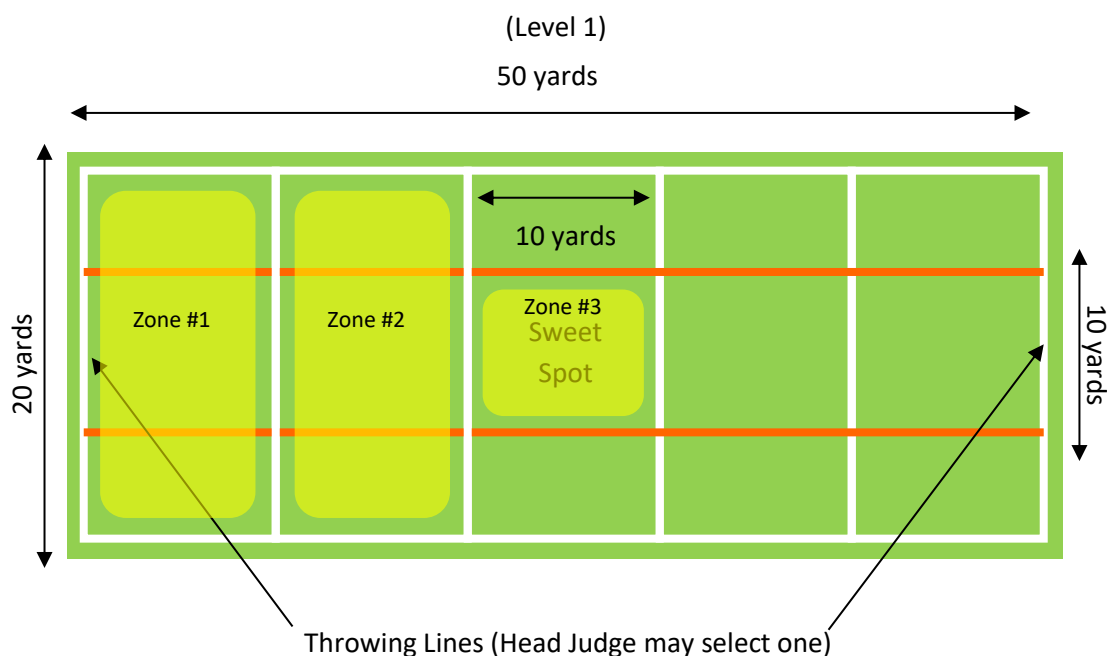


Time Warp



Object of the Game:

Teams work to complete three catches (one in each highlighted zone) and then finish with the last disc (in play) caught by the dog, the dog, and themselves back behind the start line to stop time. Teams work to complete this task in the shortest amount of time under 60 seconds.

Rules:

- Teams may choose to throw from either side of the field unless the Head Judge makes a ruling that everyone must throw from the same direction. The throwing line/s are indicated by the perimeter of the field on either short side of the field.
- The human competitor will signal to the throwing line judge that they are ready. Line judge or sound engineer will begin the countdown timer. Competitor will hear, "Ready, Set, Go". Time begins on go. On "go" the line judge will start a stop watch. Competitor has 60 seconds to play the game. Time ends as the "t" in time is announced by the timer. Discs thrown by the handler prior to the "g" in Go (Ready, Set, Go) are not "in play" and will not be scored.
- Teams must complete one catch (throws or rollers) past the 0 yard line, short of the 10 yard line, and stay within the perimeter of the 20 yard wide field.
- One catch must be past the 10 yard line, short of the 20 yard line, and stay within the perimeter of the 20 yard wide field.
- One catch must be in the "sweet spot", the 10 yard wide by 10 yard long square zone that extends from the center of the 20 yard line to the 30 yd line.
- If the dog lands straddling two zones, the dog's catch will be counted in the zone where the leading edge of the disc lands. If the dog happens to land with the leading edge of the disc in one zone, while all four paws are in another zone, the judges will count the catch in the zone where all four of the dog's paws land. Judges will give teams the benefit of the doubt, on close calls.

