

# FRENCH RING OFFICIAL RULES 2023



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## I – FORWARD

## II – CONDITIONS OF PARTICIPATION

## A. FOR THE DOG

- The minimum age required to participate in the CSAU, Brevet, Ring 1 and Ring 2 (including Dog in White/Chien en Blanc) is 12 months. For Ring 3, the minimum age is 18 months.
- To have a satisfactory test of Certificat de Sociabilité et d'Aptitude à l'Utilisation (CSAU).
- To have a scorebook.
- All handlers must be a member in good standing with NARA, CRA, SCC, GTRM or their equivalent. (NARA Policy 100)
- *For Female Dogs:*
  - They must compete in the order designated in the drawing of dogs except for females that are in heat who will compete at the end of the trial and it will be noted in their scorebook with a red note. For the split program, they will have the benefit of the pause between the two parts.
  - Females who have had a litter will be permitted to compete in a trial two months after giving birth.
  - Trial organizers, if they wish, can demand a veterinary certificate from the handler to attest the female is in heat.
- Dogs with contagious diseases are not permitted to compete (see the regulations of veterinary services). Dogs that are injured are also not permitted to compete. A judge, at any moment, may prohibit the access to competition or stop the competition if the dog is not in good physical condition.
- Wraps/strapping is permitted
- A dog must obtain 80% of the points in the level two times under two different judges for that level to have been obtained. The handler can put the dog in a lower level if they believe it will be useful.
- Demotion:
  - If the dog obtains two consecutive results with less than 60% of the points (ABD or NQ) within 12 months it must be returned to the lower level for the period of year. The dog is immediately returned to the lower level after the second NC/NQ.
  - A handler may put their dog in a lower level, if they wish, but they must stay there for one year.
- All dogs who have obtained a Brevet in Ring, Campagne, Mondioring or a certificate in IGP can be presented in Ring I for French Ring trials. All dogs who obtained EXE results required to move from level to level are permitted to enter the same level at another discipline.
- *Clarification:*
  - A handler who starts their dog in a level lower than the first discipline must start the dog at Ring I and complete advancement as per normal progression.
- Dogs who bite someone or where not in relation with the work of a decoy during a trial, including and notably voluntary aggression with the judge, volunteers, deputy judge, or trial secretary, etc...
  - The judge will put a notation in the scorebook, and send the original scorebook to the NARA with a report of the incident, request a suspension from the NARA BoD

## B. FOR THE HANDLER

- The minimum age of a handler is 14 years old. Handlers between 14-18 must have parental permission
- A handler is permitted to compete with 2 dogs maximum per level in the same competition, including Brevet and excluding dog in white

### III – CONDITIONS FOR APPROVAL OF A TRIAL

- It is in the **NARA calendar**.
- Minimum number of handlers in all levels is 6 (Brevet, Ring 1, Ring 2, Ring 3).

- In Ring III, for a trial to count as a pre regional .a level 2 or 3 decoy must participate in all levels
- The number of handlers registered cannot surpass the amount of time authorized for the trial. It is calculated as this:
  - In winter, 7 hours of trial time.
  - In summer, 9 hours of trial time.
- The amount of time per level is judged as follows:
  - CSAU= 10 min
  - Brevet= 15 min
  - Ring I= 20 min
  - Ring II= 30 min
  - Ring III= 40 min
- A judge can judge trials in consecutive days, but they must respect the amount of time per day authorized for trial.

## IV – ORGANIZATION OF A TRIAL

### A. THE FIELD

The clubs who wish to organize a trial in French Ring must take all precautions in preparation to ensure they do not miss any details.

The trials must respect the following conditions:

- It can be held on the club's normal field, and it must be an enclosed area of at least 2,000m<sup>2</sup>.
- For a **Regional**, it must be at least 80m long and 40m wide
- To organize a trial on another field (i.e. stadium), it must meet certain criteria: enclosed, have a minimum area of 2,000m<sup>2</sup>, For all trials, an application for approval must be submitted to **NARA**
- The surface of the field must not be hard, not paved, not gravel, it is preferred the field be grass.
- It is necessary that the surface of the field be free from any object which could injure the dog or interfere with the vision of the jury and competitors.
- To access the field: two entries, at minimum, are necessary. One for the handler and dog, the other for decoys.
- Outside of the field, a blind will be placed to allow for the handler and dog to prepare for the search exercise. There will be a container made available for the dog if it wants water.
- No water containers may be on the field or immediate areas which may cause the dog to abandon its job on the field.
- An enclosed area must be in place for the decoys to hide while they are waiting for their time to work the dogs. The enclosed area must be located at least 5m from the field.

## **B. THE MARKINGS**

- Four parallel lines are drawn 20m wide with the 2<sup>nd</sup> at 10m then another 30m further, and one 40m for all the departure of the exercises. It is necessary in order to evaluate the exercises to mark the end of the lines with markers or cones. It is essential that the departure lines are placed at least 5m from the public and the line to be crossed by the dog for the send away will be at least 10m from the public.
- A rectangle is traced for the starting positions at the departure of the exercise (1m wide x 1.5m long).
- For all the starting positions (except for the jumps and object guard) a mark is made 3m before the position of departure for explanation of the exercise before the definite starting position.
- For the positions, done at a distance, a rectangle is drawn for the start and 18m from the rectangle a 1m line is drawn facing the rectangle. The rectangle indicates where to place the dog, the second signals where the handler will go when giving the position commands. There will be parallel lines drawn at 50 cm intervals to 5m to assist the judge in judging displacement of the dog.
- The departure of the send away and retrieves must be done lengthwise on one of the two interior lines of departure. The send away is in the centre position of the two lines.
- A hash line will be drawn 5m from the departure of the retrieves.
- For the search, the following will be drawn:
  - An X signifying the departure spot, and another 5m from the blind the decoy is hiding in.



- o A semi-circle (see the example on page 80) will be drawn in the blind where the decoy is outlining the discovery tolerance area for the dog.
- In the object guard, four circles are drawn at 1.5m, 2m, 3m, 5m. The object that the dog must guard is placed in the centre indicated by a white point.

### C. EQUIPMENT AND ACCESSORIES

- The jumps must be regulation (see description XIII). A palisade, a hurdle, and a long jump arranged lengthwise along the field (unless impossible due to the field). The dog must make the jumps lengthwise.
- Minimum of six blinds (see description in the search description).
- A 9mm or 6mm double charged blank gun.
- Microchip scanner.
- Various food (maximum size half of a fist). It can consist of: meat, cheese, bread. Bones are forbidden.
- Objects to assist in the placement for the unseen retrieve (socks, gloves, or eyeglasses case).
- Microphone to allow the judge to announce the points for the exercises and observations.
- Basket for the object guard: a regulation basket made of wicker or plastic with a flat base (see description in to object guard).

### D. FIELD PERSONNEL

- Field Assistants
  - o The field assistants are in charge of setting the jumps. They are at the disposal of the jury to prepare the accessories, the sticks, guns for the decoys if necessary. They must be located where the judge indicates and not in a position that interferes with the exercises. One person is in charge of throwing the food, and another can be put in charge of the objects for the unseen retrieve, or available for other instructions from the judge.
- Secretary
  - o A secretary with electronic support (i.e. computer) is in charge of inputting the results of the trial. The scoresheets must conform with the approved template by the NARA and include all information in relation to the competition.
  - o For a French Ring trial, there must be three score sheets per dog, an original and two duplicates.
    - One duplicate of the original will be given to the handler with the scorebook at the return of the scorebooks.
    - A second copy will be posted within 15 minutes of the dog finishing their routine.
    - The original will remain with the judge.
    - Adhere to Policy 510 for submission of paperwork

### ***E. DECOYS***

- Only two selected decoys can officiate per level in Ring 1, Ring 2, and Ring 3 but may be different in each level.

## **V – CONDUCTING THE TRIAL**

### ***A. VETERINARIAN***

- The judge can ask for advice from the veterinarian in certain situations (i.e. female in heat, injured dog) before they make a decision.

## ***B. SCOREBOOK***

- The scorebooks must be given to the jury before the dog in white in the level the dog is competing in, under penalty of disqualification.
- The judge must make sure they check the conditions of participation to ensure each dog meets the conditions for the level in which they compete.

## ***C. DRAWING OF ORDER – HANDLERS***

- The organizers will draw an order of competitors
- If the drawing of order for handlers takes place before the competition, the handlers will be informed of the order in which they will compete by the organizers. The handlers must be present at the beginning of dog in white in their level. There can be an exception if they are occupied with a veterinary examination in the morning.
- In the event they are absent without justification the organizers will declare the entry forfeited.

## ***D. DRAWING OF ORDER – EXERCISES***

- There is a drawing of order for the exercises in each of Ring 1, Ring 2, and Ring 3. The drawing of order and place will be the responsibility of the judge in the presence of the handlers.
- The first category of drawing of order for exercises follows immediately after the jump(s):
  - Absence of Handler, Positions, Heel with Leash, Heel with Muzzle, and Send Away in Ring 3.
  - The retrieves and food refusal will be drawn at random in between the above exercises.
  - The placement position (sit, down, or stand) in which the dog is to be placed at the beginning of the positions will be drawn (although only sit or down is available for Ring 1). Another drawing will decide the placement position for the absence of handler, the dog will take either the position sit or down (although only down for Ring 1).
- The second category of drawing of order for exercises are the protection exercises:
  - The object guard, defence of handler, search and escort are to be drawn by random draw and placed between the attack exercises.

## ***E. DRAWING OF ORDER – EXERCISES FOR THE SPLIT PROGRAM (RING 3, SELECTIFS, & FINAL)***

### **a) Application**

- The triggering of the split program, when there is high heat, can be initiated by the judge at any point in the year. If the trial consists of two days of Ring 3 and on the first day the judge decides to split the program, even if the second day is cooler, the trial will continue as a split program. When the trial has proceeded normally on the first day, if there is a sudden increase in the heat for the second day, there is nothing preventing the judge from splitting the program on the second day in the interest of animal welfare. The second series of attacks will be modified by reversing the 1<sup>st</sup> with the 2<sup>nd</sup> and then the 3<sup>rd</sup> with the 4<sup>th</sup>. The teeth will be checked by the judge between the two series
- The split program will be broken as follows:
  - First series
    - 3 jumps
    - 4 obedience exercises
    - 3 protection exercises
    - \*At the end of the first series a provisional scoresheet will be made available.
  - Second series
    - 5 obedience exercises
    - 4 protection exercises

## b) Drawing of Order

- The drawing of order will be as follows: each series will be drawn independently
  - For the 1<sup>st</sup> series: draw four obedience exercises, and then three protection exercises.
  - For the 2<sup>nd</sup> series: draw five obedience exercises, and then four protection exercises. The protection must begin with a long attack
  - The two decoys must participate in both the series of exercises.

## F. DRAWING OF ORDER – REGIONALS AND CHAMPIONSHIP

### a) Regionals

- The drawing of order for the exercises will be done by the **NARA Judges Committee around two weeks before the first Regional**

## b) NARA Championship and Cup

- The drawing of order for the handlers and exercises will be done at the opening ceremonies.

