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## WELCOME TO THE WORLDS ULTIMATE AND GUTS CHAMPIONSHIP 2008

In 1998 I had the opportunity to play on the Canadian Mixed team at the 1998 World Ultimate Championships. A year earlier I had organized World Clubs in Vancouver, and when working on that event I told people I wanted to do "Clubs" as it seemed like the vibe would be more fun and relaxed than "Worlds". Prior to 1997 I had never attended a WFDF event, and WUCC 1997 was everything I could have hoped it to be as a player and an organizer.

I went to Minnesota as a player only, ready to enjoy the experience at a less frantic pace. Again, the experience was 100% positive, but the surprise for me was the difference between competing for a Club team and competing for a National team. In Minnesota I really had a feeling of being part of a bigger team. We had strong support from the other Canadian teams at the event, and being able to support them enhanced our own experience. Putting on the National Team shirt turned every game into a point of pride. I think most of us will admit that we want to win every time we step on the field, but at Worlds you don't just want to win for yourself or your team, you want to win for your country. Worlds was just like Clubs...only better!

After, or perhaps during, that event I made the decision that I wanted to bring that feeling of National Pride to Vancouver by hosting the World Championships. A decade down the road and here we are, about to participate in what I hope will be one of the highlights of your career as an Ultimate player or a volunteer.

As I felt in 1998, Worlds is about more than just the games or the results. I want to encourage everyone who participates in this event, be they a player, coach, volunteer or spectator, to help promote the feeling of national pride that is so important to the tournament. As well, I hope that everyone will take advantage of the unique opportunity of being at an event where 20 different countries are represented by learning from each other and by making as many new friends as possible. Have pride in your team and your country, and have



your experience enriched by knowing others are doing the same. Play to win while you play with Spirit, both are possible, and each makes the other better.

Welcome to the 2008 WFDF World Ultimate and Guts Championships. Have as much fun as possible!

Brian Gisel

Tournament Director  
WUGC 2008

## WUGC2008 OVERVIEW

The World Flying Disc Federation is proud to sponsor the 2008 World Ultimate & Guts Championships in Vancouver, Canada.

The World Championships bring together the top Ultimate and Guts teams in the world to compete for coveted Gold, Silver and Bronze medals. The Championships are currently held every 4 years, and each participating country is allowed to send one team in each division.

Starting on Saturday August 2, 2008, hundreds of games will take place over the course of one week at the University of British Columbia in Vancouver, BC, culminating in championship matches and Closing Ceremonies at Thunderbird Stadium on August 9th.

Surrounded by the beautiful Pacific Ocean and the spectacular Coast Mountains, UBC and Vancouver will provide an ideal backdrop for this dynamic sport.

## HISTORY

The World Flying Disc Federation (WFDF) World Ultimate & Guts Championships are currently held every 4 years. Qualifying events in each country typically occur in the year prior to the World Championships.



In 1983, the first World Ultimate & Guts Championship was held in Gothenburg, Sweden.

Related events include:

- WFDF World Club Ultimate Championships, where multiple 'club' teams from each country can qualify to attend, also held every four years but staggered by two years from the World Championships.
- WFDF World Junior Ultimate Championships also held every four years and staggered by 2 years from the World Championships.
- World Games - Ultimate was first included as a medal sport in the 2001 World Games in Akita, Japan. The World Games are also held every four years and are considered one step away from the Olympics.

More information on the history of WFDF, Ultimate and Guts can be found on the [WFDF website](http://wfdf.org/index.php?page=history/index.htm) (<http://wfdf.org/index.php?page=history/index.htm>).

## ULTIMATE

Ultimate is a team sport played on a grass field with end zones similar to those used in American football. Each team has 7 players on the field in games to 17 points. Teams advance the disc by passing it to one another, with one point scored each time it's caught in the end zone. No player can run with the disc, and the opposing team may intercept the disc at any time while it is in the air.

Athletes must possess an incredible combination of endurance, speed, agility, technique, and teamwork. Because the sport is played without referees, the athletes share a strong commitment to fair play, even in top level competition. Players must arbitrate their own calls in the



heat of competition using a well-refined system of rules. Invented in 1968, organized competition now takes place on six continents.

