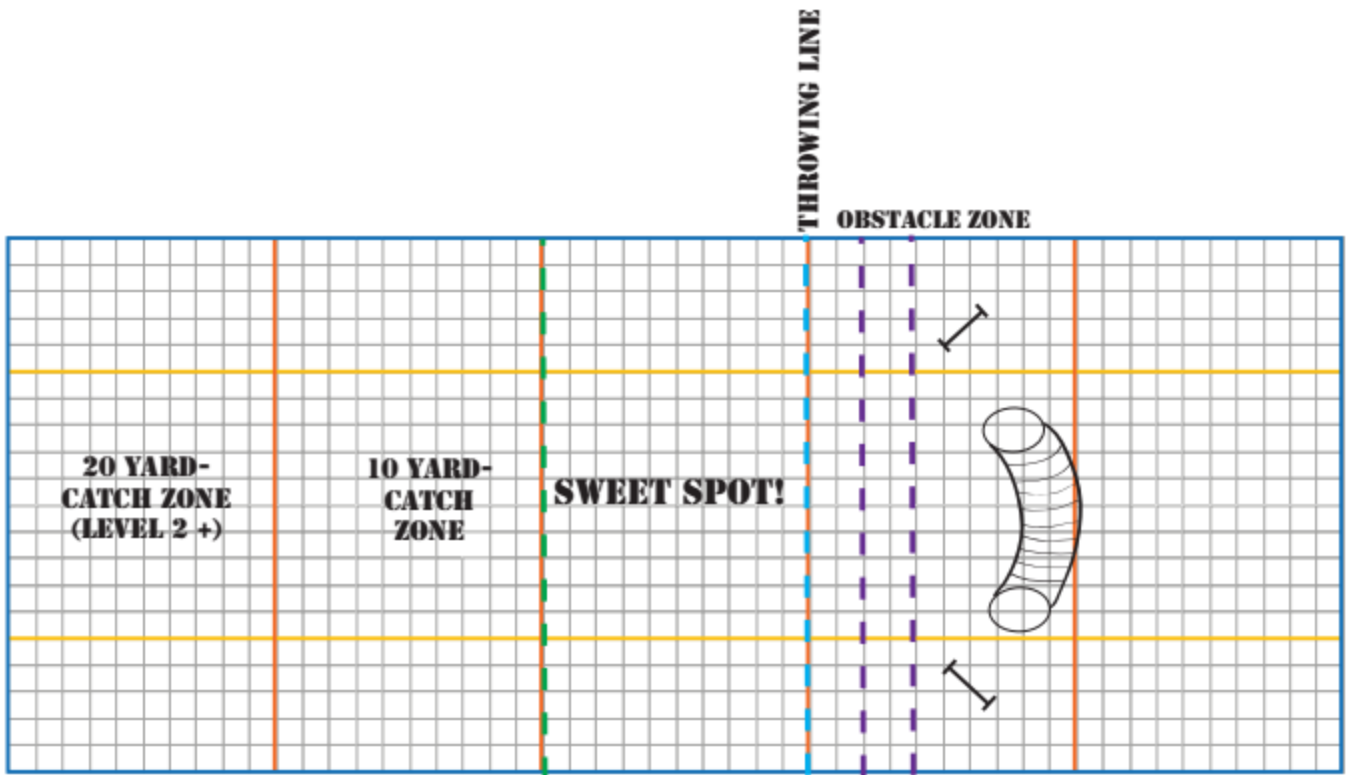


Frizgility Rules: Levels 1 and 2



Object of the game:

- The object of the game is for the dog to successfully maneuver through 3–5 obstacles and then make a catch in the catch zone, return, go back through the same set of obstacles (in the opposite direction for level 2) and make a catch in the catch zone. The field above is 1 field set up out of 3 options for the 2014–2015 UpDog season.
- As time permits, the team will continue to move back and forth through the obstacles and catch zones until the 60 second time expires racking up points as they go.

Frizgility Rules:

- Dogs over 12 months may play this game. Lower jump heights are available in each height division so that young dogs (12–18 months) and Veteran dogs may play. Please use wise judgment before asking your dog to perform jump heights or obstacles they may not be ready for.
- Dog must start behind the ten yard field line closest to the first obstacle. Handler may lead out if they choose, however, false starts will result in a re-set of the time if the time has begun. If the team false starts more than three times regardless of whether time has begun, the team forfeits their round and scores zero points.
- Catch zones are 10–20 yards from the throwing line (depending upon which level you are playing). A maximum of 3 attempts can be made at each catch zone with a minimum attempt of at least 1 catch before moving back through the obstacles. No penalties for missed catches are assessed however time keeps running.

- Obstacles must be completed in the direction of the team movement towards the catch zone. If a jump or tunnel is completed in the wrong direction no points are awarded, no penalties are assessed, but time continues to elapse.
- If a jump bar is knocked over, that obstacle is no longer “in play”. The jump with the knocked bar can be run past or ignored, but no points will be awarded.
- No penalties are assessed for missed obstacles or refusals (knocked bars or dog runs around an obstacle), however the dog must successfully navigate a minimum of one obstacle before being allowed an attempt at the catch zone.
- For safety reasons, dogs may not have the disc in their mouth while running the obstacles.
- No treats are allowed on the field.
- Time continues running during an unplanned nature break.

