

Decoy Guidebook



Ring Sport Decoy Guidebook

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1. General Information

1.1. Definition

- 1.1.1. The trial decoy is an individual who wears a protective costume designed to limit the effect of the bites of a dog that a handler presents for competition in a protection sport.
- 1.1.2. The decoy is the judge's assistant. The decoy's work is the responsibility of the judge; he or she must work according to the judge's instructions in order to enable the judge to differentiate between the competitors. The decoy's role is not to measure himself or herself against the dog, but to help the judge highlight the dog's qualities and weaknesses.
- 1.1.3. A decoy is not authorized to work his or her own dog in a trial, regardless of handler.

1.2. Costume

- 1.2.1. Both the arms and the legs of the decoy's costume must provide a biting surface at least 7 centimeters in depth and 3 centimeters in thickness. The costume must conform to the specifications established by the Groupes de Travail in collaboration with the CUN-CBG.
- 1.2.2. The materials from which the costume is made must not be unusual in such a way that they present an unsafe condition for the dog. Similarly, any closures used must be sufficiently covered by protective material to limit the likelihood of them causing injury to the dog. Samples may be requested by NARA for examination and tests.
- 1.2.3. The judge must verify that the decoys' costumes conform to regulations prior to the start of the trial.

1.3. Baton

- 1.3.1. One cannot use just about any baton. The only authorized baton is the regulation baton approved by the GTR which is specified as follows:
 - Bamboo split into 6 sections over three-quarters of its length;
 - Diameter: between 20 and 25 millimeters;
 - Length: between 65 and 80 centimeters;
 - The end of the baton must be able to spread out more than 20 centimeters during use;
 - The split sections cannot be sharp.
- 1.3.2. The judge must verify that the batons conform to regulations prior to the start of the trial.

1.4. Qualifications

- 1.4.1. One does not improvise the role of a decoy. Anyone who wishes to take this position in a trial must first obtain his or her certification at a NARA-recognized decoy selection. A NARA decoy must certify/recertify in the United States of America or its territories.
- 1.4.2. Anyone wishing to become a NARA decoy must be:
 - a NARA member at least 18 years of age;
 - a citizen of the USA or its territories, or have established permanent residence therein (proof required);
 - a member of a NARA-recognized club.

1.4.3. All applicants for a decoy selection must:

- 1.4.3.1. Present a valid Decoy Book from NARA, CAR, or GTRM (except Level 1 Selections);
- 1.4.3.2. Present a certificate of attendance at a decoy seminar in the preceding twelve months (*not applicable at this time*);
- 1.4.3.3. Present an recent doctor's health certificate indicating that the applicant is eligible to participate in violent sports;
- 1.4.3.4. Provide documentation of current Tetanus vaccination;
- 1.4.3.5. Be able to accommodate the requirements of the selection organizer (schedule, testing order, costume, gun and bullets, etc.);
- 1.4.3.6. Ensure the availability of dogs for his/her practical tests:
 - Level 1 Selection: one Brevet level dog and one Ring III level dog;
 - Level 2 Selection: one Ring I level dog and one Ring III level dog;
 - Level 3 Selection: two Ring III level dogs to be put in a drawing pool.

1.4.4. All selected decoys must send a copy of the inside cover of their Decoy Book and all trials in which the decoy participates each year to the NARA DOD, without which, they will not be considered to be "active" decoys, and will not be allowed to decoy any trials.

1.4.5. The organizer of a decoy selection must send the results of the selection to the NARA Secretary or DOD.

1.5. Level 1 Selections

1.5.1. Level 1 selections may be offered upon request by NARA clubs provided a NARA judge qualified for decoy selections is scheduled to preside assisted by a Level 2 decoy and a handler that has trialed a Ring III dog.

1.5.2. A Level 1 decoy candidate may attempt a selection at any NARA-sanctioned event offering it. In the case of a failure to select, the Level 1 decoy candidate may not attempt another selection for at least 2 weeks.

1.5.3. The duration of a Level 1 selection is 4 years.

1.5.4. A decoy's certification may be renewed for four years without passing another selection under the following conditions:

- 1.5.4.1. The decoy must have officiated in at least six trials (not counting Brevet) under four different judges, with favorable reports, during the two years preceding the request for renewal.
- 1.5.4.2. The decoy's NARA membership must be current and he/she must make a written request to the DOD before the expiration date of his or her current selection. The request must include copies of the inside pages of the decoy's book and a copy of a medical certificate less than one year old authorizing the practice of violent sports.

1.5.5. A Level 1 decoy may officiate in Brevet, Ring I and Ring II trials, and together with a Level 2 or Level 3 decoy in Ring III trials. A Level 1 decoy may not officiate at regional or national championships or outside of the USA and its territories.

1.6. Level 2 Selections

1.6.1. Level 2 selections may be offered upon request by NARA clubs provided a NARA jury consisting of a judge qualified for decoy selections is scheduled to preside assisted by a Level 2 decoy and a handler

that has experience trialing a Ring III dog.

- 1.6.2. Level 2 selections are open to any NARA-recognized Level 1 decoy who has officiated in at least four trials (excluding Brevet) under three different judges with favorable reports.
- 1.6.3. A Level 2 certification may be obtained anywhere in the world as long as the judge presiding at the selection is a French judge.
- 1.6.4. The duration of a Level 2 selection is four years.
- 1.6.5. A decoy's certification may be renewed for four years without passing another selection under the following conditions:
 - 1.6.5.1. The decoy must have officiated in at least six trials (not counting Brevet), under four different judges, with favorable reports, during the two years preceding the request for renewal.
 - 1.6.5.2. The decoy's NARA membership must be current and he/she must make a written request to the DOD before the expiration date of his or her current selection. The request must include copies of the inside pages of the decoy book and a copy of a medical certificate less than one year old authorizing the practice of violent sports.
 - 1.6.5.3. The Level 2 decoy may officiate in club trials comprised of Brevet, Ring I, Ring II and Ring III. The Level 2 decoy may officiate at Regional Championships trials and Championship trials as provided by NARA Policies 600 and 700. The Level 2 decoy may officiate outside the country and for other organizations with the approval of the NARA DOD.

1.7. Level 3 Selections (Decoy Super Selection)

- 1.7.1. Level 3 status may only be obtained through successful participation in the Decoy Super Selection (DSS) conducted annually at the NARA Championship trial.
- 1.7.2. Level 3 selections are offered to any decoy certified at Level 2 for at least one year and has officiated at four Ring II or Ring III trials sanctioned by NARA, CAR, or GTRM under three different judges with no unfavorable report.
- 1.7.3. Level 2 and 3 decoys may present as often as they wish for a Level 3 selection. A NARA Level 1 decoy may not participate in the DSS to obtain Level 2 status, nor may a new decoy candidate attempt a Level 1 selection at the DSS.
- 1.7.4. The duration of the Level 3 selection is two seasons. In the event of a successful Level 3 selection, the decoy is automatically renewed for four years at Level 2. A decoy who earns Level 2 status at the DSS is certified at Level 2 for four years.
- 1.7.5. All decoys who wish to participate in the NARA DSS must send a request and be approved by the NARA DOD prior to the selection.
- 1.7.6. A Level 3 decoy is authorized for the same activities as a Level 2 decoy. Level 3 decoys will be given priority, according to placement, for invitation to NARA prestige events including Regional Championships, the NARA Championship trial and international competitions, beginning with the most recent DSS followed by the previous year's DSS. The next order of priority for officiating in these events shall go to DSS participants who scored in the Level 2 range, first in the most recent DSS, followed by the previous year's DSS.
- 1.7.7. The Level 3 selection protection exercises require the candidate to provide two dogs, one of which will be used by the candidate, the other selected by random drawing by the candidate. The candidate is responsible to register for the selection with two dogs. In the event of a withdrawal, the candidate is responsible to provide a replacement dog. The same dog may be registered with a

maximum of two decoys per selection. A decoy who does not present himself or herself with two dogs will not be able to participate in the selection.