At WUGC, competition will occur in 6 divisions:

- Open - no age or gender restriction
- Women - women of any age
- Mixed - at least 3 players of each gender on the field at one time
- Masters - men or women 33 years or older
- Junior Open - men or women under the age of 20
- Junior Women - women under the age of 20

See the [Eligibility Requirements](http://www.wugc2008.com/eligibility) (<http://www.wugc2008.com/eligibility>) for full details.

## GUTS

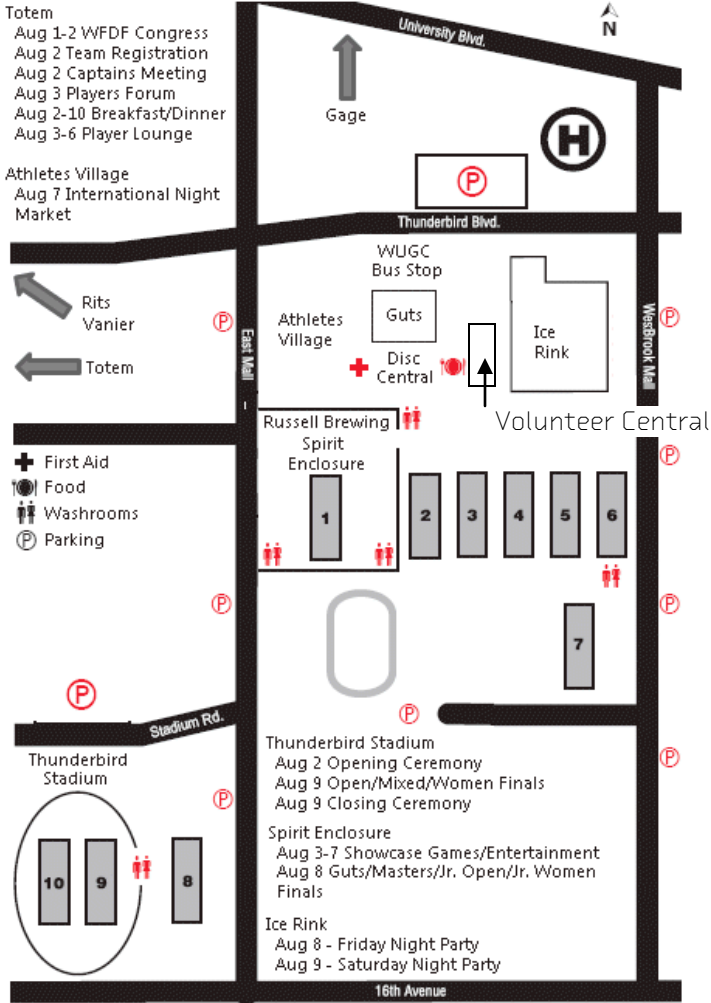
Guts is a test of players' daring. Two teams stand on opposite ends of a 15-meter court. Each defends their own line in games to 21. The throwing team scores a point each time the receiving team does not catch a fair disc thrown at speeds that can exceed 100km/hr. The receiving team scores a point each time the disc is thrown incorrectly. When the receiving team catches a fairly thrown disc, no point is scored.

Top Guts players must be able to throw with great speed and pinpoint accuracy. Defense requires intense concentration, lightning quick eye-hand coordination, and teamwork as the disc may be bobbled from one player to another before being caught. The sport of Guts will celebrate its 50th anniversary in 2007. Invented in the United States, the top Guts teams currently hail from Asia.

