



Windmill Windup 2008

Welcome to the 2008 Windmill Windup! We've added new events, refined some older traditions and are gearing up for some great ultimate with more of you than ever before! Things have changed a bit from previous years, so be sure to note the following:

New Location: Our traditional home is now little more than a hole in the ground. So therefore the 2008 windup will be at a new location. Address: Drieburgpad, 1098, Amsterdam. For maps and directions go to our Directions page.

Satellite Fields (Bicycle Is Good): This year we have a main set of fields and a smaller secondary set. These secondary satellite fields are nearby but not really within walking distance for weary ultimate legs. We will provide transport buses but far more convenient for players is to hire a bicycle for your stay in Amsterdam, then you can move around at your own schedule and probably faster. Its how all the locals get around, and a great way to explore the city when you go into the centre. There is information on our Amsterdam page about how/where to hire bicycles. All women's division games will be held at the main fields.

Synthetic Fields: With synthetic grass technology improvements in recent years, many of Amsterdam's fields are being converted. Roughly 40% of the windmill windup fields will be synthetic this year. All these fields are the latest technology. In my opinion, players will not need a different pair of cleats. My team has been training on similar synthetic fields all winter and our experience has been very positive. The fields are rubber based, not sand, so friction burns don't happen like they did with the old technology. Some people prefer to play in long sleeves or with something covering their legs, but it is not necessary.

FORMAT

Open Division

The Open Division will once again feature a draw innovation which made its debut at previous windups. You'll taste the delights of the Swiss Draw format which was first devised and used for chess competitions in Switzerland.

In the Open Division, all games will be played out to 15 points, no time restriction, this is traditional from previous windups. NOTE: The organizers reserve the right to impose time cap on games if weather or conditions or other factors play a role resulting in schedule delays.

We are lucky enough to have a sufficient number of fields so that all the teams in the Open division are playing matches simultaneously. The first round match-ups are virtually random. Then...

Please report your scores to Frisbee Central (TD) or any staff member (blue shirts). Each game has its win-loss converted to Victory Points. That is, the difference between scores is converted to Victory Points using the following scale.

So the maximum you can get is 25 VPs and the minimum 0.

This is popular because teams nearly always score something and the whole point of the style is that a team, clearly beaten, needs to battle to the finish as it is the margin which matters. Likewise, just winning is not winning much.

The draw for the next round simply consists of ranking the teams by VPs. and resorting to allow that no team plays the same team twice. 1st plays 2nd, 3rd plays 4th etc. etc. A team's VPs are carried forward throughout the tournament.

Tie-break method for teams that have an equal amount of VPs at the end of any given Round of the Swiss Draw: For – Against (goal difference) for the whole tournament thus far. If teams are still tied, it will go to Spirit scores, and then a random method will be used at the TDs discretion (probably a coin toss or random number or paper-scissors-rock).

This Division will play 6 rounds of this format to rank the teams. At the end of 6 rounds, the division splits into 1-8, 9-16, 17-24, 25-32 & 33-36. These groups will play quarter finals, semi finals and finals to get your final finishing position (33-36 will likely play round robin).

If this explanation is as clear as mud to you, then feel free to email us with questions, or ask us at the tournament. Yeah! Remember, this Swiss Draw is tried and true in many competitive arenas. I have personally seen it work well at Bridge and Touch Football tournaments back home in Australia, as well as last year's Windup.

It is very important that team captains ensure that the TD has their match scores IMMEDIATELY when each game finishes. Otherwise calculating the following round games will be impossible. Please give us all your help with this. If you do not have a scorekeeper at your field, please do it yourself and report your scores to the organizer's tent.

Women's Division

There is not a minimum of 18 women's teams, so we will not use the Swiss Draw format in this division.

The Women's Division will be two initial pools of seven teams. The top four teams from each pool will be promoted to play quarter finals, semi final and final games. The lower three teams from each pool will play the three teams they have not played yet, in a new pool to determine final standings. They will carry through their results from the first pool.

