



September 7 & 8, 1996
Naperville Polo Club
Route 59 and 119th Street

Important Tournament Information

Captain's Meeting
Friday night at 9 pm at
Spaghetti Warehouse

Play begins
Saturday at 9 am.
Sunday at 9 am.*

*(some teams may have an early round)

Dogs are allowed at the polo fields provided that they are leashed (especially when there are horses around). Keep them under close control and clean up after them. Plastic bags are available at Frisbee Central.

Under the main tent you will find:

- bagels
- bananas
- water
- ice
- field assignment information
- trainers
- programs

- tournament items for sale
 - sweatshirts \$20
 - T-shirts \$10, \$13
 - discs \$7
 - caps \$12

Sorry no Public Phones are at the fields.
The nearest pay phones are at the
Speedway on 111th St. and Rt.59.

NO BOTTLE CAPS ALLOWED!

A horse can be made lame by a bottle cap under the hoof.

So while the consumption of alcohol is permitted at the polo club,
glass bottles are not allowed anywhere around the field or parking areas.

Any glass bottles on the grounds will be immediately confiscated.

Thanks to **Bill Hughes** and his certified trainers.
Trainers will be available for taping and assisting with injuries on

Saturday 8 am - 5:00pm
Sunday 8 am - 4:30pm.

Bill has worked with the Olympic Diving team, is past president of the Illinois High School Association of Athletic Trainers, and is on staff at Naperville Central High School.

Recycling bins for plastics and cans are located near the **STORAGE SHED.**

Please help us out by taking care of your trash. Please clean up as you go...

Bring plastic water jugs to the main tent at the end of the day. We will refill them for Sunday.

The legal drinking age in Illinois is 21 years old. Your compliance with the law is necessary to insure a safe, repeatable event. Thanks!

History of the Tune-Up Tournament:

Prior to 1994, national level teams traveled to "hot" tournaments within their region. Only a few events such as the Boulder 4th of July tournament and the Cuervo series had cross-country draw. While at the Boulder tournament in 1994, Tom "Ironman" Coffin and I lamented the cancellation of the Cuervo series...it's so beneficial to **see the best teams** before the national championship series begins in the fall. In that moment, Tune-Up was conceived - why not offer a tournament in Chicago? After all, we had just discovered these **wonderful polo fields**; we are **centrally located**; and we are **crazy enough to try and put it together**. We put the word out immediately. Two months later, Tune-Up was born, sporting **11 women's teams** and **24 men's teams**. Great spirit at the highest level of play characterized our first effort!

Word quickly spread about the tournament. In 1995, we added a second women's division and expanded the men's open division. Mike "Cola" LaScola took over running the men's divisions, and I kept plugging away at the women's divisions. A total of **52 teams** made Tune-Up the place to be in September. We **added music** at the fields, sack lunches provided by our local high school's Interact service club, and increased the number of Port-o-lets! And who will ever forget the **disco ball necklaces** which champions wore proudly and still display in their homes and automobiles.

In 1996 - we aren't just big - we are **HUGE!** With 76 teams, yes, **76 teams**- we are the largest tournament in the country! Both men's and women's divisions have expanded to include **3 levels of competition**. Showcasing last year's national talent, the scheduling for the tournament creatively provides teams who win their tier a chance to play up to the next level of competition. Thus, up and coming teams can test their skills against the "big dogs". In addition to the amenities of previous years, we are pleased to introduce **Liquid Soul** as the featured band for the party, **baby-sitting services**, and **local sponsors**, who have contributed financially to our event. We appreciate your support of these sponsors! **Thanks** to all participants and volunteers for making this the ultimate in tournaments! **We couldn't do it without you!**

