

A photograph of two ultimate frisbee players in action. The player on the left is wearing a dark jersey with the number 23 and is reaching up to catch a white disc. The player on the right is wearing a white jersey with the number 01 and a white cap, also reaching up. The background is a blurred outdoor setting with trees and a tent.

PE PLATE

2007

The Official Magazine of the
Toronto Ultimate Club

TORONTO ULTIMATE CLUB



Since 1980

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A Year in TUC

2725 members
110 Juniors
45 outdoor fields
4 indoor venues
\$209K for Field Permits
16 spring teams
190 summer teams
56 Fall Outdoor Teams
54 Fall Indoor Teams
38 Winter Indoor Teams
9 Tournaments
Over 2500 games
18 Leagues
15 Summer Incident reports
4 Parties
15 Touring teams supported
4 National Championship Finalists and
1 National Champion
105 volunteers
27 years in the making

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Mission of the Toronto Ultimate Club

The Toronto Ultimate Club is a not-for-profit organization that provides a quality Ultimate experience, dedicated to the integrity of the sport and the Spirit of the Game, in the greater Toronto community.



PRESIDENT'S MESSAGE

For those of you who don't know me, or don't have a name to put to the face they've seen on the field, let me introduce myself. My name is Andrew Hunter. I've been playing with TUC for six years now, and spent a little over two years of that on the Board of Directors. TUC was my first exposure to organized Ultimate and it didn't take long for me to go from trying it out to spending most of my time off the field thinking about how I could be spending more time on the field.

I found the fun of playing Ultimate didn't come only from the intrinsic beauty and thrill of the sport but also the people I met in the league.

The first team I played for was led by a couple of brothers who I won't embarrass by name dropping. I'm sure many of you would know them for their skill on the field, their passion for fair play and for their willingness to introduce Ultimate to people of all skill levels. Even if you don't know them, I'm pretty sure that you've either seen the logos of one of them on the field, on a disc or jersey, or heard the other one playing his heart out at a Bloor street bar.

I'd like to thank these two, along with all of TUC's league and touring captains, new and old, for being the under-appreciated backbone of our club.

Once I got used to how great my team mates were, I was surprised to realize that most of our opponents were pretty good people too. Of course, with some people it took longer for me to recognize this.

We've all had games that have become heated. The more I played, and the more club members I played with, I realized just how many of these issues were purely differences of perspective. Let's face it, it's easier to trust an opponent's best perspective if it's someone you've played with in the past. So the more people I played with, the easier resolving those "best perspective" calls became. I'd like to encourage everyone to remember that you're not just part of a team, you're part of a club. Getting involved in the club and getting to know more of your fellow members can only improve your experience on the field. It leads to more mutual trust and respect between players.

There has been a lot said about how necessary it is to have spirit to enjoy the game of Ultimate. Spirit is all about respect. There are many kinds of respect you can have on the field.

Respect for your team mates. Trust them to play as hard as you do. Give them the chance to learn from their mistakes. Listen to their advice on calls, rules and plays even if you don't agree. They may not have as much experience as you do, but they have probably had experiences you haven't had.

Respect for your opponents. Trust them to make fair calls. Realize that they're playing hard and that in that split second between something happening, and a call or a contest, they might be enjoying a little adrenaline and emotion. So relax and work it out.

Respect for yourself is often overlooked. Don't let yourself get away with breaking (or not even learning) the rules. Don't give into frustration with yourself, your team, your opponents, the weather or anything, just keep playing hard and having fun.

It's important to me that all of you have the best experience with TUC that I can make happen. Learning to play with TUC was a life changing experience for me, and I want as many of you as possible to have the same positive experience. No one wants injuries, unspirited play or organizational oversight to get in the way of playing the game we all love. So if you ever have questions or concerns, please let myself, or any other board or staff member know about them. We'll do our best to let you know what we're doing about it.

Have fun out there!