RULES

- Open teams play 9 games (6 in the Swiss Draw, then Quarter, Semi and Final).
- Ladies teams play 9 games (pools of 7, Qtrs, Semi and Final).
- Ladies games on Friday and Saturday are to 15 points or 70 minutes -- finish point and add 1
- Ladies games on Sunday are to 15 points, no time cap.
- All Open games are to 15 points, no time cap.
- The organizers reserve the right to impose time cap on games if weather or conditions make for long games.
- Captains can arrange to move a game to a vacant field should a game on their assigned field be running over time.
- All games have 2 minute mirror half time at 8 points.
- Each team has 2 time-outs per game.
- WFDF 2007 rules apply at this tournament.
- Ties in the ranking of each round of the Swiss Draw will be broken by 1) point difference, then 2) spirit scores, 3) coin flip
- It is very important that match scores are reported to the TD immediately after each game. Or the whole schedule could be held up. Please make sure you help with this. Captains are ultimately responsible for ensuring that scores are properly reported. Thanks.
- Please make sure you record a spirit score (1-100) for your opponents on the scoresheet after each game.

INCLEMENT WEATHER

In case of lightning, please notify the organizers; we will take full safety precautions, and your games may be delayed.

Margin of Victory	VPs for Winner	VPs for Loser
1	16	14
2	17	13
3	18	12
4	19	11
5	20	10
6	21	9
7	22	8
8	23	7
9	24	6
10	25	5
11	25	4
12	25	3
13	25	2
14	25	1
15	25	0

CHARITY CHICKEN FIGHT

Who wouldn't want to be crowned the Ultimate Cock of this year's Charity Chicken Fight – so bring your chicken. Open Arms Malawi, a group raising funds to provide for the relief of children in Malawi suffering from hardship and distress by reason of their social and economic circumstances, will receive all proceeds

FOOTBALL

Football fanatic? Afraid of missing the game? Fear no more, wear your supporting colors, orange if you want to match the majority, and watch the Netherlands play the French at the canteen. Enjoy a plethora of seats and all the Belgium beer you can drink.

EARLY MORNING YOGA

Wake up early and come join our yoga instructor to help you stretch out your tired muscles before the games. A little stiff after the first day, warm up right to help prevent injuries. You will feel rested, relaxed and ready for another great day of ultimate!

INFAMOUS DUTCHY DELIGHT BEER RACE

Test your drinking, eating, and athletic abilities in windmill's renowned Beer Race. 20 Teams consisting of 1 male and 1 female will show off their abilities in a race against the clock for bubbly prizes. Sign up early, there is only room for 20 teams.

MINGLE MINGLE

After last year's new "Jetski" position, the Windmill tradition continues. A huge gathering of players mingling and mixing. Meet some of the other teams and become friendly in one of the 6 positions called out by our rowdy announcer. Its key to be quick on your feet and find a mate to match up with. The slowest couples get called out. The two players left at the end will receive their Bubbly prize.

THE SATURDAY NIGHT PARTAY

We will be kicking the party into gear with local ska band ROLF. The band will play to get you into the party mood. ROLF will be followed by Windmill's own DJ Didier Drogba and DJ Snowy who will mix local and international tunes designed to keep you dancing and moving until the early morning. Don't miss the chance to partake in the Chocomel Chug Contest, contestants will chug a liter of chocomel, first one to finish their carton will be pronounced the winner. Just in case you weren't having fun yet, jump into our Musical Chairs contest with a Twist. Learn what the twist is when you get involved.

AWARDS CEREMONY

Don't leave until you have heard the final results. Surprise games usually occur, eat some bbq goods and know your standing.

BICYCLES

You may have heard us say this before, but we wanted to let you know again: renting a bicycle = a good idea in Amsterdam! There is a rental location relatively close to the fields at the Amstel Station. It's called Amstel Fietspoint. It's in the 'basement' (the entrance to the trams) of the station, and costs for the cheapest bike are €6,50 per day (+ €100,- deposit) It's opened every day. During the week till 7.30pm and in the weekends till 6.30pm. There are other rental locations in the city center as well. Happy riding!

FOOD

Breakfast/Lunch: We will be providing breakfast / lunch on Friday, Saturday and Sunday. We strive to provide you with quality and quantity of food. Yum yum. We encourage you to make your lunch in the morning from the plentiful ingredients at breakfast. Don't forget, our food team prepares and sells fresh gourmet sandwiches, pasta salads, cold sport drinks and sodas, granola and chocolate goodies.

