any unpleasant incidents, so you can go home with good memories only.

DID YOU KNOW, THAT ...

Found Glasses

We wrote yesterday that Michael Yuen lost his glasses on the bus. Johannes from the BigEz found them and will put them today to Info Stall at Strahov.

Lost Wallet

Adrieanna Beard from Showdown (women) lost her wallet. She stays at Hotel Rhea, if anybody find it.

New Games booth

At Vrsovice there is a New Games booth, where you can among other things, print photos on discs. You can see on the picture, how it looks like. Check the booth out.



photo by David Prucha



photo by David Prucha

THANK YOU!

We would like to thank to all of the teams and staff members for their patience and understanding during yesterday's difficult circumstances. We really appreciate your support and spirit-filled response.

POOL PLAY

Today's information,
read carefully on page 3.

photo by Jan Pirgl

OBSERVERS – GOOD OR EVIL?

by Štěpán Materna

If you want to spend the whole night in the pub discussing one subject, start by talking about politics. If there are any ultimate players at the party, politics might not get them riled up, but a discussion on Observers is guaranteed to be long and lively. Each player will likely have their own, different opinion.

Štěpán Materna

Štěpán has been playing for Prague Devils, Silence and he spent some time in London, playing with Clapham Ultimate. He took part of a Czech national Mixed team which won a silver medal at EUC in 2007 and also bronze medal in 2003.

Observers are the officials used at high level Ultimate competitions in North America. To understand the mission of observers here is how it is defined by the official USA Ultimate Policy on Observers and Referees:

"The primary difference between Observers and Referees is that Observers shall not make active foul and violation calls of a subjective nature, while Referees are empowered to make any call authorized in the rules, bylaws, officiating guide, or any set of tournament ground rules. Observers are allowed to resolve disputes on foul and violation calls if requested to do so by the players or event organizers. It is permissible but not required for Observers to be allowed to make active calls on conduct issues and objective matters in the rules, including but not limited to time violations where the disc is not in play and boundary decisions.

Observers have the responsibility to uphold the Spirit of the Game to the players on the field. While Observers can provide a neutral perspective for dispute resolution or calls of an objective nature, the responsibility for the integrity of Ultimate and the Spirit of the Game remains with the players."

Is it a good model?

After asking some experienced players, three main questions came up regarding observers in Ultimate: Do observers improve Spirit of the Game or do they infringe on it? Do they open the slippery slope to referees? And perhaps more importantly to this point: Should observers be used for international games?

This article does not attempt to answer these questions, but it will examine some different perspectives and feelings on the issue.

Observers vs. SOTG

"Observers are really excellent, and they make Spirit better," says Ben Wiggins (Seattle Sockeye) in an interview for an online magazine Frisbee.cz. He believes they can prevent the do-over calls when no player has a good perspective. And Bart Watson (Revolver) agrees with that: "In many ways, having observers for big games allows me personally to be more spirited." How exactly? "I recognize that in the middle of a tight game, I may see some things differently than my opponent and having someone with no stake in things allows me to accept what is called with no lingering resentment," explains Watson. A similar opinion is shared by Miranda Roth (Riot). According to her, keeping the game moving and ruling on any disputes can keep games friendly, even in high pressure situations.

"I believe introducing observers or referees would result in Ultimate becoming just another sport where deliberate cheating, and gaming (i.e. seeing what you can get away with) are accepted," claims Jaimie Cross (Clapham, UK Ultimate chairperson). He believes Ultimate should remain a completely self-refereed sport. As a community we should devote our effort to working out how to strengthen players' responsibility on the field, instead of coming up with short-term solutions (i.e. introducing the observers). The current WFDF approach, presented by Rü Veitl (M.U.C., Team events chair of the WFDF), is not much different: "The Use of observers will slowly kill self-refereeing as players will rely more and more on the observer and feel less and less responsible to protect the good spirit that our sport is built on." It is absolutely essential for him that players remain the ones to finally agree and make the call.

It is interesting to see how both sides value the SOTG in Ultimate. But while one side sees observers endangering the Spirit, others believe it is the right tool to maintain it, particularly at high level competitions.

Observers vs. referees

Many players who oppose the idea of observers view them as a variation of referees. "The development of more and more powerful observers can already be seen in the USA," says Rü Veitl. And others believe that there is no sustainable compromise solution and that there are either officials, who will have growing competencies, or none at all.

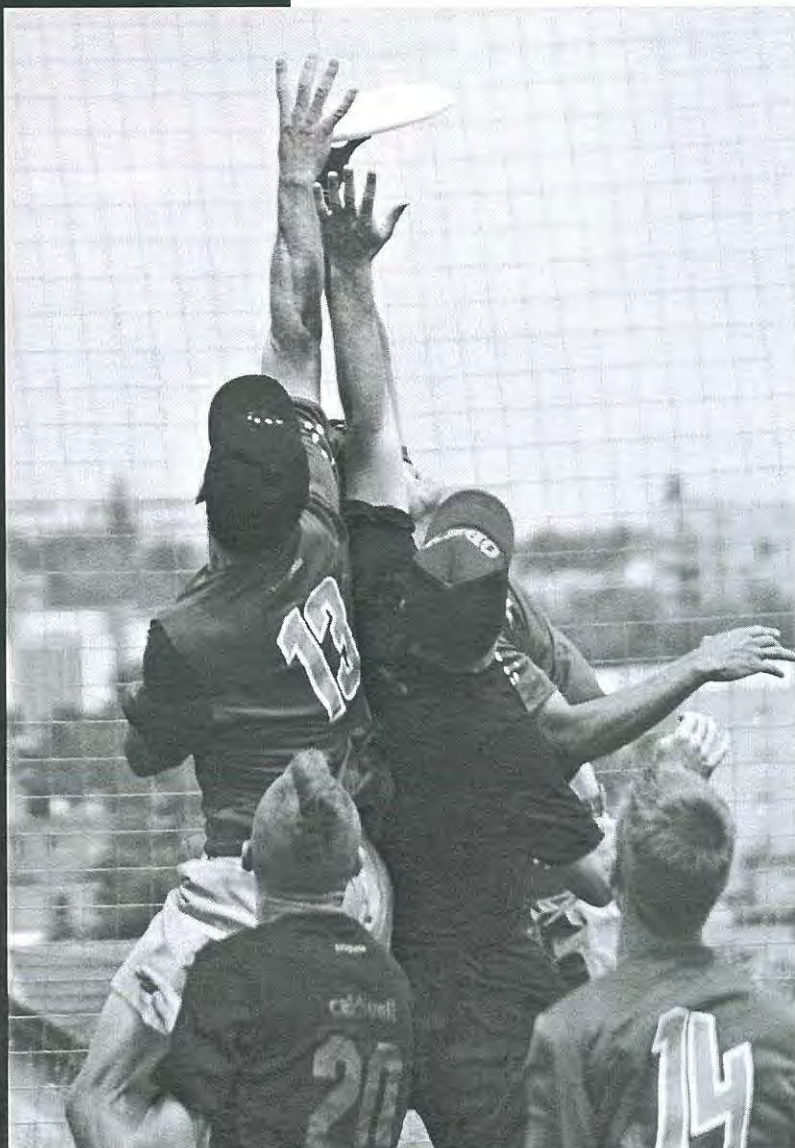


photo by Dave Sanders

Bart Watson disagrees with such statement. "It is still the players' game," he says. Observers will only get more powerful if the players let them. The players choose whether they want to call for the observer's decision or not. "While observers do start to shift the choice of what is a foul and what isn't away from the players, players on the field still set the pace of this in terms of how many fouls they want to call, whether they choose to contest a call, etc."

But what if the players let them go too far? To prevent that, the focus should be on the education of the young players, whose games are not observed. "I think that for most levels of play, observers are inappropriate and take away from our mission in Spirit of the Game," says Miranda Roth. She believes setting a good foundation with lower level players can help them retain the feeling of responsibility, even when they advance to the competitive (and observed) level of ultimate: "As a player but also especially as a coach, I have witnessed personal growth (myself included) through responsibility, fair play and trust in spirit of the game."

Observers at Worlds

Olivier Cassart (Mooncatchers) has been following the debates on observers for many years. He was there when a petition circulated at the 1991 Worlds to remove the observers' rule from the WFDF rules. He has gone on to see the change finally applied in 2007 (WUGC in Turku, Finland), when the almost never applied rule was removed. "This is a strong gesture from the World Federation, implying that in the future, it is impossible that teams ask for observers in WFDF tournaments," Cassart says with delight. And he explains his view on the change closer: "It also means that the WFDF has wanted to reinforce the principle of the SOTG."

This year WFDF has introduced the idea of "passive line assistants". But, according to Rü Veitl, this is as far as WFDF can go. Line assistants only help with their perspective and only if asked by the players. Contributing active calls is a line Veitl does not want to have crossed.

While players who have the experience of playing with observers support the idea of introducing observers to international games, they also believe only some of the games should be observed. "I'd support WFDF expanding their use for big competitions - though not necessarily for every game, since I think it's useful for players to learn how to manage a game without them as well," explains Bart Watson. Miranda Roth believes international games have a naturally high level of Spirit and observers are not necessary. She also points out the advantage of not having observers in Prague: "The lack of observers at worlds has actually contributed to Riot's knowledge of the rules (particularly WFDF rules). I think this contributes to our personal and team growth so I am happy that there are no observers here in Prague." «

UPDATES AFTER RAINY TUESDAY

WEDNESDAY INFO - PLEASE READ CAREFULLY

RULES CHANGES FOR GAMES

- A new game starts every 95 minutes
- Games start at 8.30, 10.30, 12.15, 14.00, 15.45, 17.30
- Games last 80 minutes
- Half time starts after 40 minutes or 8 points
- Half time lasts for 5 minutes
- if captains do agree half time can be shortened
- Game to 15 points
- Final score 17 points

No changes in:

- 2 timeouts per half time, each lasting 2 minutes
- Cap 2 points

Issues related to the score difference between teams (where normal games were played up to 17 points, but some of today's games were played only to 15 points) and the changes in the game schedule caused by yesterday's rain out will be resolved over the course of the day through WFDF.

THERE ARE TWO NEW FIELDS X11 and X14 replacing fields 11 and 14. Both fields are next to the fields 15 and 16. See map.

That means that all games from field 11 are moved to field X11 and all games from field 14 are moved to field X14.

There is new playing schedule available on our website. Bus schedule remains the same except for evening transportation to Trading night starting at 20:00.

All teams will play all their games at one location tomorrow.

TRADING NIGHT STARTS AT 20.00

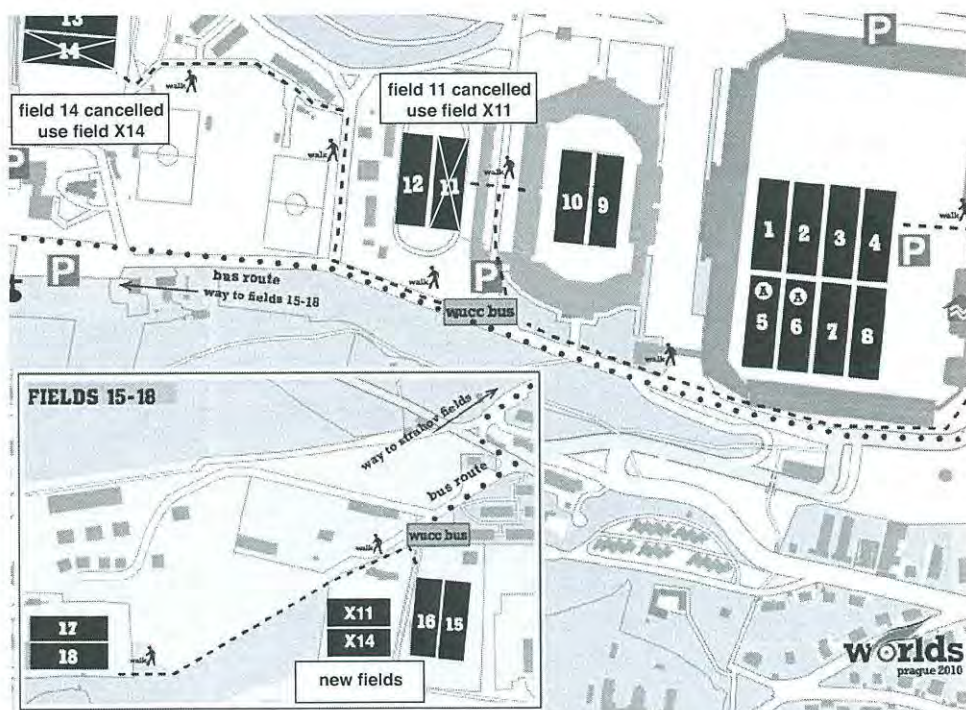
Going to Trading night from Strahov dorms: Take the shuttle bus starting 19:30 that will take you to Malovanka bus stop where you change for a shuttle TRAM which will take you to Manes the Trading night location.

Going to Trading night from Fortuna, Rhea and Juno hotels:

Take the shuttle bus starting 19:30 that will take you to Vrsovice center bus stop where you change for a shuttle TRAM which will take you to Manes the Trading night location.

Going to Trading night from Iris and Slavia hotel you need to take just the shuttle TRAM from the Vrsovice center where the tram starts at 19:30.