Lynne & Cola



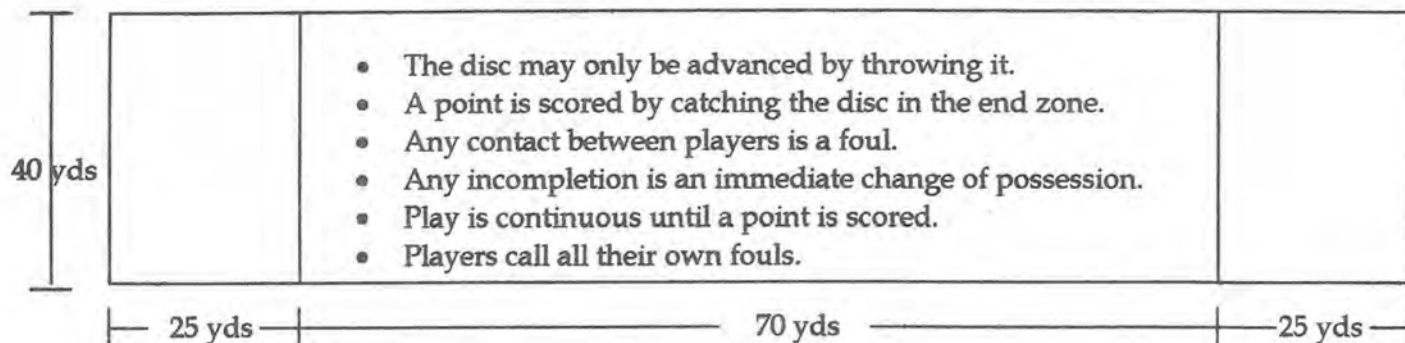
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Spectator's Guide

The easiest way to understand ultimate is to watch it-
the basics of the game are immediately apparent.



Each team has 7 players on the field - substituting only between points. There is more running in Ultimate than any other team game. This years champions will play 7 of the best teams in the world in 2 days.

The Disc is what separates Ultimate from all team sports. The official discs approved by the Ultimate Players Assoc. is the 175 gram Ultra-Star by Discraft Inc. and the 175 gram Ultimate Tool by Whammo.

Offense

- **The Thrower** has ten seconds to throw, but a lot of fakes can happen in that 10 seconds. The two basic throws are the backhand and the forehand. The back-hand is easier to learn because the back of the hand acts as a wind break during release. The forehand has a shorter, quicker windup, and is actually more common in tournament play.
- **The Receiver's** job is just like in football. Look for cuts, fakes, buttonhooks, long breaks, and players dragging their feet to keep in bounds. In Ultimate, the first point of contact determines in bounds - not both feet.
- **Catching the disc** is really pretty easy-if you can get your hand on it. Spectacular diving catches are common, especially since the disc floats in the air so long.
- **Set Plays** are used by most teams at this level of the game, especially whenever play stops. The rest of the time teams use what's called **flow offense**, which tends to be guided by experience and field sense.
- **Offensive styles** vary between teams. Some teams throw the disc up field at every opportunity, while others swing the disc across the field before gaining yardage. Throwing up the field is more efficient-it takes fewer passes to score-but it requires harder throws.

Defense

- **Defenders** are governed by two rules: 1) any contact between players is a foul, and 2) any incomplete pass is a change of possession, (so a knock-down is as good as an interception.) Look for lots of spectacular diving blocks-the slightest change in the disc's flight can be the difference between a completion and a turnover.
- **The marker** is the player guarding the thrower. Their goal is usually to deny one throw (either forehand or backhand) so that their teammates have less area to cover. The marker's ultimate goal is to block the throw (a "point block"), without letting the thrower "break the mark", i.e. make the throw the marker is trying to stop.
- **Person-to-person** is the most common defense-each defender covers one offensive player all over the field. This scheme varies with changes in the marker-most teams will either force the thrower towards the sideline (a "side trap") or towards the middle.
- **Zone defense** is based on letting the offense swing the disc across the field, but blocking all the up field throwing lanes. Most offenses try to go around a zone with lots of easy throws until the zone gets tired-or until the offense makes a mistake. An alternative is to try to throw over the zone with a vertical throw called a hammer, an effective but risky throw into the wind.

