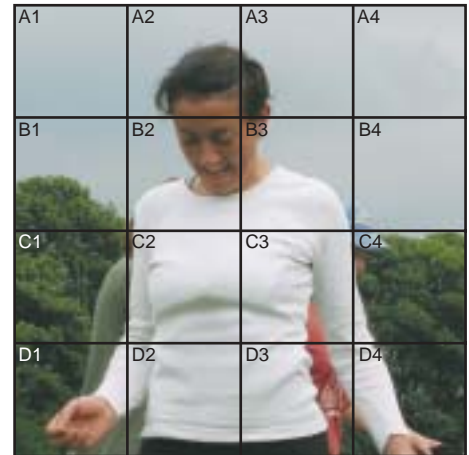


# *ultimatum2002*

*annual UK ultimate magazine*





## Spot The Hack!

People usually don't like changes, but this year we've made 'Spot The Hack' a bit easier!

Somebody else who is trying to make our lives easier is DareDevil Discs; They've gone back to the drawing board and re-designed the Frisbee! Aimed specifically at Ultimate players, they've slightly changed the shape of the dome and increased the thickness of the grooved rings on the top of the disc, which should make throwing side arms easier, and the disc more stable in flight.

They've also developed the 'Frostie' disc, made from softer plastic especially for cold wether!

Is this evolution or just another product? You decide - DareDevil have given us 4 player packs, which include a Disc, a 'Frostie' cold wether disc, and a T-shirt for the winners of Spot The Hack.

Simply guess which square the hacky sack is in, and send an email to: [win@ukultimate.com](mailto:win@ukultimate.com)

Put your answer in the subject field, and your name, phone number and address in the message.

**Rules:** Competition ends 28th February. 4 Winners drawn from a hat. My decision is final!



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CLO CHAIGNON  
SPOT THE HACK PHOTO @ PAUL 'WOODY' WOOD 2002

'UNDER COVER LOVERS' DISC DESIGN BY ADAM KEEN

SCANDO AND RAJ, CLAPHAM VS SMASH N' GRAB. LONDON WINTER LEAGUE

GUY BOWLES AND JON BUTT, CLAPHAM VS TEAMSHARK, TOUR 2

DAVE GRAYSON LOOKING FOR THE NEXT PASS, CHEVRON. SOUTHAMPTON

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## Editor's Note

It's a hard life being an Ultimate player: You have no spare weekends, your friends and colleges don't understand you, and your family wonder where they went wrong. Sometimes the only thing that keeps you sane, the only thing that makes it all seem worth while as you toil away at your work - is the thought of another weekend running around a field chasing after a piece of plastic (I'll not mention howling gales or torrential rain). Hopefully this magazine will keep you sustained through the cold winter, until of the return of those long, hot, summer weekends, when the disc will glide through the soft summer air again.

Thanks to everybody who helped me make this magazine possible, once again Ultimatum has been created thanks to people generously donating their skills and time to help promote a sport we all believe in. I would especially like to thank the photographers, who are absolutely essential to this magazine. Special mention to Scobel Wiggins, not only for a great name - worth a mention in itself, but because she has spent so much time and effort on our behalf - well done to her son, Ben, if more Ultimate player's mums were as dedicated as Scobel, Ultimate would be as well known as Hurling by now! (At least Hurling gets on TV, and their colleagues don't think it involves dogs and beaches). Sorry to all those of you who sent me stuff that didn't get in, keep it coming.

There is one thing I would like to make clear; this is 'Ultimatum', which is now an annual magazine dedicated to memorabilia from the previous season plus a few other things. The other thing I publish is the 'UKU Newsletter', which is stuff like results, dates and gossip. A lot of people are still confused about this subtle difference, so I've tried to help by writing 'Ultimatum' or 'Newsletter' in big letters across the front of each respective publication.

I would like to apologise to TeamShark for my description of them as 'tall and stupid' in the Hawaii Player's guide. I tried to mildly take the piss out of most of the teams I mentioned (in fact, Aram Flores said that being described as 'loud-mouthed and argumentative' was a compliment where he came from), but it seems I went too far with TeamShark; I now realise that many of them are actually quite short, so I was totally wrong to call them 'tall'. Also, these Oxford students / graduates tend to be quite smart.

Jack Goolden



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# Student Outdoor Nationals

(SNOU) Nottingham, 4-5 May

## Friday

Erection was the order of the evening (tents that is), as people trekked from far and wide. Plymouth and Brunel were the early arrivals the TNT (Nottingham Trent) team along with Random Flung (Nottingham Uni) had already hauled up the party tent canvas three times (I kid you not) when the relaxing jazz chill set in and weary drivers and passengers settled in for some hard preparation for the following days exertions.

Scottish teams arrived from Edinburgh, Dundee, St. Andrews and Glasgow and were cheery despite having to drive 300 miles further than they would have done if the tournament had gone to the other bidders.

## Saturday

The beautifully marked pitches complete with end zone markings of "Flygt Club" and "SuperFly" awaited the eager teams as they stepped forth to pound the turf and hurl some plastic.

Talk of the top eight and predictions for the weekend are usually a good guide and there was a host of familiar names up there. There were strong teams from The Bears (Warwick), Phat Ed's (Sheffield), Ow! (Oxford), Purple Haze (Loughborough), Mythago (Bristol), The Jedi (Leeds), Strange Blue (Cambridge), and Glasgow's Far Flung, who were trying to repeat their indoor success and take both student titles in the same year.

The weather lords could have been kinder, the nippy wind making it difficult to control the disc on the pitch and difficult to stay warm off it. But it hardly rained and the sun did make a number of brief appearances.

The morning's pool games saw some strange results largely due to the fact

that its almost impossible to accurately seed 40 teams when many of them only play one tournament in the whole year.

The top eight remained the same but with a tricky double crossover at the end of the day there was some high pressure games even as the clock crept passed 6pm. The Bears managed a nightmare loss against Jedi; Bears three points ahead, and only needed one for the win, but Jedi showed some amazing spirit and took the game.

Saturday's Ibiza style terrace party was put asunder by the weather which was more Baltic than Balearic. The masses stayed inside and moaned like a bunch of old men when the door was left open to allow the party atmosphere out, as well as the chilly night air in. Sheffield's die hard, drink harder, Phat ed's stuck it out all night accompanied by the Warrick Bears ('dj dj'). It was only when the three pint challenges brought a crowd outside that feet started moving. After 'closing time' the action moved to the party tent which from all accounts steamed on till 3am. Massive respect to all that stayed the distance, and to crazy Dan from Brunel who lived up to his name by breaking his leg during a particularly energetic bout of slam dancing.

## Quarter Finals

Ow! would never have under estimated The Jedi but I don't think they anticipated quite how well they played and how determined they were to prove that they could take on teams at the very highest level. It's probably true to say that The Jedi have never lived up to the legacy of Catch 22, a previous Leeds University team. But Jedi's determination and courage stood them in good stead and when things started to go their way they saw their opponents become angry and frustrated. OW! might well have had the players to beat Jedi, but they didn't have the spirit, and that's what the game's all about. Jedi go through to the final.

I'll admit at this point to being a bit of a Far Flung fan, I like their attitude, their calmness and the respect they have for the teams they play. I'd struggled all weekend because cheering for such obvious favourites (as they were in their early games) seemed to be Manchester United style glory hunting, and I've never been one for that.

However as Mythago played a frantic zone defence against one of the most patient offenses in the game they prevented Far Flung from scoring. With the disc in their possession it was only a matter of a fast break and a couple of good passes and they had score, first down wind, then back up wind, then down wind again. Far Flung were at the wrong end of a 3-1 score line. At last they were down and could have a little cheer from the side line.

I can't emphasis enough what an excellent game Mythago played, they fought and fought but the zone could only be frantic for so long and soon the points came for Far Flung granting them access for their second student national final in a year.

## The Final

Jedi were clearly the crowd's favourite, the masses always cheer for the underdog. And no matter which way you look at it they were.

Again Jedi's enormous spirit was in evidence. There were some huge individual performances, the roar of the sidelines spurred them on, but at times they looked as though they could do nothing about the cool calmness of Far Flung on the attack. Their bursts of speed, clinical passing, and organisation were too much.

Jedi kept plugging away and looked like coming back a number of times but though they won the hearts and cheers of the crowd they had to concede that Far Flung had well earned their trophy.

Spirit was won by the ever popular Northern Lights from Durham, with second and third going to FlatBall Project from St. Andrews and Brunel respectively.

So, Far Flung walk off into the breezy Nottingham evening as Outdoor Champions, having previously taken the Indoors title. We'll have to see if they can hold on to their titles and avoid the age old student problem of graduation.

I'm still glad to see that Ralf from Bradford has never let this problem bother him; he's still at Bradford Unit. after 9 years.

## Tom Styles

# Little Fish

Who am I? Well, I'm little, insignificant, humble, I'm not worth a penny...I'm just a fish, I get hooked all the time, and yes, fishers often throw me back into water, I live in the dark sand, in the depths of the Adriatic Sea. But I love freedom, the smell of the air, the heat of the sun... I'm just a fish, but when spring comes, I'm the king of the town! They arrive from all over the world, they put my name on their t-shirts, they take my hand, they run and they shout. They are more than a thousand, and when they finally close their eyes, dreams mix with their lives. I'm just a fish, my name is 'Paganello' (scientific name: gobius paganellus, you can check!).

For five days, they take me up to the sky, in the "blu dipinto di blu", in their circles before the games, in their rooms before the night, on that solar, endless Beach. La dolce vita! And people come watching, the same ones who were fooling me, but now they're here for me, for them. And they're playing hard, people admire them, recognize them, want their autographs, want to know more. I'm proud of these guys, I saw them growing, now they're respected and admired: this is the future.

I'm just a fish...holding my breath for five days. People can't believe it can be true: competition and dancing, fun and sport, more than a sport. Some think it's just some freaks running after a disc...they don't know what they're missing, just a matter of time. And work, and passion.

I'm just a fish...now the water is cold, I'm back in the sea, the sea that's all mine, and sometimes, I slide on a wave and I look at the Beach, that empty Beach, but here underwater the heat still resists. Memories combine with future visions. As clouds over the sea, they will be back. Just a matter of time, and next year...: "Nessun dorma!" no-one shall sleep! No-one: the Scandinavians will be right back, all those Americans, so far and so close...and then some new Asian aromas and maybe some first-rate Ocean Pacific's scents. I just can't wait! And dulcis in fundo, spreading once again all over the place: the British flavors! I just love them, couldn't live without! My favorite one? Ma...Mango, of course!

