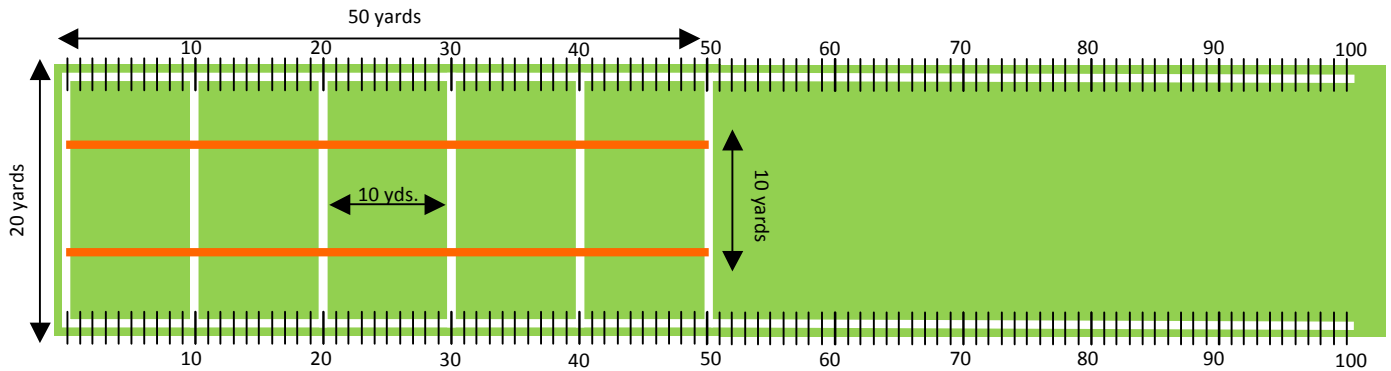


Far Out Rules



Field Setup:

- Typically Far Out is played in conjunction with other UpDog games. In this case, the field setup would look like the field above. The regular UpDog field (50 yard field on the left) would be added in order to make the 100 yard field. The hash marks on either side of the field are essential in marking the accurate distance of the “catch” in this game. Whatever measures clubs decide to put in place to make a more accurate marking of the placement of the “catch” is encouraged. Some clubs may decide to put a strip of hash marks down the center of the field as well, but it is not required.

Object of the Game:

- Amass as many points as possible by totaling the distances of three “catches”. (1 point = 1 yard)

Divisions:

- The following Far Out divisions may be offered by clubs:
 - Junior: 14 and under
 - Open: Any age
 - Senior: 50 years of age and older
 - Any of these divisions may also be split into women’s and men’s divisions.
 - For example: Open Mens, Open Womens, etc.
- A club may select which divisions to offer based upon the number of registered competitors for each division.

Rules:

Discs Allowed:

- All dog safe discs are allowed in the Far Out competition. See updogchallenge.com for the latest list of approved, dog-safe discs.

Game Rules:

- The Far Out game is comprised of two rounds: the “Triple Threat Round” and the “Sweet Shot Round”.
- The throwing line will be designated by the head judge (either end of the field). Head judge may make a unilateral decision based upon wind, safety, etc. or the judge may choose to take a competitor vote. The “direction” of the field will stay consistent for the entire competition unless weather or safety conditions warrant a change by the head judge.
- Each division will compete one at a time in a sequence set by the judging staff.
- Competitors’ running order within each division will be set randomly.

Triple Threat Round:

- As a competitor is called to the start line, they may bring as many discs as they wish to the throwing line. Once at the throwing line, the human competitor will signal to the start line judge that they are ready by giving a thumbs up. The throwing line judge will then signal to the human player that the field judges are ready by saying “Throw when read” to the human player. Time begins when the disc is released from the human player’s hands or when the dog crosses the throwing line. Time may be kept by the line judge using a stopwatch or by using the automated 90 second timer sound clip available for download on the UpDogChallenge.com site.
- Each competitor will receive 90 seconds to throw three tosses to their dog. These “tosses” may be throws in the air or rollers. Rollers are designated as “catches” if the dog grips the disc and grabs it in their mouth while the disc is still rolling with momentum in any direction. A roller is “live” and can be caught by the dog while the disc displays forward momentum in any direction. The disc is considered “dead” if movement in a direction has ceased and the disc begins to teeter on its edge (like a spinning coin). Judges will make the determination as to when a roller is “live” or “dead”. A roller too close to be called will be ruled in favor of the dog. Judges decisions are final.
- The dog may lead out (any distance) on any of the catch attempts. Human may not step on or past the throwing line prior to releasing the disc. If the human does step on or past the throwing line prior to releasing the disc, the line judge will call a foot fault and the toss does not count. Player may move on to their next toss.
- Each toss that is caught by the dog will be marked by field judges with a marker disc (mini marker discs as used in disc golf). The catch will be marked at the leading edge of the disc as catch is made. If the dog is in flight as the disc is caught, the catch will be marked at the leading edge of the disc as the dog lands. If the field judges are able to quickly gauge and record the distance of the catch, before the team is ready for their next throw they do not have to use a marker disc to mark the spot of the catch.
- If the dog tips the disc forward and then makes the catch, judges should mark where the catch is made.
- There is no out of bounds in the Far Out game. Judges will make every effort to mark catches as accurately as possible given a catch that occurs far away from field markers.
- The dog does not need to bring the disc back to the handler prior to the next throw.
- A player’s triple threat round ends after the third catch attempt is completed or after 90 seconds has expired, whichever comes first.
- At the end of the team’s round, the judges will determine at what yardage marker each catch was made. The field judges will mark each caught disc to the closest half of a yard increment. The benefit of the doubt on markers that are “too close to call” always goes to the team and the measure should be pushed to the next half a yard increment. (For example: If the marker disc was placed between 51 and 51.5 yards and it is too difficult to tell which is the most accurate increment, the judges will record the catch at 51.5 yards.)
- The head judge will record the measure of all three (or less) catches on the score sheet, find the sum of the measures, and record this total as the player’s score for the Triple Threat Round.

