

Number of Discs: 8

Amount of Time: 75 seconds

Objective:

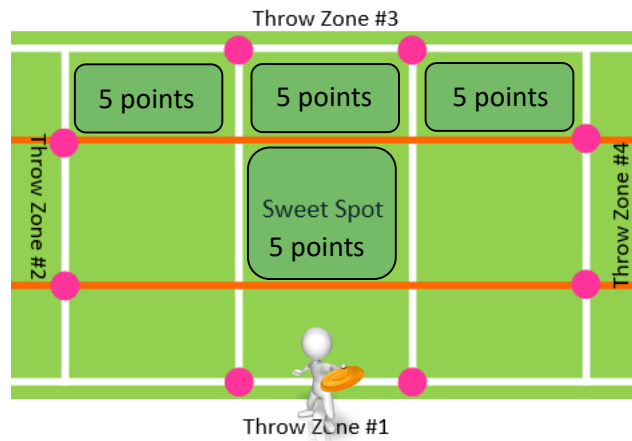
Score as many points as possible in a 75 second time period by throwing to score zones from 4 different throw zones and completing a catch in the SweetSpot from the 4th throwing zone to secure your accumulated points.

Field set up for level

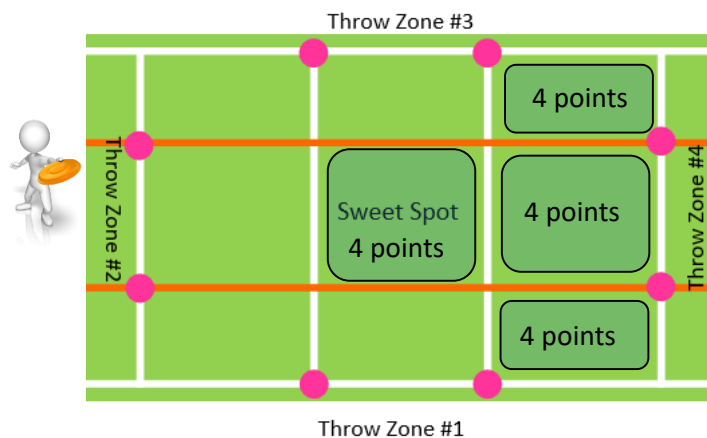
- Greedy can be played on the 3 x 3 grid (20 yards wide by 30 yards long)
- Place flat field cones as shown for the four different throwing zones.
- Head judge can determine which zone is throw zone #1. Zone 2 and four will be determined by player movement around field (Graphic above shows numbered zones as clockwise rotation around field.)

Play and Scoring:

- Dog and handler begin the game behind the line at throwing zone #1
- Handler gives a thumbs up to let the head judge and timer know they are ready to begin their round.
- Dog and handler have 75 seconds to score as many points as possible using up to 8 discs. All discs must be behind the throwing line in throwing zone #1 prior to the start of time.
- Once time begins, the dog does not need to return to the throwing line.
- Teams earn points by completing catches in up to 4 catch zones from each throwing zone.
- The 4 catch zones are always the SweetSpot and the three zones in the row farthest from the throwing zone that the handler is currently standing in (see diagram below).

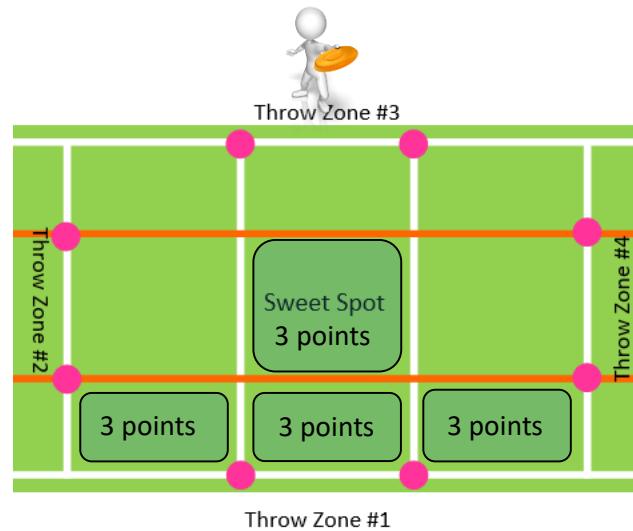


- Catches in the catch zones thrown from zone #1 are worth 5 points
- No points will be awarded for repeat catches made in the same catch zone thrown from the same throwing zone. (Teams will only receive scores for 4 catch zones from each throwing zone. (Total of 20 points from throwing zone #1)
- Teams can progress to throwing zone #2 as soon as they have one completed catch in any catch zone. After getting one catch, teams may decide to complete two, three or four available catches (at 5 points each) before moving on to throwing zone #2.
- Don't get too greedy! If you don't complete at least one catch from throwing zone 1, 2, 3, and a catch in the SweetSpot from throwing zone #4, before time expires, all your accumulated points will be void.
- Once the team moves on to throwing zone #2, they may not return to throwing zone #1. Making a throw from throwing zone #2 constitutes "moving on" from zone 1.
- Catch zones completed from throwing zone #2 are worth 4 points each