**Gian 'Jumpi' Pietro Miscione**

Paganello 2003: Nessun Dorma!  
April 17th-21st - Rimini, Italy

# Paganello

29 March - 1 April. Rimini, Italy.



CHEVRON RIMINI TSHIRT COPIED FROM SOMEWHERE BY ME  
COLLARD GREENS VS COTA RICA  
ROGER THOMPSON, CLAPHAM VS COLLARD GREENS  
MIKE GRANT, NO TSU OH VS COLLARD GREENS, THE FINAL  
COLLARD GREENS GET A 'D' IN THE FINAL  
TARA JEWELL, BLISS  
PHOTOS © BARBARA ZONZIN 2002  
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1500 Ultimate Players seems like a lot, in fact its a crowded beach full, especially when they're rammed around a bar waiting for free food or red wine on a chilly Thursday night at the end of March in Italy. Party long and hard into the night and then play the games the same way, burn the candle at both ends. For a while sleep is an afterthought.

Great play, great parties and some commercial sponsorships dominate the tournament. You could get free ice cream, free condoms, and you could even test drive a 4x4 on the beach this year. But if this is ultimate tainted by the draw of big money then bring it on. Only by bringing through the corporate sponsorship can Jumpi (that's Italian for Sun-drenched crazy guy) afford to spend so much time organising what is now one of the top tournaments in the world.

Paganello is more than just a frisbee tournament - it's grown into a locally and regionally recognised event (as I found out whilst wearing a Paganello top in Milan airport). The local hoteliers welcome the trade at a low point in their season and the locals come down to the beach to watch those crazy plate

chuckers run around on the sand. The size of the crowd during the semi-final between Cota Rica and Collard Greens bore testament to the level of local support for the tournament.

The parties were, as ever, legendary Thursday night starting with the traditional red wine fest on the beach. This year there was more than just the usual 1500 drunk ultimate players dancing into the night to banging tunes: Entertainers spinning fire poi's and juggling fire sticks were all around. Fires lit by some of the revellers helped to keep us warm.

The British contingent, once again, packed their bags and headed to the shores of Northern Italy - UTI and Bliss to defend their titles, Clapham looking to steal the umbrella (the traditional trophy for winners is a beach umbrella), Poughkeepsie to go one better than the previous year and win. Everyone looking forward to seeing old friends, meeting new friends and enjoying the biggest frisbee party you're ever likely to see!

In the open division Clapham didn't fare quite as well as hoped, missing out to Collard Greens in a close match on the

show pitch. They gave up a two point lead to lose in sudden death, once the umbrella was beyond their grasp then the party became their main focus, finishing a respectable 11th. Catch 22 carried the UK flag as far as they could to finish 6th, UTI having some close games against the big boys to come in 7th. Chevron made themselves felt giving No Tsu Oh one of their toughest games losing 16-11 (No Tsu Oh only beat Collard Greens in the final 15-11) but disappointing after that to come in 16th.

Bliss were hoping to continue their reign as queens of the Beach. They were beaten on the beach for the first time in nearly four years on the beach by Coastal Tendencies who went on to beat the Old Ones in the final.

Poughkeepsie made it through to their second final in a row this year facing the Horned Melons. The final started really tight with the teams trading to but some big plays across the entire squad saw them take the final 12-9 and claim the umbrella.

The closing ceremony is always fun with each team going up to claim a token gift. However there was a prize in store for the UK teams in all divisions: OW! and Bliss each claimed the spirit award in their respective divisions.

Once again a great time was had by all, if you didn't make it this year then beg, borrow or steal to try and do so next year. If you did make it remember "Sun Flash, Revenge, there are five min-nites left" playing disc and living the dream for just a few days early in the year.

**Phil Cooper**



# The Ultimate Pull



## Asset or Liability- it's your choice!

It's clear what an asset a good serve in tennis can be and what a liability a poor one is. To double fault is a cardinal sin. Yet because the rules dictate you must give away possession with each pull in Ultimate, it's importance is often overlooked. Any pull that lands out of bounds should be considered as a "double fault" ie: a Sin!

Likewise good position on the serve can set up the killer volley - a good pull can turn defence into attack by putting the offense on the back foot.

## So what determines a good pull?

The pull serves two main purposes: Field position; and time for you to get your defence set.

(NB: For the purpose of this article a right-handed thrower is assumed)

## Field position:

The change in the rules in 1999 meant:

- i. You have to play the disc from where it lands (if it stays in bounds) or where you catch it (which you always do if you can - don't you?), and
- ii. Doubling of the distance for the brick marker to 18m - means a potential difference of 36m from the perfect pull to a pull that goes out of bounds. (Not to mention getting to play the disc from the middle of the field rather than from a sideline!)

Hence number one priority on pulls that you can easily get past the brick marker is to keep the pull in bounds. Too many people put themselves under undue pressure before they start - a little pre-planning can improve your percentage dramatically.

- 1) First; learn to throw long with a curve. Both "roll-curve" and "skip-curve" (inside out). Remember it's not all about power; it's accuracy at a distance. If you can't control the direction and maintain the curved flight you choose throughout the throw then ease off the power until you can.

Now you can choose which throw (curve) is best for the wind conditions on the pitch. If the wind is coming over your left shoulder you may want to throw roll curve to get extra distance (figure 1), or throw inside-out if you are concerned you might throw it out the back or it will drift out (figure 2).

- 2) If you know you will be taking the pull in a game have a couple of practice pulls, from each end of the field, during

part of your warm-up.

- i. To make sure your arm is ready.
- ii. To get used to the elements on the field.

- 3) The most important thing about your pull is to give yourself the greatest amount of real estate to play with and hence the biggest margin for error (See figure 3).

Remember the offense has to hold their position then defence should set up make sure you know what your matches are then you choose where you wish to take the pull from and make sure your team mates give you plenty of room.

This is where the importance of being able to throw a pull with a constant curve comes in. I prefer to almost always pull from a corner. Once in the corner ensure you are aiming for the furthest corner of the pitch (or beyond the field if you have the arm or intend to use a cross wind to your advantage).

The only exception I make is when faced with a very strong head wind, which means I'm struggling to get the disc to the brick marker. In this case I would throw from a more in field (but still off centre) position.

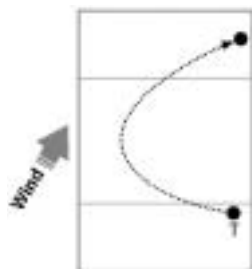


Figure 1  
Backhand Roll Curve

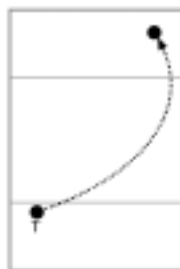


Figure 2  
Backhand Inside Out

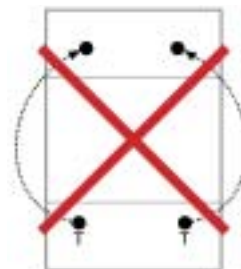


Figure 3  
High risk options





**Time:**

Field position of the pull counts for squat if the defence does not take advantage of it. This requires two things:

- i. A good chase.
- ii. Time for the defence to set up.

Where a hard flat throw to the back of the zone might take 5 seconds (figure 4) - a floated pull that lands at the front of the zone could take 7 seconds (figure 5). Chances are the offense on a 5 second

pull will have caught the pull and made one or two passes to get it out of the zone before the D is set! Whereas 7 seconds should be adequate time for the D to be set up before the first pass is made!

In addition if a pull is flat it may travel for some distance at only a couple of metres off the ground which means the offense could catch it early and advance down the pitch.

**Advanced Pulling Techniques:**

**1) Strong Tail Wind.**

To get maximum distance without pulling the disc out the back of the zone - you may need to throw much higher so the disc fades back towards you at the end of it's flight or work the disc across the wind more (this often means throwing the disc well out of bounds - to allow the wind to bring it back). It's imperative in these situations you get your starting position right so if the disc doesn't come back you at least gain a reasonable field position (ie: the brick marker).

Although a roll curve may allow you to get the disc well into the zone - remember when it lands it will roll - often out meaning the offense can start from the front of the zone. Hence an inside-out throw might be the better option.

**2) Strong Head Wind.**

Now distance is the number one priority: Keep the disc lower and throw with as much inside out curve as you can control.

**3) Timed games:**

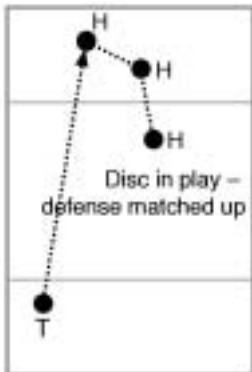
The person making the pull can ultimately be in control of the pace of the game. If you are on a run of points you should be ready to pull as soon as the opposition signals to keep the pressure on. If you are trading or struggling in the game you may want to take the full time allocation to have a rest and slow the pace of the game.

Well that's it.

I had 5 fun years of ultimate in the UK (albeit filled with too many injuries!) Now Kris and I are returning to New Zealand. Sorry to those I didn't catch up with before I left - we hope to see some of you down under at some time!

Finally a special thanks and farewell to all those that helped organise ultimate in the UK and those that played for KUPA, Clapham, Log, Farqueue and of course the 22! Ma te kaha ka Wai Marie,

**Gazza - Gary Jarvis**



In all Figures:  
T = Thrower  
H = Handler

Figure 4  
5 second pull

Figure 5  
7 second pull

# BritOpen



## Superfly Shock Horror!

Brit Open, 1-3 June 2002, Eastbourne Sports Park.

Day one. We wupp ass. When our slightly more erratic offense lets us down, our mechanical zone grinds the opposition down to a halt. Not to gloat but we walk through the first 3 games and are generally pretty happy about the day. But what to do about that 9:30 game tomorrow morning? Star tactician and founding forefather, Jack Goolden, hunts down the team [Zoo] we are fated to wake up way too early to play and organises to play the match at the end of day one. Result. We are all charged now for this game given the prospect of one game the following day at 4:30pm, sweet. Inspired with the promise of a very lazy tomorrow we line up against zoo [the 2nd or 3rd seed team, no one seems quite sure] for what turns out to be probably our hardest match of the tournament. As far as I recall it was a pretty close thing and going into the cap with the lead and managing to retain it is a pretty good feeling for a change. We are all well chuffed! Undefeated we head for the bar with the knowledge we now have a shot at a good result here.

Day two. Get up, smoke, play disc golf, eat ice cream, have a beer, sit around, smoke, sit around some more, have a quick smoke and its surprising how fast a 4:30 game can creep up on you. Cyrille [aka Sue Peoli] are ready for us and both teams are coming into this game undefeated, someone is going to walk away unhappy. Already charged with the prospect of the final and the knowledge that we don't need to win this one and will most likely be meeting Peoli again in the final anyway, the team decides, as one, to take a tactical defeat. At least I think that's what happened. We threatened a come back going from 7-2 down all the way up to 7s, then faltered and ended up getting beat something like 13-9. Lulled into a false sense of

security, Peoli retires from the pitch smirking. Well maybe not smirking but I'm sure she must have enjoyed beating us after I'd invested so much time talking us up before the game.

Day three. Crapitano emerges from the tent, wanders around, has a smoke, and then gently prises the rest of the team from their blissful sleep. The torrent of abuse that follows would make your ears bleed. Despite a shaky start we get to the pitch so early we even have time for a bit of running, some yoga and an endzone drill. What the hell is going on here? Old boy Jackson has joined us and we look forward to a pretty crusey game to take us into the final. We are slick and we win. We now have just a few hours break then its the grudge final with Cyrille. Each Fly uses their own specially developed technique to limber their minds for the psychological battle which is to be fought on the pitch in just a few hours time. I taunt Peoli [who apparently fights like a boy] some more. What a game, you'd have to ask someone else for the details but we hold the lead for most of the game except when Cyrille draws level at 3s [I think]. We take the half and then just keep on going. Someone made a great pass and someone else made a great catch and there it was.

Thanks to all of you guys and gals. That was one of a very few finals I have made it to and certainly the first one I've been on the winning team in. It was all the better for doing it with you guys and thanks to Sue for the pints you bought us after the game. Walking up to collect the trophy was a top experience, and being reasonably well lubricated by then I can't remember much of what I said.

**Steven 'El Crapitano' Stevenson**





'SMASH AND GRAB' SHIRT DESIGN 🌐

NOLAN TAYLOR, TOURNAMENT DIRECTOR 🌐

SWAMPY 🌐

DAVE 'CAPTAIN AMERICA' TROVELL 🌐

LEE NOBLE, UTI VS DRUIDS IN THE FINAL 🌐

ZOO VS UNDER COVER LOVERS 🌐

EL CRAPITANO, SUPERFLY VS AYE AYE 🌐

SUPERFLY VS AYE AYE 🌐

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[www.JonsPhotos.org.uk/ultimate/](http://www.JonsPhotos.org.uk/ultimate/)





📷 ZOO VS AYE AYE  
📷 JACK GOOLDEN, SUPERFLY VS AYE AYE  
📷 SIDELINE  
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[www.JonsPhotos.org.uk/ultimate/](http://www.JonsPhotos.org.uk/ultimate/)  
📷 'XSB' SHIRT DESIGN BY DORA KEMP





# All you need to know about British Ultimate

*This article was originally written for Chasing Plastic magazine, and was originally aimed at a North American readership. Obviously it's fairly brief and skims over a few things. Several (ex) members of Catch22 were particularly concerned that I didn't mention 'the22' enough, but I rather suspect that if the whole article was about them they still wouldn't be satisfied!*

## In The Beginning...

Ultimate has been played in Britain since the mid seventies. Our oldest club still in existence is The Warwick Bears who were founded in 1976. Not much happened for a while, the British Ultimate scene slowly simmered away. It is worth noting that at some point in those early days an interesting sub-sport was evolved: Indoor Ultimate. Usually played five-a-side in a basketball hall, the indoor season became a necessity to survive the long wet winters we have here.

Indoor Ultimate is quite a different game, it is much faster and more dangerous. Games are usually between 15 to 30 minutes long. At first the rules stated that the walls were in! this meant that the thrower was allowed to bounce the disc along the wall - if you find Sammy Nielson (World famous for his garish costumes and androgynous dancing) he'll delight in recounting the set play he tried practicing which involved running up the wall to gain height for an end-zone catch. Apparently he eventually pulled it off in a game; making a great catch - but then realised he was in a horizontal position 6 feet off the ground and starting to descend headfirst - luckily for him two of the opposition broke his fall.

Due to the hard floors, the hard walls and the restricted pitch space, Indoor Ultimate is reserved for the young and stupid - in fact it is spurned by us more experienced (older, more fragile) players and referred to disparagingly as 'Shmindors'. Some people might think that we older players are bitter because we can't play Indoors anymore, but this is just ridiculous and not true.

I started playing in 1989 for The Bristol Samurai. These were a bunch of guys who were past their prime really, but had been the British and even European Champions in the early eighties - this was mainly because for a while they were the only team who could actually throw side arms! By the time I was around, the London based Hombres dominated UK Ultimate. These guys were formed in the early eighties and were really in a class of their own, going unbeaten for some thirteen years. During their reign their main challengers were Stan (graduates from The Warwick Bears University team), The Fluid Druids (a vaguely Welsh team) and The Samurai. The might of the Hombres was finally broken in 1993 by a bunch of young guns called The Regulators. Unfortunately the Regulators were short of players and decided to disband. As it happened the Hombres were in a similar situation, and so these two teams merged and became the appropriately named 'Shotgun Wedding'. Needless to say, this merger was a winning combination they dominated British Ultimate for a further five years.

1997 saw the beginning of the 'Tour'. The Tour was designed to prime the top British teams for international events. This was achieved by focusing teams into groups during four tournaments over the outdoor season. This means that teams play against teams of a similar ranking (and presumably skill) and ensures plenty of close and competitive play. The Tour has been very successful and has certainly improved teams at all levels. We now regularly have up to forty teams travelling hundreds of miles to compete in highly organised events.

Finally a team was formed with the explicit aim of wrenching the top position from the London based Shotgun Wedding / Hombres dynasty. Loosely formed around a new generation of Warwick Bear graduates, Under The Influence (UTI) began a new chapter in the history of UK Ultimate. They were young, they were athletic, and they had a burning desire to win.

This period saw a lot of changes at the top, Shotgun disbanded and the players

spread themselves amongst other top teams. In the run up to the 1999 World Club Championships in St Andrews (Scotland), many of the best players migrated to the top teams that had positions in this prestigious event, a lot of teams below the top six suffered from this. Some of the top teams were made up of players who lived so far apart they became known as 'telephone teams'. On the positive side, these top teams were quite evenly matched, and although UTI dominated they were not unbeaten. Teams like Catch22, Chevron Action Flash (mainly from Manchester) and Doughboy (London based Antipodeans) were always a threat.

By the time the World Championships came to Heilbronn (Germany) in 2000, England was able to send strong teams to all five divisions. The Captains of each division decided that although the players were to be selected from many teams, the GB teams would not compete together as a team during the Tour, but would attend regular training sessions instead. Although all of the GB teams performed well at Heilbronn (especially in the mixed division) it was generally felt that we could have done better if the squads had been more familiar with each other. It was suggested, that ideally teams should be 'Geo' - i.e. that they should be formed from groups of players who lived locally to each other so that they practice together several times a week and play as a team at tournaments. Another benefit of geo teams is that it helps recruitment of new players, geo teams are more likely to develop the skills of local players whereas non-geo teams tend to made up of groups of friends and can easily become quite cliquy.

So it was that 2001 saw another change, with the end of UTI and Catch22, and a general trend of more geo teams. The most successful example to emerge is the South London team 'Clapham Ultimate', and guess what? Clapham Ultimate is basically the remnants of Shotgun Wedding and UTI. One of these old Shotgun/Hombres players is Aram Flores, who once played for New York. He's done a lot to develop British Ultimate, and despite the fact that he's a

loud-mouthed, argumentative North American, I can't help but admire what he's helped achieve with Clapham Ultimate. Their training sessions are as brutal as they are effective, and they have stomped their way to the top of British Ultimate. They have also been successful in Europe, but unfortunately lost in the final of the European Championships to Skogshyddans who are from Sweden (Prague, 2001).

The organisation of British Ultimate has had to evolve to cope with the amount of events and players. For many years everything was run by a few volunteers - these poor people worked hard in their spare time, and received very little thanks. Eventually they all quit. The British Ultimate Federation (BUF) was dissolved and The UK Ultimate Association was formed in 2001. We now have around 1,300 members, who in return for an annual membership fee get the expertise of eight elected officials who run the whole operation and two paid employees who work tirelessly (ahem) to produce a regular newsletter and keep the general admin up to date.

Possibly Britain's finest moment in international ultimate (well there was that game at Worlds in 1998 when the GB Open team took the first half from DoG...) came at the 2001 Paganello tournament in Rimini (Italy), which for many years has been the self proclaimed World Beach Ultimate Championships. Two British teams won gold in their divisions, and a third only narrowly lost a tight final in the Mixed division. In the Women's division Bliss claimed their third Gold, and in the Open division a small 'reunion' UTI team beat the favourites NoTsuOh (Houston plus pick-up Mike Grant) in the quarter final, and went on to win the final against Collard Greens.

This year's World Club Championships in Hawaii was dominated by North American teams, however Clapham and Chevron came back happy in the knowledge that they were the top two open teams in the whole of Europe.

**Jack Goolden**



## Blue Arse Flies

BAF had an excellent time: some great wins and few lows. Highs? Some of us joined in a pick up game and got on TV within eight hours of landing, surprising the lazier members of the team as they chewed on their cornflakes.

Getting asked for id when ordering a drink was a high for the more ancient amongst us. On the pitch Merrick was quite happy when he scored by "German-ing" a German. Hopes that he might attempt to French a Frenchman went unrealized.

Tom became known as "Secret Squirrel" for his agent-like ability to vanish after games and reappear at the last moment for the next game. He also got so hammered on Thursday night he missed all the buses on Friday. Using his skills he tailed a random bunch of players until they offered him a lift.

Everyone had moments of greatness and experiences involving "interesting" calls. Of course, when you have such fine diplomats as Merrick, Chris Hooze (even with his third-degree sunburn) and Balti, what could go wrong?

Then, of course, we had Guy 'Pele' Kennett, who spurned the chance for a layout, instead trusting to a right-footed flying volley kick to get the 'D' in front of a very surprised Canadian.

Sarah P, Ally and both Helens were great despite their injuries; Kermit played well, but lost her party crown to Janey, who was immense despite not having played much in the last 18 months. Tanya and Zulu enjoyed out-jumping their opponents, and the rest of us - well we were great too.