Men's Division

Pool A	Pool B	Pool C - Group A	Pool C - Group B
1 DoG (Boston, MA)	Sockeye (Seattle, WA)	Chesapeake (Balt/Wash)	Beer (Boulder)
2 Double Happiness (San Fran. CA)	New York	Madison	Houndz (Houston)
3 Slickers	Chain Lightning (Atlanta, ga)	Grassy Knoll (Dallas)	Anarchy (Albuquerque)
4 Miami	Ring of Fire (Chapell Hill, NC)	Springfield (MO)	Anodyne (D.C.)
5 Lemon (Columbus, OH)	Z (Chicago, IL)	Pool C will play a mini tourney to determine places for sunday	
6 Rhino Slam (Portland, OR)	Philadelphia Rage		
Pool D	Pool E	Pool F	Pool G
1 Huk Rebellion (D.C.)	Johnny Bravo Flatball Club (Boulder)	Huntsville	U of Minnesota
2 Blue Ox (Twin Cities)	Charm City (Maryland)	Ultimayhem (Michigan)	BRU (Univ. of Illinois)
3 Shazam (Chicago)	B.A.T. (Michigan)	Chicago Machine	Rosty (Chicago)
4 Snapple (Rhode Island)	Windy City (Chicago)	Denver Zoo	South Siders (Chicago)
5 Go Dog Go (Kansas City)	Chained Lightning 2 (Atlanta)	HoosierMamas? (Bloomington)	Detroit
6 Deth or Semon (Cleveland)	Hucking Foosiers (Indianapolis)	Ann Arbor	Ann Arbor

Women's Division

Elite A - Pool A	Elite A - Pool B	Elite B - Pool C
1 Lady Godiva (Boston)	Women on the Verge (Seattle)	Jane Air (Minneapolis)
2 Schwa (Portland)	Ozone (Atlanta)	Twister (Boston 2)
3 Nemesis II (Chicago)	Rare Air (Boulder)	Xena (Boulder 2)
4 HomeBrood (San Francisco)	OffDaFence (San Francisco)	Chicks-N-Salsa (Albuquerque)
5 Philly Peppers (Philadelphia)	Lucy (Washington, DC)	Weird Alice (Dallas)
6 Hucksters (Florida)	Safari (San Diego)	RoShamBo (Chicago)
Open - Pool D	Open - Pool E	
1 Amazing Grace (Ft. Collins, CO)	Calamity Jane (Bloomington, IN)	
2 Mudeaters (Madison, WI)	Spike (Ann Arbor, MI)	
3 GLU (Minneapolis, MN)	Banshees (Baltimore, MD)	
4 Pinky Swear (Texas)	Nashville Combo (Tennessee)	
5 Avatrice (Champaign, IL)	One Huge Me (Cincinnati, OH)	
6 Medusa (Chicago 2, IL)	South Bend (South Bend, IN)	
7 Valu-Disc (Cleveland, OH)	Medusa II (Chicago 3, IL)	