## G. DOG IN WHITE

- It is mandatory there is a dog in white for each level. **Under extenuating circumstances only, and upon unanimous agreement of the judge and all handlers for a level, it is acceptable to waive the dog in white performance for Ring I, Ring II or Ring III.**
- If the level will take place over multiple days, there will be a dog in white each day.
- For the split program, the handler of the dog in white can choose to complete the entire program or split the program as well.
- The judge will have the dog in white for the competition compete as per the drawing of the order of exercises. The passage of the dog in white will allow the judge to see the working of the field volunteers, deputy judge, and the work of the decoys.
- The dog in white does not need to actually perform the jumps, but the dog will be placed by the handler to show the direction of the exercise.
- The dog in white cannot compete in the competition at any level. However, if the dog has already competed, they can perform this role.
- A judge cannot handle a dog for dog in white in any level they officiate.
- The handler can handle their dog, without violence – physical or verbal
- At the finish of the dog in white, the handlers can ask clarification questions or explanations from the judge.
- It is authorized that a handler who is competing in the trial can also handle another dog for dog in white, regardless of the level.
- For **a Championship event**, a handler and dog competing cannot perform dog in white during the trial. However, they can perform the dog in white only **-at a higher level after they have competed.**

## H. AWARDS

- The handlers are required to be present for the awards of their level. In the event it is not possible, they must inform the judge and trial organizers.
- If a handler has not explained their absence, prizes will not be given and their scorebook will be sent by the club organizers to the **-NARA Secretary**

## VI – RIGHTS AND DUTIES

### *A. HANDLERS*

- Handlers have a duty to know and follow the rules.

- All penalties, cheating or attempted cheating, are penalized in accordance with the rules.
- Where there are unforeseen circumstances, the judge's assessment is final.
- Once the field is painted, no dogs (competing or not) can enter the field until they are about to compete.
- During the time the handler is competing, they must be at the disposal of the deputy judge and follow the instructions of the jury. All praise to the dog, other than pets and non-exaggerated verbal encouragement, are prohibited.
- The handler has the possibility to give their dog a drink of water when they wish. They must tell the deputy judge on the exercise before the request.
- The handler cannot have anything in their hands or pockets (except their retrieve items), and they cannot have anything sticking out of their pockets. The handler cannot make a menacing gesture or command to the dog with penalty being loss of all points for the routine, or exercise depending on the level of the infraction which was committed.
- The dog is prohibited from wearing a collar except during the heel with leash.
- The handler must always listen to the full correction and accept all of the observations and decisions of the jury in a sportsmanlike manner. Any disrespect toward the members of the jury, deputy judge, decoys, field volunteers, and organizers of the trial or any lack of courtesy before, during, or after the trial can result in penalties of temporary or full exclusion from all competitions organized by or overseen by **NARA** and their associations or affiliates.
- Any actions of a handler to falsify the results of a trial will result in them, and their dog immediately being excluded and the revocation of any prizes won.
- Without going so far as excluding, the judge can apply penalties based on their discretion toward the handler's General Allure. It can result in the removal of some or all of the points depending on the gravity or nature of the situation for one or more handlers. Handlers are prohibited from bringing their dog onto the trial field and interrupting the work of another dog, under penalty of exclusion from the trial.
- While their dog is not competing, handlers must make sure their dog does not escape and cause problems in the competition of another handler on the field. All infractions of this recommendation will result in their dog being given a NQ classification.
- The handler cannot intervene or punish their dog during the trial.
- We can distinguish three types of intervention:
  - The handler intervenes without shouting and without menacing= -5 General Allure, and the handler can continue their trial.
  - The handler intervenes by shouting and is menacing= removal from the field, trial finished, loss of remaining points and General Allure. The points and reason for exclusion will be noted in the scorebook as "Handler Intervention, Trial Terminated".
  - If the handler is brutal with the dog (physical intervention), the judge will inform the **NARA President**
- At the end of the routine for the dog prior, the handler must be present at the entrance of the field and be ready for the deputy judge otherwise there can be a penalty of -2 from General Allure.
- The handler in Ring 1 and Ring 2 can state they will forfeit certain exercises (jumps or obedience) with exception of the food refusal on the ground in Ring 2.
- In Ring 3, the program is completed in its entirety.

- A handler is only authorized to abandon for reasons of health, but only with permission of the judge. The judge will make a notation in the scorebook. It is understood when the dog is entering the field for the trial, they are in sound physical health.
- All other abandons which are not justified will be noted in the scorebook and the points and qualification obtained will be noted.
- If there are two consecutive NQ's (within 12 months), the dog will be demoted to the lower level.
- If the handler leaves the field with their dog, following an injury, they are not permitted to continue the competition.
- If there is an injury or the dog is unable to continue during the competition, the judge in consultation with the handler will take the necessary measures to preserve the physical wellbeing of the dog. The final decision will remain with the judge.
- A judge can handle their dog at a level other than what they've judged

## **B. JUDGES**

- The judge must respect the rules. They must have the proper attitude on and off of the field and treat all of the organizers and handlers with courtesy and respect.
- If the jury is composed of multiple members, the decisions will be a group decision and not individual. They must know the rules perfectly, master them, and comply with them.
- The judges are all free to allow appreciation of the work but they must regulate the work of the decoy in Ring 1, 2, and 3.
- **Before** the trial, the judge must verify the following:
  - Confirm suits and sticks of the decoy.
  - Confirm the validity of the selection of the decoy.
  - Confirm the jumps.
- The judge must apply the penalties which are defined to the strictest adherence to the rules. At the same time, if the total amount of penalties exceeds the points for the exercise the judge cannot take from any exercise which has already been performed or from an exercise which is still to be performed. Each deduction must correspond with a penalty, a mistake by the dog, or a handler error. These penalties must be known by all the handlers, even beginners, who cannot claim they did not know the rules or their requirements/responsibilities.
- The decisions of the judge are absolute for any instances not defined in the rules.
- Only judges have control of the event.
- All exercises must be completed in their order. The start and finish of each exercise will proceed through the sounding of a horn (with exception to the long jump if the dog completes the exercise properly).
- The search can be started by the signal of a horn from the deputy judge.
- The judges will ensure that all exercises are performed equally or the same for each dog. The circumstances must also be the same for all of the competitors.
- With respect to this, if the trial takes place over time (morning and evening), the judges can for example, move the location of the absence or the positions because of the positioning of the sun or change in the field conditions.



- In exceptional circumstances, when it is impossible to continue the trial for technical reasons (defective jump, basket is broken, etc...) the judge has the possibility to neutralize the exercise for the time being and recommence it once the problem has resolved.
- In the case of an outside error (decoy, deputy judge, etc...) the benefit must be given to the dog.
- Judges are required to draw the order of exercises and order of handlers for each level before the trial.
- Judges must sign and mention on the scoresheet and scorebook, apart from the total points:
  - The qualification obtained by the handler and dog;
  - Their classification.
- The scoresheet must be posted within 15 minutes of each dog finishing their trial.
- Judges must announce the points, exercise by exercise, and audibly detail the penalties for everyone.
- Like the deputy judge, the judge must be careful to ensure they do not interfere with the work of the dogs and must stay at least 5m away from each of the exercises. The judge must ensure they do not distract the handler by speaking with them too much.
- The judge (and them alone) have an obligation to check the K9's (teeth) of the dog at the start and finish of the routine. If there is an accident, they must make a report.
- The judge shall, if they wish, verify the identification of the dog for the Brevet. But this identification is mandatory.
- The Judge must verify the number of competitors and validate all of their **memberships**.
- The judge must complete:
  - The scoresheets;
  - The trial record;
  - Decoy evaluations;
  - Sign all of the scorebooks updated by the trial secretary (the scorebooks for dogs who were unsuccessful in their Brevet do not need to be completed).
- The judge must keep the judgment sheets along with a copy of the reports for 1 year.
- The judge has full freedom to:
  - Interrupt an exercise if the dog is unable to perform it.
  - Stop the trial of a dog that is not in good health and shows obvious signs of fatigue or injury.
  - Exclude a candidate who does not comply with the regulations or behaves in an undesirable manner (untidy attire, vulgarity, reprimands, brutality).

### C. DECOYS

- The decoy is an individual dressed in a protective suit that shields them from the bites of the dog that an owner wishes to train in bite sports, preparing it for competitions. In the context of competitions, the decoy serves as the assistant to the judge. They work under the responsibility of the judge and follow their instructions to enable the judge to assess and differentiate the competitors.

- The decoy, before the dog in white, must give their decoy book and trial records.
- The judge can terminate the work of the decoy without the possibility of recourse if they do not respect the instructions given, and the judge must send a report to the **NARA BoD** within 8 days.
- A decoy in a trial is not permitted to decoy a dog they own in trial even if it is handled by someone else during the protection exercises.
- When the trial starts, the two decoys cannot be on the field together at the same time during the protection exercises.

#### **a) Qualifications**

- All decoys who wish to participate in a trial must, first, obtain their selection.
- As the assistant to the judge in trial, the decoy must demonstrate on all occasions:
  - Integrity, through knowing and absolutely respecting the rules.
  - An honest and sportsmanlike attitude to the dogs, without any brutality.
  - A good physical condition, while being flexible and having good endurance
- After experience and competence, a decoy can select to a higher level.
- In Ring 3, there must be at minimum one good level 2 decoy, or one level 3 decoy.

#### **b) Bite Suit**

- The bite suit of the decoy must allow the dog to grip at least 7cm in depth and be 3cm in thickness and be the same for the arms, legs, and torso.
- The exterior fabric should be perforated, easily, by a ballpoint pen.
- If there are logos inserted on the bite suit, they cannot hinder the ability of the dog to bite and they must be as small as possible.

#### **c) Opposition Accessories**

- The only accessory of opposition is the bamboo stick,. Up to one third of the stick can be wrapped with adhesive tape, but they must not make the stick heavier.
  - Bamboo split into 6 pieces at 4/5's of its length.
  - Diameter: between 15 – 20mm.

- Length: between 65 – 75cm.
- Weight: 100g max (65 – 70cm) or 120g max at 75cm
- The stick must spread at least 20cm when in use.

#### **d) Prohibitions: Formal and Imperative**

- To use the stick with violence.
- To lift the dog off the ground intentionally.
- To cause the dog to lose the bite with force.
- To tighten the suit to cause the dog to lose their bite.
- To lift the dog with the stick, arm, leg, or hand.
- To hold the stick with both hands.
- To pass the stick under the stomach, neck, or between its legs.
- To straddle the dog while the dog is biting or during the search.
- To touch the dog (with the stick or hand) apart from on the back. Specifically avoiding the head, neck, stomach, croupe, stomach, and/or flank except during the entry on the face attack.
- During the escort, to change speed or direction abruptly, simulate an escape, or hit the dog with your knee.
- To have a non-biting part of the body in contact with the mouth of the dog.
- To speak, make sounds, or blow on the dog during the exercise.
- To execute any miss from the side or back, or to pass the dog between or under the legs (scissor).
- To do a miss that is more than 3m (max 4 steps).
- To be in contact with the dog's head or neck with the dog to inhibit the out.
- All scissor movements are prohibited.

#### **D. RECLAMATIONS**

- No point reclamations are accepted, the judgments are final including at the. **Regionals and Championship**
- **Dispute Regarding a Penalty (NARA Policy 1750)**
  - It is the handler's right to present to the judge, with courtesy and respect, any dispute he or she has regarding a MISAPPLICATION OF THE REGULATIONS(seconds ,meters and judgement calls ARE NOT DISPUTABLE), until 1 hour after the posting of the scores at the completion of the trial. The handler is obliged to review the penalties in the rulebook prior to initiating the discussion with the judge, so that he or she can show the judge the item in question in the rulebook. Brief video viewing will be allowed during this discussion at the judge's discretion.
  - If the issue cannot be resolved amicably by the judge and the handler, the handler has the option to submit a formal complaint. If the handler wishes to take this step, he or she must complete the following items:

- Submit a Reclamation Request. The handler shall keep one copy of the form and submit the remaining two copies to the organizing club's president and the NARA Secretary within 24 hours of the completion of the trial. The hosting club shall keep one copy on file with the club's copies of the trial paperwork
- Submit the required fee to the NARA Treasurer in order for the Reclamation Request to be reviewed. \$100 for a club trial
- Submit video or any other supporting information for the review process to the NARA President within 5 business days.
- The review process will not begin until Items 1 and 2 are completed by the handler. If the handler indicates on the Reclamation Request form that he or she will be submitting video or supporting evidence, the review process will commence once the evidence is received.

