



September 6 & 7, 2003

Naperville, IL

at the
NAPERVILLE POLO CLUB
Just east of Rt. 59 on 119th St.

Welcome to the 10th (final) Tune-Up Invitational!

Thanks for being a part of a great event. The players have always had an essential part of the overall success of this tournament. Teams pitch in to set-up, clean up, and help make it happen. In order for that to happen, we need your help pitching in this year.

1. Pick up your trash at the end of each day. Bag it please. Dumpster it if you can.
2. Take a case of water with you to your fields each day to start the day. We have plenty of water and will try and bring out to you during the day as well.
3. Water refill is done during the day by the clubhouse spicket. At night, please take a few empty gallons with you to refill at your home/hotel.
4. Port-o-lets will be cleaned first thing Sunday morning – a fresh start to the day!
5. **We will be checking I.D.s for beer.** Please have it handy. Please respect the law - in Illinois the drinking age is 21. Again, we have had to secure permits from fire, health, police, and the county. I expect a visit from the Sheriff's dept. on Sat. night.
6. We have pop (soda for you east coasters) and water for anyone who is under 21 and/or who is driving.

We had 150 teams express a desire to get in this year! Our optimum tourney size may be 76 or 82. We are packed at 84... We love looking out on the fields and seeing everyone playing. It has kept us going this long.

As with any major event, there are people to thank...here's a quick list – Naperville Convention and Visitors Bureau (water bottles), Goose Island Brewery (beverage discount), Discraft (game discs), Sparkling Springs (water), UPA (insurance & forms), the Naperville Polo Club (great space), Spaghetti Warehouse (captain's meeting + dinner at fields), and Nemesis women's and Chicago mens teams (field crew!!) Special thanks to **Sally and Scott**, without whose support this tourney wouldn't happen! Enjoy! **- Cola, Lynne, and Adam**

Under the main tent you will find:

- Bagels
- Bananas
- Coffee (in the morning only)
- Programs
- Field assignments
- Trainers
- Merchandise for sale

Tune-Up Trainers-

Bill Hughes and Jim Ferguson

will be available for taping and assisting with injuries

Saturday 8 am – 6 pm

Sunday 8 am – 5 pm

We could not run this tournament without their help!

No public phones are available at the fields! Sorry! The nearest phones are at the gas station at Rt. 59 and 111th.

TRASH

is our biggest problem. Flatten boxes and crush plastic. Dumpsters are by the cars for your carry off convenience.

WATER

We will try and bring water to the fields during the day.

Take 6 gallons to start.
Return jugs to the refill area
by the flag pole
at the end of the day or
take them with you to refill.

Naperville Central High School Spirit group will have snacks and sack lunches for sale in the Club House.

Spaghetti Warehouse lasagna and pasta dinner - \$6
Have dinner at the fields with us!

