Boom!

(Level 1)

50 yards

Number of Discs: Up to 8

Time: 60 seconds

Object of the Game:

- Score as many points as possible by the dog member of the team catching rollers or throws in different scoring zones as they move around the field in a zig-zag pattern. Points are "racked" and the field is reset each time a player announces, "Boom".

Rules:

- Dog and handler must be start behind the start line (furthest marked line at either end of field) before time begins.
- Handler will signal to the line judge when they are ready. Line judge will signal to time keeper/announcer and announcer will begin time. Timer will begin with "Tick, Tick, Boom". Team may begin play on the "B" of Boom.
- Handler may move anywhere on the field to retrieve disc or dog, but all throws must originate with the thrower keeping both feet behind the throwing line until the disc is released. Thrower may move anywhere across (and behind) the 20-yard width of the throwing line.
- Handler and dog have 60 seconds to complete as many catches as possible. Time is over as the "t" in time is enunciated by the announcer. Discs thrown by the handler prior to the "b" in boom (tick, tick, boom) are not "in play" and will not be scored.
- The dog must complete catches in sequential order, following the zig-zag pattern, beginning with the 1-point zone as pictured above. (The 1-point zone is always to the players left if standing in the middle of the throwing line. Clubs may not switch the 1-point zone to the other side.)
- Once a team completes a 1 point catch, they can attempt the first 2 point catch. If successful, the team can attempt the second 2-point catch, then the 5-point catch, etc. Teams may continue the zig zag pattern after

each successful catch until the human member of the team calls, "boom" or time expires. A maximum sequence would be 1,2,2,5,10,20,25,35 (Total of 100). Catches made outside of score zones, and misses earn zero points and waste time.

- Points are secured in the game after the handler calls "Boom" loud enough for the judge to hear. After calling Boom, the judge will "rack" the points that have been accumulated. At this point, the scoring zones are reset and the team must start back at the first catch zone and continue catching discs in the zig-zag pattern down the field.
  - o Boom can only be called (and points racked) after the dog catches a disc in the zone the team is currently playing in. For example: A team gets a completed catch in the first zone (one-point zone) and then, in the correct order, gets a catch in the next two zones (two-point zones). The team then attempts a catch in the 5-point zone but misses. At the point of the miss, the human cannot declare boom and rack their points until they complete a catch in the 5-point zone. In other words, if a team decides to go for the next zone in the pattern and misses, they must complete a catch in that zone before they can declare boom.
  - o If no attempt is made beyond zone one, there is a three yard honor line in the first catch zone to discourage teams from standing at the throwing line and playing their own game of juggle/catch.
- **The Automatic Boom Zone:**
  - o If a team reaches the fourth score zone (5-point zone) and completes a catch, their accumulated total of 10 points is automatically racked. Teams do not need to call "Boom" to receive the automatic boom.
  - o Teams may continue beyond the automatic boom zone (10-point score zone and beyond). All rules continue to apply, for example:
    - ▪ If a team continues beyond the auto boom zone, gets a catch in the 20-point zone and wants to rack their points, they must call "boom!".
    - ▪ If a team reaches the 20-point zone and does not make a catch, they can call "dud" and reset the field, but their automatically racked points from the automatic boom zone (10 points) are not lost.
    - ▪ Once a catch is made in the automatic boom zone, the team will not lose their initial 10 points.
- A team may declare boom and reset the field to continue completing catches and earning points as many times as they can in the 60 seconds allotted for the game.
  - o If a team completes a catch in the 35-point zone (in the proper order) the player must reset the field by calling boom (this also racks their points).
- If a team goes for the next catch zone in the game and then has a hard time completing the catch, they can declare "Dud!" to reset the field. If a team declares "Dud!" they do not rack any points, but they may begin back at the first catch zone in an attempt to gather catches/points and declare, "Boom!" For example: If a team gathered catches in the first five catch zones, but then had trouble getting a catch in the 20 point catch zone, they could declare "Dud!". By declaring "Dud!", they do not receive the 20 points for their first five catches, but they can reset the field and start back at catch zone 1.
- With 10 seconds left, the Boom timer track (available at updogchallenge.com) will declare, "SweetSpot Activated". At any time after this announcement begins, the team can attempt a catch in the SweetSpot (center 10 yard by 10 yard zone). If the dog completes a catch thrown prior to the t in "time" the team will earn a ten-point bonus.
  - o If the team was working on accumulating points prior to completing a catch in the SweetSpot, they must call Boom to rack their points prior to the dog completing a catch in the SweetSpot. A catch in the SweetSpot after the "SweetSpot Activated" announcement ends the round. Points not racked prior to this will be lost.

- The Generous Boom caveat: If, at the end of a round, a team releases a disc and calls "Boom" prior to time expiring and their dog catches the disc in the proper zone after time expires, the catch will count and the points (including the catch after time expired) can be racked and will count.
  - If the above scenario happens with a catch on the board (dog caught the previous throw in the correct zone) but the dog misses the last throw (after time expires) the previous points on the board will be racked.

Scoring:

- Catch in the one 0-10 yard zone – 1 point
- Catch in the two 10-20 yard zones – 2 points each
- Catch in the first 20-30 yard zone – 5 points
- Catch in the second 20-30 yard zone – 10 points
- Catch in the the first 30-40 yard zone – 20 points
- Catch in the the second 30-40 yard zone – 25 points
- Catch in the one 40-50 yard zone – 35 points
- Catch in the SweetSpot after the "SweetSpot Activated" announcement – 10 points (one time only).

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

- 1st criteria: The team that completes the most 35 point catches during their round, then the team that completes the most 25 point catches during their round, then 20 point, and so on and so on.
- 2nd criteria: If the first criteria is the same, tied teams will all receive one throw from the same side of the throwing field. The judge will select one of the 5-yard wide strips on the field for teams to throw down. The team that completes the furthest catch down the indicated 5-yard wide strip wins the tie-breaker. (Judges may need the distance of the catches with a marker disc or other safe object to delineate the catches.)

Boom Achievements (Level 1)

0 Points – Fizzle

1 – 15 Points: Sparkler

16 – 30 Points: PartyPopper

30 – 60 Points: Firecracker

61 – 75 Points: Cherry Bomb

76 – 99 Points: Dynomite!

100 – 110 Points: Centennial Celebration

111 + : Sonic Boom

Ups: TBD

Bronze: 50 Points
Silver: 100 Points
Gold: 250 Points
Platinum: 500 Points