At WUGC 2008, competition will occur in one division only:

- Open - no age or gender restriction

## VENUE/MAPS







## SCHEDULE

### **SATURDAY, AUGUST 2, 2008**

2:00pm - 3:00pm Opening Ceremonies in Thunderbird Stadium  
3:30pm - 5:30pm Ultimate showcase game

### **SUNDAY, AUGUST 3, 2008**

8:30am - 7:00pm Pool Play games at UBC Fields  
9:00am - 5:30pm Pool Play games at Satellite Fields  
1:00pm - 7:00pm Beer Garden open in Spirit Enclosure  
5:00pm - 7:00pm Showcase game in Spirit Enclosure  
7:30pm - 10:00pm Players lounge

### **MONDAY, AUGUST 4, 2008**

8:30am - 7:00pm Pool Play games at UBC Fields  
9:00am - 5:30pm Pool Play games at Satellite Fields  
1:00pm - 7:00pm Beer Garden open in Spirit Enclosure  
5:00pm - 7:00pm Showcase game in Spirit Enclosure  
7:30pm - 10:00pm Players lounge

### **TUESDAY, AUGUST 5, 2008**

8:30am - 7:00pm Pool Play games at UBC Fields  
9:00am - 5:30pm Pool Play games at Satellite Fields  
1:00pm - 7:00pm Beer Garden open in Spirit Enclosure  
5:00pm - 7:00pm Showcase game in Spirit Enclosure  
7:30pm - 10:00pm Players lounge

### **WEDNESDAY, AUGUST 6, 2008**

8:30am - 7:00pm Pool Play games  
9:00am - 5:30pm Pool Play Games at Satellite Fields  
1:00pm - 7:00pm Beer Garden open in Spirit Enclosure  
5:00pm - 7:00pm Showcase game in Spirit Enclosure  
7:00pm - 9:00pm Pool Party for Junior Ultimate  
7:30pm - 10:00pm Players Lounge

## **THURSDAY, AUGUST 7, 2008**

8:30am - 7:00pm Pool Play games

9:00am - 5:00pm Pool Play Games at Satellite Fields

1:00pm - 7:00pm Beer garden open in Spirit Enclosure

5:00pm - 7:00pm Showcase game in Spirit Enclosure

8:00pm - 10:30pm International Night Market

## **FRIDAY, AUGUST 8, 2008**

9:00am - 5:30pm Games at UHill Satellite Field

12:00 noon - 6:00pm Finals for Junior Open, Junior Women, and Masters in Spirit Enclosure

12:00 noon - 7:00pm Beer Garden open in Spirit Enclosure

9:00pm - 1:00am Friday night party (Players only)

## **SATURDAY, AUGUST 9, 2008**

12:00 noon - 6:00pm Mixed, Women's and Open Finals, all Awards Presentations and Closing Ceremonies at Thunderbird Stadium

10:00pm - 2:00am Saturday night party

## **BUS SCHEDULE TO SATELLITE FIELDS**

### **BUS STOPS**

- Disc Central
- Totem Park Residences (Admin building loop)
- Gage Residences
- Vanier Residences
- Jericho Fields
- U-Hill Secondary School Fields

### **LOOPS**

Jericho Bus 1 - 40 minute round trip starting at 6:35am

Vanier Residences -> Totem Residences -> Disc Central Fields -> Gage Residences-> Jericho Fields -> Vanier Residences



Jericho Bus 2 - 40 minute round trip starting at 6:45am  
Vanier Residences -> Totem Residences -> Disc Central Fields -> Gage Residences-> Jericho Fields -> Vanier Residences

Jericho Bus 3 - 40 minute round trip starting at 6:30am  
Gage Residences -> Disc Central Fields -> Totem Residences -> Vanier Residences -> Jericho Fields -> Gage Residences

U-Hill Bus 1 - 35 minute round trip starting at 6:35am  
Vanier Residences -> Totem Residences -> Disc Central Fields -> Gage Residences -> U-Hill Fields -> Vanier Residences

U-Hill Bus 2 - 32 minute round trip starting at 6:45am  
Totem Residences -> Vanier Residences-> Gage Residences -> U-Hill Fields -> Disc Central Fields -> Totem Residences

## **SCHEDULE**

See Pull Out.

## LOST AND FOUND INQUIRIES

Volunteers please advise guests that when contacting the Lost and Found Department to provide their full name, contact number, date and event the item was lost at, with a full description of the item.

Lost and found will be located at Disc Central.