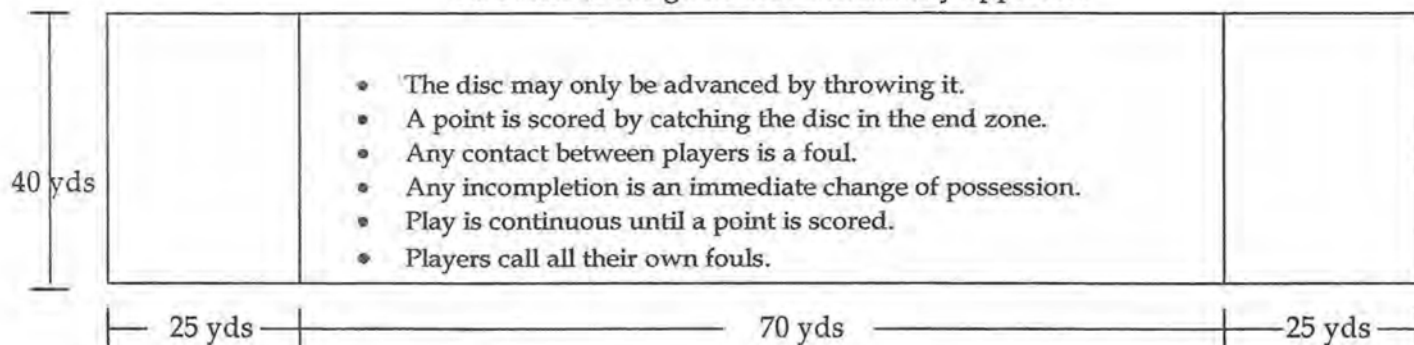
Food

The legal drinking age in Illinois is 21 years old. Your compliance with the law is necessary to insure a safe, repeatable event. IDs will be checked at the beer serving station. We reserve the right to restrict service to anyone, who in our opinion, has had "too many".

Pop & water are available to designated drivers as well as under-21 year-olds from 6 – 9 pm.

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 year's 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 disc of the Tune-Up Invitational is the 175 gram Ultra-Star by Discraft, Inc

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.

Spirit of the Game

Perhaps the most striking feature of Ultimate is that it has always relies 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

Women's Division

	Pool A	Pool B	Pool C	Pool D
1	Lady Godiva (MA)	Stella (ON)	Brute Squad (MA)	Wahine (NC)
2	Ozone (GA)	Rare Air (CO)	Zanzara (TX)	Electric Mayhem (MA)
3	Bnogo (MD)	Nemesis (IL)	Clutch (MI)	Rogue (MA)
4	Flight (NC)	Heroine (CA)	Old Faux (IL)	WORM (CO)
5	Bait (MN)	Buttercup (TX)	Strike (GA)	Deep Dish (IL)
6	Pounce (PA)	Ambush (NY)	Johnny Cocktail (WI)	Collide (OH)
7			ID (IL)	WhoDat?! (OH)

Women		Pool A	Pool B				Pool C	Pool D
		Field #	Field #				Field #	Field #
Round 1	1 v 5	1	14		Round 1	1 v 7	4	7
9-10:15	2 v 4	2	13		9-10:15	2 v 6	5	8
	3 v 6	3	12			3 v 5	6	9
						4 bye		
Round 2	1 v 2	1	14		Round 2	1 v 3	4	7
10:35-11:50	3 v 4	3	12		10:35-11:50	2 v 5	5	8
	5 v 6	2	13			4 v 7	6	9
						6 bye		
Round 3	2 v 3	3	12		Round 3	1 v 2	4	7
12:10-1:25	4 v 5	2	13		12:10-1:25	3 v 4	6	9
	1 v 6	1	14			5 v 6	5	8
						7 bye		
Round 4	1 v 4	2	13		Round 4	2 v 3	4	7
1:40-2:55	3 v 5	3	12		1:40-2:55	4 v 6	6	9
	2 v 6	1	14			7 v 5	5	8
						1 bye		
Round 5	1 v 3	bye	3		Round 5	1 v 6	6	9
3:25-4:40	2 v 5	bye	1		3:25-4:40	3 v 7	4	7
	4 v 6	bye	2			4 v 5	5	8
						2 bye		
Round 6	1 v 3	3	bye		Round 6	2 v 7	4	7
5:00-6:15	2 v 5	2	bye		5:00-6:15	3 v 6	5	8
	4 v 6	1	bye			1 v 4	6	9
The top 4 finishers in Pools A & B enter the Championship Quarterfinal bracket. The 5th & 6th place finishers in Pools A & B play the top 2 finishers in Pool C & D for 9th place.						5 bye		
					Round 7	1 v 5	1	4
					9:00 - 10 15	2 v 4	2	5
					Sunday	6 v 7	3	6
						3 bye		

The top 4 finishers in Pools A & B

enter the Championship Quarterfinal bracket.

The 5th & 6th place finishers in Pools A & B

play the top 2 finishers in Pool C & D for 9th place.