Andrew Hunter | president@tuc.org

As long-time vets retire from the sport and new faces appear, the promotion and establishment of good SOTG practices has never been more important. The TUC leadership has taken SOTG to heart like never before, as demonstrated by the establishment of SOTG coaching in beginner skills clinics, the incorporation of more objective SOTG measures, pro-active communication with poorly spirited teams and the refinement of policies to guide the management of consistently poorly spirited teams.

TUC is very happy to announce that the overall team SOTG was exceptional for the year of 2007. Across 190 summer teams, the mean overall team SOTG was 9.2 and 95% of teams had a team SOTG of greater than 8. Nine teams posted 'perfect 10s', including Release the Hounds, DIRT, Plan Q, SPIN, Funky Hustle, Monster, Sweet, Guanxi, and Spidermonkey07. Across 44 outdoor fall league teams, ten teams posted 'perfect 10s', including Red October, Rebel Alliance, Mad Flanders, Hiphopotamus vs Rhymenoceros, Jibba Jabba, Habanero Sombrero, L'Equipe de Chapeau, Inian Moorthy Fan Club, Something Funky (aka Funky Hustle), and Timinators. Funky Hustle is the Spirit Champs for 2007 because of perfect summer and fall league scores!

Looking forward, TUC will continue to promote and translate 'best practices' for SOTG across the TUC community. Here are some tentative initiatives for 2008 – an early summer 'Spirit Hat' tournament including new teams and representatives of existing teams, mandatory Captains clinics for new summer teams, a lottery reward system for high SOTG teams and a year-end Spirit award of significance. We will also be taking a TEAM discipline approach with respect to un-spirited players. A team will be held accountable for the actions of its players and will be disciplined when necessary. As always, we welcome all feedback!

Play with Spirit!

Warren Foltz | spirit@tuc.org



Photos by Andy Milne



Event Partners



The club finished the 2006 year with a deficit of \$29,000, an improvement of \$18,000 vs. 2005. Revenue for the club was \$398,000, down slightly from \$400,000 in the prior year. Our league fees remained the largest source of revenue adding \$242,000 in 2006, showing a large increase from 2005. The increase is attributable to more established indoor leagues run in the fall and winter. Decrease in revenue occurred in the areas of membership, merchandise and tournament sales. While the latter two are not as important the club is currently looking at ways to stabilize the existing membership base and pursue opportunities to increase membership revenue.

Despite the overall decrease in revenue, there was an attempt to significantly reduce the operating expenses to help compensate for this deficit. Tournament expenses, entertainment and social events and merchandise expenses were all significantly lower in 2006.

While most expenses decreased, field expenses increased 16% on the year. The increase was mainly the result of the higher costs associated with the indoor leagues run in the fall and winter. These costs are expected to increase further into 2007 and beyond as the club searches for higher quality fields for its members.

The 2006 field fund contributions totaled \$73,714 and this brings the field fund up to a total of \$295,000.

Heading into 2007 additional measures were taken to help contain the budget. There were two notable items which will help improve the financial results in 2007:

Membership packages were handed out at captain meetings to save on the cost of mailing. This saved approximately \$13,000 from the prior year.

The club moved its website and registration system from IT Sportsnet to LeagueRunner. This has saved the club approximately \$12,000.

Furthermore, the GM and the Board established a new budget template to address increasing field costs and declining revenues. Heading into the fourth quarter of 2007 the budget forecast is favourable towards a minimal loss or break-even result for 2007. BMO Field has been a tremendous success leading to higher fall revenue than in past years. We continue to move our finances in a positive direction and the Club's operating cash position remains strong.

