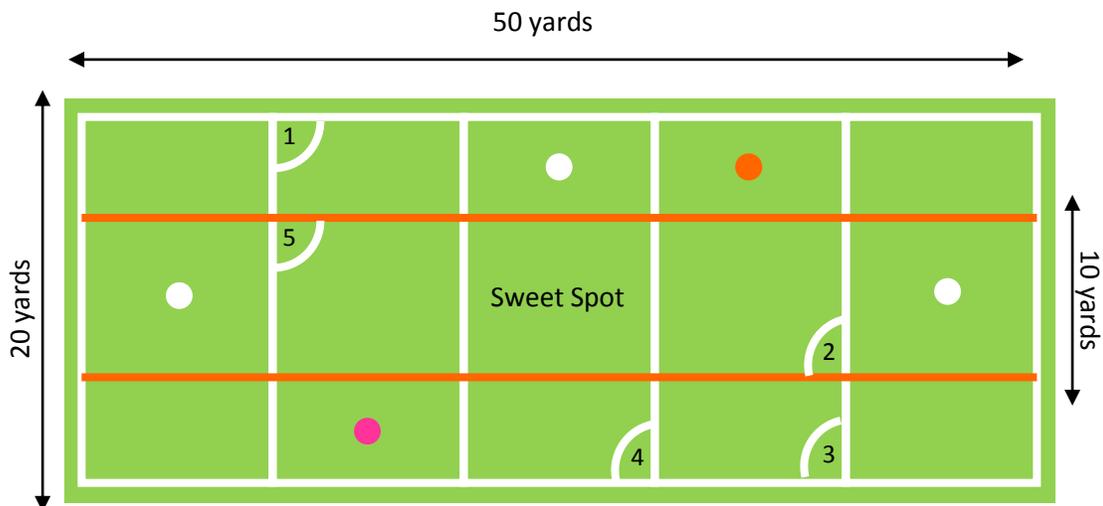


## Spaced Out Rules: Level 2



### Field Set Up:

- It is suggested that this game be played last, so that the white painted arc's do not distract human competitors during other games. This, however, is not a necessity especially for experienced players.
- Tie a string to a can of white spray paint. Measure off three feet of string with the paint can being at one end of the piece of string.
- Place the end of the string at the vertex of each throwing zone indicated above by the numbered, flat, pink field cone.
- Using the white spray can, create 5 arc's as indicated by the field diagram above.
- Using white spray paint, write the number in each throwing zone (arc) as indicated above
- Using spray paint, create a solid circle (about 3 ft in diameter) in the middle of each of the catch zones as indicated above. Three of the circles should be white, one pink, and one orange. This is to help the handler know, in which zones they have completed a catch.

### Object of the game:

- Complete catches in each of six rectangular catch zones to receive the Spaced Out bonus.

### Spaced Out Rules:

- Teams are allowed up to ten discs.
- When it is the team's turn, the human must see the head judge and roll two dice or one dice twice. The two numbers rolled indicate the throwing zones that the human can throw from throughout their round. If a six is rolled, the human earns "players choice" and may choose any of the five throwing zones to throw from. If both numbers are a six, then the player may select the two zones they wish to throw from. If both of the numbers are the same (other than six: for example double "4's"), then the human must throw from only one zone; (the "4" zone).

