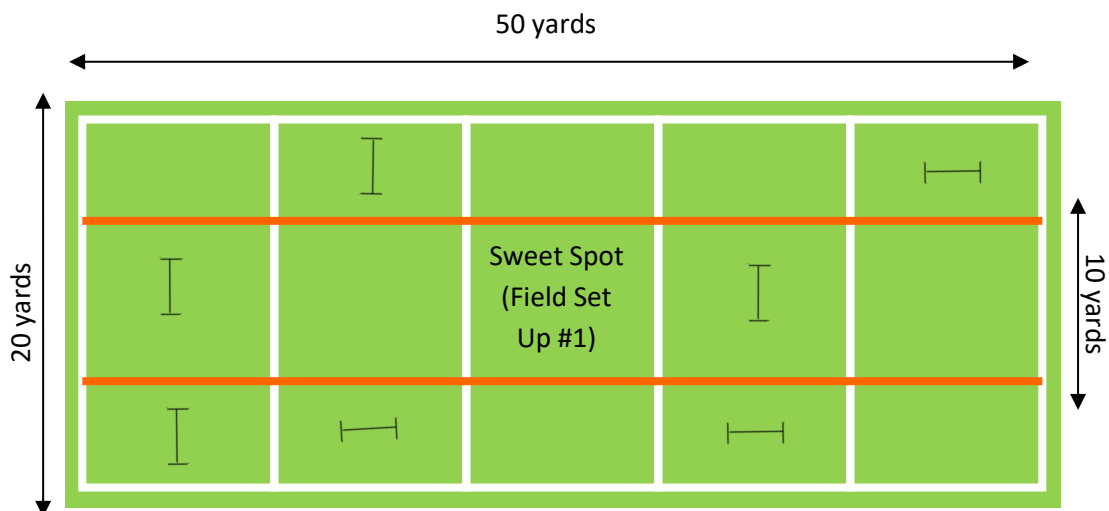


7 Up: Level 1



Object of the game:

- Alternate completing jump(s) and catch zones to complete 5 different catch zones and return to the Sweet Spot in as few seconds possible.

Field Set Up:

- There are multiple options for field set-up (Above is field set up #1.) The event organizer will choose between the 7* different field set-ups (see field options below). Teams should be unaware of the chosen field set-up until the jumps are set up prior to the players meeting. Field selection must be varied between rounds at the same tournament and between adjacent tournaments (may not use the same field twice in a row). ***Effective May 1st 2019 there are 4 additional field options available to those host clubs that do not have a full 50x20 yard field. A unique field different than the fields listed here within the rules may be used at UPDIF.**

7Up Rules:

- Dogs over 12 months may play this game. Lower jump heights are available in each height division so that young dogs (12-18 months) and Veteran dogs may play. Please use wise judgment before asking your dog to perform jump heights or obstacles they may not be ready for.
 - Note: Host clubs may allow dogs under the age limits listed above to play for exhibition only (FEO). Those scores should not be sent to UpDog with the final results. Allowance of FEO entries and determination of FEO entry fees are at the discretion of the Host Club.
- The course consists of 8 catch zones and 7 jump zones (except when implementing the alternate field options for smaller fields). In the field set up diagrams, jump zones are indicated by the jump icon. Catch zones are all the zones that do not have a jump icon in them.
- Dog must start from any catch zone, handler may start anywhere. Handler may lead out if they choose, however, false starts will result in a re-set of the time if the time has begun. If the team false starts more than three times regardless of whether time has begun, the team forfeits their round and scores zero points.
- Handler may use up to 5 discs.
- When the team is ready to begin their round, the handler will signal to the judge who will inform the time keeper/announcer. The announcer will say (or begin the audio track) "Ready, Set, Go". Time begins with the

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“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.

- Dogs must successfully complete a jump before attempting a catch in a catch zone. The team may complete 1, 2 or 3 different jumps before attempting a catch in the catch zone. (If a dog “back jumps” the same jump or takes it twice before completing a catch zone, they are only wasting time. That jump will only count one time for three points.) Once a jump or up to three jumps are completed, the handler may throw or roll to any of the “open” catch zones. Any zone on the field without a jump in it is a “catch zone”. Teams must complete a catch in an “open” catch zone before moving on to completing another jump. (Teams must alternate between completing jumps and completing catches in catch zones.) **If a team triest a catch and fails and has not yet gotten a total of 3 jump for that sequences, they may take an additional jump (or 2) before attempting a catch again if they so choose. Example: Jump, Jump, Failed Catch, Jump, Catch.**
- With the safety of the dog in mind, dogs may not complete the jumps with a disc in their mouth. Any jumps the dog might complete with a disc in its mouth will not be considered “complete” and no points will be awarded. The dog will need to drop the disc and complete a jump without the disc in its mouth to move forward in the game. If this occurs once, the team will receive a warning from the judge. At this point, the handler should make every effort to ensure their dog drops the disc before attempting further jumps. If the dog continues to attempt jumps with a disc in its mouth the judge may stop the round if he/she feels the situation is unsafe. If the judge stops the round, the team will receive a score of zero.
- Catch zones are “open” until a catch has been completed in that zone. The dog only needs one paw in a catch zone to complete a catch. 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.
- Throws can be made from anywhere other than the actual catch zone being thrown to.
- 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.
- Points are earned by the dog completing jump(s) or by 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”.) Jumps are worth 3 points and catches are worth 1 point.
- If a dog drops a bar on a jump, that jump is not considered “completed” and that jump is out of play for the remainder of the round.
- Time stops once 5 catches are made in 5 different catch zones and the handler, dog and 1 disc are in the Sweet Spot. Teams should attempt to complete the “course” as quickly as possible as all remaining seconds are added on to your final score as points (1 point for every second remaining. For awarding points, remaining seconds will be rounded to the nearest whole number). **No more than 5 catches will be counted towards the score.**
- If asked by the handler, the head judge may indicate whether the zone being questioned has already been completed. Other than this assistance, it is up to the team to know which catch zones are still “open”.
- The game of 7Up lasts 60 seconds.
- If the team plans it out so that they finish the course by completing their 5th catch in the Sweet Spot before 60 seconds expires the team will receive a sweet spot bonus of 7 points.

- A disc in air prior to the “T” in time being called is in play until it hits the ground.

Level 1 Scoring:

- Points are scored by the dog completing jumps or by making a catch of a roller or throw in the catch zones. Each jump has a point value of 3 points. Each catch zone has a value of 1 point. The Sweet Spot Throw Bonus is worth 7 points. Any remaining seconds left when the time stops are added on to the score as points. (1 point for every second remaining – seconds should be rounded to the nearest whole number).

Tie Breaking: In the event of a tie, the following criteria will be used to determine placements: Finishing time to the 100th of a second. If the teams are still tied then a 15 second “sudden death” tie breaker round will occur. The team with the most points in 15 seconds wins. The Sweet Spot bonus is not in play for the tie breaker.

Level 1 Achievements:

Double Up: Completing 14 jumps or higher in one round

Golden Receiver: Dog catches all throws regardless of whether in a catch zone or not

High Roller: Scoring 50 points or more using only rollers

Jump Junkie: Complete 10 – 13 jumps in one round

Speedy Feet: Complete the round (complete 5 catches and get back to SweetSpot with dog and at least one disc) in 40 seconds or less

Level 1 Ups:

Medals:

Bronze: 100

Silver: 250

Gold: 450

Platinum: 800

Unobtanium: 1,200

Leveling Up to Level 2: Teams earning a Gold Up have the option of playing Fun7UP at level 1 or level 2.

Equipment required:

7 agility jumps

- Agility competition quality jumps (no metal jump cups allowed) with available heights of 4”, 8”, 12”, 16”, 20” and 24”.

Jump Heights:

There are four height divisions for the agility-based games in UpDog. It is at the host club’s discretion as to whether to award by height division. Host clubs may combine height divisions for awards if so desired. Example: Maxi and Mega placed together and Mini and Midi placed together, etc.

Mini - Under 15” Can opt to jump 4”, 8”, 12” or 16”

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Midi - 15" - 18" Can opt to jump 8", 12", 16" or 20"

Maxi – Over 18" to under 23" Can opt to jump 12", 16", 20" or 24"

Mega - 23" and over Can opt to jump 12", 16", 20" or 24"

Conversion for metric based countries:

Mini Division: Under 381mm – Can opt to jump 101.6mm, 203.2mm, 304.8mm or 406.4mm

Midi Division: 381mm-457.2mm – Can opt to jump 203.2mm, 304.8mm, 406.4mm or 508mm

Maxi Division: Over 457.2mm-Under 584.2mm – Can opt to jump 304.8mm, 406.4mm, 508mm or 609.6mm