NARA BoD will appoint a Reclamation Review Committee consisting of the following five members: *f*

the NARA President *f* the NARA Vice President *f* the Director of Decoys *f* one NARA judges committee members not involved with judging the trial in question *f* and the handler's zone representative

NARA members are limited to three penalty disputes per complaint submission; it is not the purpose of this process for a handler to argue every point loss on his or her score sheet. Any disputes beyond the first three will not be reviewed by the committee. Additionally, each handler is limited to two complaint submissions per calendar year. Any requests beyond the limit of two per year will not be reviewed by the committee, regardless of circumstance.

The Reclamation Review Committee shall inform the handler of its decision within 30 days of having received the Reclamation Request form, the fee and any supporting evidence. If it is determined that the judge has made an error on any of the one to three disputes submitted, the penalized points and Reclamation Review fee shall be refunded to the handler. If the committee concludes that the handler is in error for all disputes submitted, the fee is forfeited to NARA and no points adjustment will occur. The decision of the trial judge WILL NOT be overturned unless there is IRREFUTABLE evidence to support that decision

## VII – THE LEVELS

### A. BREVET

- To obtain a Brevet in French Ring the following conditions must be met:
  - The owner of the dog must have a valid **acceptable Membership** and a scorebook for the dog.
  - The dog must have successfully completed the “Certificate de Sociabilité et d’Aptitude à l’Utilisation (CSAU).
  - The dog must be identified by way of a microchip or tattoo. The dog must be at least twelve months old
  - The Brevet level in Ring must be judged by a judge **authorized by NARA** who is assisted by a selected decoy.
  - The Brevet level in Ring can take place on a regulated field, or in a neutral field with dimensions sufficient to complete the exercises properly.
  - The judge must verify the identification of the dog.

#### Brevet Exercises & Order of Exercises

BREVET	
EXERCISES	Points
Heel with leash	4
Food refusal (1 piece)	10
Heel with muzzle	8
Absence (Down)	10
Face Attack	30
Defence of Handler (2 gunshots fired)	30
General Allure (see the table below)	8
<b>TOTAL POINTS</b>	<b>100</b>

- Conditions to obtain a Brevet:
  - A zero on one or more of the obedience exercises is not exclusionary.
  - The Brevet is obtained by a dog who obtains at least 80 points out of 100 points.
  - The dog must obtain, on each protection exercise, at least 80% of the points for the exercise; so at least 24 points on each.
  - A dog who is scared of the gunfire during the Brevet will be immediately disqualified. The exercise with the gunfire will take place during the defence of handler. At the moment of aggression, the decoy will fire one gunshot, and then a second gunshot a couple seconds later while the dog is biting. The gunshots must be shot into the air in a direction to the opposite of the dog.

## B. RING 1

### EXERCISES – RING I

EXERCISES		Points
Hurdle: 0.90cm – 1m	Choice of one	12
Long Jump: 3.0m – 3.5m		
Palisade: 1.8m – 1.9m		
Heel with Leash		4
Food Refusal (4 pieces)		10
Heel with Muzzle		8
Absence (Down)		10
Positions (Down/Sit)		20
Thrown Retrieve		4
Gun Guard		30
Flee Attack		30
Defence of Handler		30
Face Attack		30
General Allure (see the table below)		12
<b>TOTAL POINTS</b>		<b>200</b>

QUALIFICATION – RING I				
Excellent – 80%	Very Good – 70%	Good – 60%	Fair – 50%	NQ – <50%
160 – 200 points	140 – 159 points	120 – 139 points	100 – 119 points	<100 points

### C. RING 2

- All dogs who have obtained 160 points or more two times under two different judges in Ring 1 can be entered in Ring 2 for competition.

EXERCISES – RING II	
EXERCISES	Points
Hurdle: 0.90m – 1.1m	16
Long Jump: 3.0m – 3.5m	12
Palisade: 1.8m	10
Heel with Leash	4
Food Refusal (4 pieces)	10
Food Refusal – Ground (6 pieces)	10
Seen Retrieve	8
Heel with Muzzle	8
Absence (Down/Sit)	10
Positions (Down/Sit/Stand)	20
Thrown Retrieve	4
Face Attack	30
Gun Guard	30
Flee Attack	30
Defence of Handler	30
Search & Escort	40
General Allure (see the table below)	28
<b>TOTAL POINTS</b>	<b>300</b>

QUALIFICATION – RING II				
Excellent – 80%	Very Good – 70%	Good – 60%	Fair – 50%	NQ – <50%
240 – 300 points	210 – 239 points	180 – 209 points	150 – 179 points	<150 points

### D. RING 3

- All dogs who have obtained 240 points or more two times under two different judges in Ring 2 can be entered in Ring 3 for competition.

<b>EXERCISES – RING III</b>	
<b>EXERCISES</b>	<b>Points</b>
Hurdle: 0.90m – 1.2m	20
Long Jump: 3.0m – 4.5m	20
Palisade: 1.8m – 2.3m	20
Heel with leash	4
Food Refusal (4 pieces)	10
Food Refusal – Ground (6 pieces)	10
Seen Retrieve	8
Heel with Muzzle	8
Absence (Down or Sit)	10
Positions (Down/Sit/Stand)	20
Send Away	12
Unseen Retrieve	8
Thrown Retrieve	4
Face Attack	30
Gun Guard	30
Flee Attack	30
Defence of Handler	30
Search & Escort	40
Stopped Attack	20
Object Guard	30
General Allure (see the table below)	36
<b>TOTAL POINTS</b>	<b>400</b>

<b>QUALIFICATION – RING III</b>				
<b>Excellent – 80%</b>	<b>Very Good – 70%</b>	<b>Good – 60%</b>	<b>Fair – 50%</b>	<b>NQ – &lt;50%</b>
320 – 400 points	280 – 319 points	240 – 279 points	200 – 239 points	<200 points

## ***E. GENERAL ALLURE***



- General Allure corresponds to the assessment the jury takes of the performance of the handler and the dog during the competition. To assist in the assessment and to standardize the points, a scale (table below) has been established for each level of the competition and the Brevet.

BREVET		RING I				RING II				RING III
Points Obtained	GA	Points Obtained	GA	Points Obtained	GA	Points Obtained	GA	Points Obtained	GA	GA
22	1	68	0	148	8	132	0	197	13	10% of total points
23	1.1	69	0.1	158	9	133	0.2	202	14	
24	1.2	70	0.2	168	10	134	0.4	207	15	
25	1.3	71	0.3	178	11	135	0.6	212	16	
26	1.4	72	0.4	188	12	136	0.8	217	17	
27	1.5	73	0.5			137	1	222	18	
28	1.6	74	0.6			142	2	227	19	
29	1.7	75	0.7			147	3	232	20	
30	1.8	76	0.8			152	4	237	21	
31	1.9	77	0.9			157	5	242	22	
32	2	78	1			162	6	247	23	
42	3	88	2			167	7	252	24	
52	4	98	3			172	8	257	25	
62	5	108	4			177	9	262	26	
72	6	118	5			182	10	267	27	
82	7	128	6			187	11	272	28	
92	8	138	7			192	12			

- The jury has the discretion of applying, in special circumstances, penalties which are not prescribed or foreseen by the rules or errors in handling.
- These supplemental penalties must be exceptional and, in all cases, must be clearly noted on the scoresheet.
- They cannot exceed 10% of the points obtained in the exercise, excluding specific penalties listed below:
  - The dog eliminates/urinates on the field during the trial:
    - -5 GA per fault
  - The handler commands the return of the dog, comes back, or moves before the end of the exercise, or begins the exercise without authorization, or training on the field:
    - -5 GA per fault.
    - Brevet & Ring 1: all of the General Allure for the exercise.
  - Exaggerated or repeated recalls between the exercises:
    - -1 to -5 from General Allure.
  - The handler must be present and ready at the entrance to the field when the deputy judge is ready under the penalty of: -2 General Allure

## **F. GENERAL RULES OF JUDGEMENT**

- For all the exercises, the penalties cannot exceed the points available to acquire.
- Example:
  - Palisade: Out/Return successful at 2.2m= 18 points, leaving 2 points available for a greater height if asked to go to 2.3m and the handler returns to go in place before authorization (-5 penalty) the exercise is terminated because there are only 2 points available with the balance of the exercise.
  - Defence of Handler: At the end of the exercise the dog does not come in heel within the time after commanded, and there is a supplementary command (there is no cumulative addition of -5 + -2), the penalty is -5.
- In the event of intervention of an external person during the exercise, the judge will analyze the situation and decide whether to apply a penalty under General Allure or to zero the exercise. Regardless of the decision made, the dog will be permitted to continue the trial.



## VIII – DIRECTIVE & HANDLING INSTRUCTIONS

### *A. PLACEMENT*

## a) Presentation

- The handler, under the instructions of the deputy judge:
  - Will stop moving in the area of the exercise indicated by a 3m line from the line of departure.
  - The deputy judge will give the instructions for the exercise to be done.
  - The handler will proceed directly to the indicated position.
  - The handler will position themselves to the left or right of the dog, but never in front of the shoulder of the dog and without straddling the dog (tail not included), and without standing behind the dog or changing sides.
  - If the dog must be placed in the rectangle to start the exercise, the tail is not included in this.
- The deputy judge will signal to the judge by a gesture that the handler is ready.
- For the placement position for the jumps, the handler will attend alone (without the deputy judge) to the position they prefer.
- The handler must, when they enter the field and before they commence the trial:
  - Present their dog without a muzzle, leash, collar, and the dog must follow at heel.
  - Place their dog at the place determined by the judge and indicated by the deputy judge.
- The handler must have proper attire, correct and decent (long pants are mandatory, wearing at minimum a t-shirt or sweater, overalls or coveralls are accepted).
- All handlers must have a muzzle suitable for their dog, the muzzle regulations are a muzzle that in all cases prevents a bite by having a closed end. In a competition, the dog must wear a muzzle in the heeling exercise without leash.
- After the usual greetings, the handler will indicate:
  - I present to you my dog: (name) and (breed) and (age).
  - The handler or owner: Mr./Ms. (name) from (club)
- The handler must give the judge all the necessary information they require for the trial.
  - The order in which they have decided to complete the jumps and the jump heights requested for each (there is a possibility to change the height at the last moment before the jump).
  - The type of retrieve object their dog will use.
  - The method of recall to bring their dog back to heel (voice or whistle).
  - The whistle must be worn around the neck under the penalty of an irregular command.
  - For the Brevet, the handler will inform the judge if for the face attack they will recall their dog to heel or perform a steady guard.

## b) General Rules

- The handler must stand in the direction of the start of the exercise (with exception for the object guard and the search and escort) with an angle of tolerance of up to 45 degrees to the left or right. They must take a straight natural position with the arms along the sides during the execution of all of the exercises, (Example: in the return of the retrieve of an object, etc...) under

penalty of -5 General Allure. The only exception is for the handler, who during the recall, can put their hands by the mouth to enhance the sound of their voice or whistle, or to hold the whistle in their mouth until the end of the exercises as signalled by the judge.

