

MIDDLETON ULTIMATE

SUCCESS IS PERFORMING
TO THE BEST OF YOUR ABILITIES



5 ULTIMATE ESSENTIALS

WHAT YOU NEED TO BE A GREAT ULTIMATE PLAYER

1 DISK SKILLS

THROWING, CATCHING, READING THE DISK

2 ATHLETIC ABILITY

SPRINTING, RUNNING, JUMPING, AGILITY, STRENGTH

3 ULTIMATE IQ

STRATEGY, POSITIONS, PLAYS, OFFENSE / DEFENSE, RULES & SPIRIT KNOWLEDGE

4 PERSON DEFENSE

THE FORCE, MARKING, STAYING CLOSE TO PERSON

5 BELIEF IN SELF

DESIRE, MOTIVATION, WORK ETHIC, DETERMINATION, "MOXIE"...

EVEL

INTRO

*MINIMUM EXPECTATION
FOR PARTICIPATION*

COMMITMENT: ATTENDS ALL SCHEDULED PRACTICES & GAMES

THROWS: LEARNING BASIC FOREHAND & BACKHAND; DEVELOPING CONSISTANCY & ACCURACY ON 3-10 YARD THROWS.

CATCHING: WORKING ON CATCHING ALL THROWS IN WAIST-SHOULDER ZONE.

PARTICIPATES IN ALL DRILLS, PUTS FORTH EFFORT AND DEMONSTRATES ATHLETIC IMPORVEMENT OVER COURSE OF SEASON.

WORKING TOWARD 80% SPRINT FOR 70 YARDS.

WEEKLY IMPROVEMENT IN PUSH-UPS, SIT-UPS / CRUNCHES, CHIN-UPS AT HOME (ADD 1 EVERY WEEK FOR EXAMPLE).

LISTENS TO INSTRUCTION, ASKS QUESTIONS WHEN NEEDED.

REVIEWS PLAYBOOK OFTEN.

IS REVIEWING AND OBTAINING A BASIC UNDERSTANDING OF RULES & SPIRIT.

LEARNING BASICS OF THE FORCE --> "HOME & AWAY"

LEARNING HOW TO MARK ON OFFENSIVE PLAYER

LEARNING HOW TO STAY CLOSE TO OFFENSIVE PLAYER

OVERALL PLAYING DEFENSE ON OPPONENTS BEGINNER PLAYERS

BELIEF THAT WITH FOCUS, EFFORT AND A COMMITMENT TO SELF IMPROVEMENT, YOU CAN BE A CONTRIBUTING MEMBER OF THE TEAM.

EVEL 2

INTERMEDIATE

HAS MOST LEVEL 1
REQUIREMENTS + 1 YEAR
ULTIMATE EXPERINCE;
JV/VARSITY PLAYER IN
ANOTHER SPORT

COMMITMENT: MINIMUM + 2-4 HOURS WEEKLY

THROWS: HAS IMPROVED/RELIABLE SHORT RANGE FOREHAND & BACK-HAND, WORKING ON HAMMER & BREAK MARK THROWS, ACCURACY TO 15-20 YARDS. DEVELOPING HUCK THROWS.

CATCHING: CONSISTANT CATCHING ABOVE HEAD & BELOW WAIST, OCCASIONAL LAYOUT AND DIFFICULT GRABS.

DEVELOPING ABILITY TO READ A DISK IN THE AIR AND MAKE RELATED POSITIONAL ADJUSTMENTS.

CAN SUSTAIN A MODERATE LEVEL OF PLAY FOR MOST OF THE GAME WITH MOMENTS OF HIGH LEVEL PLAY.

ABILITY TO RUN AT 70-80% FOR 70 YARDS X 2 TIMES.

ABLE TO BE QUICK ON YOUR FEET AND CHANGE DIRECTION EFFEICIENTLY.

IS INVOLVED IN SOME KIND OF STRENGTH & CONDITIONING PROGRAM.

JV / VARSITY ATHLETE IN ANOTHER SPORT (or equivalent).

HAS GOOD/STRONG UNDERSTANDING OF BASIC RULES/SPIRIT AND FAMILIARITY WITH MORE COMPLEX RULES.

