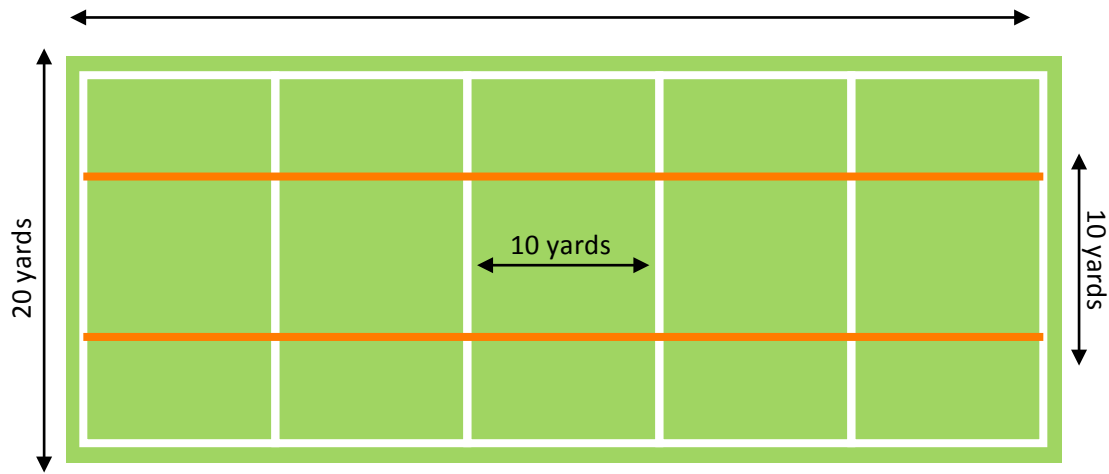




Up Dog Throw and Go Field and Rules

(Level 2)

50 yards



Object of the Game:

- Score as many points as possible by the dog member of the team catching rollers or throws in the different scoring zones.

Rules:

- Dog and handler must be behind the start line (furthest marked line at either end of field) before time begins.
- Handler will signal to the line judge when they are ready. Line judge will signal to time keeper/announcer and announcer will begin time.
- Handler may move anywhere on the field to retrieve disc or dog, but all throws must originate with the thrower keeping both feet behind the throwing line until the disc is released.
- Handler and dog have 60 seconds to complete as many catches as possible. Time is over as the “t” in time is enunciated by the announcer. 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 bring two discs to the line. As one disc is released, the second disc must be behind the throwing line.
- There is an invisible honor line three yards from the start line. Players are on the honor system to not “abuse” the first zone by tossing the disc a few feet into their dog’s mouth just past the start line to accumulate points. If the judge determines that the team is not attempting to pass the “honor line” the team will be disqualified from that round and receive a score of zero points.
- Players using rollers during a round must throw the roller with intent. In other words, a poor throw that accidentally turns into a roller will not be considered a roller and will be scored as a miss. Judges will make the final call on whether a toss is a “roller” or a “throw”.
- A “catch” of a roller is defined as the dog grabbing the disc while it is still in forward motion and is rolling on the edge of the disc. (Has not come to rest on either flat side of the disc). The moment that the disc ceases to move

away from the throwing line (turns back towards the throwing line) the disc is “dead” and can no longer be caught by the dog.

- 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.
- If the dog lands while straddling two catch zones, (“straddling two zones” is defined as some paws landing in one zone and some paws landing in another zone.) the judge will mark the catch as being made in the zone where the disc was at time of catch.
- Objects (discs and dogs) under control of the human handler will be considered in the zone that the handler occupies.
- Discs thrown by the handler prior to the “g” in Go (Ready, Set, Go) are not “in play” and will not be scored.

Scoring:

- Catch or Roller in the 0-10 yard zone – 1 point
- Catch or roller in the 10-20 yard zone – 3 points
- Catch or roller in the 20-30 yard zone – 4 points
- Catch or roller in the 30-40 yard zone – 5 points
- Catch or roller in the 40-50 yard zone – 10 points
- A catch or roller in the interior ten yard section of field as noted by orange boundary produces double the indicated score Exceptions: This bonus zone is not in effect until after the 20 yard mark (no points are doubled in the first or second zone). The final bonus zone is not doubled (10 doubled would yield 20), but is rather 15 points. A dog only has to have one paw in the bonus zone to get the doubled score.
 - The general rules state that, “If the dog lands while straddling two catch zones, (“straddling two zones” is defined as some paws landing in one zone and some paws landing in another zone.) the judge will mark the catch as being made in the zone where the disc was at time of catch or as the dog lands if the catch was made in the air.” In regards to the bonus strip, however, if the dog has one paw in the bonus strip, the bonus strip zone will “over-ride” a non-bonus strip zone and the team will receive the higher score.
- There is no anti-gravity bonus
- If all discs (two), dog, and handler are behind the throwing line when the “t” in time is called, the team receives five bonus points for completing the passive sweet spot bonus.
- If a disc is caught in the bonus zone (past the 20 yard mark) as the “t” in time is called or after, the team receives five bonus points for completing the active sweet spot bonus.
- Teams may only achieve the active sweet spot or the passive sweet spot, not both.

Tie Breaking: In the event of a tie, to determine placements, use the following criteria: the team with the fewest misses wins, then the team with the most catches in the bonus zone wins, then the team with the most catches in the farthest zone, then second farthest zone, etc. If all of these criteria are identical, 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.

Throw and Go Achievements (Level 2)

- Low Five Achievement – 50 - 74 points

- Sharpshooter Achievement – All discs caught in the bonus zone (beyond the 20 yard marker)
- Golden Receiver Achievement – All throws/rollers were caught regardless of points and/or OB (Round must include at least 4 throws/rollers.)
- High Five Achievement – Achieve a score over 75 points
- High Roller Achievement –
- Super High Roller Achievement –

Ups:

Sharpshooter UP – Three Sharpshooter Achievements

Golden Receiver UP – Three Golden Receiver Achievements

Low Five UP – Five Low Five Achievements

High Five UP – Three High Five Achievements

Throw and Go Bronze UP –

Throw and Go Silver UP –

Throw and Go Gold UP –

Throw and Go Platinum UP –

Throw and Go Unobtanium UP –Cumulative Lifetime Points

High Roller UP – Three rounds of High Roller Achievements

Super High Roller UP – Three rounds of Super High Roller Achievements

Leveling Up to Level 3: Teams earning a Platinum Up have the option of playing Throw and Go at level 2 or 3.

