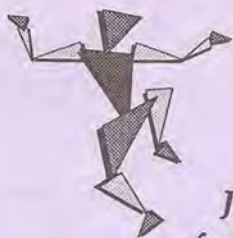




OFFICIAL PROGRAM



Welcome

Welcome to the ninth annual *Ultimate 4th of July!* Over the years this tournament has grown from a 12 team tournament to the present total of 36 teams. The best teams from around the country will be competing, including the reigning UPA champions from New York, former national champions, South Bay's Tsunami, last year's champions Windy City from Chicago, and the local favorite, the Boulder Stains. With over 125 men's and women's games of Ultimate to be played over the course of the three-day weekend, you can count on some memorable diving blocks, explosive long passes, and those classic one-handed horizontal grabs. This weekend promises to be filled with some spirited play and good sportsmanship.

The Boulder tournament was a small idea that has evolved over time. In the spring of 1983 Will Longstain and Mark "Scooter" Orders sat drinking in the cozy confines of Old Chicago. As they sat sipping Stroh's beer and swapping Ultimate tall tales, the Nation's finest Ultimate Tournament began taking shape.

Serious ultimate players in this oasis called Boulder were faced with a depressing geographic reality. In order to play ultimate at a national level, players were forced to travel up to 1000 miles. Both time and fiscal constraints prevented players from consistently competing on the national level. "Why not have the top teams come to us," they reasoned, "and play at the foot of the Flatirons?" The rest, so they say, is history. That 4th of July saw a 12 team, men's regional tournament with the California All-Stars capturing the first title.

In 1986 the Ultimate 4th of July really established itself as one of the showcase events for the sport of ultimate. The St. Louis Tunas captured the title by defeating the Boulder Stains 23-21 in a classic match. Some observers felt that this game was one of the best they had ever seen. The Boulder High stadium provided one of the better finals sites yet seen in Boulder. A three-camera film crew produced a

state of the art video which was seen locally on Mile High Cable. The video, the stadium, and the quality of competition helped propel the Boulder Tourney into the "big time."

The trademark of the Ultimate 4th, innovative rule changes, was established that first year with the move to the 10 second stall count. Since that first year we have seen the implementations of the Brick Rule, substitutes on timeouts, sponsoring by Discraft, and active on field observers for the finals. The willingness to try new things is what has set the Boulder Tournament apart.

This July close to 700 men and women will converge on Boulder with 36 Ultimate teams. The women's field will once again showcase some of the finest women's Ultimate teams from across the country. We've come a long way since 1983 when a women's field didn't even exist. The men's tournament is now on a par with that of the U.P.A. Nationals and Easterns. Not bad at all when you consider the humble origins.

The party this year moves downtown to the Boulder Theater. This venue is a long way from the "Notch" where the first two Ultimate 4th parties were held. While there won't be any hale bales to get horizontal off of, the Boulder Theater has a nostalgic appeal all of its own. *Big Head Todd and the Monsters* will for the fifth consecutive year provide the entertainment.

Boulder is a great place to visit. Hopefully players and visitors will have some extra time to explore this beautiful town. Chautauqua Park at Baseline and 6th Street is a great place to spend an hour or even a whole day. There are numerous foot trails that lead up to the base or top of the impressive flatirons of Boulder. A sunset drive up Flagstaff Road to the Amphitheater leads to unforgettable views of Boulder and the Continental Divide. The Pearl Street Mall, an open air pedestrian retail area, offers some of the best dining and night spots in the area. I hope everyone has a great weekend in Boulder filled with fun and frisbee.

Louis Burke
Tournament Director



Watching Ultimate

When you think of Frisbee, you probably think of playing catch in the park, not of an all-out physical intercollegiate sport. But at the State of New York College at Purchase, there is an official varsity Frisbee team, with paid coaches and letter-sweater awards.

Ultimate frisbee is the name of the game, and it produces some spectacular play. As a physical workout, Ultimate Frisbee turns out to be one of the most strenuous games ever invented. Telemetering of heart rates during an actual game at Western New Mexico University showed that Ultimate players were actually getting a better cardiovascular workout than soccer players.

The game demands constant running. The only time you get to stand still is when you are holding the disc. Every teammate is a wide receiver trying to break clear, and every opponent is a defensive back trying to cover his man.