Friday Dinner: On Friday evening after the matches, we will be selling limited amounts of pizza and other goodies. You and your team can order pizzas at the registration tent in advance and enjoy the handmade, hand tossed pizzas at the fields. Pizzas will be served during 18:00 and 21:00 and will be made onsite by our food team.

Teams can also make their way by Metro to the Nieuwmarkt Area to taste some eclectic international cuisines. Restaurant recommendations in the area are listed on the Amsterdam page.

Saturday Dinner: We will also provide dinner on Saturday night at the fields before the party at no extra cost. Once again, the Willing Wheels kitchen bus will be there to fill your stomach. You will receive your dinner tickets at registration.

Other Meals: You will find a list of restaurants in the area posted at the registration and organization tent.

FREE MASSAGE & PHYSIOTHERAPISTS

The Windup will once again offer free massages to players on Saturday and Sunday. Shameless, I know, but we are advertising it. On all three days there will be a physio to help and advise you with your aches, pains and injuries.

SEE THE WINDMILL WIPE

In the toilets ... to get a load of the evening activities

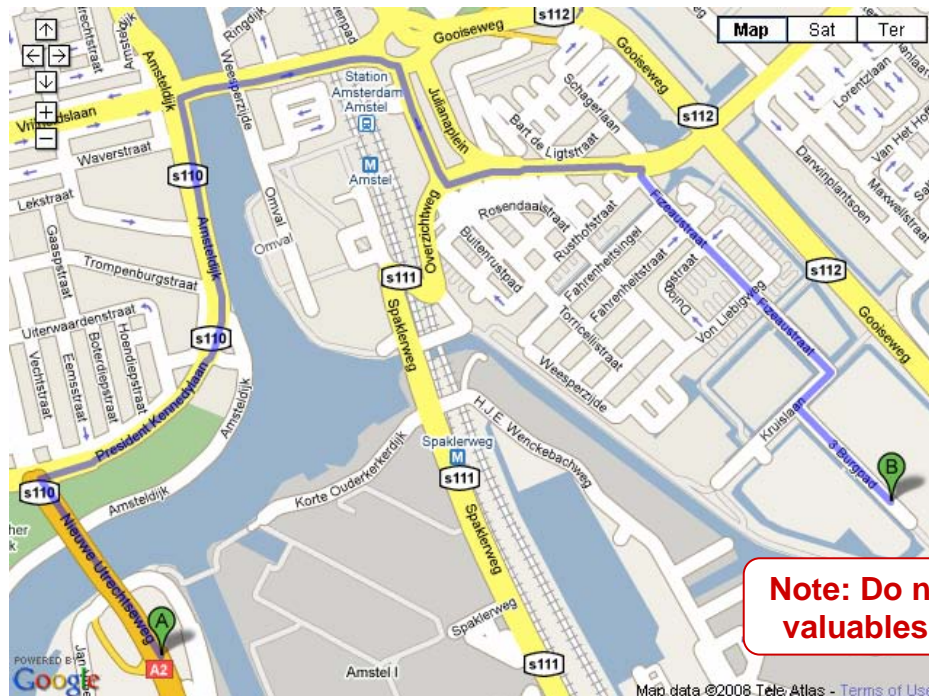
ADDRESSES

- **Central Fields:** Drie Burgpad, 1098, Amsterdam, The Netherlands
- **Satellite Fields:** Sportpark Voorland, 1098, Amsterdam, The Netherlands

