



First Spring League

The first-ever Spring League season came to an end on April 23- 24, with Blue overcoming a half-time deficit of 5-9 to win the area's newest ultimate league trophy, the Bliss Cup.

Both days were windy, but Saturday's round-robin games at least had the virtue of being played in comfortably spring-like warmth. Most teams were playing zone, with a fillip of man defense for variety, in what were 10-14 mph cross-field winds. A grueling 4-game day settled out into a 4-way tie, with Black, Blue, Red, and Yellow all sporting 3-1 records. White was undermanned on Saturday and came up short in hard-fought games that reached the 1:20 time cap. Green played gamely in all of its matches, but it was uniformly overwhelmed by larger, more experienced squads.

Saturday's surprising results set up Sunday's format. With the final round-robin games on Sunday morning featuring match-ups with each of the top 4 teams (and a serendipitous matching of the O-fer teams), it was determined that the winners of the Black/Red and Blue/Yellow games would crossover with the losers for the semifinals.

Sunday's wind was a bit fiercer than Saturday's, and it was mostly a downfield wind, which made the upwind score so important.

Final round-robin game results:

White over Green 13-3
Black over Red 11-8
Yellow over Blue 12-3

In the Black-Blue semifinal, Black went up early, reaching 7-4, but Blue began a surge that brought them to an 8-7 half. Black answered to tie it at 8s, but the two teams'

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abilities to get off the upwind huck became the chief differentiator in the second half. While Blue was able to launch 50-yard salvos, Black instead tried to work strings of passes through and around the zone. Black succeeded only in getting the disc within the red zone, but not the endzone, and the turnover usually resulted in a rapid series of downwind passes from Blue for a quick transition score. Blue's upwind attempts (largely from Tim Brooks and Brian Dobyns) were more daring yard-gainers, and they often succeeded, and when they didn't, Black didn't respond on transition as quickly and got entangled in Blue's defense, too frequently giving Blue another chance at the upwinder. Final score: Blue 15, Black 10.

In the other semis, Red was way out in front of Yellow at the conclusion of the Black/Blue game, 10-4. This game was marked by more frequent turnovers by both teams, brought about by tough d, errant throws, and flailing digits, all exacerbated by the wind. Both teams essentially traded 2-point runs for the remainder of the game, each winning a couple of upwind breaks, but then losing the advantage gained. With the game capped to finish at 14, Red brought in the victory, 14-8. Of note on the yellow squad was the solid handling from team captain, Ana Serachitopol; and it was the same solid handling from Karen Pepe and John Gill that propelled Red.

Semis results:

Blue over Black 15-10
Red over Yellow 14-8

Blue pulled to Red to start the Finals at 2:08pm. The wind was slightly stronger than formerly, and the temperature seemed

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4th Annual Savage Seven

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Deciding whether to play the Savage 7 was tough, particularly when our own household disagreed on the merits of playing in windy and cold conditions for 6-7 hours. Thanks to incredibly accurate predictions by Rich Mason, it was decided that there wasn't likely to be any safety problems with the roads, and at worst anyone who played would only have to deal with being miserable for a while. It ended up being a clear, cold day with steady, strong winds. Certainly not the easiest conditions to play in but things could have been much worse. Still, 2 teams dropped out, leaving us with 18 teams, the largest field ever for the tournament. Because of the increase in the number of teams, this was the first year we had byes worked into the schedule and we may rethink that, as having to wait for an hour on a cold day in January isn't the most pleasant thing to do (although some teams took advantage of the time to heat up indoors at local houses or restaurants). Other teams saw a bye as an opportunity to bail on playing in the B and C division playoffs, which I suppose was understandable but made figuring out the matchups difficult. Christian did a great job in handling things.

All but one field had an upwind/downwind orientation, making it hard to get the upwind goal. Some teams may not have scored upwind all day, making the initial disc flip crucial because there was no halftime. Rich Mason's team was an example of this, as they played 2 games where no upwind goals were scored and the game was basically decided by who won the

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Also inside:

- Winter League History
- 20 Uses for a Disc
- Kudzu Report

Local Teams Go National

Congratulations to UNC's Darkside and NC State's Jäga Monsta who competed in the [College Nationals](#) on May 27-29 in Corvallis, Oregon. And a big THANK YOU! to all those who contributed to the Junior and College Nationals Assistance fund. The two teams raised \$8,830 to help defray traveling expenses.

Congratulations to local teams Olio, Ring, and Backhoe who played in the [2005 UPA Club National Championships](#) October 27-30 in Sarasota, Florida. While not bringing home the hardware this year, there's reward simply in having competed at this highest level.

Winter League History

As you're reading the latest edition of *HomeSpun*, I just wanted point out that the link <http://tfda.org/about/HomeSpun.htm> will take you to archived versions of past *HomeSpun* issues, including the first issue from 1993. It makes for an interesting read, seeing what has changed and what has not in the last 11 years.

Since the theme for this year's Winter League seems to be "Looking Back", I thought I would recount some of the Winter League History for the younger players, players new to Winter League, or older players with failing memories.

Winter League was started 17 years ago by Brian Dobyns. Brian, after moving to the Triangle from colder lands to the north, pointed out that the winters in North Carolina seemed quite mild to him and why couldn't we play some Ultimate in the winter? The first year of Winter League had 4 teams and the captains were Brian Dobyns, Tom Evans, Tim Brooks, and Perry Sugg. The original schedule was for all teams to play each other four (!) times. As I recall, after each team had played each other three times, it was declared unanimously that that was enough games and let's go ahead and have the tournament, which was won by Tim Brooks' team.

The first year of Winter League was very popular and the number of teams doubled to eight in the second year. Brian and Bliss moved away to South Carolina and Perry Sugg stepped forward to run Winter League. The most unusual thing about the second year was that one of the teams was composed entirely of IBM players. They had asked permission to play as a group as they apparently were not quite ready to mix with all the crazy regular ultimate players. I'll let someone from that IBM team (maybe Brad Trubey) tell us more about how that happened. I think the IBM team won only one game that year and I do remember it was highly celebrated.

The third year of Winter League also had eight teams and was highlighted by having all women captains(!) Over the years, the number of teams jumped quickly from 8 to 10 to 12 to 16 to 20 and then 24 in some years.