Cindy Patrino | treasurer@tuc.org



Photo by Andy Milne

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- 16 spring teams
- 190 summer teams
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- 18 Leagues
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- 4 Parties
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- 4 National Championship Finalists
- and 1 National Champion
- 105 volunteers
- 27 years in the making

TUC 2007

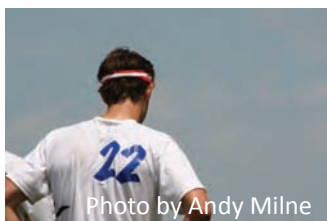


Photo by Andy Milne

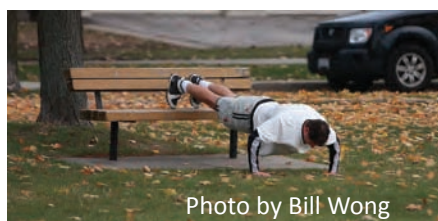


Photo by Bill Wong



A YEAR IN TUC

January

Co-Ed Winter Indoor Begins (14 weeks)
New Premier League at Varsity Centre

March

Catch the Spirit! Juniors Tournament
All-Nighter Tournament to Support Easter Seals
Spring & Summer League Registration Opens!

April

Men's & Women's Spring League Begins (6 weeks)
Co-Ed Beginner Skills Clinics
Touring Team Tryouts & Information Sessions
Winter Indoor League Finals
TUC Field Clean-up Day
Summer Registration Deadline

May

Co-Ed Beginner & Intermediate Clinics
Summer Captains Meetings
Juniors Ultimate Spring Tournament (JUST)
Ultimate Long Weekend
Summer League Begins (16 weeks)
TUC Summer Kickoff Party

June

Toronto Juniors Summer League Begins
TUC Summer Experience Tournament
TUC "Team" Clinic

July

TUC Midseason Tournament
Co-Ed Intermediate Skills Clinic

August

Canadian Ultimate Championships
TUC Hat Tournament
Fall Registration Opens!

September

TUC Summer Playoffs
TUC Annual General Meeting
Summer End Party!
Fall Outdoor Leagues Begin (6-10 weeks)
Co-Ed Beginner Skills Clinic

October

Fall Indoor Hat League Begins (12 weeks)
Fall Outdoor Men's & Women's League
Finals

November

BMO Fall League Begins (10 weeks)
Fall Outdoor Co-Ed Finals
Winter League Registration Opens!

December

TUC Volunteer Party
TUC Shop Christmas Sale
Fall Indoor Hat League Finals

Division of leagues into multiple tiers is a thing of the past, as are the problems associated with such leagues. TUC is now using a new process called the Ratings Ladder system that places all teams on one “ladder”. To accomplish this, each team is assigned an initial rating, based on last year’s performance, or other criteria for new teams with no history. For example, last summer’s Monday league, teams that finished 2006 in tier one were given a rating of 1500, tier two teams were rated at 1450, and so on. From this point on, the league standings are based on the ratings of the teams.

When game results are reported, a complex formula based on the Elo ratings system (read about it on wikipedia.com) is used to determine the number of rating points which are transferred from the loser to the winner. Beating a team rated above you is worth more than beating a team rated below you, thus winning by a larger margin is even better. Note that it is quite common that teams with a “better record” will be ranked below a team with a “worse record”. It’s not so much whether you win, but who you beat.

Each week, the schedule is created by matching the top rated team against the second highest rated team that they have not played recently – approximately four weeks, give or take a one or two. Then, the next unscheduled team down the ladder is assigned an opponent in the same way, and so on, until all teams have an opponent.

Our administrators and conveners try to schedule games in rating ladder leagues about a week and a half in advance. This gives teams extra time to know when and where a game is, unfortunately this also means last week’s results were not taken into account when this week’s schedule was made.

By scheduling one week at a time instead of five weeks all at once, and eliminating all of the communications involved with organizing the shuffles, the workload for administrators and conveners is not as chaotic and helps us to be more productive. Delays at the beginning of each new round, where game locations for the first game were sometimes not known until the day of the game, are a thing of the past.

Why It’s Better

The single ladder makes it possible for teams to move up or down very quickly, which allows teams to reach their appropriate level in just a couple of games. This is an improvement over tiered systems. New teams, or teams that have had significant turnover since last year, have been known to play their first round (five games) or even two rounds (ten games) against teams that are at a vastly different skill level (more common in lower tiers).