There are seven players per side, and the field is 70 yards long by 40 yards wide. After a "throw off," whoever catches the Frisbee must stand still (or at least keep one pivot foot on the ground) and has ten seconds to get off a throw to a teammate. No handoffs are allowed. A defensive player guards him (no closer than one Frisbee diameter) while counting off the seconds.

The object is to complete a pass to a teammate in the opponent's end zone, which extends 25 yards deep behind the goal line. That scores one point. The game is usually to 15 points, but may be to 21 in championships. An average game can last about two hours—longer if the teams are quite evenly matched.

The game draws growing numbers of spectators. Like football, it

has explosive long passes, diving catches in the end zone for a score, and spectacular leaping one-handed interceptions. Like basketball, it has zone and man-to-man defenses, and like soccer it has non-stop and wide-open field movement.

But unlike all those games, it isn't played with a ball. The disc doesn't follow parabolic trajectories. It is an airfoil—it flies. A skilled thrower can make the disc curve around, fly over, or even scoot under a defender. He can send it on an arc that takes it way outside the borderline of the field so long as it curves back for a teammate to catch in-bounds.

One of the most unusual features of Ultimate is the so-called spirit of the game, an attitude even written into the official rules, which value sportsmanship above victory. The game is played without referees. If a catch was good or not, whether both feet were in bounds, whether a defenseman crowded a thrower too much, or whether the throw was released before or after the ten-second count, players are expected to admit any rule infractions, and at that point the disc goes over to the other team.

It is hard to believe, but almost 20 years after the idealistic rules of Ultimate were first written, intercollegiate matches and world-championship games are still played without referees. The rules now allow for four to six "observers" on the sidelines, but they don't call fouls. They give judgments only when the players themselves call a foul and can't settle it quickly.

Ultimate players are a bit smug about all this—they consider their game a cut above other games, and in a way it is. Can you think of another team sport in which players routinely applaud when their opponents make an extraordinary play? It's all in the spirit of the game.

—Scott Morris

Penthouse Magazine, 1987

Men's Pool Listings...

POOL A

	9-11	11-1	1-3	3-5	9-11	11-1	1-3	3-5
A1 Chicago	D1 ₈	A4 ₂	A6 ₂	A3 ₁	—	A5 ₁₄	A2 ₁₃	—
A2 S. Bay	D2 ₉	A6 ₃	A5 ₁	A4 ₂	A3 ₁₃	—	A1 ₁₃	—
A3 East Bay	D3 ₁₀	A5 ₁	—	A1 ₁	A2 ₁₃	A4 ₁₃	—	A6 ₁₃
A4 1st Time Gary	D4 ₁₁	A1 ₂	—	A2 ₂	A5 ₁₄	A3 ₁₃	A6 ₁₄	—
A5 Seattle	D5 ₁₂	A3 ₁	A2 ₁	A6 ₃	A4 ₁₄	A1 ₁₄	—	—
A6 Phoenix	D6 ₁₃	A2 ₃	A1 ₂	A5 ₃	—	—	A4 ₁₄	A3 ₁₃

FRIDAY GAMES

SATURDAY GAMES

POOL B

	9-11	11-1	1-3	3-5	9-11	11-1	1-3	3-5
B1 N.Y.	C1 ₁₄	—	B5 ₁₅	B2 ₁₃	—	B4 ₂	B6 ₂	B3 ₁
B2 L.A.	C2 ₁₅	—	B6 ₁₃	B1 ₁₃	—	B3 ₁	B5 ₁	B4 ₁
B3 Boulder Stains	—	C3 ₈	B4 ₁₄	B5 ₁₄	B6 ₁	B2 ₁	—	B1 ₁
B4 Gainesville	—	C4 ₉	B3 ₁₄	B6 ₁₅	B5 ₂	B1 ₂	—	B2 ₂
B5 Austin	—	C5 ₁₀	B1 ₁₅	B3 ₁₄	B4 ₂	B6 ₃	B2 ₁	—
B6 Albequ.	—	C6 ₁₁	B2 ₁₃	B4 ₁₅	B3 ₁	B5 ₃	B1 ₂	—