- 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.
- A paw on the line forming the perimeter of a zone is considered in the zone.
- The catches may be made in any order. The Timer and/or Field Judge will announce what catches have been made and/or are still needed.
- Competitors may use up to 4 discs.
- All throws must originate with the handler behind the start line or a Foot Fault will be called and that throw will not count.
- The handler may move freely around the field and event grounds in-between throws.
- Teams will receive 5 points for one catch completed in each zone for a possible total of 15 points.
- Time is stopped after a catch has been completed in each of the three zones and the dog, last disc caught, and the human are behind the throwing line. The amount of whole seconds (rounded to the nearest whole) remaining out of 60 is added to the team's score. Time/Score will be rounded to the nearest hundredth of a second.
- Sweet Spot Double Shot: After catches are made in each of the three zones, a team may attempt to get a second catch in the Sweet Spot before stopping time. If a team gets a second catch in the Sweet Spot and stops time by having the last disc caught, the dog, and human behind the line, they will receive the Sweet Spot Double Shot bonus.
- Sweet Spot Double Shot Bonus: 25 points will be added to the team's score.
- If, after catching a disc in the three required zones, the dog, the last disc caught (regardless of where it is caught) and the human are behind the throwing line, time stops and the Sweet Spot Double Shot Bonus may not be attempted.
- If the three required catches are not completed in 60 seconds with the dog, disc, and handler across the line, time will be called and the team will receive a DNF. (Did Not Finish). A DNF team cannot place in the top 3. Completed catches will still be tallied in DNF rounds.

Tie Breaker for Timed Course:

For teams that have the same number of points, the judges should use the following tie breaking rules.

In the event that one of the teams involved in the tie completed the sweet spot double shot and the other did not, the team completing the sweet shot double shot wins the tie. If all teams involved in the tie finished the time warp in the same manner (using the double shot or not), judges will use the competitors' finishing time to the nearest hundredth of a second to break the tie. If that doesn't break the tie (What are the odds of that?), use the criteria below.

Each team will get one disc and 60 seconds to complete a catch in one of the three mandatory zones (0-10, 10-20, Sweet Spot). Time stops when human, dog, and disc are behind the starting line. A catch in the 0-10 zone beats no catch. A catch in the 10-20 zone beats a 0-10 catch. A Sweet Spot catch beats a catch in any other zone. If both teams make the catch in the same zone, the team with the fastest time wins the tiebreaker.

Foot Fault rules apply. Any quick game of chance can determine throwing order.

Judging Notes:

- There should be 2 judges, one on the throw line with a stopwatch (time judge) and the other on the other side of the field at the 20 yd line. (field judge)
- As teams complete catches in the three zones, the judge will announce the number of the completed zone (see map of field at top of page).

Achievements:

High Roller Achievement – Finish the Time Warp (one catch in each of the three zones) in under 60 seconds throwing all rollers

Tardis Achievement – Finish with a score between 26 and 54

Wylde Stallyns achievement – Finish with a score between 55 and 64

McFly achievement - Finish with a score between 65 and 74

Terminator achievement - Finish with a score between 75 and 81

Time Turner – Finish with a score between 82 and 87

Flux Capacitor – Finish with a score above 88

Rolling Thunder achievement - Finish with a score of 65 points or higher using all rollers

Golden Receiver – Time Warp Complete and dog catches all throws/rollers regardless of location (in bounds/out of bounds)

UPS

High Roller Up – Earn 5 High Roller Achievements

Tardis Up – Earn 5 Tardis Achievements

Wylde Stallyns Up – Earn 4 Wylde Stallyns Achievements

McFly Up – Earn 3 McFly Achievements

Terminator Up – Earn 2 Terminator Achievements

Rolling Thunder Up – Earn 3 Rolling Thunder Achievements

Golden Receiver Up – Earn 5 Golden Receiver Achievements

Bronze Up – 150 points

Silver Up – 300 points

Gold Up – 500 points

Platinum Up – 750 points

Unobtainium Up – 1200 points

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

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