1.8. Selection Tests

1.8.1. Written exam

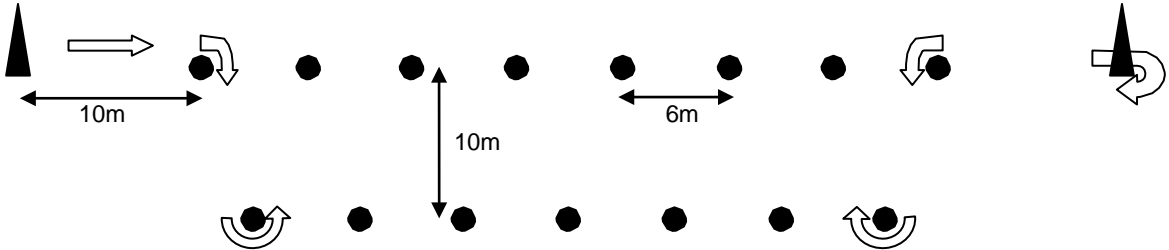
- 1.8.1.1. NARA decoy selection candidates must pass a written exam comprised of 20 questions pertaining to the rules. The candidates have 15 minutes to complete the test.
- 1.8.1.2. Other questions may be posed verbally thereafter at the judge's discretion throughout the remainder of the selection.

1.8.2. Physical Tests

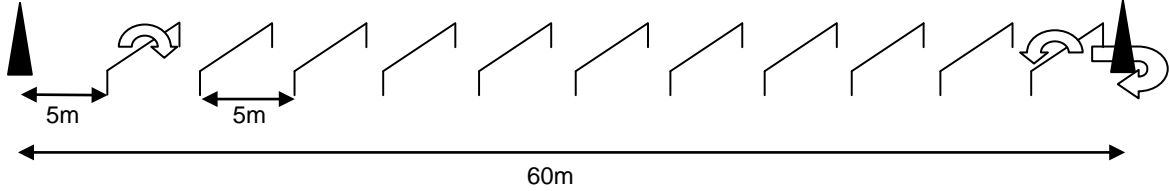
- 1.8.2.1. Candidates who obtain minimum points required on the written exam are eligible to advance to the physical tests, which consist of four exercises: running, slalom, hurdles, and flexibility.
- 1.8.2.2. The minimum passing score for the physical tests is an average of 14 points $((\text{running score} + \text{slalom score} + \text{hurdle score} + \text{flexibility score})/4 = 14 \text{ or higher})$ in order to be eligible to advance to the protection exercises.
- 1.8.2.3. A candidate is required to complete all of the physical exercises, even if he or she has earned the required points prior to completing all the exercises as it is possible to earn negative points in the hurdle and flexibility exercises.
- 1.8.2.4. Note: The scores obtained in the written test and the physical tests are eliminatory only to reach the protection exercises and are not factored into the classification and selection of the candidate.

1.8.2.5. *Running test:* 2 or 3 x 500 meters without costume depending on the selection level, with a rest period between the runs.

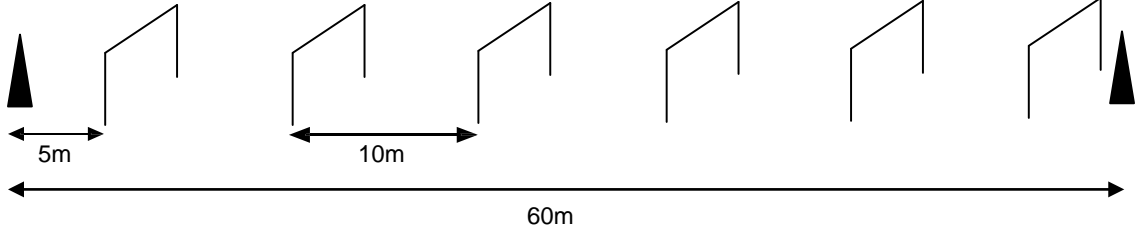
1.8.2.6. *Slalom test:* Out and back (160 meters) without costume around cones laid out as follows:



1.8.2.7. *Hurdle test:* Out and back (120 meters) with costume over 11 bars at 50 centimeters high spaced 5 meters apart as shown below. Penalty of 1 point per fallen bar. Note: It is possible to score negative points on this exercise.



1.8.2.8. *Flexibility test:* Out and back (120 meters) with costume under 6 bars at 1 meter high spaced 10 meters apart as shown below. Penalty of 1 point per fallen bar. Note: It is possible to score negative points on this exercise.



1.8.2.9. Scale of points for physical tests:

Physical Tests Scoring							
Running			Slalom		Hurdles / Flexibility		
L1 & L2	L3	Points	L1, L2, & L3	Points	L1 & L2	L3	Points
03:05	04:00	20	1:35	20	0:30	01:35	20
03:15	04:10	19	1:36	19	0:31	01:36	19
03:25	04:20	18	1:37	18	0:33	01:37	18
03:35	04:30	17	1:38	17	0:35	01:38	17
03:45	04:40	16	1:39	16	0:37	01:39	16
03:55	04:50	15	1:40	15	0:39	01:40	15
04:05	05:00	14	1:41	14	0:41	01:41	14
04:15	05:15	13	1:42	13	0:43	01:42	13
04:25	05:30	12	1:43	12	0:45	01:43	12
04:35	05:45	11	1:44	11	0:47	01:44	11
04:45	06:00	10	1:45	10	0:49	01:45	10
04:55	06:30	9	1:46	9	0:51	01:46	9
05:05	07:00	8	1:47	8	0:53	01:47	8
05:15	07:20	7	1:48	7	0:55	01:48	7
05:25	07:40	6	1:49	6	0:57	01:49	6
05:35	08:00	5	1:50	5	1:00	01:50	5
05:45	09:00	4	1:51	4	1:02	01:51	4
05:55	09:30	3	1:52	3	1:04	01:52	3
06:05	10:00	2	1:53	2	1:06	01:53	2
06:15	10:30	1	1:54	1	1:08	01:54	1

1.8.3. Protection Tests

1.8.3.1. Selection candidates must ensure the availability of two experienced ring dogs the ring levels of which depend on the selection level.

1.9. Selection Protocols

1.9.1. Selection Level 1 & 2

1.9.1.1. The candidate must obtain a minimum of 14 points on the written test in order to advance to the physical tests.

1.9.1.2. The candidate will perform the following physical tests:

- Running Test: 2 times with a rest period of 3 minutes between them;
- Slalom Test: 1 time;
- Hurdle Test: 1 time;
- Flexibility Test: 1 time.

And obtain a minimum of 14 points average score to advance to the protection tests.

1.9.1.3. The Level 1 candidate will perform the following exercises:

- With a Ring I dog:
 - Defense of Handler and Face Attack (Brevet level);
 - Attack with Revolver and Flee Attack (Ring I level).
- With a Ring III dog:
 - Attack with Revolver, Defense of Handler, Flee Attack, Search and Escort, Face Attack, Guard of Object, and Stopped Attack (Ring III level).

The candidate must given a score of 14 by the jury to pass.

1.9.1.4. The Level 2 candidate will perform the following exercises:

- With a Ring II dog:
 - Defense of Handler and Face Attack (Brevet level);
 - Face Attack, Search and Escort, and Attack with Revolver (Ring II level).
- With a Ring III dog:
 - Attack with Revolver, Defense of Handler, Flee Attack, Search and Escort, Face Attack, Guard of Object, and Stopped Attack (Ring III level).

The candidate must given a score of 14 by the jury to pass.