DRIVING TO CENTRAL FIELDS

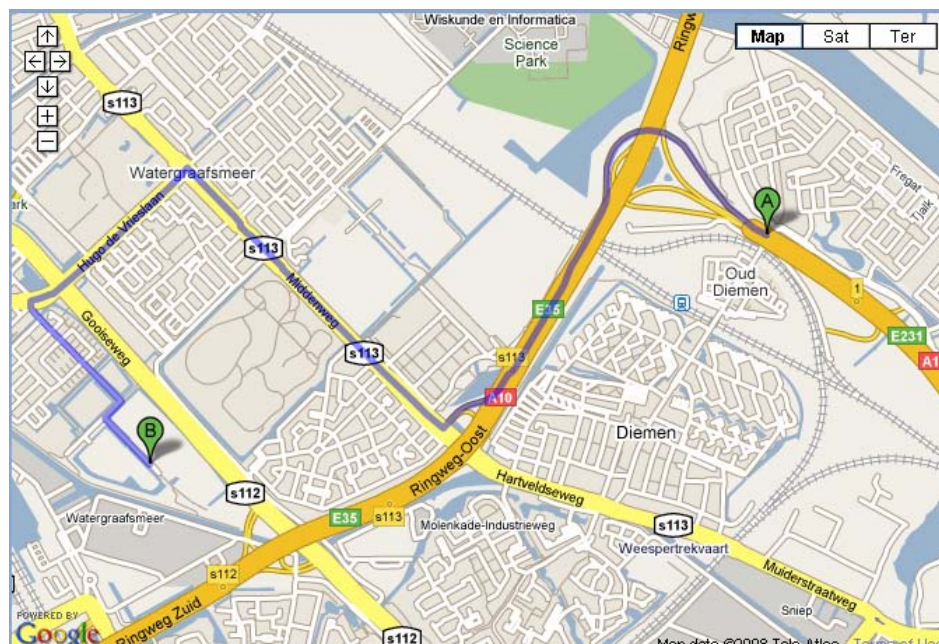
From the A2

Take exit S110. Turn right at the end of the A2 onto S110 (President Kennedylaan becomes Amsteldijk). Turn right onto Mr. Treublaan (first bridge from S110). You will go under the railway tracks and come to a large round-about. Take the first right on the round-about onto Julianaplein. You will pass the Amsterdam Amstel Station on your right. Turn left at the end of the street onto Hugo de Vrieslaan (first left after station). Take your first right onto Fizeastraat. Drive to the end (approx. 600 meters) and turn right onto Kruislaan. Take your first left onto Burgpad and park your car. Camping fields will be on your left hand side, through the gates and follow towards the large tent.



From the A1

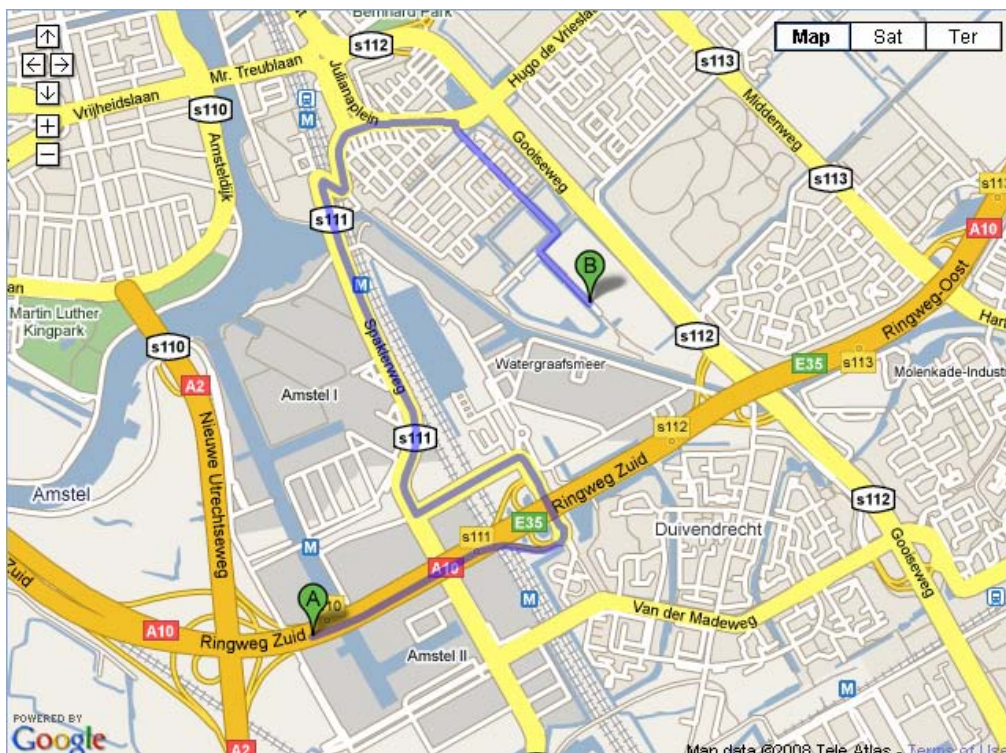
Take A10 towards Ring Amsterdam (oost)/ Den Haag. On the A10, take exit S113 – Watergraafsmeer. Turn right off the exit onto Middenweg. After about 1500 meters, turn left onto Hugo de Vrieslaan and continue straight for about 700 meters. Take the first left after going under the road-bridge. You are on Fizeastraat, follow to the end (approx. 600 meters). Turn right onto Kruislaan. Take your right first left onto Burgpad and park your car. Camping fields will be on your left hand side, through the gates and follow towards the large tent.