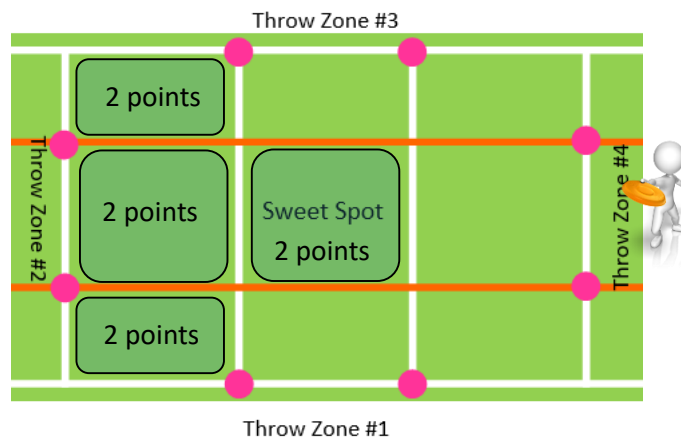


- No points will be awarded for repeat catches made in the same catch zone thrown from the same throwing zone. (Teams will only receive scores for 4 catch zones from each throwing zone. (Total of 16 points from throwing zone #2)
- Teams can progress to throwing zone #3 as soon as they have one completed catch in any catch zone. After getting one catch, teams may decide to complete all four available catches (at 4 points each) before moving on to throwing zone #3.

- Don't get too greedy! ! If you don't complete at least one catch from throwing zone 1, 2, 3, and a catch in the SweetSpot from throwing zone #4 ,before time expires, all your accumulated points will be void.
- Once the team moves on to throwing zone #3, they may not return to throwing zone #2. Making a throw from zone #3 constitutes "moving on" from zone #2.
- Catch zones completed from throwing zone #3 are worth 3 points each



- No points will be awarded for repeat catches made in the same catch zone thrown from the same throwing zone. (Teams will only receive scores for 4 catch zones from each throwing zone. (Total of 12 points from throwing zone #3))
- Teams can progress to throwing zone #4 as soon as they have one completed catch in any catch zone. After getting one catch, teams may decide to complete all four available catches (at 3 points each) before moving on to throwing zone #4.
- Don't get too greedy! If you don't complete at least one catch from throwing zone 1, 2, 3, and a catch in the SweetSpot from throwing zone #4 before time expires, all your accumulated points will be void.
- Once the team moves on to throwing zone #4, they may not return to throwing zone #3. Making a throw from zone #4 constitutes "moving on" from zone 3.
- Catch zones completed from throwing zone #4 are worth 2 points each



- No points will be awarded for repeat catches made in the same catch zone thrown from the same throwing zone. (Teams will only receive scores for 4 catch zones from each throwing zone. (Total of 8 points from throwing zone #4)
- Once a team gets a catch in the SweetSpot from throwing zone #4, they secure their accumulated points, but they are unable to receive points from completing catches in any “open” zones in zone #4 (or any zone). A team can choose to get catches in the far zone and accumulate six points before getting a catch in the SweetSpot.
- Don’t get too greedy! If you don’t complete a catch in the SweetSpot from throwing zone #4 before time expires, all your accumulated points will be void.

The Completionist Rule:

- If a player were to rotate through every throwing zone and complete a catch in every possible catch zone except the SweetSpot from zone 4 (This would close out the scoring), they have the option to return to throwing zone #1 to rack up some more 5 point catches.
 - Even though you may think of yourself as a pro at this point, however, don’t be too greedy. You must return to throw zone #4 and complete a catch in the SweetSpot to secure points before time expires.
 - Unlike the first rotation through the throw zones, the player may move “backwards” from throw zone #1 to throw zone #4.
- The completionist rule described above may only be employed after a player has accumulated all possible points from each of the 4 throw zones (minus the last SweetSpot catch).

SweetSpot Bonus:

- If human and dog are in the SweetSpot as time expires, they will receive one point for every disc in the SweetSpot with them (up to 8 points). Discs laying on the line are in the SweetSpot.
- Teams may earn the SweetSpot bonus even if they have not secured their accumulated catch points by completing a catch in the SweetSpot from throw zone #4.

Tie Breaking: In the event of a tie, the following criteria will be used to determine placements: The team with the most 5 point zones completed wins, then the team with the most 4 point zones complete, 3 point zones, and then 2 point zones. If all of the above criteria is identical, the team with the fewest misses wins. If the tie is still not broken, the two teams will each receive an additional 15 second round to score as many points as possible. The teams do not need to complete a catch in the SweetSpot from throwing zone #4 to secure their points during the tie breaker. The SweetSpot bonus is “in play” during the tie breaker.

Judges’ Notes: Only tally misses on the “Misses” section of the score sheets. If the dog catches the disc, even outside of a zone, it is not considered a miss.

Level 1 Achievements and Ups:

Achievements:

Score of 0: Scrooged Achievement

Score of 1-10: Sweet Revenge Achievement

Leveling Up to Level 2: