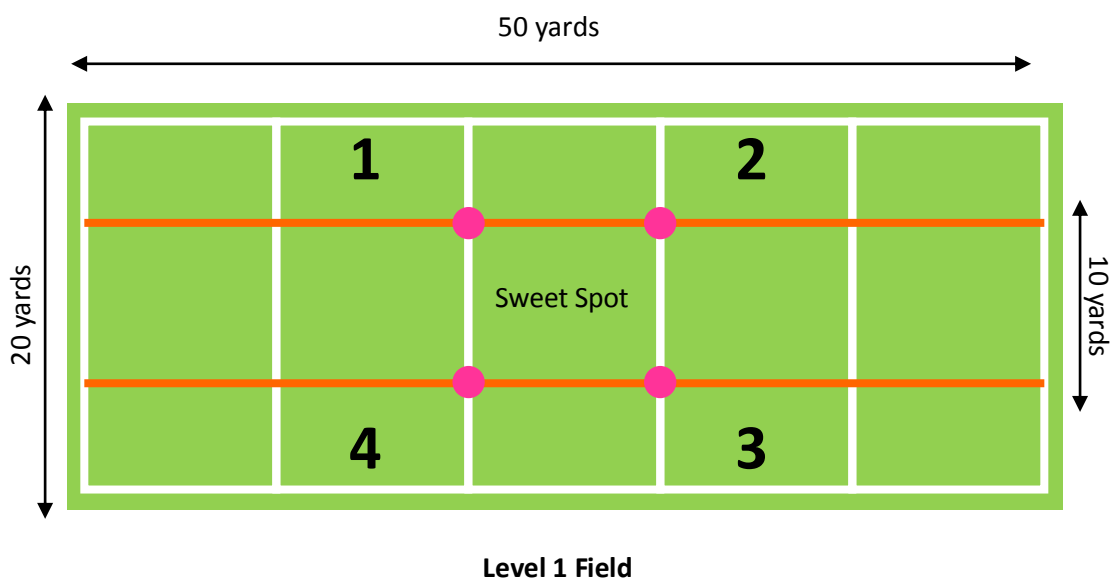




Up Dog: 4 Way Play



Objective:

Score as many points as possible in a 60 second time period by throwing to 4 score zones from the “Sweet Spot” throwing zone.

Field set up for level 1:

- 4 way play takes place on the Up Dog Freestyle/Distance Accuracy field
- Label the score zones as shown above (1-4; sweet spot does not need to be labeled).
- Place a flat field cone at each vertex of the “sweet spot” as shown. If possible, label each cone with the number of the zone.

Play and Scoring at Level 1:

- Dog and handler have 60 seconds to score as many points as possible using four discs.
- Dog and handler must start the game from the center square zone known as the sweet spot.
- All throws must originate from the sweet spot. Player may leave the sweet spot to retrieve dogs, discs or get a beverage as long as they return to the throwing circle before making the throw. Both feet must be within the throwing circle when disc is released. Human may be in air as disc is released as long as both feet land in throwing circle when human returns to earth. (Example: Player runs back towards score zone, leaps, throws while in air above throwing zone, and then lands in zone.)
- Handler may throw to any of the 4 score zones. Points are earned by the dog catching a disc (rollers count) with at least one paw within a score zone. (As in Throw and Go, the line is your friend. A paw landing on a white line counts as “in the zone”.) Team earns the amount of points labeled by that zone (4 points for a catch in the “4” zone, 3 points for the “3” zone, etc.).
- Teams may only score points from each zone 1 time until all four score zones have been used. Points do not need to be scored in numerical order. (Teams can aim for the “4” zone before the “1” zone.)

- In level 1, the judge will help the team by announcing the zone as “scored” by saying the number of the zone. If asked by the handler, the judge will tell the handler which zones still need to be scored in order to clear the “quad”.
- Once all points have been scored from each of four zones (total of 10 points: called a “quad”), the judge will announce “cleared” letting the handler know that all four zones have been hit and all four zones are now available again.
- Team may continue scoring points in this manner until 60 seconds have expired.
- Disc in air prior to the “T” in time being called is in play until it hits the ground.
- If handler, dog, and at least 1 disc are in the sweet spot as time is called, the player receives the two point sweet spot bonus.

Tie Breaking: In the event of a tie, the following criteria will be used to determine placements: The team with the most 4 point zones completed wins, then the team with the most 3 point zones complete, 2 point zones, and then 1 point zones. 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 goes first. The team with the highest score after the 15 second round wins the tiebreaker.

