



Windmill Windup 2009

FORMAT

Open and Mixed Divisions

The Open and Mixed Divisions will 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 all divisions, games are to 15 points, but this year they are played in 90 minute time slots. You will hear a jingle to let you know that time has been reached. Play out that point, add 1 to the highest score with a maximum of 15 points, and finish the match

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 5 rounds of this format to rank the teams. At the end of 5 rounds, the division splits into 1-8, 9-16, 17-24 & 25-35. These groups will play quarter finals, semi finals and finals to get your final finishing position.

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 organiser'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.

Game 1 is an initial seeding round, and then teams will go into 3 pools of 4 or 5 teams. 8th place for the quarterfinal PLACINGS will be determined by a wildcard game. Normal quarterfinals will follow for the top 8, and the lower 5 will play a round robin for placings. For more detail, see the Women's Division Format later in this document.

RULES

- Open and Mixed teams will play 8 games (5 in the Swiss Draw, then Quarter, Semi and Final).
- Ladies teams play 8 games, two will play only 7 games
- Open, Mixed & Ladies games are to 15 points or 90 minutes – after 85 minutes, the "5 minutes left" jingle will sound. Play out the point, add 1 to the highest score with a maximum of 15 points, and finish the match.
- 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 2009 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 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



PUB QUIZ

What is the longest river in Africa? What is the second highest peak in the Himalayas? And who invented vulcanized rubber? If you think you know the answers to questions like these, you should sign up for the first Windmill Windup Charity Pubquiz! This year we have expanded our entertainment program with an awesome pubquiz, hosted by our most erudite volunteers Hilco and Tim!

How does the Windmill Windup Charity Pubquiz work? The Windmill Windup Pubquiz will consist of 10 rounds of 10 questions. These can be random trivia questions, or -without giving away too many details- could very well be "name the artist and song", or questions that belong to a certain theme. Your hosts will read out the questions, and you will hopefully write down the right answer. After each round, the answer sheets will be collected, and we move on to the next round. You can participate in teams of 5 persons maximum. Think of a cool name for your team, and show the other teams what you are worth! We ask a € 10,- participation fee per team, that will go to our charities. During the pubquiz the bar will be open, so you can boost your brains with whatever juice you need :) After 10 intense rounds of questions, one team will take home the win, together with some awesome prizes! So start studying your encyclopedia, read the internet and get your thinking helmets on... And brace yourself for the Windmill Windup Charity Pubquiz!

CHARITY CHICKEN FIGHT

Who wouldn't want to be crowned the Ultimate Cock of this year's Charity Chicken Fight – so bring your chicken. Proceeds will benefit our two charities: 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, and Road to 40, a group of teachers working to build schools in underdeveloped countries are the two groups we work with. Look out for the Chicken Fight during the finals matches!

RISE AND SHINE 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!

Meet on Saturday at 8AM at the organization tent, you can find a registration list on the big information "CHECK IN" board.

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

The Windmill tradition continues! A huge gathering of players mingling and mixing. Meet some of the other teams and become friendly in 1 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. Saturday after dinner!

THE SATURDAY NIGHT PARTAY

We will be kicking the party into gear with funk band BombLB. The band will play to get you into the party mood. BombLB will be followed by Windmill's own DJ Didier Drogba and DJ Joost 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 want to rent a bicycle = a good idea in Amsterdam! See the website for more information.

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. Hand made, hand tossed 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 to the city center 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.

ADDRESS

Sportpark De Eendracht (remember this in case you need to ask for directions)
'National Rugby Center Amsterdam'
Bok de Korverweg 6
1067 HR Amsterdam-Geuzenveld
The Netherlands



**Note: Do not leave any
valuables in your car**

DRIVING TO CENTRAL FIELDS

Coming from the south (A2/Breda-Utrecht)

Follow directions towards the A10 (Ring Amsterdam). Turn onto the A10 in direction South-West (s108 – s101/Den Haag). Don't go faster than 80 if indicated, we have 'Trajectcontrole' and it might cost you, it measures the average speed!