The 3rd, 4th, 5th, & 6th place teams from Pool C & D play for 17th place.

Championship Bracket

A1

B4 #12

B2

A3 #13

B1

A4 #9

A2

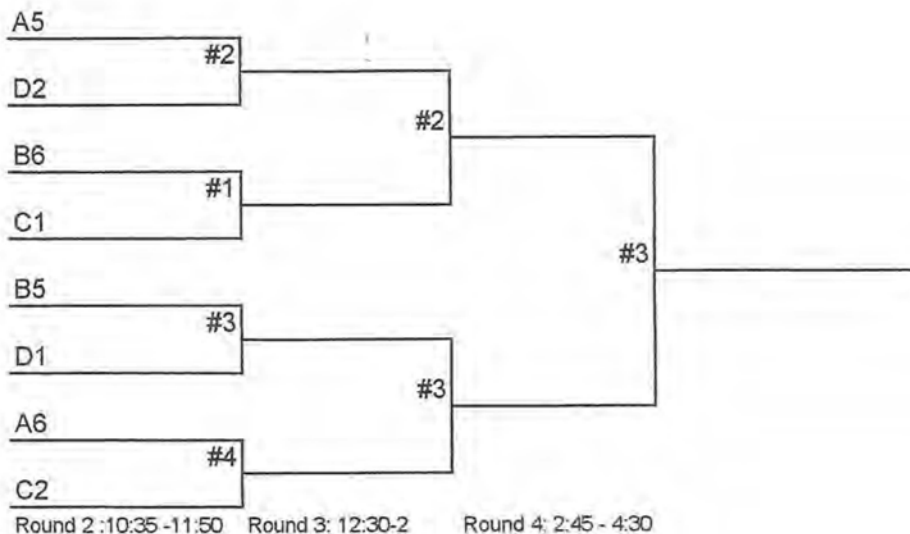
B3 #10

Round 2: 10:35 - 11:50 Round 3: 12:30-2 Round 4: 2:45 - 4:30

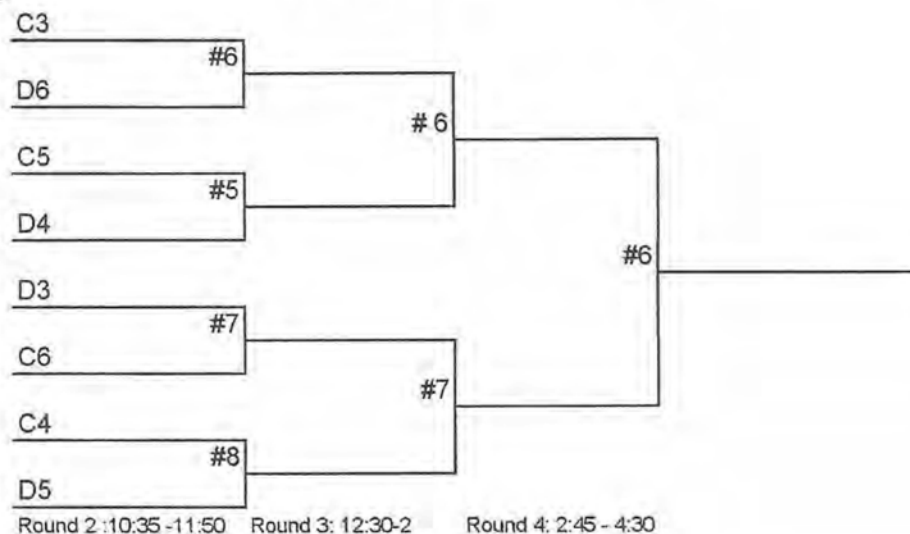
All pool play, quarter, and semi-final games are to 13 points. (Finals are to 15 pts.) 10th edition rules are in effect. Two time-outs per game. Men's games have NO half-time. Women's games have a very short half-time. Mirror at half. Cap: Add 1 to the highest score and play to that score. If you are up by 4 or more, game over. Note: the cap goes on at the end of the last point.

