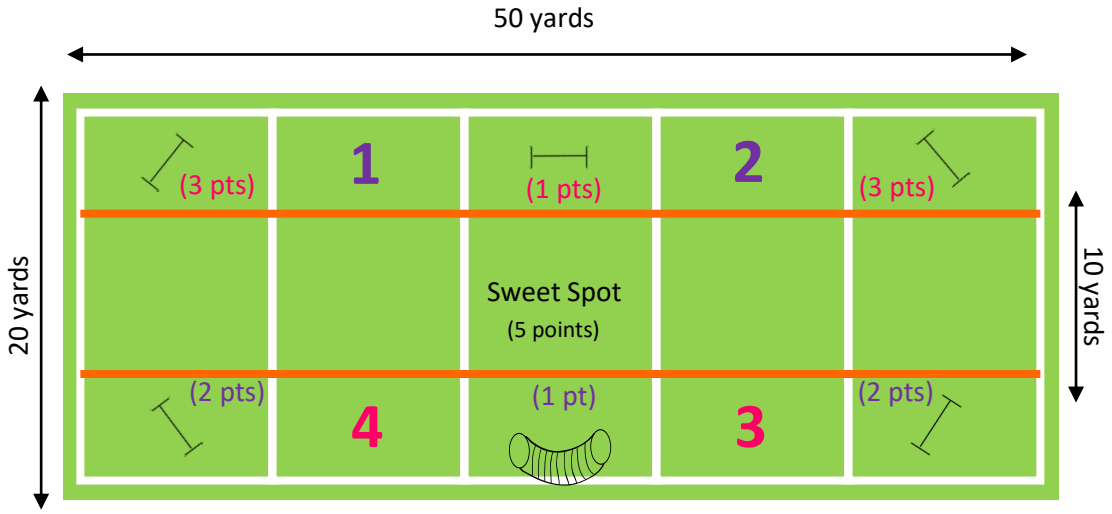
FunKey Rules: Level 2

Course A



Object of the game:

- Complete obstacles to unlock the opportunity to make a catch in a score zone.

FunKey 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 from within the bonus strip (middle of the field in between the two orange lines). 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.
- Handler may use up to four discs.
- 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.
- Dogs must successfully complete an obstacle before attempting a catch in a score zone. Once an obstacle is completed the handler may throw or roll to any of the “open” score zones (see level 2 specific rules for which scores zones are open). Teams must complete a catch in an “open” score zone before moving on to completing another obstacle. (Teams must alternate between completing obstacles and completing catches in score zones.)
- Throws can be made from anywhere other than the actual point zone being throw to.
- Points are earned by the dog completing an obstacle or by 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.).

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- As in the game, 4 Way Play, teams may only score points from each zone one time until all four score zones have been used. After being scored once, a zone is "closed" until the quad is cleared by catches being made in all four zones. Points do not need to be scored in numerical order. (Teams can aim for the "4" zone before the "1" zone.)
- Different obstacles are worth different amounts of points. The value of each obstacle is shown on the course layouts above and below. Point values may change in higher levels.
- 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 the 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.
- The game of FunKey lasts 75 seconds.
- Teams may continue alternating between completing obstacles and making catches until the 75 seconds has elapsed.
- 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 of five points.
- A disc in air prior to the "T" in time being called is in play until it hits the ground.
- In any game where teams may utilize more than 1 active disc (this does not include throw and go as one disc is always inactive) they may attempt the "sugar rush". The sugar rush is accomplished by the handler, dog, and two discs being in the sweet spot as time is about to expire. Before the "T" in time is called, the handler throws one of their discs towards a score zone. Time expires with the second disc, handler, and dog in the sweet spot earning them the sweet spot bonus (2 points). The first disc (currently still in flight) is still live and if caught by the dog (who can now leave the sweet spot since time expired) in a score zone will score the designated amount of points.

Rules specific to Level 2:

- The difference between level 1 and level 2 is that the obstacles on the "top" of the field unlock the point zones on the "bottom" of the field and vice versa.
    - Example: Course A - The 3 point jumps and the 1 point jump (labeled in pink) can only unlock the "4" and the "3" catch zones (also labeled in pink). Conversely the 2 point jumps and the 1 point tunnel (labeled in purple) can only unlock the "2" and "1" catch zones (also labeled in purple).
- The Sweet Spot bonus is now worth 5 points.
- There are now 3 course options. Host clubs should rotate the course they use from event to event. Course A is listed at the top. Course B and C are listed below.

Level 2 Scoring:

Points are scored by the dog completing an obstacle or making a catch of a roller or throw in the score zones. Each obstacle has a point value assigned as shown on the field diagram above. Each score zone has a designated value. A catch in the "four" zone scores 4 points; the "two" zone 2 points, etc.

If the handler, dog, and one disc are all in the sweet spot as time expires, the team scores five bonus points.

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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.