Some other factoids of Winter League History:

- During the first several years, all of the Winter League shirts were hand-dyed and printed by Winter League Players.
- During the second, third, and maybe fourth years of Winter League, the tournament was a double-elimination format.
- All communication during the early years of Winter League was via phone. These were the years before widespread use of the internet, email, or cell phones. Phone "trees" were a common communication tool on early Saturday mornings. As I recall, all of the Captains did not have email until about 1997.

Sponsors

Sponsors help keep your league fees down by helping us to rent the fields. Please visit the [TFDA sponsors](#) at <http://www.tfda.org/sponsors.htm>.

A Picture is Worth 1000 discs

Thanks to all the photographers out there who help us remember the good times with our Ultimate friends. Below are their websites to peruse at your convenience.

<http://www.scadams.com/>

<http://www.papadisc.com/>

<http://community.webshots.com/album/268537160hzsIAa>

Joe Wolhar

- For years, it was a tradition to have large Winter League parties at the conclusion of the season. During many early seasons, a large "slide" show was held at the parties and live bands were also common.
- Playing sites for Winter League have included the following: NC State's Pullen Fields, Duke's East Campus, UNC's Intramural Fields, Chapel Hill High School, the front lawn at Meredith College, CASL-Morrisville, Holly Springs, Lake Benson, and some awful park field in Cary somewhere.
- I think only maybe 5 people or less have played every year season of Winter League. Besides myself, maybe Mark Kessler, Steve Frame, and Augie Kreivenas. Please chime in if you have played all the seasons and I forgot you.
- The first six or seven years of the *HomeSpun* newsletter were mailed to all Winter League players. This required the efforts of many people each issue and usually involved a folding-stamping-stapling-addressing party that took about four hours.

Winter League has had many people over the 17 years who have contributed to its success. In addition to Perry Sugg and Brian Dobyns, other Winter League and TFDA leaders have been Augie Kreivenas, Joe Slater, Garrett Dyer, and our current main man, Christian Schwoerke. Joe Slater was instrumental in acquiring tax-exempt status for TFDA.

Charles Kerr was instrumental in providing the once indispensable Winter League phone hotline. Mark Parris set up our first web page and was our webmaster for many years. I believe Garrett also did some web site work for us. Alan Hoyle maintains our great listserve. Dwayne Purper does a lot of work on our current wonderful website and I'm sure I have left off others who have done web work for us.

Mark Coppedge was our tireless, just in time, t-shirt makers for at least a dozen years. Mark's efforts were critical in the early years of Winter League and he donated a lot of sweat energy and profits to the cause.

Other past and current leaders include Chris Roessler (Ultiplex man), Missy Summerville, Beth Cates, Gail Schwoerke, Nancy Whinham, Stacy Doyle, and Mary Facciolo Brice. Other past *Homespun* editors have included MaryMolly Taylor, Christian Schwoerke, Kelly Ferguson, and Sherry Kappel Knecht.

Other people who were perennial captains and helped make Winter League special include Mike Soo, Bryce Tennant, Charles Kerr, TJ Cawley, Jeremy Farber, and Bennett Groshong.

I'm sure I left many deserving people out of this History lesson so please forgive me if I forgot you (or misspelled your name). See you in the mud soon.

(Ed. Note: The Winter League trophy is named after Joe's wife, Loretta.)



4th Annual Savage Seven (cont'd)

flip at the beginning of the game (Rich's team split those games). Velvet Frog, also from Pool B, made the A pool despite only scoring one upwind goal during pool play (side note: it was against my team-sending us to the B bracket).

To me, the most striking part of playing in tough conditions was that it was the veterans that seemed to handle it the best. Folks who have retired from competitive ultimate for years (making



them 1 point pickups) such as Catherine Bliss, Mike Soo, Brian Dobyms, Ann Waller, and Lee Andrew seem to be the ones who would have the most to complain about, as they don't have anything to prove after years of playing. But they were the ones who excelled, and not just because of their skills. Seems to me that in conditions where it was at times hard to complete a pass, these veterans accepted the misery and then focused on playing as well as they could, while others had trouble thinking about much else besides how miserable they were out there. Certainly the past experience of playing in these conditions helped, but attitude seemed to be a very important factor in one's success during the day. I hope it was a useful lesson for some the younger players who were out there. Once you are out on the field, might as well make the best of it.

Because attitude was such a factor, it is not surprising that Chris Hinkle's team won for the second year in a row ;-). Even though he spent most of the week whining about the potential of playing in a cool breeze, Hinkle and his crew were able to overpower the wind and opponents, even when they began the day missing Brian Lang-who had to fix his car in Charlotte before driving up for the games. In the first game, they played with six, then added Karen Maguyo for a game after she came out without realizing her team (Andy Kelly) bailed the previous evening. Lang and his band-aided car showed up for the 3rd game. Hinkle's team, with Brian Dobyms, Molly Doyle, and Brian Lang all being able to complete passes downfield, and Bobby Croom, Catherine Bliss, and Kate Foster receiving, were pretty much unstoppable. The other semifinalists, Parachuting Polar Penguins, Wildebeest, and Stacked, were all

impressive as they scored in both directions throughout the day.

Victor's team, with Mike Soo pulling discs to the back of the endzone against the wind, seemed to be one of the favorites for the trophy of Tablerone chocolate bars, but they lost badly in a pool play game to Tom Reid and Dwayne Purper's Sisyphus team, and ended up in the B division, forcing them to settle for Ghirardelli bars after beating the Air Police in the Chumpionship.

Blink, captained by Jen Coon, did not stay around to play after going 0-4 in pool play, but Bucky

Randsell claimed the C division championship for the team after all the other teams in the division had already left the fields. Congratulations to Bucky, but the only chocolate trophies he received would have had to come from a self-congratulatory trip to the Fast Fare on the way home.

Other notes:

TJ Cawley's team had a couple (Karen and Tom Wang) that braved the weather and traveled from DC to play. Not quite as far as the NY squad that came last year, but still impressive.

Robbye Brooks continued his streak of making the finals of savage seven tournaments.

American (an actual brand) and Iron City beers aren't good, no matter how cold they get. On the other hand, Evan Williams is a nice guy to spend time with in the cold.

If anyone needs advice on how to dress for cold weather ultimate, they may want to talk to Kris Bass, but maybe not.

Most importantly, we raised \$1170 for the Ultiplex, after expenses. Thanks for everybody for coming out and contributing to a good cause.

The full results were as follows:

Pool A

- Sofia's Choice 2-1
- Parachuting Polar Penguins 1-2
- Sonic Death Monkey 1-2
- Balmex 1-2

Sonic Death Monkey and Balmex went home after pool play.

Pool B

- Stacked 4-0
- Velvet Fog 2-2
- Kevin Blows 2-2
- Air Police 1-3
- BaDonkaDonk 1-3

Kevin Blows and BaDonkaDonk went home after pool play.

Pool C

- Wildebeest 3-0
- Palooka 2-1
- Gangsta 1-2
- Title Nine 0-3

Title Nine went home after pool play.

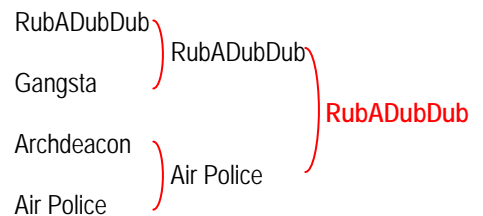
Pool D

- Sisyphus 3-1
- SA7AGE 3-1
- RubADubDub 3-1
- Archdeacon 1-3
- Blink 0-4

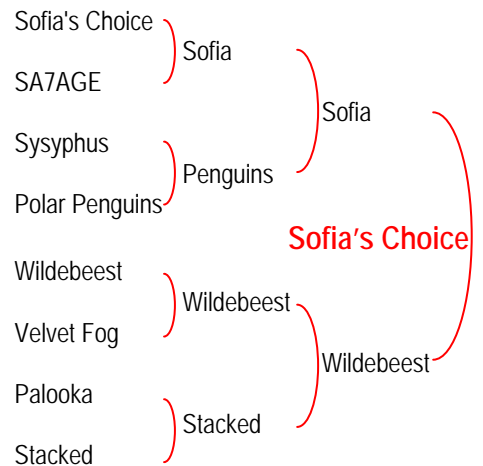
Of note, Sisyphus played with 6 the entire day, having lost one of their women before the tourney even began.

B-Division

As many teams dropped, there was need to re-format the division and begin with Semis



A-Division



Back in 1955, a building inspector named Fred Morrison sold the rights to a flying disc toy to Whamo™ - the people who gave Mankind the hula-hoop. When I tell you that Whamo named Fred's creation the "Frisbee" - you now know the rest of the story.

Unfortunately for Mr. Morrison, and Whamo, too, for that matter, the flying disc would prove to be so much more versatile than merely a toy. Fifty years after its invention, the utility of the flying disc in the outdoors is becoming legendary. Here are twenty uses of this incredible and indispensable camping and kayaking tool:

The flying disc (FD) is one of the most indispensable tools I have at the campfire kitchen. Its size and shape make it the idea food prep' and serve tool:

Cutting Board - few things slip off the edge of the FD cutting board. Diced onions don't tumble off the side and the juice from sliced tomatoes doesn't spill over the edge. If the cuts make the surface too frizzy, pretend it's the



hull of your rotomolded kayak and shave them away with a throw-away razor.

Serving Tray - Leave those slices of cheese or pieces of fruit right on the FD for a handy serving tray. It works equally well as a serving dish for steamed items, too.

Dinner Plate - There's no better way to eat spaghetti! A buddy of mine turned me on to the versatility of the FD one night when a group of us were kayak camping. We were one dinner plate short and my friend whipped out a Frisbee™ from his pack and said, "Here, use this." Since that meal I have always carried a FD specifically for that purpose. It's great for oatmeal and especially suited for pancakes.

Collecting Pail - Maybe not as voluminous as an ice cream bucket or other pail, the FD still comes in handy for gathering a small portion of ripe berries, or a breakfast quantity of fiddlehead ferns.

Its uses are not just in the preparation and serving, either. Even before you start cooking, the FD comes to the rescue in many ways:

Stove Platform - Muddy ground, sandy soil or even a mantle of snow and ice are no match for the FD's utility as a platform base for your small stove. In fact, if you are filling your stove's fuel tank, place your stove in the concave side of the FD to contain any fuel that might leak during filling.

Wind Block - Those small stoves burn more efficiently when they are not buffeted by the wind or even a small breeze. Support your FD so its broad side is windward of your stove and you have a great windbreak as needed.

Fan the Fire - Like to create a few glowing embers with a real fire? No problem. In fact, fanning a fire with a FD is like using a bellows to force extra air into the heart of the fiery beast. The only drawback to the FD around fire is, of course, its tendency to melt at higher temperatures. Be careful.

Fire Building - If you are a fire building purest and like to have your tinder, kindling, etc. all neatly stacked and ready to feed the fire, consider the FD. It's a handy tray that allows you to arrange your fire starting needs, in a compact and orderly fashion.

Being that the FD is made of polyethethene or similar plastic, it is unaffected by water. This adds still more versatility to its outdoor uses.

Water Collector - It's a shallow basin that can easily hold 2-3 cups of water. While a bucket is more practical for collecting run-off from a tent fly or rain tarp, the smaller FD is handy for collecting water from more restrictive places. One way of getting water in an emergency situation is to use a bandana to wipe the dew from grass and leaves. That saturated cloth is then wrung out over a dish or basin for treatment and use. The FD is the perfect receptacle for this method of gathering drinking water. (You can collect over a cup of water in less than 5 minutes using this method.)

Bilge Scoop - FD's with smaller lips/edges are perfect for scooping those last drops of water out of the bilge of a kayak or boat. It's like using a shovel with edges on the blade to skim water right down to the surface in many cases.

Tackle Holder - Fishing from a kayak can be very restricting, especially if you like to create your own lure combinations: attaching hoochie skirts to squid bodies and adding slip shots weights, etc. The FD can be a perfect utility tray that sits forward of you on your spray skirt.

Emergency Paddle - Ok, this one may be a stretch, but a little duct tape and a stout "Y" branch are all you should need to create an emergency paddle. I don't anticipate this particular contrivance to last too long, but if it can get you ashore or out of harm's way, its' served its purpose.

Emergency Patch - A trick to plugging a hole in the hull on a bigger boat is to press a flotation cushion over a hole in the hull to slow down leaking. Using the FD and some duct tape, and perhaps some additional pressure from a wooden jam, you might be able to seal a leak long enough to help.