DRIVING TO CENTRAL FIELDS (cont)

From the A4

At the end of the A4 continue straight onto the A10 towards Ring Amsterdam (zuid). Take exit S111 Amstel Business Park. Turn left off the exit (Johannes Blookerweg) and turn left onto Verlengde van Marwijk Kooistraat. Turn right onto the S111 (Spaklerweg) and continue until you reach a round-about. Turn right on the round-about under the railway bridge. You will bear left onto Overzichtweg. Overzichtweg becomes Hugo de Vrieslaan. Take the first right onto Fizeaustraart (after 500m). Follow Fizeaustraart till the end (approx. 600 meters) and turn right onto Kruislaan. Take your first left onto Burgpad and park your car. Camping fields will be on your left hand side, through the gates and follow towards the large tent.



PUBLIC TRANSPORT: METRO MAP

From any of the train stations in the city, like Central Station, or RAI, or Station Zuid/WTC (closest to the airport), you can get to the Metro. Please see the [Metro Map](#) for more info.

If interested in the travel times using public transport from the airport, use the Dutch transport site, <http://www.9292ov.nl> and enter treinstation "schiphol" as your departure address, and "Drieburgpad" as your destination. It will give you travel advice, timing, price, etc. a typically journey takes about 30 minutes. Taxi is also an option, but is more costly (~25 Euros).

PUBLIC TRANSPORT: SCHIPHOL AIRPORT TO AMSTEL STATION (then walk or bus to fields)

Via Amsterdam Zuid/WTC

From the airport take a train to Amsterdam Zuid/WTC station (about 7mins on train). From there get on Metro 51 towards Central Station. Get off at Amsterdam Amstel Station and follow either the walking or bus directions given below. Use this Metro Map.

PUBLIC TRANSPORT: CENTRAL STATION TO AMSTEL STATION (then walk or bus to fields)

Take a train or metro (lines 51, 53 or 54) to Amsterdam Amstel Station. From there there's a hard choice to be made. Fortunately both options will bring you to WW'08!! You can either take a walk along a canal to the fields, or take the bus. See below for details.