1.9.2. Selection Level 3 (DSS)

1.9.2.1. The candidate must obtain a minimum of 16 points in the written in order to advance to the physical tests.

1.9.2.2. The candidate will perform the following physical tests:

- Running Test: 3 times with a rest period of 5 minutes between them;
- Slalom Test: 1 time;
- Hurdle Test: 2 times;
- Flexibility Test: 2 times.

And obtain a minimum of 14 points average score to advance to the protection tests.

1.9.2.3. The Level 3 candidate will perform the following exercises using 4 dogs drawn from the pool of Ring III dogs registered by all the candidates:

- Jury A:
 - dog 1: Attack with Revolver, Defense of Handler, Face Attack, Search and Escort;
 - dog 2: Face Attack, Guard of Object, Flee Attack.
- Jury B:
 - dog 3: Attack with Revolver, Defense of Handler, Face Attack, Search and Escort;
 - dog 4: Face Attack, Guard of Object, Flee Attack.

The candidate's score will be the average of Jury A and Jury B scores.

1.9.2.4. The final score will be compiled as follows:

- 10% from the written exam score;
- 30% from the physical tests;
- 60% from the protection tests.

To win a Level 3 selection a candidate must have a final score of at least 15.

2. Description of Bite Work Exercises

2.1. Face Attack with Baton

- 2.1.1. Once handler and dog are in place and ready for the exercise, the steward will signal the judge.
- 2.1.2. Upon the judge's signal the decoy flees along the main field axis and turns around when the judge uses the horn to authorize the departure of the dog.
 - 2.1.2.1. The decoy, facing the dog, prepares the barrage. His/her attitude is menacing while taking into account the dog's behavior; the decoy may never remain static.
 - 2.1.2.2. The decoy must at all times follow the directions given by the judge during the dog in White exercises.
- 2.1.3. If the dog coming in for the bite shows no hesitation, the decoy can, depending on the defense strategy directed by the judge:
 - 2.1.3.1. Open the barrage at the last moment to avoid hurting the dog while offering the dog the least possible target (the decoy in no circumstances may touch the dog with the baton or the hands before the dog bites).
 - 2.1.3.2. Or dodge the dog a maximum of three steps, using a pivot technique facing the dog and maintaining the barrage in order to avoid brutal contact and to create an additional difficulty for the dog by imposing a new barrage.
 - 2.1.3.3. Or block the dog with an arm to make the bite more difficult without pushing back.
 - 2.1.3.4. **Specific directions applicable to Ring III only.**

A push back with the arm is authorized with the following conditions:

 - The push back with the arm (with no baton or revolver) is authorized only with a lateral movement not to be confused with an upper blow with the crack of the elbow under the head of the dog, movement that is strictly forbidden because it is brutal and dangerous whether executed in a up or down movement.
 - The push back must be done against the neck of the dog. In no circumstances may the head of the dog be touched intentionally; it is also forbidden to push down on the head of the dog that is coming in for the bite.
 - A push back with the legs or with the arm holding the baton or revolver is strictly forbidden in all circumstances.
- 2.1.4. In all situations the decoy must soften the impact of the dog's entry.
- 2.1.5. If the dog slows down or shows hesitation, the decoy may:
 - 2.1.5.1. Charge the dog providing the charge is not brutal and does not turn into a pursuit.
 - 2.1.5.2. Or, with a menacing posture maintain the dog at a distance.
- 2.1.6. If the dog loses its bite during the attack, the decoy may:
 - 2.1.6.1. Charge the dog, maximum three steps.
 - 2.1.6.2. Or reinstate the barrage.
 - 2.1.6.3. Or keep the dog away with a menacing posture.
- 2.1.7. Whatever the strategy, the decoy must remain provocative to clearly show the dog that the exercise is not finished.
- 2.1.8. As soon as the dog bites the decoy works the baton without brutality

- 2.1.8.1. The dog may only be hit on its back; the blows must be violent only in appearance and the apparent violence must be proportional to the level at which the dog competes.
- 2.1.8.2. The goal is to test the dog, not to harm it.
- 2.1.8.3. Forceful work is forbidden. However the decoy may cunningly employ all gestures that, he/she thinks could influence this or that dog; all of this in the spirit of the Rules.
- 2.1.9. If the decoy falls with the dog holding its grip, he/she must stop all movement in order to allow the judge to intervene. The decoy is considered fallen when:
- Two knees and one hand are on the ground;
 - Flat on the ground whether on the front, back, or side.
 - The judge will immediately stop the attack using the horn.
- 2.1.10. Upon the recall command (name of the dog or start of the whistle blow)
- 2.1.10.1. The decoy shall stay perfectly motionless.
- 2.1.10.2. The dog shall out the bite immediately and return to the handler's heel within 30 seconds of the first recall.
- 2.1.10.3. If after outing and starting to return to the Handler, the dog turns back and goes within 3 meters of the decoy with apparent intent to bite again, the decoy shall restart his/her work.
- 2.1.10.4. If upon recall the dog outs but guards instead of returning to the handler, the decoy shall remain frozen without menacing or provoking the dog.
- 2.1.10.5. If the dog does not out, the handler may recall the dog again.
- 2.1.10.6. If the dog does not out 5 seconds after the recall command, the decoy restarts his/her work. However, if the handler recalls the dog again within 5 seconds, the decoy must remain motionless for another 5 seconds.
- 2.1.10.7. While the dog returns to its handler the decoy shall remain at a standstill.
- 2.1.10.8. Once the dog reached the handler and stays still, the judge signals the end of the exercise. The decoy makes him/herself available to the judge to move on with the trial.
- 2.1.10.9. **Specific directions applicable to Brevet only:**
- The handler may choose between a recall to heel or a guard. In both cases the work of the decoy is the same.
 - Brevet is for the selection of temperament and thus must be strict. Therefore, the Face Attack is conducted as follows:
 - Vigorous menacing stance with a step forward when the dog is 10 meters away;
 - Then a barrage that is open when the dog is within 2 meters of the decoy;
 - The decoy must let the dog take its favored bite (arm or leg) without dogging but with softened impact; however the decoy does not offer the bite as the dog must demonstrate courage a take the bite;
 - Once the dog bites, the decoy hits the dog 5 to 6 time non-violently and tries to intimidate the dog with menacing gestures.

2.2. Flee Attack

- 2.2.1. On the judge's signal, the decoy flees without turning back in the direction requested by the judge and following the instructions given: taking a slight 45° curve maximum to soften the dog's entry, dodging depending on circumstances, speeding up, threatening with the baton, etc.
- 2.2.2. If the dog misses its entry or loses its bite because of its speed, the decoy must continue to flee.

- 2.2.3. As long as the dog does not get a firm bite, the decoy must flee away from the dog while dodging to avoid being caught. He/she will face the dog and present a barrage only if the dog bit but then lost its grip.
- 2.2.4. The decoy must move at least two steps with the biting dog before starting the baton work to defend him/herself. As for the Face Attack, the baton work will be vigorous but without brutality, while always ensuring a good view of the dog before hitting; the blows can never be given the dog out of direct sight.
- 2.2.5. If the dog loses its bite, the decoy turns around to face the dog and tries to bar or dodges it and behaves just as for the Face Attack.
- 2.2.6. The recall is exactly like in the Face Attack.