Reflective Signal - All my FD's have reflective tape on the back or curved side. These adhesive-backed squares or tape strips are great for marking gear. I've used reflective tape, patches, even beads to mark equipment. Create your own patterns on the backside of the FD and face it in the direction of a strong, distant light source and it could make you easier to be spotted.

Fashion and style aren't a big part of my outdoor wardrobe so I personally don't think twice about NOT using an FD to keep my head dry - or shaded.

Emergency Visor or Rain Hat - Drilling a hole through opposite edges of the FD at its diameter and tying a retaining string to each edge produces a flattop rain roof for your head.

Changing Platform #1 - I can't count the times I've balanced on one foot while changing clothes outdoors. The ground's often too wet, dirty or cold so you imitate a flamingo while you change clothing or shoes. With the FD, you have a dry area to step onto while doing this common balancing act.

Changing Platform #2 - Although not a comfortable fit because of their generally small diameter, the FD can be used as dry seat when changing clothes. Sometimes parking even half a cheek on a dry surface can make all the comforting difference.

Hygiene Tray - This is basically an additional tray function. It's a handy carry-along tray for your toothpaste, brush and soap when its time for your daily or weekly camping hygiene routine. Make sure you rinse the FD well before using it again to slice tomatoes, especially if it was your soap dish the night before.

Two other emergency/survival tips that lend themselves to an FD are: 1) buy your FD in bright, easy-to-see colors. It then becomes a good signal-waving device; 2) safety/rescue tips such as which ground signal means what can be referenced in the field if you draw those signals onto gear with an indelible marker. The FD has plenty of space to write remindful hints and such.

The flying disc is a very versatile item as this partial list demonstrates. They are still cheap enough - and often offered as promotional freebies - to have several as part of your outdoors gear inventory.

Mr. Morrison may not have gotten outdoors much or otherwise he might have retained ownership in that first Frisbee. But then again, he did offer the world the number one use of the multi-talented FD - one heck of a great way to have fun!

Tom Watson is a writer and an avid sea kayaker with 15 years experience in the North Pacific waters of Kodiak Island, Alaska. Thanks to Tom Watson and www.paddling.net for giving permission to reprint this article.



Bliss Cup (cont'd)

to drop by several degrees since a high of about 50 at noon. Both captains had agreed that this 17-point game would be capped at 4pm.

The first point was a series of 2 passes and a huck for a Red score. Red pulled upwind, and Blue miscued early, giving Red a quick shot at the upwind score, going up 2-0. In a point with several turnovers, Blue finally got a score, also an upwinder. Red answered with an uncontested upwinder of its own, bringing the score to 3-1. With Red up at 4-2, there had not been a downwind score since the first point; Red took the second downwinder of the game, going up 5-2. Blue and Red volleyed downwind scores, most with multiple turnovers, to reach 8-5. Red pulled to Blue, which characteristically set up a strong downwind huck. The huck did not connect, however, and Red faced wind and a Blue zone. Red popped several over the top, swung between Gill and Pepe and Baker, and were running through and around the Blue cup, attacking and thrashing, with a final pass from Karen Pepe going to Ellen Mitchell, grabbing her second layout goal in a row.

At 9-5, Red was in good position to take care of business and trade points to a victory. But Blue wouldn't have it. The



next 6 points were all Blue's, with solid defense and offense producing quick transition scores. After going up 11-9 on Red, Red answered with a solid, error-free downwinder. Red's D couldn't hold, however, and Red fell behind 3 more goals, with Blue captain Bryan Steffen unleashing the first and second of his long, smooth, scoring upwind hucks. With Blue up 14-10, Red got the downwinder, then traded with Blue till Red was poised at game point, 16-12.

Four pm arrived and the time cap imposed a first-to-17 game.

Red's Jeff Loperfido finally shook off some of the hangover that kept him sidelined through much of the day, turned up his play, and helped Red close the gap with two perfect, error-free points. At 14-16, with the wind at their backs, Red was in good position to force a turn and bring it within 1. Blue did turn it over, and Red did have its shot, but a miscue gave the disc back to Blue, and a series of controlled passes through the Red zone got the disc back to captain Steffen who launched another smooth huck to favorite Blue receiver Tim Sannes for the game-ending goal.

Finals line score:

Red	1	2		3		4	5		6
Blue			1		2			3	

Red	7		8	9					
Blue		5			6	7	8	9	

Red			10						11
Blue	10	11		12	13	14			

Red		12		13	14				
Blue	15		16				17		

18 Takes 17th Winter League

Some quick 2004-5 tourney results. Saturday results (original seeding and day-end results).

Pool A

Where's Timur 3-1
 Bling Bling 4-0
 Birthdaypartycheesecakejellybeanboom 2-2
 Red Rum 1-3
 Duet Tuet 0-4

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Pool D

Admiral Seals 4-0
 Grey Matter 3-1
 Bleach 1-3
 Grave Error 0-4
 Blue Steel 2-2



Pool B

18 4-0
 Royal Jelly 0-4
 Pootie Tang 3-1
 [your name here] 1-3
 WTF 2-2

Pool C

Bank 4-0
 Cheap Date 2-2
 Sex Appeal 1-3
 Clockwork 2-2
 Fever 1-3

Sunday's Results

18 14
 Clockwork 10
 Admiral Seals 9
 Where's Timur? 10
 Grey Matter 12
 Bling Bling 6
 Pootie Tang 8
 Bank 13

18 17
 Timur? 6
 Grey Matter 7
 Bank 12
 Bank 17

18

(C) S.C. Adams, 2/6/05

With temperatures hitting 74 degrees in the Triangle, 67 players showed up by 10am at the Pullen Fields adjacent to the Paul Derr Track at NCSU to participate in the new year's first tourney. Online registration had gone on for the previous three weeks as players submitted names, skill-level information, and \$5 (or more) to the Ultiplex fund. Teams were balanced for on-paper parity and a format was devised to permit lots of individual PT.