Shuttle trams will take you back home. Trams will go regularly, the latest departure is 2:00



OPEN DIVISION | RESULTS & STANDINGS

POWER POOL N					POWER POOL P					POWER POOL Q					POWER POOL R				
Chain Lightning	Doublewide	17	12		Revolver	Sockeye	13	10		Buzz Bullets	Invictus	17	13		Ironside	Chevron 14	9		
Skogs Ultimate	Mephisto	11	15		Ragnarok	Flying Angels	17	15		Euforia	Clapham	10	15		Heads of State	Colony	13	17	
Freespeed	Viksjofores IF	14	16		M.U.C.	Phoenix	10	14		Magon	Nomadic Tribe	11	13		Feldrenner	Karhukopla	16	13	
										Clapham	Nomadic Tribe	17	7		Colony	Karhukopla	17	11	
Chain Lightning	1	1	0	17 12 5	Phoenix	1	1	0	14 10 4	Clapham Ultimate	2	2	0	32 17 15	Ironside	1	1	0	14 9 5
Mephisto	1	1	0	15 11 4	Revolver	1	1	0	13 10 3	Buzz Bullets	1	1	0	17 13 4	Colony	1	1	0	17 13 4
Viksjofores IF	1	1	0	16 14 2	Ragnarok	1	1	0	17 15 2	Nomadic Tribe	2	1	1	20 28 -8	Feldrenner Mainz	1	1	0	16 13 3
Freespeed	1	0	1	14 16 -2	Flying Angels Bern	1	0	1	15 17 -2	Magon	1	0	1	11 13 -2	Karhukopla	1	0	1	13 16 -3
Skogs Ultimate	1	0	1	11 15 -4	Sockeye	1	0	1	10 13 -3	Invictus	1	0	1	13 17 -4	Heads of State	1	0	1	13 17 -4
Doublewide	1	0	1	12 17 -5	M.U.C.	1	0	1	10 14 -4	Euforia	1	0	1	10 15 -5	Chevron Action Flash1	0	1	9	14 -5

PLACEMENT POOL S					PLACEMENT POOL T					PLACEMENT POOL U					PLACEMENT POOL V				
LOQUITOS	Cotarica	17	14		Fire of London	EMO	15	8		CUUP	Silence	5	13						
Vibration	CamboCakes	16	13		Redbacks	theBigEz	9	17		Mubidisk	Absolut	12	17						
LQ	Fenix U.N.A.M.	12	13		Mor ho!	Dublin	17	14		Mooncatchers	Gigolo	15	9						
LOQUITOS	1	1	0	17 14 3	theBigEz - Vienna	1	1	0	17 9 8	Silence	1	1	0	13 5 8	Jack'Suns	0	0	0	0 0 0
Ultimate Vibration	1	1	0	16 13 3	Fire of London	1	1	0	15 8 7	Mooncatchers	1	1	0	15 9 6	UFO	0	0	0	0 0 0
F/©nix U.N.A.M.	1	1	0	13 12 1	Mor ho!	1	1	0	17 14 3	Absolut	1	1	0	17 12 5	Bischi	0	0	0	0 0 0
LQ	1	0	1	12 13 -1	Dublin Ultimate	1	0	1	14 17 -3	Mubidisk	1	0	1	12 17 -5	Stoly Ultimate	0	0	0	0 0 0
Cotarica Grandes	1	0	1	14 17 -3	EMO	1	0	1	8 15 -7	Gigolo	1	0	1	9 15 -6	DominO	0	0	0	0 0 0
CamboCakes	1	0	1	13 16 -3	Redbacks	1	0	1	9 17 -8	CUUP	1	0	1	5 13 -8	Ultimate Decision	0	0	0	0 0 0

In Pool standings: t"Team", "Games", "Wins", "Losses", "GoalsFor", "GoalsAgainst", "GoalsDiff"

WOMEN DIVISION | RESULTS & STANDINGS

POWER POOL J					POWER POOL K					POWER POOL L					POWER POOL M				
Fury	MUD	17	12		UNO	YAKA	17	4		JinX	Brute Squad	7	17		Zeitgeist	Riot	4	17	
Backhoe	Cosmic Girls	17	3		Naughty Kids	Storm	11	16		Wildcard	Leeds	7	14		Atletico	E6	13	15	
Lotus Switzerland	HUCK	3	17																
Fury	3	3	0	51 24 27	UNO	3	3	0	51 16 35	Brute Squad	3	3	0	48 18 30	Riot	3	3	0	51 16 35
MUD	3	2	1	46 33 13	Storm	3	2	1	39 44 -5	Showdown	2	2	0	34 11 23	Lotus Canada	2	2	0	34 17 17
HUCK	3	2	1	43 26 17	Naughty Kids	3	2	1	42 33 9	JinX	3	1	2	30 48 -18	Zeitgeist	3	1	2	32 39 -7
Backhoe	3	2	1	47 25 22	Iceni	2	1	1	29 28 1	Zephyr	2	1	1	22 25 -3	Woodchicas	2	1	1	27 24 3
Cosmic Girls	3	0	3	12 51 -39	Hot Beaches	2	0	2	22 34 -12	Leeds Leeds Leeds	3	1	2	33 41 -8	E6	3	1	2	26 47 -21
Lotus Switzerland	3	0	3	11 51 -40	YAKA	3	0	3	23 51 -28	Wildcard	3	0	3	22 46 -24	Atletico	3	0	3	22 49 -27



photo by Jan Pirgl



photo by David Prucha

PLACEMENT POOL N					PLACEMENT POOL P				
					Copenhagen	D-CUUP	14	7	
					QUB	Brilliance	16	13	
Honey	0	0	0	0 0 0	Copenhagen	1	1	0	14 7 7
Viima	0	0	0	0 0 0	QUB	1	1	0	16 13 3
Tequila Boom Boom	0	0	0	0 0 0	Brilliance	1	0	1	13 16 -3
Little Miss Sunshine	0	0	0	0 0 0	D-CUUP	1	0	1	7 14 -7

MIXED DIVISION | RESULTS & STANDINGS

Axis of C'ville	3	3	0	48	26	22
Quiet Coyote	3	2	1	43	25	18
RIP	3	2	1	43	45	-2
Iku!	3	2	1	39	41	-2
CUS BOLOGNA	3	0	3	33	50	-17
Sin City	3	0	3	32	51	-19

The Chad Larson	3	3	0	51	27	24
Smurf	3	3	0	50	36	14
QNYX	2	1	1	32	25	7
Jeremy Codhand	3	1	2	37	42	-5
Gronical Dizziness	2	0	2	17	34	-17
Duke	3	0	3	28	51	-23

AMP	3	3	0	50	34	16
Mental Toss	2	2	0	34	28	6
Pie Wagon	3	2	1	46	41	5
upsadaisy	3	1	2	35	44	-9
Brighton Ultimate	2	0	2	26	34	-8
Credo	3	0	3	40	50	-10

Kaboom	3	3	0	48	38	10
Chaos	2	2	0	29	17	12
Sugar-Mix	3	2	1	41	41	0
Frizzly Bears	3	1	2	34	47	-13
SQOAL	2	0	2	28	30	-2
2600mixedColombia	3	0	3	37	44	-7

Blue Arse Flies	1	1	0	17	9	8
Ah Ouh Puc	1	1	0	16	10	6
Ahau Ik	1	0	1	10	16	-6
FDK Zagreb	1	0	1	9	17	-8

guayota ull	1	1	0	11	8	3
Freespeed Coed	1	1	0	10	8	2
Heidees	1	0	1	8	10	-2
Velka Morava	1	0	1	8	11	-3

Frizmi	0	0	0	0	0	0
Sexy legs	0	0	0	0	0	0
Brazzinga	0	0	0	0	0	0
Ultimate deLux	0	0	0	0	0	0

Thundering Herd	0	0	0	0	0	0
GrandMaster Flash	0	0	0	0	0	0
XLR8RS	0	0	0	0	0	0
G.H.D.	0	0	0	0	0	0



photo by Dave Sanders



photo by David Prucha

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MASTERS DIVISION | RESULTS & STANDINGS

Surly	5	5	0	83	35	48
Red Lights	5	4	1	79	49	30
Eastern Greys	5	4	1	78	52	26
Vigi	6	3	3	86	69	17
Age Against	5	2	3	58	68	-10
Wall City	5	2	3	54	77	-23
Figjam	6	1	5	72	89	-17
Caobos Ultimate	5	0	5	14	85	-71

Troubled Past	5	5	0	82	29	53
Wolpertinger	5	4	1	80	59	21
Helsinki Ultimate	5	3	2	71	60	11
Q.L.D. S.A.G.	5	3	2	66	68	-2
GLUM	5	3	2	71	71	0
OUF	5	1	4	61	72	-11
Gauntlet	5	1	4	53	73	-20
BIG BOMBERS	5	0	5	33	85	-52



photo by Neil Gardner



**Follow our flags at Vršovice for official
tournament gear, fun, games, music, and more...**

TRAVELING WORLDS

by Tony Leonardo



photo by Neil Gardner



The rain and wind finally consumed the games yesterday forcing a raft of cancellations to preserve grass fields. Players bedraggled and confused wandered Vrsovice looking for explanations, warmth, games to play. Most were left wanting.

Hopefully this mid-week storm will have spent its energy and moved on to less active locales.

The power pools are stuck in the middle with the top teams ready to play but the weather cancellations forcing an unwelcome break. Off the field, the shenanigans began after the placement pools were determined on Monday. For many, the spirit lives on the field while the spirits flow off the field. But it is the spirit of exploration and competition that keeps us moving.

Worlds brings out the backpacking traveler in ultimate players. Sometimes teams come weeks in advance and tour Europe in preparation for this tournament, like Australia's mixed team Pie Wagon, who stayed for a barbecue and scrimmage in Aachen with fellow mixed Worlds competitors Frizzly Bears a week before Worlds began.

Some players take the opportunity to travel afterwards, going to Austria's Pig Me Up hat tournament in Kirchberg the weekend after Worlds, or taking the train to Budapest, Vienna, Berlin, Zurich—Europe is open for the summer ultimate season.

Steve Etzel, a Worlds staff volunteer, is six months into a one year trip around the globe with stops in as many tournaments and pickup games as possible. Before Worlds he volunteered and played at Windmill Windup in Amsterdam. After this, eventually to Africa to hike and find some games (hook him up if you can) and then onwards to South America and Latin America where traveling the worlds and playing ultimate just go so well together.

We are all here now, but in less than a week this great confluence of players and nations will disperse and build up again for the next Worlds in four years. So while you are here, enjoy every last moment and always keep moving. «

TEAM MARKING

THE HUDDLE

by Charlie Reznikoff

Charlie Reznikoff

Dr. Reznikoff is a mainstay of Central Region Ultimate, starting as a Hodag at the University of Wisconsin-Madison and continuing in the club ranks with Madison and Sub-Zero. He currently coaches the University of Minnesota Grey Duck.

When marking, face to face, one-on-one with your opponent, you are more closed off from the game around you than at any other moment in Ultimate. This leads some markers to try for too much, going for every block. Others miss opportunities to help their teammates by adhering too closely to the force. Effective marking requires a balance between these extremes. One trick to achieving this balance (and knowing when to take a risk on the mark) is glancing over your shoulder at the oncoming cuts. A quick look behind you helps you not to bite on fakes. You can prioritize which throws to take away. You'll have the opportunity to help a roasted teammate. And you're much more likely to get a block.

A common example of this occurs after a deep pass is caught near the end zone. The defender,

just taken deep, is often frantic, frustrated, and wants to get the defense personally. He may mark wildly, lunging for every fake. In doing so he makes end zone defense impossible for his teammates, and makes a goal more likely. Conversely, some defenders will mark conservatively, doing only what was agreed-upon before the point. Yet in this scenario, cutters commonly have a step on their defenders and conservative marking nearly guarantees a score. A well-timed strike of the mark would save the goal.

In Ultimate, finding the cutters and adjusting the mark accordingly gives the defense a huge advantage. Ideally the mark is not a one-on-one match up, but team defense, like a zone, requiring communication and vision. «

photo by Scobel Wiggins



Today's abbreviated day saw the start of Power Pool and Placement Pool play in the Men's, Women's and Mixed divisions, and day 3 of 4 of pool play for the Master's division. For those of you reading this from outside of Prague, the heavens opened mid-day with rain, thunder and lightening, cutting short play. Most games were cancelled for the rest of the day, and will be rescheduled for Wednesday (although the schedule has not been finalized as I write this).

Masters

In Group A, USA's Surly has lived up to its name with an authoritative 5-0 record and their sixth game stopped due to rain with them leading 7-0. They are on the road to an undefeated record out of pool play, despite some tough moments against the Dutch Red Lights and Australia's Eastern Greys. These two teams are 4-1 and are expected to play each other Wednesday. Japan's Vigi is 3-3, with just a game against Surly remaining. The UK's Age Against the Machine is 2-3, still to face Surly and German Wall City, which also has a 2-3 record. Germany's other pool game is with Venezuela's

Caobos, which at 0-5 gave Canada's Figjam it's only victory thus far in its six games.

USA's Troubled Past is undefeated at 5-0 in Group B, apparently without serious competition so far as no team has scored more than eight points against it. It's biggest challenge in pool play may come from German Wolpertinger, which at 4-1 has yet to play the Americans. OLD SAG, the other USA team the pool, is 3-2, as are Helsinki and Canada's GLUM, but OLD SAG has lower-ranked teams left to play, while Helsinki and GLUM are expected to play each other on Wednesday. France's OUF and Canada's Gauntlet are 1-4, while Japan's Big Bombers have yet to score a win. Tight games in this group included Helsinki's loss to Wolpertinger 14-16, Wolpertinger's loss to OLD SAG 13-15, and GLUM's defeats of OUF 17-16 and of Gauntlet 14-12.

Men's, Women's, Mixed

Given the short day with just a single game into Power Pool and Placement Pool play we'll pick up coverage of these divisions in tomorrow's Disquito. «



photo by Neil Gardner

DAILY GAMES SUMMARY TUESDAY JULY 6

by Bryn Perkins

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DISQUITO SURVEY

4 QUESTIONS

by Radka Balážová

1. Describe your first impression of the Czech Republic in 5 words?
2. How do you like Czech food so far?
What typical Czech dish have you tried so far?
3. And what about beer?
Which Czech beer is your favorite?
4. What would you bring from your country here? What foods or drink do you miss?



Lindsay Mankwitz, #81,
Mental Toss Flycoons,
Montana, USA, Mixed

1. Good beer, Czechs speak English very well, easy transportation, fun downtown, a place to return to.
2. I like Czech food, there is a good variety and lots of meat. I've tried some chicken dishes and goulash.
3. I like it. My favorite is Pilsner.
4. I miss my bed. I would bring air conditioning from my country here.



Hiroshi Yokota, #15,
BIG BOMBERS, Japan,
Masters

1. Prague, the castle, a beautiful city.
 2. I didn't try any Czech food. I don't know a good restaurant, but some-
- body from our team went to a Czech restaurant yesterday.
3. I don't like it. But some of my teammates like it, also because it's very cheap for us.
 4. I miss rice and Japanese food.



Magi Pedrosa, #75,
Lotus Switzerland,
Geneva, Women

1. I haven't really seen Czech Republic yet. So my words are: fields, sleep, eat, play, weird food.
2. I am not fond of Czech food. I've tried dumplings, meat and some sauce and I didn't like it.
3. Czech beer is really good. I don't know all of them, but I like Pilsner.
4. Cheese and chocolate.



Patrik Sundqvist, #26,
Viksjofors IF, Sweden,
Open

1. Pretty beautiful, fields are very good, good level of play.
2. We've tried only Indian food.
3. I love it. I drink Staropramen and Pilsner a lot at home.
4. The blonde girls.

WEATHER

FORECAST FOR WEDNESDAY JULY 7

Mostly Sunny
22°C / 72°F



Wind from NNW at 13 km/h / 8 mph
Max. Humidity: 52%
UV Index: 8 Very High

CONTACT US

Have you got anything to say?
Feel free to send us anything at:
newsletter@wucc2010.com

DID YOU KNOW, THAT ...

Transport Information

TRANSPORT TO THE TRADING NIGHT (MANES) and TO THE PARTY (ZLUTE LAZNE):

On Wednesday and Friday there will be shuttle TRAMS to the trading night and to the party. On Wednesday the shuttle tram will start operating at 6 p.m., on Friday from 5 p.m. Shuttle bus schedule is approximate.

WEDNESDAY

Route: Vrsovice Centre – Manes
Route Malovanka – Manes

Shuttle bus for those who stays in hotels there will be the shuttle bus going:
Fortuna City – Rhea – Juno – Vrsovice centre
Strahov Centre - Malovanka

FRIDAY:

Route Vrsovice Centre – Zlute lazne
Route Malovanka – Zlute lazne
Shuttle bus for those who stays in hotels there will be the shuttle bus going:
Fortuna City – Rhea – Juno – Vrsovice centre
Strahov Centre - Malovanka

Ice Bathing

There is a new opportunity to enjoy ice cubes during the day at both areas Strahov and Vrsovice!

Please ask our physios at massages tent (for Vrsovice area) or visit REGE Centre (for Strahov area) for ice bathing!

Release your leg pain after hard game for 5 EUR/100 CZK!

