Frizgility Rules: Level 2

1 square = 1 square yard ('3 x 3')

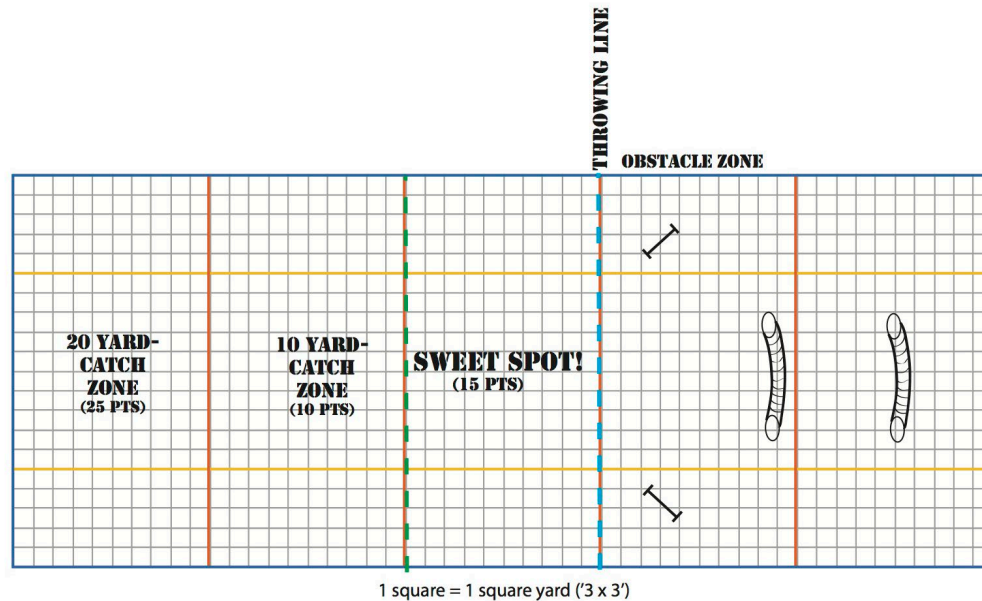**Object of the game:**

- The object of the game is for the dog to successfully maneuver through 3 obstacles and then make a catch in the catch zone, return, go back through the same set of obstacles and make a catch in the catch zone. The field above is 1 field set up out of 12 options.
- As time permits, the team will continue to move back and forth through the obstacles and catch zones until the 60 second time expires racking up points as they go.

Frizgility 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.
    - o 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.
- Dog must start behind the yard line closest to the first obstacle. 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.
- Discs thrown by the handler prior to the "g" in Go (Ready, Set, Go) are not "in play" and will not be scored.
- Catch zones are 10-20, and 20 + yards from the throwing line. A maximum of 3 attempts can be made to complete a catch with a minimum attempt of at least 1 catch before moving back through the obstacles. A throw attempt that is ruled a "foot fault" (human's foot crossed the throwing line prior to releasing the disc) still counts as one of three attempts.
- No penalties for missed catches are assessed however time keeps running.
    - o Players are on the honor system to play within the "spirit of the game" of Frizgility. Frizgility is the combination of completing agility obstacles and completing catches. Tossing a disc a few feet into the

ground just past the throwing line so that the team can go back through the obstacles is not in the spirit of the game. If the judge determines that the team is not attempting to make a good throw, the throw will not count as an attempt and the handler will need to throw the disc another time before being allowed to navigate the obstacles again

- 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.
- Catches must be made in bounds (within the 20 yard wide field.) If the dog catches the disc straddling two zones ("straddling two zones" is defined as some paws landing in one zone and some paws landing in another zone.), the zone where the leading edge of the disc lands will be the scored zone.
- Obstacles must be completed in the direction of the team movement towards the catch zone. If a jump or tunnel is completed in the wrong direction no points are awarded, no penalties are assessed, but time continues to elapse.
- If a jump bar is knocked over, that obstacle is no longer "in play". The jump with the knocked bar can be run past or ignored, but no points will be awarded.
- No penalties are assessed for missed obstacles or refusals (knocked bars or dog runs around an obstacle), however the dog must successfully navigate a minimum of one obstacle before being allowed an attempt at the catch zone.
- With the safety of the dog in mind, dogs may not complete obstacles with a disc in their mouth. Any obstacles 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 an obstacle 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 obstacles. If the dog continues to attempt obstacles 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.
- Only one disc may be used to play the game of Frizgility level 2.
- Toys and additional discs are not allowed in level 2.
- No treats are allowed on the field.
- Time continues running during any nature breaks.