On a similar note, there were times where a particular tier was very competitive, but the “five week shuffle” demanded that two teams move up and two move down. When a 2-3 team moved down or a 3-2 team moved up, they often moved into a tier where they did not experience such close games as they had previously enjoyed. With the ladder, teams that are very competitive with each other should remain close to each other in the ladder. These close, competitive games and rivalries are something we all can enjoy, and what the ratings ladder system tries to encourage, as well as, giving teams more options if a rescheduled game is necessary.

In the tiered system, if the game is to be rescheduled, it has to happen before the end of the round. In the ladder system, that game can be replayed any time (although, earlier is better, so that the results can be taken into account in future scheduling).

(continued on page 21)



Vision of the Toronto Ultimate Club

The Toronto Ultimate Club is a world-class community sport organization. We provide Ultimate leagues and programs that foster player development, social activity, and community involvement. Our club is well-managed, resourceful and open to all.

Spring | Summer | Fall | Winter
Indoor, Outdoor | Men's, Women's, Co-ed



1. It is legal to contest a 'Pick' call.

- a) true
- b) false

2. A defensive player is marking an offensive player with the disc. The defensive player gets to 'Five' in the stall count when the offensive player calls out 'disc space'. The defensive player agrees with the call and should:

- a) step back and continue counting from 'One'
- b) step back and continue counting from 'Four'
- c) step back and continue counting from 'Five'
- d) step back and continue counting from 'Six'

3. The disc stops on the sideline after an incomplete pass. A player for the team to play offense stretches out so his feet are five feet apart then picks up the disc. The offensive player has a choice of which foot to use as a pivot when bringing the disc back into play.

- a) true
- b) false

4. A handler throws a very low pass to a receiver who manages to snag the disc. A defensive player calls the disc 'down' since she saw the disc brush the grass before possession was gained. The offensive player states that he was watching the disc the whole time and adamantly denies the disc brushed the grass, suggesting perhaps the wind from the low pass moved the grass. None of the other players had a good view of what happened. What is the correct resolution when an agreement cannot be reached?

- a) do it over again (back to the player who threw the disputed pass).
- b) defensive calls override offensive when it comes to disc up/down.
- c) the offensive player was closer to the disc, therefore had best perspective and makes the call.

5. The receiver of a pass has final say on whether she is in or out of bounds on a reception.

- a) true
- b) false

6. An offensive player cuts down the field and makes a diving bid for the disc. She catches the disc and her feet land in the endzone before she slides out of bounds. Near the end of her slide, her opponent's bag (off the field) knocks the disc out of her hands before she gets up.

- a) Point
- b) Receiver gets the disc on the goal line
- c) Incomplete pass

7. The offense (team A) sends a striker deep and the handler hucks the disc to them. The deep defender (team B) manages to sky the offensive player and catch the disc. The defender then puts the disc on the ground and sprints to get into cutting position.

- a) the D stands - team B keeps possession
- b) double turnover - team A gets the disc where the team B player dropped it

8. Any uncontested foul committed by a defender that affects an attempted reception in the endzone results in a point.

- a) true
- b) false

9. When initiating a stall count there must a full second between announcing 'Stalling' and 'One'.

- a) true
- b) false

10. It is valid for an thrower to call a 'Fast Count' violation if their marker did not initiate the stall count with the word 'Stalling'.

- a) true
- b) false

11. Offensive player receives the disc while running at high speed, does not change direction but fakes a throw then delivers a quick pass before his third step after catching. Can travel legitimately be called?

- a) yes
- b) no

Questions from www.ultipedia.org, answers on page 21.

SUMMER AND FALL LEAGUE CHAMPIONS



BIG HAMMERS, Monday Summer League Champions



I'M IDAHUCKER, Tuesday Summer League Champions



IMOD, Wednesday Summer League Champions



TURD FERGUSON, Thursday Summer League Champions



SEVEN IN THE CITY, Women's Fall League Champions



T-STONED, Men's Fall League Champions



RED OCTOBER, Fall League Champions



PIGS IN SPACE, Fall Indoor Champions

What is the TUC Field Fund?