2.3. Attack with Revolver

- 2.3.1. The decoy runs away as in the Flee Attack; at the 40 meter line he/she turns around and fires the first shot when the dog is about 12 meters away, a second shot at 7 meters, and a third shot after the dog bites.
- 2.3.2. The decoy, as in the Face Attack absorbs the entry shock or dodges the dog according to the judge's instruction.
 - 2.3.2.1. If the decoy falls before the dog's entry, the judge immediately stops the exercise that is restarted from the beginning.
 - 2.3.2.2. If the decoy falls after the dog's entry the procedure is the same as for the other attack exercises but allow the guards and flees, the dog, once at the handler's heel, will be resent to attack and the exercise will continue as if no fall had happened, that is as at the end of the normal 10 seconds bite. On a signal from the judge the handler outs the dog. The decoy gets completely still as for the other attacks.
- 2.3.3. The dog, after outing, must guard the decoy within a 2 meter radius without biting or nibbling.
- 2.3.4. If the dog is alert, the decoy remains still for 10 seconds then, upon the judge's signal, escapes for the first time and the dog must stop him/her. At the signal from the judge the handler outs the dog immediately and the decoy goes still. After the dogs releases its bite, the handler commands the dog to guard.
- 2.3.5. After 5 seconds, if the dog remained alert, the judge signal the decoy to escape a second time and the dog must stop him/her. The out and guard procedure is the same as for the first escape.
 - 2.3.5.1. If the dog is not alert or wanders away more than 2 meters, upon a signal from the judge the decoy flees without waiting for the normal 10 or 5 seconds.
- 2.3.6. After the second escape the decoy remains motionless as after the first escape and waits for the handler to come and disarm him/her. The handler moves away from the decoy at least 3 meters and on the judge's signal recalls the dog.
- 2.3.7. During this exercise the decoy does not work the dog, the goal of the exercise is to measure the dog's alertness, not the quality of its bite work.
- 2.3.8. Every time the handler is to out the dog the decoy tries to have the dog visible to the handler.
- 2.3.9. After the judge signals the end of the exercise, the decoy makes him/herself available to him to move on with the trial.

2.4. Aborted Face Attack

- 2.4.1. It is not required that it be executed by the same decoy as in the Face Attack.
- 2.4.2. The decoy is at the distance and executes the same routine as in the Face Attack.
- 2.4.3. The decoy comes to an immediate standstill at the beginning of the recall command and remains motionless until the dog reaches the handler.
- 2.4.4. The abort distance is measured from the beginning of the recall command.
- 2.4.5. If the dog does not bite but comes back towards the decoy, he/she never resumes a defense or barrage.
- 2.4.6. If the dog bites, as previously agreed with the judge, the decoy returns to the jury table or stays in place to be consulted by the judge.

2.5. Defense of Handler

- 2.5.1. Upon the judge's signal, the decoy walks towards the handler and his/her dog without provocation of any kind and following the instructions given by the judge.
- 2.5.2. The handler and the decoy walk at an even and normal pace.
- 2.5.3. When the decoy is within a radius of 3 meters facing the handler, he/she engages the handler in a conversation lasting around 10 seconds that is ended on a signal from the judge.
- 2.5.4. The decoy resumes his/her walk keeping the same trajectory for 5 steps, then turns back towards the handler without running or menacing.
- 2.5.5. As soon as the decoy is 1 meter away he/she cleanly assaults the handler from behind with one or two hands (in accordance with the trial level) as if delivering a blow. The blow must be audible but the decoy cannot grab or hug the handler.
 - 2.5.5.1. *Brevet*: assault with one hand, the other one up to fire a shot.
 - 2.5.5.2. *Ring 1 &2*: assault must be done with two hands.
 - 2.5.5.3. *Ring 3*: assault must be obvious, with one hand or two, and delivered inevitably on the back.
- 2.5.6. The decoy must not flee after the assault but may, through cunning or speed, avoid being caught. One dogging and two steps back maximum are allowed after the assault in order to set up an opposition. The decoy may not stay motionless after the dog bites.
- 2.5.7. The decoy may not hug the handler. The dog must bite the decoy spontaneously.
- 2.5.8. The dog outs on handler's command, not at the sound of the judge's horn. The out must be immediate and the decoy and handler must stay totally motionless.
- 2.5.9. *[from Rulebook]* After 5 seconds the judge sounds the horn and the handler recalls the dog to heel.
- 2.5.10. After the end of exercise signal, the decoy moves away without provocation and makes him/herself available to the judge.
- 2.5.11. **Specific directions applicable to Brevet only**: The decoy is armed and fires two shots, the first when assaulting the handler, the second after the dog bites. Both shots are fired in the air arm up. In Ring I, II, and III, there are no gunshot fired during the Defense of Handler.

2.6. Object Guard

- 2.6.1. At the signal of the judge, the decoy approaches the object at a steady pace without provocation either in a straight line or going around the dog depending on its position.
- 2.6.2. During the whole exercise the decoy may not talk to the dog, provoke it, or make gestures outside of the 5 meter radius line. Attempts to intimidate the dog are allowed inside the 5 meter line but without the help of any artifice. The decoy should try to numb the dog's alertness through ruse, overtake it, or intimidate it by his/her attitude if he/she thinks that is possible.
- 2.6.3. The goal of the decoy is to take the object, not to attack the dog, or make it loose point by attempting to make it move.
- 2.6.4. The decoy stops moving towards the object if the dog leaves it and come forward towards him/her. He/she does not back up from the dog, but as the dog is on the move , the decoy may, as long as he/she stays on the same radius line, turn left or right and continue to walk while observing the dogs reactions. Similarly, if he/she is close enough, while stopping the forward movement, the decoy may try to grab the object.
- 2.6.5. Additionally, if the dog comes forward, depending where he/she stands relative to the object and the dog's behavior, the decoy, with an astute dogging step, may try to avoid the dog and move the object, or even grab it depending on the alertness and reaction speed of the dog. However, if the dog bites, it is absolutely required that the decoy, still moving because of inertia and having moved the object, puts the object back as close as possible to where it was when he/she was bitten, and certainly not throw the object away.
- 2.6.6. If the dog bites before the decoy grabs the object, no matter at what distance, he/she comes motionless, without forward or backward movement, or working the dog. As soon as the dog releases its bite, the decoy moves away sideways or backwards, depending on the dog's position. After the dog bites then releases, the decoy must not move towards the dog or the object, because that would be provocation.
- 2.6.7. If the dog follows the decoy in an escort, he/she moves 5 meters away from the object and waits for a signal from the judge to make another attempts if there is any left.
- 2.6.8. If the dog holds the bite after the decoy is motionless for 5 seconds, he/she moves away from the object with the dog without provocation, intimidation, or defense until the sound signal of the judge marking the end of the exercise. The decoy must not, under any circumstances, voluntarily bring the dog back towards the object.
- 2.6.9. If the dog pulls the decoy, he/she follows it without resistance; regardless of the direction the dog is dragging him/her.
- 2.6.10. If the dog bites, release, then bites again (not to be confused with a quick re-bite), the decoy does not have to stand still for 5 seconds. He/she acts as describe above, moving away with the dog, or following the dog that is dragging him/her.
- 2.6.11. If the decoy succeeds and grabs the object, he/she cannot use it to intimidate or bar the dog, not use it to protect him/herself. The decoy must move away as fast as possible to bring the object to the jury, without getting bitten: that is the goal of the exercise. To obtain the same results, depending on circumstances, he/she can also, after grabbing the object, benumb the dog's alertness or intimidate it through his/her stance. But the decoy cannot, if he/she is bitten, fool the dog by dropping the object and then picking it up again.
- 2.6.12. If the decoy is bitten after grabbing the object he/she must drop it immediately and remain at a standstill as described above, then move away to at least 5 meters from the object.

2.6.13. The number of attempts at taking the object is always three. They may be made with the hand or the foot at the discretion of the decoy according to the judge's instruction and circumstances. It is a question of opportunity and perception of the dog's alertness or distraction. The work of the decoy is not stereotyped. He/she can try to surprise the dog with speed or benumb its distrust as appropriate.

2.6.14. If the dog allows the decoy to push the object with the foot, it is up to the decoy to decide to either continue pushing the object with the foot or to bend and grab the object with the hand if he/she thinks that the dog will not react to the arm movement. It is a question of opportunity and of perception of the alertness or indifference of the dog.

2.6.15. If the dog stops the decoy from taking the object without biting:

- By holding it in its mouth;
- By standing over the object, covering it with its body;
- By lying down on the object;
- By placing a paw (or several) on or in the object.