We also kindly ask all of you, who borrowed some of the ice boxes, to get them back next to

the main freezers where they used to be. Thank you for your cooperation.

And last but not least - don't forget about the REGE centre! It is little bit hidden inside the main tribune at the field number 9-10, but you can find there whirlpool, sauna, ice bath and massages! You can also book the whole centre for 2 hours (maximum 10 people) - ask our physio staff.

Have fun!

Lost Wallet

I lost my wallet mondayevening near block 3 of Strahov dorms. It contains my player ID and other important stuff. If someone found it please give it to the staff HQ at Strahov. Reward is Dutch stroopwafels!

Tristan



photo by David Prucha



photo by David Prucha

TENSE FACES IN HIGH PLACES

Daily Games Summary
on page 6-7

DON'T MISS

The Games of the Day will be in both playing areas at 6:30pm. Vršovice (Discraft stadium #24) will host a women's quarterfinal game, and Strahov (Morrison field #9) an open quarterfinal game.

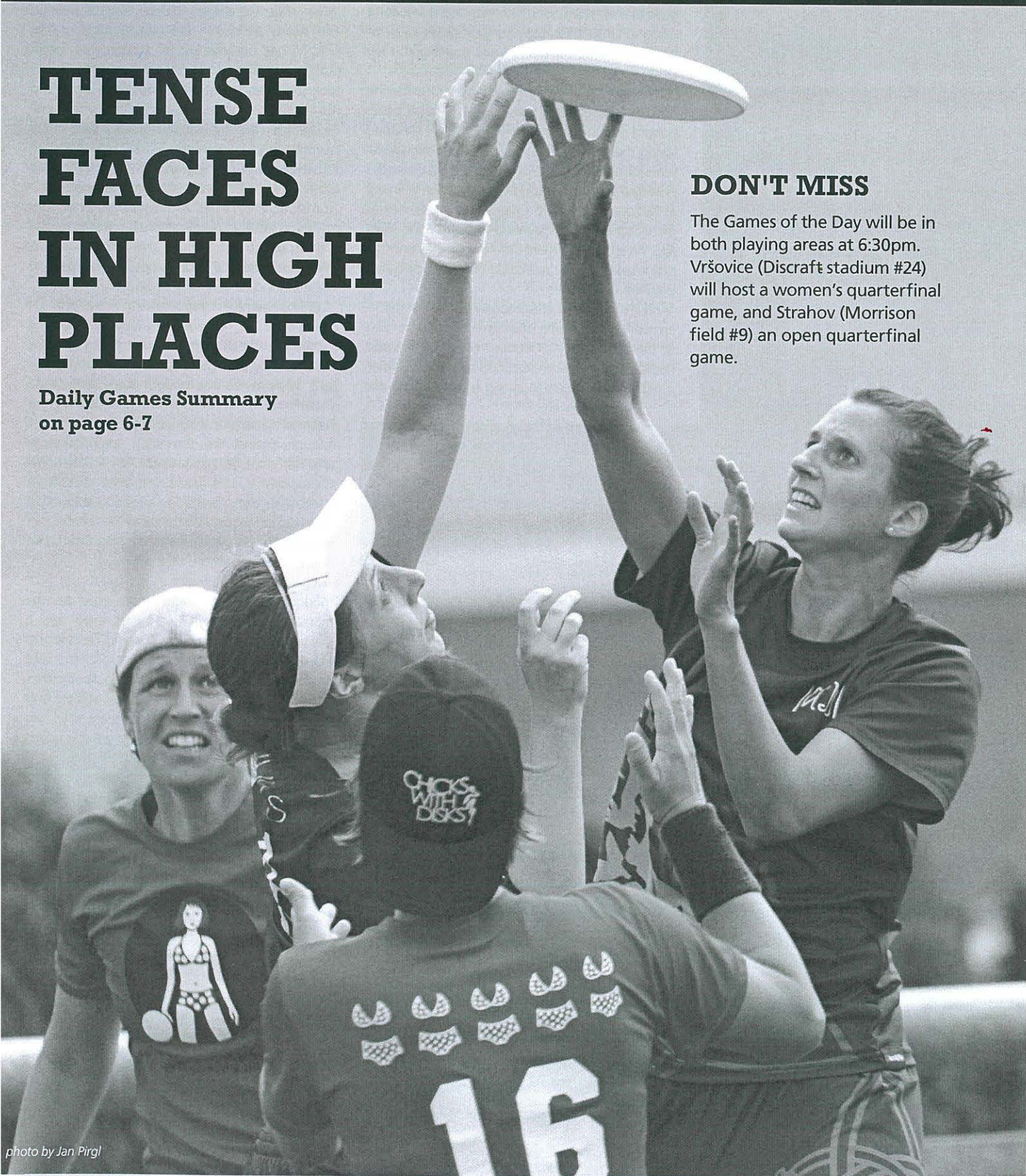


photo by Jan Pirgl

MASTERS OF A GOOD TIME



by Geoff Richman

Geoff Richman

Geoff lives in Portland, Oregon, USA and has the incredible gift of being able to decipher what it is Brian Linkfield is trying to say. He is also a special education teacher and is married with two kids.

"I think we need a tourniquet."

Those were the fairly horrifying words spoken to me the last time I was on a frisbee field as an open player. It was 2002 at the Summer Solstice tournament in Eugene, Oregon, USA and I had picked up with a team from California. Technically, I had "retired" the season before, after our team, Bonzi, placed 10th at the National Championships. (My wife made a compelling argument about me stopping: 1. Our daughter is one. 2. You're not getting younger. 3. It seems more appropriate that you spend your time with us.) But there I was on ground after attempting to knock down a floating disc and landing terribly wrong, some amount of blood (honestly, I couldn't look) pouring into my cleat.

Suffice to say, I really retired as I rode to the hospital. Never saw those cleats again, never bought another pair. But I also never stopped loving the game. I had enjoyed fifteen wonderful years of playing, made some of the best friends I have and was lucky enough to play Open Ultimate at National and World Championships as well as great tourneys like Flowerbowl, April Fools (East and West), the Ultimate Affair, CalStates and the Kleinman Eruption. You could take the boy out of Ultimate...

And it's not like I could totally avoid the game, anyway. Those same friends continued to play at the open level throughout much of this past decade and if there were a local sectional qualifier, I might just happen to swing by and watch the

action. Despite my slow-burning ardor, I still recognized that the costs outweighed the benefits for me.

Then my friend Stephen pulled me out to the beach to play three or four years ago. Aside from having to wear socks to play—which looked a little nerdy but beat the heat—I enjoyed the hell out playing again. Smallish field, easy to layout and I got to compete with my buddies again. Sure, we lost in the semis, but I got out of there with my body intact and my fire burning a little brighter for the game.

Meanwhile, we all grew older, many got married and nearly as many had one or two or five kids. Frisbee became less of a priority as soccer practice, family vacations and work obligations took precedence. But my friends from Bonzi and RhinoSlam! found a new gig: Masters ultimate. I remember hearing about it when I was in my twenties, and it just sounded so old. Who are those dinosaurs running around the field in their too-shorts, cut-off-sleeve shirts and Copas?

Turns out, they're me. All it took was a call from my friend Jason explaining how fun it was to play with Troubled Past through the 2008 fall series. "We didn't practice and it's not like you have to chase around 22-year olds, anyway."

You know where I'm going with this, right? Of course you do, because I'm obviously writing this in the Czech Republic. Last July I got the invite to play with Troubled, received the green light from my family, bought some cleats and showed up at Sectionals. We qualified for the National Championships and then played well enough against the top-notch competition to take home the gold in Sarasota. My first National Championship. Not surprisingly, my embers from a few years back reverted to a roaring inferno. So here I am in Prague with the same loose collection of badasses now sailing beneath the Czeched Past flag to chase more Ultimate glory.

Two games a day suits us old guys just fine, though we spend a little more time on the massage tables—wait, we never even had a massage table when I played Open. The amounts of ice we require could keep the entire tournament in margaritas for a month. But our sandwiches between games have fresh tomatoes and we only sleep two to a room. Our throws are solid, we occasionally play force middle and we can poach like a French-trained breakfast chef. Master's is good. And playing at this level means I still get to play with my friends. The same guys I went to battle with in '91 and '92—hey, Switz—through 2001 are the ones I holler for on the sidelines these many years and many memories on.

So sure, I wear a humongous brace to strap in that ankle that I broke those nine years ago. And there may be some other warming, controlling and otherwise buttressing devices that I pull out of my cleat bag. But I get to feed my competitive jones, play a game I've loved for half my life, and do both of those with some of the best friends I have. (And in Prague? Are you kidding? Pinch me).

Epilogue: Though Masters has been the bastion of only men up to now, there is a movement afoot to include (not necessarily young) women in the 2012 World Championships. There is no reason that this kind of a good time should be kept from any gender. «



photos by Jan Pirgl

You always wanted to know: what does that team name mean and where did it come from? There are geographically named teams, cheeky names, and weather-related names. Here is a sampling of some of the many wonderful flavors of the teams at Worlds, in no particular order.

E6 (Women's, Sweden): E6 is the highway that connects Gothenburg with Stenungsund, where the players on the team hail from

AMP (Mixed team, Philadelphia, USA): Named after an American energy drink.

YAKA (Women's, France): Translates to "Just do it!"

Riot (Women's, Seattle, USA): Named after the 1999 WTO protest riots in Seattle.

Ragnarök (Open, Denmark): In Norse mythology, Ragnarök is like the Apocalypse when the world ends in destruction when the gods fight

Iku! (Mixed, Japan): it means "to go", but it's sexually suggestive slang meaning is "to come": hence the shirt design.

Sockeye (Open, Seattle, USA): Sockeye is a local freshwater salmon.

Axis of C'ville (Mixed, Charlottesville, USA) A play on the term used by George W. Bush to reference Iran, Iraq and North Korea's nuclear capabilities.

Guayota (Tenerife Spain): Guayota is the demon god inside the volcano on the island of Tenerife.

Blue Arse Flies (England): Apparently in England if you are running in circles without any sense, they say you are acting like Blue Arse Flies, equivalent to the term "running like a chicken with your head cut off."

UNO (Women's, Japan) Stands for Ultimate Number One and also "uno" which is Spanish for "number one."

O.L.D.S.A.G. (Masters, Philadelphia, USA): The initials stand for One Last-Ditch Shot at Glory, a

reference to trench warfare in World War II.

Iceni (Women's, London, England): Iceni was a clan of nomadic warrior women who ruled the land that is now London.

Wolpertinger (Masters, Munich, Germany): Wolpertinger is a fictional forest creature in Bavaria that can look like a cross between a squirrel, rabbit, bat and groundhog.

Viima (Women's, Finland): Translates to "strong gust of wind."

Bischi (Open, Italy): Bischi is a local youth term that basically translates to "it's cool man."

2600 (Mixed, Bogotá, Colombia): 2,640 meters is the altitude of Bogotá, one of the highest capitals in the world.

CUUP (Open, China): Is a play on the Communist People's Part, in this case it is the Chinese United Ultimate Party.

D-CUUP (Women's China): This is the women's bra-size pun on the men's team.

Ah Ouh Puc (Mixed, France): PUC stands for Paris Ultimate Club and "Ah Ouh" means "God of Death"

Ahau Ik (Mixed, Mexico): Very similar to the French team, except the god in this case is referred to as the "Lord of the Wind."

OUF (Masters, France): Stands for two things" Olympique Ultimate Club and it also is a reverse of "Fuo" which means they are doubly crazy.

Quiet Coyote (Mixed, Boston, USA): Is a reference to a hand signal used by grade school teachers to keep kids quiet.

Figjam (Masters, Canada): Stands for "Fuck I'm Good, Just Ask Me."

Vigi (Masters, Japan): Translates to "beautiful technique."

Mental Toss Flycoons (Mixed, Missoula, USA) This is a play on the lyric "dental floss tycoon" from the Frank Zappa song "Montana:" the team's home state. «

WHATEVER'S CLEVER: CLUB TEAM NAMES

by Tony Leonardo

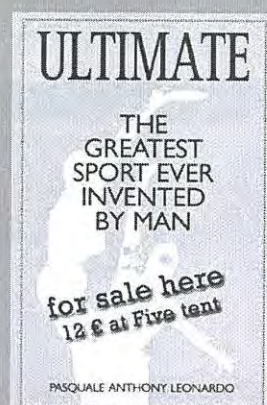


photo by David Prucha



OPEN DIVISION | RESULTS & STANDINGS

POWER POOL N					POWER POOL P					POWER POOL Q					POWER POOL R				
Chain Lightning	Freespeed	15	11		Revolver	M.U.C.	15	4		Buzz Bullets	Magon	15	7		Ironside	Feldrenner	15	5	
Doublewide	Skogs Ultimate	11	10		Sockeye	Ragnarok	15	6		Invictus	Euforia	12	5		Chevron	Heads of State	15	13	
Mephisto	Viksjofofs IF	10	12		Flying Angels	Phoenix	15	11		Clapham	Buzz Bullets	9	15		Colony	Ironside	13	15	
Mephisto	Chain Lightning	4	15		Flying Angels	Revolver	8	15		Magon	Invictus	9	15		Feldrenner	Chevron	13	15	
Freespeed	Doublewide	4	15		M.U.C.	Sockeye	8	15		Nomadic Tribe	Euforia	8	13t		Karhukopla	Heads of State	14	11	
Viksjofofs IF	Skogs Ultimate	13	11		Phoenix	Ragnarok	8	10		Buzz Bullets	Nomadic Tribe	15	5		Ironside	Karhukopla	15	10	
Chain Lightning	Viksjofofs IF	15	10		Revolver	Phoenix	15	5		Invictus	Clapham	13	12		Chevron	Colony	13	14	
Doublewide	Mephisto	15	6		Sockeye	Flying Angels	15	12		Euforia	Magon	7	11		Heads of State	Feldrenner	15	9	
Skogs Ultimate	Freespeed	15	7		Ragnarok	M.U.C.	13	15											

Chain Lightning	4	4	0	62	37	25	Revolver	4	4	0	58	27	31	Buzz Bullets	4	4	0	62	34	28	Ironside	4	4	0	59	37	22
Doublewide	4	3	1	53	37	16	Sockeye	4	3	1	55	39	16	Invictus	4	3	1	53	43	10	Colony	4	3	1	61	52	9
Viksjofofs IF	4	3	1	51	50	1	Ragnarok	4	2	2	46	53	-7	Clapham Ultimate	4	2	2	53	45	8	Chevron	4	2	2	52	54	-2
Mephisto	4	1	3	35	53	-18	Flying Angels Bern	4	1	3	50	58	-8	Magon	4	1	3	38	50	-12	Heads of State	4	1	3	52	55	-3
Skogs Ultimate	4	1	3	47	46	1	Phoenix	4	1	3	38	50	-12	Euforia	4	1	3	35	46	-11	Karhukopla	4	1	3	48	59	-11
Freespeed	4	0	4	36	61	-25	M.U.C.	4	1	3	37	57	-20	Nomadic Tribe	4	1	3	33	56	-23	Feldrenner Mainz	4	1	3	43	58	-15