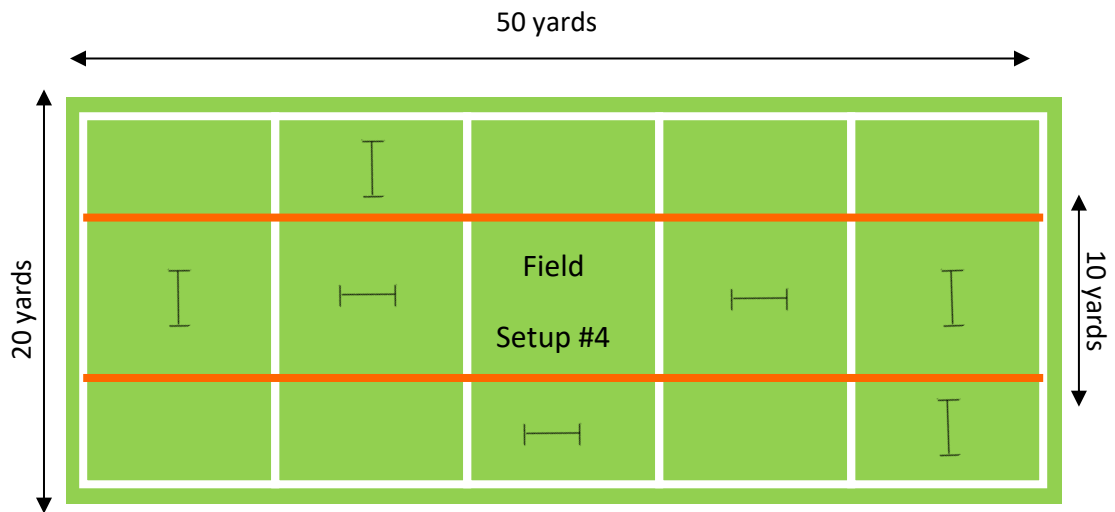
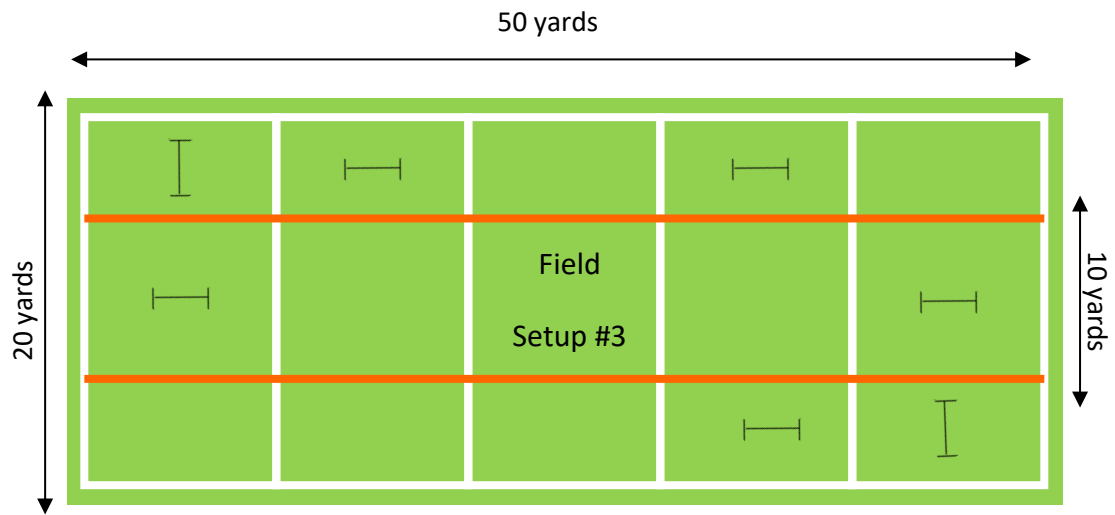
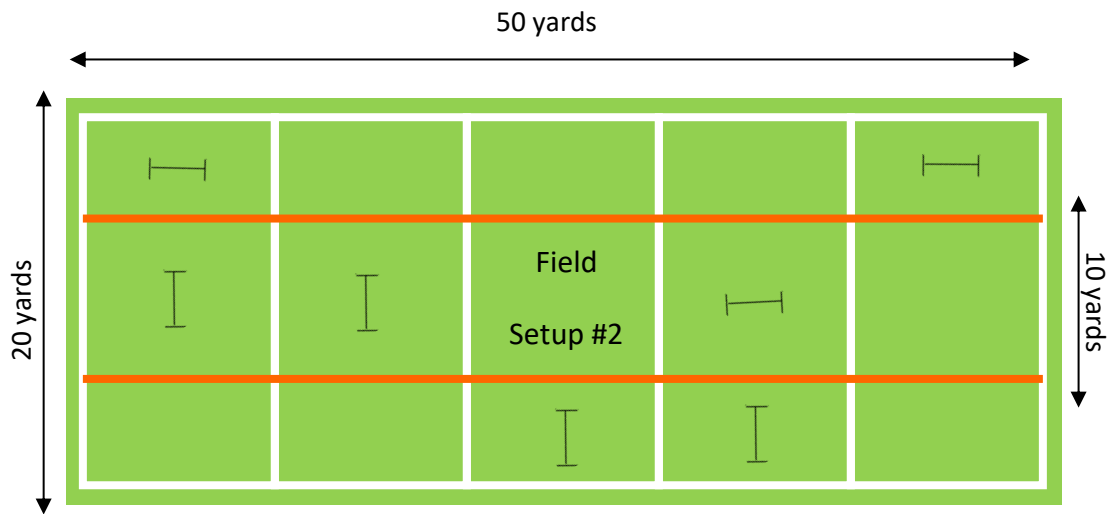
Mega Division: 584.2mm and Over – Can opt to jump 304.8mm, 406.4mm, 508mm or 609.6mm