Beginning at the AGM in 2002 and initiated in 2003, it was determined that a portion of all individual membership fees would be allocated to a capital fund called “The Field Fund.” The purpose of the Fund is to accumulate capital for future use to acquire, develop, maintain, improve, and otherwise support the Club’s ability to obtain playing fields. The TUC Field Fund is steadily growing and the Club is actively looking for suitable public or private field development opportunities.

In 2007, the Field Fund stands at approximately \$350,000.

Since the inception of the Field Fund a small committee has worked diligently to identify opportunities for the Club. Their initiatives have included:

- Working to increase our political clout at City Hall to improve our near term access to City-owned fields
- Ideas to increase and diversify our sources of fields
- Participating in the City’s redevelopment projects to ensure the likelihood of TUC access to any fields built there
- In 2003, forming the Friends of Athletic Fields coalition to coordinate projects that increase the overall availability of athletic fields. This is now focused through the Toronto Sports Council of which TUC is a member
- Developing business case and financial models that we can use to professionally approach prospective partners
- Meeting with numerous ownership groups to discuss potential project partnerships. In 2005-2006 we were close to striking a deal and in 2007 we have identified several new potential partners with whom we are maintaining close communication

The TUC is working hard to give our members better fields that are more conveniently located. Please bear in mind that projects of such a large magnitude require months or even years of discussion and negotiation. Stay tuned for updates as we progress on these field initiatives!

As always, there is more we can do to leverage new field opportunities in Toronto. But we can’t do it without the help of a COMMITTED TEAM, something we have lacked in the past. Big or small, your contributions can help the Club! Contact the TUC Lands Chair at land@tuc.org or the TUC General Manager at gm@tuc.org if you would like to volunteer.



Rob Botman, Lands Committee Chair

The high school Ultimate scene in the GTA is growing by leaps and bounds. Regionalized inter-school leagues and tournaments are sprouting up in the public, catholic and private school boards. The Toronto and York District School Board hosted a major championship series in May and the OFSAA tournament takes place around the same time. Kids and young adults are flocking to the sport like never before; becoming as common a sport in schools as basketball and soccer. Why Ultimate? Well first of all, it is gender inclusive unlike most sports. Secondly, it is a non-contact sport that is fast, fun, and athletic. Perhaps most importantly, it is a self-officiated sport that empowers students to make their own calls and play with spirit.

The Toronto Ultimate Club is proud to support high school programs and is committed to the development of Juniors players (age 18 and under). TUC strives to teach the fundamentals of the game to Juniors, provide opportunities for young players to play and raise awareness of the sport within the school system. We attend and/or support local high school events and we support Juniors Touring teams which are comprised of competitive under-18 players. TUC also hosts a variety of Junior Programs:

- In late February 2008 TUC will host its fourth annual 'Catch the Spirit!' High School Indoor Tournament. This tournament attracts 30-plus teams from across the GTA and is a two-day event that caters to both new and experienced high school Ultimate teams.
- *NEW IN 2008* Juniors Indoor League at Downsview Hangar starting March 6. Check out the Juniors section at www.tuc.org for more details.
- In late May, TUC will host its fourth annual 'Juniors Ultimate Spring Tournament' (J.U.S.T.), which is an outdoor high school festival that attracts 20-plus teams from the GTA and beyond.
- Toronto Juniors Summer League (TJSL) begins in June and is a weekly Juniors-only league that runs throughout the summer. In 2008 we hope to host TJSL leagues on both the west and east sides of the City.
- *NEW IN 2008* Summer Ultimate Camp! Stay tuned to www.tuc.org for more details.

HIGH SCHOOL CLINICS

In the spring of 2008 TUC will provide a number of free Ultimate clinics to Toronto high schools. Want to see Ultimate introduced at your school, or need some help in teaching the fundamentals? We can be contacted at schools@tuc.org.

For more information on our Juniors programs, please visit our Juniors page at www.tuc.org or email juniors@tuc.org.