## GENERAL FIRST AID/EMERGENCIES/INCIDENTS

First aid and medical personnel will be available throughout the event. Please familiarize yourself with locations of first aid tents prior to your first volunteer shift. See Disc Central for maps to first aid locations.

## IN THE EVENT OF AN EMERGENCY

- Assess the scene, but do not put yourself at risk.
- Stay with the injured person and keep calm.
- Contact First Aid personnel or have someone contact them for you.
- Never move a person, especially if you suspect a back or neck injury.
- Only provide First Aid if you are suitably qualified (minimum requirement is a current First Aid Certificate), otherwise wait for the medical support that you have summoned.
- Assist persons responding to the emergency. Be aware of when crowd control may be required.

## INCIDENT REPORT – WHAT CONSTITUTES AN INCIDENT?

- Something that results in serious loss or damage.
- A situation that affects Public Relations.
- A security breach.



- A medical emergency.
- A hazard, where the safety of participants is at risk.
- Anything that could significantly reduce the capacity to provide services.

## REPORTING AN INCIDENT

- When you witness an incident, determine firstly whether it can be resolved immediately and safely. If it can, please do so.
- If you do not feel comfortable resolving the incident, contact your supervisor immediately.
- All incidents need to be reported to your supervisor. Carefully document all details of the incident and report to your supervisor as soon as possible.

## VOLUNTEER CODE OF CONDUCT

Volunteers are expected to conduct themselves in a professional manner while performing their assigned duties and follow the Volunteer Code of Conduct.

1. Volunteers for the WUGC 2008 are required to work a minimum of 2 4-hour shifts from August 2, 2008 to August 9, 2008. Some areas may require additional hours.
2. Volunteers are to wear their WUGC 2008 volunteer shirt and black bottoms as well as credentials, during their volunteer shift. These items must be worn at ALL times while on duty.
3. The WUGC 2008 strives to provide an environment free of discrimination and harassment. Discriminatory practices based on race, sex, colour, national or ethnic origin, religion, marital status, family status, age or disability will not be tolerated. Volunteers are entitled to freedom from all forms

- of personal harassment in their work environment. Should any harassment occur, notify your supervisor immediately.
4. Volunteers are to arrive on time according to their schedule and are encouraged to arrive early. If you will be late or absent, notify the volunteer central team. Remember, your presence is essential to the efficient operation of the event. Supervisors will review individual situations and if warranted will take appropriate action.
  5. Smoking is only permitted in designated areas in accordance with municipal by-laws. We ask that volunteers do not smoke while on their shift. However, if you are on an assigned break, and choose to smoke, please ensure that you take off your volunteer shirt and smoke only in designated areas.
  6. Consumption of alcohol or being under the influence of any intoxicating substance is not permitted while on duty. The right to volunteer will be revoked in the event a volunteer is found intoxicated or under the influence of any illegal substance.
  7. Do not remove any signage or property from any of the tournament venues; any activity of this nature will be considered theft.

Those contributing to any unsafe or hazardous conditions, or who are uncooperative or derelict in their assigned duties, or who are in flagrant violation of the Volunteer Code of Conduct, will be subject to disciplinary action by the supervisor who is responsible for the local area in which the violation is committed, which could mean banishment from the games, legal action or involvement of local authorities. Any enforcement action taken in regards to a violation of the Volunteer Code of Conduct must be communicated through the local chain of command, as soon as reasonably possible, and no later than the end of the tournament.



Although the various matters dealt with in the Volunteer Code of Conduct may not cover the full spectrum of volunteer activities, they are indicative of the WUGC 2008 Volunteer Committee's commitment to the maintenance of professional standards of conduct and are to be considered descriptive of the type of behaviour expected from all volunteers.

Any disciplinary action that affects volunteers will be reviewed with the appropriate supervisor and is subject to review by the WUGC 2008 Volunteer Committee and the Executive for final resolution.

## ALCOHOL CONSUMPTION

British Columbia has strict laws regarding alcohol consumption. You must be 19 years of age to drink alcohol and you must present valid, picture ID to purchase alcohol.

WUGC08 will have a licensed beer garden, as well as other designated areas, where alcohol can be purchased and consumed. No alcohol can be consumed on the playing fields or outside of designated areas. The consumption of alcohol is allowed in designated areas only.