We look forward(?) to our exploits being immortalised as Hooze tales, and hearing about them again (and again) over the years. Thanks also to the support team. More on our website someday! [www.bluearseflies.com](http://www.bluearseflies.com)

**Paul Thornton**

## Chevron Action 'Tash

Chevron Open's preparation for Worlds 2002 started more than twelve months before the tournament kicked off. By the time we arrived in Hawaii it was clear why such a lead-in period had been necessary: Our 'taches were ready.

Visually our week was all about fabulous facial hair. This wowed the Americans, led to snorts of derision from the Brits and, of course, barely raised an eyebrow with the Germans who seemed to think we looked kinda cool. Our only genuine fur failure was young Joff Logg who, having made a genuine effort to produce something beneath the nose, was instructed to shave for a meeting two days prior to departure. To teach him a lesson about commitment and as a protest for worker's rights, he was forced to spend the week with a painted on muzzy, looking like a Victorian circus strongman.

Aside from preening and waxing, our other principal source of entertainment was 'The Smokehouse', a small, inconspicuous bar around the corner from our Hotel. Mere hours after arrival, Rodders and I spent a pleasant first night there in the company of various Vietnam veterans and a landlord who assured us, "I can get you anything: booze, broods, bazookas..." Over the following week, The Smokehouse served up a menu of surreal, disturbing and riotous entertainment, largely centred around Richard a laid back lounge pianist who took to the tiny stage and belted out numbers for the locals to take the mike.

Few who were there will ever forget the sight of 'The Star Lady', Waikiki's own Queen Mother lookalike, arriving on the back of a moped, replacing her huge white crash helmet with an even bigger green hat, then taking the stage to sing 'Summertime' with a voice like someone bowing a saw blade. She was given a run for her money by Patrick, a local cross between Iggy Pop and Larry Grayson, who's rendition of 'Black Magic Woman' left most onlookers feeling like they needed a hot shower.

We did our best however. Or at least Rodders did. After an impressive solo stint, our resident crooner surrendered some of the limelight to Leanne for some lovey-dovey duets and to Mango for an Apocalyptic romp through 'Honky Tonk Women' all, of course, accompanied by interpretive dance from Hooves. We left as confirmed regulars and I, for one, still miss the old place.

**Rob Mitchell**

## Chevron Mixed Squad

While some were struggling with the 30 hour journey half way round the world, other's in the Chevy coed posse were working on their pre tournie tans or third degree sunburn. In the case of a couple of unsuspecting fair-skinned pommies up on the north shore. It looked bad, but ensured we all took the necessary precautions - plenty of water, a suitable factor sunscreen (60+ in Isla's case) and cop shade at any given opportunity.

We were lucky enough (or late enough arriving the day before playing) to be met by our Waikki friend 'Gumbi' at the airport. Adorned with fresh lays she sped us to our 42-Storeyed hotel in the back of her pickup - what hospitality!

Our first pool of the tournament was far from easy, each team an unknown quantity. We won 3 of our 5 games to put us into the top 20 positions in our next pool. We did loose to the French team Clac Clac but got our own back in our last game nudging them out of 15th spot.

Going into our second pool some of the seedings seemed a bit astray. One of our easiest wins was against Innochi, a Japanese team seeded top 5, while we got thumped by 'Sweet As' a so-called pick up team from New Zealand, who just happened to end up 7th. We missed out on top 8 by a cat's whisker - Sweet As managed to make a 4 point come back to win in sudden death against Inocchi pushing us out of the running and left fighting it out for 9-16.

With daily MVP t-shirts for the taking there were some truly inspiring moments - Sarah's layout catch to win in sudden death, Sue Pioli's write up for her now world famous 'cross - pitch - up - wind hammer', Sammy's hucking and of course finishing up one crucial place higher than Chevy open!

**Beth Rougier**

## Clapham Ultimate

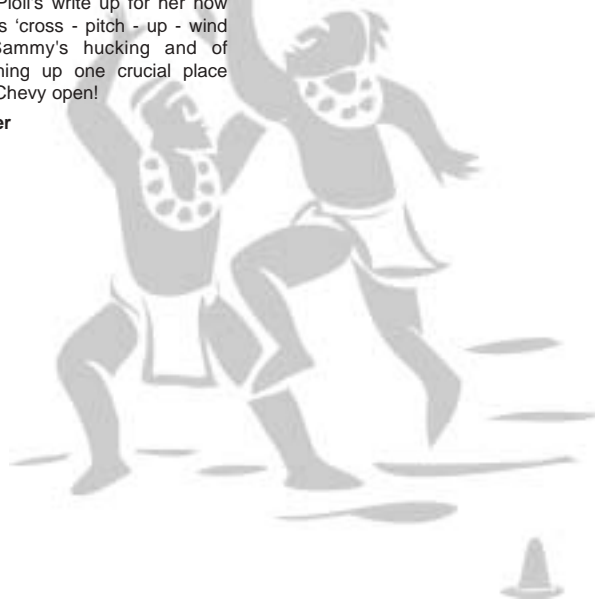
"HAVE IT!!!!!!". Clapham rule. Most of our boys sweated blood and tears for months before Hawaii on the pitch, on the track and in the gym. It was the culmination of playing 2 or 3 times a week in the wind, rain and snow on Clapham Common for the last 2 years, partying together and becoming great friends. It was the result of a fantastic group of players playing with each other in a way we never have done before. We played some truly awesome ultimate, well the O did anyway.-;-). Hawaii was everything a tournament should be for me - I love my team like brothers, even Guy.

So we might not have made quarters...the best yanks have put even more space between themselves and everyone else than anyone might have guessed. It's not really a question of how we can get as good as them at the moment, even doing our best to grow the sport in the UK will not be enough for years to come. We can dream and fight, but it's against a strong rip. That doesn't mean we should give up - winning Euros next year and coming 2nd at Worlds in 2004 are achievable and realistic goals. High goals but goals nevertheless. Tim's [Chevron] fluke against the borg [Skogs] proved anything can happen.....

Best European team at WUCC 2002. Best a British team has ever done at Worlds.

PS Can we please make a new UKU rule that, like Muslim temples and Mecca, all British Ultimate pitches be set up to point at Clapham?

**Roger Thomson**



## TeamShark

TeamShark in Hawaii - a young team with huge ambitions.

Hawaii was awesome. The level of play, the enthusiasm, the sheer number of Ultimate players in one small place - it was absolutely incredible. It buzzed.

Going into Hawaii, TeamShark had three goals: To finish above our entry seeding (34th and bottom of our pool), to secure a top 30 spot, and to beat Druids!!! By the end of an exacting week, we had achieved all these goals.

The first two days were taken up finding our place in the tournament. Against Invictus, DOG and Ferrel, we played some good Ultimate, but lacked the experience to convert the chances into wins (although we pushed the Oz champs to 11-10!!!).

In our second Pool, we won all our games, as did Druids, which set us up beautifully - if TS beat Druids, we would take their '28th' seed - thanks very much!!! It started off close, with Druids edging away - but after the half, we really didn't look back - we won the game 17-9.

Whilst we were playing we did get to see some great Ultimate - and from our view it was awesome. We had two UK teams putting up some great results (Clapham 'v' New York and Chevy 'v' Skoggs) - but it was the play that was so impressive. Both the physical and mental commitment from pretty much all teams was a lesson TS will take away. Also the technical ability throughout squads was awesome. Train harder, train harder, train harder?..

There were some great parties. Sitting back necking Tequilla with my team mates was my last memory - until I remembered Rob (Chevy) singing 'Honky-Tonk Women' - surely I was still dreaming?...

Bring on 2003 - and those Clapham and Chevy boys!

**Milky - TeamShark**





HAWAII!



DIANA, BLISS VS SPIRALS 🌀  
TEAMSHARK 🐋  
SI WEEKS, CHEVRON VS JAM 🇺🇸  
'SWAMPI' MICHAEL CUMMINGS, CLAPHAM 🇺🇸  
'SCANDO' SAM WEBBER, CLAPHAM 🇺🇸  
SAM WEBBER AND ANAND PAREEKH, CLAPHAM 🇺🇸  
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**2350 players (124 from UK)**  
**120 Teams (7 from UK)**  
**24 Countries**  
**4 Divisions**





"HONESTLY I WAS BOXING MY PLAYER OUT TO LET JIM (PARINELLA) HAVE IT" - BOB  
CONDORS VS. DOG, WUCC FINAL 2002  
A 'GERMAN' CATCH BY FURIOUS GEORGE VS. DOG, 2002  
PHOTOS © ELLIOT NEGELEV 2002  
[www.elliognelev.com](http://www.elliognelev.com)

SICKBOY TASHED UP  
PHOTO © JACK GOOLDEN 2002





# Celebrity Interview: Bob

Bob 'Matthew' Himms started his ultimate career at University of Leeds in 1994, and played a major role in the emergence of Catch 22.

He helped set up the recently formed Leeds Leeds Leeds before heading to the USA to mix it with Death or Glory in Boston (also changing his name by DEPOL to Matt 'Bob' Himms). The following interview finds **Nick "Mango" Smith** catching up with his old 22 teammate to learn a bit about the game over the other side of the Atlantic.....

**So Matt, what are the similarities and differences when playing ultimate in the USA?**

I am not sure if playing with DoG is really a true reflection of the way the ultimate is played in the US. But at this level, it is taken pretty seriously - and yes, we do train harder.

**And is the US game more physical?**

In a way it is, but the increase in physicality, or contact, in the game is not about deliberate fouling.

Defensively it's about holding your ground on the mark (ground which is rightfully yours, as you got there first), and about trying to get into good field position and in doing so dictating where your opponent can cut to. Offensively it's about still getting a break mark throw off against a strong force.

As for the ultimate in the US in general, although its still very much a minority sport, it is fair to say it is bigger, most big cities have organizing bodies which coordinate a variety of leagues throughout the year, such leagues are often co-ed and are used to encourage new players to take up the sport. The student scene in particular is far more developed, and as a consequence produces many more top players. Trying to establish city leagues and pushing the development of the student circuit are both things that would certainly help the growth of the sport in the UK.

My favourite example of how much more popular the game is over here, I observed while visiting San Francisco, where I stumbled across an official sign next to a plush seafront park, saying "No Ball Games, No Ultimate", I've yet to see one of those on the streets of Leeds.