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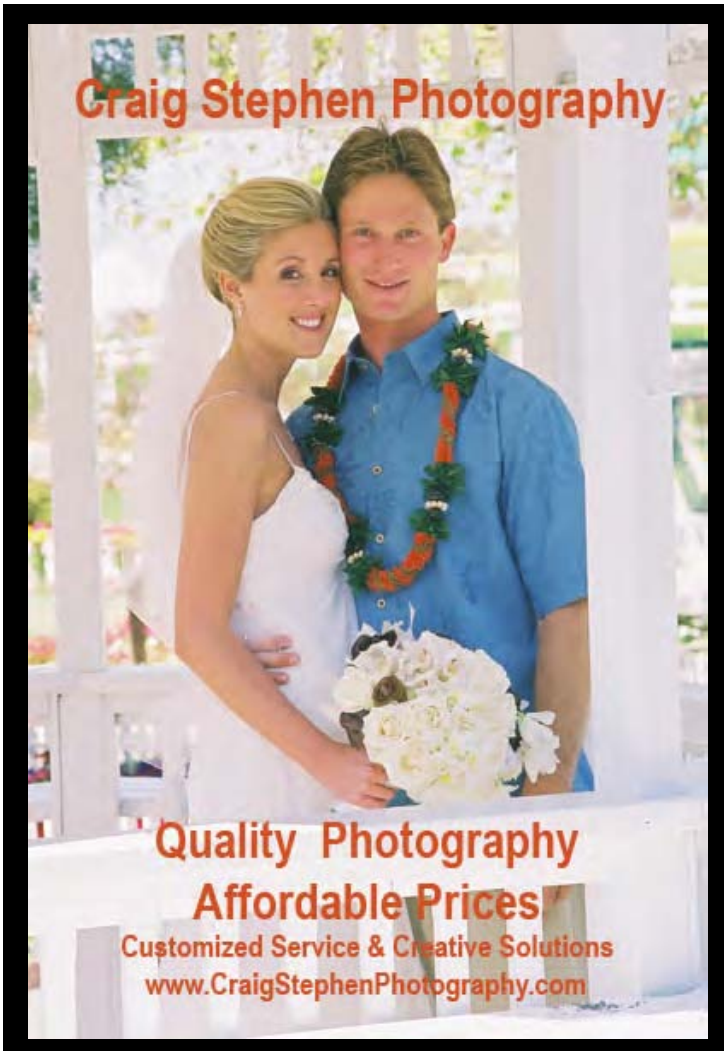
TUC tournaments, dates TBA, Toronto, ON

As dates are confirmed and final plans are made we'll be updating the website with new tournament information. Check www.tuc.org regularly for up-to-date information and registration deadlines.

TUC Spirit Hat Tournament, June
 TUC Summer Experience, June
 TUC Mid-Season Tournament, July
 TUC August Hat Tourney
 TUC Playoff Series
 2 TUC High School Tournaments

Snowplate, March 1-2, Sudbury, ON, non-TUC tournament

Snowplate is a winter Ultimate tournament held every year in the first weekend in March in Sudbury, Ontario. Teams will get 4-5 games on Saturday, 2-3 games Sunday, field food, a Snowplate toque and a great banquet. All proceeds from the tournament go to support the Canadian Mental Health Association. For more information visit www.snowplate.com or email: snowplate@gmail.com.

**Gender Blender, June 6-8, Fergus, ON, non-TUC tournament**

Gender Blender is the essential start to a summer of mixed Ultimate in the Great Lakes area. Players are attracted from as far as Wisconsin and Los Angeles for this 40 team weekend long celebration of partying and playing Ultimate. This tournament fills up every year so watch the website www.genderblender.org for bid details. For more information email Giles at giles@genderblender.org.

Zodiac, late September/early October, Toronto, ON

Zodiac is a spirited, two-day, hat-style tournament in which co-ed teams are assigned based on the 12 astrological signs. Odd numbered years are held in Rochester, NY and even numbered years are held in Toronto, ON. Amenities generally include bagels/fruit, dinner and party on Saturday, beer at the fields both days and tech-top shirts. For more information email Stephane at zodiactourney@gmail.com.