Rule Differences Between Levels 1 and 2:

- In level 1, the handler may choose which side of the field to begin their round on. The obstacles may be completed in any direction (from right to left or left to right), but must be done in flow.
- In level 2, the handler may choose which side of the field to begin their round on. After moving through the obstacles and attempting a catch, the handler and dog must reverse field and move through the obstacles in the opposite direction to attempt their second catch. This back and forth flow must continue throughout the round. Any obstacles taken in the wrong direction count as zero points and time continues to run.
- In level 2 there is an additional 20 yard catch zone in which catches score 15 points. Handlers may choose which zone to throw to (past 10 yards or past 20 yards).

Handler Proximity to Obstacles:

- Level 1-2:
 - The handler may run with the dog and as close to the dog as they need to so long as the handler does not touch any of the obstacles. The handler may not cross the throwing line when making the throw.
- Level 3:
 - The handler may not cross the lateral distance line at any time. The line in this division can be anywhere from 3-10 feet away from the obstacles. The dog can cross the line at any time however the handler may not. The handler may not cross the throwing line when making the throw.
- Level 4:
 - The handler may not cross the lateral distance line at any time. The line in this division can be anywhere from 10-18 feet away from the obstacles. The dog can cross the line at any time however the handler may not. The handler may not cross the throwing line when making the throw.

Level 1 Scoring:

5 points are awarded for every obstacle successfully completed and 10 points are awarded for every throw or roller caught beyond the 10 yard catch line

10 points are awarded if the handler, dog, and disc are in the “Sweet Spot” when time expires.

Level 2 Scoring:

5 points are awarded for every obstacle successfully completed and 10 points are awarded for every throw or roller caught in the 10 yard catch zone. 15 points are awarded for every throw caught in the 20 yard catch zone. (Rollers are allowed for first throwing zone (10 yards). Rollers are not allowed for the second throwing zone (20 yards))

15 points are awarded if the handler, dog, and disc are in the “Sweet Spot” when time expires.

Tie Breaking: In the event of a tie, placements will be determined in the following manner: The team with the fewest missed catches breaks the tie, then the team with the fewest missed obstacles. If both of these are the same, the two teams will be timed as they run through the “course” one time each (1 direction). Time is stopped as the dog makes the catch in the catch zone. The team with the most points wins. If both teams achieve the same amount of points, the team with the fastest time wins. A disc flip will determine which team runs through the course first.

Frizgility Ups and Achievements

Level 1 Achievements:

Point Achievements:

30-49

Nifty Fifty: 50-99

Century Achievement: 100 - 124

Frizgility Freak 125+

Speedy Feet : 4 flawless runs through the course in one round. (all obstacles successfully completed and all catches made on first attempt) and round ends with sweet spot bonus.

High Five: 5 flawless runs through the course in one round. (all obstacles successfully completed and all catches made on first attempt) ending in the sweet spot.

Level 1 Ups:

Bronze Up: 200 Cumulative Lifetime Points

Silver Up: 400 Cumulative Lifetime Points

Gold UP: 600 Cumulative Lifetime Points

Nifty Fifty Up: Five Nifty Fifty Achievements

Centurion Up: Three Centurion Achievements

Frizgility Freak UP: Two Frizgility Freak Achievements

Speedy Feet UP: Three Speedy Feet Achievements

High Five UP: Three High Five Achievements

Players earning at least three of the available 8 ups in level 1 may choose to compete at level 2.

Equipment required:

Combinations of the following, equaling 3–5 obstacles:

- PVC jumps (no metal jumps or jump cups allowed) with available heights of 4", 8", 12", 16", 20" and 24".
- Tunnels with length of 10' to 20'. Must be secured with dog safe tunnel holders. (regulation tunnels used for dog agility – 4" pitch preferred)

*UpDog may introduce additional obstacles into the game of Frizgility at a later date

Lightweight tape or chalk should be used to mark distance from obstacles (Levels 3 and 4) – if tape is used then golf tees should be used to ensure tape is secured safely to the ground. Additional field paint (a color other than the ones already being used on the field) may be used in lieu of tape or chalk if desired.

Jump Heights:

There are three height divisions for the agility-based games in UpDog. Placements will be made based on the dog's height division; however, the actual jump heights vary within a division.

Mini Division: Under 13" – Can opt to jump 4", 8", 12" or 16"

Midi Division: 13"–17" – Can opt to jump 8", 12", 16" or 20".

Maxi Division: Over 17" – Can opt to jump 12", 16", 20" or 24"

Height cards from officially sanctioned agility venues are accepted. Accepted venues for height cards: AKC, USDAA. If a height card from ASCA, CPE or NADAC can be used to determine eligibility it will be allowed. Because these venues do not print the dog's exact height on the card these will be accepted on a case-by-case basis. If the dog has no pre-existing height card from an accepted agility venue measuring will be done on site via PVC wickets set at 13" and 17". The dog's withers must fit under the wicket (when standing on a level hard surface) without touching.