AMSTEL STATION TO CENTRAL FIELDS

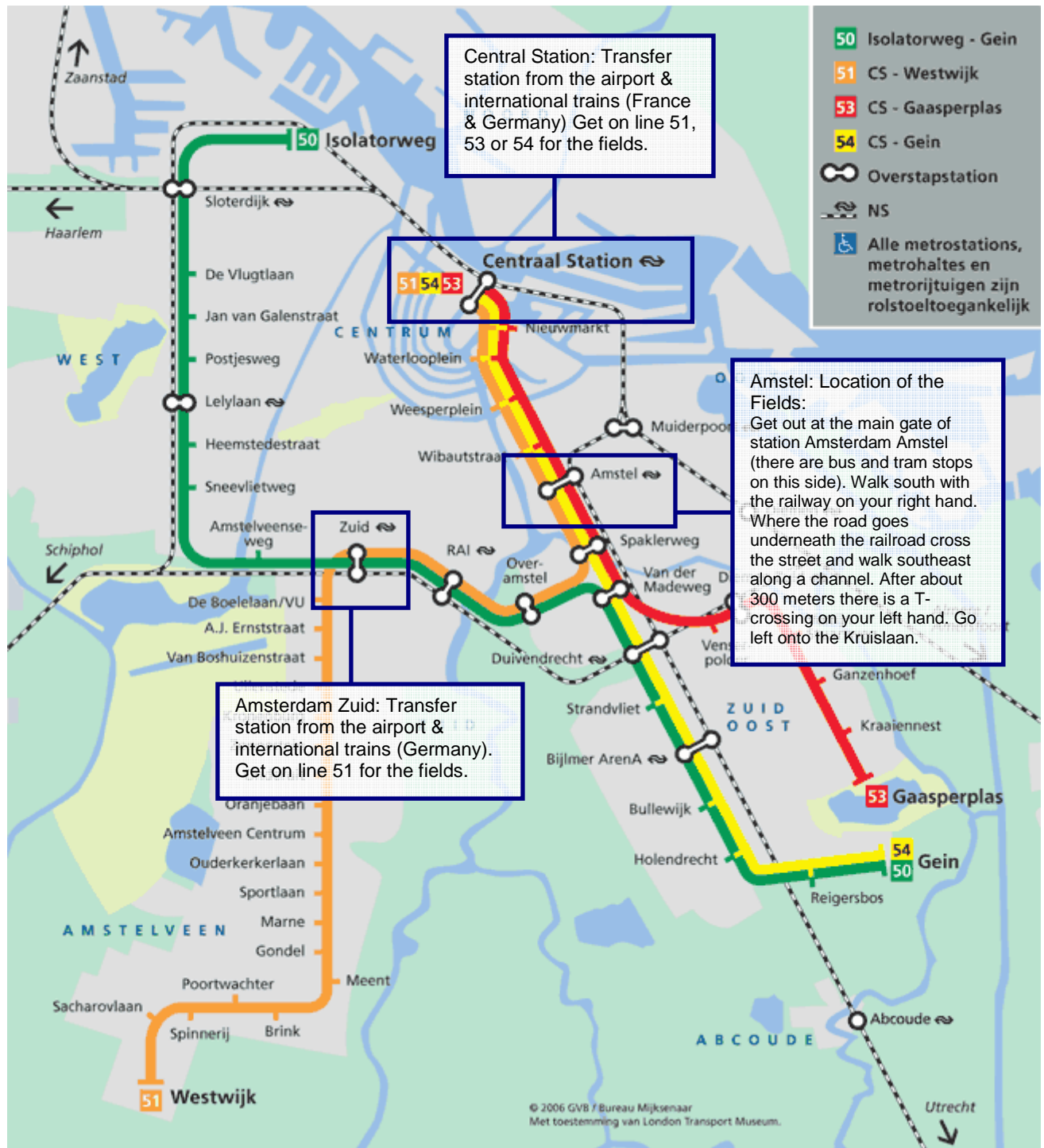
Walking

15-20 minutes. Exit the Amstel Station towards the buses and trams stops. With your back towards the station turn right and walk along Julianaplein. At the end of the road turn right onto Overzichtweg. Where the road bends right underneath the railroad tracks continue straight onto the bike path. (DO NOT GO UNDER THE BRIDGE!). The walking path will be alongside the canal. After approximately 300 meters take the left turn onto Kruislaan (the roads are unmarked, but it's the only turn off you will see from the path). Continue straight onto Kruislaan and turn right onto Burgpad (only road). You will see the fields on either side. Enter the fields on the left hand side and follow the path towards the main tent.

Bus

There is a bus option that comes near the field, but you still have to walk a short distance. From Amstel Station, take bus 40 in direction Muiderpoortstation -- Exit the bus at the Maxwellstraat/Kruislaan stop. Turn right onto Kruislaan and head towards the highway. After approximately 3 blocks you will cross under a bridge that cars are not able to drive under. Continue straight along Kruislaan and turn left onto Burgpad. You will see the fields on either side. Enter the fields on the left hand side and follow the path towards the main tent. This map will help after you get off the bus:

From Central Station or from Station Zuid/WTC, you can jump on the metro to get to the fields. The Amstel stop is shown above. All metros stop running around 00:00h. Busses drive during night time to Amstel station from Central Station (355), Rembrandtsplein(355) & Leidseplein (356).