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Big game, big spirit: Furious George & Sockeye

photos: Scobel Wiggins

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Core Values of the Toronto Ultimate Club

Integrity

We believe in fairness, honesty, and consistency in our decision-making and communications.

Respect

We honour and trust our members and seek to understand their needs. We value teamwork and appreciate our volunteers and supporters.

Accountability

We deliver on our promises and never make the same mistake twice. We willingly accept the responsibility that we have to our members.

Excellence


We set high standards of achievement and service. We strive for exceptional leadership in management, in communications, and in education for our members.

Citizenship

We are privileged to play Ultimate in Toronto and we reciprocate this honour through stewardship in the community. We welcome all residents and visitors to be a part of our success.

Fun

Our Ultimate belief is enjoyment of the sport. We uphold the 'Spirit of the Game' and endorse an environment that nurtures cooperation and sportsmanship.



In the summertime TUC rents approximately 50 fields that are used to host almost 2000 games of Ultimate. The fields are rented from various partners, namely the City of Toronto and Toronto and Catholic School Boards. The Club is constantly striving to increase the number of proper sized, centrally located, quality fields for its paying members. The problem is, so are many other sport groups in Toronto and there is a severe shortage of sport fields in the City. It is a constant battle to maintain use of our 'good' fields and replace our less than good fields with more suitable green spaces.

Still, the Club has made significant improvements and in 2007 boasted some excellent new locations for TUC members, including five premier grade spots:

- Sunnybrook Park: In 2007, we held more summer games at Sunnybrook than ever before! Sunnybrook Park is a top-notch sport facility that also plays host to our major tournaments
- Varsity Centre: state-of-the-art facility at the University of Toronto. We hosted 28 summer games here and the venue also played host to our premier Winter Indoor League in '07
- Birchmount Stadium: this beautiful facility in the east end features state-of-art sport turf
- BMO Field: home of Toronto FC and new home to TUC for indoor fall/winter leagues in '07
- Eglinton Flats: In 2007, we hosted more summer games at Eglinton Flats than we had in the previous 3-4 years. The Flats are a highly coveted group of fields in the west end
- G. Ross Lord Park: these fields are properly maintained and appeal to our north-enders

In 2007, we also released some of our lesser desired fields (Norfinch, Wellesworth, Cedarbrae) and replaced them with more accessible options like York Mills, Samuel Smith and Earl Haig. Other new fields used in '07 included Chaminade, Neil McNeil, St. Catharine and Crestwood. In the fall, we obtained permits for centrally located fields (Trinity Bellwoods, Stanley Park, Bloor Cl, West Toronto Cl, Greenwood Park, etc.) to host our budding Fall Leagues. We hope to continue this trend into 2008 and beyond.



For TUC Summer Leagues we do our best to evenly distribute playing time on our desired fields to ALL TUC TEAMS. There are many variables that impact our ability to do so, such as field availability, demand on a per night basis, teams' preferred areas, the preferred area of your opponent, and the number of games a field can support. Sometimes too one team's desired field is another team's poor field. When hosting several thousand Summer League games it can be a conundrum to say the least! Over the course of the season, we do our absolute best to make it fair and give everyone a chance to play on the desired fields.

Improving the quality of its playing fields is TUC's number one priority. We want our members to know that the Club continues to move in a positive direction when it comes to field improvements.

If you aren't satisfied with the conditions or location of a TUC field let us know so that we can make improvements for the future. You can also join our Fields Committee (fields@tuc.org) and help be part of the solution. Finally, if you are satisfied with your overall field allocations and/or have a positive game experience let us know; it means a lot to the staff and volunteers who work so hard on your behalf.

Jason Robinson | gm@tuc.org

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“Playing for DIRT this past summer was one of the best decisions of my life.”

Many on DIRT were new to the team this year, including myself, and found it challenging at first to learn a new offensive and defensive style of Ultimate while also attempting to develop team chemistry. These challenges manifested themselves in our first tournament where we went winless. This result was discouraging for a number of the players on the team, but the veterans on the team, especially Giorgio Traini, Greg Wentworth, Erica Tucker and Daren Bernier pulled the positives out of the tournament and helped the team re-focus at practice the following week.