Height cards from officially sanctioned agility venues are accepted. Accepted venues for height cards: AKC, USDAA, AAC. If a height card from ASCA, CPE or NADAC can be used to determine eligibility it will be allowed. Because these venues do not print the dog's exact height on the card these will be accepted on a case-by-case basis. If the dog has no pre-existing height card from an accepted agility venue official measuring will occur at UPDIF via PVC wickets set at 15", 18.1" and 23". The dog's withers must fit under the wicket (when standing on a level hard surface) without touching. Clubs may wicket dogs to determine height division but the measurement taken at UPDIF (or via an accepted agility height card) will be considered the dog's official UpDog height.

Judges Notes:

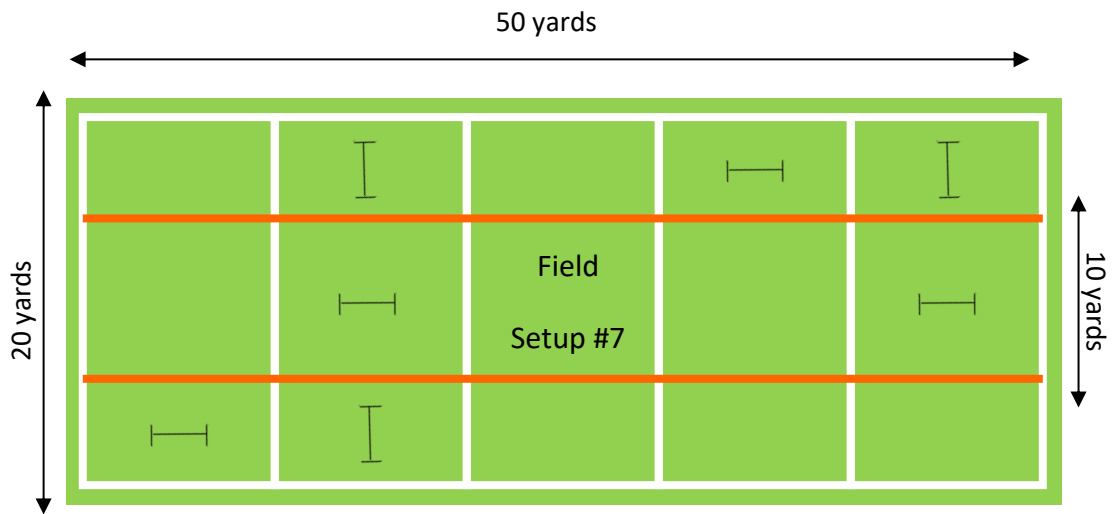
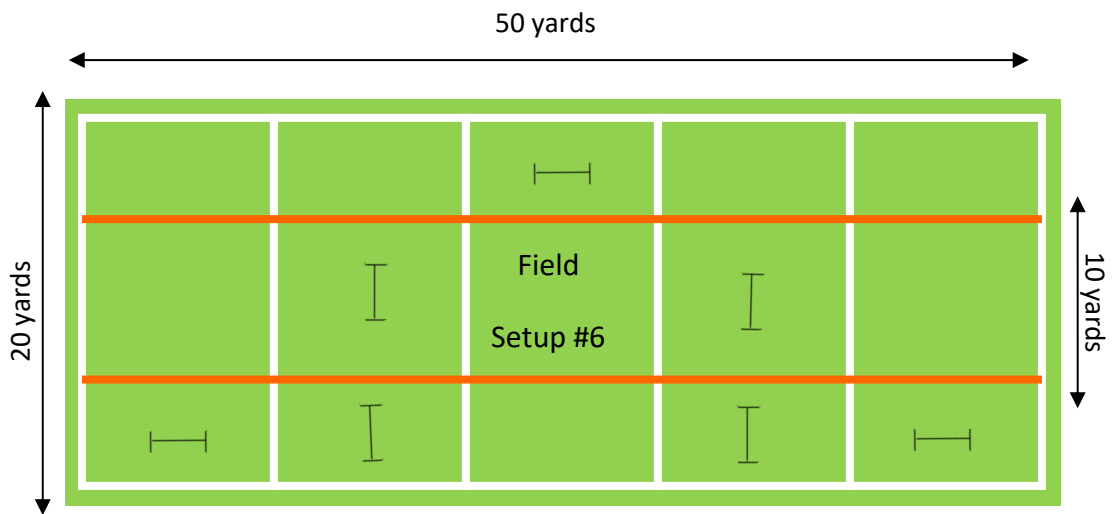
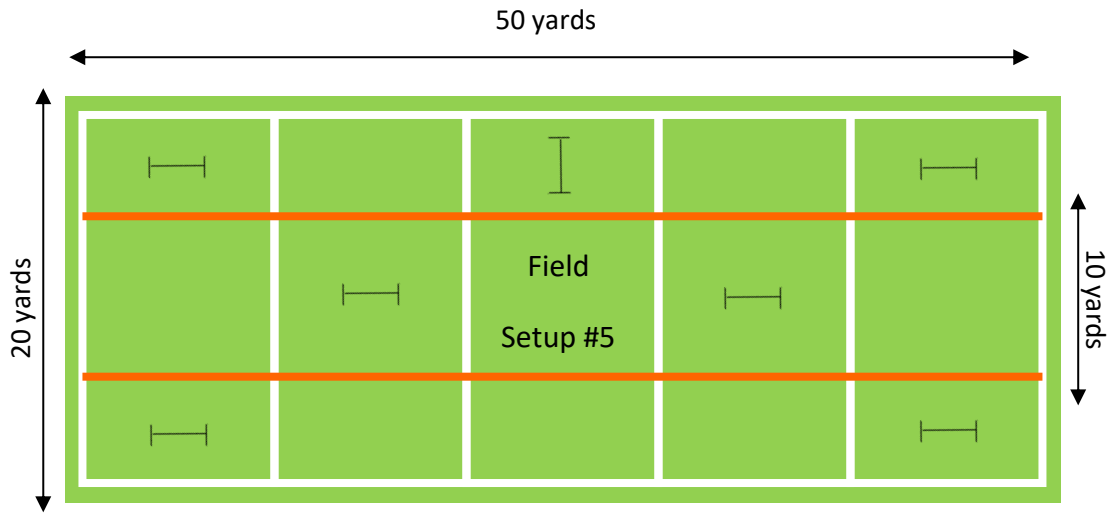
Two judges are used for 7Up. The head judge counts the catches and marks the catch zones on the official UpDog score sheet. The head judge will say "Catch 1" when the first catch in an available zone has been completed, then "Catch 2", "Catch 3", etc. If asked the head judge may indicate whether a catch zone has been completed successfully or not. The head judge will also start the stop watch when the round begins and stop the stop watch after a 5th catch is completed and the handler, dog, and at least one disc is in the Sweet Spot. The second judge tallies the number of completed jumps throughout the round, makes sure that a maximum of three jumps are completed between each completed catch (and jumps are not repeated in between catches), and helps to call catch zones as completed or not.

See below for Field Setup Options.



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Alternate Field Set Up: Below are 4 course options available to those host clubs who have 30 yard by 20 yard fields. If a full field (50x20) is available then courses 1-7 should be used. If a full field is not available then courses 8-11 are acceptable alternatives. Competitors competing on courses 8-11 should understand that this is an altered field set up to accommodate for space restrictions and is not what will be seen at major full field competitions such as UPDIF.