To avoid all ambiguity, the decoy must demonstrate that in this case the alertness of the dog is factice and not real. If the decoy succeeds in grabbing the object for more than 5 seconds he/she looks to the judge who then makes a sign to move the object at least 20 centimeters:

2.6.15.1. If the dog does not bite the judge sounds the end of the exercise.

2.6.15.2. If the dog bites, the decoy moves back at least 5 meters.

2.6.16. The total time allocated to the three attempts is 5 minutes; each attempt cannot last more than 1 minute.

2.6.17. **The capital rule is that the decoy maneuvers to take the object away, not to get bitten.**

2.6.18. If the dog did guard the object successfully, the judge sounds the horn telling the Handler to come back to get his/her dog. Meanwhile, the decoy must stay at a standstill on the field.

2.7. Search and Escort

2.7.1. The judge may use a decoy that has not yet worked the dog in the trial.

2.7.2. The total time given the dog to bark is the total time of the search.

2.7.3. The decoy hides according to the judge's instructions. During the work of the dog, he/she **must stay standing, facing the dog, perfectly motionless and silent in his/her hiding place.**

2.7.4. If the dog does not find the decoy, he/she has to stay motionless and wait in silence.

2.7.5. If the dog finds the decoy, he/she must not provoke it from his/her hiding place, either by gesture or talk, or by attitude.

2.7.6. If the dog bites before barking, the decoy must wait 5 seconds before coming out of hiding and fire a shot, this to allow the dog time to bark after biting.

2.7.7. If the dog barks then bites, the decoy immediately gets out of the hiding place while firing a shot and the exercise goes on as described below as if the dog found the decoy and barked without biting.

2.7.8. If the dog barks and does not bite, but does not guard within a 2 meter radius, the decoy, upon a signal from the judge, tries to flee and build as much distance between him/herself and the dog. The decoy fires a shot only if the dog catches up and bites.

- 2.7.9. If the dog finds the decoy, does not bark or bite, and does not guard within a radius of 2 meters, the judge signals the decoy to flee as in the previous paragraph.
- 2.7.10. If the dog finds the decoy, does not bark or bite, but guards the decoy, he/she stays motionless in the hiding place until the Handler gets there and proceeds as described below,
- 2.7.11. With a dog that executes the exercise perfectly, that is finds the decoy, barks, does not bite, and guards, the decoy waits motionless for the arrival of the Handler (or the signal of the judge indicating his/her arrival).
- 2.7.12. The decoy then comes out of the hiding place and fires a shot, arm in the air.
- 2.7.13. The decoy is then disarmed by the handler (in cases where the handler forgets to do that, the judge will ask the handler to disarm the decoy and apply the appropriate penalty). The decoy waits for a signal from the judge before moving away from the hiding place in the direction indicated by the judge. He/she is escorted by the Handler and his/her dog.
- 2.7.14. During the escort, the decoy attempts to flee three times; the flee attempts are left to the initiative of the decoy. However, he/she must create the same level of difficulty for all the dogs competing at the same level and at the same distance of escort. However, each dog has its own way of working, so the decoy must study their behaviors, test their alertness, and take advantage of any inattention to try and flee.
- 2.7.15. The decoy must walk at an even pace. He/she must not in any way in his/her behavior, provoke the dog to a fault (through accelerations or sharp slowdowns, or changes of direction other than those instructed by the judge).
- 2.7.16. **The instructions given by the judges must be strictly followed by the decoy:** no abusive use of the hands, no complete turnarounds, and so sudden changes of pace.
- 2.7.17. The rules make a distinction between flee attempts made during the walk, which are initiated by the decoy at his/her own discretion and inspiration according to the alertness of the dog, and the resuming of his/her walk for which the judge has responsibility based on circumstances. This is to allow to make all exercises equal in difficulty and avoid any clumsiness. However, in the case where a dog obviously lost interest in the decoy by moving away, he/she may take advantage of that fact and flee, even when standing still after an out.
- 2.7.18. The decoy must keep a mental count of the short bites received from the dog during the escort and report that to the judge at the end of the exercise.
- 2.7.19. During the flee attempts described above, the decoy does not work the dog: the goal of the exercise is to evaluate the alertness of the dog not its bite work.
- 2.7.20. The decoy stops fleeing at the beginning of the Handler's out command, not at the sound of the horn authorizing this command. It is the judge's responsibility to distinguish the distances of real flee versus those where the decoy drags the biting dog.
- 2.7.21. At the end of the escort walk, the decoy stops when the judge sounds the horn approximately 10 meters from the jury table. The Handler then orders the dog to guard and goes to put the gun on the table, returns to 3 meters away from the decoy, and recalls the dog.
- 2.7.22. If the dog does not guard within a 2 meter radius, the decoy flees at the signal of the judge and only stops if the dog catches and holds him/her.
- 2.7.23. At the sound of the horn ending the exercise the decoy moves away and gets in position for the next exercise as soon as the dog is back with its Handler.

2.8. The Work of the decoy

2.8.1. Qualities of a decoy

- 2.8.1.1. A decoy must be capable of opposing dogs, loyally and sportingly, in trials of all levels. This capacity is noticed in several ways:
- In the knowledge and respect of the Rules,
 - In the ease shown wear the bite suit,
 - In the dexterity working the baton,
 - In the firmness (never brutal) with the dogs,
 - In the consistency of work in a trial start-to-end, regardless of the temperament and behavior of the dogs.

2.8.2. Observation on the decoy's Work

- 2.8.2.1. A decoy must imperatively avoid touching with the baton a dog that is not biting and tries to get through a barrage. If the decoy inadvertently and involuntarily touches the dog that is not yet biting, the judge shall make a remark and encourage him/her to be more careful. If the hit is obviously on purpose, the judge shall immediately stop the exercise and take all steps applying to such circumstances. He may possibly show the decoy off the field and replace him/her immediately.
- 2.8.2.2. Once it is biting, the decoy works the dog with flexibility. If the dog loses its bite, he/she uses feints, dodges, and barrages to try avoid being bitten again. For as long as the dog is biting, the decoy hits the dog with the baton exclusively on the back.
- 2.8.2.3. Forceful work is forbidden. However the decoy may use tricks and all sorts of gestures that he/she thinks can influence the dog, but he/she never touch the dog with the hands.
- 2.8.2.4. Although his/her work, to be selective, requires from the decoy a certain level of combativeness, his/her conduct towards the dog shall always remain loyal and fair.
- 2.8.2.5. The decoy must keep in mind that he/she is protected by the suit but that this protection does not authorizes him/her to show brutality or be outrageous.
- 2.8.2.6. If the decoy were to hit the dog on the back violently, or on the head, the neck, the rump, or the tail, the judge shall intervene at once and tell him/her to show more restraint. In case of recurrence, the judge has total freedom to take all measures that he/she feels necessary, from warning to exclusion. He/she shall do the same is case of repeated clumsiness, brutality, or obvious shortcomings. In all cases, the judge must include in his/her decoy report all irregularities that he/she feels are inadmissible. The report shall be files with the Director of decoys.

2.8.3. Formal and Imperative Bans

- 2.8.3.1. Purposely lift the dog off the ground in any manner.
- 2.8.3.2. Force the dog off its bite regardless of where the bite is.
- 2.8.3.3. Bend the body, the arms, or the legs to stretch the material of the suit to twist the dog's mouth and force it to release its bite.
- 2.8.3.4. Push the dog back with the baton, the hand, the arm, the leg, or the belly, including when dodging an entry (however interposing an arm is allowed — see specific instructions for the pushback in Ring III).
- 2.8.3.5. Lift the dog with the baton, the arm, the leg, or the hand.
- 2.8.3.6. Press the baton onto the dog, or rub the dog with the baton.
- 2.8.3.7. Hold the baton with two hands.
- 2.8.3.8. Pass the baton under the neck, the belly, or between the legs of the dog.

