Introduction

Fortunately, there are many players that would not involve themselves in all the red tape of sanctioning, seeding points, standardized gizmos, and regional watchamacallits. It's these players and many others that have and will continue to give guts color and flavor for spectators and the like. Wouldn't you like to be a famous tournament organizer?

It is these players that keep the game young and the fever high. No rating system or prize money can change the thrill of cramming plastic through some gaping kneecaps fourteen meters away. What does the crammer belong? Even if you're not a color and flavor for spectators and the like.

Wouldn't you like to be a famous tournament organizer?

Executive positions, of course — where else does an individualistic, bullheaded, plastic-crammer belong? Even if you're not a nymph of knuckle-knocking disc-drilling, many regional positions are yet to be filled. Wouldn't you like to be a famous tournament organizer?

We, the CPA instigating committee, are responsible for the CPA's organization to this point. In the future, we hope to be joined by many other players to share the initiative and responsibility.

Ron Arndt
Al Bauman
Nancy Baumdraher
Buck Buchanan
Willie Leffel
Kevin McCallum
John Sappington
Chuck Schultz
Joe Youngman

Air Aces
Redford Ringrays
Redford Lassies
Queen City Flyers
Mr. Naturals
Redford Ringrays
HMCU
HMCU
Library Bar

To the Future of Guts

The historic tone of guts frisbee has been one which places few demands upon everyone involved in the game. The tournament director has needed only to supply a large picnic ground and let the players have a weekend wild party while enjoying the esoteric thrill of maiming their friends with plastic discs — all in good fun, of course. However, this tone has been changing. Ever since the Highland Avenue Aces added the novel of idea of practicing for the IFT — sometime around 1970 — a number of teams have become very seriously competitive. This has changed tournaments from gala picnics into the battlegrounds of a true sport, albeit, a fledgling one. Just as the number of competitive teams has increased, so has the competition intensified and the crowds of spectators grown. The idea of a picnic, though still very much in evidence, is being pushed further and further into the background.

The trend toward greater competitiveness and larger crowds is placing more demands upon both players and tournament directors: better playing fields so in the midst of playing no one need remember where various chuck-holes are hiding while waiting for a fresh ankle to break; better rooming accommodations, inexpensive and accessible to tournament sites; better respect for the players by the crowd so they do not encroach on the necessary playing area; better respect for the players by the crowd so they do not brazenly crash through with no thought of possible injury to innocent bystanders; recognition of players' skills and commitment by means of trophies, prize money, etc. And these are but a few of the areas to be spoken to if guts tournaments are to progress in the same manner of magnitude they have been in recent years.

We've all had our share of gripes concerning tournaments. All too often it's been easy to lay all of the responsibilities for any dissatisfaction in the hands of tournament directors. But running a tournament has many complications that are not easily visible to the players and it is upon these that the director focuses energy to be sure that they are handled properly — i.e. publicity, sales of merchandise, scheduling of games, rain delays, VIPs, sound systems, first aid stations, etc. These areas of concern to the director are as valid as players' concerns and have thus far taken precedence over the increased needs of players.

This has been true mainly because feedback of player concerns has been at best sporadic and diffuse. Recent formation of the Guts Players Association (CPA) will change this fact. The association began as an independent vehicle by concerned players who see the need for communication and cooperation among the guts players. It is an important step for the sport if we hope for it to continue to grow in a healthy manner.

As constituted, the purpose of the CPA is threefold: first, to develop open lines of communication among the players; second, to develop good criteria for tournament guts play — i.e. including but not limited to such things as proper fields, facilities, seeding of teams in the brackets, women's divisions, prizes, etc.; and third, to sanction tournaments, thus giving the players' stamp of approval prior to an event so players in general will know what to expect as a bare minimum. This sanctioning is intended to be developed into an entire series of guts tournaments which will be viewed as a true guts championship series.