PLACEMENT POOL S					PLACEMENT POOL T					PLACEMENT POOL U					PLACEMENT POOL V				
LOQUITOS	LOL	15	6		Fire of London	Mor ho!	15	10		Silence	Absolut	13	12		DominO	Jack'Suns	7	15	
Cotarica	Vibration	9	11		EMO	Redbacks	15	9		CUUP	Mooncatchers	14	7		Stoly Ultimate	UFO	16	13	
CamboCakes	Fenix U.N.A.M.	7	10		theBigEz	Dublin Ultimate	15	10		Gigolo	Mubidisk	7	12		Bischi	Decision	15	5	
Vibration	LOQUITOS	13	11		Redbacks	Fire of London	8	15		Silence	Gigolo	15	3		Jack'Suns	UFO	15	6	
Fenix U.N.A.M.	Cotarica	7	15		Dublin Ultimate	EMO	15	9		Absolut	CUUP	11	9		DominO	Bischi	7	15	
CamboCakes	LOL	15	9		theBigEz	Mor ho!	10	15		Mooncatchers	Mubidisk	13	12		Decision	Stoly Ultimate	10	15	

Ultimate Vibration	3	3	0	40	33	7	Fire of London	3	3	0	45	26	19	Silence	3	3	0	41	20	21	Jack'Suns	3	3	0	45	21	24
LOQUITOS	3	2	1	43	33	10	Mor ho!	3	2	1	42	39	3	Absolut	3	2	1	40	34	6	Bischi	3	3	0	43	22	21
Fenix U.N.A.M.	3	2	1	30	34	-4	theBigEz - Vienna	3	2	1	42	34	8	Mooncatchers	3	2	1	35	35	0	Stoly Ultimate	3	2	1	41	36	5
Cotarica Grandes	3	1	2	38	35	3	Dublin Ultimate	3	1	2	39	41	-2	Mubidisk	3	1	2	36	37	-1	UFO	3	1	2	34	44	-10
CamboCakes	3	1	2	35	35	0	EMO	3	1	2	32	39	-7	CUUP	3	1	2	28	31	-3	DominO	3	0	3	27	45	-18
LOL	3	0	3	27	43	-16	Redbacks	3	0	3	26	47	-21	Gigolo	3	0	3	19	42	-23	Ultimate Decision	3	0	3	23	45	-22

In Pool standings: t"Team", "Games", "Wins", "Losses", "GoalsFor", "GoalsAgainst", "GoalsDiff"

WOMEN DIVISION | RESULTS & STANDINGS

POWER POOL J					POWER POOL K					POWER POOL L					POWER POOL M				
Fury	Lotus SWISS	15	3		UNO	Naughty Kids	15	4		Wildcard	Showdown	10	13		Atletico	Lotus Canada	6	15	
MUD	HUCK	12	13		Iceni	Hot Beaches	10	15		Zephyr	JinX	15	5		Woodchicas	Zeitgeist	15	7	
Cosmic Girls	MUD	7	15		YAKA	Storm	6	12		Brute Squad	Showdown	14	5		Riot	Lotus Canada	15	6	
HUCK	Backhoe	15	14		Hot Beaches	Naughty Kids	13	14		JinX	Wildcard	11	15		Zeitgeist	Atletico	15	6	
Backhoe	Fury	3	15		Storm	Iceni	13	9		Leeds	Zephyr	13	12		E6	Woodchicas	9	14	
Cosmic Girls	Lotus SWISS	8	15		Iceni	UNO	1	15		Brute Squad	Leeds	15	11		Riot	E6	15	5	
					Hot Beaches	YAKA	15	8		Showdown	Zephyr	13	8		Lotus Canada	Woodchicas	15	5	

Fury	5	5	0	81	30	51	UNO	5	5	0	81	21	60	Brute Squad	5	5	0	77	34	43	Riot	5	5	0	81	27	54
HUCK	5	4	1	71	52	19	Storm	5	4	1	64	59	5	Showdown	5	4	1	65	43	22	Lotus Canada	5	4	1	70	43	27
MUD	5	3	2	73	53	20	Naughty Kids	5	-3	2	60	61	-1	Leeds Leeds Leeds	5	2	3	57	68	-11	Woodchicas	5	3	2	61	55	6
Backhoe	5	2	3	64	55	9	Hot Beaches	5	2	3	65	66	-1	Zephyr	5	2	3	57	56	1	Zeitgeist	5	2	3	54	60	-6
Lotus Switzerland	5	1	4	29	74	-45	Iceni	5	1	4	49	71	-22	Wildcard	5	1	4	47	70	-23	E6	5	1	4	40	76	-36
														JinX	5	1	4	46	78	-32	Atletico	5	0	5	34	79	-45



photo by Neil Gardner

PLACEMENT POOL N					PLACEMENT POOL P				
Tequila	Honey	10	11		Copenhagen	QUB	13	9	
Little Miss	Viima	6	15		Brilliance	D-CUUP	14	6	
Honey	Little Miss	15	12		Brilliance	Copenhagen	4	15	
Viima	Tequila	15	6		D-CUUP	QUB	3	13	
Honey	Viima	15	11						
Tequila	Little Miss	15	5						

Honey	3	3	0	41	33	8	Copenhagen	3	3	0	42	20	22
Viima	3	2	1	41	27	14	QUB	3	2	1	38	29	9
Tequila Boom Boom	3	1	2	31	31	0	Brilliance	3	1	2	31	37	-6
Little Miss Sunshine	3	0	3	23	45	-22	D-CUUP	3	0	3	16	41	-25

results, standings & statistics
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MIXED DIVISION | RESULTS & STANDINGS

POWER POOL J			POWER POOL K			POWER POOL L			POWER POOL M		
Axis of C'Ville	CUS BOLOGNA	14 9	Chad Larson	Smurf	16 15	upsadaisy	Mental Toss	6 15	Sugar-Mix	Chaos	12 10
Quiet Coyote	RIP	7 13	ONYX	Gronical	11 10	Credo	Brighton	9 13	2600mixed	SQOAL	4 15
Sin City	Quiet Coyote	9 15	Duke	Jeremy	6 14	Mental Toss	AMP	15 11	Chaos	SQOAL	13 11
RIP	Iku!	9 11	Gronical	Smurf	12 15	upsadaisy	Credo	13 15	Kaboom	Frizzly Bears	15 9
Iku!	Axis of C'Ville	10 14	Jeremy	ONYX	10 8	Brighton	Pie Wagon	13 15	Chaos	Kaboom	11 12
Sin City	CUS BOLOGNA	15 9	ONYX	Chad Larson	8 15	Mental Toss	Brighton	15 8	Sugar-Mix	2600mixed	10 12
			Gronical	Duke	9 151	AMP	Pie Wagon	15 13	SQOAL	Frizzly Bears	8 15

Axis of C'Ville	5 5 0 76 45 31	The Chad Larson	5 5 0 82 50 32	Mental Toss	5 5 0 79 53 26	Kaboom	5 5 0 75 58 17
Quiet Coyote	5 3 2 65 47 18	Smurf	5 4 1 80 64 16	AMP	5 4 1 76 62 14	Sugar-Mix	5 3 2 63 63 0
RIP	5 3 2 65 63 2	Jeremy Codhand	5 3 2 61 56 5	Pie Wagon	5 3 2 74 69 5	Chaos	5 3 2 63 52 11
Iku!	5 3 2 60 64 -4	ONYX	5 2 3 59 60 -1	upsadaisy	5 1 4 54 74 -20	Frizzly Bears	5 2 3 58 70 -12
Sin City	5 1 4 56 75 -19	Duke	5 1 4 49 74 -25	Brighton Ultimate	5 1 4 60 73 -13	SQOAL	5 1 4 62 62 0
CUS BOLOGNA	5 0 5 51 79 -28	Gronical Dizziness	5 0 5 48 75 -27	Credo	5 1 4 64 76 -12	2600mixed	5 1 4 53 69 -16

PLACEMENT POOL N			PLACEMENT POOL P			PLACEMENT POOL Q			PLACEMENT POOL R		
FDK Zagreb	Ah Ouh Puc	7 15	Heidees	guayota ull	8 15	Frizmi	Ultimate deLux	15 9	Thundering	G.H.D.	15 4
Ahau Ik	Blue Arse Flies	9 15	Velka Morava	Freespeed Coed	11 16	Sexy legs	Brazzinga	15 10	GrandMaster	XLR8RS	15 13
Ah Ouh Puc	Blue Arse Flies	13 12	guayota ull	Freespeed Coed	15 8	Brazzinga	Frizmi	11 10	XLR8RS	Thundering	8 15
FDK Zagreb	Ahau Ik	11 12	Heidees	Velka Morava	12 15	Ultimate deLux	Sexy legs	10 15	G.H.D.	GrandMaster	8 11
						Frizmi	Sexy legs	8 15	Thundering Herd	GrandMaster	13 11
						Brazzinga	Ultimate deLux	12 14	XLR8RS	G.H.D.	15 10

Ah Ouh Puc	3 3 0 44 29 15	guayota ull	3 3 0 41 24 17	Sexy legs	3 3 0 45 28 17	Thundering Herd	3 3 0 43 23 20
Blue Arse Flies	3 2 1 44 31 13	Freespeed Coed	3 2 1 34 34 0	Frizmi	3 1 2 33 35 -2	GrandMaster Flash	3 2 1 37 34 3
Ahau Ik	3 1 2 31 42 -11	Velka Morava	3 1 2 34 39 -5	Brazzinga	3 1 2 33 39 -6	XLR8RS	3 1 2 36 40 -4
FDK Zagreb	3 0 3 27 44 -17	Heidees	3 0 3 28 40 -12	Ultimate deLux	3 1 2 33 42 -9	G.H.D.	3 0 3 22 41 -19

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MASTERS DIVISION | RESULTS & STANDINGS

POOL A			POOL B		
Age Against	Surly	0 7	Wolpertinger	Troubled Past	7 15
Eastern Greys	Red Lights	15 12	Helsinki Ultimate	GLUM	15 9
Wall City	Caobos	15 7	O.L.D. S.A.G.	BIG BOMBERS	15 3
Vigi	Surly	10 15	OUF	Gauntlet	10 9
Eastern Greys	Caobos	15 3	Troubled Past	GLUM	15 4
Age Against	Wall City	10 12	O.L.D. S.A.G.	Gauntlet	15 7
Figjam	Red Lights	10 13	Helsinki Ultimate	OUF	15 10
			Wolpertinger	BIG BOMBERS	15 6

Surly	7 7 0 105 45 60	Troubled Past	7 7 0 112 40 72
Eastern Greys	7 6 1 108 67 41	Helsinki Ultimate	7 5 2 101 79 22
Red Lights	7 5 2 104 74 30	Wolpertinger	7 5 2 102 80 22
Wall City	7 4 3 81 94 -13	O.L.D. S.A.G.	7 5 2 96 78 18
Vigi	7 3 4 96 84 12	GLUM	7 3 4 84 101 -17
Age Against	7 2 5 68 87 -19	OUF	7 2 5 81 96 -15
Figjam	7 1 6 82 102 -20	Gauntlet	7 1 6 69 98 -29
Caobos Ultimate	7 0 7 24 115 -91	BIG BOMBERS	7 0 7 42 115 -73



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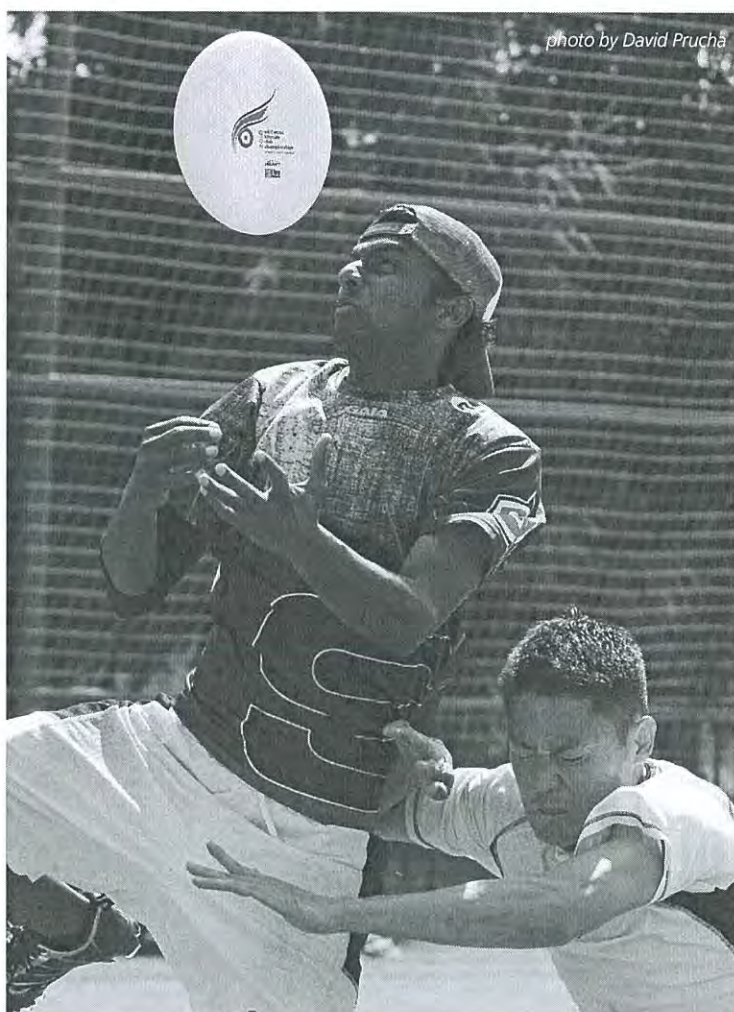


photo by David Prucha

DAILY GAMES SUMMARY WEDNESDAY JULY 7

by Bryn Perkins



photo by Jan Pirgl

Back to another full day of the best Ultimate in the world.

Open

After two days, Power Pool play is nearly concluded with just about a game left for each team. The five American teams are clearly on top, all 4-0 or 3-1, with no losses except to each other.

Which is not to say they haven't had competition from others, for example USA's Doublewide (Power Pool N, 3-1) eked a win over Sweden's Skogs (N, 1-3) by a single point, 11-10. Watch for the Chain Lightning (N, 4-0) game vs. Skogs Thursday to see if Skogs bring their A game. Also, Doublewide vs. Sweden's

Viksjöfors IF are both 3-1 and battling for (probably) second place in the pool.

In Power Pool P, USA's Revolver (4-0) is dominating with no one coming closer than seven points, except USA's Sockeye, (3-1) who came closer in a 13-10 game.

The top ranking teams in Power Pool Q are unlikely to change as the top three teams have played each other. Japan's Bunka Shutter Buzz Bullets (4-0) is headed for first after a 17-13 victory over Canada's Invictus (3-1), and a 15-9 win over UK's Clapham (2-2). Invictus beat Clapham 13-12 to (most likely) take second.

USA's Ironside (R, 4-0) beat Australia's Colony (R, 3-1) by just a couple points, but those points make it first in Power Pool R. Again the top teams have already played each other so Colony should finish second, followed by UK's Chevron Action Flash.

Women's

Power Pool Play is over and the playoffs start Thursday morning. Of the top sixteen teams, six are American, four are Japanese, three are Canadian, plus one each from Germany, the Czech Republic and the UK. USA's Riot has decisively won all its games in this tourney, but so have Japan's UNO, and the USA's Fury and Brute Squad (if you count Brute Squad's victory 15-11 win over Leeds Leeds Leeds as decisive). Should they maintain this record, they will all meet each other in the semis. Look for USA's Showdown, Canada's Lotus and Storm, and Japan's HUCK to try to break the winning streaks, Thursday afternoon in the quarterfinals. First, however, these 5-1 teams will have to fight through stiffer competition in the first round in the morning.

