

VIRTUAL CAPTAINS MEETING

Captains,

The information on this webpage will act as the Captain's Meeting for UHF 11. _Disc Central will be set up at all three field locations with schedules, food, water and people to answer any last minute questions.

NOTE: CAPTAINS MUST STILL REPORT TO DISC CENTRAL PRIOR TO THEIR FIRST GAME TO PICK UP THEIR TEAM ROSTER/INSURANCE FORM, FILL OUT THEIR TEAM ROSTERS AND TO PAY THE REMAINDER OF THEIR TEAM FEE (MINUS DEPOSITS ALREADY PAID). THIS MUST BE DONE IN ORDER TO RECEIVE TEAM PACKS. YOUR TEAM PACKS WILL CONTAIN YOUR PARTY WRIST BANDS AMONG OTHER THINGS.

NO WRISTBANDS = NO PARTY AND FORCING UHF VOLUNTEERS TO TRACK YOU DOWN FOR TEAM PAYMENTS IS BAD KARMA!

1. Tourney Rules

GAME LENGTH: All games to 13 or 1 hr 20 min; no half time or mirror (except the A, B and C finals) unless otherwise mentioned (ie. A, B and C finals).

TIMEOUTS: 2 timeouts per team per game; keep them short please. No timeouts during the soft or hard caps.

CO-ED: Tournament rule is 4 men/3 women, though 3 men/4 women is allowed if BOTH captains agree to it before the game starts.

TRICK ON THE PULL: Callahan rule ("play it where it lands") applies on all pulls, unless a trick is attempted. If a trick is attempted in the end zone, the player can assume position at the goal line. Remember, we don't care whether you drop it as long as a good trick is indeed attempted.

BRICK: 10 yards

FOOT BLOCKS: Different rules for A and B pool play _A POOL: Foot blocks ARE allowed in A pool play unless BOTH captains agree to play without them. _B POOL: Tournament rule is NO foot blocks in B pool play, unless otherwise agreed upon by BOTH captains.

ALL OTHER RULES AS PER 11th EDITION RULES

_*** Schedules will be posted on-line in the next few days and will also be available at Disc Central on Saturday morning. We apologize for the delay, but late team changes have set us back a bit there. See below for a list of teams and their Saturday field locations.

2. Game Time (NOTE: First games start at 10:00 am; check the schedule for more details)

HORN SYSTEM = Game slots are 70 min to Soft Cap, 80 min to Hard Cap _Two Horns = Start of Game _One Horn = Soft Cap on AFTER current point. Game to 2 + Highest Score. NO timeouts. _Three Horns = Hard Cap. Finish point in progress. If tied, play one more point. NO timeouts.

Game slots are very tight so have your teams ready to go on time, particularly on Sunday. I hear rumours of this thing called "ulti-time" happening at some tourneys but hopefully not at UHF 11, right?

3. Reporting Scores

Please report exact scores to our lovely field managers at Disc Central after each game. Point differential will be very important when we are determining seedings for Sunday so be diligent! Captains who fail to report game scores will only have themselves to blame if an unreported score has a negative impact on their team's Sunday playoff draw. ___4. Other

Collect team packs at Disc Central on Saturday (read the

IMPORTANT NOTE at the top of this message). Team packs have garbage and recycle bags, please use them to collect garbage and bottles from your team at the end of the day. Please do your best to bring your used bags to the nearest garbage can at the end of the day. Team packs will also have party information and wristbands, along with some other items. __5. Playoffs - Sunday

Playoff format is as follows:

A POOL: Top 6 A pool teams (3 from each group) go directly to the quarterfinals starting at 11:30 am. The bottom 4 A pool teams (2 from each group) will play at 10:00 am for the remaining two spots in the quarterfinals. Seedings for Sunday will be determined by record, head-to-head record, point differential, the usual. The A final will be played to 15 with a mirror half and each team will be given 3 timeouts (1 per half and 1 floater).

B POOL: Top 16 teams B pool teams, rankings also by record, point differential, etc. The B final will also be played to 15 with a mirror half and each team will be given 3 timeouts (1 per half and 1 floater). All 16 B pool teams will start play on Sunday at 10:00 am at Marshall Fields. **IMPORTANT NOTE:** The B pool semis and finals will be played at Macdonald Park, so be prepared to move from Marshall to Macdonald in less than 30 minutes if you're doing well on Sunday.

C POOL: B pool teams 17 to 32 will be seeded as C pool teams 1 to 16 as per the ranking system mentioned above. All 16 C pool teams will start play on Sunday at 10:00 am at Grahame Fields. The C final will also be played to 15 with a mirror half and each team will be given 3 timeouts (1 per half and 1 floater).

SPIRIT POOL: B pool teams 33-35 will play two round-robin games starting at 10:00 am at Marshall Fields.

*** Team prizes will be given to the A, B and C division champs as well as the usual A and B pool trophies. ***

OTHER IMPORTANT INFO:

NO SLEEPING INSIDE GIRL GUIDE HALL: The camp buildings will be locked up at about midnight on Friday night so don't set up shop inside the building. We will have wash stations and washrooms set up outside as always, so pack your tent.

GIRL GUIDE CAMP GATE LOCKUP ON SATURDAY AM: The camp gate will be locked at 9:30 am to protect the valuable possession inside so have your butts out of bed and en route to the fields before then.

CIGARETTE DISPOSAL AT THE GIRL GUIDE CAMP: Please be sure to properly dispose of any cigarette butts at the party on Friday and Saturday. Not only is there the potential fire risk, but we don't really want to have little Brownies and Guides wondering why there are cigarette butts in their fire pit. Please put your butts in the available garbage bins.

SHOWERS: This year showers will be available at the Vernon Recreation Centre (check the map for directions from the fields) between 3:30 and 9:00 pm on Saturday for all campers looking to cleanup for the festivities. Just tell the people at the counter that you are with the ultimate tourney or UHF for entry.

PARTY SHUTTLE: The shuttle service will be running from downtown at the Village Green Hotel & Casino (4801 27th Street) to the Girl Guide Camp party on Saturday evening. Buses will be running continuously between 7:00 pm and 3:00 am but you will need your wristband/party pass to board the shuttle.

VERNON MAP: Check our website (www.vernonultimate.com/uhf.php) for the usual city map with all important locations (campground, McDonald, Marshall and Grahame Fields, the Rec Centre) can be found on this map.

GOOD RESTAURANTS: Here are a few recommended restaurants for your consideration: _

- di Vino's (549-3463)
- Amarin Thai (542-9300)_
- Boa-Thong Thai (542-1252)_
- Blue Heron Pub (542-5550)_

- Maharoba Japanese Restaurant (558-0893)_ - Earl's (542-3370)_
- Italian Kitchen (558-7899)_
- Phoenix Steakhouse (260-1189)