You can see that the CPA intends to put effort into better organization to handle the recent growth of guts frisbee. We have no doubts that the future will bring more growth. It is therefore important to bring our efforts together for a much greater opportunity in attaining the goals of players, directors, and spectators to everyone's mutual satisfaction.

John Sappington

CPA Headquarters
14459 Bringard
Detroit, Michigan 48205
The GPA Series

The GPA series is defined as the group of tournaments sanctioned and standardized by the GPA guidelines. The object of the GPA Championship Series is to create an organized group of tournaments that will bring new talent, new competition and new money to the sport of guts. The CPA intends to make such tournaments available to all interested players in all locations. This type of organization will standardize tournaments, improve conditions and make tournament-going more enjoyable for all of us.

The series design must permit the potential for unlimited growth to accommodate an undetermined influx of teams, players and tournaments. This means we will always leave room to expand. The guts world will be divided into regions with each region having individuals responsible for advising and overseeing its local tournaments. All guts tournaments will receive a GPA rating of AAA, AA, A or unsanctioned. The purpose of this rating system is to inform all players of the tournament conditions prior to travel.

Briefly, an “A” rating is acceptable for sanctioning by the GPA because the tournament organizer has shown the GPA he has planned for a safe, enjoyable tournament. An “AA” rating shows a safe, enjoyable tournament with a sizable predefined prize payoff. An “AAA” rating shows the above plus special additions required of tournaments with championship characteristics. An “unsanctioned” tournament may be supported by the GPA but will not be associated with the official GPA series events. Further explanation is available in the tournament guidelines.

Regional advisors will also be responsible for hosting at least one “AA” tournament per year. This regional tournament will give teams opportunities to score seeding points for the GPA Championships. The GPA Championship is promised to have better than twice the prize money of any previous guts tournament. All this gears the 1978 guts season up for more action under better conditions than ever before.

Regions will soon be formed and organized. After the tournament bids have been returned, a complete listing of tournaments will be organized and advertised. The CPA has dollar, disc and expertise resources and will make them available to assist in regional activities. We suspect that some of the regions will be the Detroit Area, Michigan’s Upper Peninsula, Wisconsin Area, Toronto Area, California. The south and east have also expressed interest. The region concept does not intend to confine tournament play. Any team is invited to participate in as many tournaments in as many regions as possible. Winning any regional tournament seeds the team in the GPA Championships at the end of the season. Bids will also be accepted for the CPA Championship by filling out the Tournament Bid form and picking a date towards the end of the season.

All this sanctioning, region-forming and organization is not as complicated as it seems. As the season moves along, the actual working of the GPA will not be as overwhelming as it may seem now. Tournaments will occur, competition will be fierce, and there will be winners and losers.

All the traditions and enjoyments will flow as they always have. The real difference will be in the standard tournament guidelines, the number of tournaments held worldwide, and the GPA Newsletter bringing it all together.

Chuck Schultz
Tournament Guidelines

I. Grounds:
1. Playing surface must be essentially level.
2. Grass should be closely trimmed.
3. Fields should be free from debris.
4. Fields should be free from holes and/or ruts.
5. Court size:
   A. Men’s — 14 Meters
   B. Women’s — 13 meters (suggested and desired)
6. Number of playing fields:
   - Number of Teams vs Number of Fields
   - 2-8: 2-4
   - 9-16: 6-8
   - 17-32: 10-12
   - 33-more: 14-16
7. All courts must be lined:
   A. All semi-final courts must be re-lined
   B. All final courts must be re-lined
   C. All courts must be numbered
8. Players must have sufficient warm-up areas.
9. At least a visual crowd restraint area of 20X42 meters for semi-final and final matches. (see diagram)

II. Rules:
   Have on site at least 3 CPA approved people who are familiar with rules and brackets.

III. Equipment
   1. Ample amount of discs must be readily available so the interference with game momentum will be kept to a minimum.
   2. The same disc must be offered for sale to players and spectators.
   3. All discs will be available through CPA (Information available on the number of discs needed for tournaments can be obtained from CPA.)

IV. Rest Facilities
   1. Porta Johns (minimum)
   2. Adequate water
   3. Adequate garbage facilities (garbage cans and garbage bags).

V. Competitive Format

AA — Regional
1. Double elimination
2. Best two of three game matches
3. Men’s-required 5 man
   Women’s-required 5 woman
4. $25.00 per team entry
5. Seeding
   a. If a new tournament - out of hat
   b. Established tournaments will seed as necessary to fill brackets from the previous year’s tournament
6. Prize money
   a. Minimum 100% entry fee returned in prize money
   b. Suggested sponsor money to supplement same
7. Trophies
   a. 1st place — Individual team member trophies and team trophy
   b. 2nd place — Team trophy

A — Locals
1. Double elimination, or
2. Single game — double elimination
3. Optional 3 or 5 person
4. Optional entry fee
5. Seeding optional
6. If entry fee is required all entry money (minimum) will be returned in prize money
7. Trophies not required but desired
GUTS PLAYERS ASSOCIATION
CHAMPIONSHIP TOURNAMENT COMPETITIVE FORMAT

Double elimination — lose 2 out of 3 games in 2 matches
AAA — GPA CHAMPIONSHIPS (double elimination)
Men's — Required 5 man
Women's — Required 5 woman
Entry fee — $25.00 per team

Seeding
All teams are required to compete in at least 1 Regional (AA) tournament to be eligible for the GPA Championship Tourney. To qualify for a Championship seeded position, the team must consist of at least three people from the team that earned the seed.
A. A team that earned points in a Regional (AA) tournament — to use points accumulated for the Championship tournament, they must have three members from the original team that earned the Regional points.
B. In case of two teams attempting to claim the same seed — flip a coin.
The Championship tournament will be seeded from Regional tournaments as follows:
A. The first place winners of the Regional tournaments will be automatically seeded in GPA Championship Tournament.
B. You may compete in as many Regional tournaments as your team desires and your total points (for seeding in the GPA Championship Tournament) will be taken from your team's two best performances.
C. Seeding points are obtained from Regional tournaments as follows:
1st place — 10 points
2nd place — 9 points
3rd place — 8 points
4th place — 7 points
5th place — 6 points
6th place — 5 points
7th place — 4 points
8th place — 4 points
9th place — 2 points
10th place — 1 point

Trophies
1st place — Individual team member trophies plus team trophy
2nd place — Individual team member trophies plus team trophy
3rd place — team trophy
4th place — team trophy
5th place — team trophy

Prizes
Use:
A. Tournament sponsor money
B. Entry fees
C. Possible GPA money

With a Little Help
From Our Friends

One of the key aspects of this first newsletter is the Tournament Guidelines. These guidelines are the first realistic attempt to lay in full view some of the important basics to tournaments. For those of you who have never run a tournament I hope these guidelines can point you in the right direction in planning one. For those of you experienced “old timers,” you know that a few words on paper only point to the very surface of the involvement necessary to coordinate a successful event. It hasn’t been an easy task to arrive at criteria that we of the GPA instigating committee believe will work well for the entire group of players that are currently devoted to the game. We do believe, though, that we have come a long way towards providing a solid foundation from which we can all work. As a matter of fact, that’s how we plan to maintain ourselves as a player's organization — by responding to the needs and desires of you and us, the players.

As has been stated elsewhere in this first GPA newsletter, we are in need of active people who are willing to put up time and energy in helping with the product in hand — that is, the entire GPA organization as well as this newsletter. As of this writing we really do not know what to expect of our finished product but no doubt we will be full of self criticism. Thus far we haven’t received much in the way of literary contributions and we can also use some expertise in the graphic arts department. To be able to put this communication out on a regular basis we need help, support and information that both you and others like you would like to see in print. Send material and don’t be surprised if you see it in our next issue.