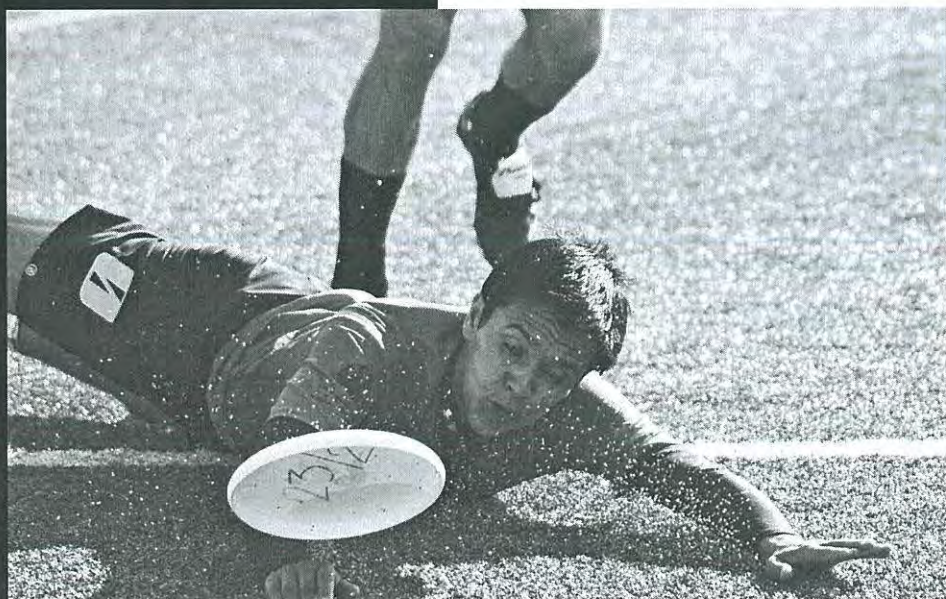


photo by Dave Sanders

Mixed

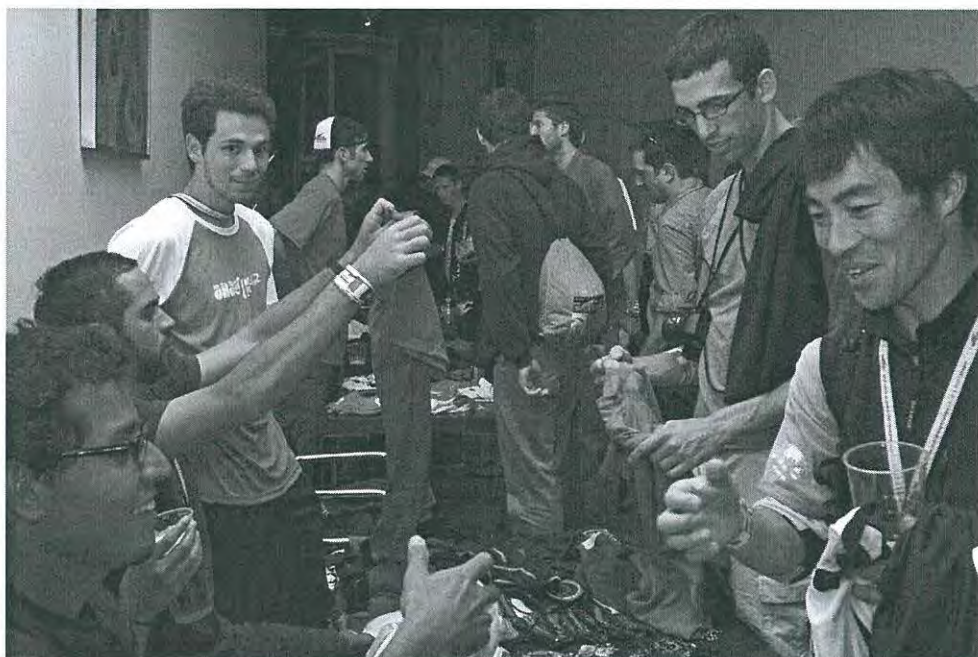
Five American teams in the top 16, followed by three Australian, three Canadian, two German, then one each from Germany, Japan, and Austria. Strongest looks to be USA's Axis of C'Ville, which is 7-0 with all wins by several points. The other undefeated teams – USA's Mental Toss Flycoons and The Chad Larsen Experience, and Australia's Kaboom – have at least one win by just a point or two. This could be the luck of the draw in the varying levels of play in different pools, but that will all be worked out in the playoffs starting Thursday morning. Quarterfinals will be at 3:15 in the afternoon at the Vršovice fields.

Masters

The USA's Surly and Troubled Past the teams to beat, both 7-0 with no other teams really pushing them (at least as far as the final scores suggest). If they keep this up they'll finally meet in the finals, but no doubt a number of the other teams will try to extract their pound of flesh, if not take their place completely, in the playoff games that start Thursday. «



photo by David Prucha



TRADING NIGHT

photos by Jan Bechyne



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WINNING ON BOTH SIDES OF THE DISC

THE HUDDLE

by Chase Sparling-Beckley

Chase Sparling-Beckley

Chase, now playing with Axis of C'Ville, is one of the worlds greatest players. He's won world titles with Team USA (in Germany) and the team USA junior team before it, as well as winning USA trophies with the Seattle Sockeye.

On Offense

You ought to have done much of the work up front. You were out in the lane first, making an open cut to the end zone, you were looking over your shoulder and saw the release point of the throw. You made your read early, calculated the trajectory of the disc, and picked your line before your defender even heard an up call.

Realizing that your thrower has laid you out to dry with a floaty throw (at least they didn't pump fake and make you come under), you pick a spot four to five yards from where the disc will come down between the disc and the defender to hold your ground. You pause, as several other defenders and Danny Trydiak pile up near you. As the disc is just about to glide into range you attack, with two large, powerful steps towards the spot you predicted and an inertia-aided spring from your dominant leg. You jump, and snatch the disc right over the top of the pile of defenders. People tangle up in your wake, Danny springs free for the end zone, and an easy throw for a goal.

On Defense

Your head was down, you were running hard to make up ground, when the up call came. You

immediately look up to see the disc, just a glance and a quick read—it is floating—and then you put your head back down and try to close the distance between you and your mark, knowing that they have already gotten a better look at the disc. As you close in, your mark starts to slow up a little, you glance over your shoulder again at the disc, this time able to make a fair judgment of where it is going to come down. Your mark ought to have picked the best spot to be in already, a few paces from the anticipated catch zone. You quickly do the math, "Am I taller/wider than my opponent? If so, I would get between them and the disc, forcing them to initiate contact on their jump, and effectively using my girth/height advantage to box them off the disc. No, I am shorter but jumpier."

You pick a line similar to the offensive player, a few big steps laterally from the anticipated catch zone, and pause as more offensive players and Danny Trydiak pile up under the disc. At the right moment you spring, propelling yourself towards the disc and then up—your highest jump. At the last second, you remind yourself, "Be sure" and opt to catch the D instead of macking it. As players tangle and fall in your wake, you swing the disc wisely to Roger, knowing that Danny will probably just huck it.... «

WEATHER

FORECAST FOR THURSDAY JULY 8

Sunny
27°C/80°F



Wind from W at 6 km/h / 4 mph
Max. Humidity: 48%
UV Index: 8 Very High

CONTACT US

Have you got anything to say?
Feel free to send us anything at:
newsletter@wucc2010.com

DID YOU KNOW, THAT ...

Practice fields

We have been able to open a practice field at Vršovice area for teams to warm up. You can find it next to the fields number 20 – 22. In you maps (player's handbook page 10) they are marked as reserve fields 31 and 32. They are open from 7:30 a.m. to 6 p.m. Hope you will enjoy your warming ups or practices.

Ice Bathing

We are happy that you find the Ice Bathing so attractive, but please, come to Strahov REGE Centre (in the stadium where fields 9 and 10 are) and reserve your ice bathing first. You can book one box of 10 kg of ice for 6 EUR. Tell us the time you'll come for Ice Bathing. Thank you.

Lost Wallet

Yesterday I lost my green jacket (Marmot) and I haven't found it in lost&found. It happened during the rain on fields 11 and 12. If anybody found it, please give it to organizers at Info Stall. Thank you very much Hana

photo by Dave Sanders

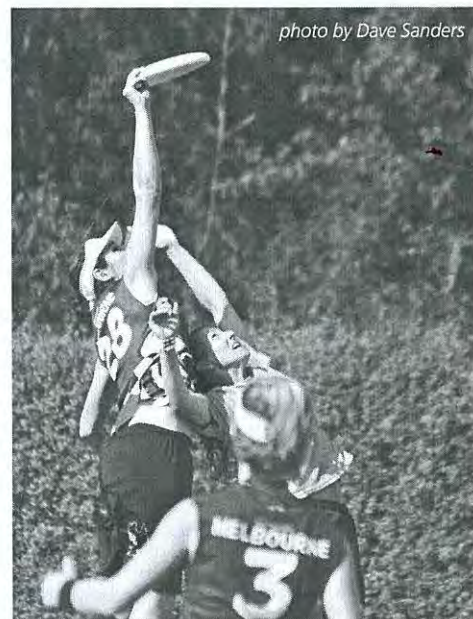


photo by David Prucha

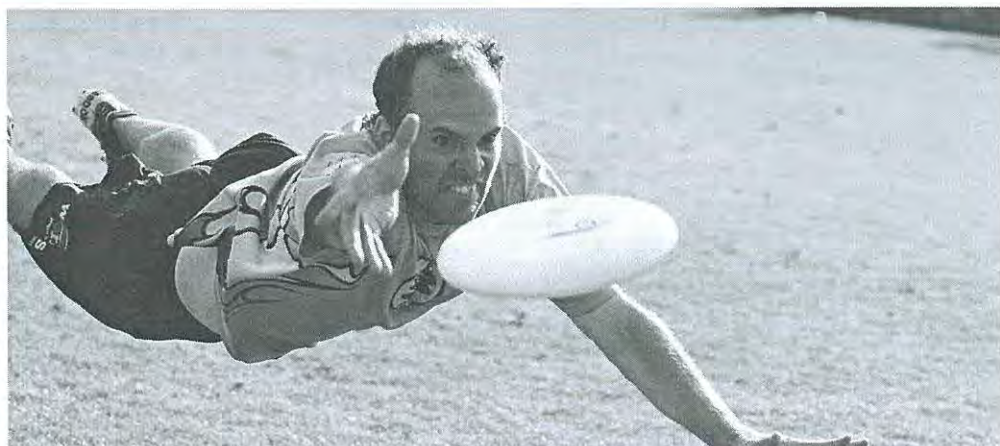


photo by Neil Gardner

disquit

daily newsletter of wucc 2010

FRIDAY, 9 JULY 2010

DON'T MISS

MASTERS FINAL! Troubled Past vs. Surly. It's going be big! It's going be good! And then? Party time! Come to Vrsovice main stadium and then to the party – you won't regret it.

HURTLING TOWARD THE FINALS

Daily Games Summary on page 2

photo by David Prucha

DAILY GAMES SUMMARY

THURSDAY JULY 8

by Bryn Perkins

Day 5 and the playoffs are nearly done, and all the teams except six will play their last games on Friday. Everything will be decided (before the Friday night party) except for Open, Women's and Mixed finals – for that we'll have to wait for Saturday.

Open

The top two places in the Power Pools played out as expected, except Sweden's Viksjöfors became the first non-American team to beat an American team in the Open division by besting USA's Doublewide 15-14 to secure a berth in the 1st to 8th place bracket. In the quarterfinals, USA's Sockeye

handed USA's Ironside its first loss of the tourney in a well-attended game of the day at Morrison field, coming back to win 17-15 after trailing by two at the half; Japan's Bunka Shutter Buzz Bullets handled Viksjöfors 17-5; USA's Revolver won over Australia's Colony 17-8; and it was Chain Lightning over Invictus, 17-10. At 8:30 on Friday morning at Strahov the semis will play out: Chain Lightning vs. Sockeye and Bunka Shutter Buzz Bullets vs. Revolver. The losers will play for the bronze later in the day, the winners will play the finals in front full stands and an internet audience at 2:00 pm on Saturday at Discraft field.

Women's

The sixteen teams of yesterday are down to four today: three American and one Japanese. Fury marched through Czech Hot Beaches (17-7) and Lotus Canada (17-10), who had made it to the quarters by beating the UK's Leeds Leeds 17-12. The last European team, Germany's Woodchicas, beat USA's Showdown 10-17 but lost to Japan's UNO in the quarterfinals, 5-17. UNO had eliminated USA's Backhoe 17-9 in the knockout round game before that. The other USA team out was Zeitgeist, beaten in a very close alternating-point game by fellow Americans Brute Squad, 14-12. Brute Squad went on to win an even closer quarterfinals game with Japan's MUD 15-14, who had taken out Canada's Storm 17-10 in the knockout round. Another tough result (but great game) for Japan fans was HUCK's game-of-the-day loss to USA's Riot 14-17, which saw really excellent play by both teams (check out the recorded game online at strizna.cz). The third Japanese team to fall today was Chukyo University Naughty Kids, who lost 17-10 to HUCK in the knockout round. Semi-finals will be at Strahov at 10:45 Friday morning, Fury vs. Riot and Brute Squad vs. UNO. Again, the losers will play for the bronze later in the day, and the winners will play at Discraft field at 11:30 am on Saturday; the game will also be live online and recorded at strizna.cz.

Mixed

Four teams are left in the mixed division and will meet in the semi-finals tomorrow at Vrsovice fields at 10:45 am. Thursday Canada's ONYX surprised USA's Axis of C'Ville in a 16-10 win that gave the Axis their first loss of the tournament. ONYX has three losses this tourney but they proved they can win when it matters. Interestingly, they'll play another team that has a couple of losses but has tenaciously made it to the semis: USA's Quiet Coyote. On the other half of the semifinals, USA teams Mental Toss Flycoons and The Chad Larsen experience are undefeated, so look for a great game there. Losers will play for the bronze Friday at 3:15 at Discraft stadium. Winners will play at the same place at 9:00 am on Saturday morning with a simultaneous internet broadcast at strizna.cz.

Masters

Some tough play by the Australian Eastern Greys and Finnish Helsinki Ultimate couldn't stop the American trains that are Surly and Troubled Past from barreling ahead to the finals. Check out the Masters Finals Preview elsewhere in today's Disquito, and the Master's finals Friday at 5:30 at Discraft stadium (#24), and online at strizna.cz. «



photo by David Prucha



photo by Jan Pirgl



photo by Dave Sanders

Surly comes undefeated to finals with a 9-0 record. Of the 28 men on the roster, the stats show scoring leaders #22 David Boardman (9 passes for a score, 13 goals in the tourney so far), #3 Eric Lonsdorf (9 passes, 10 goals), and Ron Kubalanza (14 passes, 4 goals) as players to watch. But it's a deep team, with ten players racking up double-digit assist+score numbers and a clear team-first ethos.

I spoke to one of the captains, #37 John Chandler-Pepelnjak:

1. I think our major focus was reinventing our offense. We faced Troubled past in finals [2009 Nationals], so we have been trying to create an offense that moves the disk more, with more athleticism, so we'll be better able to handle their poaches.