- For the food refusal and absence blind to be used will be the one in the direction of the work.
- For the jumps, the handler must be standing perpendicular to the jump, always in a natural position, straight, with the hands along the side under penalty of -5 General Allure. For the long jump the handler must be perpendicular to the long jump key.
- For other exercises, the handler must go directly to place their dog in the rectangle in a natural manner and in the direction of the exercise under the penalty of General Allure.
- The handler will give only one mandatory command for the placement position (sit, down, stand), preceded by or not, the name of the dog except in exercises where there is a mandatory specific placement position as indicated in the drawing of exercises.
- Once the dog arrives at the designated starting position, the handler cannot take the dog out of the rectangle to redo the positioning, penalty of receiving an “irregular command” and zeroing the exercise.
- The repetitive commands will receive a penalty of -0.50 for the points of the exercise, only four supplementary commands MAXIMUM (otherwise, exercise terminated).
- The handler has 30s to be in place, otherwise exercise terminated; with the exception of the long jump which will be a time of 1min.
- The commands will be done exclusively by voice, without a gesture or movement of the body.
- The handler cannot manipulate their dog to put them in place.
- Two possible placement positions:
  - 1. The handler commands the placement position (sit/down/stand), preceded by the name, or not; then gives a **MANDATORY** stay command, **only can use (stay/don't move)**, and then places themselves in the regulation position: inline with the shoulder of the dog (except for the object guard), without changing sides, and not in contact with the dog.
  - 2. The handler commands the placement position (sit/down/stand), preceded by the name, or not; then places themselves in the regulation position: inline with the shoulder of the dog, without changing sides and not in contact with the dog, then gives a **MANDATORY** stay command, **only can use (stay/don't move)**.
- Once the placement position has been obtained the **MANDATORY** stay command must be given within 2s and the judge must authorize the start of the exercise within 3s.
- Not commanding the fixation command (**stay/don't move**) will result in a penalty of 2 points per fault.
- After the **MANDATORY** stay command, **only can use (stay/don't move)**, the handler cannot give any further commands under penalty of termination of the exercise.
- The handler cannot be further than 1m from the side of the dog at the start of the exercise.
- If the dog is in contact with the handler:
  - After the start of the exercise, there is no penalty to be applied.
  - Before the start of the exercise, after the handler has demonstrated an attempt to separate; exercise terminated (4 placement commands are possible with penalty).
- All commands, voice or gesture, at less than 3m from the start position of the exercise, are considered supplementary commands.

- If the dog is not in place (not to be confused with taking the positioning, except if it is mandatory: positions, absence, or food) after four supplementary commands, or if the handler gives a fifth, the exercise will be terminated.
- The exercise will be terminated by the judge, if less than four placement commands have been given and 30s has passed, or if the handler changes the initial placement position command.
- The judge will start the time when the dog and handler are within 3m of the place for the start of the exercise.
- For the jumps, the time will start when the handler with or without the dog enters the starting zone and they will be considered in place when they stop in the rectangle. They are allowed only one command: heel. All other commands will be penalized (Max 4).
- In case there is difficulty with the starting position, the judge will indicate to the handler the time remaining.
- The judge will indicate to the handler if the dog is not within 45 degrees tolerance for the exercise.
- The placement and the number of commands given must be identical for the face and the stopped attack.
- Regardless of the exercise, any departure before the authorization of the judge will result in the immediate termination of the exercise.
- Finish of exercise: the dog is considered at heel when they stop moving and if they are within a 1m radius of the handler, the paws being lifted off the ground should be disregarded.
- The judge will signal the end of the exercise within 2s following the dog becoming immobile.
- In the case where a dog moves and returns to its initial place, regardless of the number of times it does this, the judge will not add up the distance between all movements, but will take the greatest distance travelled and apply accordingly. Example: the dog moves forward 0.70m, returns to place; moves 0.50m, returns to place; therefore, there is no penalty).
- It is not permitted for the handler to reward their dog with any treats once they enter the field, under penalty of the program being terminated.

## **B. COMMANDS**

### **a) General Rules**

- All voice commands specified in the program must confirm with the rules, without modification from the wording indicated, under penalty as indicated.
- Departure commands which are accompanied by a gesture will be penalized 2 points for the obedience exercises, and 5 points for the protection exercises. They are strictly prohibited for the jumps, under penalty of termination of the exercise.
- The absence or the non-respect by the dog to an optional command is not penalized.
- The name of the dog is mandatory for the start of the exercise, but is optional for the placement command.
- The voice commands cannot be prolonged. They must be pronounced in one breath, without interruption, under penalty of being considered a double command which will be penalized.

- Recall commands by voice, or commands to return to heel, as specified by the rules, can be replaced by a whistle. (The same for whistling for all the commands).
- All recalls from distance must be done by the manner as indicated before the start of the program (voice or whistle). Recalls at the end of the exercise, or between exercises can be done with a voice or whistle. Commands which are too long (more than 3s) will be considered supplementary commands.
- For voice commands, the hands can be in place at the mouth area to enhance and direct the sound. This can be done before or after the authorization from the judge. Similarly, the whistle can be held at the level of the lips before or after the recall authorization from the judge. The hands will stay in position until the signal to finish the exercise is given by the judge.
- All commands must be given loud enough to be heard by the Deputy Judge and the Judge under penalty of General Allure.
- If an erroneous command is given (Example: search and bring instead of search and bark) a penalty of -2 will be applied.

#### **b) Irregular Commands**

- Irregular commands that disrupt the performance of the exercise and/or commands which have the appearance of cheating will result in the exercise being terminated.
- If during the trial, a handler is found to be making irregular commands more than once to avoid the dog from performing an exercise, the judge will exclude the handler after the second fault and indicate this on the dog's scorebook. Additionally, the trial will be considered null for future events.

## **IX – JUMP EXERCISES**



## A. COMMANDS

### a) For all three jumps:

- Placement position: only one command (**sit/down/stand/or ground**), preceded or not by the name of the dog, followed by only one **MANDATORY** stay command (**stay or don't move**).
- Jump: only one command, preceded by the name of the dog – **"X jump" or "X go" or "X hop"**.

### b) For the Hurdle and Palisade only:

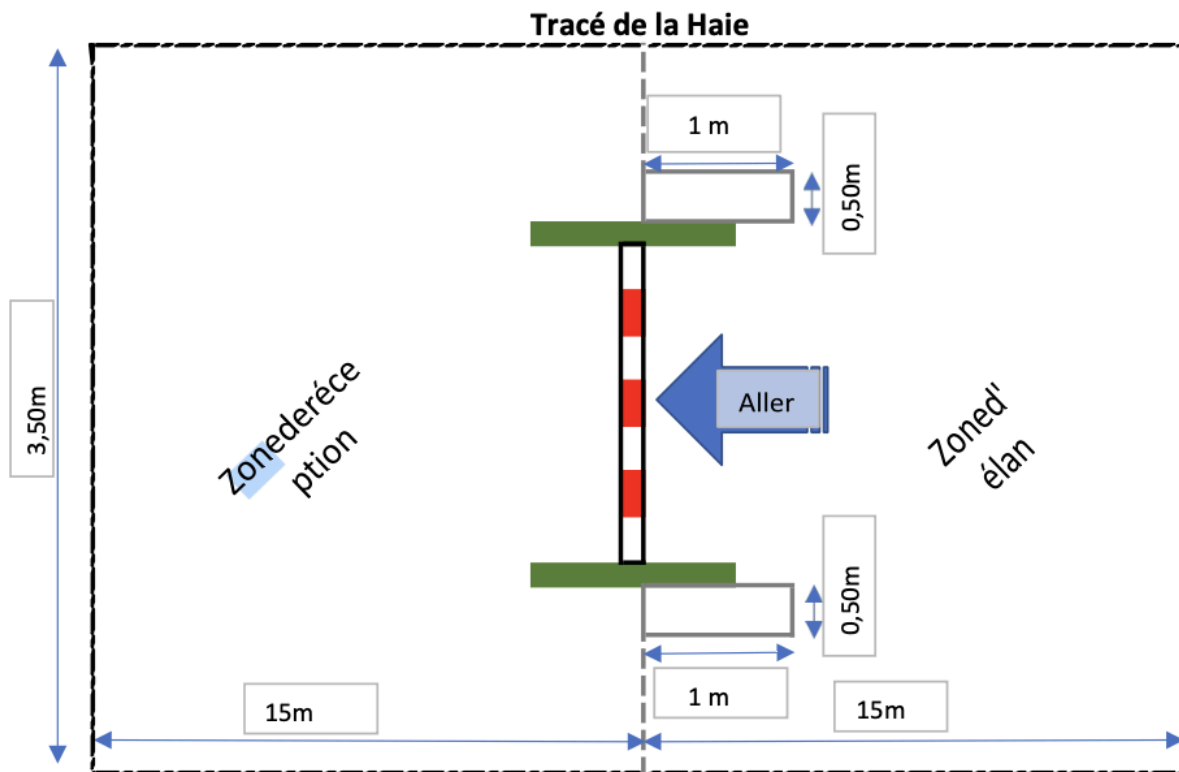
- When the dog has cleared the jump, only one command is permitted from a choice of – **"stay" or "don't move"** (and only these two commands).
- At the signal of the judge, only one command can be commanded for the return – **"X jump" or "X go" or "X hop"**.
- There is the possibility of a voice placement command to be given without penalty after the signal from the judge authorizing the return – **"back" , "place" , "reverse" , "sit" , "stand" , "down" , "ground"**- if it is not performed, it is not penalized.
- In the event of a miss on the return on the palisade, or a refuse on the palisade or hurdle: the handler has the possibility to block the dog immediately without waiting for authorization from the judge using a single optional command – **"back" , "place" , "reverse" , "sit" , "stand" , "down" , "ground"**- if it is not performed, it is not penalized.

## B. GENERAL RULES

- The penalties (displacement of more than 1m, initial position, supplementary command, anticipated departure after authorization but before the command of the handler, etc...) will be cumulatively deducted only if the jump is completed. If the handler enters the landing zone for the jump, they will be penalized.
- If the handler is going to get their dog in the landing zone the exercise is terminated and the points acquired remain.
- The above only pertains to the landing zone, the handler is free to enter the takeoff zone with the dog to show the jump before the exercise.
- The handler, after putting their dog in the initial position, must go directly to the authorized place perpendicular to the jump (within the rectangle) or against the palisade.
- Additionally, if the dog steps into the long jump, or if the dog puts their paws on the palisade or the key to the hurdle during the presentation of the jump, they will be penalized (-2 points and a loss of an attempt).

- After the out jump, a block by voice and a gesture together will be considered an irregular command, and a loss of the return jump and the exercise is terminated.
- If the dog does not return to heel within 10s after entering the reception area of the hurdle or palisade they lose the points for the return, but they can attempt for a higher level, if possible and available attempts remain, but the lost points remain lost.
- The handlers in Ring 1 and Ring 2 can ask for jump heights above the maximum points available, but they are not awarded more than the points available for the exercise.
- In the event of a departure after authorization of the judge but before the command of the handler loss of half the points for the jump (out or return).