**What are the main differences between today's training styles?**

I suspect every team, both in the US and



UK trains differently, but to give you an idea of what a week of DoG training looks like... firstly we do 2 fitness sessions a during the week as a team (not a disc to be seen), either track, stadiums or circuits. In addition to this we are expected to do our own private training session on at least one of the other weekdays. Then we practice twice at the weekend Saturday and Sunday, 9:00 meet up for a 9:30 start, and no you are not expected to arrive nursing a hangover. (I am afraid to say playing for DoG has had some detrimental effects on my weekend drinking habits.) During these weekend sessions we may briefly run a drill to warm up, but we mostly practice by playing games, normally split into O or D lines, we may concentrate on a particular aspect of our game i.e. our mark, the deep game, or zone. We will also often play games with slight variations in the rules such as '10-pull' (D gets say a 4-0 lead and pulls every time, the O has one possession to score, if they turnover D gets one possession to score, then D pulls again) or 'double score' (to get a point you have to score twice, once you score the first time you take the disc out 10m and try and score

again). Such variations are of course designed to make you value possession. **Even though the result was the wrong one for DOG, what was it like to play in the WUCC 2002 final?** It was a very special moment, one I had been dreaming of for sometime. However losing, especially in the fashion we did was pretty devastating. I am definitely hungry for more big games like that one.

**The USA squads were much larger than the UK squads in Hawaii. Do you recommend that UK teams look at taking bigger squads to these tournaments?**

Pros and Cons to this one, the squad was definitely fresher for the final as a result of its size, but there's not a lot of playing time to go round. I don't think I've decided what the perfect squad size is yet. Certainly having such a big squad is fantastic for training sessions, as you can have 11-12 a side, which leads to some really great practice games.

**I have always tried to convince people that basic fitness levels play a crucial part in the success of any team. Do**

**the Americans put a greater emphasis on the importance of athleticism?**

Yes, fitness is a big part of our training schedule, and athleticism is highly regarded. For example there are players on the DoG squad whose throws are even worse than yours Mango, but they still make it onto the side because they are just so damn fast.

Thanks....

**So, certain players in Clapham Ultimate or other teams should eat less pies.....?**

I'll take that as a rhetorical question.

**Do the Americans crack as many gags in training or at tournaments? Are they of a similar high quality?**

'Gags'?.....now I think remember what they are. Seriously though, the gag culture is alive and well over here (well at least within the DoG camp), intra-team trash talking, heckling and flaming team mates are integral to all training sessions.

**So, Catch 22 vs Dog?**

That's easy,..... Catch had much better gags. Was that what you meant?



# Another One Bites The Dust - The Sammy Tribute



Sammy has packed his bags, sold his house, distributed his t-shirt collection and moved to the other side of the world in search of love, happiness and sheep.

Dene and Deano - roving reporters extraordinaire - have busted the petty cash draw (again) and flown out to New Zealand to catch up and bid farewell to the legendary Dave 'Sammy' Neilson.

**Deano:** So Sammy, how long have you been playing?

**Sammy:** 21 Years. That's more than half of my life!

**Dene:** When did you start playing?

**Sammy:** When I was 19, I played for the Warwick Bears for three years, then one year for Tennents - an ex Bears team. But then we formed the mighty STAN, we were together for twelve successful years during which we consistently got into finals. Finally I played for Chevron Action Flash, who also got into a lot of finals.

**Dene:** Some people consider you the Godfather of British Ultimate, what would you say to that?

**Sammy:** [Sam's mumbled reply is indistinguishable due to the cotton wool stuffed in his cheeks. He dribbles a bit.]

**Deano:** Pick a favourite tournament.

**Sammy:** That's hard. Rimini is massive now, and a great experience, but I think my personal favourite would be the 1995 World Clubs in Street.

**Dene:** How long can you spin a disc on your finger?

**Sammy:** As long as it takes!

**Deano:** What was the first music you bought?

**Sammy:** I guess it was 'Now That's What I Call Music, Volume 1'

**Deano:** What is the most embarrassing record you own?

**Sammy:** Probably 'Now That's What I Call Music, Volume 4'

**Deano:** Everybody needs to know this Sammy, who taught you to dance?

**Sammy:** I don't know that it *can* be taught, I just discovered that when I'm drunk I fall over in a very long and amusing way.

**Dene:** Your dress style; is it 'Street-wise' or is it 'Urban'?

**Sammy:** It's probably not wise at all. It's probably just 'Sammy'

**Dene:** Sammy, what about Golf - tell us ALL about Disc Golf..

**Sammy:** [Unfortunately the recording equipment malfunctioned at this point, and Sammy's highly detailed reply was lost, forever. He did claim to have thrown his driver 167m]

**Deano:** Have you ever won the 'Party Prize' at a tournament?

**Sammy:** On the odd occasion, Yes. Once in Ross I was awarded the 'Sammy The Blunder-Horse' trophy - I think the whole thing was concocted to get me to sing the 'Simon The Blunder-Horse' song, which is why Si Moore is still known worldwide as Blunderhorse.

**Dene:** Where did you lose your virginity?

**Sammy:** Where?

**Dene:** Yes.

**Sammy:** In a bedroom.

**Deano:** Best chat up line?

**Sammy:** "Didn't I see you in a painting?"

**Deano:** Have you had much luck with that one?

**Sammy:** No comment.

**Dene:** Who are your idols in the Ultimate world?

**Sammy:** Bill Digby, who was the captain of Samurai and England, and Steve Mooney, who was the captain of DOG for about ten years, and played well into his forties - he was a great spirited player who exemplifies the sport for me.

**Deano:** Name your 'All Stars' GB Team.

**Sammy:** Dean, Dene and myself, obviously. Harry Golby, Wigsy, and um er, Guy Bowles (but don't tell him). From the past: Nick Cash, Bill Digby and Tim



Sparks are names not many people will have heard of nowadays.

**Dene:** No girls?

**Sammy:** Oh! Girls! Am I allowed to play with girls? Oh God yes! Tara Jewell, Claire Parker, Lucy Byrne and Laura Pearce - but there are so many more.

**Deano:** You've played for Superfly, was that the height of your career?

**Sammy:** I think playing with Superfly helped me rediscover the party scene in Ultimate.

**Dene:** There was a rumour in Geneva about a Pink Pig. Oh, and Harry said "don't mention the dog."

**Sammy:** Aah yes, the Pink Pig. It was stolen and I think it's been locked up in one of those Swiss Nuclear Fall-out bunkers to protect it from attack.

**Deano:** Sammy, do you lick a du hoop?

**Sammy:** Yes. Definitely.

**Dene:** Really?

**Sammy:** What is it?

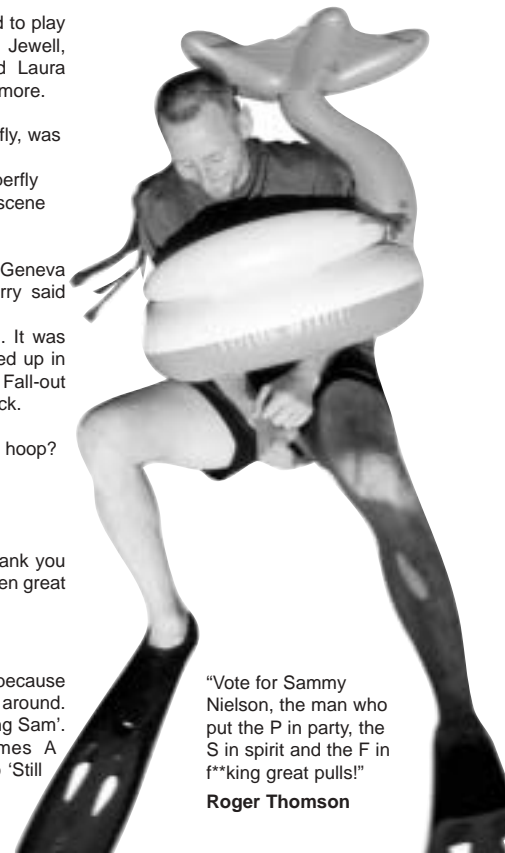
Dene & Deano sighing out; Thank you Sammy Neilson - superb - it's been great knowing you.

## Sammy Fact File:

Originally monikered 'Sammy' because there were too many 'Dave's around. Named after the cartoon 'Sporting Sam'. S.T.A.N stood for 'Seven Times A Night', but was later changed to 'Still Thinking About Nookie'.

"Vote for Sammy Nielson, the man who put the P in party, the S in spirit and the F in f\*\*king great pulls!"

Roger Thomson



# The Tour



2002 saw 'The Ultim8 Tour' in its sixth season, and without a doubt this system of ranking teams over a series of events has gone from strength to strength - 'Tour' Tournaments are by far the most competitive and popular events in the UK Frisbee calendar. On an international level, British teams - hardened by a season of more competitive play - are getting better results than ever before!

The secret of the Tour's success lies in its design: teams get to play against those teams most closely matched in skill to themselves. It's simple, it's effective, and we love it!

**LEEDS LEEDS LEEDS**

SAMMY PHOTOS, CIRCA 1994  
PHOTOS © DEREK ROBINS 2002

SAMMY IN RIMINI  
PHOTO © JACK GOOLDEN 2002

CHRISTIAN 'PLUTO' NISTRI  
CHEVRON, SOUTHAMPTON

TRAPPED ON THE LINE  
DURIDS VS TEAMSHARK, TOUR 1

PHOTOS © JONATHAN KINSEY 2002  
[www.JonsPhotos.org.uk](http://www.JonsPhotos.org.uk)

'LEEDS LEEDS LEEDS'  
DESIGN BY CHRIS MARSH







STU MITCHELL, CHEVRON VS CLAPHAM, TOUR 1.  
PHOTOS © RUFUS DUFFIN 2002

ROB GETS A PASS OUT WHILE PETE THROWS  
HIS CAP AT THE GROUND.  
CHEVRON VS UN POCO LOCO, TOUR 1.  
PHOTO © CHRISTOPHER JONES 2002

ALI, REVOLUTION VS SLIPDISC, TOUR 2.  
PHOTO © JONATHAN KINSEY 2002

'UNDER COVER LOVERS' SHIRT DESIGN BY ADAM KEEN

'CHEVRON' SHIRT DESIGN BY ELAINE KINGERSLEE





# 'Sweet Sixteen'

A few quick questions for all top 8 players: Who are Atomic Horse and Marty McFly and where do they come from? What exactly is a Mud Culture? And what on earth does STD stand for? (apart from the blindingly obvious) Most of you won't know the answers, but you will find out in a few years. Why? - because they belong to a group of teams that are rapidly improving and challenging established top 16 sides like Whey, Hammerage and the once mighty Headrush. Yes that's right folks. They took part in the awesome, incredible, exhilarating, almost legendary "Battle for top sixteeness".