FRIDAY GAMES

SATURDAY GAMES

TEAM → A1 Chicago D1 8 ←
 9-11 ← GAME TIME
 ← OPPONENT
 ← FIELD (see page 9 for field locations)

... and Play Schedules

POOL C

	9-11	11-1	1-3	3-5	9-11	11-1	1-3	3-5
C1 Rude Boys	B1 ₁₄	—	C6 ₈	C3 ₈	C4 ₄	C5 ₅	—	C2 ₃
C2 Lawrence	B2 ₁₅	—	C5 ₉	C4 ₉	—	C3 ₄	C6 ₄	C1 ₃
C3 Germany	—	B3 ₈	C4 ₁₀	C1 ₈	C6 ₃	C2 ₄	—	C5 ₄
C4 Boulder 2	—	B4 ₉	C3 ₁₀	C2 ₉	C1 ₄	—	C5 ₃	C6 ₅
C5 Ft. Collins	—	B1 ₁₀	C2 ₉	C6 ₁₀	—	C1 ₅	C4 ₃	C3 ₄
C6 Breck.	—	B2 ₁₁	C1 ₈	C5 ₁₀	C3 ₃	—	C2 ₄	C4 ₅
FRIDAY GAMES					SATURDAY GAMES			

POOL D

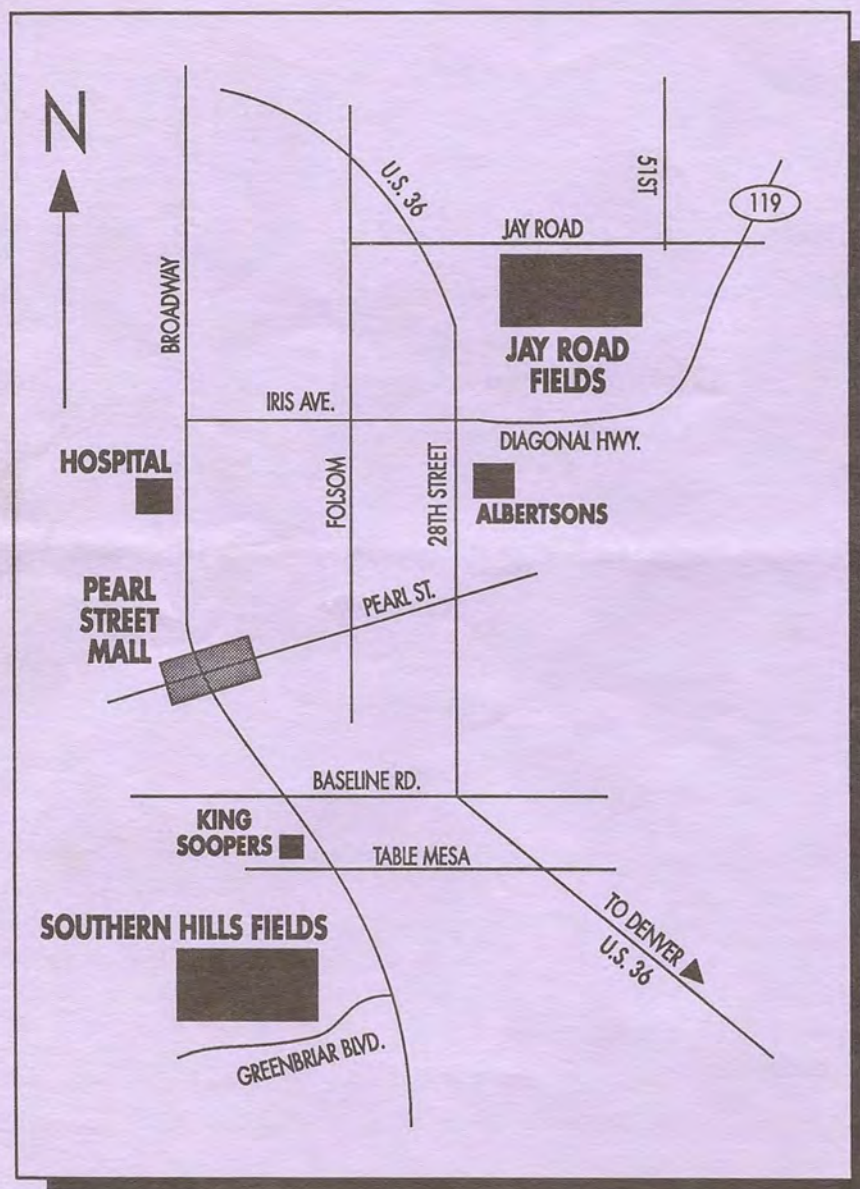
	9-11	11-1	1-3	3-5	9-11	11-1	1-3	3-5
D1 Houston	A1 ₈	D6 ₁₂	D5 ₁₁	D4 ₁₂	—	D3 ₇	—	D2 ₆
D2 K.C.	A2 ₉	D5 ₁₃	D6 ₁₂	—	D3 ₆	D4 ₆	—	D1 ₆
D3 Salt Lake	A3 ₁₀	D4 ₁₄	—	D5 ₁₁	D2 ₆	D1 ₇	D6 ₂	—
D4 Old/Way	A4 ₁₁	D3 ₁₄	—	D1 ₁₂	—	D2 ₆	D5 ₁	D6 ₇
D5 H. Beach	A5 ₁₂	D1 ₁₃	D2 ₁₁	D3 ₁₁	D6 ₇	—	D4 ₁	—
D6 Santa Fe	A6 ₁₃	D2 ₁₂	D1 ₁₂	—	D5 ₇	—	D3 ₂	D4 ₇
FRIDAY GAMES					SATURDAY GAMES			