The first training camp we had in July was great for our team. Over the course of the grueling three day camp, there were noticeable differences in the abilities and overall fitness of every player on the team. And it also served as an amazing team building experience. Spending over eight hours a day training hard helped everyone gel. Injury, however, would rear its ugly face, while it seemed the rest of our game was coming together.

During one of our league games after a hard day of training, Daren, one of the veteran players and a deep threat, made a great leaping catch and came down hard on his shoulder, dislocating it - amazingly he held onto the disc. The prognosis was bad and it appeared he might have been done for the season and it was only a month before Nationals.

Despite the loss of Daren, confidence was high going into Mixed Up in Ottawa. We rolled through our first games until we came to our provincial rivals OJ, from Ottawa. We played through the cold, wind and rain in our first uber-intense game of the season and earned a hard fought victory led by Thomas Black's defense, and Jordan Meron's ten point performance.

Our team was coming together as a unit and under the leadership of the veterans. We continued to push ourselves in the scorching heat and prepared for Nationals and our eventual meetings with teams from Western Canada. We had special practices with the Capitals, and some of the players from GOAT. We received sage advice from them about defense, and they helped to fine tune our offense.

We continued our training the weeks leading up to nationals, and once the tournament started, we were feeling good. We rolled through the first games at Nationals, and proved we were not a team to be taken lightly by defeating the perennial powerhouse MOFO, from Winnipeg, in a convincing fashion, and won our pool.

In the semi finals we ran into our provincial rivals OJ again. We exchanged points most of the first half, but managed to take them to half. In the second part of the part, Tyler Lee showed why he was such a key addition for our team repeatedly skying OJ defenders for scores as DIRT dominated the second half and went into the finals on a roll, ready to play Backbone, from BC.



Considered by many to be the underdogs, few people gave us a chance to win. We started out the game exchanging points with Backbone and energized by big defensive layouts from Thomas, we were able to take them to half. We came out strong for the second half and quickly went up a few breaks. It became a game to 14 due to soft cap with DIRT leading 13-8. As quickly as we got up though, Backbone went on a run. Quickly, we made six successive mistakes and they capitalized every time, winning the game 14-13.

It was a bittersweet ending to an amazing year and was the best showing any team east of Winnipeg has ever had for the junior's division. Playing for DIRT this past summer was one of the best decisions of my life yet. I made new friends, became a better Ultimate player and was a part of a team that did great things.

Cameron Harris



Photo by Kevin Dribnenki



Photo by Kevin Dribnenki

LeagueRunner

(continued from page 6)

There are certain leagues that will continue to use round-robin scheduling, such as smaller leagues with 6 or 8 teams and the Thursday indoor hat league - where teams are expected to be close in skill level. However, the benefits we have seen so far, and the overwhelming positive feedback we have had from administrators, conveners, captains and players means that the ladder system will likely be used for more leagues, including all four summer nights, in 2008.

Greg Schmidt | webmaster@tuc.org



Rules Quiz answers:

1.a, 2.b, 3.b, 4.a, 5.b, 6.c, 7.b, 8.b, 9.b, 10.a, 11.b

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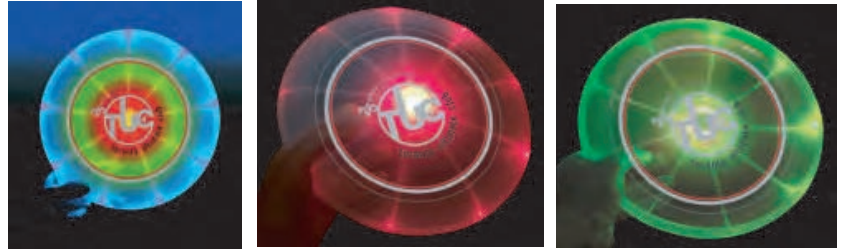
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