While the top 8 had it's fair share of upsets and exiting sudden death moments, it was nothing compared to the struggle that was going on for the last places in the top sixteen. With Fusion, Red, Blue Arse and Smash & Grab a cut above the rest, and Whey, Hammerage and Headrush already experienced at this level of competition, there were only a couple of places up for grabs for other squads to take. In total there were 6 teams vying for those spots and they all managed at least one finish in "The Sixteen" during the four tour events.

At Tour 1 the first teams to stake a claim were Strange Blue and Atomic Horse. They overcame horrid conditions to finish 15th and 16th respectively while other teams were struggling - most notably Flyght Clubs 1st team. Finishing 25th was bad enough for Raj, Sam & co, but losing to their second team in Sundays cross-over game must have been very painful indeed. (At this point I should mention that I was elsewhere at Tour 1 and didn't take part in this humiliating loss!).

So then it was on to Exeter for the next installment and a strange tournament it would turn out to be with many teams

fielding under-strength squads. Strange Blue pulled out at the last minute leaving them with little chance of making the top sixteen for the Nationals, and Chevy's mixed team, who had played well at Tour 1, were either in an airport in the south of England or in Vito's car en route to Geneva. When it came time to fling discs on the Saturday, two teams were very definitely on the move. Marty McFly had started with a seeding of 24 thanks to the absence of higher placed teams - yet they won their pool and went on to win their cross-over with Atomic Horse to give them a taste of life up top. They coped admirably, even managing to beat a tired looking Hammerage in the 15th/16th playoff. I didn't actually see the game but I thought the Hammerage guys would like me to offer some excuse on their behalf! If the big movers of the weekend were McFly, then the big shakers were the overtly nice lads (and lass) of STD. Blessed with a strong squad and good humour they played with the same style and attitude whether it be annihilating Flyght Club on Sunday morning (traditionally an easy time to play any Nottingham-based team), or beating Headrush in a closer game for 13th place.

Connoisseurs of luck or the lack of it will realise that 13th can be a bad place to finish and so it proved for Tour 3 as the tables were turned on the Sexually-Transmitted Discs/ Stop Throwing Diseases team. Once again they played Flyght Club on the Sunday morning but against all odds and in spite of Raj having arguably the worst game of his life, Flyght Club won. This made a pleasant change for us as the previous day we had lost to Mud Culture for the third time in a row. We thought that we might have to play each other again as they also won their cross-over, knocking McFly out of the top sixteen. Fate though, was about to twist and groove in a most unexpected way. Headrush



versus Flyght Club would yield a predictable result you might think - especially if you'd heard Marcos' condescending team talk! However the game turned out to be one of the tours best with Flyght Club winning 14-13. If anyone wants to hear the details of the game you should go and ask a Headrush player for a quick synopsis. I know that Al, Sasquatch and Vito just love talking about it! Interestingly, the final point was scored by one of Flyght Clubs new boys - Nick, on the Superfly legend/alpha male Marco.

NB: don't raise this subject matter with him unless: -

a) You are on the telephone; b) You are wearing Kevlar or c) Marco is under sedative and locked in a steel cage!

On another pitch at the same time, Mud Culture were playing Whey and despite all of Mud's efforts, Whey triumphed. This meant that when the tour was over (and I do feel bad about this) Flyght Club were 14th and Mud were only 16th.

This left things tantalisingly close for Tour 4. STD needed 16th or better, so they had to win their cross-over, and Flyght Club needed 12th or better to guarantee their path to sixteenhood. Hot on their tails were Mud Culture and

Marty McFly who both needed good top sixteen finishes to stand any chance at all. The weather made for some good Ultimate- especially for those playing in the 20-minute thunderstorm. Some of the tours closest games occurred on Saturday during pool play and in the cross-overs the following day with everyone knowing what was at stake. But as Sunday drew on it became apparent that STD and Flyght Club would score enough points from their finishing positions to make it into the top sixteen overall. And so the "Battle for top sixteeness" came to an end, and when Mud and McFly met for the 15th/16th playoff, they were accompanied by a wassailing overweight dame.

Still, there's always another year and I have no doubt we will be playing some very close fixtures against these guys in the future. Commiserations go to Mud Culture in particular who were very unlucky not to make it - I hope you don't hate us too much! And congratulations of course to STD. With the best after-game call in British Ultimate and more Spirit awards than you could throw a disc at, their achievements this season should not be underestimated. I look forward to beating you at the Nationals!

**Neil Kenyon - Flyght Club**

# Ultim8 - Life at the Top.

The Ultim8 Tour was so named because it was designed to focus on providing a competitive environment for the top 8 teams in the country, to get them accustomed to big games and improve our Club and National team performances at International events.

With 4 Open teams (Clapham; Chevron Action Tash; Fluid Druids & TeamShark) heading to Hawaii for the World Ultimate Club Championships in August, the 2002 Tour would prove to be a useful in situ tool for checking on progress in tactical development, physical and mental fitness, and team bonding.

A discussion in Oxford, late one winter night, concluded that Clapham would likely be dominant - you don't necessarily have to like them or their methods, but they have been consistently getting the job done - but that there were good odds on Chevy winning at least one event - their Hawaii squad contained some great pickups for the year. Druids and TeamShark were prophesied to be evenly matched (based on the average of two strongly biased opinions, and respectfully ignoring the lass that solved her divided loyalty problem by being honest), with both having the potential to raise their game and make it to the Final of any event. Un Poco Loco got a look in (that lass' opinions, again) as being a team that might possibly throw in a few surprises - but none present knew exactly what Poco were planning. Beyond that, who could say...

Based on the results of 2001 Nationals and Tour, the initial top 8 line up looked like this: Clapham 1; Chevron Action Flash; LeedsLeedsLeeds; Fluid Druids;

TeamShark; Fusion; Red; Clapham 2.

## Tour 1, Bristol.

This year without the restrictions of foot'n'mouth and with less rain, provided some interesting results. LLL suffered early at the hands of Un Poco Loco (seed 14); Fusion and Red also took tumbles; TeamShark didn't start their season firing on all cylinders; Blue Arse Flies (seed 10) and Smash & Grab (seed 11) worked their way up; the two Clapham teams met in the quarter finals, with the second team losing no further games; and Chevron Action Flash pulled out all the stops to defeat Clapham 1 in the Final. Of course you know all this, and more, from reading issue 1 of the 2002 Newsletter.

## Tour 2.

A return to Exeter, and the results are more as expected - the Final was played in front of a crowd drawn by memories and stories from Tour 1: this time around, Clapham 1 quit the early trading and trailed Chevron by three into the half. They then got fired up, and took 3 in a row. Chevron stemmed the flow, and trading resumed. Capped at 14-13, the game went to 15-15 and memories were stirred of Catch 22's famous "Laydeez and Gennelmen, we are now entering... SUDDEN DEATH". Both teams had possession, both teams failed to score. Eventually, Clapham slotted home the winner. That's now one each, with the rest of the year to go; TeamShark sorted themselves out and manage to whittle away the Druids small lead to win sudden-death in the 3 v 4; Clapham 2 again lost in the Quarters, but lose no further games to finish fifth; LLL make their return to the top 8, whilst BAF slip out to 9 and Un Poco Loco's momentum

is seen to be faltering - was their Tour 1 performance a flash in the pan, or did the most under-used throw in British Ultimate prove to be their downfall?

## Tour 3, Banbury.

The change of "traditional" venue for Tour 3 (it's usually in Southampton) didn't faze the Clapham teams, Clapham 1 retaining their slot in the final, and a distinctly antipodean flavour of Clapham 2, despite an earlier sudden-death loss to LLL, were victorious in their Quarter final. Maybe the BlockStack camera's had something to do with it, but whilst Clapham 1 defeated Chevron Action Flash in one semi, TeamShark got the crowds' attention by preventing the all-Clapham final. Unfortunately, it then looked a little like the Sharks considered their mission accomplished on having made it that far, and the Clapham 1 boys showed no mercy. Red returned to the top 8, making the Druids, who had missed out on semis through pool play losses to Clapham 2 and Chevron Action Flash, buckle down and concentrate (careful eavesdroppers would have heard the gentle muttering... "We are NOT going to lose to Red!") and BAF are back too. Un Poco Loco have now slipped to the bottom of the pile, whilst LLL have again become the best of the rest. Lest we forget, this was the weekend that those with spare sun-block became rather popular!

## Tour 4, Leeds.

Unless they lost their semi, Clapham had effectively already won the Tour overall, and at this tournament fielded only one team - their near full-strength Hawaii squad. Barring major catastrophes (by which I mean something really rather special... just the

sort of thing the Blue Army specialises in...!) Chevron Action Flash had second place in the Tour sorted. It didn't stop them from wanting another tournament trophy, though. To go 2-2 with Clapham is better than 1-3. There were, however, only 4 points between Fluid Druids and TeamShark for 3rd. TeamShark were still buoyed up on having made it to the final in Banbury, and Druids were determined... anything Sharks can do, Scum can do better... So much for Tour Rankings, this was about bragging rights! As it turned out, Druids beat TeamShark convincingly in pool play, but both teams lost their semis, and then TeamShark took 3rd at the tournament by a point. Both teams considered themselves the moral victors, and hoped to settle this properly at a later date (hopefully NOT in Hawaii, but that's another story). LLL held down the fifth spot at T4, and Poco managed to halt their descent and stay top 8.

None of the Tour event SOTG trophies have been awarded to any of the top 8 teams this year. This by no means implies that these teams have been poor spirited. The results of the SOTG scoring at Nationals showed that top 8 teams earn their fair share of the votes. Agreed, temper tantrums have been observed, and a few toys have been airborne, but in general these have been momentary outbursts and rapidly calmed. The matches themselves, especially in the top 6, have been very competitive, and contained plenty of examples of respect for the other players on the pitch and what they are attempting to achieve.

Life is different at the top. Get a taste, and you'll know it. Roll on 2003!

**Wayne Retter- Fluid Druids**





📷 BRADLEY LEARNS HOW THE REST OF US FEEL!  
DAVE SEALY AND BRADLEY HIBBERT, CHEVRON VS CLAPHAM. TOUR 1.  
PHOTOS © RUFUS DUFRIN 2002

- 📷 SASHA DALL, CLAPHAM VS TEAMSHARK. TOUR 2.
- 📷 HICKEY SURRENDERS TO GUY, CLAPHAM VS TEAMSHARK. TOUR 2.
- 📷 MAL, REVOLUTION VS SLIPDISC. TOUR 2.
- 📷 A SHARK IN THE DRIUD DEFENCE. TOUR 2.