Most importantly, drinking and driving in British Columbia is a criminal offence. Please do not drink and drive.



## GENERAL VOLUNTEER INFORMATION

### JOB DESCRIPTIONS

All volunteer job descriptions are listed on the WUGC 2008 Volunteer webpage at <http://www.wugc2008.com/volunteers>. If you are interested in extending your volunteering, please check out volunteer postings and eligibility on the WUGC2008 webpage.=

### CREDENTIALS

Volunteers will be provided with an identification badge and a volunteer shirt during volunteer orientation. It is expected that shirts and badges be worn with black bottoms while on duty.

### PARKING

Volunteers will be responsible for their own parking. Metered parking lots are available throughout the UBC campus. Check [www.UBC.com](http://www.UBC.com) for maps to parking lots.

A limited number of bus passes are available for volunteers. See volunteer coordinators for more information.

### PUNCTUALITY AND/OR ABSENSE

It is important for volunteers to be punctual in order to have a smooth shift transition. If you are going to be late or unable to make your shift, it is vital that you call the Volunteer Office to let them know your status. The volunteer office phone number is listed on your Volunteer Reference card that will be available during orientation. Each position and team member is important, your consideration will enable us to make temporary provisions or find a replacement to fill the shift, and your cooperation is greatly appreciated!



## REPORTING TO DUTY

Plan transportation to your volunteer assignments ahead of time. Allow plenty of time to arrive early and become oriented with your volunteer area. Volunteers will be given directions on where to meet their shift supervisor when their schedules are issued. Volunteers are to ensure their posts are covered at all times and if necessary, contact their shift supervisor for assistance.

## PERSONAL ITEMS

Limited storage will be available at the Volunteer Central for items and gear. Volunteer Central and volunteers will not be responsible for lost or stolen items.

## VOLUNTEER CENTRAL

To find out more about Volunteer Central, please visit the green tent located beside Disc Central.

## BREAKS

Of course we allow breaks. Most volunteer shifts will be from 4 to 6 hours long. Volunteers will have access to coffee, tea, water, juices and light snacks in Volunteer Central. Washroom facilities are located around the event. Please be conscientious of when it is appropriate to take a break, and/or have someone cover for you during your break.

## VOLUNTEER APPRECIATION

To celebrate our success and to honour the contributions made by volunteers, all volunteers are invited to attend volunteer appreciation events to be held in and around the tournament. We hope the volunteers will join their friends, colleagues, and event organizers in toasting the success of the tournament.

Volunteers will be honored at the Volunteer Appreciation event to take place after the tournament. Check the WUGC 2008 Volunteer webpage for information on appreciation events.

## VOLUNTEER BENEFITS

Volunteers will have access to events and benefits as outlined in the table below.

Benefit/Event	WUGC 2008 Participants				
	Player	Guest	VIP	Media	Volunteer
ID Badge	x	x	x	x	x
Players Package	x	x			
Volunteer Package					x
Games	x	x	x	x	x
Opening Ceremony	x	x	x	x	x
Showcase Games (Aug 3-8)	x	x	x	x	x
Friday Party	x	x	x	x	
Saturday Party	x	x	x	x	x
Closing Ceremony(Finals)	x	x	x	x	x

## COMMON INQUIRIES

As a representative of the WUGC 2008, visitors, media, athletes and others may approach you for information. Know your role and provide courteous and helpful service every time.

We want you to become aware of your surroundings at the venue, know the answers to these six common inquiries:

1. Washroom facilities
2. Medical/first aid locations
3. Food/venue locations
4. Tournament results/scheduling
5. Lost and found
6. Disability services

If you don't know, please direct inquiries to the nearest customer service area.

## NOTES



## PRESENTING SPONSOR



## FUNDING PARTNER



## SPONSORS



## CONTACT INFORMATION

WFDF 2008 World Ultimate and Guts Championship 2008  
5820 Cree Street  
Vancouver BC  
V5W 2V9

[www.wugc2008.com](http://www.wugc2008.com)