



Objective:

Score as many points as possible in a 60 second time period by either of the two human competitors 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 Freestyle/Distance Accuracy field
- 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.
- Many organizations label the sweet spot with paint to help competitors locate it during their rounds.

Play and Scoring at Level 1:

- Dog and handlers have 60 seconds to score as many points as possible using four discs.
- Dog and both handlers must start the game from the center square zone known as the sweet spot.
- All throws must originate from the sweet spot. Players 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. Humans 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.)
- Handlers must alternate throws to the dog.
- The dog does not have to catch the disc before the next handler throws. Catch or miss, handler's must alternate throws.
- If handlers do not alternate throws, the throw does not count. Judges do not need to score this throw. Judges will treat it as if it never happened regardless of whether or not the dog catches the disc.

- If it appears to the judge that one player is not making a true attempt to throw a catchable disc to the dog (example: just throwing the disc into the dirt so that the other thrower can quickly throw again) the judge will provide the team one warning. If this behavior continues, the judge may end the round and the team will receive a score of zero. Other players may also politely shame the team into realizing that behavior like that goes against the spirit of a pairs game and against the spirit of UpDog. Their dog should be ashamed.
- In air tosses and rollers may be used by any player at any time.
- Handlers may toss discs to each other from in or out of the sweet spot, but any throw to the dog or inadvertently caught by the dog must originate from a human standing in the sweet spot in order to be scored as a catch.
- Handlers 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 all of the UpDog games, the line is the 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".
- 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.
- A disc in air prior to the "T" in time being called is in play until it hits the ground.
- If both handlers, dog, and at least 1 disc are in the sweet spot as time is called, the player receives the two-point sweet spot bonus.
- The "Sugar Rush" move has been tried by many and is legal. This move can be attempted as time is ticking down and both human team members, the dog, and at least two discs are in the sweet spot. If both humans and the dog are in the sweet spot as time is called, and one of the humans releases the disc prior to the "T" in time being called that disc is live. The dog may leave the sweet spot and attempt to catch the disc. If the dog catches the disc in a catch zone, the team will receive points for the sweet spot (2 points) as well as the points for the catch (1-4 points depending upon zone where catch occurred). If a team has at least three discs in the sweet spot as time is ticking down, they may attempt the elusive double sugar rush. We don't want to give away strategies here, just think about it 😊

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) – Collect 4 out of 10 UPs to move to next level

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 Unobtanium 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.