ALL TOUR 2 PHOTOS © JONATHAN KINSEY 2002  
[www.JonsPhotos.org.uk/ultimate/](http://www.JonsPhotos.org.uk/ultimate/)

📷 'TEAMSHARK' SWOOSH BY ADAM HARRAS







## UKUA Awards 2002

Results from the 2002 UKUA Awards, Sponsored by **Jump & Reach** and **Gaia Europe** and voted for by the members of the UKUA.

### Most Impressive male player:

- 1st **Pete (Rodders) Wright**
- 2nd Christian (Wiggy) Nistri
- 3rd Guy (Beefcake) Bowles

Rodders wins his choice of Gaia shirt, shorts and cap from Jump and Reach / Gaia-Europe - Well Done!  
All 3 winners will receive certificates proclaiming their excellence.

### Most Impressive female player:

- 1st **Tara Jewell**
- 2nd Claire Parker
- 3rd Auralyn Mackenzie

Tara wins her choice of Gaia shirt, shorts and cap from Jump and Reach / Gaia-Europe - Well Done!  
All 3 winners will receive certificates proclaiming their excellence.

### Most Impressive male player

#### (Student Division):

- 1st Jonathan Leach
- 2nd Pete (Rodders) Wright
- 3rd Stephen Vaughan third

Jon wins his choice of Gaia shirt and cap from Jump and Reach / Gaia-Europe - Well Done!  
All 3 winners will receive certificates proclaiming their excellence.

### Most Impressive female player

#### (Student Division):

- 1st **Carol Gardiner**
- 2nd Alia Ayub
- =3rd Alison 'Ali' Smith
- =3rd Hannah 'Haych' Wilcox

Carol wins her choice of Gaia shirt and cap from Jump and Reach / Gaia-Europe - Well Done!  
All 4 winners will receive certificates proclaiming their excellence.

### Best Tournament of the year:

#### British Open

Nolan and the crew win Kudos, bragging rights and a certificate of excellence.



### Most spirited team of the year:

- 1st **STD Ultimate**
- 2nd DHB

STD win 15% Discount on Gaia products from Jump and Reach / Gaia-Europe for 1 year - Jolly good show!  
Both teams win a certificate of excellence.

### Most Impressive male player (Junior Division):

#### Matthew (beavs) Beavan

Matthew wins his choice of Gaia shirt and cap from Jump and Reach / Gaia-Europe, and a certificate of excellence - Well Done!

### Most Impressive female player (Junior Division):

#### Heather (Hev) Smith

Heather wins her choice of Gaia shirt and cap from Jump and Reach / Gaia-Europe, and a certificate of excellence - Well Done!

### Outstanding achievement awards:

These special awards are given to members of our community who have shown outstanding commitment and contribution to our sport. The voters included many different reasons (too numerous to mention here) for nomination, but those of you who have had the privilege of knowing these people will agree that their achievements deserve recognition.

#### Ben Ravilious Sammy Neilson Aram Flores

The voters have spoken. Thanks to everyone who voted, our sponsors and Barry O'Kane for making these awards possible.



RODDERS, CHEVRON IN SOUTHAMPTON  
PHOTO: © JONATHAN KINSEY 2002  
ARAM FLORES, CLAPHAM IN PRAGUE  
TARA JEWELL, BLISS IN PRAGUE  
PHOTOS: © DAVE PRUNCHA, 2001  
SI HILL, CLAPHAM IN HAWAII  
PHOTO: © SCOBEL WIGGINS, 2002  
GUMP, SLIMFAST IN GLASTONBURY  
PHOTO: © JACK GOOLDEN, 2002

## Spirit vs. Memory

You wanted something about discussing calls on the pitch. Rather than telling you about my own personal experience, which I can't really do as it was jury service, I thought I would baffle you with some psychological jargon: Taken from **John Bartlett**, who is probably dead by now but his still receives recognition:

*"We reconstruct the past by trying to fit it into our existing schemata (essentially a basic framework of the incident) and the more difficult this is to do so, the more likely it is that elements are forgotten or distorted so that it fits."*

Bartlett refers to efforts after meaning, i.e. trying to make the past more logical, more coherent and generally more sensible, which involves making inferences or deductions about what could or should have happened. Rather than human memory being computer like, with the output (what you think happened) matching the input (what actually happened), Bartlett and Hunter believe that we process information in an active attempt to understand it:

*"Memory is only an imaginative reconstruction of experience."*

Essentially two people can see the same incident and recall it differently. The point about ultimate is that this occurs when the incident is not relevant to the eye witness accounts. Therefore, on the pitch, two people from opposing teams are going to have very different accounts of what happened as they are going to reconstruct the incident in a biased way.

For this reason there is no point in trying to discuss calls on the pitch. You have to accept what the other player has called and get on with the game according to the rules (i.e. send the disc back etc.). The discussion is very rarely going to result in anything except an escalation in bad feeling between the teams.

To be truly spirited you must understand - and accept the fact - that you are just as likely to be wrong as the person you are disagreeing with.

**Dan Stephens Red #3**

## A Way Forward

After coming back from WUCC and watching / playing the tournaments in the UK this year I really wanted to say something...

I think that British Ultimate has a great opportunity to make some big strides in the next few years - esp. given that we have the UKU now. We could overtake all the countries other than US and Canada in the next two years if enough players are up for it. And I'm not only talking about having higher places at Worlds - I mean more players in all divisions, stronger competitions, a UK company making ultimate clothing? What about a company making a business out of filming ultimate!!!!

The aim has to be to have more and more players. There are more players in Vancouver than there are in the UK - no wonder they have one of the best teams in the World and a local company making ultimate clothing :)

My view is that the way to grow the number of players is not to dream up ways of showing the game to millions of potential players (e.g. on TV), but rather to ensure that the infrastructure we have in place does a good job of accommodating new players when they start, and as they improve. What does that mean?

1. Local teams of varying standards, practicing like other sports do (football, netball, tennis, etc), and competing against other local teams regularly - ideally with experienced players (or ex-players) around to coach. This would support juniors too.

2. An organisation supporting all of this, providing information about how to improve, how to find other players, news about the sport, etc, etc (ooh! ooh! we have this already!)

So - with that in mind, there are two things I hope to generate discussion about: local ultimate, and the national competition structure.

PLEASE practice and compete with your local team. I know that lots of players in the UK genuinely love the game, and want to see more and more people playing it. Fine - that's great. So lets be



clear about this: if you don't make strenuous efforts to play on a geo-team, you are STRANGLING the growth of ultimate in this country. Its that simple. Play with a local team. Please. (I know its not always possible...)

Competition structure: I think we can all agree that the Tour has had many benefits - especially for the players in the top open teams. The good news is that many people have told me that it works really well for players at all levels. This was always the plan, but it's something I've always had my doubts about.

But things have moved on since 1997 (when the Tour started) and we will have to adapt. Whether it happens next year or not, sooner or later we will get to a point where there are too many teams for everyone to play at the same tournament. At that point it will be necessary to run the Tour with a more limited entry.

So what will be left for teams that aren't in the Tour at that point? How will we make sure that new teams can progress into the Tour? There will be lots of details to figure out - but I think there are a few high level guidelines we could use. All the really important thinking should be about how to make sure growth continues outside the tour.

1. There should be at least as many open teams "outside the tour" as "inside". There will need to be a critical mass to maintain and grow competition when the top teams/players don't always play. It is vital that the amount of player-run competition exceeds the amount of UKU-run competition. The most damaging aspect of the tour is that the ratio of "official" tourneys to "unofficial" tourneys is far too high.

2. For teams outside the Tour, it will be impractical to expect the UKU to maintain another Open division. For the moment the "saved resources" should be put into supporting Mixed and Women's competition.

3. The most important competitions for the teams "outside the tour" should be local leagues and open "non tour" tournaments (like the old favourites Ross, Lurkers, Rumour, etc?).

4. Initially it will be necessary for promotion/relegation to occur during the season (i.e. teams in the Tour aren't fixed for the whole season). At first (a couple of years or so) these non-UKU events/competitions could be the basis of promotion/relegation: some simple application from a non-tour event to put forward the winners for promotion? (I do realise that there are quite a few difficult questions here...)

5. Nationals should remain a competition that everyone can enter, and potentially win: to draw a football analogy, it's the F.A. Cup.

Variations around some of these ideas could obviously work as well, or better. In the end it will come down to whether there is enough competition to support the player base. The key thing to realise is that we must adapt the current competition structure soon. Personally I favour NOW, because next season there is no qualification for an international club competition, which means that if we make some mistakes it won't really matter too much.

In case you didn't know, some of this is already happening! A ground swell of excitement has led to the creation of several outdoor winter leagues around the country. Big thanks to everyone involved in making this happen! It is the future!

**Si Hill, Clapham #22**

## Glastonbury from a Li-Low

My 'Glastonbury experience' started in Orpington with a vegetarian fry-up. Being the baby eating Scot that I am, my weekend could only get better.

I spent the rest of Friday packing sound equipment and 8ft tall Larry into a car while pensively smoking tobacco in my Sherlock Holmes pipe.

Arriving in Glastonbury that night to the familiar huddle of tents and dark pitches I became convinced that not bringing a tent was a bit of a crap idea.

I woke up on the Saturday, had some breakfast, went to the toilet, and then got out of bed. Ginger and Ginga weren't too happy, but Ed said that he wets the bed all the time, so not to worry. Searching for some food, I stumbled across some chocolate cake that Douga's gran had made.

I must have slept badly the night before, because I have only a vague recollection of the games on Saturday. I spent most of Sunday watching 'The Makings' quietly play frisbee. End to end with not a word - what a well-oiled team. At stages the team looked tired, but with a little help from the sideline they were impressive. Smelly Gordo the New York kid strapped up his legs and played a few points. Raj ran around quite a bit and was helped by the old boys Dean and Norm. Boo Boo had a great weekend and managed to become a rasta and learn to speak fluent French.

The soundtrack for to the weekend was supplied by Tall Larry and Spam and the volley ball taken care of by Tom. Military presence and spirit were supplied by GDDLA and the aptly named Team AL. Flight Club met Space Money in the final and got beaten by great throws from Luke and Rodders (who incidentally are now happily together).