2. One of the toughest so far has been Australia [Eastern Greys, who they beat 17-12] on the first day. The #1 toughest was just against Finland [Helsinki Ultimate in the semi-finals, who they beat 15-13]; we just made a number of unforced errors and they played clean and good.

3. The biggest adjustment we've had to make is to the length of the tourney. UPA [now USA Ultimate!] Nationals is a 3 day tourney and all others are 2 day, so when we were faced with a 6 day tourney we changed our structure, who we play, when we play them, etc. The other changes are minor.

4. Our impressions of tourney overall are fantastic. If it was up to us, we'd have Worlds here every year. The fields are awesome, beautiful weather, we've been having a blast.

5. We're a feel good story, a shot for small-town ultimate, the little team that could from the upper midwest, which the coasts always think of them as the flyover states. We are the underdogs, we played Troubled Past at the UPA [Nationals 2009] and beat them by 1 point in pool play and lost to them 15-11 in the finals. But, we are super-excited to play them again and we've been looking forward to it. And we're sponsored by a brewery [www.surlybrewing.com], something near and dear to frisbee player's heart: delicious beer.

Troubled Past, also undefeated 9-0, has won all its games in this tourney by at least eight points. Scoring leader stats show a surprisingly even distribution between all 25 players (excepting apparent hot dog Brian Snyder with 10 passes for a score and 20 goals), suggesting strong depth across the whole team.

I talked with #77 Aaron Switzer:

1. The team's focus in preparing for the WUCC – there was a gap b etween winning [UPA 2009 nationals] and coming here, so our focus was trying to stay in communication with each other. We live all over hell and back and we rarely see each other, even though we've been teammates for and against for all of our careers, and so coming together, team focus, just trying to get on the same page. Which was very difficult. We're not a team like Surly, that practices all the time. We're a team that goes to some tournaments and knows each other.

2. [In what games has your team had its toughest moments so far?] The Eastern Greys [Australia, who they beat in the semi-finals 17-8] and they have several national-caliber players. They pushed us and we had to get on there.

[I'm afraid at this point we lost the rest of the taped interview, so roughly speaking, Aaron said something like:]

3. The WFDF rules were the biggest adjustment we've had to make. We read them and we've been learning and adjusting to them as we play on the field.

4. We are really enjoying the tournament, Prague is one of the most beautiful cities I've ever been in. It has gone off without a hitch as far as we are concerned.

5. You should root for us because we're love this game so much we can't stop playing, most people our age have quit and gone on to do other things and we are the ones that are left! We have to pull together from the whole West coast to come here but it's worth it. «

MASTERS FINAL PREVIEW TROUBLED PAST (USA) vs. SURLY (USA)

by Bryn Perkins

The Master's final will be played by the American teams Surly and Troubled Past at Discraft field (#24) at 5:30 on Friday evening. The game will be broadcasted and recorded for playback on the internet at www.strizna.cz.

We asked a few questions of the teams:

1. What was your team's focus in preparing for the WUCC?
2. In what games has your team had its toughest moments so far?
3. What have been your biggest adjustments to play in this tourney?
4. What are your impressions of the tournament overall?
5. Why should the spectators root for your team?

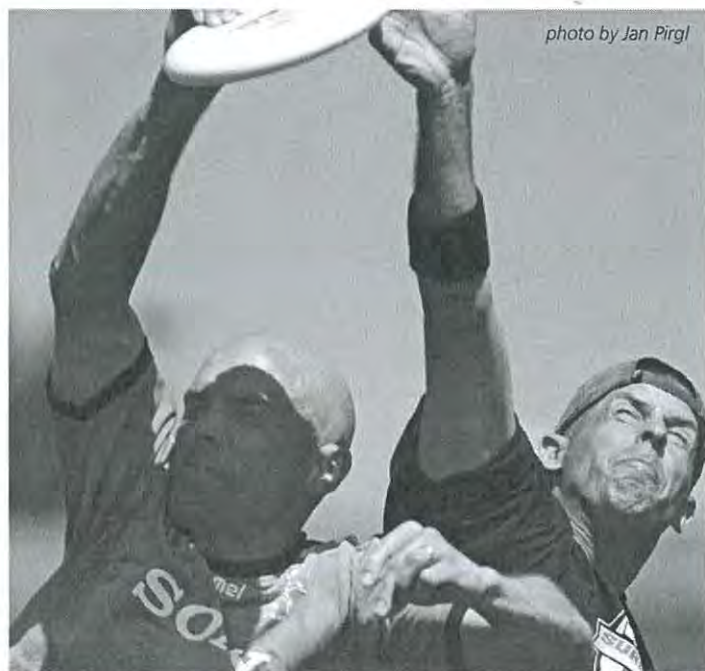


photo by Jan Pirgl



photo by Dave Sanders

OPEN DIVISION | RESULTS & STANDINGS

POWER POOL N				POWER POOL P				POWER POOL Q				POWER POOL R								
Skogs Ultimate	Chain Lightning	10	17	Ragnarok	Revolver	10	17	Euforia	Buzz Bullets	11	17	Heads of State	Ironside	12	15					
Viksjofofs IF	Doublewide	15	14	Phoenix	Sockeye	8	17	Nomadic Tribe	Invictus	8	17	Karhukopla	Chevron	17	9					
Mephisto	Freespeed	13	11	Flying Angels	M.U.C.	16	11	Clapham	Magon	17	6	Colony	Feldrenner	17	8					
Chain Lightning	5	5	0	79	47	32	Revolver	5	5	0	75	37	38	Ironside	5	5	0	74	49	25
Viksjofofs IF	5	4	1	66	64	2	Sockeye	5	4	1	72	47	25	Colony	5	4	1	78	60	18
Doublewide	5	3	2	67	52	15	Ragnarok	5	2	3	56	70	-14	Karhukopla	5	2	3	65	68	-3
Mephisto	5	2	3	48	64	-16	Flying Angels Bern	5	2	3	66	69	-3	Chevron	5	2	3	61	71	-10
Skogs Ultimate	5	1	4	57	63	-6	Phoenix	5	1	4	46	67	-21	Heads of State	5	1	4	64	70	-6
Freespeed	5	0	5	47	74	-27	M.U.C.	5	1	4	48	73	-25	Feldrenner Mainz	5	1	4	51	75	-24

PLAY OFF (1st - 8th)

Chain Lightning	Invictus	17	10
Buzz Bullets	Viksjofofs IF	17	5
Revolver	Colony	17	8
Ironside	Sockeye	15	17

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WOMEN DIVISION | RESULTS & STANDINGS

PLAY OFF (1st to 16th)				PLAY OFF (17th to 32nd)				PLAY OFF (1st to 16th)				PLAY OFF (17th to 20th)			
Fury	Hot Beaches	17	7	Lotus Switzerland	D-CUUP	17	7	Axis of C'Ville	ONYX	10	16	Sin City	SQOAL	16	15
Lotus Canada	Leeds	17	12	Atletico	Honey	17	8	Sugar-Mix	Pie Wagon	13	17	Duke	Brighton Ultimate	16	14
HUCK	Naughty Kids	17	10	Cosmic Girls	QUB	14	10	Quiet Coyote	Jeremy	15	13	PLAY OFF (21st to 28th)			
Riot	Zephyr	17	3	E6	Tequila	17	10	Kaboom	upsadaisy	11	15	CUS BOLOGNA	Thundering	17	9
Brute Squad	Zeitgeist	14	12	Wildcard	Brilliance	17	5	Mental Toss	Frizzly Bears	17	13	2600mixed	Ah Ouh Puc	17	13
Storm	MUD	10	17	YAKA	Viima	17	12	Smurf	RIP	16	14	Credo	guayota ull	17	11
Showdown	Woodchicas	10	17	JinX	Copenhagen	17	4	AMP	Chaos	17	10	Gronical	Sexy legs	16	13
UNO	Backhoe	17	9	Iceni	Little Miss	17	10	Chad Larson	Iku!	17	7				
PLAY OFF (1st to 8th)				PLAY OFF (17th to 24th)				PLAY OFF (1st to 8th)				PLAY OFF (29th to 36th)			
Fury	Lotus Canada	17	10	Lotus Switzerland	Atletico	17	14	ONYX	Pie Wagon	15	12	GrandMaster	Ahau Ik	17	16
HUCK	Riot	14	17	Cosmic Girls	E6	5	17	Quiet Coyote	upsadaisy	17	10	Freespeed Coed	Brazzinga	14	16
Brute Squad	MUD	15	14	Wildcard	YAKA	17	15	Mental Toss	Smurf	17	9	Blue Arse Flies	XLR8RS	15	9
Woodchicas	UNO	5	17	JinX	Iceni	5	17	AMP	Chad Larson	12	17	Frizmi	Velka Morava	18	11
PLAY OFF (9th to 16th)				PLAY OFF (25th to 32nd)				PLAY OFF (9th to 16th)				PLAY OFF (37th to 40th)			
Hot Beaches	Leeds	17	5	D-CUUP	Honey	12	17	Axis of C'Ville	Sugar-Mix	17	15	FDK Zagreb	G.H.D.	9	17
Naughty Kids	Zephyr	13	12	QUB	Tequila	6	11	Jeremy Codhand	Kaboom	13	17	Heidees	Ultimate deLux	17	9
Zeitgeist	Storm	17	6	Brilliance	Viima	7	17	Frizzly Bears	RIP	10	17				
Showdown	Backhoe	11	17	Copenhagen	Little Miss	17	8	Chaos	Iku!	16	11				

MASTERS DIVISION | RESULTS & STANDINGS

PLAY OFF (1st to 8th)				PLAY OFF (9th to 16th)			
Surly	O.L.D. S.A.G.	17	12	Vigi	BIG BOMBERS	17	6
Helsinki Ultimate	Red Lights	17	13	OUF	Figjam	17	10
Eastern Greys	Wolpertinger	17	10	Age Against	Gauntlet	11	14
Troubled Past	Wall City	17	5	GLUM	Caobos	17	10
PLAY OFF (1st to 4th)				PLAY OFF (9th to 12th)			
Surly	Helsinki	15	13	Vigi	OUF	17	9
Eastern Greys	Troubled Past	8	17	Gauntlet	GLUM	14	10
PLAY OFF (5th to 8th)				PLAY OFF (13th to 16th)			
O.L.D. S.A.G.	Red Lights	17	10	BIG BOMBERS	Figjam	8	17
Wolpertinger	Wall City	17	11	Age Against	Caobos	17	8





photo by David Prucha

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WUCC 2010 PARTY TONIGHT

photo by David Prucha



ANTI- CIPATING THE THROW

THE HUDDLE

by Nancy Sun

Nancy Sun

Nancy is a handler with and captain for San Francisco's Fury and played her college Ultimate with MIT.

The main party of for WUCC2010 will take place tonight at Zlute lazne.

Zlute lazne is a popular free time and party location in Prague located on the banks of the Vltava River. It is marked on the maps you have in the player's package.

All players, guests, staff, WUCC support, and press badges are welcome. For participants who booked accommodation through our system, dinner will be served at the party, instead of at your hotel. All other participants can buy a dinner voucher for 200 CZK / 8 EUR at our info stalls until 15:00. Visitors can also buy an entrance ticket for 100 CZK (on sale only until 15:00!) and will get a bracelet. You need your badge or bracelet to enter the party, to get the food, and most importantly, to be served at the bar!! This is very important. No exceptions are possible.

At the entrance you show your ID and get a voucher for food and water. Your "Friday dinner" option will be checked on your badge at the entrance. At the food stall your dinner will be given to you only in exchange for your voucher. There will be seven places serving food.

Transportation to the party will be by shuttle trams. Trams will depart from 17:30 to 02:00, every

15 minutes, from the same stops as on Wednesday: Vrsovice/Slavia to Zlute lazne and back, and from Zlute lazne to Malovanka stop (Strahov location) and back. If you want to go back later, you can hire a taxi (you can find the number on the back of your badge).

The party venue opens at 17:00, you can get your dinner starting 17:00.

There will be colored markers and white canvases around the party. You can write or draw anything you want on a canvas. If you bring a white shirt to the party then you can become a part of the artwork as well!

Here is the program for the party: On the outdoor stage there will be the Czech jazz-soul-rnb-hiphop band Navigators performance songs from their recent release *My Place*, which will be broadcasted by TV Europe. The music production will continue with one of the Czech Republic's most popular world music bands Čankišou with their eclectic styling of Arabic, African, Indian and Balkan influence.

After 22:00 the musical performances will to be moved inside the ballroom. At 24:00 there will be a surprise midnight performed from a famous foreign artist in the ballroom.

There will be several party boats, however all places on the boats are already booked. We request that all lucky participants, who booked their boat trip in advance, to carefully read their ticket and come to the boat at the time slot specified on your ticket. Please be on time to the boats, they will not wait for you! You can not swap your time slot for another time, as all the boats are fully booked. There will be a bar for food and drinks on the boats.

If you want to enjoy a boat trip in Prague, you can buy a ticket for a regular cruises on the Vltava at the info stalls. The price is 190 CZK / 8 EUR, boats depart at 11:00, 14:00, 16:00, 17:00 and 18:00. You can buy tickets for Friday as well as for Saturday or Sunday (if you are staying through Sunday). «

One of the attributes of teams that do well at Nationals and other high-level tournaments is their handler defense. Many teams can do a pretty good job at containing handlers (e.g. getting the mark on to stop upfield break throws, adjusting to stop give-go's, preventing up-the-line cuts). However, I think there are only a few teams that have the personnel and strategy to consistently pressure and generate D's on handler resets—this includes pressure on both the thrower who may or may not be a handler, and on the actual handler who makes the reset.

I think that knowing which of these buckets your opponent falls into is important to include in any pre-game scouting report. Especially if your team is coming off of a game where handler resets were easy, it is easy for offenses to get too comfortable, so knowing beforehand allows the team to do some pre-game prep. Some useful drills to do are ones that emphasize decisive handler motion and on throwing against tough marks.

From a team strategy perspective, there are a few adjustments I would make once the game gets going and it is clear that reset cuts are getting heavy pressure. The first is to calmly acknowledge that it is a little more difficult to complete reset passes, and

that we can make it much easier for ourselves if we focus on three things:

1. As a thrower, look a little bit earlier. Give yourself more time so that things are less rushed.
2. Assuming that as a team you are already used to doing this, remind the thrower to fake and pivot. This makes the offense less easy to predict.
3. If you are responsible for making the reset cut, focus on anticipating the throw coming. It may have been easy in the last game to just wait until the thrower looked at you before moving, but now you have to take more initiative. Take a look upfield to see what the thrower sees and check in with your internal stall count. You know your teammates, so keep an eye out for signs that they are about to turn to you. That tenth of a second you gain by anticipating will go a long way.

From a individual perspective, one of the things I really like to think about as a handler against teams with tough handler defense is "winning with your legs, not your throws". This reminds me to focus on being aggressive with my legs to drive my defender so that I can put myself in good positions to make easy throws. «

The 4th and 5th seeded teams in the open division brought out a large crowd in Strahov. Ironside and Sockeye gave Prague a little pocket of American-style play and didn't disappoint the audience.

