

CHEO BBQ ULTIMATE 2011 SCHEDULE

Competitive pool	A1	Turlututu								
	A2	Affirmative Action								
	A3	Doggie Doo								
	A4	GLIDE								
	A5	Illiterati								
Recreational A	E1	Cake or Death				F1	Tractor Pulls			
	E2	Physbees				F2	Once Were Warriors			
	E3	Gliding Death Wheel				F3	Le Programme			
	E4	Sweet				F4	X			
	E5	Asses of Evil				F5	Disconnected			
Recreational B	G1	That's what she said				H1	Turtle(s) - Matt - ©			
	G2	Defy				H2	SNAFU			
	G3	Bif Agents				H3	Hammertime			
	G4	X2				H4	Deep Disc			
	G5	Turtle - Deanne -©				H5	Mother Flickers			

Time	Field									
	1	2	3	4	5	6	7	8	9	10
9:00 – 10:10	G1 v G3	G2 v G5	H1 v H3	H2 v H5	A1 v A3	A2 v A5	E2 v E3	E4 v E5	F2 v F3	F4 v F5
10:20 – 11:30	G1 v G4	G2 v G3	H1 v H4	H2 v H3	A1 v A4	A2 v A3	E2 v E4	E1 v E5	F2 v F4	F1 v F5
11:40 – 12:50	G1 v G2	G4 v G5	H1 v H2	H4 v H5	A1 v A2	A4 v A5	E2 v E5	E1 v E3	F2 v F5	F1 v F3
1:20 – 2:30	G2 v G4	G3 v G5	H2 v H4	H3 v H5	A2 v A4	A3 v A5	E3 v E4	E1 v E2	F3 v F4	F1 v F2
2:40 – 3:50	G3 v G4	G1 v G5	H3 v H4	H1 v H5	A3 v A4	A1 v A5	E3 v E5	E1 v E4	F3 v F5	F1 v F4
4:10 – 5:20	*G2 v *F2 3 rd place game Rec B	x	x	*G1 v *F1 Finals Rec B	*A1 v *A2 Comp. Finals	x	*E1 v *F1 Finals Rec A	*E2 v *F2 3 rd place game Rec A	x	x

Schedule Guide and Rules

All teams play a minimum of 4 games - finalists play 5

Any teams can choose to play a 5th game in any open time/fieldslot marked "x"

In schedule *G1 means finishing first in G pool after round robin play

All games to 13 or timecap including finals - half at 7 - two timeouts per game
Play with spirit. Play 4M/3F unless captain's agree to receiver's choice. Play on time.

Play by the 11th edition rules – <http://www.ocua.ca/rules/upa/11th>
(footblocks in unless captain's agree otherwise).

There may be a whistle or horn signaling the start/stop of games but Captains should also agree on a timepiece.

When the end of the timeslot is reached (or horn sounds) the game is over unless the score is tied – if it is play out the point.

Please note this is different from 11th edition rules on timecaps

The schedule only has 10 minutes in between timeslots and teams may have to move from field to field in that time, please respect timecaps to keep things running on schedule.

Competitive Pool

After round robin top 2 teams advance to play each other in Finals

Round robin standings are based on wins, Tiebreaker is head to head record then total +/-

Recreational Pools

Top team from each pool plays in Finals after round robin - 2nd place teams play for 3rd

Round robin standings are based on wins - Tiebreaker is head to head record then +/-