Sweet Shot Round:

- In the game of Far Out, we don't have a Sweet Spot, but rather a Sweet Shot. The Sweet Shot Round is comprised of one final catch attempt for each team.
- **At the end of their Triple Threat round a team may decide to take their Sweet Shot immediately or wait until all teams in their division have completed the Triple Threat Round.**
- If a team decides to take their Sweet Shot, they are agreeing to have their lowest score from the Triple Threat Round replaced by the score of their Sweet Shot regardless of the result.
- The Sweet Shot Round is optional for teams. If a team declines to participate in the Sweet Shot Round, their score from their Triple Threat Round becomes their final score for Far Out.
- The Sweet Shot attempt will be judged, measured, and recorded in the same scoring fashion as was utilized in the Triple Threat Round.
- If attempted, the Sweet Shot score will replace the lowest of the scores from the Triple Threat Round and the total will be adjusted to reflect the player's Far Out final score.

For teams that choose to take their Sweet Shot after all teams have completed

- The order of the divisions for the Sweet Shot Round will be the same as it was for the Triple Threat Round, however, the running order of the teams will again be randomized.
- Teams **may wait** to declare their intent (to take their Sweet Shot or not) when it is their turn in the running order.

Sample Scoring Ramifications of Sweet Shot Round:

Example #1: Player gets three catches in the Triple Threat Round: 56 yards, 42 yards, and 67 yards. Player decides to attempt the Sweet Shot. Team does not record a catch in the Sweet Spot round. Player's score is now the total of 56, 67, and 0. (Lowest score from Triple Threat Round replaced with the Sweet Shot score of zero)

Example #2: Player gets three catches in the Triple Threat Round: 50 yards, 41 yards, and 37 yards. Player decides to attempt the Sweet Shot. Team records a catch of 62 yards in the Sweet Spot round. Player's score is now the total of 50, 41, and 62. (Lowest score from Triple Threat Round replaced with the Sweet Shot score of 62)

Example #3: Player gets one catch in the Triple Threat Round: 0 yards, 92 yards, and 0 yards. Player decides to attempt the Sweet Shot. Team records a catch of 84 yards in the Sweet Spot round. Player's score is now the total of 92, 0, and 84. (One of the zeros from Triple Threat Round replaced with the Sweet Spot score of 84)

Tie Breaking: In the event of a tie, to determine placements, use the following criteria: the team with the longest recorded catch wins. If that is tied, then move to the second catch, etc. If the two players had identical rounds, then there will be a throw off. Teams involved in the tie will enter a throw off where each team will get one throw. . The team who scores the highest point value wins the tie. The throwing order in the tie breaker is determined by a disc toss. Throw off continues until tie is broken.

Far Out Achievements:

- Nifty Fifty – Total score higher than 49 but less than 100
- Centurion – Total score higher than 99.5 but less than 150

- Buck Fifty – Total score higher than 149.5 but less than 200
- Bicentennial – Total score higher than 199.5 but less than 240
- The Moon Doggie – Total score higher than 239.5 but less than 275
- The Duke/McLeod – Total score higher than 274.5
- High Roller – Total score higher than 99 using nothing other than rollers
- Hat Trick – All three attempts during the Triple Threat Round were caught beyond the 30 yard marker.
- Golden Receiver – All three attempts during the Triple Threat Round were caught beyond the 50 yard marker.
- Platinum Receiver – All three attempts during the Triple Threat Round were caught beyond the 70 yard marker.
- The Flutie – Sweet Shot attempt completed and recorded as a longer catch than any of the three recorded catches from the Triple Threat Round. (Must have three recorded catches from the Triple Threat Round.)

Far Out Ups:

Hat Trick UP – Five Hat Trick Achievements

Golden Receiver Up – Five Golden Receiver Achievements

Platinum Receiver Up – Three Platinum Receiver Achievements

The Flutie UP – Three Flutie Achievements

High Roller UP – Five High Roller Achievements

Nifty Fifty UP – Five Nifty Fifty Achievements

Centurion UP – Five Centurion Achievements

Buck Fifty UP – Three Buck Fifty Achievements

Bicentennial Achievement – Three Bicentennial Achievements

Moon Doggie Up – Two Moon Doggie Achievements

Far Out Bronze UP – 300 Cumulative Lifetime Points

Far Out Silver UP – 750 Cumulative Lifetime Points

Far Out Gold UP – 1,500 Cumulative Lifetime Points

Far Out Mile High Club UP – 1,760 Cumulative Lifetime Points

Far Out Platinum UP – 2,500 Cumulative Lifetime Points

Far Out Unobtanium UP – 5,000 Cumulative Lifetime Points

Judging Notes:

- Three judges are required for Far Out:
 - Throwing line judge
 - Ensures that competitor's foot does not cross the line prior to the release of the disc
 - Makes sure that all three attempts happen prior to 90 seconds elapsing
 - Two side judges
 - Determines whether dog catches the disc
 - Marks the point of catch with marker disc
 - Head judge
 - May be one of the two side judges
 - Records the scores on the score sheets
 - Settles any discrepancies on the marking of the point of catch