SUNDAY'S SCHEDULE

9:30 Quarter Finals, 12:30 Semi Finals
3:30 Championship Game

Jay Road Fields
Jay Road Fields

Boulder, Colorado

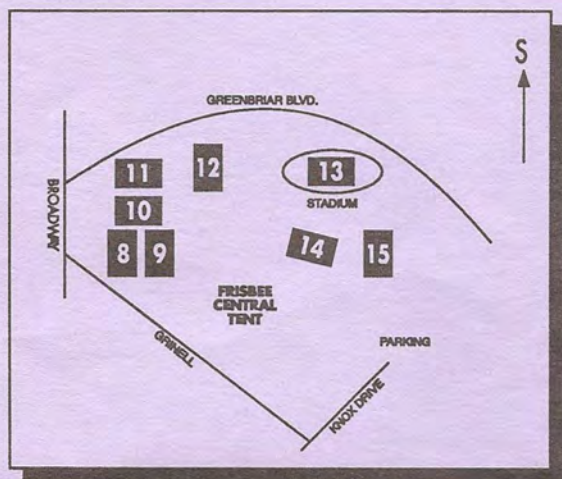


See pages 12-13 for a list of the best eating & drinking in Boulder.

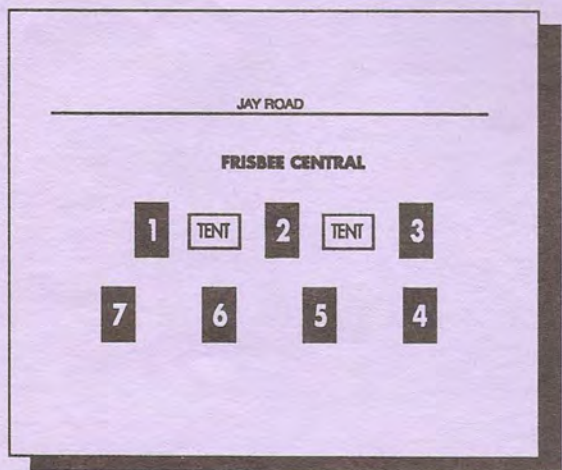
Field Layouts



SOUTHERN HILLS FIELDS



JAY ROAD FIELDS



See pages 6-7 (men's) & 10-11 (women's) for schedules and play locations.

Women's Pool Listings ...

