

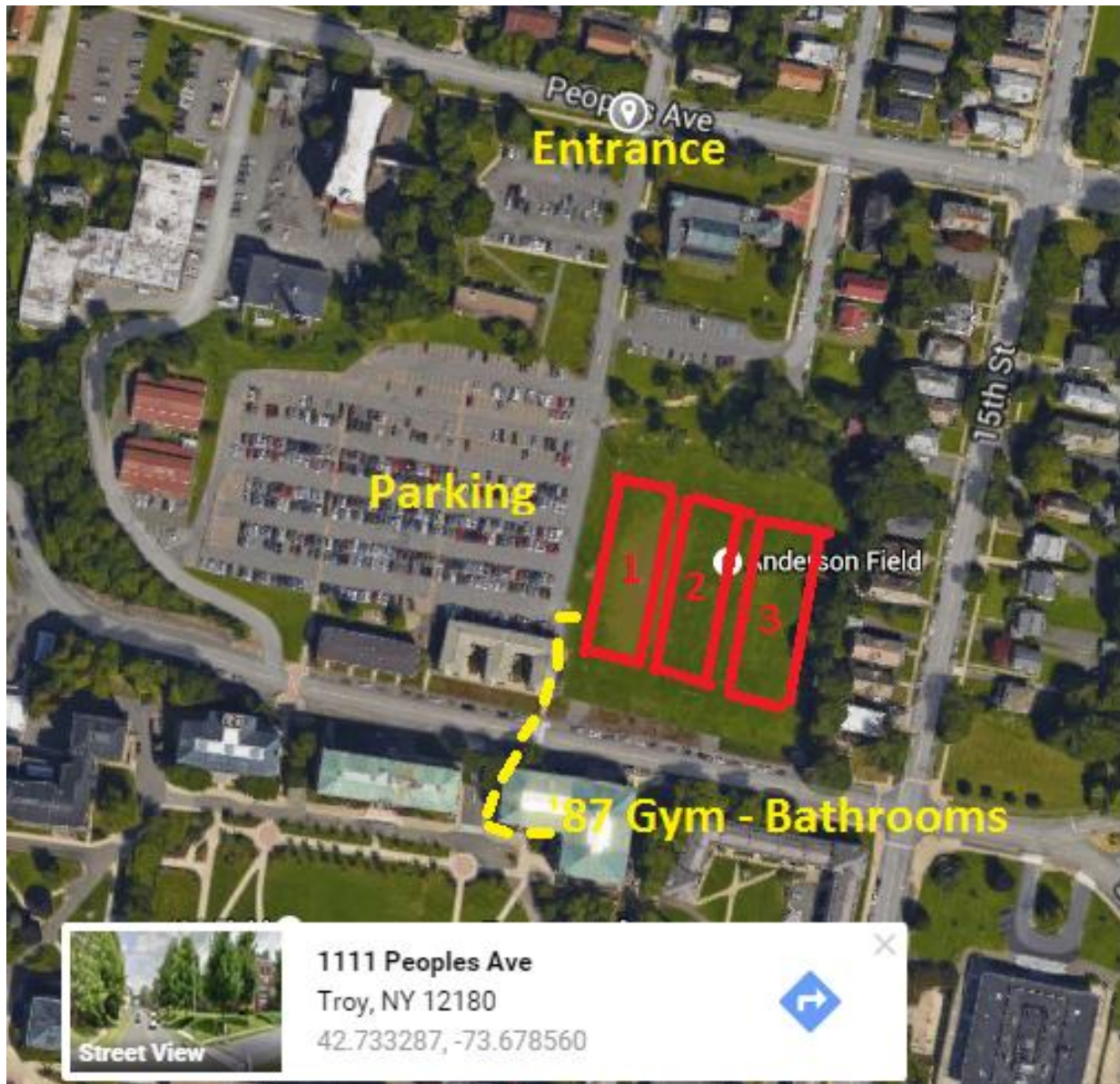
FGiving XX Saturday Schedule

This year with over 130 people expected at the fields for Saturday of F-Giving, the schedule will be slightly different than in years past. We will have 6 teams playing on slightly undersized fields so we're recommending that you play 6v6. There will be two pools of 3, with the winners of the pool playing for the hat team championship. Conveniently, this format requires byes, which we will use to have individuals compete in the skills competition. This has the benefit of not having 130 people watching us take on "Longest Pull" one at a time. To encourage participation in the skills competition, there will be a prize for the team with the highest aggregate score. To discourage cheating, I'll say this: don't be that ass that cheats at an ultimate event. The prize won't be that cool that it's worth discarding your self-respect and disgracing the best sport on earth. And to help prevent any possible collusion and cheating: the judge must be someone from the other team on the bye. For a more detailed explanation of the skills competition events, see below the scheduling table.