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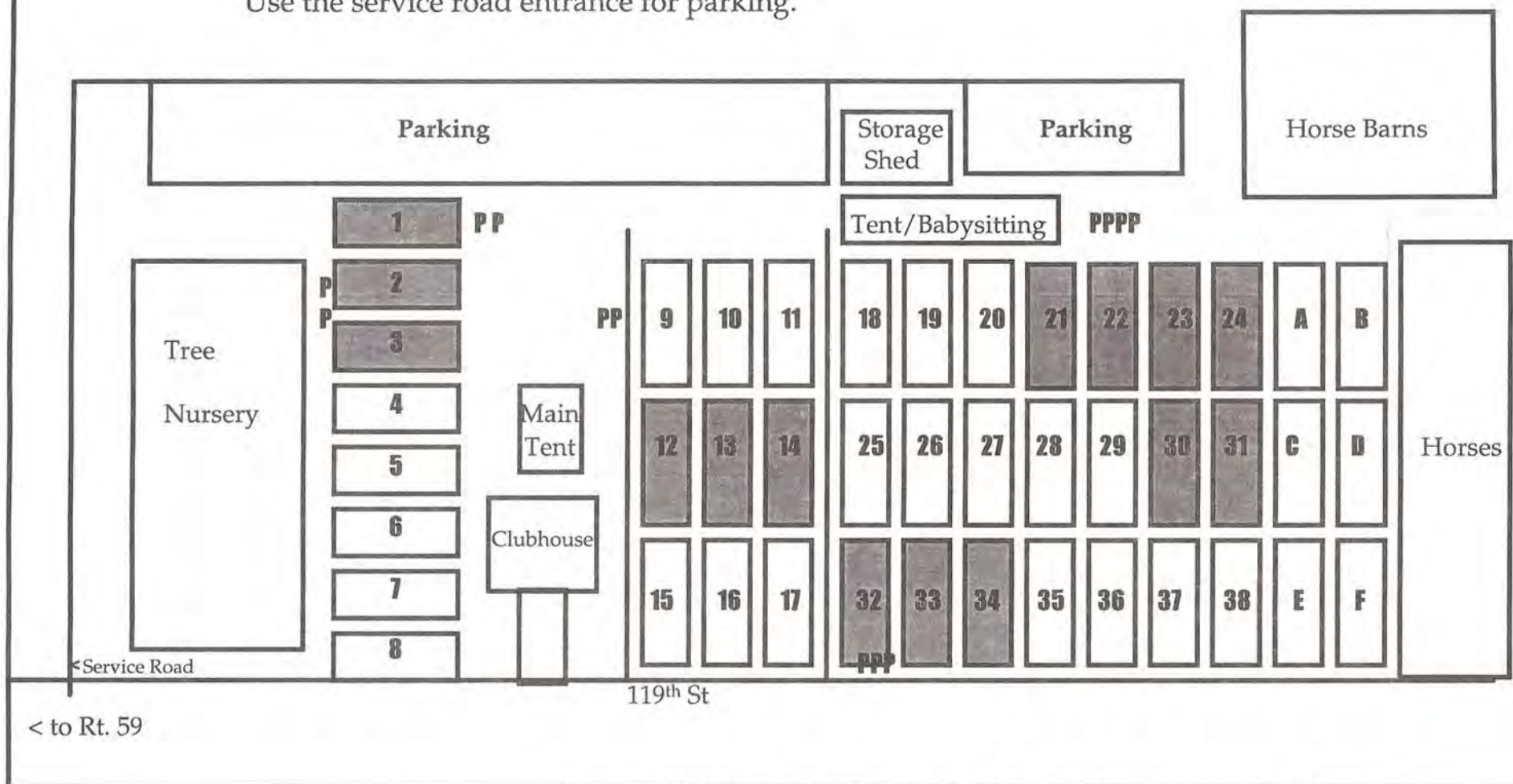
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- ◆ Rentals, Sales & Service
- ◆ Office Coffee & Beverage Service

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Field Maps : Team field Assignments can be found on the Schedule Page of this Program.
Any changes to field assignments will be posted in the tent.

Please don't park on 119th Street, as cars may be ticketed.
Use the service road entrance for parking.



Shaded Fields are Women's Fields on Saturday.
Field Assignments will change on Sunday due to
Quarterfinal play. See the Sunday Schedule.

North
↑

P = Port-o-lets

Pool Play Field Assignments : Check Pools for Each Division and for Seeding Numbers.
Fields are clustered around pool play for quick field changes.

