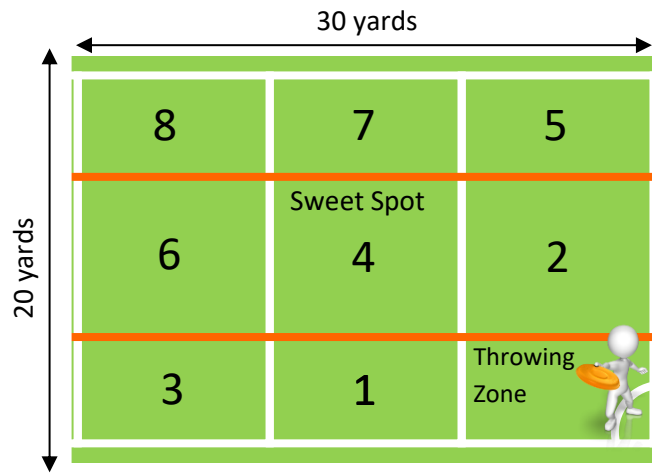


## Fireball

(Level 1)



**Number of Discs:** Up to 8

**Time:** 60 seconds

### Object of the Game:

- Get one catch in each of the eight catch (score) zones as quickly as possible and take advantage of the “Fireball Bonus Time” to double your points.

### Field Set Up:

- Fireball can be played on the 30yd by 20yd (3x3 grid) field. The fireball playing field may be oriented with the throwing zone at any corner of the 3 x 3 grid. Catch zone #8 should always be the furthest zone from the human player with catch zone #1 immediately to the left of the throwing zone and so forth as shown on the field diagram above.

### Rules:

- Dog and handler must start in the throwing zone.
- Handler will signal to the line judge when they are ready. Line judge will signal to time keeper/announcer and announcer will begin the timer. There are at least six different timers for the game of Fireball. The person starting the timer should randomly (using a dice, electronic randomizer, etc.) select one of the Fireball timers to use for each player. Timer will begin with “Ready, Set, Go”. Team may begin play on the “G” of Go.
  - An alternate (and better) Fireball timer exists at [fireball.updogchallenge.com](http://fireball.updogchallenge.com). This timer will pull up in your web browser and will completely randomize the first fireball bonus time. We encourage you to use this timer if you have a device with a web browser that you are using for sound (laptop, tablet, phone, etc.)

- The timer can be pulled up with Internet access. Even if you lose Internet access, as long as the browser tab is left open, the timer should work.
- If you are using an iPhone to play the timer, please check the following on your device:
  - Ensure silent mode is not set to on
  - Ensure ringer volume is turned up (settings – sounds and haptics – ringtone and alerts – move slider up)
  - Ensure system volume is up (volume buttons)
- Handler may move anywhere on the field to retrieve disc or dog. The human must release all throws with a minimum of one foot within the throwing zone defined by the combined perimeter of the painted arc and the straight lines of the rectangular zone creating the closed figure. Due to the smaller throwing zone in the game, a foot on the line will be considered “within the throwing zone”.
- Handler and dog have 60 seconds to complete one catch in each of the eight score zones to reset the field and do it all over again. Time is over as the “t” in time is enunciated by the timer. Discs thrown by the handler prior to the “g” in go are not “in play” and will not be scored.
- A catch in zone 1 earns the team 1 point, a catch in zone 2 earns the team 2 points, etc. Teams may only earn points one time per catch zone until the team has reset the field by getting a catch in all eight zones. After the field is reset, all catch zones are open again and scoring continues in the same manner.

#### **Fireball Bonus:**

- At two times during the audio countdown, the team will hear the word, “Fireball” followed by some music.
- One of the fireball bonus times will occur at a random time between 5 seconds and 45 seconds.
- The second fireball bonus time always occurs during the last 7 seconds of the round.
- All catches completed in open score zones (not yet completed) during the Fireball Bonus Time (before the music ends) will result in double points.
- All catches made in closed scoring zones (a catch zone that has already been completed) during the Fireball Bonus Time negate the previous catch and the zone becomes an open catch zone. Teams must complete another catch in that zone to receive the corresponding score and to reset the field (completing a catch in all eight zones).
- The “Fireball Bonus Time” is defined as the “F” in Fireball to the L” in Fireball (Not just the music).

#### **SweetSpot Bonus:**

- If the team’s final completed catch is in the SweetSpot, they earn double points (8 instead of 4). If the final catch is made in the SweetSpot during the final Fireball Bonus time, the catch is worth four times as many points (16 instead of 4).

#### **Scoring Summary:**

- Catch in 1 point score zone – 1 point
- Catch in 2 point score zone – 2 points
- Catch in 3 point score zone – 3 points
- Catch in 4 point score zone – 4 points
- Catch in 5 point score zone – 5 points
- Catch in 6 point score zone – 6 points

- Catch in 7 point score zone – 7 points
- Catch in 8 point score zone – 8 points
- Valid catches (in score zones that haven't been completed yet) made during the Fireball Bonus Time are worth double points.

**Tie Breaking:** In the event of a tie, to determine placements, use the following criteria:

- The team that completes a catch in the furthest catch zone (zone 8 is farthest away) wins
- If the above does not break the tie, the team that had the most fireball bonus time points wins.
- If tie can't be broken by either criteria above, each team receives four discs and 15 seconds to score as many points as possible (no Fireball Bonus Time but the Sweet Spot bonus is still in play).

### **Fireball Achievements (Level 1)**

**Ups:**