UNDERSTANDS O & D POSITIONS AND ROLES.

IS CONFIDENT WITH A MAJORITY OF THE PLAYS IN THE PLAYBOOK AND CAN SUCCESSFULLY RUN THEM ON THE FIELD.

IS PURSUING SOME ULTIMATE KNOWL-EDGE OUTSIDE OF MHS ULTIMATE PROGRAM.

UNDERSTANDS THE FORCE AND RARELY GETS IT WRONG

CAN APPLY AN EFFECTIVE, DISCIPLINED MARK; DENIES MOST BREAK THROWS

CAN RUN WITH THEIR DEFENSIVE PLAYER AND RARLEY LETS THEM GET FREF

GETS OCCASIONAL / MODERATE BLOCKS

OVERALL PLAYING EFFECTIVE DEFENSE ON OPPONENTS MID LEVEL PLAYERS BELIEF THAT YOU ARE
IMPROVING CONSTANTLY DUE
TO YOUR COMMITTED HARD
WORK

UNDERSTANDS GROWTH THROUGH ADVERSITY

CONFIDENCE THAT "YOU CAN DO THIS!" IN HIGH PRESSURE SITUATIONS

EVEL 3

ADVANCED

HAS MOST LEVEL 2
REQUIREMENTS + 2 YEARS
ULTIMATE EXPERINCE;
PLAYING YCC, ATTENDING
CAMPS; VARSITY PLAYER IN
ANOTHER SPORT
COMMITMENT: MINIMUM + 5

HOURS WEEKLY

THROWS: HAS SOLID/ACCURATE FOREHAND, BACKHAND & RELIABLE HAMMER, CAN BREAK THE MARK, ACCURACY ON 30+ YARD THROWS TO SPACE, 60%+ ON DEEP HUCKS.

CATCHING: CAN "SKY" OPPONENTS IF NEEDED, MAKES DIFFICULT GRABS CONSISTANTLY.

EASILY ABLE TO READ A DISK IN THE AIR AND MAKE RELATED POSITIONAL ADJUSTMENTS. CAN SUSTAIN A HIGH LEVEL OF PLAY FOR 3/4-ALL OF GAME.

ABILITY TO RUN AT 80-90% FOR 70 YARDS X 3+ TIMES.

EXPLOSIVE AGILITY IN SMALL/MODERATE SPACES.

PARTICIPATES IN DEDICATED STRENGTH & CONDITIONING 9+ MONTHS OF THE YEAR.

VARSITY ATHLETE IN ANOTHER SPORT (or equivalent).

HAS STRONG UNDERSTANDING OF ALL THE RULES/SPIRIT AND IS ABLE TO ASSIST IN RULES CLARIFICATION SITUATIONS.

DIRECTS "TRAFFIC" ON THE FIELD AND ORGANIZES O / D PERSONEL.

IS ABLE TO MAKE SUCCESSFUL ON THE FLY SITUATIONAL ADJUSTMENTS WITHOUT DIRECTION.

IS ACTIVELY LEARNING ABOUT THE GAME OF ULTIMATE FROM OUTSIDE RESOURCES.

CAN APPLY A HIGH PRESSURE MARK THAT CAUSES RISKY/HIGH STALL THROWS; OCCASIONAL HAND-BLOCKS.

PLAYS "SHUT-DOWN" DEFENSE: DENIES THEIR PLAYER THE ABILITY TO GET THE DISK

GETS LAYOUT D'S / SEVERAL HIGH LEVEL BLOCKS PER GAME

OVERALL PLAYING EFFECTIVE DEFENSE ON OPPONENTS BEST PLAYERS POSSESESS A STRONG BELIEF THAT THEY CAN DO ALMOST ANYTHING / PERFORM AT A HIGH LEVEL IN ANY STUATION, ANY TIME, ANYWHERE, DUE TO THEIR HIGH LEVEL OF PREPERATION FOR THE MOMENT

HAS UNPARALLELED LEVELS OF EFFORT, ENERGY, OPTIMISM, ENTHUSIASM & COMMITMENT TO SUCCESS

TAKES RESPONSIBILTY FOR ACTIONS & IS A LEADER ON MANY LEVELS