FunKey Ups and Achievements

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

Point Achievements:
Funkadelic:
Daft Funk:

Special Achievements:
Single Quad: Clearing 1 quad
Double Quad: Clear 2 quads
Triple Quad: Clear 3 quads
High Roller:

Level 2 Ups:

Funkadelic Up:
Daft Funk Up:
Single Quad Up:
Double Quad Up:
Triple Quad Up:
High Roller Up:
Bronze Up:
Silver Up:
Gold Up:
Platinum Up:
Unobtanium Up:

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

Equipment required:

5 agility jumps and 1 agility tunnel (See specs below)

- PVC jumps (no metal jumps or jump cups allowed) with available heights of 4", 8", 12", 16", 20" and 24". Jumps must be 4-5 feet in width.
- Tunnels with length of 10' to 20'. Must be secured with dog safe tunnel holders. (Regulation tunnels used for dog agility 24" width +/- 2" with a 4" pitch preferred)

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

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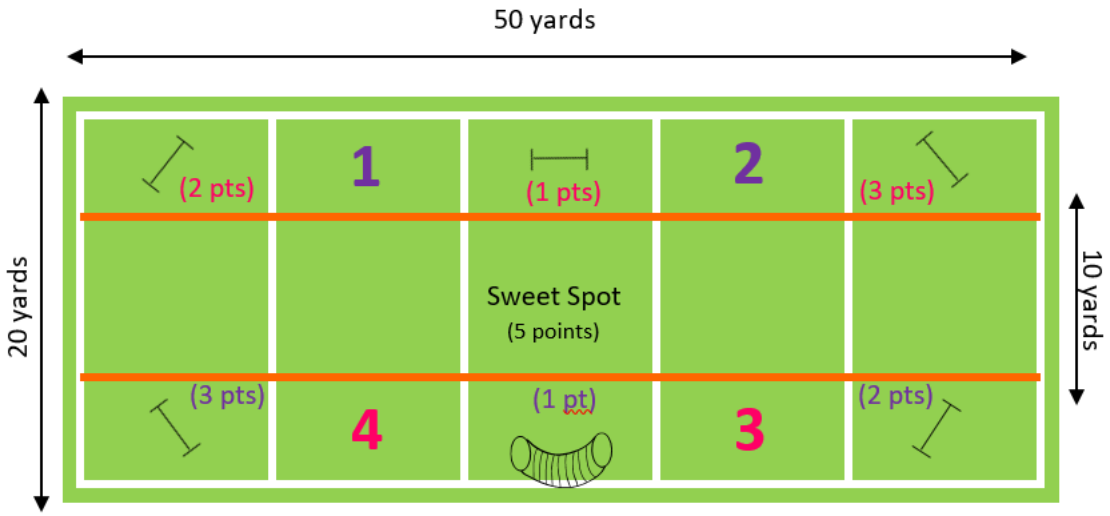
Jump Heights:

There are three height divisions for the agility-based games in UpDog. At events where there are more than 25 FunKey entries, we encourage placements and awards be made based on the dog's height division but ultimately it is the club's choice how to offer awards at their events.

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.

FunKey Level 2: Course B



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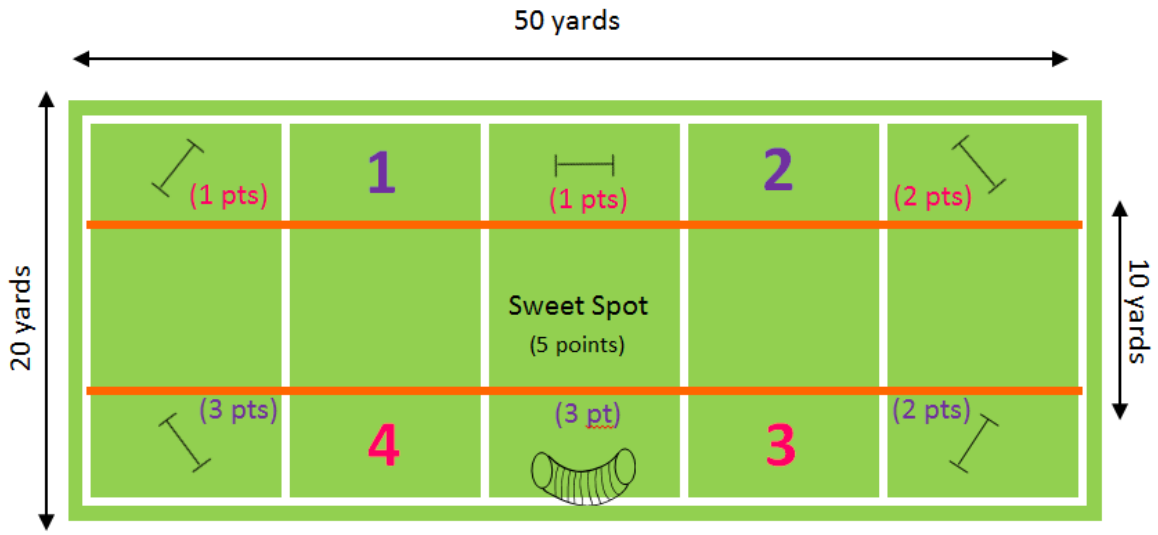
FunKey Level 2: Course C



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