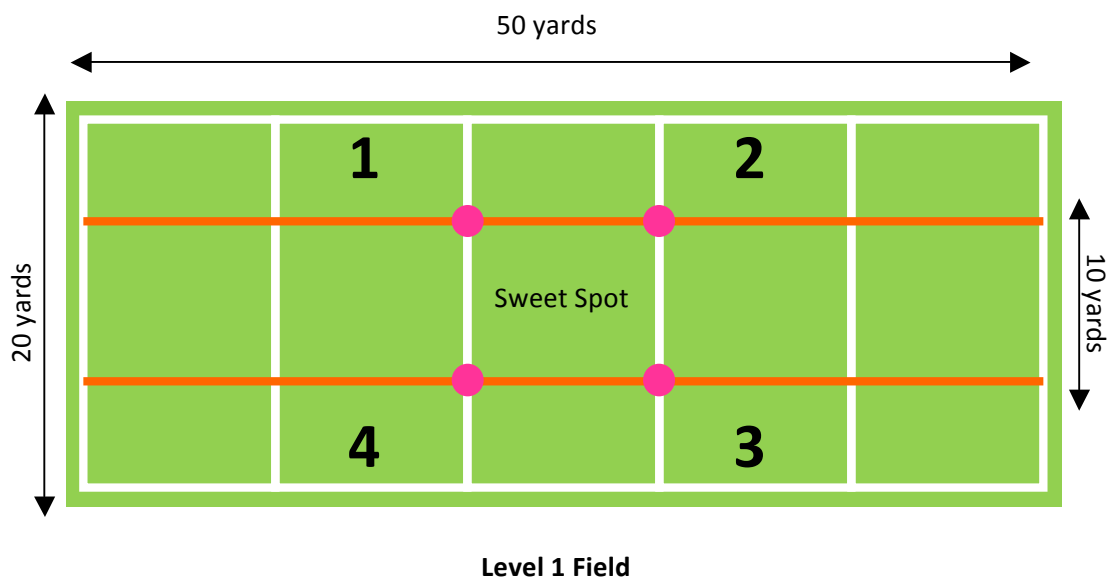




Up Dog: 4 Way Play



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 50 yard long by 20 yard wide 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.
- **Human player will indicate to the judge/timekeeper that they are ready with a thumbs up. Person running the sound will begin the automatic timer. Time begins on the "g" in Go. Discs thrown by the handler prior to the "g" in Go (Ready, Set, Go) are not "in play" and will not be scored.**
- 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.) **Throws made with a foot on or over the throwing line are not "in play" and will not be scored.**
- **The atmosphere above the field is not part of the field. Objects (humans, discs, or humans) occupying the atmosphere above the field will be marked and scored in the zone in which they land.**

- **Objects (discs and dogs) under control of the human handler will be considered in the zone that the handler occupies.**
- 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. (The line is your **dog's** 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". **The judge will make every effort to do this as quickly as possible, however, sometimes must wait for a call from the second judge before announcing.**
- 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 team with the fewest misses wins. If the tie is still not broken, 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.

Judges' Notes: Only tally misses on the "Misses" section of the score sheets. If the dog catches the disc, even outside of a zone, it is not considered a miss.

Level 1 Achievements and Ups:

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)

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 Unobtainium Up – 400 Cumulative Lifetime Points

Leveling Up to Level 2: Teams earning a Gold Up have the option of playing 4 Way Play at level 1 or level 2.