One last thing should be said about the planned GPA series. Communications in organizing such a series don’t happen overnight. We realize there is a lot to be done and little time left to publicize the results. However, it will get done. So keep your ears tuned to all your communication channels. The GPA Newsletter will post the schedule and Frisbee World will also be kept abreast of the latest happenings. Take care and keep in touch.

John Sappington
NOTICE: OFFICIAL GPA LOGO CONTEST!!

WE ARE LOOKING FOR AN OFFICIAL LOGO TO FILL THE SPACE ON THE COVER OF THIS NEWSLETTER. DESIGN ONE OR MORE, IF WE USE IT YOU GET 10 OFFICIAL 1978 GPA GUTS DISCS. WE MAY ALSO USE THE LOGO FOR THE OFFICIAL 1978 GPA GUTS DISC LABELS.

MAIL IT TO GPA WORLD HEADQUARTERS.
BY JANUARY 24, 1978

SOON TO COME!

Complete 1978 Tournament Calendar
Complete list of GPA Members and Associates
GPA Logo Winner
Official GPA Logo
Bucks Back Page
Letters to the Editor
Complete GPA Disc Price List
Complete Insanity

GUTSGUTCUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTCUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGUTSGU
This is the first in a series of columns that will be a regular feature in the GPA Newsletter. My plans for the column expand in many different ways. I don't plan to report just scores and results of tournaments but also to try and present an informative look at the game, Guts Frisbee.

Now that we're in the off season, the first few columns will deal with the basic skills of guts. Each column will have an article written by a guts player on whatever topic he or she feels qualified to write about. The topics will range from the two-finger shot to articles on catching, strategy and the "spirit of the game." Hopefully, the articles will contain informative aspects of the game which will help all of us improve our play.

So, any guts player who feels that they have some knowledge to pass on, write an article. Throughout the next year this column will need a lot of input from the guts players around the country. An article should pertain to one basic topic, with or without diagrams, and should be $\frac{3}{4}$-$1\frac{1}{2}$ pages long. Mail them to Buck's Back Page, c/o GPA Headquarters. Also, include your own name, address and phone number.

When the guts season gets into full swing, at the start of the summer, this column will be used to report on tournaments. By then the newsletter would be coming out monthly and will be able to keep players well informed. We will report tournament results, not only who won but also, how the tournament went and who were some of the outstanding players. Upcoming tournaments — where and when — will be publicized ahead of time so players can make plans to attend.

I'll also keep track of the regional point system in the column (see GPA Tournament Guidelines). This system will determine the seeding to be used in the first GPA Championship Tournament at the end of the year.

As this first column comes to a close, there is only one more thing I have to say. The GPA was started because there seemed to be a general concern by most of the players in the direction of the game is going. We hope that the GPA will start to provide some of that direction — by organizing, by informing and trying to improve playing conditions. The GPA can only work with the support of its players. So, please write. Give us some of your ideas or your thoughts of this first newsletter. We need your input to go any further.

So remember, "shoot me" — a letter that is!

Buck Buchanan

Tournament Bids

As you have been reading this newsletter you've gained some idea about where the GPA is coming from. We are now interested in lining up Regional Tournaments for the coming summer. Please fill out the following form (yes, some bureaucracy already) and send it back to GPA Headquarters no later than January 27. Give us a call in the meantime as well. (John Sappington (313) 663-2893 or Chuck Schultz (313) 973-2078.) We'll be in touch with you immediately if not sooner for some follow-up. Also, we are compiling a tournament guidelines package which should be of great value in helping you plan. Possibly the experience we've gotten from running tournaments in the past can save you from a few of the pitfalls we've run into. These will be available upon request soon after you get this newsletter (at least that's the way we have it planned) and will include such niceties as proper bracketing procedures, timing of rounds so you don't end up playing until past dark, suggestions for effective publicity, ideas on how not to lose money while running a successful "player's" tournament. We can be of help in getting your tournament of the ground and into the air. Just get in touch.