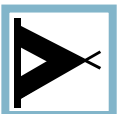


WINDMILL FIELDS AND VILLAGE



FIELD 4: BREUGHEL

FIELD 3: CORNEILLE



TENT CITY

FIELD 5: RUISDAEL

FIELD 2: APPEL



ORGANIZATION TENT, FIRST AID,
MESSAGE, BREAKFAST, DINNER,
FOOD SALES, PARTY

FIELD 6: JAN STEEN

FIELD 1: VERMEER
SHOW PITCH



FIELD 12: ESCHER

FIELD 13: CORBIJN

FIELD 14: RIETVELD

FIELD 15:
SCHIFFMACHER



VAN PICKUP TO
SATELLITE FIELDS



DO NOT LEAVE ANY VALUABLES
IN YOUR CAR



MAIN ENTRANCE

FIELD 7: MONDRIAN

FIELD 8: RUBENS



FOOTBALL
SCREENS

FIELD 9: VAN GOGH

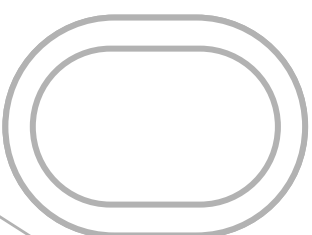
FIELD 10: BOB ROSS

FIELD 11: REMBRANDT

TENNIS COURTS
(NO ENTRY PLEASE)

NATURAL GRASS
ARTIFICIAL TURF

SATELLITE FIELDS



200 METERS

FIELD 16: DIJKSTRA

FIELD 17:
HERMAN BROOD

FIELD 18:
DE KOONING



Tournament Schedule

Friday

	Field 1	Field 2	Field 3	Field 4	Field 5	Field 6	Field 7	Field 8	Field 9	Field 10	Field 11	Field 12	Field 13	Field 14	Field 15	Field 16	Field 17	Field 18
	Vernier	Appel	Cornille	Breupel	Rustel	Jan Steen	Mondriaan	Rubens	Van Gogh	Bob Ross	Rembrandt	Escher	Coolhaas	Reinold	Schindler	Dijkstra	Herman Brood	De Kooning
10:00-11:15	Nazionale Italiana Sponge Babes	Leeds Women's Gronical Dizziness	YAKA Seagulls				Hot Beaches Scuba Diving	Primavera Oland Spanish NTL Team				Biddy Murphy Danish Women's	Fissels STMcKinnage					
11:15-12:30	Raparak FLU	CampCakes Soups	Terrible Monkeys UL Ninja's	Inside Rakete (DJN)	theBigZ Spanish NTL Team	Freeseed Ultimate Deluxe	Wizards Canipocri	Ultimate Vibration Flying Bitch	Hardfisch German Masters	Pokas vieille France (masters)	Izengood Italian Masters	Dorshagan Spinners	Jabber The Hulk	The Woodies Corra Kai	Gronical Dizziness Friedrich Nemalis	UFO Quistritz	Red Lights Gentle	Discovers Curve
12:30-13:45	YAKA GoHos	Nazionale Italiana Gronical Dizziness	Seagulls Sponge Babes				Hot Beaches Spanish NTL Team	Biddy Murphy MSSB				Scuba Diving						
13:45-15:15	Open Division, Round 2: Swiss Draw																	
15:15-16:30	Spanish NTL Team MSSB	Scuba Diving Biddy Murphy	Gronical Dizziness GoHos				YAKA Sponge Babes	Nazionale Italiana Leeds Women's				Primavera Oland Hot Beaches						
16:30-18:00									Open Division, Round 3: Swiss Draw									
18:00-19:15	Seagulls Leeds Women's	Nazionale Italiana YAKA	Primavera Oland Danish Women's				Scuba Diving MSSB	Sponge Babes GoHos				Hot Beaches Biddy Murphy						