Level 1 Achievements and Ups:

Point Achievements:

5 points
 6 – 10 points
 11- 14 points
 15 – 20 points
 21 – 24 points
 25 – 30 points
 31 – 34 points
 35 – 40 points

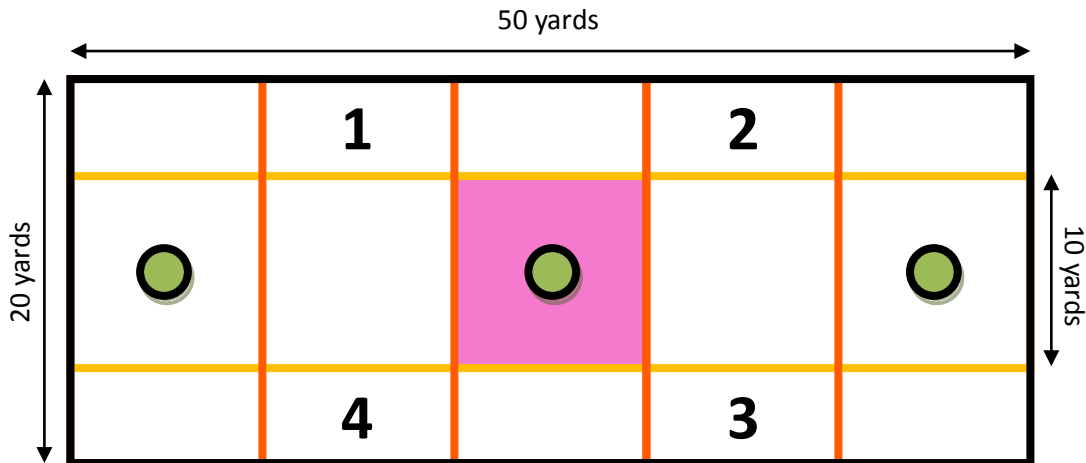
Special Achievements:

Single Quad Achievement – Clearing at least one quad (all four score zones)
 Double Quad Achievement – Clearing at least two quads
 Triple Quad Achievement – Clearing at least three quads
 Tetra Quad Achievement – Clearing at least four quads
 Highroller Achievement – Scoring 16 points or more using only rollers

4 Way Play UPs (Level 1) – Collect 4 out of 10 UPs to move to next level

Single Quad UP – Five Single Quad Achievements
 Double Quad UP – Four Double Quad Achievements
 Triple Quad UP – Three Triple Quad Achievements
 Tetra Quad UP – 1 Tetra Quad Achievements
 Highroller UP – Three Quadroller Achievements

- 4 Way Play Bronze UP – 50 Cumulative Lifetime Points
- 4 Way Play Silver UP – 100 Cumulative Lifetime Points
- 4 Way Play Gold UP – 200 Cumulative Lifetime Points
- 4 Way Play Platinum Up – 300 Cumulative Lifetime Points
- 4 Way Play Unobtanium Up – 400 Cumulative Lifetime Points



Level 2 Field

Field set up for level 2:

- 4 play takes place on the Up Dog Freestyle/Distance Accuracy field
- Label the score zones as shown above
- 1 circle with a diameter of 10 feet should be placed in the center of the field (bonus zone). Circle should be centered in the zone as best as possible (eyeball it). The entire circle, however, must be within the border of the bonus zone.
- The remaining 2 circles should be placed as shown on the field above. Each of the two circles should be 10 feet in diameter and contained within the border of each quadrant.

Play and Scoring at Level 2:

- Dog and handler have 60 seconds to score as many points as possible using three discs. Disc in air prior to the "T" in time being called is in play until it hits the ground.
- Dog and handler must start the game from the center circle in the bonus zone.
- All throws must originate from a throwing circle. Dog does not need to return to any throwing circle once time begins. Player may leave throwing circle to retrieve dogs, discs or get a beverage as long as they return to the throwing circle before making the throw. Both feet must be within the throwing circle when disc is released. Human may be in air as disc is released as long as both feet land in throwing circle when human returns to earth. (Example: Player runs back towards score zone, leaps, throws while in air above throwing zone, and then lands in zone.)
- Handler may throw to any of the 4 score zones. Points are earned by the dog catching a disc with all four paws within a score zone. Team earns the amount of points labeled by that zone (4 points for a catch in the "4" zone, 3 points for the "3" zone, etc.).
- Teams may only score points from each zone 1 time from each scoring circle. Points do not need to be scored in numerical order. (Teams can aim for the "4" zone before the "1" zone.)

- Once all points have been scored from a particular throwing circle (total of 10 points), the handler may move to either one of the remaining throwing circles. The third circle can be utilized by the team once all 10 points are scored from the second circle.
- Maximum points is 30.