## 1. HURDLE: 8 – 20 POINTS



### *Execution of the Exercise*

- The dog will jump over the hurdle, out and return, without knocking down the bars or the key. The heights of the hurdle can be: 0.90m, 0.95m, 1.0m, 1.05m, 1.10m, 1.15m, 1.20m. For the jump to be successful, the dog must clear the hurdle without causing the bars above the key to fall, or the key itself to fall for both the out and return jumps. If the bars fall because of the tail of the dog, the jump will be considered successful.
- For the outbound jump, the handler will place their dog in front of the jump, at a distance convenient to them, and in accordance with the placement positioning rules as mentioned previously.
- The handler will then place themselves directly inside one of the two longitudinal rectangles which measure 1m x 0.5m on the side the dog is jumping (see the diagram for their exact placement). They cannot command the jump until after the signal of the judge.
- In the event of a sustained departure (after authorization of the judge but before the command of the handler), the dog who successfully completes the jump would be penalized and permitted to complete the return jump. The handler would place the dog normally, and command the return on the signal of the judge.
- After the return jump, the handler cannot move from their place in the rectangle until authorization from the judge.
- The handler has three attempts (for both the out and return), in total, at all heights, to have the dog complete the out and return jump of the hurdle. The handler can start the jump at the height of their choosing without having to use all three attempts to reach maximum height. In the event of failure, the handler cannot ask for a different height.
- A failed, avoidance, or refusal will be considered one attempt.
- The jump will be considered a fail if one or more bars fall or if the key falls (except if caused by the tail).
- If the dog fails the return jump, he can retry, but must complete the out jump again (counted in the number of attempts) in order to attempt the return jump again.
- Out jump: in the landing zone, once the dog is on the ground, the handler can command the dog from behind the hurdle with only one brief command: **“stay” or “don’t move”**. This stay command should not be given if the dog has returned more than 1m, under penalty of failing the return jump.
- When the dog is immobile on the other side of the hurdle, the judge will give an audible signal authorizing the command for the return jump.
- Like the outbound jump, the judge will delay the audible signal until the dog has stopped moving.
- In the event of a refuse on the return, before the audible signal of the judge, the handler can without moving from their position, give one voice command to put the dog in a better place for the return jump without penalization: **“back” , “place” , “reverse” , “sit” , “stand” , “down” , “ground”**- if it is not performed, it is not penalized.
- After the audible signal authorizing the return, the handler can, without moving from their position, give one voice command to put the dog in a better place for the return jump without penalization: **“back” , “place” , “reverse” , “sit” , “stand” , “down” , “ground”**- if it is not performed, it is not penalized.
- The 1<sup>st</sup>, 2<sup>nd</sup>, 3<sup>rd</sup>, and 4<sup>th</sup> supplementary commands are penalized. If the dog is not in place after the 4<sup>th</sup> command, the exercise is terminated, the same if the dog is not in place after 30s, the same if less than 4 supplementary commands.

- When the return jump command is given, if the jump is successful, the dog must be at heel with the handler within 10s following the landing on the ground.
- Only one recall is permitted after the successful return jump is permitted but penalized.
- The points acquired in the jump or in part (out or return) will remain regardless of the faults which may occur later by the dog or handler.
- In the course of the attempts for the hurdle, the handler must always position themselves on the same side of the jump.

POINTS OBTAINED FOR COMPLETED JUMPS			
Height	Out	Return	Total
0 m 90	4 points	4 points	8 points
0 m 95	5 points	5 points	10 points
1 m 00	6 points	6 points	12 points
1 m 05	7 points	7 points	14 points
1 m 10	8 points	8 points	16 points
1 m 15	9 points	9 points	18 points
1 m 20	10 points	10 points	20 points

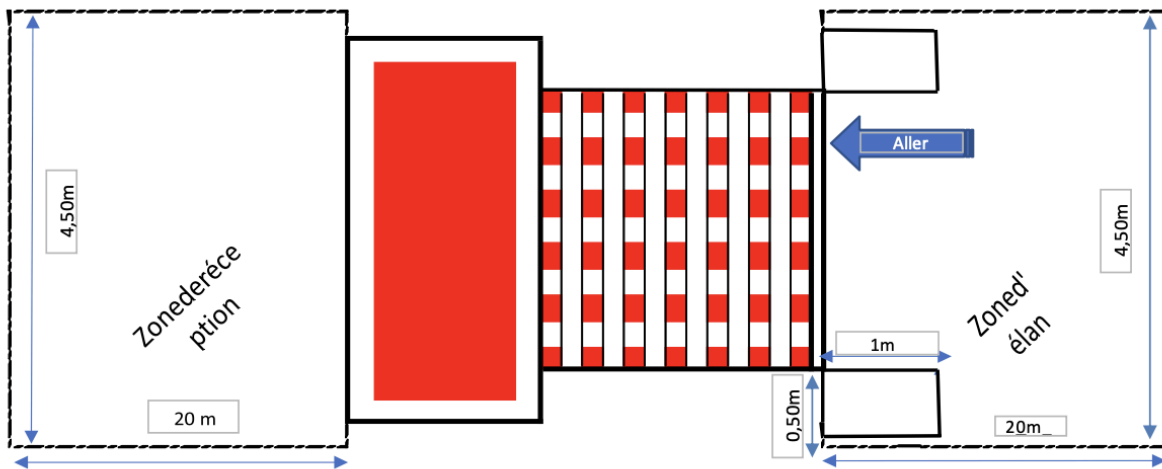
Penalties – Hurdle		
<b>1</b>	Supplementary placement command: 4 supplementary commands MAX authorized, then exercise terminated (penalized all points of the exercise)	-0.5 per supplemental command
<b>2</b>	Handler not in place within 30s (same as the 4 supplementary commands) this is for each of the 3 attempts	Exercise terminated
<b>3</b>	The handler does not give the initial position or stay command, cumulative	-2 per fault
<b>4</b>	The dog does not take the commanded initial position	-1
<b>5</b>	Dog moves more than 1 meter prior to the command to jump	-1
<b>6</b>	Handler looks back at the dog once after departing for the jump or does not go directly to rectangle	-5
<b>7</b>	Handler looks back at the dog more than once or continuously after departing for the jump	Exercise terminated
<b>8</b>	The handler repositions the dog after departing toward the jump	-2 and loss of an attempt
<b>9</b>	Out: departure before judge's authorization	Exercise terminated
<b>10</b>	The handler walks in the landing zone	Exercise terminated
<b>11</b>	Out: irregular command	Exercise terminated
<b>12</b>	Out or return dog departs after the judge's authorization, but before the handler's command. May attempt greater height if jump is successful, but lost points remain lost	Loss of points for the out or return
<b>13</b>	Jump command before judge's authorization	Exercise terminated

<b>14</b>	Return before judge's authorization	Loss of points for return, exercise terminated
<b>15</b>	After the out jump, erroneous command	-2 if successful
<b>16</b>	Handler changes side before the jump after the first or second jump	Exercise terminated
<b>17</b>	Failed jump attempt, either outbound or return	-1
<b>18</b>	Refusal or avoidance for the outbound or return jump	-2
<b>19</b>	The handler is not in place perpendicular to the jump in the rectangle for the command to jump	Exercise terminated
<b>20</b>	Recall command after the return jump (only one permitted)	-2
<b>21</b>	Dog not at heel in 10s after the return jump. Higher height possible if the jump was successful	Loss of points for the return
<b>22</b>	After the outbound jump, stopping the dog with a gesture or with voice and gesture, loss of return	Exercise terminated
<b>23</b>	The dog returns to the handler without attempting the return jump, loss of return	Exercise terminated
<b>24</b>	Before the return, stay command given after dog has returned more than 1m	Loss of return, exercise terminated

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## 2. LONG JUMP: 8 – 20 POINTS

## Tracé du saut en longueur



### Execution of the Exercise

- The handler places the dog in front of the jump, at a distance convenient to them, in accordance with the positioning rules as described.
- The handler will go, without turning, directly inside one of the two longitudinal rectangles measuring 1m x 0.5m (see diagram specifying their location).
- The handler has three attempts in total for the dog to execute the long jump. They can begin the exercise at whatever length is convenient to them and without needing three attempts to obtain the maximum length. In the event of a miss, the handler cannot ask for a shorter or longer distance.
- A failed, avoidance, or refusal, will be considered an attempt.
- Touching the first bar will not be penalized.
- The jump will be considered failed if the dog puts one or more paws on the key even if the key does not touch or lift off the ground. The tail is not taken into consideration for this.
- The judge cannot authorize the jump if the dog is not perfectly immobile and the handler is in place.
- At the signal of the judge, the handler will only command their dog **“X jump”** or **“X go”** or **“X hop”**. As soon as the jump is completed, the handler can move or stop their dog behind the jump if they want. Then recall the dog to heel without a signal from the judge, as the exercise is considered complete.
- The point acquired for a successful jump in accordance with the rules will remain with the dog regardless if there are future penalties the handler or dog may make during subsequent jumps at a greater length.

POINTS OBTAINED FOR COMPLETED JUMPS	
Length	Total
3 m 00	8 points
3 m 25	10 points
3 m 50	12 points
3 m 75	14 points
4 m 00	16 points
4 m 25	18 points
4 m 50	20 points

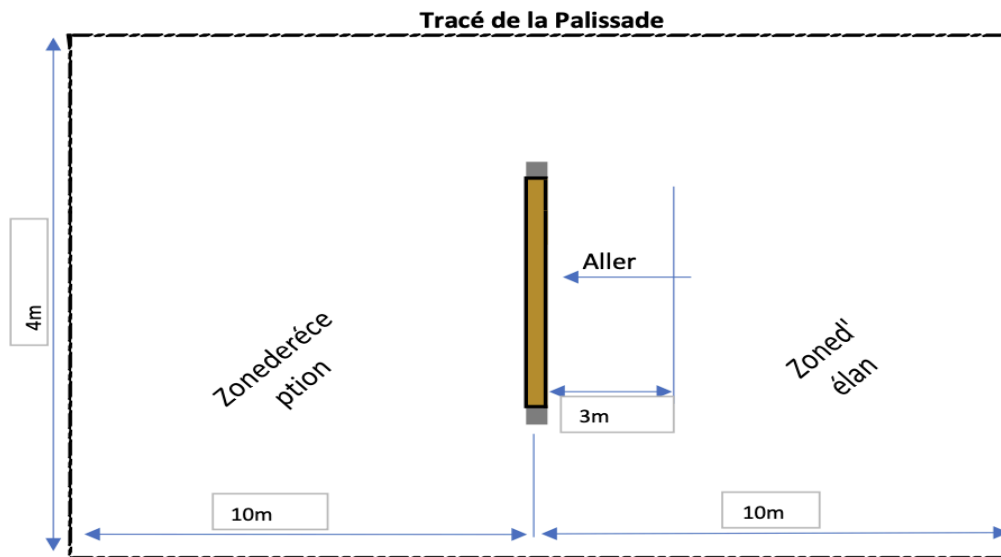
Penalties – Long Jump		
<b>1</b>	Supplementary placement command: 4 supplementary commands MAX authorized, then exercise terminated (penalized all points of the exercise)	-0.5 per supplemental command
<b>2</b>	Handler not in place within 1 min (same as the 4 supplementary commands) this is for each of the 3 attempts	Exercise terminated
<b>3</b>	The handler does not give the initial position or stay command, cumulative	-2 per fault
<b>4</b>	The dog does not take the commanded initial position	-1
<b>5</b>	Dog moves more than 1 meter prior to the command to jump	-1
<b>6</b>	Handler looks back at the dog once after departing for the jump or does not go directly to rectangle	-5
<b>7</b>	Handler looks back at the dog more than once or continuously after departing for the jump	Exercise terminated
<b>8</b>	The handler repositions the dog after departing toward the jump	-2 and loss of an attempt
<b>9</b>	The dog steps into the frame at the presentation of the jump	-2 and loss of an attempt
<b>10</b>	Departure before judge's authorization	Exercise terminated
<b>11</b>	The handler walks in the landing zone	Exercise terminated
<b>12</b>	Irregular Command	Exercise terminated
<b>13</b>	Departure before command but after judge's authorization. Longer length is possible if the jump is successful, otherwise exercise terminated	Loss of half of points
<b>14</b>	Jump command before judge's authorization	Exercise terminated
<b>15</b>	Handler changes the side of the jump after the first or second jump	Exercise terminated
<b>16</b>	Failed attempt (touching the first bar is not a failure)	-1 per fault
<b>17</b>	Dog refuses or avoids jump, walks in framework of jump	-2 per fault
<b>18</b>	The handler goes to get the dog in the landing zone	Exercise terminated

19

The handler is not at place in the rectangle or perpendicular to the jump when commanded

Exercise terminated

### 3. PALISADE: 8 – 20 POINTS



#### ***Execution of the Exercise***

- The handler places the dog in front of the jump, at a distance convenient to them, in accordance with the positioning rules as described.
- The handler, once the dog is in place, must go directly to the palissade and place their shoulder in contact with the boards.
- The handler must not turn around while walking to the palissade, otherwise they will be penalized on the exercise.
- The handler cannot return and replace their dog after they have advanced in the direction of the palissade under penalty for the exercise and a loss of an attempt.
- The handler has three attempts (for both the out and return), in total, at all heights, to have the dog complete the out and return jump of the palissade. The handler can start the jump at the height of their choosing without having to use all three attempts to reach maximum height.
- In the event of failure, the handler cannot ask for a different height.
- A failed, avoidance, or refusal will be considered an attempt.
- The judge cannot authorize the jump until the dog is immobile and the handler is in place. The handler can only command the jump after the signal from the judge.