Rules specific to Level 2:

- In level 2 there is an additional 20 yard catch zone in which catches score 25 points and the 3-10 yard catch zone is no longer in play. Handlers may choose which zone to throw to (10 - 20 yards or past 20 yards).
- While there are no out of bounds for throws/catches in Level 1 out of bounds will be called in Level 2.
- Obstacle discrimination challenge. In level 2 an additional obstacle will be placed 5 yards behind the farthest point of the middle obstacle. See course maps for course options and placements. The handler must choose between the closest or furthest middle obstacle. They cannot complete both for points. If both center obstacles are completed only the 1st one taken will be scored. Point values: Any tunnel or jump used as the extra obstacle is worth 15 points, 6 weave poles are worth 20 points and 12 weave poles are worth 25 points. Just as in level 1

clubs can choose which course options to play and are encouraged to vary the course options from event to event.

- o Weave pole performance: Dogs must enter with the first pole on their left and then continue by bending to the right to go beyond the 2nd pole at their right shoulder. Then bend to the left to go past the 3rd, etc. until the obstacle is complete. They must complete all poles to receive points. If the dog pops out they must begin again at the beginning or choose to go on and receive no points for the poles.

Handler Proximity to Obstacles Level 2:

- The handler may run with the dog and as close to the dog as they need to so long as the handler does not touch any of the obstacles. The handler may not step on or cross the throwing line when making the throw.

Level 2 Scoring:

- 5 points are awarded for every obstacle successfully completed*, 10 points are awarded for every throw or roller caught in the 10 - 20 yard catch zone. 25 points are awarded for every throw or roller caught in the 20 + yard catch zone.
  - o *Obstacle discrimination challenge - Any tunnel or jump used as the extra obstacle is worth 15 points, 6 weave poles are worth 20 points and 12 weave poles is worth 25 points. Only 3 obstacles count towards point accumulation. If a dog completes both center obstacles whether on purpose or not the lower point value is to be awarded.
- 15 points are awarded if the handler, dog, and disc are in the "Sweet Spot" when time expires.
- Missed catches should be marked on the scoresheet as these are used for tie-breaking purposes.
- Missed obstacles should be marked on the scoresheet as these are used for determining achievements such as Speedy Feet and High Five. As the intention of the game is for the team to complete 3 obstacles any of the 3 obstacles not completed shall be marked as a miss on the score sheet regardless of the team's intended strategy.

Tie Breaking: In the event of a tie, placements will be determined in the following manner: The team with the fewest missed catches breaks the tie, then the team with the most 20 yard catches. If both of these are the same, the two teams will be timed as they run through the "course" one time each (1 direction). Time is stopped as the dog makes the catch in the catch zone. The team with the most points wins. If both teams achieve the same amount of points, the team with the fastest time wins. A disc flip will determine which team runs through the course first.

Frizgility Level 2 Ups and Achievements
Achievements: (Achievements and Ups will be set after collecting enough baseline median score data.)

Equipment required:

Combinations of the following, equaling 3-5 obstacles:

- Agility competition quality jumps (no metal jump cups allowed) with available heights of 4", 8", 12", 16", 20" and 24".
- Tunnels with length of 15' to 20', with a preference for 15' tunnels. Must be secured with dog safe tunnel holders. (Regulation tunnels used for dog agility 24" width +/- 2" with a 4" pitch preferred)

- If using the tunnel, the tunnel must be secured in a way that it does not move in any significant way when the dog runs through the tunnel. Additionally, the tunnel should not be secured in a way such that the tunnel is compressed smaller than its original diameter. Agility competition quality tunnel bags or holders should be used to secure the tunnel (no bungees, gallon jugs, etc.). The strongly preferred <u>minimum</u> set up is 1 set of bags/holders on each end of the tunnel and 1 set of bags/holders offset on each side of the middle of the tunnel (4 securement points total). Please contact UpDog with any questions prior to your first event if any questions remain about proper tunnel set up.
- Obstacles should be placed 18-20 feet apart on a curved arc and aligned so that the path between each obstacle is in line with the next. The obstacle discrimination obstacle should be placed 15 feet directly behind the middle obstacle.
- Weaves – if using weaves in the obstacle discrimination challenge they should be competition quality weaves with 24" spacing (+/- 2"). They should be secured to the ground,

*UpDog may introduce additional obstacles into the game of Frizgility at a later date

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"
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.

Frizgility Level 2 Course Options – There are 12 course variations for Frizgility Level 2. Downloadable full size versions are found on the UpDog website and Google Drive. Clubs should vary their course set up from event to event.

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