S A T U R D A Y	Women's Pools							Men's Pools									
	Round #	Elite A	Elite B	Open				A	B	D	E	F	G	C			
	1 9:00-10:30	1 v 6 2 v 5 3 v 4	A (13) (14) (12)	B (2) (1) (3)	C (32) (33) (34)	1 v 4 D (21) E (24) 2 v 6 (22) (31) 3 v 7 (23) (30)	Bye 5	1 v 6 (10) 2 v 5 (11) 3 v 4 (9)	(16) (15) (17)	(26) (27) (25)	(19) (20) (18)	(29) (35) (28)	(36) (37) (38)	1 v 4 A (4) B (6) 2 v 3 (5) (7)			
	2 11:00-12:30	1 v 5 2 v 4 3 v 6	A (13) (14) (12)	B (2) (1) (3)	C (32) (33) (34)	1 v 5 D (21) E (24) 2 v 3 (22) (31) 7 v 6 (23) (30)	Bye 4	1 v 5 (10) 2 v 4 (11) 3 v 6 (9)	(15) (17) (16)	(26) (27) (25)	(19) (20) (18)	(29) (35) (28)	(36) (37) (38)	1 v 3 A (4) B (6) 2 v 4 (5) (7)			
	3 1:00-2:30	1 v 4 2 v 3 5 v 6	A (14) (12) (13)	B (1) (3) (2)	C (34) (32) (33)	1 v 2 D (23) E (31) 4 v 7 (21) (30) 5 v 6 (22) (24)	Bye 3	1 v 4 (11) 2 v 3 (9) 5 v 6 (10)	(15) (17) (16)	(27) (25) (26)	(20) (18) (19)	(35) (28) (29)	(37) (38) (36)	1 v 2 A (5) B (7) 3 v 4 (4) (6) Teams are reseeded after Round 3			
	4 3:00-4:30	1 v 3 2 v 6 4 v 5	A (12) (14) (13)	B (3) (2) (1)	C (32) (33) (34)	1 v 7 D (23) E (30) 2 v 4 (22) (24) 3 v 5 (21) (31)	Bye 6	1 v 3 (9) 2 v 6 (10) 4 v 5 (11)	(17) (16) (15)	(25) (26) (27)	(18) (19) (20)	(28) (29) (35)	(38) (36) (37)	J A1 v B2 (5) K B1 v A2 (7) L A4 v B3 (6) M B4 v A3 (4)			
	5 5:00-6:30	1 v 2 3 v 5 4 v 6	A (14) (12) (13)	B (3) (1) (2)	C (32) (34) (33)	1 v 3 D (21) E (30) 2 v 5 (23) (31) 4 v 6 (22) (24)	Bye 7	1 v 2 (9) 3 v 5 (11) 4 v 6 (10)	(17) (15) (16)	(25) (27) (26)	(18) (20) (19)	(28) (35) (29)	(38) (37) (36)	win J v K (5) Loser J v K (7) win L v M (6) Loser L v M (4) Teams will finish C1 through C8			
S U N	After Saturday's play, teams will be reseeded according to their finish in their pools. For example, B4 will reflect the team that finished 4 th in the B pool.																
	Sunday 6 9:00-10:30	Women's Open 1 v 6 E (21) F (30) 5 v 7 (23) (31) 4 v 3 (22) (24) Bye 2					Men's Single Elimination Play - The following teams play at 9:00AM N C5 v G1 (19) S D1 v E4 (21) P C6 v F1 (20) T D2 v E3 (29) Q C7 v E5 (26) U D3 v E2 (28) R C8 v D5 (27) V D4 v E1 (22)										Winners of N-V will go into Men's C winner's bracket.

Pool play games are to 13 points, unless otherwise agreed upon at the Captain's meeting.

Your help in leaving the fields spotless at the end of each day is GREATLY appreciated.
Bring recyclables and trash to the TENT near the STORAGE SHED at the end of each day!

Since I took the time to figure all of this out, I'll probably find an error right after I've printed these.
Please remain flexible.