- As soon as the out jump is completed, the dog having gone over the palisade with their entire body (except the tail), the handler must move to then face the palisade behind the 3m line. The handler must stop moving as soon as they cross the line or they will be penalized 10% GA. They can stop their dog using only a single command **“stay or don’t move”**.
- The changing for the ramp must be completed as soon as the dog is immobile and upon indication from the judge.
- The field assistants must avoid entering the jump area and must keep their distance from the jump during the execution of the exercise.
- In the event the dog moves during changing of the ramp, the judge must wait for the dog to become immobile to execute the return.
- If after the command for the return jump, the dog fails or refuses the jump, the handler can stop the dog with only one command: **“back”**, **“place”**, **“reverse”**, **“sit”**, **“stand”**, **“down”**, **“ground”** (if it is not performed, it is not penalized). Then the handler will wait for a new audible signal from the judge to attempt another return jump.
- After the audible signal authorizing the return, the handler can, without moving from their position, give one voice command to put the dog in a better place for the return jump without penalization: **“back”**, **“place”**, **“reverse”**, **“sit”**, **“stand”**, **“down”**, **“ground”** (if it is not performed, it is not penalized).
- Supplemental placement commands for the return jump will be penalized, up to a maximum of four.
- If the dog is not in place after these four supplemental commands or 30s have passed, the return jump is terminated.
- If the return jump is successful, the dog has 10s to return to heel. Only one recall command after the jump is authorized, but penalized.
- For the outbound jump, if the dog anticipates the departure after the judge’s authorization, but before the handler’s command, the dog that has a successful jump will be penalized accordingly, but is still authorized to attempt the return jump.. In this case, the handler shall place the dog in the normal way and command the return jump at the judge’s authorization. If the return is successful, the handler may attempt a greater height to acquire the difference in the points.
- Similarly, the dog who performs a successful outbound jump, but who performs the return jump after the judge’s authorization, but before the handler’s command will be penalized accordingly for the return.
- The points acquired for the jump or for part of a successful jump will remain.
- In the course of additional attempts for the palisade, the handler must always place themselves on the same side of the jump.
- For the out or return jump, the only authorized commands are: **“X jump”** or **“X go”** or **“X hop”**.

POINTS OBTAINED FOR COMPLETED JUMPS			
Height	Out	Return	Total
1 m 80	5 points	5 points	10 points
1 m 90	6 points	6 points	12 points
2 m 00	7 points	7 points	14 points
2 m 10	8 points	8 points	16 points
2 m 20	9 points	9 points	18 points

2 m 30

10 points

10 points

20 points

<b>Penalties – Palisade</b>		
<b>1</b>	Supplementary placement command: 4 supplementary commands MAX authorized, then exercise terminated (penalized all points of the exercise)	-0.5 per supplemental command
<b>2</b>	Handler not in place within 30s (same as the 4 supplementary commands) this is for each of the 3 attempts	Exercise terminated
<b>3</b>	The handler does not give the initial position or stay command, cumulative	-2 per fault
<b>4</b>	The dog does not take the commanded initial position	-1
<b>5</b>	Dog moves more than 1 meter prior to the command to jump	-1
<b>6</b>	Handler looks back at the dog once after departing for the jump or does not go directly to rectangle	-5
<b>7</b>	Handler looks back at the dog more than once or continuously after departing for the jump	Exercise terminated
<b>8</b>	The handler repositions the dog after departing toward the jump	-2 and loss of an attempt
<b>9</b>	Out: departure before judge's authorization	Exercise terminated
<b>10</b>	The handler walks in the landing zone	Exercise terminated
<b>11</b>	Out: irregular command or shoulder of the handler is not in contact with the boards within 30s	Exercise terminated
<b>12</b>	Out: dog departs after the judge's authorization, but before the handler's command. May attempt greater height if jump is successful, but lost points remain lost otherwise exercise terminated.	Loss of points for out
<b>13</b>	Jump command before judge's authorization	Exercise terminated
<b>14</b>	Return before judge's authorization or placement of the handler before the 3m line	Loss of points for return, exercise terminated
<b>15</b>	After the out jump, erroneous command	-2 if successful
<b>16</b>	Return: irregular command	Loss of points for the return, exercise terminated
<b>17</b>	Return: dog departs after the judge's authorization, but before the handler's command. May attempt greater height if jump is successful, but lost points remain lost otherwise exercise terminated.	Loss of the points for the return
<b>18</b>	Handler changes side before the jump after the first or second jump	Exercise terminated
<b>19</b>	Failed jump attempt, either outbound or return	-1
<b>20</b>	Refusal or avoidance for the outbound or return jump	-2

<b>21</b>	The handler intentionally shows themselves to the dog	Loss of points for the return, exercise terminated
<b>22</b>	Command to heel after the return (only one)	-2
<b>23</b>	Dog not at heel in 10s after the return jump. Higher height possible if the jump was successful	Loss of points for the return
<b>24</b>	The dog returns to the handler without completing the return jump (passes the center of the jump with the whole body, excluding the tail)	Loss of points for the return, exercise terminated
<b>25</b>	Out: The handler moves away from the palisade before the dog has passed to the other side	Loss of points for the return, exercise terminated
<b>26</b>	Return: the dog is visible to the handler, a command given to stop the dog after returning more than 1m	Loss of points for the return, exercise terminated
<b>27</b>	If the dog goes under the ramp and prevents moving of the ramp	No return, exercise terminated

## X – OBEDIENCE EXERCISES

### A. MANDATORY COMMANDS

- Food

- o *Food – Ground*
    - No command will be authorized for the food that is on the ground.
  - o *Food – Thrown*
    - Placement position, only one command: **“down” or “ground”**, preceded or not, by the name of the dog, followed by a **mandatory** stay command of **“stay” or “don’t move”**.
  - o *Retrieval*
    - At the signal of the judge, only one command to return to heel: **“X heel” (or a blow of the whistle)**.
- **Heel – Leash & Muzzle**
  - o Only one command to depart on the signal of the judge: **“X heel”**.
- **Send Away**
  - o *Sending*: only one brief command: **“X forward”**.
  - o *Recall*: only one command: **“X heel” (or a blow of the whistle)**.
- **Positions**
  - o *Placement Position*: only one command at the departure (position determined by the drawing of exercises): **“sit” , “down” , “stand” , or “ground”**, preceded or not, by the name of the dog, followed by only one **mandatory** stay command of **“stay” or “don’t move”**.
  - o *Recall*: only one command: **“X heel” (or a blow of the whistle)**.
- **Absence**
  - o *Placement Position*: only one command at the departure (position determined by the drawing of exercises): **“sit” , “down” , or “ground”**, preceded or not, by the name of the dog, followed by only one **mandatory** stay command of **“stay” or “don’t move”**.
  - o *Retrieval*: At the signal of the judge, only one command to return to heel: **“X heel” (or a blow of the whistle)**.
- **Unseen Retrieve**
  - o *Departure*: only one command: **“X heel”**.
  - o *Retrieve*: only one command after the signal from the judge once past the 30m line: **“X search and bring”**.
  - o *Taking the Object*: only one brief optional command: **“give”**, when the dog is sitting.
- **Seen Retrieve**
  - o *Departure*: only one command: **“X heel”**.
  - o *Taking the Object*: only one brief optional command: **“give”**, when the dog is sitting.
- **Thrown Retrieve**
  - o *Retrieve*: only one command: **“X search and bring”**.
  - o *Taking the Object*: only one brief optional command: **“give”**, when the dog is sitting.

## B. EXERCISES

### a) Retrieval of Objects

*Generally for the 3 Retrieves*

- The object used for the retrieves must be chosen by the handler exclusively from the following list (but they can have two objects which are identical, one in each pocket): gloves (wearable), socks (wearable), eyeglasses case.
- The object will be no bigger than a fist for the socks, the eyeglasses case must be of a standard size and the gloves wearable (boxing gloves are prohibited). They must be in the pocket and not visible to the dog. The handler can only take the object from their pocket once the judge has given the audible signal and after they start walking. The authorized pocket for the object for the three retrieves must be at the handler's waist.
- For the three retrieves, the handler must put the dog in the same initial placement position under penalty of an irregular command. The position used in the first retrieve will be the reference for the following retrieves.
- If the dog does not attempt the retrieve after the sending command, the handler can only give one supplemental command, but it is penalized.
- When taking the object from the dog, regardless of whether the dog is sitting or not, the handler cannot move to take the object from the mouth of the dog, but they can use only one optional command: **"give"**, to obtain the object.
- When taking the object, if the handler drops the object at their feet, after having it in their hand, they can pick it up, and will be penalized.
- In the event the dog does not complete the retrieve, the handler must go without the dog and retrieve the object. If they give their dog a command to retrieve that is irregular or supplemental or if they go to retrieve the object with the dog, they will be penalized.
- The changing of the pocket will be penalized if it is considered cheating or in an attempt to motivate the dog, and additionally, if it happens before the retrieval exercise.
- The retrieve exercises must be executed on one of the two lines marking the 30m on the field, and must always be longitudinal in direction.
- The penalty for "chews" will take place after three chews.
- At the end of the trial, the judge is permitted to verify the objects conform with the rules.

## 1. THROWN RETRIEVE: 4 POINTS

### *Execution of the Exercise*

- The handler, under the direction of the deputy judge, will place their dog at the place indicated, in accordance with the positioning rules as described.
- At the audible signal of the judge, the handler must take the object from their pocket and throw it at least 5m in front of them as indicated by the hash line. At the second audible signal, the handler will command the dog: **“x search and bring”**.
- The dog will bring the object and give it back to the handler. They must come and sit in front of or at the side of the handler, without circling the handler, without reluctance to give the object; and without chewing, dropping, or playing with the object. The dog must stay sitting until the object is taken by the handler.
- The object is taken from the mouth of the dog. They can use an optional command of **“give”**. The dog has 15s to complete the exercise and it commences on the retrieval command.