Take exit s103/s104, direction Haarlem. At the end of the exit, at the traffic light, turn left onto the N200 (Haarlemmerweg, direction Haarlem/Halfweg). Follow the signs Haarlem and turn left at the third traffic light (direction s104, Slotermeer/Geuzenveld). On the roundabout take the first turn-off to your right (direction Geuzenveld, Antony Modderstraat). Follow this road for quite a long time (it changes names) until you see a supermarket in front of you at the end of this road (LIDL). Directly after the sharp turn to the left (otherwise you drive right into the supermarket ;-), turn right onto the Cornelis Outshoornstraat. Follow this road and turn left at the end onto the Bok de Korverweg. At the end of this road you should enter the parking area. At your right hand you will find the Rugby Stadium where the main tent is located.

Coming from the south-west (A4/Schiphol)

Turn on the A10 (Ring Amsterdam) direction West (Zaanstad/Leeuwarden). Don't go faster than 80 if indicated, we have 'Trajectcontrole' and it might cost you, it measures the average speed! Then take it from step 2 as displayed above.

Coming from the east (A1/Amersfoort)

Turn onto the A10 (Ring Amsterdam) direction North (Zaanstad). Take exit s102/ Westpoort. At the end of the exit turn right onto the Basisweg at the traffic light, direction s102/IJmuiden. At the fourth traffic light turn left at the sign s104 (on your right at the crossing there is a building with very huge the word 'Scherpenzeel' on it), you are now on the Seineweg. Go straight and pass by two traffic lights till you hit a roundabout (following direction Geuzenveld/Slotermeer). Take at the roundabout the first turn-off to your right (Antony Modderstraat, direction Geuzenveld). Follow this road for quite a long time (it changes names) until you see a supermarket in front of you at the end of this road (LIDL). Directly after the sharp turn to the left (otherwise you drive right into the supermarket ;-), turn right onto the Cornelis Outshoornstraat. Follow this road and turn left at the end onto the Bok de Korverweg. At the end of this road you should enter the parking area. At your right hand you will find the Rugby Stadium where the main tent is located.

PUBLIC TRANSPORT TO CENTRAL FIELDS

From Central Station

Take Citybus 21 (GVB) with destination Geuzenveld. You will find this city bus on your right hand across the water when you exit Central Station on the side of the city center. The bus leaves about every 10 minutes and the trip takes about 25 minutes. The last bus leaves at 0.22 h. Get off at busstop 'Freule Wittewaalpad'. That's it, all you have to do after that is follow the arrows to the front entrance of the sportspark!

From Station Sloterdijk

Take Bus 192 (GVB) with destination Schiphol Zuid P30. You can find the buses in front of the station. Buses leave every half hour. The trip takes only 10 minutes. Get off at busstop 'Freule Wittewaalpad'. That's it, all you have to do after that is follow the arrows to the front entrance of the sportspark!

From Schiphol Airport

The easiest is to take Bus 192 with direction 'Amsterdam Sloterdijk'. Follow the bus station sign to find the buses. The bus leaves every 15 minutes during daytime, after 18.00 h it leaves every 30 minutes (at .25 and at .55). The last bus leaves at 0.25 h. The trip takes about 35 minutes. Get off at busstop 'Freule Wittewaalpad'. That's it, all you have to do after that is follow the arrows to the front entrance of the sportspark!

Some tips for taking buses in the Netherlands:

- Generally the bus driver will be able to speak some English
- Tell the driver you are going to Sportpark De Eendracht and that you need to get off at Wittewaalpad: 'with the waal path'. Or bring a note with you ;-). Most drivers will be so kind as to tell you where to get off.
- The cheapest way to pay for your bus ticket is with a 'stripenkaart'. Stripenkaarts are sold at all rail stations, newspaper shops, post offices and all Albert Hein grocery stores. Several people can travel on one striprenkaart. Just tell the driver where you are going and he will stamp your striprenkaart (from Station Sloterdijk: 2 stripren, from Central Station: 3 stripren, from Schiphol: 4 stripren). A regular striprenkaart has 15 stripren and costs 7.30 euros. A large one has 45 stripren (for the whole team) and costs 21.60. There are cheaper ones for students but you have to be able to show a Dutch OV Studentenkaart if you want to use that. You can pay with cash (preferably coins) in the bus, but this will cost you more and is a bit annoying if you travel with a large group



BIKING TO THE FIELDS

From Central Station it is about 8.3 kilometers. Plan your trip on: www.routecraft.com/fietsplanner. Click on the English flag to get some understandable directions.