- 2.8.3.9. Straddle a dog holding its grip.
- 2.8.3.10. Hit the dog on the head, the neck, the rump, the tail, or the belly.
- 2.8.3.11. During the “prisoner” escort, walking in a zigzag pattern or abruptly change pace to make the dog believe it is the start of an escape and take a faulty bite.
- 2.8.3.12. Touch the dog with the revolver (dog biting or not), or put up a barrage with it, even without firing a shot.
- 2.8.3.13. Mimic a gunshot to intimidate the dog.
- 2.8.3.14. Talk to the dog or make noises during exercises.
- 2.8.3.15. Blow in the dog’s ears.
- 2.8.3.16. Touch the dog with the hands.
- 2.8.3.17. Rub the dog between the legs of the suit.

2.8.4. Instructions

- 2.8.4.1. Dodging the dog’s entry in a Face Attack is allowed after agreement with the judge. The only goals are:
 - Avoid a brutal shock.
 - To create additional difficulty for the dog by making it lose most of its entry speed before getting through the barrage.

When dodging takes place on entry, the judge shall not start his/her chronometer before the second bite attempt by the dog.

Dodging must be done either by rotating or avoiding the dog with a quick side movement limited to 2 or 3 steps at the last moment but while facing the dog at all times.

- 2.8.4.2. All flees shall be obvious and started in the direction opposite to the dog (Avoid turning around and start backwards if it can be done otherwise).
- 2.8.4.3. Charging the dog is authorized if it permits intimidating the dog, but only if these three conditions are met:
 - The charge is not brutal.
 - The charge lasts only a few seconds.
 - The charge does not become a pursuit.

However, the decoy may continue to intimidate the dog through his/her demeanor if that keeps the dog at a distance, even without a charge.

- 2.8.4.4. In the Defense of Handler, the aggression by the decoy must be clearly obvious but not brutal. It takes place when the decoy gets to one meter from the Handler (see special instructions for the pushback in Ring III). Never hold the Handler and use him/her as a shield.
- 2.8.4.5. In the Object Guard, the role of the decoy is to try to grab the object, not to fault the dog by attracting or provoking it by any means.
- 2.8.4.6. In the Object Guard, if the dog still holds its grip after 5 seconds, the decoy shall drag the dog along without working it, or shall let him/herself be dragged along without pushing or working it. He/she will not wait for the 5 seconds if the dog changes its grip.

2.8.5. Equipment of the decoy

2.8.5.1. The Suit

- The suit of the decoy must effectively protect. It must be pliable and allow the decoy to move easily and to run normally.
- It must not be ridiculous, nor have disproportionate sleeves, nor render the grip of the dog

difficult because of its stiffness.

- The suite of the decoy must provide the dog a grip 7 cm in depth and 3 cm in thickness, on both legs and arms. It must meet the specifications established by NARA.
- The decoy is not allowed to modify the suit in appearance or texture the traits of any given participating in the trial.
- The judge shall examine the decoy's suit to verify its conformity.

2.8.5.2. *The Baton*

- The Barrage
 - The word is used to describe the accelerated movement of the baton, held perpendicular to the dog, that the decoy uses to try to make the bite difficult.
 - The barrage, place between the dog and its intended target, shows the skill of the decoy using the baton.
 - The barrage reveals the effectiveness of the dog, and if it is hardy, hesitant, or fearful.
 - The decoy must absolutely avoid touching the dog with the baton before it bites and holds a grip.
 - The decoy must open the barrage if the dog obviously ignores the moving baton.
 - When a chance presents itself, without putting up a full barrage, the decoy may keep the dog at bay by holding the baton still in one hand, if he/she thinks that this demeanor is sufficient to intimidate the dog. However the decoy may not stay motionless to make the dog believe the exercise is over.
 - Mastering the baton is one of the most difficult skills for the decoy to develop:
 - Open the barrage too late and there is a risk to hurt the dog, and a Rules violation.
 - Open the barrage too early it becomes inefficient, useless, and does not intimidate the dog.

That is why the decoys must work on their technique in order to be efficient but not dangerous.

 - Knowing that the action of the baton in a barrage opens the decoy to critics, base on his/her relative success in opposing the dog with it, decoy Selection must weed out the candidate that have difficulty in the proper execution of the barrage.
- The Baton Blows
 - The Baton of the decoy is not only to put up a barrage. It is also used, during the Face Attack and the Flee Attack, to hit the dog in order to test its courage and will, but not to measure its resilience to pain. This is why the baton blows only appear to be more or less violent and only touch the dog on its back. It is strictly forbidden to touch the dog anywhere but the back.
 - It is reminded to TOUCH the dog, not WHIP it, nor BRUISE it or HURT it.
 - The apparent violence of the must be proportional to the Ring level the trials in. A Ring III dog, experienced and seasoned, tolerates a greater aggression from the decoy than a young dog competing in Ring I.
 - The flexibility of gestures, the dexterity with the baton, the measure of menace, and the strength of the blows, demonstrate the skills and the qualities of a good decoy.

2.8.5.3. *The Revolver*

- When firing the gun the decoy must ensure never to bring it close to the head of the dog.
- Gunshots are fired with the arm or at least the forearm up. The gun must be pointed up.
- If the dog attacks the arm holding the gun, the decoy must not fire shots, unless he/she is able to move the gun to the other hand.

3. Quiz

3.1. General

3.1.1. *What is the length of the decoy's baton?*

It must be between 65 and 80 cm long.

3.1.2. *What can the baton be made of?*

The only admissible baton is the one approved by the G.T.R. Any baton is dangerous if lashed hard. It is not allowed to make it heavier with an insert or any other way.

3.1.3. *How must the decoy use a revolver?*

The decoy uses the revolver always firing up in the air. When the dog is on bite, the decoy must try to shoot in the direction opposite the dog.

3.1.4. *May the decoy, on his/her own initiative, dodge a dog hesitating to bite or that has lost its grip?*

Yes, in both situations the decoy must try not to get caught by dodging the dog. On the other hand, dodging an attack entry is only authorized after agreement with the judge. Except in the Flee Attack and flee attempts, dodging must always be executed facing the dog.

3.1.5. *What is called "unhook by force", is this method OK?*

"Unhook by force" means that the decoy gets the dog to lose its grip with cadenced jerks, brutal or gyratory movements. This method demonstrates a lack of sportsmanship on the part of the decoy and must never be allowed.

3.1.6. *What are the requirements of the decoy's suit?*

- Allow for a good grip anywhere on the suit,
- Cannot be glued, bonded,
- Cannot have sleeves disproportionately large or long,
- Must be thick (laying down) 3 to 5 cm at the usual bite sites,
- Allow for a bite depth of 7 cm,
- The manufacturer must obtain the approval of a lab designated by CUN-CBG before making it available to decoys.

3.1.7. *At what time during the exercise may the decoy enter the trial field?*

The decoy may enter the trial field only when called by the judge.

3.1.8. *May the decoy remain close to the field to check on the work of competitors?*

No, because his/her presence, even without suit, can disturb the work of a dog.

3.1.9. *What exactly is the purpose of the "dog in White" in a trial?*

It is there to help tune the work of the decoys, help ensure the correct execution of the exercises, and to impregnate the field before the first competitor.

3.1.10. *May a decoy have the same behavior for Ring I, II, and III?*

No, he/she must provide moderate work for Ring I, tougher for Ring II, and rigorous for Ring III, Regional and Championship trials. To ensure these differences in work intensity, the decoy thus must truthfully respect the directions given by the judge during the exercises of the "dog in White".

3.1.11. *May the decoy officiate at a trial organized by a club not affiliated with NARA?*

No, in no circumstances.