**Robert Doubal**



# Women's Nationals

LAURA JAMES, MAVIS VS JANET HAWES  
PHOTO © STEVEN STEVENSON 2002

Women's Nationals 2002 were held in Oxford in late October. As it was the last outdoor tour of the season there were a few nerves about the weather. Fortunately Saturday turned out to be a fine day, a little chilly but the sun was out to play. After a couple of teams pulled out last minute we were left with 8 teams ready to battle it out for the best women's team in the country.

There were two pools of four and it was clear from the start that Bliss, the number one seeds, were very strong and easily won all their pool games losing no more than 4 or 5 points in a game. Fierce (defending champions) also came through top of their pool with only one close game against Mavis which at 8-7 they realised it was time to pull their socks up and finish the game, which they did - closing the game 11-9.

Due to a forecast of wind and rain on Sunday all crossovers went ahead on Saturday with only one minor upset. Mavis, fresh from the close game with the top seeds in their pool, had the carpet whipped from under their feet as Janet Hawes played their best game of the weekend and knocked them straight out of the semis.

Princess layout won another spirit title and comfortably took 3rd, Janet Hawes move up to fourth and Mavis ran away with the spoon. Space Maidens had a support crew of bungling men and made 6th, Albatross won their final game to take 7th and Wow made 8th. As usual Fierce and Bliss met in the final to decide on this years champions.

The final started at the leisurely hour of 12 noon just as the rain started and people wondered whether or not to venture out to the spectate. The rain wasn't too harsh and a crowd did gather as the two teams traded for the first few points. However it wasn't long before Bliss, the only women's team who had actually play together on a regular basis, started to build a strong lead and went on to win the final 15-4 to become the Women's National Champions 2002.

A good weekend was had by all and a big thank you to Lucy and Caroline for a very well organised tournament, there was even time to visit the pub for lunch afterwards.

**Sue Pioli, Janet Hawes**



## Mixed Tour, Mixed Feelings

Right. It's Friday evening and Jack wants our personal take on the mixed tour in an hour so...forgive us if we leave you out but here's how we remember 2002. In the words of Rimini champs 'Poughkeepsie', "It's all about ME!!!!" or in this case, XSB.

The 2002 mixed tour got off to a mixed start with a sunny but cold Saturday and horizontal rain on the Sunday. Sam Rey as usual organized a great tournament with most of the focus on the party and perhaps slightly less on the schedule. In the semi-final time slot the wind picked up considerably and we had nothing against the solid, standard (3-person cup) zone of Grazed and Confused (GAC). Those teams who had people who could throw pitch-length hucks in the wind (read: Sammy and Dougie) were at a distinct advantage. Unfortunately, the driving rain really started just before the final and most people chose shelter and warmth over

the highly competitive GAC v Easy Tiger final. We went home (back to Cambridge and Oxford mostly) in fourth place after losing to Cyrille, and feeling the aches and pains of the first tour of the season.

Okay, tour 2, new kit and a disaster...we almost lost to Red! We had people on the team who were prepared to retire from ultimate if we lost to Red...luckily in sudden death, 7 all, we actually completed a few passes and with a big flipper from G-faff all was again right with the world. 8-7 XSB. We had a wicked quarter against Cyrille that saw some awesome D from Rich Turner and 'Britney' (AWOL from Clapham) sadly this didn't continue into the semi where we were again shown up by GAC and their skeleton crew of 7 players, including a beginner. They beat us fair and square and we're still hearing about it. G-funk didn't see the final, but he tells us that while he was in the shower

Chevvy scored 8 to GAC's 3 or 4. Grazed staged a late bid at a comeback but were foiled by continued solid Chevvy play and the time cap.

Tour 3...Titchfield...where the hell is that? South of London somewhere...no public transport but nice pitches... cheers Si. We'd picked up Chrissy from the States and our women were on fire. On the Saturday we found every hole in Red's zone and just to twist the Arrowhead, Nancy's e-mail gaff made this a particularly memorable tour (sorry Nancy, we couldn't leave that out). In the quarter ('cause really, life starts in the quarters) we had a wicked game against Blue Arse Flies (BAF). In previous tours we had some close contests with these guys, they always bring it on the day, but this time there was some serious XSB karma in the air and everything went our way... even the garbage. The semi was our best effort yet with a 13-12 loss to Chevvy, setting up another GAC v Chevvy final. It has to be said that our semi against Chevvy's Hawaii squad was perhaps the most spirited and hard fought game of the season for us. Thanks, guys. We had a good laugh watching another undermanned GAC team take on a full force Hawaii squad. In particular, Stroke shaking his head in pain and frustration trying to keep up with MVP Barry O'Kane was hilarious. Too bad for Baz and his teammates that GAC held on to win it after a huge Chevvy comeback.

Mixed Nationals was a bit of an unusual tournament as a late decision regarding the date meant that some teams had players still sunning themselves in Hawaii and were unable to field teams. But hey, we won and got not one but TWO cool trophies out of the deal so...it's all good. Actually, it's not really and this is where the mixed tour sadly gets mixed reviews. The biggest downside of this Mixed season was the inability of multiple teams to field the requisite number of players but not all were penalized. It's either a rules violation to play with too few players or it's not...full stop.

Okay, we're off our soapbox now and will wrap this up by simply saying that it's wicked to be the Mixed Tour Champs and we're really looking forward to defending our title next year. Bring it on!

**Em, Evil G and G-funk, XSB**



# UKU Nationals 2002

King Edward's Fields, Swindon, August 30th - September 1st

In the beginning, Wayne Retter had a dream. A dream of a knock-out Nationals. Suddenly his wistful musings were sprung into action at this year's competition. For teams which played Saturday's first three games back to back, this may have seemed a strange prospect indeed at first, but by the end of the week-end with 300 players able to watch the two semi finals and only those involved in the 3rd / 4th play-off missing the final, the format could only be described as a storming success. Another new experience turned out to be playing Nationals in two days of uninterrupted sunshine - the change of date being another inspired decision. It was just a shame about the plague of wasps; still you can't have everything...

Despite all this, there was still a certain amount of seed-busting to be done. Whey! powered past Smash and Grab, playing an impressively complete game to win 14-12 and ensure a top eight finish. They almost continued this momentum into their Sunday morning match-up with LeedsLeedsLeeds, twice taking the lead in a hotly contested game before Leeds prevailed to the 5th/6th play-off. Perhaps "Captain Rik" Shipley's team talk, "We get enough sh\*t off this team anyway so please let's not lose to them," made all the difference.

Elsewhere in the draw, Headrush defeated Hammerage in order to ensure a top twelve finish and by starting and ending the week-end with sudden death victories eventually placed 11th - a season's best believe it or not. Strange Blue also had a storming week-end to finish well above seeding.

Sunday's semis saw Teamshark matched against Chevron Action Flash and the Druids taking on Clapham. Sharks had looked good in their quarter final against LeedsLeedsLeeds; a week of playing together at Worlds enabling their slick long game to flow well and they ran out 17-10 winners. However, Chevron's stronger D disrupted their rhythm and it was the Manchester team who progressed to the final. The other semi turned out to be a classic. Druids, with self belief high after a solid season, set out strong against the BullFrogs and took a 5-1 lead. Clapham suddenly woke up but were still behind at half-time and were lucky when an agonising endzone drop prevented Druids from going 15-12 up. With the other semi already over, the

whole crowd turned up to watch the game enter sudden death at 16-16 and Clapham eventually score the winning point.

After all that, Druids provided another thriller in the 3rd / 4th play-off. After a tight rivalry all season, Druids and Teamshark slugged it out on pitch 2. Teamshark had started to dominate towards the end of the season, taking 3rd in the Tour and beating the Druids at World Clubs in Hawaii and it was them who took a four point lead. Druids fought back to level the scores at 10-10 just after half and then went on to lead by three. Teamshark rallied to take the game into sudden death but on the critical point after two turnovers it was Druids who took the match 17-16.

All of which meant that the final was a repeat of last year's but so much had changed since then. After Chevron's Tour 1 victory, the superb Tour 2 final and great results for both teams in Hawaii, the crowd gathered expectantly in the late summer heat. In case you hadn't noticed, by the previous month's World's placings, you were watching the two best teams in Europe. Unfortunately, the match didn't quite live up to expectations. After their close semi, the Bullfrogs were much more workmanlike in their approach and had ground out a four point lead by half-time. Chevron didn't seem to have the answers this time as Clapham's "D of attrition" extended their lead by the end of the game.

And so with Clapham victorious, it was an all too familiar feeling at the end of the week-end. The off season arrives and with it will come the annual re-groupings and squad changes but can anyone really stop the Bullfrogs making it a hat-trick in 2003? With or without Mr. Flores. Please.....?

**Gaffoiry Naan, LeedsLeedsLeeds**



CLAPHAM LOGO BY PETE HARVEY  
HIGHLAND FLING BY BESS SALES

## Highland Fling's Team Start-Up Guide



1. Establish a local.
2. Find drunk people singing loudly.
3. Target a solitary member to gain group acceptance.
4. Mention the bizarre game of Ultimate Frisbee.
5. Start playing games pre-pub.

In all seriousness, Highland Fling originated in a pub called the Mallard. A fact anyone who has met us will probably not find too hard to believe.

Captain Bess came to Dingwall from Aberdeen where she had played Ultimate for less than a year. Completely hooked, she loved the game and apart from something to do at night it was the only thing she missed in moving to the Highlands. She made it her life ambition to establish a local team.

An optimistic mail went out on Britdisc but surprise, surprise there were no players in the Highlands. All seemed thwarted till one Friday night after a quiet drink she mentioned the game to a friend of a friend. Enthusiasm was established and a one off chuck around organised.

To begin with a random pitch with endzones was created and the very fundamentals of the rules described. As weeks progressed play became more regular and more rules were introduced. However, spirit was emphasised from the start and that's what hooked everybody. It was just a great laugh.

It was quite a while before the matter of becoming an "official" team was raised. A prospect welcomed by some but others found terrifying. However, democracy rules and in the Ferry Boat Inn in Ullapool, Highland Fling was born.

Our first and only tournament to date was Rumour because it looked like a blast. It was worth the 1100 mile round trip just for the cocktail shaker - our prize for winning spirit. An achievement not many, if any, teams can claim, for their first tournament!

To summarise, to start a team just find a bunch of people who are up for the craic and start chucking discs. If we can do it with a population density of 8/km<sup>2</sup> anyone can. What's stopping ya?

**Bess Sales**



IS IT A BIRD? IS IT A PLANE? NO... IT'S JUST SUPER OPTIMISTIC!  
GUY BOWLES, UTI - PAGANELLO 2001  
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**ultimatum2002**  
annual UK ultimate magazine