Windmill Windup 2009



Note: There is an version that is easier to read on the website under "game schedule"



tournament schedule



Friday

Saturday

Sunday

WOMENS DIVISION FORMAT

INITIAL SEEDINGS

- | | |
|----------------|----------------------------|
| 1. Copenhagen | 8. Viima |
| 2. Yaka | 9. 100 Women |
| 3. Primavera | 10. Deadly Buzz |
| 4. Jinx | 11. Frau Rauscher |
| 5. Misscodisco | 12. Freespeed Ladies |
| 6. Hot Beaches | 13. Spongebabes Dam Square |
| 7. Miss B | |

1. FIRST SEEDING ROUND

Round	GAME 1	GAME 2	GAME 3	GAME 4	GAME 5	GAME 6
1 – Friday	1 v 3	2 v 4	5 v 7	6 v 8	9 v 11	10 v 12

Winners of these games take the higher seed into the second pool round.

Seed 13 has a Bye in this seeding round.

2. SECOND POOL ROUND

POOL A	POOL B	POOL C
A1 - Seed 1	B1 - Seed 2	C1 - Seed 3
A2 - Seed 4	B2 - Seed 5	C2 - Seed 6
A3 - Seed 7	B3 - Seed 8	C3 - Seed 9
A4 - Seed 12	B4 - Seed 11	C4 - Seed 10
A5 - Seed 13		

ROUND	MATCH 1	MATCH 2	MATCH 3	MATCH 4	MATCH 5	MATCH 6
2 – Friday	B1-B3	B2-B4	C1-C3	C2-C4	A1-A5	A2-A4
3 – Friday	B1-B4	B2-B3	C1-C2	C3-C4	A1-A3	A4-A5
4 – Friday					A2-A5	A3-A4
5 - Saturday	B1-B2	B3-B4	C1-C4	C2-C3	A1-A4	A2-A3
6 - Saturday	1B-2C***	1C-2B***	3B-3C*	4B-4C**	A1-A2	A3-A5

(* this game, the “wild card” game, is the one between the third place finishers of pools B and C)

(** this game is between the fourth place finishers of pools B and C)

(*** these are the pre-quarter cross-over games)

3. THIRD FINAL PLACING POOLS

POOL D	POOL E
D1 – 1A	E1 – Loser 3B-3C
D2 – Winner 1B-2C	E2 – 4A
D3 – Winner 1C-2B	E3 – 4 th place team from the wild card winner’s pool
D4 – 2A	E4 – 4 th place team from the wild card loser’s pool (i.e. E1’s pool)
D5 – Loser 1C-2B	E5 – 5A
D6 – Loser 2C-1B	
D7 – 3A	(Three results will carry forward into Pool E)
D8 – Winner 3B-3C	

ROUND	MATCH 1	MATCH 2	MATCH 3	MATCH 4	MATCH 5	MATCH 6
7 – Saturday	D1-D8	D2-D7	D3-D6	D4-D5	E2-E3	E1-E5
8 – Sunday	D1-D4	D2-D3	D5-D8	D6-D7	E4-E5	E1-E2
9 – Sunday		D3-D4	D5-D6	D7-D8	E2-E4	E1-E3
	D1-D2				E3-E5	

Note: POOL E has 3 results carried forward from the second pool round: **E1-E4, E2-E5, E3-E4**. Pool D plays standard Quarter, Semi and Final ranking games. The Final D1-D2 will be delayed so other teams can watch.