3.2. Remote Attacks

3.2.1. *At what distance from the departure line do the attacks take place?*

- Aborted Attack: at the same distance as the Face Attack in the trial.
- Face Attack: between 30 and 50 meters.
- Flee Attack: between 30 and 50 meters.
- Attack with Revolver: always at 40 meters.

3.2.2. *When does the decoy start an attack exercise?*

When the judge gives him/her the signal.

3.2.3. *At what distance from the dog does start an attack exercise?*

Between 10 and 20 meters (10 meters always for the Flee Attack).

3.2.4. *In Face Attacks and Aborted Attacks, at what time does the decoy turn to face the dog?*

Immediately after the judge gives the signal for the departure of the dog. This signal coincides to the moment the decoy arrives at the point of reception.

3.2.5. *In Face Attacks and Aborted Attacks, what does the attitude of the decoy be when he/she faces the dog coming at him/her?*

The decoy must have a firm and menacing demeanor in both of them.

3.2.6. *In the Attack with Revolver, at what time does the decoy turn to face the dog?*

The decoy must turn around towards the dog at the 40-meter line.

3.2.7. *In the Attack with Revolver, at what distances from the dog does the decoy fire gunshots?*

The first at 12 meters, the second at 7 meters, and the last when the dog has taken a grip.

3.2.8. *When the decoy makes a fall not caused by the dog, what happens?*

The decoy stays on the ground until the dog is back at the Handler's heel. Then he/she gets up and the judge restarts the attack exercise.

3.2.9. *What does the decoy do when his/her fall is caused by the dog?*

When the fall is caused by the dog's action, the decoy must go motionless so that the judge can signal the end of the exercise and the Handler can recall the dog.

3.2.10. *When the decoy falls what is the Handler to do?*

- If the fall is not caused by the dog, the Handler makes sure that the dog stays at heel or comes back immediately to avoid any accident.
- If the fall is caused by the dog, the Handler shall recall it to heel in the fraction of a second following the signal from the judge indicating the end of the exercise.

3.2.11. *In the Aborted Attack when does the decoy goes to the jury table?*

- If the dog did not bite, he/she waits until the dog is back at the Handler heel.
- If the dog did bite, as agreed with the judge at the beginning of the trial.

3.2.12. *When a dog loses its bite before the end of a Face Attack and tries to get another grip, what should the decoy do?*

When a dog loses its bite during a Face Attack, the decoy, on his/her own initiative, must try not to be caught again by opposing the dog with a series of fluid and clever dodges, or using appropriate gestures to intimidate the dog, or by protecting him/herself with the baton by interposing it between him/herself and the dog while not touching it.

3.2.13. *When the dog loses its grip before the end of the Flee Attack and tries to get another bit, what does*

the decoy do?

The decoy must face the dog and act the same way as in the Face Attack.

3.2.14. *When the dog misses its entry grip in a Face Attack, what does the decoy do?*

The decoy acts in the same way as when the dog loses its grip during the Face Attack.

3.2.15. *When the dog misses its entry grip in a Flee Attack, what does the decoy do?*

The decoy must continue to flee for as long as the dog does not catch him/her.

3.2.16. *What must the decoy do when the Handler recalls the dog in a Face Attack, when escaping from a guard, or in the Defense of Handler?*

When the Handler recalls the dog, the decoy must go motionless for a 5 seconds duration to allow the dog to release its grip. If the dog does not release its grip after 5 seconds, the decoy resumes its work and goes back to a standstill for 5 seconds every time the Handler recalls the dog.

3.2.17. *If the dog starts its return when the Handler recalls but then goes back towards the decoy, what does he/she do?*

In this specific situation, the decoy resumes his/her opposition with the baton as soon as the dog is within 3 meters.

3.2.18. *If the dogs starts its recall but then stops and hesitates between continuing to the Handles or go back to the decoy, what does he/she do?*

In this situation, the decoy stays motion and waits for the dog's decision and will resume his/her work only if the dog comes within 3 meters.

3.2.19. *At what precise moment does the decoy open a barrage in Face Attack?*

The decoy must maintain the barrage until the last second, but must open it on the dog's entry in order to never risk touching it with the baton.

3.2.20. *What sites of the dog's body is the decoy authorized to hit with the baton?*

Only on the back, never on the neck, the rump, the head, the paws, the tail, or the belly.

3.2.21. *May the decoy use the baton immediately when the dog has taken a grip?*

No, the decoy must make at least two steps with the dog biting.

3.3. Defense of Handler

3.3.1. *What must the decoy actions be when facing an excited dog that leaves its Handler to go ahead of him/her either before or after the conversation?*

In either case, the decoy continues his/her walk normally without trying to pull the dog away.

3.3.2. *In the Defense of Handler may the decoy cut the conversation short on his/her own initiative?*

No, the decoy must wait for the signal of the judge.

3.3.3. *In the Defense of Handler, after the conversation, what distance away from the Handler must the decoy go?*

After the conversation, the Handler and the decoy go their respective ways, the decoy does around five steps then turn around and catches on to the Handler without running, gesturing, or provoking.

3.3.4. *In the Defense of Handler, if the dog gets an inappropriate and brief bite before the aggression of the Handler, should the decoy consider he/she has been attacked?*

Yes, the decoy must immediately defend him/herself or keep the dog at bay through intimidation if the dog bites and releases.

3.3.5. *In the Defense of Handler, after an obvious aggression by the decoy, what must be his/her demeanor towards the dog that shows hesitation or clumsy in catching a bite?*

In this case, the decoy tries to avoid being bitten and shall use dodges or gestures likely to intimidate the dog to stop it from biting.

3.3.6. *In the Defense of Handler, if the dog loses its grip before the cessation command, what should the decoy do?*

The decoy must try avoid being caught again if the dog tries to bite. But if the dog returns to its Handler, the decoy must consider the exercise has ended and stay motionless.

3.3.7. *Explain the procedure of cessation and recall in the Defense of Handler.*

- At the first signal from the judge the Handler orders the dog out; the decoy goes motionless.
- At the second signal from the judge, the Handler recalls the dog. The decoy stays motionless until the judge sounds the end of the exercise.

3.3.8. *In the Defense of handler, what must the decoy do when the dog does not obey the out command of the Handler?*

In this situation, the decoy acts exactly as after the out command in attack exercises. He/she should not resume working the dog before standing still for 5 seconds.

3.3.9. *In the Defense of Handler, what is an "obvious aggression"? How should it be done?*

An obvious aggression is characterized by a frank and clean gesture with tow hands that leaves no doubt in the dog's mind about the aggressor's intentions. However the decoy must avoid to hug the Handler too close so that the Handler does not get bitten by its dog.

3.3.10. *At what distance from the Handler may the decoy start a conversation?*

When he/she is inside a radius of 3 meters and facing the Handler.

3.3.11. *May the decoy stay motionless as long as the dog bites after the aggression?*

No, he/she must defend him/herself.

3.4. Object Guard

3.4.1. *What are the radiuses of the circuar lines on the ground in the Object Guard?*

The circle radiuses are: 1.5 m, 2 m , 3 m, and 5 meters.

3.4.2. *Explain the progression of events in the Object Guard.*

The normal progression of events is as follows:

1. The decoys comes towards the object for the first time.
2. The decoy attempts to grab the object with the hand or the foot.
3. The decoy moves away 5 meters from the object after the dog bit him/her.
4. The decoy comes towards the object for the second time for another attempt to grab the object with a hand or a foot according to behavior of the dog.
5. The decoy moves away 5 meters from the object for the second time if he/she was bitten.
6. The decoy moves towards the object for the third time for another attempt.
7. The decoy moves away out of the circles if he/she was bitten.

Notes: a) about items 3, 5, and 7, the decoy will stay still for 5 seconds if the dog maintains its grip before dragging it away.

b) if the dog after releasing its grip bites again, the decoy should not stop or worry about the dog. He/she must move away and drag the dog if it does not release its bite.