There were six teams vying for new year bragging rights, each team having a minimum of two women. This permitted an offense-dictates 6/1 or 5/2 coed ratio. Team rosters were as follows, with the first name being the nominal captain:

- | | | |
|---|--|--|
| <p>A
Lesley McCormack
Allan Cole
BJ Witkin
Curran Hoffman
Ellen Mitchell
Jason Cade
Jennifer Krizmanich
Mikey O'Malley
Rich Mason
TJ Cawley
Tim Pflaum</p> | <p>B
Kris Bass
Andrew Jones
Karen Pepe
Anne Burroughs
Brian Northcutt
Geoff Bell
Christoph Boshoff
Joe Slater
Robyn Douglas
Seth Hopper
Sri Shankar
Victor Maneilly</p> | <p>C
Nan Gao
Becca Carchman
Dan Speiser
Grant Gardner
Jeff Faulkner
Jen Cornejo
Kenn Davis
Martha Jolly
Pete Wetsel
Ralph Franklin
Ryan Smith</p> |
| <p>D
Jonathan Proctor
David Becker
Heather Gardner
Joe Wolhar
John Stephens
Kevin Calcagno
Mary Frazer
Michael Boyer
Steve Frame
Tim Woods
Tom Lyndes</p> | <p>E
Matthias Mueller
Christian Schwoerke
Frannie Goodrich
Hart Matthews
Jinghui Lim
Keith Lane
Kevin Shumaker
Michael Whitehead
Mitch Talley
Rama Polefka
Rich Bolen</p> | <p>F
Melissa Proctor
Alan Ellis
Christian Plachco
Daniel Strayer
Jason Tan
Jessica Franklin
Paul Damer
Rim Vilgalys
Sharon Tucker
Steve Roberts
Taylor Pope</p> |

Each team's five round-robin games were first-to-seven affairs, with only a single game having the cap force a shorter game-winning score (6). At the end of round-robin play, standings looked like this, with point differentials and head-to-head results used to separate out the top four finishers:

1. Team E 3-2 (+4)
2. Team D 3-2 (+4)
3. Team F 3-2 (-4)
4. Team A 3-2 (-4)
5. Team C 2-3
6. Team B 1-4

Jon Proctor and Kris Bass's teams went off to play a consolation game. Their previous meeting was a double-game point ending 7-6 victory for Bass's C squad. Agreeing to again play to 7 (rather than to the "official" 9), both teams kept the game close and brought it again to double-game point at 6s. This time, however, Jon Proctor's B team prevailed for the 7-6 victory. As an aside, Kris Bass reported

afterwards that his team's two victories were the first he'd personally experienced in 4 years of new year's hat tourney play.

In semis play, Team E (Nan Gao) and Team A (Lesley McCormack) faced off on field one, with Team A was looking to avenge an earlier 4-7 loss. The game was a see-saw as both squads were able to squelch anything more than a two-point run, and it came down to another double-game point, with Team A squeaking out the victory, 9-8.



Meanwhile, in the slower paced game on field two, Team D (Matthias Mueller) and Team F (Mel Proctor) were battling just to finish the game's third point. Daniel Strayer from Team F made a strong layout bid for a Taylor Pope flick huck but came up short, landing chest first then whipping-lashing his head to the ground to receive a concussion. Even after Strayer came to and was removed to watch the rest of the game, the third point continued as both teams showed each other just how many ways it was possible to turn the disc over. Team F prevailed, but nothing was really settled until, after both teams traded to 6s, Team F suddenly found its mojo and ran off 3 to win a chance to play against Team A.

The finals had big men Cade (Team A) and Pope (Team F) chasing one another for opportunities to touch the disc and make things happen. Cade had stronger support in his fellow teammates, and was able to score twice and well as throw two scores. Everyone on the A team was participating, touching the disc and keeping it moving, especially TJ and Lesley, though scorers included Tim, Ellen, BJ, and Curran. On the F side of things, Sharon Tucker made the first score, with subsequent scores coming from Alan and Taylor (twice). While the game was supposed to have gone on to 9, both teams agreed they'd played long and hard enough all day, so trimmed the final score to 7. Team A had more oomph in this final game of the tourney, and they won, 7-4, earning a batch of new discs and a chance to rest on their laurels for 364 more days.

Finals Box Score

A	1	2		3	4	5		6		7
F			1				2		3	4

Bears Maul WOFOIT for 2005 Kudzu Laurels

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In their second match-up at this year's Kudzu Classic, held at Cary's SAS Soccer Park, the Bears and WOFOIT (also last year's finalists) rumbled anew for a chance to carry home the stainless steel Kudzu laurels. The finals were at 3pm, on Sunday of a perfect-weather Memorial Day weekend. Both sidelines were packed with fans and hecklers, many urging the game be protracted with the use of circus throws and their inevitable turnovers. The game ended in the Bears favor, earning them the A-Division championship. Other division winners were Hot SAUCE, heating up the B Division, GUS not so gloomily taking the C Division, and Giacomo finishing ahead by a length in the D Division.

This year's edition of the Kudzu Classic was held at new venue, with expansive fields and mostly green, green turf. Sixteen teams from the Mid-Atlantic were represented, including seven from the Triangle. Seeding had the two finalists from 2004 at #1 and #2. Following WOFOIT and the Bears were TBD (mostly B+) and MAC (mostly Big Winston), both having made the semis in 2004. The pools, composed by the usual snaking method, were:

Pool A	Pool B
WOFOIT	Bears
Hot SAUCE	Team Ape Sh*t
Bashing Piñatas	Balloonknots
CHUF	Giacomo

Pool C	Pool D
TBD	MAC
Onomatopoeia	Kiwi Cantina
GUS	Nekkid
Dinah-Moe Humm	Sugarbuzz

Pool Play on Saturday featured games to 17 in two-hour rounds (which was the standard throughout the tourney). With the addition of the two-point cross-gender huck, most games were done at or before the time cap.

Only the A pool held true to seed, with the following results:

WOFOIT	3-0
Hot SAUCE	2-1
Bashing Piñatas	1-2
CHUF	0-3

Pool B had the #2 seed plummet, while others held their relative position:

Bears	3-0
Balloonknots	2-1
Giacomo	1-2
Team Ape Sh*t	0-3

Pool C had a minor 3/4 upset, while Pool D had two upsets: 1/2 and 3/4.

TBD	3-0	Kiwi Cantina	3-0
Onomatopoeia	2-1	MAC	2-1
Dinah-MoeHumm	1-2	SugarBuzz	1-2
GUS	0-3	Nekkid	0-3

A fourth, cross-over round was played for the benefit of properly affording #2 and #3 teams in each pool the chance to prove their worthiness to tussle in the A Division. Rather than the usual pre-quarters #1 v #4 matchups, #4s played one another and #1s vied amongst themselves for slightly better seeding.

