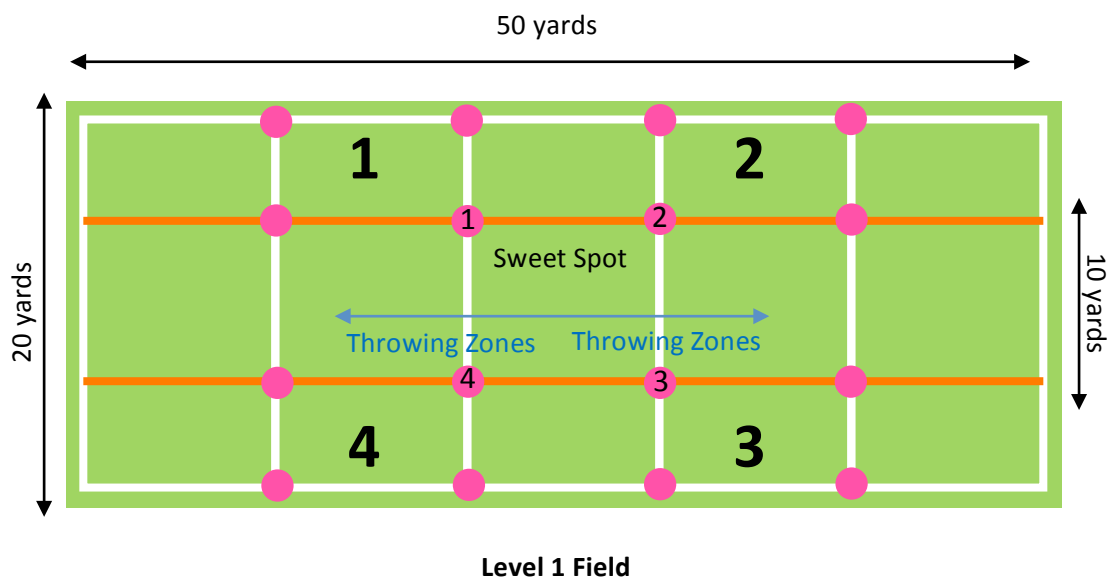




Up Dog: 4 Way Play Level 2, Version 3



Objective:

Score as many points as possible in a 60 second time period by throwing to 4 score zones from the “Sweet Spot”, the 10 x 10 square zone to the left of the Sweet Spot, and the 10 x 10 square zone to the right of the Sweet Spot.

Field set up for level 2:

- 4 way play level 2 typically takes place on the 20 x 50 yard UpDog field. It can, however, also be played on a revised 20 x 30 yard field when space is limited.
- Place a flat field cone at each vertex of the “sweet spot” as shown. Label each cone with the number of the zone.

Play and Scoring at Level 2:

- 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.
- 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 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.)
- 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.
- All throws clearing the first quad must be thrown 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. **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.**
- All throws clearing the second quad must be thrown from the 10 x 10 square zone to the left or right of the sweet spot. Handler may choose which of the two zones to throw from to clear the second quad.
- All throws clearing the third quad must be thrown from the 10 x 10 square zone to the left or right of the sweet spot. Handler must throw from the opposite zone they threw from to clear the second quad.
- All throws clearing the fourth quad must be thrown from the sweet spot.
- 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.

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

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 ? points or more using only rollers

4 Way Play UPs Level 2:

Single Quad UP – Five Single Quad Achievements

Double Quad UP – Four Double Quad Achievements

Triple Quad UP – Three Triple Quad Achievements

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Tetra Quad UP – 1 Tetra Quad Achievements
Highroller UP – Three Quadroller Achievements

4 Way Play Bronze UP – 100 Cumulative Lifetime Points
4 Way Play Silver UP – 200 Cumulative Lifetime Points
4 Way Play Gold UP – 300 Cumulative Lifetime Points
4 Way Play Platinum Up – 400 Cumulative Lifetime Points
4 Way Play Unobtainium Up – 500 Cumulative Lifetime Points

Leveling Up to Level 3: Teams earning a Platinum Up have the option of playing 4 Way Play at level 1, 2, or 3.