<b>Penalties – Thrown Retrieve</b>		
<b>1</b>	Supplementary placement command: 4 supplementary commands MAX authorized, then exercise terminated (penalized all points of the exercise)	-0.5 per supplemental command
<b>2</b>	Dog not in place within 30s (same as the 4 supplemental commands)	Exercise terminated
<b>3</b>	The handler does not give the initial position or stay command, cumulative	-2 per fault
<b>4</b>	The dog does not take the commanded initial position	-1
<b>5</b>	The dog is not commanded in the same position as the other retrieves or the handler is in contact with the dog	-4
<b>6</b>	The dog advances more than 1m	-1
<b>7</b>	The handler has one or both hands in or touching their pocket before the exercise	-4
<b>8</b>	The object is visible to the dog, bigger than the regulations, or in a pocket that is not at the regulated height	-4
<b>9</b>	The handler removes the object from their pocket before judge’s authorization	-4
<b>10</b>	The handler shows the object to the dog before the exercise	-4
<b>11</b>	Supplemental command to retrieve at the departure	-2 only one; then -4 + -5 GA
<b>12</b>	Irregular retrieve command	-4
<b>13</b>	The handler retrieves the object with the dog or supplemental retrieve command	-4 + -5 GA
<b>14</b>	Retrieve command accompanied by a gesture	-2
<b>15</b>	Command to retrieve before authorization	-4
<b>16</b>	Dog anticipates departure before judge’s authorization	-4
<b>17</b>	Dog anticipates departure before judge’s authorization without command	-4

18	Dog anticipates departure after judge's authorization, but before handler's command	-2
19	Dog chews or plays with the object while bringing it back	-1
20	The dog goes around the handler while bringing it back	-0.5
21	The dog drops the object while bringing it back	-1 per fault
22	The dog drops the object at the feet of the handler and does not pick it back up (cumulative with penalty 25)	-2
23	The dog drops the object at the feet of the handler and picks it up (cumulative with penalty 25)	-1
24	The dog drops the object at the feet of the handler, and it is out of reach of the handler	-4
25	The dog is not sitting when the handler takes the object or sits while the give command is given	-2
26	Brief gesture by the handler to get the dog to sit	-2
27	The dog does not give the object willingly	-2
28	The dog does not bring the object back within 15s following the retrieve command	-4
29	The handler moves to take the object from the dog	-4
30	The handler throws the object less than 5m	-2
31	While taking the object from the dog, the handler drops the object after having it in their hand, and picks it up without moving	-1

## 2. SEEN RETRIEVE: 8 POINTS

### *Execution of the Exercise*

- The handler, under the direction of the deputy judge, will place their dog at the place indicated, in accordance with the positioning rules as described.
- At the audible signal of the judge, the handler will command their dog **"X heel"** and walk in an even and natural manner toward the opposite 30m line.
- The dog must follow the handler, within a radius of 1m, until the handler drops the object.
- The handler must start walking before removing the object from their pocket. They must not take out the object while standing on the start line.
- The handler must, within 5m of the line of departure (as indicated by the 5m hash line), drop the object from their pocket immediately after removing it, as if by accident and let it fall to the ground in a perpendicular manner without giving any momentum in any direction. The object must be simply released and not thrown.
- The object must be in the regulation pocket located on the side of the dog.
- The handler must not change their manner or speed and must continue walking straight ahead.

- After dropping the object, the dog must quickly retrieve it, and without command bring it back to their handler before they cross the opposite 30m line.
- The entire length of the dog must pass the handler (except the tail).
- After the dog has passed the handler, the handler must stop immediately (within a tolerance of three steps maximum) provided that the dog has the object in their mouth.
- In the event the dog projects the object in front of the handler at the moment the handler releases the object, the handler must wait until the dog has the object in their mouth, then stop immediately (within a tolerance of three steps maximum), and finish the exercise.
- The tolerance of three steps is only an approximation. The penalty is not applied exactly but will be if the handler has the appearance of cheating.
- The dog has 15s after passing the handler with the object in their mouth to sit in front of or at the side of the handler and to give the object without reluctance, chewing, dropping, or playing with the object.
- The dog must stay sitting until the object is taken from the dog's mouth by the handler. The handler can use an optional command of "give".
- A dog who sees the object falling in the air and catches it in the air will not be penalized.
- The dog who takes the object from the hand of the handler will be penalized.
- If the object falls on the dog, no penalty will be applied.

<b>Penalties – Seen Retrieve</b>		
<b>1</b>	Supplementary placement command: 4 supplementary commands MAX authorized, then exercise terminated (penalized all points of the exercise)	-0.5 per supplemental command
<b>2</b>	Dog not in place within 30s (same as the 4 supplemental commands)	Exercise terminated
<b>3</b>	The handler does not give the initial position or stay command, cumulative	-2 per fault
<b>4</b>	The dog does not take the commanded initial position	-1
<b>5</b>	The dog is not commanded in the same position as the other retrieves or the handler is in contact with the dog	-8
<b>6</b>	The handler has one or both hands in or touching their pocket before the exercise	-8
<b>7</b>	The object is visible to the dog, bigger than the regulations, or in a pocket that is not at the regulated height	-8
<b>8</b>	The handler changes the object to a different pocket before the exercise	-8
<b>9</b>	The handler shows the object to the dog before the exercise	-8
<b>10</b>	Irregular command	-8
<b>11</b>	The handler retrieves the object with the dog or supplemental retrieve command	-8 + -5 GA
<b>12</b>	The handler does not drop the object within 5m or drops the object from the wrong side	-8



13	The handler puts movement or speed on the object when dropping the object	-8
14	The handler turns in the direction of the dog or gives a command during the exercise	-8
15	The handler changes their manner after dropping the object	-8
16	The dog is not in a 1m radius before dropping the object	-8
17	The dog takes the object from the handler's hand	-8
18	The handler stops before the dog has fully passed them (tail not included) or stops and the object is not in the mouth of the dog	-8
19	The handler does not stop immediately (3 steps tolerated)	-8
20	The dog does not retrieve the object or does not pass the handler before the 30m line	-8
21	Dog chews or plays with the object during the retrieve	-1
22	The dog goes around the handler while bringing it back	-0.5
23	The dog drops the object while bringing it back	-1 per fault
24	The dog drops the object at the feet of the handler and does not pick it back up (cumulative with penalty 27)	-2
25	The dog drops the object at the feet of the handler and picks it up (cumulative with penalty 27)	-1
26	The dog drops the object at the feet of the handler, and it is out of reach of the handler	-8
27	The dog is not sitting when the handler takes the object or sits while the give command is given	-2
28	Brief gesture by the handler to get the dog to sit	-2
29	The dog does not give the object willingly	-2
30	The dog does not bring the object back within 15s of passing the handler	-8
31	The handler moves to take the object from the dog	-8
32	While taking the object from the dog, the handler drops the object after having it in their hand, and picks it up without moving	-1

### 3. UNSEEN RETRIEVE: 8 POINTS

#### *Execution of the Exercise*

- The handler, under the direction of the deputy judge, will place their dog at the place indicated, in accordance with the positioning rules as described.
- At the audible signal of the judge, the handler will command their dog “X heel” and walk in an even and natural manner toward the opposite 30m line.
- The handler must start walking before removing the object from their pocket. They must not take out the object while standing on the start line.
- The handler must, within 5m of the line of departure (as indicated by the 5m hash line), drop the object from the regulation pocket (there is only one) on the opposite side of the dog.
- The handler cannot give another order to their dog while walking toward the 30m line, until after authorization to retrieve the object.
- The dog must follow in heel within a radius of 1m after the departure command.
- Meanwhile, a third person (not the thrower of food) will place three similar objects at a distance between 50cm and 1m from the handler’s object, and at the same location for all competitors.
- At the audible signal of the judge, at the 30m line, the handler will turn immediately (with a tolerance of three steps maximum).
- The judge will sound the horn as soon as the dog is motionless.
- The dog must be motionless within 5s and within a radius of 1m after the semi-turn of the handler.
- At the audible signal of the judge, the handler will give their dog the command “X search and bring”.
- The dog will go retrieve their object and bring it back to their handler.
- The dog must come to a sit in front of or at the side of the handler and to give the object without reluctance, chewing, dropping, or playing with the object.
- The dog who takes the same object, whatever it may be, in its mouth more than twice in the identification zone will be penalized. These times in the mouth will not be counted toward part of the penalty for chewing.
- The dog has 30s to complete the exercise commencing at the retrieval command by the handler.
- If, due to speed, the dog takes the wrong object and goes beyond 2m in the direction opposite to the handler, and then takes the correct object, they will not be penalized. Oppositely, if they take the wrong object more than 2m toward the handler, the exercise will be terminated.

Penalties – Unseen Retrieve		
1	Supplementary placement command: 4 supplementary commands MAX authorized, then exercise terminated (penalized all points of the exercise)	-0.5 per supplemental command
2	Dog not in place within 30s (same as the 4 supplemental commands)	Exercise terminated
3	The handler does not give the initial position or stay command, cumulative	-2 per fault
4	The dog does not take the commanded initial position	-1
5	The dog is not commanded in the same position as the other retrieves or the handler is in contact with the dog	-8

<b>6</b>	The handler has one or both hands in or touching their pocket before the exercise	-8
<b>7</b>	The object is visible to the dog, bigger than the regulations, or in a pocket that is not at the regulated height	-8
<b>8</b>	The handler changes pockets of the object before the exercise	-8
<b>9</b>	The handler shows the object to the dog before the exercise	-8
<b>10</b>	Irregular command	-8
<b>11</b>	The handler retrieves the object with the dog or supplemental retrieve command	-8 + -5 GA
<b>12</b>	The handler does not drop the object within 5m or drops the object from the wrong side	-8
<b>13</b>	The handler changes their pace	-8
<b>14</b>	The dog does not follow within a 1m radius	-8
<b>15</b>	The handler does not stop immediately (3 steps tolerated)	-8
<b>16</b>	The dog is not immobile within 5s after the semi-turn of the handler	-8
<b>17</b>	Supplemental command to retrieve at the departure (only one)	-2; then -8 + -5 GA
<b>18</b>	Dog anticipates retrieve command	-8
<b>19</b>	Retrieve command accompanied by a gesture	-2
<b>20</b>	Dog picks up the same object more than twice (during identification)	-1 per fault
<b>21</b>	Dog anticipates departure before authorization	-8
<b>22</b>	Dog anticipates departure after the judge's authorization without command	-8
<b>23</b>	Dog anticipates departure after judge's authorization, but before handler's command	-4
<b>24</b>	The dog brings the wrong object (with or without the correct object) more than 2m	-8
<b>25</b>	Dog chews or plays with the object during the retrieve	-1
<b>26</b>	The dog goes around the handler while bringing it back	-0.5
<b>27</b>	The dog drops the object while bringing it back outside of the identification phase	-1 per fault
<b>28</b>	The dog drops the object at the feet of the handler and does not pick it back up (cumulative with penalty 32)	-2
<b>29</b>	The dog drops the object at the feet of the handler and picks it up (cumulative with penalty 32)	-1
<b>30</b>	The dog drops the object at the feet of the handler, and it rolls away out of reach of the handler	-8
<b>31</b>	The dog is not sitting when the handler takes the object or sits while the give command is given	-2
<b>32</b>	Brief gesture by the handler to get the dog to sit	-2
<b>33</b>	The dog does not give the object willingly	-2

<b>34</b>	The dog does not bring the object back within 30s following the retrieve command	-8
<b>35</b>	The handler moves to take the object from the dog	-8
<b>36</b>	While taking the object from the dog, the handler drops the object after having it in their hand, and picks it up without moving	-1

## b) Food Refusal

### *Generally*

- The food will consist of raw meat, cheese, or bread (bones are prohibited). For number of pieces of food, meat be the majority:
  - At minimum 3 of the 4 for the thrown food refusal.
  - At minimum 4 of the 6 for the food on the ground.

## 4. FOOD REFUSAL: GROUND – 10 POINTS

### *Execution of the Exercise*

- Food Refusal – Ground: For Ring 2 and Ring 3
  - As indicated by the judge, six pieces of food will be placed on the field, they must be in contact with the ground. They will be of a volume sufficient to be visible but their size will be maximum of a fist for the three types of food and will not be visually distracting. They must be placed outside the takeoff and landing zones of the jumps (see the diagrams) and more than 1m from the departure of any of the exercises including the point in the presentation circle. Throughout the routine, the dog must not eat, lick, or pick up any of the food.
  - Before the routine of each dog, the judge will verify that any pieces of food which may have been eaten or interfered with by the preceding dog are replaced.

