

The Carbon Flip 2010

Having introduced the Carbon Flip to the world in the summer of 2008 and encouraged other Ultimate leagues to take on this practice, PUL this year is giving the Carbon Flip a new twist. Taking their lead from Edmonton Ultimate, rather than count the number of motorized vehicles, **we will now base the Carbon Flip on the number of players who did not drive to the game.** That means those who were either passengers in vehicles or who arrived at the field under their own power (bike, walk, skateboard, etc.).

The reason for changing this is to ensure those teams that have a full complement of players showing up for their game are not penalized when the other team is faced with playing savage. For example, a team of 14 people may have arrived in three cars, but nine of those people may have biked. The other team arrives in two cars, and only 2 biked. Seems fitting that the team that made more of an effort to get to the game under their own speed should be rewarded with winning the Flip.

As always, we've developed this idea by ensuring the Carbon Flip remains simple and straightforward.