It was 15 minutes before the first turnover. It came via a fantastic defensive play by Ironside. Ironside threw on a zone defence despite little wind to speak of, but they still throttled Sockeye's attack, and allowed them to take an early 5-3 lead.

Sockeye (mainly #15 Sam Harkness) was throwing some great pulls early in the game, lots of hangtime and usually to a corner in the back of the zone. The middle of the first half saw quite a few stoppages. Ironside held their two point advantage until some miscommunication lead to a huck to no-one. Sockeye hit back with a long pass that connected and pulled back a point to trail 6-5. They then kept Ironside out of their zone for five minutes, but Ironside were patient on the line and waited for the safe pass to make it 8-6. Sockeye's #22 Aly Lenon pulls out a great layout catch diving towards a low flat dropping hammer just before the half. Ironside then takes the half 9-7.

The first point back is the opposite of the first half, as four turnovers happen. Ironside put on the zone defence again, which gave them most of the play in the first half. It seemed like they would dominate once again as they had Sockeye backpedalling deep into their own endzone for 10 passes. But then the momentum switched as they were able to throw a great long pass straight down the middle.

The switch in ascendancy was perfectly illustrated in the next point where both teams tried a huck. Sockeye did the D when Ironside threw, then a couple passes later, showed them how to take a long high pass in traffic. They then made two big defensive plays and took the lead for the first time, 10-9. A contested call on Sockeye's score was retracted by Ironside, showing some good spirit. It was deemed that the defence ripped the disc out of the scorers hand after he had caught it.

The crowd was then treated to a precision set play. Coming out of a timeout, Sockeye had a series of short passes and one two's and extended their lead to 12-10. Sockeye then started having trouble with their pull after this, with the disc flying too long or out the sides. The teams then traded points which included a marvellous layout D in the zone by Sockeye which got negated by a turnover shortly thereafter.

Soft cap came at 15-13, so it became a game to 17. This is where the play of the game came. Sockeye do a fast long throw, two thirds of the field. The disc is screaming down the pitch and #23 Mauricio Moore is rocketing behind it, seemingly about to lose the race. He's going

full tilt and dives, but he still seems like he'll miss it by half a meter. His body just keeps on flying somehow and he snags the disc and the crowd go wild! A standing ovation from the crowd and chatter runs through the crowd asking how that was possible. That takes the score to 16-14. A couple of exchanged points later lead to Sockeye taking the game 17-15.

Ironside had the first half, but the halftime talk in Sockeye's camp fired them up and they figured out how to break the zone defence. As soon as they took the lead, they didn't look like giving it back. «

SOCKEYE VS. IRONSIDE

OPEN DIVISON QUARTERFINAL GAME

by Jason Chin



photo by David Prucha



photo by Jan Pirgi



photo by Dave Sanders

DISQUITO SURVEY

4 QUESTIONS

by Radka Balážová

1. How have you spent your free nights during the tournament?
2. Have you already learned some words or phrases in Czech?
3. Have you visited any of the pubs we recommended in our player's handbook?
4. What would you pick as your highlight of Prague, so far?

WEATHER

FORECAST FOR FRIDAY JULY 9

Sunny
31°C / 87°F



Wind from SE at 8 km/h / 4 mph
Max. Humidity: 49%
UV Index: 8 Very High

CONTACT US

Have you got anything to say?
Feel free to send us anything at:
newsletter@wucc2010.com

FINALS

Masters final game will take place at the Discraft stadium (field no. 24) today at 17:30! You can watch all other division final games at the same field on Saturday at the following times:

9:00 Mixed finals,
11:30 Women finals,
14:30 Open finals.

We wish good luck and good spirit to all finalists! Award ceremony is planned to start at 16:30. Transportation to finals and after the award ceremony is arranged for you. Please see detailed bus schedule at both info stalls. If you want to use our buses after the award ceremony we kindly ask you not to wait too long as the buses will finish not late after the award ceremony.



Adrien Lenouvel,
Ah Ouh Pouc #9, Paris,
France, Mixed

1. We don't have any particular programme. Yesterday we had a drink with other French team. I went to the Trading night and plan to go to Friday's party. We usually go to bed early.
2. Yes I've tried to learn some, but I can't remember any now.
3. No, I haven't.
4. It was a very nice experience playing at Field #9 in such a big stadium.



Juan Manuel Pedrigón,
Euforia #77, Bogota,
Colombia, Open

1. Usually we went to the hotel, ate and stayed together with the team. One time we went together to the town and watched the soccer game on the big screen in Old Town Square.
2. Yes we tried to learn "thanks;" "děkuji," and "you're welcome:" "prosím".
3. We didn't read that, we went to the pub Gross on the street by the Hotel Rhea.
4. We were honoured to play against Buzz Bullets and Invictus. These were tough games. We lost both, but they were tough battles. We won three games and felt great – we felt euphoria, that's why we named our team that.



Mel, Woodchicas #3,
Sauerlach, Germany,
Women

1. Last night we watched football game, but Germany lost.
2. No. Actually (teammates helping) "hezky bobr" (means "nice beaver," Mel or Rue can explain more).
3. No.
4. Winning our last game against Showdown, the very spirited team from Texas. (This win has catapulted Woodchicas to the top 8).



Curtis Maier, Old Sag
#29, Philadelphia,
Pennsylvania, USA,
Masters

1. We mostly had a dinner at some Czech restaurants. Last night we went to the Chapeau Rouge Club, we also watched the World Cup games on Old Town Square.
2. "Na zdraví," which means "cheers" and "děkuji" which means "thank you."
3. Not the ones mentioned in players book but we visited the U Medvídků and U Pinkasů and U Fleků pubs. We're staying in apartments close to the centre, which really helped.
4. Watching the World cup on the square. You can't do this in States. You Czechs are very lucky to have this opportunity. I liked the atmosphere, beer, big screen, the people – everything.

DID YOU KNOW, THAT ...

Transport to the party at Zlute Lazne

On Friday there will be shuttle TRAMS running to the party. The shuttle tram will start operating at 6pm and continue until 2am.

Route Vrsovice Centre - Zlute lazne
Route Malovanka stop - Zlute lazne

The shuttle bus route for those who are staying in the hotels:

Fortuna City - Rhea - Juno - Vrsovice centre
Strahov Centre - Malovanka stop

Information for those staying in the Strahov dorms

Please note that you need to check out from the dorms on July 10th (or July 11th depends on your booking through tournament registration) by 10:00 AM. You don't have to come to the central reception, give you room key to the reception of your block. There will be staffs collecting the meal cards, please bring. To speed up the process we ask the team representatives to collect them from their teams and hand them over all together. Thank you.

For every missing card you'll have to pay 5 EUR as we informed you on check-in.

Did you book extra nights after July 11th? The dorms' reception informed us that the restaurant will close at 15:00 after July 11th and you will need to decide whether you want to get money

for your dinners back or you will want the kitchen staff to make you a dinner packs every day.

Lost jerseys

Singapore player lost dark T-shirt no. 13. If someone finds it please contact anyone from the team or leave it in the lost and found or sms/call phone +65 94527306. He really needs it to keep playing the tournament. There will be reward.

Jersey with no. 18 from the team CUUP from China is missing as well. Its owner asks anyone who might found it to hand it over to anyone from the CUUP team. Not having the right colour of jersey impedes playing at the tournament.



photo by Jan Bechyne

disquit

daily newsletter of wucc 2010

SATURDAY, 10 JULY 2010

DON'T MISS

Your flights ;) But come back sometime soon!

LOVE FOR THE GAME

The Finals Preview

photo by Jan Pírgl

A COUPLE OF THOUGHTS ON ZONE D

THE HUDDLE

by Ben Wiggins

Ben Wiggins

Ben currently captains the Seattle Sockeye and, together with Andy Lovseth, created the Huddle in 2006 as a resource for developing and motivated players worldwide. Ben won the Callahan award in 2003.

A couple of quick thoughts. Sidelines are great for communication, but the people that need to be able to talk to each other are all on the field already. In a standard three-person cup, the communication streams are simple:

- Deep talks to wings and short-deep
- Short-deep talks to points and middle
- Middle talks to points
- Wings talk to their side's point

With these streams, each player can adjust the positioning of the players they are covering for. If I am at short-deep, and have two players to cover, I can cover one by letting the middle-cup know which way to move, and I can cover the other player. I'll usually use the middle-cup to cover the player I am farther away from. This isn't just laziness. They can cover in two steps what it would take me 8-9 full-speed committed

steps to stop, and they can do it in less than half the time.

This player has to trust me, though. If I say "right," I need them to physically move to their right by at least a step and a half. If they just look there, they can be assured that they will often look back at the thrower only to see that the disc is in that hole, flying by.

I played in college with Josh Greenough, who was a dominating middle cup, and incredibly responsive. I could bait throws for him by waiting just a split-second longer to tell him about the threat. Instead of, "Josh, Right," I would wait..."Josh, Bid Right." He'd hit the air without looking, and the shocked handler might even hit him in the chest with it. Meanwhile, I'm moving to cover for Josh; if the handler pulled it back successfully and tries for that hole, I'm on it.

One thing about zone D is that unless you run an upfield trap (trying to catch a wing on the sideline, for instance) you are probably keeping the disc in the hands of the best players on the other team. I've seen many teams go zone because the other team is scoring from one star to another, and this just lets those two stars play catch, but now without any pressure.

I love using the same zone, but with different focuses on different points. Example: I'll use a 2-3-2 zone, with the cup attacking handler-to-handler throws, and the wings guarding the point-middle cup gaps. Here we are trying to give our points opportunities to get handblocks, and force them to go through the cup. Next point, same zone, but now are cup is glued to each other's hips, allowing no throws through, and the wings are very wide and flat. Now we are forcing many throws and tempting an over the top throw.

If the other team scored once, they might well try to advance with the same tactics, playing right into our 'new' defensive set. Plus, this kind of approach gives individual players a solid grasp of what their defensive goals are.

What does a good zone point look like? You better know before you run it. Are you trying to force hammers, or yardage-losing swings? How often do you expect the other team to score easily? The original Clam was a fantastic Zone D...and about every third time, they expected it to get roasted for an easy goal. The quick D points that it did generate, especially upwind, made it worthwhile. So, if you run it once and get schooled, does that mean that you should not come back to it? Depends on your expectations.

Same with blocks; you need to know where you expect to get them. On cross-field hammers? Point-blocks? Drops on the 40th throw? Those players on your team that are not in the designated block-getter spots may play differently if they understand that their role is to generate block-getting opportunities, and not necessarily take chances themselves. You can start running a 7-v-1 D on every throw, instead of lots of little 1-v-1's and 2-v-2's. «



photo by Scobel Wiggins



photo by Neil Gardner

The Chad Larson Experience

Q: What was your team's main focus in preparing for the WUCC?

Kevin Seiler: We did a hard sprint workout about once a week. And we played a lot of pick up.

Q: What was your team's toughest moments during the tournament?

Kevin Seiler: Definitely the toughest games were against the Smurfs and the Tycoons with their ability to break our offence.

Q: What were the biggest adjustments you had to make during the tournament?

Rachael Derscheid: My husband and I are on the offence line and he dislocated his left shoulder on the very first day. I tore the crap out of my knee: some ligaments and stuff. So that messed up our offence a little bit. But we are both back out on the field and the D has really stepped up for us.

Q: What are your overall impression of the tournament?

Rachael Derscheid: Great fields and great spirit. I love worlds. I love the spirit circles afterwards. Its fun to play against people from so many different places and have something in common.

Kevin Seiler: It great playing the UK's number one team and playing one of Australia's best teams but then we get stuck playing all the American teams in our bracket.

Q: Why should the fans cheer for your team?

Rachael Derscheid: We throw more hammers and layout more so we really respond to the crowd. The hammer call is probably going to get a response. We make big plays and are fun to watch.

Kevin Seiler: And if the crowd hates us we like that too. It fuels us! Either way we are going to love it.

Onyx

Q: What did you do to prepare for the WUCC?

Ann Marie: We had a lot of practices but also training in the gym.

Q: What was your team's toughest moments during the tournament?

Eric Ion: Playing against the Smurfs. They went up by four and we lost. We won by only one point against Gronical Dizziness. We were afraid and playing with fear. We lost the two games after that and the team was falling apart almost.

Ann Marie: We were not playing the way we are used too and we didn't know how to get that back.

Eric Ion: The best thing that happened was that we played the best team in the world, Axis of C'ville in the round of sixteen. We had nothing to loose and we were playing without fear. That helped us to refocus and play our game and show our stuff and get pumped up.

Q: Were there any specific adjustments that you have made during the tournament?

Ann Marie: Not really.

Eric Ion: The only thing was that after the losses we were thinking that things were not working but really we were not doing the things we were supposed to do. So then we focused on what we knew we had to do and that worked.

Q: What are your overall impressions of the tournament?

Eric Ion: I was in Perth four years ago and this year the teams are stronger, taller, and better. Every team you face is a real challenge. The world is picking up and getting better and better.

Q: Tell me why those walking zombies should cheer for your team at nine o'clock in the morning.

Eric Ion: We are a balanced team with great women. We are playing with the whole team. Total team defense and total team offence. And we are the only Canadian team in the finals. So...

MIXED FINAL PREVIEW THE CHAD LARSON EXPERIENCE

(USA)

VS.

ONYX (CANADA)

by Nathan Heilmann

The Mix final will be played by the American team The Chad Larson Experience and Canadian team Onyx at Discraft field (#24) at 9:00 on Saturday morning. The game will be broadcasted and recorded for playback on the internet at www.strizna.cz.

We asked a few questions of the teams



photo by David Prucha



photo by Dave Sanders

WOMEN FINAL PREVIEW

**FURY (USA)
VS.
UNO (JAPAN)**

by Bryn Perkins

The Women's final will be played by the American teams Revolver and Sockeye at Discraft field (#24) at 11:30 on Saturday morning. The game will be broadcasted and recorded for playback on the internet at www.strizna.cz.

We asked a few questions of the teams:

1. What was your team's focus in preparing for the WUCC?
2. In what games has your team had its toughest moments so far?
3. What have been your biggest adjustments to play in this tourney?
4. What are your impressions of the tournament overall?
5. Why should the spectators root for your team?

I talked with #4 **Aimi Sogabe**, one of the captains of UNO.

1. [We prepared by doing] quick running and playing. We are very short, so we need to run faster than the other [non-Japanese] teams, and also cut back quickly. Quick movements [of the disc] are very important for Japanese teams. So we trained a lot on quick motion, quick cuts, quick throws.

2. In the pool play, most games were quite easy, but in the Power Pools, the play became much more difficult. Concentration is very important; it's so tough to concentrate for the long games throughout this long tournament.

3. [Our biggest adjustment was to] transportation. The two big venues were a little far from our accommodation, and from one field to another field is quite long. We have never experienced such a long distance [at a tournament] in Japan.

4. It's so difficult to win compared to a Japanese tournament. And other Japanese teams also had a tough time against strong other teams, so we have had to concentrate, which is exciting. We are enjoying the feeling of needing to focus.

(Interjected by Coach Fumio Morooka, translating: We need national flags! For decoration and the opening ceremony. It's just my opinion but I'm just a little disappointed because this is an international tournament, the world championships.)

5. We have an original cheering call, set to a tune with music and song, with energy, so spectators love to hear that. The French, Germany, and others cheer us with it.

And, our team's Motto is "Enjoy the play", so spectators will cheer us in the finals. So Please Cheer Us!