Cross-over results in the #2/#3 match-ups had all the #2 teams holding seed:

Hot SAUCE over Giacomo (17-13)
 Balloonknots over Bashing Piñatas (15-13)
 Onomatopoeia over SugarBuzz (17-5)
 MAC over Dinah-Moe Humm (17-15)

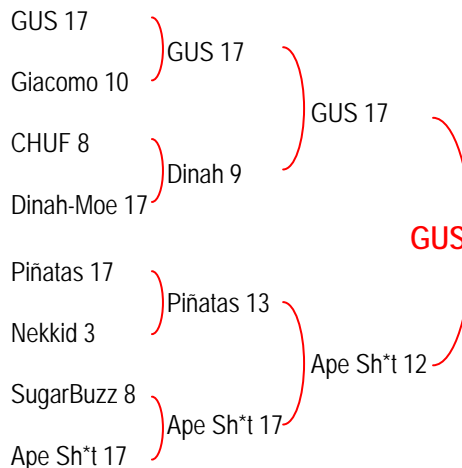
The #1 matchups had the following results, with both lower seeds taking the next best seed:

Bears over WOFOIT (17-8)
 Kiwi Cantina over TBD (17-11)

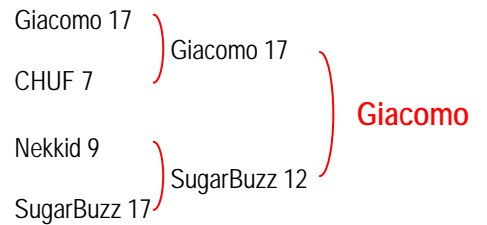
The #4 match-ups had Greenville's GUS over DC's Nekkid (17-8), while Virginia's Team Ape Sh*t had to work hard to beat Chapel Hill's high school team CHUF (17-10).

Another beautiful morning presented itself for the elimination rounds on Sunday, which began with two divisions: A and C. Losers would proceed to semi-finals in the B and D divisions.

C and D Divisions

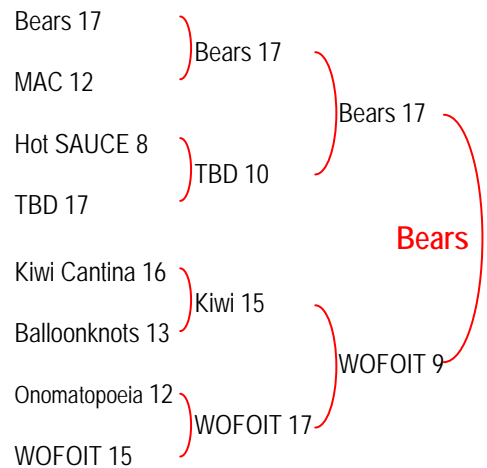


Losers in the C-Division quarters went straight to D-Division semis, with the following results:

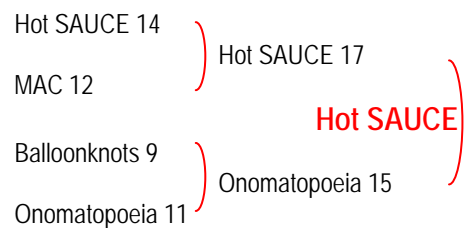


A and B Divisions

While the C-Division quarters had two upsets, A-Division quarters went according to seed, with the following results:



B-Division semis featured highly intense games between equally skilled squads. B-Division finals brought together western Carolina's Hot SAUCE and DC's Onomatopoeia (mostly His&Hers). This game was played without cap, beyond the two-hour mark.



While Hot SAUCE and Onomatopoeia began their spirited matchup, the A-Division semis had the Bears slugging it out with TBD and WOFOIT going up against the Kiwi Cantina.

The Bears worked efficiently against TBD and only once permitted a two-point run against them, while TBD did well to hold the Bears' two-point huck total to one. Final tally: Bears 17, TBD 10.

(continued on page 10)

On Saturday, July 2, the Davis Drive fields in Cary served as the site for four randomly formed teams to vie in this year's Heat Stroke Hat Tourney. Of the three primary colors and White, Blue came away with this year's hat tourney victory, amassing a solid, indisputable 5-0 record.

Though teams were slow to gather force by 10am, the first round of games was begun shortly after. All games were to 11, with the completion of any game in the pool play rounds signaling the cap for the game still underway. While it was anticipated that this would allow for 11 points being played in an hour, with the tourney going from 10am to approximately 4pm, the games were hotly contested, pushing game times, on average, 15 minutes longer than planned, with the result that the tourney-winning final point came at 5:37.



Pool play games had the following results:

First Round:

- Blue over White, 11-6
- Yellow over Red, 11-3

Second Round:

- Blue over Red, 11-6
- White over Yellow, 11-8

Third Round:

- Blue over Yellow, 11-10
- White over Red, 11-9

Records after pool play were perfectly distributed, with no ties:

- Blue 3-0
- White 2-1
- Yellow 1-2
- Red 0-3

The good news in Red's poor performance was that the tourney organizer, accused of having fixed the teams to his advantage, could point to his team's 0-fer results as clear denial. Other good news for Red was that their performance improved with each successive game.

Temperatures never did reach the 90s, but 88 was close enough. It was intended that the 30-minute break between pool and elimination play would give teams a chance to recover and restock. While some did go off to the supermarket down the street, most just huddled, motionless, under the several shade tents that separated the two fields. During this down period, the fields, which had been carved out of the available space allowed by the presence of young soccer girls occupying most of the park's premium field area, were widened from 37 to 40 yards.

As the scores for the final round of pool play reveal, teams were beginning to settle towards parity: Blue was not as dominant as it had been in the first two rounds, and the total point differential in both concluding pool-play games was only 3 points. This trend held in the semis, as both Blue and White held off strong challenges from their lower-seeded rivals.

Semis

- Blue over Red, 11-9
- White over Yellow, 11-8

The first Blue-White matchup had Blue take the win convincingly, 11-6, but after 5 1/2 hours of play, both teams were playing as much to survive as to win, which meant some judicious conservation of energy and effort, and ... a much closer, spectator-friendly game.

Blue was down to 14 players, with Jenn Coon sidelined due to a sprained ankle suffered in scoring a goal in the second pool-play game. White was playing with 16, with two more women than Blue. However, it was obvious that Blue's Mary Hartzell didn't need or want to sit, as she appeared to play every point for Blue's women, making it possible for the remaining three women to play relatively fresh.