Saturday

	Field 1 Verner	Field 2 Apel	Field 3 Correille	Field 4 Buepfel	Field 5 Rustel	Field 6 Jan Steen	Field 7 Mondrian	Field 8 Rubens	Field 9 Van Gogh	Field 10 Bob Ross	Field 11 Rembrandt	Field 12 Escher	Field 13 Cobb	Field 14 Riviera	Field 15 Schindler	Field 16 Dijkstra	Field 17 Herman Brood	Field 18 De Koning
09:00-10:30	Open Division, Round 4: Swiss Draw																	
	Primavera Oland	Hot Beaches	Biddy Murphy				Nazionale Italiana	YAKA				Leeds Women's						
10:30-11:45	Misb	Danish Women's	Spanish NTL Team				Seagulls	Gronical Dizziness				Godfos						
11:45-13:15	Open Division, Round 5: Swiss Draw																	
13:15-14:30	Leeds Women's	Seagulls	Danish Women's				Nazionale Italiana	Primavera Oland				Hot Beaches						
	Sponge Babies	Gronical Dizziness	Spanish NTL Team				Godfos	Scuba Diving				Misb						
14:30-16:00	Open Division, Round 6: Swiss Draw																	
	Primavera Oland	Seagulls	Sponge Babies				Leeds Women's	Danish Women's				Spanish NTL Team						
16:00-17:15	Biddy Murphy	Godfos	Gronical Dizziness				YAKA	Misb				Scuba Diving						
17:15-18:45	Open Division: QUARTERFINALS																	
18:45-20:00	Women's Qtr-1	Women's Qtr-2	Round 7				Women's Qtr-3	Round 7				Women's Qtr-4	Round 7					
	1 vs. 8	4 vs. 5	9 vs. 12				2 vs. 7	11 vs. 14				3 vs. 6	10 vs. 13					

Sunday

[illegible]



**WINDMILL WINDUP
WOMEN'S DIVISION 2008**

SEEDINGS & FIRST POOLS

POOL A		POOL B	
1	Leeds Ladies	2	Primavera Olandese
3	YAKA	4	Biddy Murphy
5	Nazionale Italiana	6	Hot Beaches
7	Seagulls	8	Danish Ladies
10	Gronical Dizziness	9	Spanish National Team
12	GoHos	11	MissB
14	Sponge Babes	13	Scuba Diving

FIRST POOLS SCHEDULE

POOL A

Round	Time	Game	Game	Game	Bye
1	Fri 10.00-11.15	5 v 14	1 v 10	3 v 7	12
2	Fri 12.30-13.45	5 v 10	3 v 12	7 v 14	1
3	Fri 15.15-16.30	3 v 14	10 v 12	1 v 5	7
4	Fri 18.00-19.15	1 v 7	3 v 5	12 v 14	10
5	Sat 10.30-11.45	3 v 10	5 v 7	1 v 12	14
6	Sat 13.15-14.30	1 v 14	5 v 12	7 v 10	3
7	Sat 16.00-17.15	7 v 12	1 v 3	10 v 14	5

POOL B

Round	Time	Game	Game	Game	Bye
1	Fri 10.00-11.15	6 v 13	2 v 9	4 v 8	11
2	Fri 12.30-13.45	6 v 9	4 v 11	8 v 13	2
3	Fri 15.15-16.30	4 v 13	9 v 11	2 v 6	8
4	Fri 18.00-19.15	2 v 8	4 v 6	11 v 13	9
5	Sat 10.30-11.45	4 v 9	6 v 8	2 v 11	13
6	Sat 13.15-14.30	2 v 13	6 v 11	8 v 9	4
7	Sat 16.00-17.15	8 v 11	2 v 4	9 v 13	6

SEEDINGS & SECOND POOLS

Teams will assume the seeding of their final position. i.e. the team finishing 4th in Pool B will become the overall 8th seed.

POOL C	POOL D
1	9
2	10
3	11
4	12
5	13
6	14
7	
8	

SECOND POOLS SCHEDULE

POOL C

Teams will assume the seeding of the teams that they beat.

Round	Time	Game	Game	Game	Game
Quarter	Sat 18.45-20.00	1 v 8	2 v 7	3 v 6	4 v 5
Semi	Sun 09.00-10.30	1 v 4	2 v 3	5 v 8	6 v 7
Ranking	Sun 12.00-13.30	3 v 4	5 v 6	7 v 8	
Final	Sun 13.30-15.00	1 v 2			

POOL D

Round Robin Pool, teams carry over their results from Pools A & B

Round	Time	Game	Game	Game
7	Sat 18.45-20.00	9 v 12	11 v 14	10 v 13
8	Sun 09.00-10.30	12 v 13	10 v 11	9 v 14
9	Sun 12.00-13.30	9 v 10	11 v 12	13 v 14