I talked to #14 **Elizabeth Margaret Penny**, AKA BLPeach.

1. Our focus in preparing for this game was to be the most resilient team possible, whether

things were going our way, or not going our way. Perfect in our focus on the task at hand. Scoring each point, one at a time.

2. The toughest moments of the tourney so far were playing under Riot's outstanding pressure – in particular when Riot went on a run and caught up to us in the beginning of the second half in the semi-final game.

3. [Our biggest adjustments have been in] trying to identify and adjust to different team styles within the first couple of points of any game. In general there is a wide variety of styles of play with the women's teams here, from Japan to the Swiss to other American teams, and being able to stay mentally on top of that: instead of thinking you know what's coming, being ready to not know what's coming, is a big mental adjustment.

4. In general we've been enjoying the quality of the fields. The stadiums have been really really nice, and even the fields that were farther out were in beautiful scenery! The staff have been quite friendly and efficient in terms of helping us meet some of our needs, to the best of their ability, and the other teams have been awesomely fun. They've been awesome. It's been delightful and exciting to see so many good ultimate teams coming together from around the world to grit it out as female athletes. And I'm sure the men's and the coed teams feel the same.

5. [Spectators should cheer for Fury] because we strive to embody a true concept of team. There are 26 of us, and we all – from leadership, to players, to sidelines, to strategists – at all moments work and strive to remember that there are 26 of us, 26 incredibly talented, broad, wide, talented, competent people, and that's an exciting thing to be a part of. It's an exciting thing to support a group that sincerely hungers to play with unity, and to play with heart, and to play with grit. And that's what we work towards, and any support we can get in that is very welcome.



I talked with #21 **Dave Bestock**, a long-time player for sockeye and handler on the offensive team.

1. In training, we were hitting the track, and preparing for the long grind that this tournament is. I think emotionally it's really hard to get ready for something like this, where it's day after day, with the distractions and all the teams. It's a challenge, but we were [at least] trying to prepare ourselves physically. And one of our big emphases this year has been on having fun.

2. It's always tough to lose, so getting that Revolver [Power Pool play] game called short for lightening, where we lost 13-10 to them, was hard. I think these mornings are tough, getting mentally prepared to play. And honestly, our team has some of its hardest moments, rising up during some of the easier games. We show up when it's big time, but there's a lot of games to play throughout, and showing up and having a positive attitude and working hard in all of the games is a challenge.

3. Definitely the rules are quite different and we made an effort to get everyone to look at those. The field size is different – we've played on some really narrow fields and had to adjust our offense to make space for our cutters. And one of the great things about worlds is you see all these different styles of play, and you have to make those adjustments on the fly in terms of what defense you are playing and what are they are doing that's working.

4. I love playing Worlds. This is my third Worlds. It's so great, a game I started playing in high school, to come and play teams from around the world. It's just such a treat and an honor.

5. We have fun. And we show it. We celebrate the good things we do. In this last game, we made it a point, when the other team made a big play, to continue to have a smile on our face. Mostly to lift ourselves up, but it's an honor to be on these fields, and to be in these games. And I hope that we show what I know to be true for our team, which is we're doing it because we love it. And we love playing for fans, and we love the support when we get it.

I talked to #23 **Mike Payne**, one of the four captains of Revolver and player since it started 5 years ago.

1. We have the double challenge, like other US and Canadian teams, of preparing first for Worlds and club championships in the US. Our focus has been on a double-peak, for both of those tournaments.

We started really early by conditioning and practicing as a team.

2. The toughest moments seem to have been off the field, the logistical challenges of being in Prague. We've had some transportation challenges with shuttles and taxis and things like that. We had a couple of hasty warm-ups, that challenged us mentally to stay focused. We're challenged by the hotel and eating situation which aren't optimal. Frankly a lot of the challenges for us have been distractions; I think for the most part we've overcome them on the field.

Two on-the-field things. One, playing against Sockeye [in pool play], it's hard to play against a team that knows you so well, you're never going to beat them by a lot if they've got talent. And then the Buzz Bullets in the semifinal, [who] play a completely different style of ultimate from any other top team in the world. I think we were challenged to play good defense on them and stop their flow.

3. We haven't made any big adjustments to our game since we got here.

4. A tournament like this is always awesome, just because you have so many people coming together. You get to meet a lot of new people, you get to see a lot of different styles of play, you get to see multiple divisions at the highest level. I do think that it is possible that Prague was not the best place, because some of the infrastructure seems to be difficult to deal with. I know the tournament organizers did a huge amount of work and I fully recognize that, but sometimes you just run into a setting that is hard to manage. So WFDF can think three times instead of twice about where to hold the next one.

I think the quality of play has been lower than I expected. I think part of that is you have a lot of teams that prepare for the double peak, like we did, and it's really hard to manage. I think that you see some US teams saving it for the fall; maybe the same is true for Canada.

5. When Revolver was started five years ago by three guys, the principle of the team that it was founded on was having fun with each other, having respect for your opponents, and giving young players in the Bay Area a place to develop. We've tried really hard in the last five years to make it not as much about winning, but more about playing the right style of ultimate so that we respect each other, and so that we demonstrate to the rest of the Ultimate community that you can have a group of guys who play for the right reasons and project the right attitude and still can win.

OPEN FINAL PREVIEW REVOLVER (USA) VS. SOCKEYE (USA)

by Bryn Perkins

The Open final will be played by the American teams Revolver and Sockeye at Discraft field (#24) at 2:00 on Saturday afternoon. The game will be broadcasted and recorded for playback on the internet at www.strizna.cz.

We asked a few questions of the teams:

1. What was your team's focus in preparing for the WUCC?
2. In what games has your team had its toughest moments so far?
3. What have been your biggest adjustments to play in this tourney?
4. What are your impressions of the tournament overall?
5. Why should the spectators root for your team?

photo by Jan Pírgl



photo by David Prucha

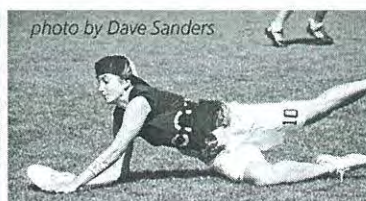


FINAL PLACEMENT

PLACEMENT	OPEN	WOMEN	MIXED	MASTERS
Gold				Troubled Past
Silver				Surly
Bronze	Buzz Bullets	Riot	Mental Toss Flycoons	Eastern Greys
4th	Chain Lightning	Brute Squad	Quiet Coyote	Helsinki Ultimate
5th	Ironside	MUD	Pie Wagon	O.L.D. S.A.G.
6th	Colony	HUCK	Smurf	Wolpertinger
7th	Invictus	Lotus Canada	AMP	Red Lights
8th	Viksjofofs If	Woodchicas	Upsadaisy	Wall City
9th	Doublewide	Backhoe	Axis of C'Ville	Vigi
10th	Clapham Ultimate	Chukyo University	RIP	Gauntlet
11th	Karhukopla	Zeitgeist	Kaboom	OUF
12th	Ragnarok	Hot Beaches	Chaos	GLUM
13th	Chevron Action Flash	Storm	Jeremy Codhand	Figjam
14th	Flying Angels Bern	LeedsLeedsLeeds	Frizzly Bears	Age Against the Machine
15th	Mephisto	Showdown	Sugar Mix	Caobos Ultimate Club
16th	Magon	Zephyr	Iku!	BIG BOMBERS
17th	Skogs Ultimate	Iceni	Duke	
18th	Euforia	E6	Sin City	
19th	Phoenix	Wildcard	Brighton Ultimate	
20th	Heads of State	Lotus Switzerland	SQOAL	
21th	M.U.C.	Aletrico	Credo	
22th	Feldrenner Mainz	YAKA	CUS BOLOGNA	
23th	Freespeed	JinX	Gronical Dizziness	
24th	Nomadic Tribe	Cosmic Girls	2600mixedColombia	
25th	Bischi	Copenhagen	Ah Ouh Puc	
26th	Silence	Tequila Boom Boom	guayota ull	
27th	Fire of London	Honey	Thundering Herd	
28th	Ultimate Vibration	Viima	Sexy legs	
29th	LOQUITOS	Little Miss Sunshine	Frizmi	
30th	Mor ho!	QUB	Brazzinga	
31th	Jack'Suns	D-CUUP	Blue Arse Flies	
32th	Absolut	Brilliance	GrandMaster Flash	
33th	Cotarica Grandes		Freespeed Coed	
34th	Stoly Ultimate		Velka Morava	
35th	theBigEz - Vienna		XLR8RS	
36th	CUUP		Ahau Ik	
37th	CamboCakes		Heidees	
38th	Dublin Ultimate		G.H.D.	
39th	UFO		Ultimate deLux	
40th	Mooncatchers		FDK Zagreb	
41th	EMO			
42th	Dominio			
43th	Fénix U.N.A.M.			
44th	Mubidisk			
45th	LOL			
46th	Redbacks			
47th	Gigolo			
48th	Ultimate Decision			

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Most of the players at this tournament have been organizers of the sport at some level or another. We do it out of our passion for the sport. Most of the bureaucratic work done to organize the core functions of ultimate frisbee is done voluntarily by players of the sport. This includes the scheduling and registration of leagues, individual tournaments and even entire series of championship playoff tournaments. Almost all tournament directors deprive themselves of some of modern life's basic provisions to make ultimate as we know it happen. This seems like a situation ripe for the technological innovation that many of us describe as web 2.0.

Christian Jennewein is an ultimate fanatic

then a community of around 30 to 40 hardcore users have been submitting their requests and comments for improvement.. Christian said "The most valuable lesson from my experience building FFindr is to value each and every email I receive". F-finder can also be used to create custom calendars. So if you want to view all the tournaments currently registered in Czech Republic, Slovakia, Austria and Hungary simply fill in the correct fields and a custom calendar will be created for you. An accompanying RSS feed is created to bring live update to any website. There are currently 25,000 users and 100,000 page views per month. Volunteers have translated its features into 8 languages. In the spirit of web

FFINDR: SPIRIT OF THE WEB

PROFILE

by Nathan Heilmann



photo by David Prucha

and professional web development and IT specialist. In 2007, his experiences playing for the German Mixed National Team at the EUC in Southampton intensified his passions for the sport and appreciation of its amazing community of players. Upon suggestions from his teammate Rue he became apart of the WFDF committee and charged with developing internet utilities for the ultimate community.

In his attempts to communicate with fellow committee members it became apparent that his clarity of vision, determination, and threshold for bearing sacrifice was unique. He couldn't help but strike out on his own to start building the IT infrastructure that would eventually become what is today FFindr.

FFindr is a tournament/league organizers' dream. Any TD can create tournament web pages to handle everything from registration to accommodation and even meal preferences in about 15 minutes.

Christian first deployed a version of FFindr to organize the Paris Summer Love league in 2007. In 2008 he partnered up with BULA and since

2.0 the system is meant to be user driven and as open as possible.

Christian's passion to apply IT to solve TD headaches and harmonize the events of various ultimate communities has lead him to take a 9 month sabbatical from his paid work. The first two months of which include a lot living out of his car and playing at the WUCC in Prague. The next six months are set aside to bring FFindr to the next level. "I'm going to need to make those user number grow if this is going to be a profession for me".

The long term future for the portal remains unknown but Christian's current mission is to look into cooperation with advertisers and sponsors so at the end of his sabbatical he will return to only a part time job and generate the other half of his income from FFindr. "I would really love to spend 15 hours a day working." After worlds it appears he will do so in his parents basement but come 2011, he will have to return to his day job. For the sake of TDs and players everywhere I hope he only goes back part time. «

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DISQUITO SURVEY

4 QUESTIONS

by Radka Balážová

1. What is your opinion of the overall spirit in the games you have played so far, or that you have seen?
2. Do you think there should be Observers used as permanent thing in Ultimate and why?
3. Have your team achieved the goal you were aiming for?
4. Did you learn something new from the game of your opponents?
5. Do you think Worlds in Prague has been successful event? Have you liked it?



Duro Oravsky, #15 Glum
(Glum Light Ultimate,
Ottawa, Canada,
Masters

1. Spirit has been really good so far. It really helps to realize that you play against teams from different parts of the

World. So you make sure to make the right call and up keep the Spirit.

2. I really like Observers being used at the national championships because it speeds up the game. It takes away the really bad calls that players are unable to retract themselves but I don't think the Observers should be used in regular games and the way I see it, Observers aren't referees. The responsibility stays with the players.

3. No.

4. Not really much I've played long enough to have seen it almost all.

5. Absolutely. Great tournament. Everyone I talked to loved it.



Tasha Nishiyama
„Craby“, #24
LeedsLeedsLeeds,
Leeds, United Kingdom

1. It's been quite good.

2. I've never played with Observers.

3. Yes, it was coming and having experience playing

at Worlds, performing our potential, be in top 16.

4. Yes, we need to use more of the pitch on offense.

5. Yes, pitches have been nice and very close together.



Pier Truter, #31,
Longreach, Northern
Territory, Australia,
Masters

1. I think overall the Spirit has been very good and most of the teams showed enough respect of other teams to work things out.

2. Definitely not but lines people like they're used at World Games are very good.

3. Yes, we have. Goal was to have fun and as a bonus we won bronze medal.

4. Yes, the very important thing is to walk away with the respect of the other team from every game.

5. Yes, I've played lots of Worlds and this is the best. It's just all good.



Serene, #19 Sin City,
Singapore, Mixed

1. The Spirit is pretty good we always gave 4-5. Most of the captains made good calls.

2. I don't think there should be observers. The SOTG should extend to to

players on the line who should make a good calls.

3. Yes, we did better than we expected. We were seeded 32. and we finished 18.

4. Yes, we learned that good women on the line can really make a difference.

5. I liked it, but we just had to do lots of walking.

WEATHER

FORECAST FOR SATURDAY JULY 10

Sunny
31°C / 90°F



Wind from SE at 8 km/h / 6 mph
Max. Humidity: 50%
UV Index: 8 Very High

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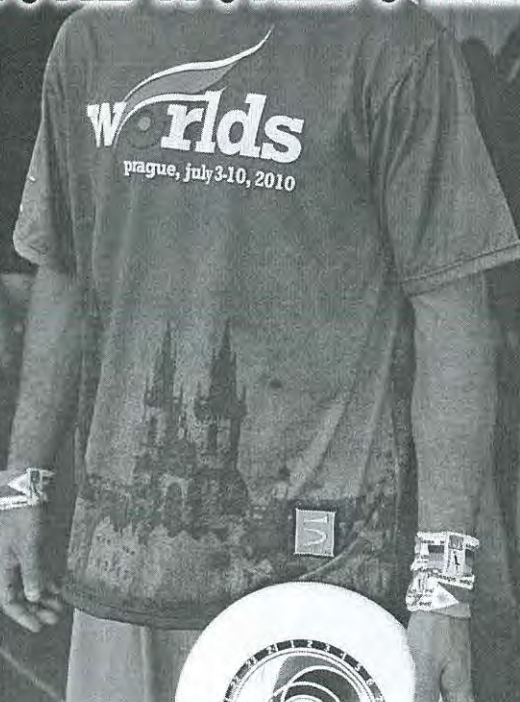
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Did you like this newsletter? Please give us your
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Best team photo sent it to us by you, will be
posted on our website.



photo by David Prucha

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