Blue's men were faster, from top to bottom, than were the men on any other team, and it made matchups difficult. White, however, played with sage defense, switching as needed and marking tightly to protect against long throws. The finals were rife with upfield passes denied, with a heavy use of square or dump passes to keep the disc alive.

Luminaries for Blue were Tim Lupo, controlling the disc as a handler and as a deep threat, Mary Hartzell, also playing the deep threat and continually getting the under

cut, and Dan Strayer, coming back to get the disc for long strikes to the endzone. Old man Jeff Faulkner played well for Blue as well, supplying good containment defense and some long opportunities for scores in the endzone.



On the White squad, the big play maker all day had been late-arriving Rob (I'm still learning how to find my way around the Triangle) Tipton, and the finals were no exception. His big D plays were complemented with strong aggressive O, going deep and moving the disc under. Supporting this play was Scott Vandelinde's skilled control of the disc, getting open on strong defense and making the next completion. Rounding out the White support were Jake Bonenberger and Josh Murphy with strong handling and Mike Riley, going deep and playing tough D. The only White women to give Mary a challenge was Nina Geurkink, only losing the dogfights when the disc was too high in the air.

White came out slowly in the first half, not scoring till after Blue had taken the first two points. White's first score was beginning of a 6-2 run which had White ahead at half, 6-4. It was looking like White might take down the Blue powerhouse if they could simply manage trading-points to hold-serve game through the second half. But Blue came out of the half-time break with two points, tying the game at 6s. After a White answer to bring it in their favor, 7-6, Blue followed with three points in a row, going up 9-7. The last points of the game were long, punctuated with three time outs, one by White and two by Blue. The time outs helped Blue absorb White's two-point run, which tied the game at 9s, and they answered with their own two-point run to close it out.

The box score below shows the back and forth:

Blue	1	2	3				4		
White			1	2	3	4		5	6

Blue	5	6	7	8	9			10	11
White			7			8	9		

Congratulations to Blue and White for a day of hard play (and an entertaining finals), and especially to Blue for a solid 5-0 record.



In an unexpected reversal of fortunes, Troy Revell's Red team, O-fer doing pool play, emerged the 2005 Post-Turkey Day Coed Hat Tourney Champions in the waning light of late autumn, edging Blue Whale 11-10.

The temperature hovered near the freezing mark at 9:30 on the clear, sunny Friday morning, as folks began to arrive for their first game of the Post-Turkey Day Coed Hat Tourney, at the Davis Drive fields in Cary, NC. However since the first game was to start at 9:30, the schedule got pushed back by half an hour, and the first pull commencing at 10:02. Fifty-six players participated in the tourney--with several high schoolers, one middle schooler, many college players, a scattering pickup players, and a wealth of club players of all stripes--and each team was composed of like on-paper players, so that there'd be parity across the board.

Rosters

Red	Blue
Becki Cleveland	Trey Askew
Michael Connelly	Michael Bare
Eli Darnell	Courtney Bethem
Alfredo Gonzalez	Jason Cade
Ben Greene	Denice Cunningham
Mike O'Malley	Lucas Darden
Ian Phillippi	Andre Dumouchelle
Baker Pratt	Rodney Guajardo
Chris Pua	Patrick Inman
*Troy Revell	Tom Lyndes
Jen Waldrup	Segev Phillips
Paul Whitener	Dwayne Purper
Charles Yu	Christian Schwoerke
	Dan Seifer

Black	White
Alton Boshoff	Jenny Cornejo
Sam Boyarsky	Alan Ellis
Jeff Faulkner	Andrew George
Chris Hardee	*Jeff Loperfido
Amy Morrison	Victor Maneilly
*Taylor Pope	Jessiah Maneilly
Michelle Reader	Sri Nag'anian
Sriram Shankar	Chrystian Plachco
Stephen Sheslow	Danny Powell
Duane Wang	Ian Pratt
Wendell Wilson	Jennifer Rogers
Chris Winkler	Ana Serachitopol
BJ Witkin	Paul Weeks
Su Wu	Brent Welch

The first round of games--with Taylor Pope's Black beat Troy's Red 13-11, and Jeff Loperfido's White overcoming a slow start to beat Axon-less Blue 13-11--confirmed the

balanced composition of the teams. The subsequent two rounds of pool play set up a three-way tie, with Black, White, and Blue all having 2-1 records, while Red found itself getting the short end of the stick in every pool play game--losing by 2 to Black, 2 to Blue, and 4 to White. Point differentials--figured out in the unorthodox Russian fashion, retaining all the teams' results against Red--had White taking the #1 seed, with Blue second, Black third, and Red holding down the last spot.

The re-seeding set up the semis to be an exact rematch of the final pool play game, with Black taking on Blue, and Red facing down White. Blue and White had been the victors in the final pool play games, but by mid-game, the semis were looking to be a pair of upsets. Blue had in the second game of the day picked up Jason Cade to replace Dan Axon, AWOL from the tourney for no apparent reason, while Black picked up Stephen Sheslow to replace Taylor Pope. Black went out to a strong 7-3 half-time lead, while White was trying to stay close to a surging Red squad. Jeff Loperfido's White team looked like a bedraggled civil war regiment at half time, each player tending to personal wounds; and it apparently didn't get any better as Red took out its pool play frustrations by handing out the most lopsided loss of the tourney, 13-7. Meanwhile, Blue mounted a second half comeback, going on a 5-point run to take the lead, 8-7. Some trading of points and one more 2-point run gave Blue a 12-10 win.

With the loss of light imminent, the final game, matching Blue and Red, was re-set to a first-to-11 outcome. Red and Blue both shortened up their rotations, and Cade and Revell were on the field nearly every point, with other stalwarts playing nearly as much. Red's Baker Pratt, Paul Whitener, Mike O'Malley, and Becki Cleveland made or set up the big plays, while Ian Phillippi, Ben Green, and Charles Yu provided the solid support. Red's Jen Waldrup saw less play in the final game due to an aggravated knee injury, while Michael Connelly, Eli Darnell, Alfredo Gonzalez, and Chris Pua filled in. Blue's energies were fading, but solid play from high schooler Lucas Darnell (of both CHUF and Los), Brimstone's Dan Seifer, BackHoe luminaries Denice Cunningham and Courtney Bethem, beach bum Rodney Guajardo, and Boneyard standout Dwayne Purper kept Blue solidly in the game.