- The human must release all throws and/or rollers with a minimum of one foot within the throwing zones defined by the combined perimeter of the painted arc and the straight lines of the rectangular zone. Foot must be in the throwing zone and not on the line for the throw to be considered “good”.
- The handler may decide from which of their two throw zones to begin the round.
- Dog must start from within the same rectangular zone that the handler decides to throw from.
- When the team is ready to begin their round, the handler will signal to the judge who will inform the time keeper/announcer. The announcer will say (or begin the audio track) “Ready, Set, Go”. Time begins with the “g” in “Go”
- Teams receive 5 points for every catch of a roller or throw made within each of the six rectangular Spaced Out “catch” zones (indicated by the spray painted pink circles). The “catch zone” is the entire rectangle, not just the painted circle. The painted circle or dot is just to label the zone and make it easier for the handler to identify it as they are playing the game.
- A team may not repeat a zone two times in a row. If they do there is no penalty, but the team does not receive points and time continues to elapse.
- The dog only needs one paw in a catch zone to complete a catch. If the dog lands while straddling (“straddling two zones” is defined as some paws landing in one zone and some paws landing in another zone.) two catch zones, the judge will mark the catch as being made in the zone where the disc was at time of catch.
- Teams may throw to any zone they choose (without repeating zones twice in a row).
- As catches are made, the judge will announce the color of the completed catch zone so that the handler knows in which zones they have completed a catch. This is especially helpful when the dog catches straddling two zones or when the dog catches far away and the handler can’t tell in which zone the dog made the catch.
- In level two, the judge may not tell the handler in which zone/s they still need to complete a catch. It is up to the handler to keep track of their catches and which zones they need to achieve a spaced out bonus.
- At any time, the handler may leave the throwing zone to retrieve discs, gather their dog, or chat it up with friends. Time continues to elapse however, and all throws must be made with at least one foot within one of the two designated throwing zones.
- Handler may switch between their two throwing zones at an time during the round.
- When the team completes a catch in all six catch zones (indicated by the spray painted circles), they receive a Spaced Out bonus of 40 points. All catches count towards the first “Spaced Out” bonus until a catch is completed in all six catch zones. Once this occurs, the judge will announce, “Spaced Out” and the player may attempt to complete a catch in all six zones again earning additional “Spaced Out” bonuses in the same manner.
- Example Scenario: Team completes a catch in five of the six zones (25 points) then misses the sixth zone but lands in a catch zone (not the same one as the last throw) so receives another 5 points (team now has 30). The next toss is not caught (0 points). The next toss is caught in the remaining catch zone (another 5 points for a total of 35) needed for the Spaced Out bonus. Team receives an additional 40 bonus points for completing a catch in all six zones. Team now has a total of 75 points. Team may now begin the task of completing a catch in all six zones again to achieve a second Spaced Out bonus. (The setup of the game is intended to reward those who can complete a catch in all four zones by providing the large 40 point bonus.)
- Teams do not need to complete catches in all six zones. If they choose, they can just go back and forth among different zones scoring 5 points for each catch in a catch zone. The only limitation is that a team may not complete a catch in any zone two times in a row.
- Teams may continue attempting catches until time expires.

- If the handler, dog, and at least one disc are in the sweet spot as the “T” in time is announced the team will receive a sweet spot bonus (5 points for Spaced Out).
- A disc in air prior to the “T” in time being called is in play until it hits the ground..

**Tie Breaking:** In the event of a tie, the following criteria will be used to determine placements: The team with the most Spaced Out bonuses breaks the tie and then the team with the least number of missed catches would break the tie. If all of the above criteria is identical, the two teams will each receive an additional 15 second round to score as many points as possible. A disc flip will determine which team goes first. The team with the highest score after the 15 second round wins the tiebreaker.

**Spaced Out Ups and Achievements**

**Achievements: (Achievements and Ups will be set after collecting enough baseline median score data.)**

Point Achievements:

High Roller:

Nifty Fifty:

Centurion:

Space Invader:

Special Achievements:

Golden Receiver: All discs caught regardless of where on the field

Space Cadet: All discs caught. No discs caught out of the starred zones. At least one spaced out grid cleared.

**Level 2 Ups:**

Bronze Up	
Silver Up	
Gold Up	
Platinum UP	
Unobtainium UP	
Highroller UP	
Nifty Fifty UP	
Centurion UP	
Space Invader UP	
Golden Receiver UP	
Space Cadet UP	???????????

**Leveling Up to Level 3:** Teams earning a Platinum Up have the option of playing Spaced Out at level 1, 2, or 3.