Thanks! Lynne

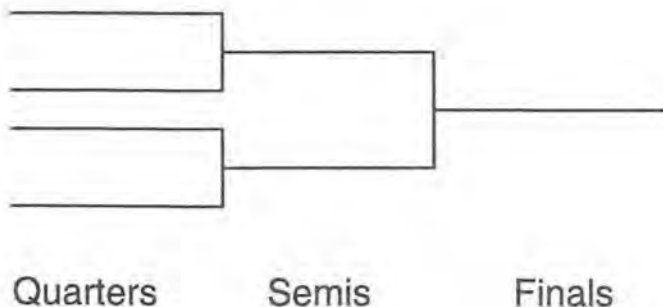
Championship Play

Shaded Areas indicate the path to the Tune-Up Championship.
Other Brackets allow teams to play out their overall finish.

SUNDAY	Game		Women's A	Women's B	Women's C	Women's D
	Quarterfinals 11:00 - 12:30	W	A1 v B4 (12)	A5 v C4 (35)	C5 v E3 (30)	D4 - E 7 (5)
		X	A2 v B3 (13)	B5 v C3 (36)	C6 v D3 (31)	E4 - D7 (6)
		Y	A3 v B2 (14)	A6 v C1 (33)	D1 v E2 (37)	E5 v D6 (7)
		Z	A4 v B1 (25)	B6 v C2 (34)	E1 v D2 (38)	D5 v E6 (8)
	Semifinals 1:00- 2:30	winner	W v Y (12)	W v Y (35)	W v Y (30)	W v Y (5)
		winner	X v Z (14)	X v Z (36)	X v Z (31)	X v Z (6)
		loser	W v Y (13)	W v Y (33)	W v Y (37)	W v Y (7)
		loser	X v Z (25)	X v Z (34)	X v Z (38)	X v Z (8)
	Finals 3:00 - 5:00	Champions	1 st place (12)	9 th place (35)	17 th place (30)	25 th place (5)
			3 rd place (13)	11 th place (36)	19 th place (31)	27 th place (6)
			5 th place (14)	13 th place (33)	21 st place (37)	29 th place (7)
			7 th place (25)	15 th place (34)	23 rd place (38)	31 st place (8)

	Game		Men's A	Men's B	Men's C winners	Men's D	Men's E
	Quarterfinals 11:00 - 12:30	W	A1 v C2 (9)	A4 v C4 (1)	N v V (19)	D6 v G4 (21)	F5 v G6 (23)
		X	A2 v B3 (10)	A5 v B6 (2)	P v U (20)	F2 v G3 (22)	G5 v F6 (24)
		Y	A3 v B2 (11)	A6 v B5 (3)	Q v T (26)	F3 v G2 (28)	
		Z	C1 v B1 (18)	C4 v B4 (4)	R v S (27)	F4 v E6 (29)	
	Semifinals 1:00- 2:30	winner	W v Y (9)	W v Y (1)	W v Y (19)	W v Y (21)	W v X (23)
		winner	X v Z (10)	X v Z (2)	X v Z (20)	X v Z (22)	
		loser	W v Y (11)	W v Y (3)	W v Y (26)	W v Y (28)	W v X (24)
		loser	X v Z (18)	X v Z (4)	X v Z (27)	X v Z (29)	
	Finals 3:00 - 5:00	1 st place	Champions (9)	(1)	(19)	(21)	
		3 rd place	(10)	(2)	(20)	(22)	
		5 th place	(11)	(3)	(26)	(28)	
		7 th place	(18)	(4)	(27)	(29)	

Use the brackets below to follow your team's path to their overall ranking.





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Past Tune-Up Invitational Champions

1995 - Men's Champions : New York

Runners Up : Double Happiness (San Francisco)

Women's Champions : Lady Godiva (Boston)

Runner's Up : Nemesis II (Chicago)

1994 - Men's Champions : Boston

Runners Up : Rhino Slam (Portland)

Women's Champions : Felix (San Francisco)

Runner's Up: Lady Godiva (Boston)

Special Thanks to

**Shirley Kuhn
and the
Naperville Polo Club**

**Cindy Pepples -
Naperville Director of Tourism**

The Jerry Glass Delivery Service

**Cathy Ormerod -
Disc & T-shirt designs**

Naperville Central Interact Club

Gail and Jim from Discraft, Inc.