DIVISION 1

	9-11	11-1	1-3	3-5	9-11	11-1	1-3	3-5
1-1 L.A.	1-7 ₁	1-4 ₄	—	1-3 ₅	1-5 ₉	—	1-2 ₈	1-6 ₈
1-2 S.D.	1-6 ₂	—	1-5 ₅	1-4 ₄	1-7 ₁₀	1-3 ₉	1-1 ₈	—
1-3 Seattle	1-5 ₃	—	—	1-1 ₅	1-6 ₈	1-2 ₉	1-4 ₉	1-7 ₉
1-4 Bldr./Den	BYE	1-1 ₄	1-6 ₄	1-2 ₄	—	1-7 ₈	1-3 ₉	1-5 ₁₀
1-5 E. Coast	1-3 ₃	1-7 ₅	1-2 ₅	—	1-1 ₉	—	1-6 ₁₀	1-4 ₁₀
1-6 Kansas	1-2 ₂	—	1-4 ₄	1-7 ₆	1-3 ₈	—	1-5 ₁₀	1-1 ₈
1-7 Chicago	1-1 ₁	1-5 ₅	—	1-6 ₆	1-2 ₁₀	1-4 ₈	—	1-3 ₉

FRIDAY GAMES

SATURDAY GAMES

TEAM →	1-1 L.A.	9-11 ←	GAME TIME
		1-7 ←	OPPONENT
		1 ←	FIELD (see page 9 for field locations)

POOL LOCATION

Friday	Jay Road Fields
Saturday	Southern Hills Fields

... and Play Schedules

DIVISION 2

	9-11	11-1	1-3	3-5	9-11	11-1	1-3	3-5
2-1 Albequ.	2-6 ₄	2-5 ₇	—	—	2-4 ₁₁	2-3 ₁₂	2-2 ₁₁	S E M I F I N A L S
2-2 Ft. Collins	2-5 ₅	—	2-3 ₇	—	2-6 ₁₂	2-4 ₁₀	2-1 ₁₁	
2-3 Salt Lake	2-4 ₆	—	2-2 ₇	2-6 ₇	—	2-1 ₁₂	2-5 ₁₂	
2-4 San Fran./ Santa Cruz	2-3 ₆	2-6 ₆	2-5 ₆	—	2-1 ₁₁	2-2 ₁₀	—	
2-5 Santa Fe	2-2 ₅	2-1 ₇	2-4 ₆	—	—	2-6 ₁₁	2-3 ₁₂	
2-6 Minn.	2-1 ₄	2-4 ₆	—	2-3 ₇	2-2 ₁₂	2-5 ₁₁	—	
FRIDAY GAMES					SATURDAY GAMES			

SUNDAY'S SCHEDULE

9:30	Men's Quarter Finals	Jay Road Fields
10:00	Women's Div. 1 Semi Finals	Jay Road Fields
11:00	Women's Div. 2 Championship Game	Jay Road Fields
12:30	Men's Semi Finals	Jay Road Fields
1:00	Women's Div. 1 Championship Game	Jay Road Fields
3:30	Men's Championship Game	Jay Road Fields



THE BEST ...

BREAKFAST

The Harvest	Natural ingredients	18th & Pearl St
Nancy's Restaurant	Delicious quiche	825 Walnut St
Dot's Diner	Best Huevos	799 Pearl St
The Aristocrat	Lots for cheap	2053 Broadway
Chautauqua Dining	Good waffles	7th & Baseline
Rocky Mountain Joe's	Laté heaven	1410 Pearl St
Lucile's	Best Eggs Benedict	2124 14th St
The Bagel Bakery	Great stuff	950 Pearl St

COFFEE AND MUFFINS

Trident Cafe	Fresh coffee	940 Pearl St
The Brilling	Just baked muffins	1322 College
Pour La France	Continental breakfast	1001 Pearl St

DINNER

Tom's Tavern	Boulder's best burgers	11th & Pearl St
Winston's	The freshest seafood	13th & Spruce St
Rio Grande	Best Margaritas in town	1709 Pearl
14th St. Grille	Great food, low prices	1400 Pearl St
Old Chicago	Great beer selection, pasta & pies	1102 Pearl St
Sushi Zanmai	Entertaining Sushi Chefs	1221 Spruce St
Pasta Jay's	Thou garlic, way good	925 Pearl St
The Harvest	All-natural ingredients	18th & Pearl St
Boulder Salad Co.	Best salad bar we've <i>ever</i> seen	2595 Canyon

... OF BOULDER



DRINKING AND SUCH

Old Chicago	A player's favorite	1102 Pearl St
The West End	The best rooftop patio	940 Pearl St
The Catacombs	In the basement of the Hotel Boulderado	13th & Spruce St
J.J. McCabe's	Live bands nightly	947 Walnut St
The James	An Irish pub	1922 13th St
Walnut Brewery	Boulder's brewpub	1123 Walnut
The Boulder Theatre	Sunday's party place	14th & Pearl St.