Red took half at 6-4 and continued to lead over the next few points, till Blue completed a final 2-point run to tie the game at 10s. With the

game on the line, Red received the pull. Red worked the disc methodically down the field, with no miscue or defensive intervention, and the game ended with a routine 10-yard score. Routine or not, Troy's Red team revelled in their victory, claiming bragging rights till next year's annual turkey feast, at which time they can give thanks and hope again for another dark horse victory.



Juniors Update

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Terminus was a blast again. NC had five teams attend. CHUF lost the B final to perennial Paideia. The play was tight even though the score was lopsided. The Gruel offense isn't elegant, but it is unforgiving and rarely charitable. Durga had a great Sunday, blanking out the new Woodward girls team and winning a battle of upwind points against Paideia girls 13 to 11.

The Jordan Underdogs recovered from a rather saddening and poorly played Saturday to roll to the C bracket championship(26-11 point margin on Sunday) on Sunday with much improved play that they are willing to test out once more come Just NC.

Victor Maneilly's Baba G'Noosh (Yellow) won the newly re-styled Summer League Gail Grail. This marks the first back-to-back win by a Summer League captain.

Other highlights: Red Rocket finally secured a win for the season, and it was against eventual tourney champs G'Noosh, a stirring 17-16 win in the second round of Saturday's pool play. Co-captain Alison shed tears that she had not been present to witness nor participate in this victory.

Dan Axon, stellar member of G'Noosh, and a player in the first Triangle league season back in 1988, and in nearly every Winter and Summer League since then, finally gets to claim his first league championship.

The weekend went well, and we avoided the heat that had plagued the previous two weeks, and instead got ourselves some humid or rainy overcast days. ...like a weather oasis, just the thing for two days of ultimate.

Pool Play

- Motley Blue over Red Rocket 13-2
- Baba G'Noosh over False Start 13-10
- Monkey Grass over Black 13-6
- Jazzberry Jam over Tasty Navel 13-10
- False Start over Motley Blue 15-14 !!
- Red Rocket over Baba G'Noosh 17-16 !!!
- Monkey Grass over Tasty Navel 13-9
- Jazzberry Jam over Black 13-8
- Baba G'Noosh over Motley Blue 13-10
- False Start over Red Rocket 13-5
- Jazzberry Jam over Monkey Grass 13-5
- Black over Tasty Navel 13-10

Pool A

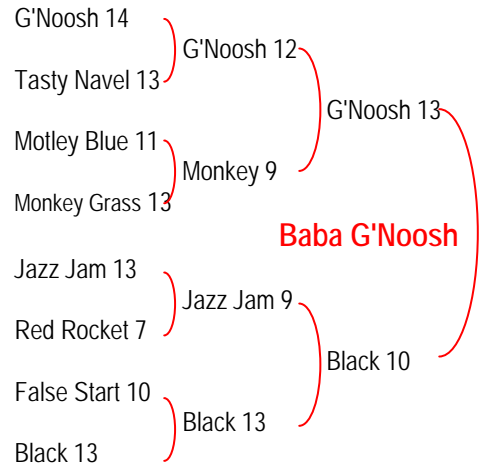
- Baba G'Noosh 2-1
- False Start 2-1
- Motley Blue 1-2
- Red Rocket 1-2

Pool B

- Jazzberry Jam 3-0
- Monkey Grass 2-1
- Black 1-2
- Tasty Navel 3-0

Sunday

Crossover games set up the quarters.



Kudzu (cont'd)

Kiwi Cantina was a team created whole cloth for this tourney, with captain Robbie Minshall recruiting a number of Ring of Fire players and the cream of the crop from other Triangle teams, including BackHoe standout and Worlds team player Jessi Witt. This team had successfully squelched all attempts to master it, but WOFOIT was up for the challenge, and they matched up well against them, preventing Kiwi from exploiting its dangerous women. The final count: WOFOIT 17, Kiwi 15.

The Bears v. WOFOIT final was a repeat from not only the previous day's cross-over, but also from the 2004 Kudzu finals, where WOFOIT succeeded in winning by a comfortable 3-point margin. This year WOFOIT was without three prominent players: Ring of Fire's Tuba, High School Worlds standout Josh Torrell, and BackHoe standout Beth Cates, though they did pick up some speed and panache with the volatile Jason Cade. Meanwhile, the Bears' middle-aged squad was largely unchanged, with only the addition of Ring players Sandy Hartwiger and David Snoke adding some younger legs.

After a sloppy first point, where the receiving Bears pushed hard for a quick two-point strike, WOFOIT finally pushed in the game's first goal. The Bears pounced with a 3-goal run, but WOFOIT answered with a 2-point run to tie it. The Bears held serve to get a singleton

point, then followed it with strong D and the first of their two 2-pointers, with the score now tilting in their favor 6-3. WOFOIT got their fourth goal, but three goals later, it was the Bears up at half, having finished with the game's last 2-pointer, 10-4.

To WOFOIT's credit in the second half, there were no more 2-point hucks from the Bears, though it wasn't till the Bears had got to 14 before they scored in succession goals 5 and 6, in the process beating the Bears' attempt to again draw the bad throw with a zone defense. A Bear goal was followed by another 2-point run from WOFOIT, bringing the score to 15-8, in favor of the Bears. With the game only going to 17, there wasn't much room for WOFOIT to maneuver, and they failed to quell the next string of passes from Augie Kreivenas, Alan Hoyle, Taylor Pope, Taren Stinebrickner-Kaufman, and Thuy Boyd, who combined to bring the Bears their 16th goal. WOFOIT answered to bring it to 16-9. Mimi Phan, Amy Morrison, Denice Cunningham, Tim Brooks, Victor Maneilly, Mike Kelly, and Jeff Faulkner made short order of the game's final point, bringing the Bears to a 17-9 victory.

Trophies were presented to the division-winning teams, and beer and champagne were on hand for the Bears. The 8th Annual Carolina Kudzu Coed Classic had come to a close with a roar...

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TFDA strives to grow the sport of Ultimate frisbee in the Triangle area and throughout North Carolina by: 1) initiating and fostering youth programs in school and in recreational settings 2) running adult Ultimate frisbee leagues 3) providing regular venues and times for Ultimate frisbee activities 4) hosting tournaments that feed into the Ultimate Player Association's championship series 5) acquiring land for the development of a dedicated set of Ultimate frisbee fields