3.4.3. *What should the decoy do when the dog stops him/het from grabbing the object?*

The decoy must prove that the dog is not accomplishing its mission. To that effect he/she must:

- a) Grab the object for more than 5 seconds (the judge measure that time).

- b) Without a reaction from the dog (after a signal from the judge) the decoy moves the object away at least 20 cm. Without a reaction from the dog, it then considered that the dog is not fulfilling its mission.

3.4.4. *How many attempts to grab the object do the Rules authorize?*

Three attempts.

3.4.5. *May there be any additional attempts after the three authorized by the Rules?*

No, none.

3.4.6. *Should the attempts to grab the object to grab the object be done with the hand or the foot?*

The decoy shall proceed according to the judge's instructions, or follow his/her instinct about the alertness of the dog.

3.4.7. *When the dog moves towards the decoy but does not show intent to bite, may he/she trick the dog away from the object?*

No, the decoy should not provoke the abandon of the object by the dog. He/she should proceed towards the object to grab it, without trying to get bitten.

3.4.8. *In the Object Guard, when moving the object with the foot, at what distance must he/she push the object before grabbing it with the hand?*

The decoy shall estimate by him/herself of the opportunity to continue pushing the object with the foot or to grab it with the hand, depending on the dog's behavior.

3.4.9. *Once inside the circles, may the decoy that starts an attempt to grab the object back up quickly if the dog attacks?*

No, in no circumstances may the decoy that moved inside the circles back out to avoid the bite. However, he/she may try to dodge the dog but while staying in the radius of action where he/she already is.

3.4.10. *When the decoy has grabbed the object, what does he/she must do?*

With the object in hand, the decoy must move it away as far as possible without getting bitten.

3.4.11. *When the decoy has grabbed the object, may he/she hold it between him/herself and use it as a protection shield?*

No. The decoy may not use the object to protect him/herself from getting bitten.

3.4.12. *May the decoy assume an intimidating posture before, during, or after the attempts to grab the object?*

Yes, providing he/she is inside the 5 meter circle.

3.4.13. *Are cunning and slow movement authorized when approaching the object?*

Yes, cunning and slow movements are permitted providing they are not exaggerated and that the decoy always moves in the direction of the object. Each attempt cannot exceed 2 minutes and the whole exercise is limited to 5 minutes.

3.4.14. *After the decoy got bitten, at what distance from the object must he/she go back to before doing another attempt?*

The decoy bitten during an attempt must move back 5 meters from the object, at a minimum.

3.4.15. *May the decoy drag the dog in any manner he/she chooses?*

If the dog holds its grip, he/she must try to drag it away but without working it.

3.5. Search and Escort

3.5.1. *Before the search, when the decoy goes into the hiding place, is there a specified way to hide?*

No. The decoy just needs to face the dog, standing in a natural posture, and stay motionless without provocation.

- 3.5.2. *What must the decoy do when a dog finds him/her but does not bark to announce its finding?*
The decoy must stay still and wait.
- 3.5.3. *What must the decoy do when found and the dog is barking?*
The decoy must stay perfectly motionless in his/her hideout and wait for the arrival of the Handler or a signal from the judge to flee.
- 3.5.4. *What must the decoy do if the dog finds him/her and attacks?*
If the dog, without barking, gives one or several small bites or fully attacks the decoy in his/her hiding place, he/she must wait 5 seconds before fleeing to give the dog a chance to bark.
- 3.5.5. *In the sequence of flees, in which ones are gunshots fired?*
In the sequence of flees, one gunshot is fired when the decoy comes out of the hiding place.
- 3.5.6. *In what direction must the gun be fired?*
The decoy must invariably fire the shot in the air, with the arm, or at least the forearm, pointed up.
- 3.5.7. *During the escort, when and how must the escapes take place?*
During the escort, the escapes must be as similar as possible for all participating dogs. When dealing with alert dogs, the flees must happen as much as possible at the same places in order that the escort distance is approximately the same, thus evening out the possibility of unnecessary bites from the dogs. On the other hand, if the decoy sees the dog distracted and less alert, he/she shall take advantage of it to flee at the first opportunity and attempt to make the distance. In all cases, the escapes must be obvious and made logically on the side of the decoy where the field is wide open.
- 3.5.8. *Must the decoy differentiate between the escort walk resumptions and the flee attempts?*
Yes, the escort walk resumptions are done upon a signal from the judge after each flee attempt. He is the only one positioned to have a full view of the situation. On the other hand, flee attempts are initiated by the decoy during the walk. However, when standing still after a flee attempt, the decoy may try to flee again, if he/she notices that the dog is not guarding or loses interest, and this without resuming the walk or waiting for the judge's signal.
- 3.5.9. *What is the decoy do when a dog loses interest after the three mandatory escape attempts?*
He/she watches the judges in case he signals to flee.
- 3.5.10. *What should the decoy do after each cessation?*
He/she must stay at a standstill in order to allow:
a) The Handler to disarm him/her after the first escape.
b) The judge's signal to resume the walk.
c) The dog to get distracted from its guard and take advantage of this to flee.
- 3.5.11. *May the decoy propel the dog away to make an escape?*
No, if he/she does an escape opportunity is lost and no penalty shall apply following such an action.
- 3.5.12. *When the dog bites him/her after an escape attempt, what should the decoy do?*
He/she must continue his/her action then go motionless at the Handler's command to out authorized by the judge.
- 3.5.13. *When the exercise is completed and the Handler moved away with its dog, what must the decoy do?*
He/she must immediately inform the judge of the number of inappropriate bites made by the dog

during the walk or after the Handler's out commands.

3.5.14. *When dealing with a clumsy dog that nevertheless stops him/her from escaping, what should the decoy do?*

He/she must try to dodge the dog to get in a better position to flee and try to create some distance.

3.5.15. *What should the decoy do if the dog, after finding him/her, obviously loses interest and abandon its guard (whether if barked or did not)?*

In this case, at the signal from the judge, the decoy must flee and try to create some distance, without firing a gunshot as long as he/she has not been bitten by the dog. In this situation the decoy must obey prior instructions of the judge, depending on the placement of the hideouts.

3.5.16. *When two decoys officiate in a trial and in its search the dog finds the wrong decoy instead of the one performing the exercise, what happens?*

The decoy that the dog found must have a revolver nearby and behave as if he/she had been discovered in a hideout.

3.5.17. *In the Search and Escort exercise, what should the decoy do when a dog does not out?*

He/she must stay motionless and wait for the dog to out. He/she does not have to resume his/her work.

3.6. Attack with Revolver

3.6.1. *In the Attack with Revolver, may the decoy use the gun to intimidate the dog?*

No, never after the second gunshot.

3.6.2. *In the Attack with Revolver, must the decoy escape on his/her own initiative or wait for a signal from the judge?*

He/she must obey the instructions of the judge.

3.6.3. *With a dog that moves away and obviously does not guard, what should the decoy do?*

Upon a signal from the judge, the decoy flees and tries to create some distance between him/herself and the dog.

3.6.4. *In the escape attempts, at what moment must the decoy become motionless?*

At the beginning of the Handler's command.

3.6.5. *What is the duration of the guard following each escape, when the dog is alert?*

10 seconds for the first guard and 5 seconds for the second one.

3.6.6. *What should the decoy do if the dog does not respond to out command after an escape?*

The decoy must stay motionless (do not confuse with the attack cessation).

3.6.7. *When does the decoy stop working the dog at the end of the attack with revolver?*

As soon as the cessation command is given by the Handler with authorization from the judge, as in the other remote attacks..

3.6.8. *What should the decoy do if the dog does not out in the attack with revolver?*

After 5 seconds, he/she resumes working the dog as in the other remote attacks.