Women's B & C Quarterfinal Brackets

9th Place



17th Place



Consolation games may be played fields vacated by advancing teams.

For example, the losing team from Round 2 games played on fields #1 & #2, can play each other on field #1 in Round 3.

Quick Facts:

History:

Started in 1994 to give National level teams in the men's and women's divisions an opportunity to play each other before entering the UPA national qualifying series. In many ways, Tune-Up has become a kick-off to the fall series, as teams test their strengths and discover their weaknesses against a highly competitive field. Sectional tournaments are in the next two weeks. Qualifiers move on to Regionals and finally to Nationals. The UPA National tournament will be held in Sarasota, FL the last weekend in October.

Growth:

1994 - 35 teams (11 women's and 24 men's teams)
2003 - 86 teams (26 women's, 48 men's, 12 co-ed teams)

Thanks to those players, teammates, and friends who have been here ALL 10 years!

Men's A Division

	Pool A	Pool B	Pool C	Pool D
1	Ring (NC)	DoG (MA)	Johnny Bravo (CO)	Chain (GA)
2	Machine (IL)	Pike (NJ)	Boss Hogg (MA)	Sub Zero (MN)
3	New York (NY)	PBR Streetgang (CA)	Madison (WI)	Electric Pig (DC)
4	Doublewide (TX)	Goat (ON)	Valhalla (CA)	Axe (OPR)

	Pool A	Field #	Pool B	Field #	Pool C	Field #	Pool D	Field #
Round 1	A1 v A3	15	B1 v B3	17	C1 v C3	31	bye	
9-10:15	A2 v A4	16	B2 v B4	30	C2 v C4	32	bye	
Round 2	A1 v A4	15	B1 v B4	17	bye		D1 v D3	31
10:35-11:50	A2 v A3	16	B2 v B3	30	bye		D2 v D4	32
Round 3	A1 v A2	16	bye		C1 v C4	17	D1 v D4	31
12:10-1:25	A3 v A4	15	bye		C2 v C3	30	D2 v D3	32
Round 4	bye		B1 v B2	15	C1 v C2	17	D1 v D2	31
1:40-2:55	bye		B3 v B4	16	C3 v C4	30	D3 v D4	32
Place after 3 rounds	1		1		1		1	
	2		2		2		2	
	3		3		3		3	
	4		4		4		4	

Men's Pools are reseeded- the Top 2 from each form the Championship Division (Pools A & B below).

Top 2 of the B Division challenge the third and fourth place finishers in the A Division for 9th place (Pools C, D,E and F-next page)

	Pool A	Pool B
New Seeding	1	1
	2	2
	3	3
	4	4

	Championship Division			
		Field #		Field #
Round 5	A1 v A4	15	B1 v B4	17
3:25-4:40	A2 v A3	16	B2 v B3	30
Round 6	A1 v A3	15	B1 v B3	17
5:00-6:15	A2 v A4	16	B2 v B4	30

Sunday	Championship Division			
Round 1		Field #		Field #
9-10:15	bye		bye	
Round 2	A1 v A2	15	B1 v B2	17
10:35-11:50	A3 v A4	16	B3 v B4	30
Round 3	A1 v B2	15	A3 v B4	17
12:30-2	B1 v A2	16	B3 v A4	30
Round 4	Finals	15		
2:45-4:30				

All pool play, quarter, and semi-final games are to 13 points. (Finals are to 15 pts.) The 20yd brick rule is in effect. Play the disc where it lands in the endzone off a pull. Two time-outs per game. Men's games have NO half-time. Women's games have a very short half-time. Mirror at half. Cap: Add 1 to the highest score and play to that score. If you are up by 4 or more, game over. Note: the cap goes on at the end of the last point.

Men's C Division

A	B	C	D
1 Turbodog (LA)	Run (PA)	Drunken Lemurs (TX)	Against the Grain (WI)
2 Shake (IN)	Bacon (OH)	Madcow (OH)	Ethanol (IA)
3 Helmar (GA)	Ironwood (AZ)	Grey Expectations (MN)	Chronic (IL)
4 Nemo (MI)	Stonecutters (IL)	Notre Dame (IN)	Windy City (IL)

	Pool A	Field #	Pool B	Field #	Pool C	Field #	Pool D	Field #
Round 1	A1 v A3	33	B1 v B3	35	C1 v C3	28	bye	
9-10:15	A2 v A4	34	B2 v B4	36	C2 v C4	29	bye	
Round 2	A1 v A4	33	B1 v B4	35	bye		D1 v D3	28
10:35-11:50	A2 v A3	34	B2 v B3	36	bye		D2 v D4	29
Round 3	A1 v A2	34	bye		C1 v C4	35	D1 v D4	28
12:10-1:25	A3 v A4	33	bye		C2 v C3	36	D2 v D3	29
Round 4	bye		B1 v B2	33	C1 v C2	35	D1 v D2	28
1:40-2:55	bye		B3 v B4	34	C3 v C4	36	D3 v D4	29
Place after 3 rounds	1		1		1		1	
	2		2		2		2	
	3		3		3		3	
	4		4		4		4	

1 and 2 from the C division advance to the Championship B Division with 3 and 4 from the B Division pools. (below)
Third and fourth place finishers of the men's C division play the C division championship. (See next page).

B Division Reseeding

	Pool A	Pool B	Pool C	Pool D
New Seeding	1	1	1	1
	2	2	2	2
	3	3	3	3
	4	4	4	4

	Field #	Field #	Field #	Field #
Round 5	A1 v A4	24	B1 v B4	26
3:25-4:40	A2 v A3	25	B2 v B3	27
Round 6	A1 v A3	24	B1 v B3	26
5:00-6:15	A2 v A4	25	B2 v B4	27

Sunday	Field #	Field #	Field #	Field #
Round 1	A1 v A2	24	B1 v B2	26
9-10:15	A3 v A4	25	B3 v B4	27
Round 2	A1 v C1	24	A2 v C2	26
10:35-11:50	B1 v D1	25	B2 v D2	27
Round 3	B Champion			
12:30 - 2		24		

(consolation games)

Third and fourth place finishers of the men's C division play the C division championship.

	Pool A	Pool B
New Seeding	1	1
	2	2
	3	3
	4	4

Saturday		Field #		Field #
Round 5	A1 v A4	20	B1 v B4	22
3:25-4:40	A2 v A3	21	B2 v B3	37
Round 6	A1 v A3	20	B1 v B3	22
5:00-6:15	A2 v A4	21	B2 v B4	37

Sunday		Field #		Field #
Round 1	A1 v A2	20	B1 v B2	22
9-10:15	A3 v A4	21	B3 v B4	37
Round 2	A1 v B2	21	B3 v A 4	22
10:35-11:50	B1 v A2	20	A3 v B4	37
	(semis)		(consolation)	
Round 3	C Champ	21		
12:30-1:50				

SACK LUNCHES AVAILABLE SAT & SUN IN THE CLUBHOUSE

Menu includes:

Sandwiches

Cookies

Chips

Pop

Also, Gatorade
& More

Proceeds help fund the
Naperville Central Flag
Team. THANKS!

Special Thanks to
our families for the sacrifices they have made for
this event and their support along the way, to the
original Nemesis and Windy City crew –
friendships, hard work,
and the birth of a Tune Up tourney,
to Bill Hughes, our awesome trainer who
understands us, tapes us, and sends us back out to
the field if he can, and
to Liz Kuhn and the Naperville Polo Club, who's
gift of these fields has allowed this tournament to
accommodate so many teams and players.
We still get chills when we look out on the fields
and see disc after disc in the air.

–Lynne, Cola, & Adam



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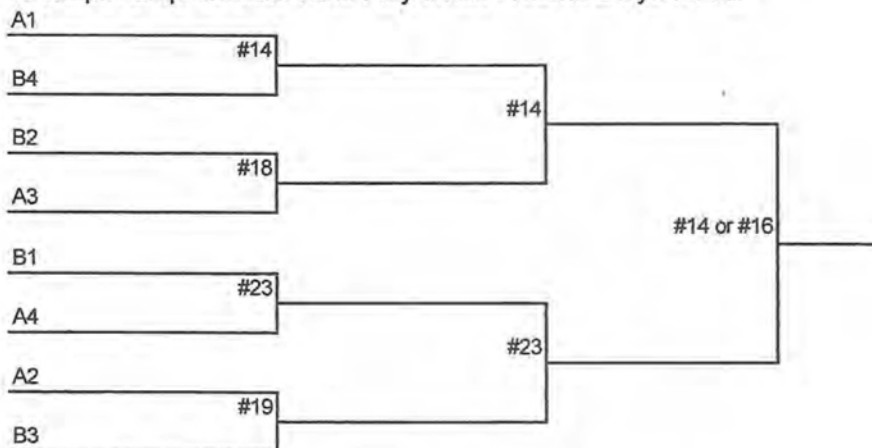
Co-Ed Division

Pool A	Pool B
1 Bad Larry (CO)	Blah (IN)
2 Three Martini Lunch (IN)	Hot Action (MN)
3 Uncivil Union (VT)	Rival (GA)
4 Kaze (IL)	Chinstrap (N.E.)
5 Havoc (SC)	Chad Larson Experience (IA)
6 SPUN (IL)	Bare-A-Cuda (OH)

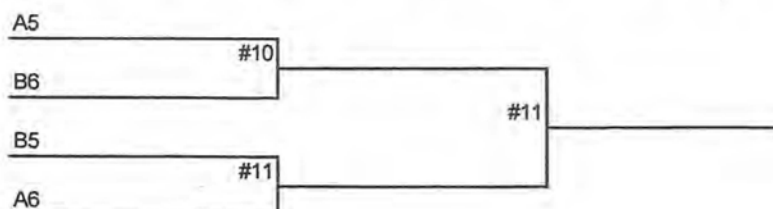
Co-Ed		Pool A	Pool B
		Field #	Field #
Round 1	1 v 5	10	19
9-10:15	2 v 4	11	20
	3 v 6	18	21
Round 2	1 v 2	10	19
10:35-11:50	3 v 4	11	20
	5 v 6	18	21
Round 3	2 v 3	10	19
12:10-1:25	4 v 5	11	20
	1 v 6	18	21
Round 4	1 v 4	18	21
1:40-2:55	3 v 5	11	20
	2 v 6	10	19
Round 5	1 v 3	18	bye
3:25-4:40	2 v 5	11	bye
	4 v 6	10	bye
Round 6	1 v 3	bye	18
5:00-6:15	2 v 5	bye	11
	4 v 6	bye	10

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Championship Bracket: Note Play times - Round 2 Bye for All



Round 1: 9-10:15 Round 3: 12:30 - 2 Round 4: 2:45 - 4:30



Thanks

Goose Island Brewery



The Official Restaurant
of the 2003
Tune-Up Invitational

Spaghetti Warehouse celebrates 8 years with Tune-Up!
An ultimate match-up, stop in for a veggie or meaty meal!

Located on Ogden Ave., just west of Rt. 59.

