FunKey Rules: Level 1

50 yards

20 yards

10 yards

(3 pts)	**1**	(1 pts)	**2**	(3 pts)

Sweet Spot

| (2 pts) | **4** | (1 pt) | **3** | (2 pts) |

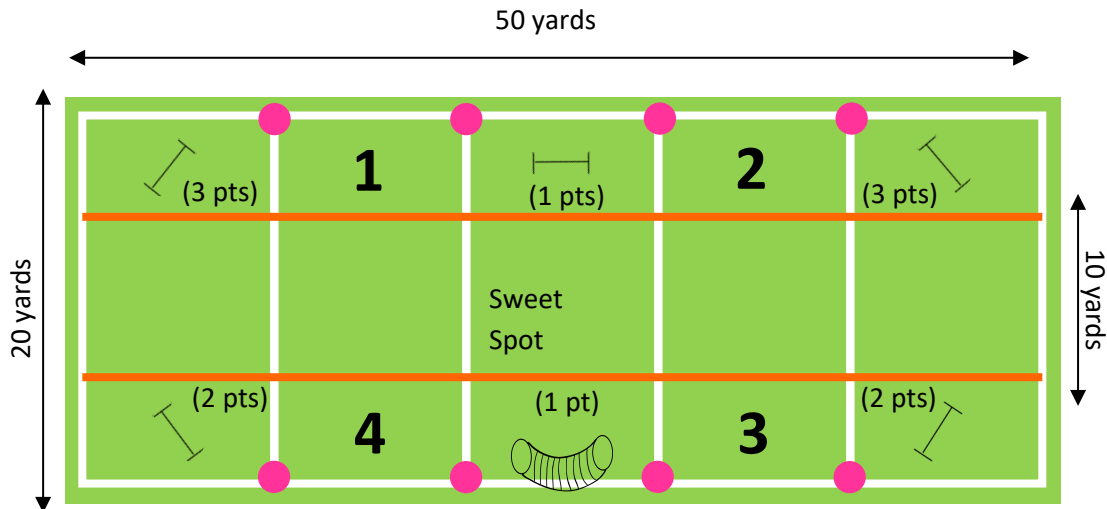**Object of the game:**

- Complete obstacles to unlock the opportunity to make a catch in a score zone.

FunKey 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 from within the bonus strip (middle of the field in between the two orange lines). 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 four 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 "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 an obstacle before attempting a catch in a score zone. Once an obstacle is completed the handler may throw or roll to any of the "open" score zones. Teams must complete a catch in an "open" score zone before moving on to completing another obstacle. (Teams must alternate between completing obstacles and completing catches in score zones.)
- 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.
- 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.
- If a hoop is knocked over that obstacle is no longer "in play". The hoop can be run past or ignored, but no points will be awarded.
- Throws can be made from anywhere other than the actual point zone being thrown to.
- Points are earned by the dog completing an obstacle or by catching a disc (rollers count) with at least one paw within a score zone. (As in Throw and Go, the line is your 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.).
- As in the game, 4 Way Play, teams may only score points from each zone one time until all four score zones have been used. After being scored once, a zone is "closed" until the quad is cleared by catches being made in all four zones. Points do not need to be scored in numerical order. (Teams can aim for the "4" zone before the "1" zone.)
- Different obstacles are worth different amounts of points. The value of each obstacle is shown above on the funkey level 1 field layout. Point values may change in higher levels.
- 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.
- 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.
- Objects (discs and dogs) under control of the human handler will be considered in the zone that the handler occupies.
- The game of FunKey lasts 75 seconds.
- Teams may continue alternating between completing obstacles and making catches until the 75 seconds has elapsed.
- If the handler, dog, and at least one disc are in the sweet spot as the "T" in time is announced the team will receive a sweet spot bonus of two points.
- Discs thrown prior to the "T" in time being called are in play until they hit the ground or stop rolling.

Level 1 Scoring:

Points are scored by the dog completing an obstacle or making a catch of a roller or throw in the score zones. Each obstacle has a point value assigned as shown on the field diagram above. Each score zone has a designated value. A catch in the "four" zone scores 4 points; the "two" zone 2 points, etc.

If the handler, dog, and one disc are all in the sweet spot as time expires, the team scores two bonus points.

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 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.

Level 1 Achievements:

Point Achievements:
Funkadelic: 20 – 34 points in one round
Daft Funk: 35 + points in one round

Special Achievements:
Single Quad: Clearing 1 quad
Double Quad: Clear 2 quads
Triple Quad: Clear 3 quads
High Roller: 25 + points using nothing but rollers

Level 1 Ups:

Funkadelic Up: 5 Funkadelic Achievements
Daft Funk Up: 3 Daft Funk Achievements
Single Quad Up: 5 Single Quad Achievements
Double Quad Up: 3 Double Quad Achievements
Triple Quad Up: 2 Triple Quad Achievements
High Roller Up: 3 High Roller Achievements
Bronze Up: 50 Cumulative Lifetime Points
Silver Up: 100 Cumulative Lifetime Points
Gold Up: 200 Cumulative Lifetime Points
Platinum Up: 350 Cumulative Lifetime Points
Unobtanium Up: 500 Cumulative Lifetime Points

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

Equipment required:

5 agility jumps and 1 agility tunnel (See specs below)

- Agility competition quality jumps (no metal jump cups allowed) with available heights of 4", 8", 12", 16", 20" and 24".
- Tunnels with length of 10' to 20'. Must be secured with dog safe tunnel holders. (regulation tunnels used for dog agility – 4" pitch preferred)
- 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.
- Hoops (eff 1/1/25) – Height of hoop = 36" (+/- 1"), width of hoop base = 34"-36", feet must be 12" (+/- 2") and the uprights 16" (+/- 1"). Hoops may be ordered through any company that supplies agility equipment or made by an individual.

*UpDog may introduce additional obstacles into the game of FunKey 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.

Effective January 1st, 2025 hoops may be substituted in place of the tunnel for any course set up that includes tunnels. Hoops should be placed where the midpoint of the tunnel would have been if in use. It is strongly recommended that for 2025, hosts let competitors know if hoops will be in use during the registration process for the event. Hosts will not specify which specific course, only that a hoop or hoops will be in use.