The Ultimate Players Association

Bill Hughes and the trainers

The Massage Therapist Crew

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Expenditures from Tournament Fees



Field Rental and Set-Up	38%
Administrative	9%
Party	19%
Fruit, bagels, water	19%
<u>Sanitation & Trash removal</u>	<u>15%</u>
Total	100%

Thanks to our sponsors, many administrative costs were covered.

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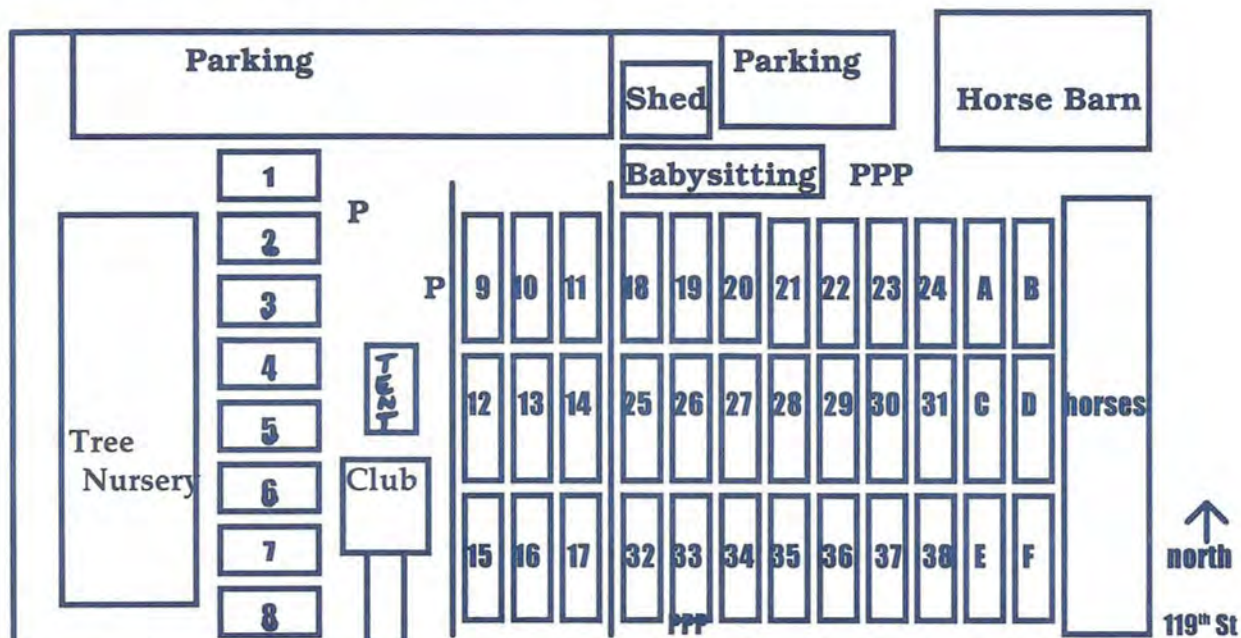
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A Quick Look at the Fields:



P = Port-o-lets

Games will be played to 13 points. 9th Edition UPA rules and clarifications apply.
Quarterfinals will be played to 13 points, semi's to 15, and finals to 17.

Spirit of the Game

Perhaps the most striking feature of Ultimate is that it has always relied on players to make their own calls and to resolve disputes on the fields between themselves.

"highly competitive play is encouraged, but never at the expense of the bond of mutual respect between players, adherence to agreed upon rules of the game, or the basic joy of play."

-The Official Rules of Ultimate

Thanks to all who helped make the
1996 Tune-Up Tournament a great event!
See you in 1997!