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XS - XXL



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XS - XXL

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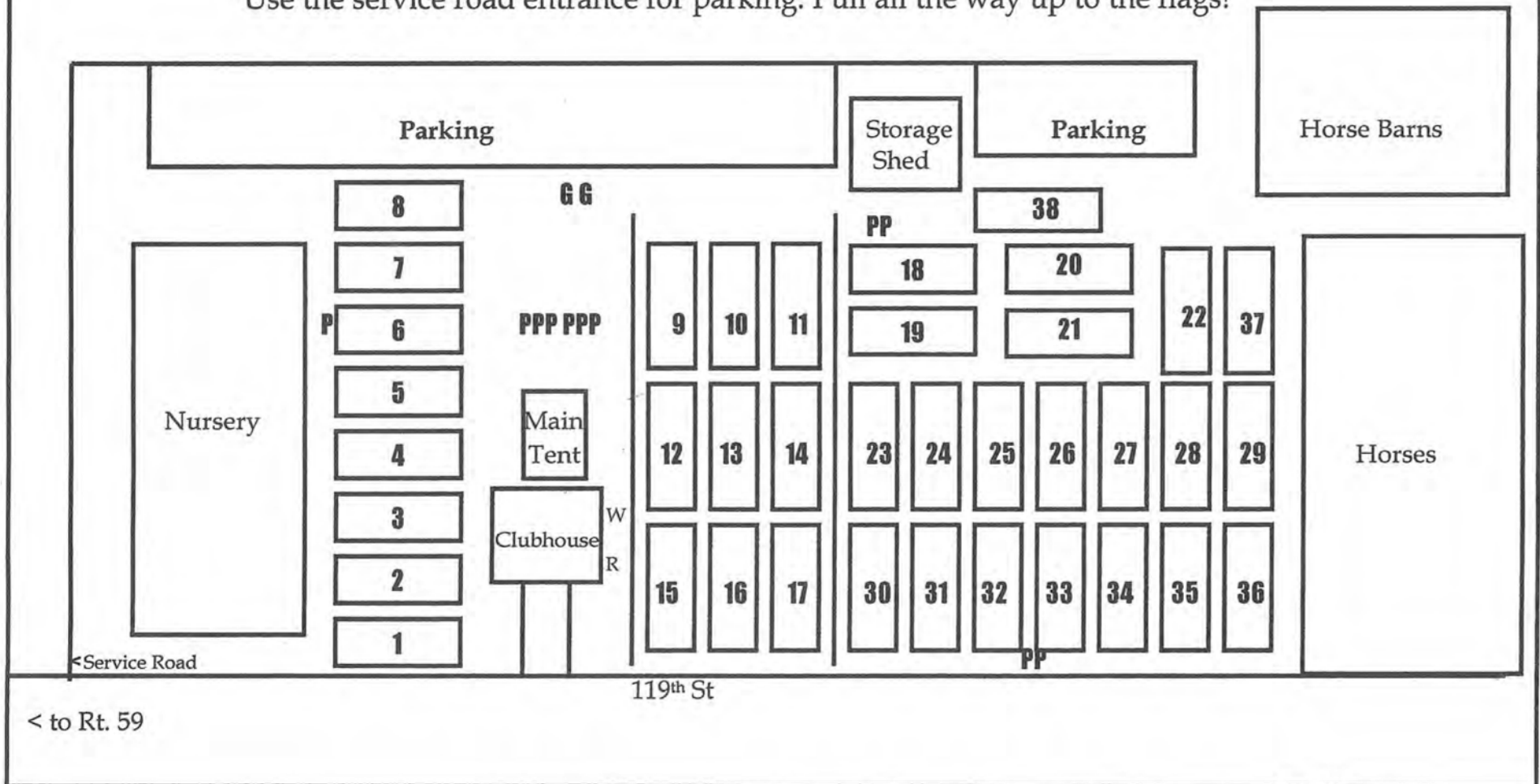
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Toll-free: 1-866-844-2511
Online: vcultimate.com

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. Pull all the way up to the flags!



Field Assignments will change on Sunday due to Quarterfinal play. See the Sunday Schedule at the tent.

P = Port-o-lets W = water R = refill hose G = Garbage Bins