SPORTING GOOD STORES

Dave Cook's Sporting Goods Store	2525 Arapahoe
Gart Brothers Sporting Goods Store	2500 Arapahoe
Gart Brothers Mini Castle	3320 28th St.

GROCERY STORES

Alfalfa's Market	Natural foods	1651 Broadway
King Soopers	Near Fairview fields	3600 Table Mesa
Safeway	Central location	2525 Arapahoe

JOSE CUERVO

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Glossary

Check: A check is when the marker holds the disc and gives it to the thrower after making sure his teammates are ready to resume play. After any stop in play, play is restarted only after a check.

Dump: An easy backward pass. A thrower will dump the disc if no good forward passes are available.

Force: The marker allows the thrower to throw in one direction while preventing all throws in another direction. Knowing the force direction, the downfield defenders can better position themselves to prevent a pass to their man.

Hammer: A throw in which the disc is thrown overhand (like a baseball) and released upside down.

Horizontal: Diving to either catch or block the disc is known as getting Ho.

Huck: A long bomb throw.

Inside-out: A throw in which the disc is thrown against the force of the marker.

Man-to-Man D: The primary defensive strategy used in Ultimate. Each defender picks one offensive player and guards him/her over the entire field.

Marker: The defensive player guarding the thrower.

Pick: A pick is when one player obstructs the path of another player, much like in basketball, only in Ultimate picks are illegal.

Poach: More commonly known as help-side defense, a poach is when one member of the defensive team leaves his/her man and plays the passing lane—hoping to intercept or block the pass.

Pull: The long throw to start a point passed from the defense standing on their goal line to the offense standing on their goal line. Out-of-bounds pulls are usually brought to the middle of the goal line before starting play.

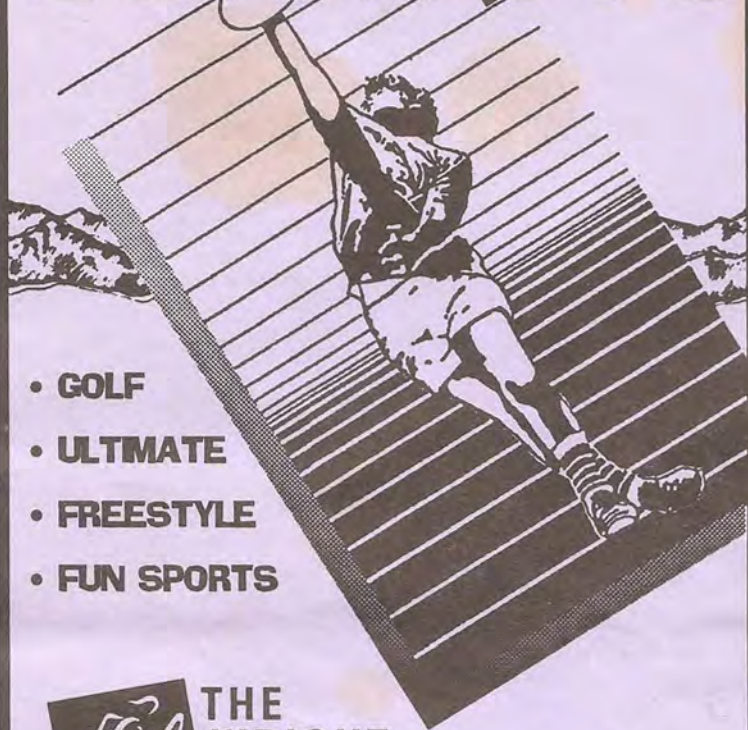
Swill: A poorly thrown pass.

Swing: A pass or combination of passes across the field is known as a swing. A swing is effective in moving the defense and opening up passing lanes; especially against zone defenses.

Traveling: A violation called by any member of the defensive team, traveling is when the player with the disc moves his/her pivot foot during the throw, thereby gaining an unfair advantage on the marker.

Zone D: A type of team defense in which each defender guards a portion of the field rather than a single offensive player.

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