Please be punctual. As soon as I typed this I realized that now I'm doomed to show up at the fields hungover at noon. We have a lot of people and family who are making plans to be at RPI for this event. With so many people and alcohol, it's very easy for such an event to come off the rails. Nobody wants to be slogging through the alumni game with the sun setting just because you decided that you needed to drive out to some brunch place when you were already late. We will do our very best to stick with the times listed; please help us make that achievable. Without further ado, here is the schedule:

Time	Field 1	Field 2	Field 3
9:00 AM	Volunteers Arrive at Anderson Field to setup		
9:30 AM	Warmups	Skills for early arrivals	Warmups
9:45 AM	Everyone- Please be at Fields		
10:00 AM	Pool A - Game 1	Skills for teams on bye	Pool B - Game 1
10:45 AM	Pool A - Game 2	Skills for teams on bye	Pool B - Game 2
11:30 AM	Pool A - Game 3	Skills for teams on bye	Pool B - Game 3
12:15 PM	A1 vs. B1	A2 vs. B2	A3 vs. B3
1:00 PM	Lunch Break /Finish Skills Competition		
1:30 PM	Alumni Game – Full sized Field		
3:00 PM	Team/Alumni Photos		
3:30 PM	Finish any left-over Skills Competition Events		

Sorry for the terrible MS Paint. But for those of you unfamiliar with the layout:



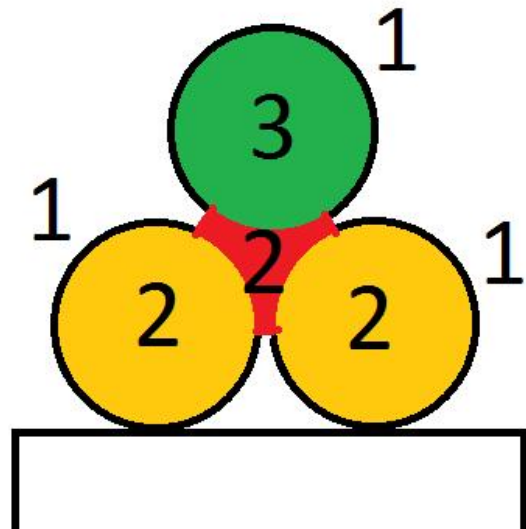
Skills Competition Events:

Overall calculations of skills competition score is done by adding scores from the three events. Inside the event, your score is calculated as a percentage of the highest score in that event. Everything is relative. We will have prizes for various things like: Top 3 overall male and female, individual event winners, **best rookie**, and new this year, best team as measured by total aggregate scores.

If you make an attempt in an event before the designated judge is ready, or the designated judge did not witness the attempt, it will not count. You will not lose an attempt at the event for doing so though. If you go offsides in an attempt, this is cheating and will be marked a 0 for the attempt.

Throw for Accuracy:

You will get 10 discs to throw from 15 yards away. You are throwing at 3 trash cans stacked up with their openings facing you. The diagram below shows the point values of each area. 1 point for an outside rim, 2 points for an inside rim, 2 points for inside of either lower trash can, and 3 for inside the upper can. The disc does not need to stay in the trash can to count, whatever highest value area it hits counts (unless it bounces off the support structure first, in that case it is dead immediately). There are also no points for hitting the side of a can, outside rim only counts if it hits the surface facing the thrower. There are 30 points possible. Only one attempt allowed.



Throw for Distance (Pull):

“Throw it as far as you can in a pulling manner”. You have two attempts at this event. Each attempt is measured as a perpendicular distance from the pulling line to where the disc first touches the ground.

Throw, Run, Catch (TRC):

It's that simple. Again two attempts. Throw, run, catch with the goal of traveling the furthest. Distance is measured in the same way longest pull is measuring to your first point of contact after catching the disc. If you do not catch the disc, this counts as an attempt and is marked a 0 for distance.