<b>Penalties – Food Refusal – Ground</b>		
<b>1</b>	The dog eats, licks, or brings a piece of food that is on the field	-10
<b>2</b>	The handler gives a command when their dog smells a piece of food	-10

## 5. FOOD REFUSAL: THROWN – 10 POINTS

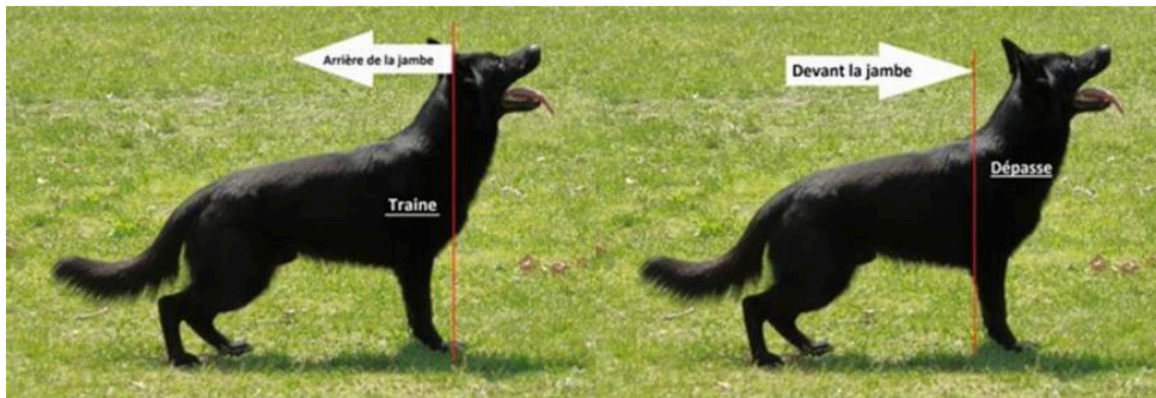
## Execution of the Exercise

- Food Refusal – Thrown: For the three levels
  - The handler must put their dog in a down in the place indicated by the judge facing the direction of the blind (see the rules for the placement position). Then, without turning around, the handler will follow the deputy judge to the blind designated by the judge.
  - In the blind, the handler has the possibility to see the attitude of their dog through a hole or small opening in the blind.
  - Once the handler is in the blind, four various pieces of food will be thrown one after the other at the dog by a field volunteer or by the judge. The latter should not be menacing and must stay at a distance of 3m from the front of the dog.
  - If the dog moves, it will be penalized, the person throwing the food will reposition themselves 3m in front of the dog and throw the next piece of food. However, they will wait for the dog to become immobilized. The same procedure will be followed for each potential movement by the dog.
  - If the dog is preoccupied with sniffing one of the previous pieces of food, the field volunteer or judge will wait until the dog lifts their head before throwing the next piece.
  - If a piece of food accidentally lands in the mouth of the dog, the dog must immediately spit it out, there will be no penalty.
  - Once the four pieces of food are thrown, the handler, at the signal of the judge, will return to their dog without speaking or making any gestures.
  - The dog must stay in their place until a new audible signal is given by the judge authorizing the handler to depart and command their dog **“X heel” (or a blow of the whistle)**.
  - They must depart in the direction where they found the dog for a minimum of three steps.
  - For the Brevet, they will only throw one piece of food approximately 1 m from the dog, but no closer than 0.50 m.

Penalties – Food Refusal – Thrown		
1	Supplementary placement command: 4 supplementary commands MAX authorized, then exercise terminated (penalized all points of the exercise)	-0.5 per supplemental command
2	Dog not in place within 30s (same as the 4 supplemental commands)	Exercise terminated
3	The handler does not give the initial position or stay command, cumulative	-2 per fault
4	Irregular placement command or the dog is not in a down when the handler leaves	-10

5	The handler turns in the direction of the dog while walking to the blind (per fault)	-5
6	The dog sits or stand	-1
7	The dog moves more than 1m during the exercise	-1 per m, and -1 for penalty 6; max -10
8	The handler is visible while the food is being thrown	-10
9	The dog eats or licks the food; or brings; or takes the food without eating the food.	-10
10	The dog shows aggression to the person throwing the food	-10
11	The handler returns to their dog without authorization	-10 + -5 GA
12	The handler runs in the direction of their dog, speaks or makes a gesture before the signal of the judge to end the exercise	-10 + -5 GA
13	The handler does not depart in the proper direction at the end of the exercise	-2
14	The dog moves and returns to the handler	-1 per m (max. -10)
15	Handler does not give heel command at the end of the exercise or dog does not heel after the handler's command	-5

## 6. HEEL WITH LEASH: 4 POINTS



### ***Definition of Forging, Lagging, or Separating***

- The base position, with the neck at the height of the handler's leg on the side of the dog is considered:
  - o *Forging*: The point of the elbow of the dog passes ahead of the leg of the handler.
  - o *Lagging*: The base of the head of the dog passes behind the leg of the handler.

- o *Separating*: There is a space more than 20cm between the handler and the dog.

### **Generalities**

- The heeling pattern will be between 35m and 70m and will include two stops within the heeling pattern and two turns (no 180 turns), plus a final stop. The three stops are subject to potential penalties.

### **Protocol on Departure**

- The deputy judge will explain the heeling pattern at more than 3m from the point of departure. The handler will then bring their dog and place the dog in the position of their choosing and following the same positioning regulations as all of the other exercises.
- The handler will be given the appropriate piece of equipment for the heeling exercise (leash or muzzle). The stay command must be given before the deputy judge gives the equipment for the exercise under penalty of termination of the exercise.

### **Execution of the Exercise**

- The dog will be put on leash at the place of departure. The length of the leash must measure between 0.80 m and 1m, the collar must not be too tight. At the signal given by the judge, the handler will begin walking at a regular and natural pace, after giving their dog the command “**X heel**”.
- The dog must follow the handler in heel on a route as indicated by the judge or the deputy judge, and consisting of only two changes of direction (right angle, left turn, or right turn) one change or turn will be right, the other to the left.
- The leash will be held (or passed through the loop) in the hand on the same side as the dog. It should never rest on the back of the dog. The end of the leash should not extend beyond the hand of the handler. The leash must pass freely between the dog and the handler. During the heeling pattern, if the handler inadvertently drops the leash, they must immediately pick it up or put it back in place, under penalty of termination of the exercise.
- The movement of the arms must be flexible and natural.
- If, by chance during the heeling pattern, the leash accidentally changes side or ends up on the back of the dog, there will be no penalty.
- The handler must stop at each audible signal of the judge: (after 3 steps maximum) feet remaining together, without clicking the heels or dragging the feet, and will resume at the next audible signal from the judge.
- The dog must stop at the same time, without command or intervention, without their shoulder passing in front of the leg on the same side as the handler. The dog will continue heeling without any commands given. The dog will follow in heel, on the left or right, for the duration of the exercise without changing sides, forging, lagging, or separating, or causing tension in the leash either from the dog or handler.

- The deputy judge, during the heeling pattern must keep a distance of at least 5m from the group, ensuring they do not “interfere” with or “disturb” the dog. They should avoid creating a barrier between the dog and the judge.
- The judge must follow the exercise from at least 2m away.
- The indicated heeling pattern must be marked by cones or objects of different colors or numbers and must be strictly followed. The changes of direction will be executed naturally whether on a right angle, left turn or right turn according to the heeling pattern and by turning around the cones or objects as indicated by the deputy judge.

<b>Penalties – Heel on Leash</b>		
<b>1</b>	Supplementary placement command: 4 supplementary commands MAX authorized, then exercise terminated (penalized all points of the exercise)	-0.5 per supplemental command
<b>2</b>	Dog not in place within 30s (same as the 4 supplemental commands)	Exercise terminated
<b>3</b>	The handler does not give the initial position or stay command, cumulative	-2 per fault
<b>4</b>	The dog does not take the initial commanded position	-1
<b>5</b>	Dog displaces itself more than 1 meter	-4
<b>6</b>	Difficulty putting on the leash	-1
<b>7</b>	Irregular command	-4
<b>8</b>	Irregular command or gesture or handler is in contact with the dog or additional command at the start or during the exercise or command after leash is handed over	-4
<b>9</b>	End of leash sticks out from the handler’s hand	-4
<b>10</b>	Leash is lying on the dog’s back or hanging on the wrong side of the dog	-4
<b>11</b>	Handler does not respect the prescribed route (within a distance of 2 meters from the ideal line) or does not circumvent the flags or cones on the proper side	-4
<b>12</b>	Handler does not walk naturally	-1
<b>13</b>	Handler clicks their heels on the stop, or makes noise	-4
<b>14</b>	Jerking, tension or pulling the leash caused by dog or handler	-4
<b>15</b>	The dog lags, forges, separates, or inhibits the handler during the heeling pattern or on the stops	-0.5
<b>16</b>	a) per fault	
<b>16</b>	b) intermittently	-1
<b>17</b>	c) continuously	-2
<b>18</b>	The handler does not stop with their feet together	-0.5 per fault
<b>19</b>	The dog changes sides during the heeling pattern	-2
<b>19</b>	a) behind the handler	
<b>20</b>	b) in front of the handler	-4



<b>21</b>	Handler changes the leash from one hand to the other	-4
<b>22</b>	Handler drops leash and picks it up immediately	-2
<b>23</b>	Handler drops the leash and does not pick it up	-4

## 7. HEEL WITH MUZZLE: 8 POINTS

### *Execution of the Exercise*

- The regulation muzzle is a muzzle that, in all cases, will prevent a bite (closed end).
- The heel with muzzle, will be completed in the same manner as the heel with leash.
- Even though the dog will be without leash and collar, the dog will follow, stop, continue at heel of their handle like they are on leash without paying attention to the muzzle or attempting to remove it or rubbing it against the handler's leg.
- The movement of the arms of the handler must be flexible and natural like the heel on leash.
- Only one mandatory command is authorized at the departure of the exercise: **"X heel"**.
- Any other supplemental commands cannot be given to the dog during the heeling pattern, neither from voice or by a gesture.

<b>Penalties – Heel with Muzzle</b>		
<b>1</b>	Supplementary placement command: 4 supplementary commands MAX authorized, then exercise terminated (penalized all points of the exercise)	-0.5 per supplemental command
<b>2</b>	Dog not in place within 30s (same as the 4 supplemental commands)	Exercise terminated
<b>3</b>	The handler does not give the initial position or stay command, cumulative	-2 per fault
<b>4</b>	The dog does not take the initial commanded position	-1
<b>5</b>	Dog displaces itself more than 1 meter	-8
<b>6</b>	Difficulty putting on the muzzle	-2
<b>7</b>	Irregular command	-8
<b>8</b>	Irregular command or gesture or handler is in contact with the dog or additional command at the start or during the exercise or command after muzzle is handed over	-8
<b>9</b>	Handler does not respect the prescribed route (within a distance of 2 meters from the ideal line) or does not circumvent the flags or cones on the proper side	-8
<b>10</b>	Handler does not walk naturally	-2
<b>11</b>	The handler clicks their heels on the stop, or makes noise	-8

12	Dog bothers with muzzle or rubs it against handler's leg. Depending on severity	-1 to -4
13	The dog lags, forges, separates, or inhibits the handler during the heeling pattern or on the stops a) per fault	-0.5
14	b) intermittently	-2
15	c) continuously	-4
16	The handler does not stop with their feet together	-0.5 per fault
17	The dog changes sides during the heeling pattern a) behind the handler	-4
18	b) in front of the handler	-8

## 8. POSITIONS: 20 POINTS

### *Execution of the Exercise*

- The handler will bring their dog, under the direction of the deputy judge, and place the dog in the starting rectangle in the mandatory initial position (sit, down, or stand) which was drawn before the of the trial. The positions will be the same for each competitor. For Ring 1, the departure position can only be: sit or down.
- The initially commanded position is mandatory. If it is not said, it will be considered an irregular command.
- The handler cannot move away until the dog has taken the initial commanded position and held it for at least 2s. Timing of the initial 2s is not necessary for the holding of the initial position. This expression simply means the handler must pause after the dog takes the initially commanded position, and the dog must have held the position before the handler moves away. The handler cannot command the dog while walking.
- When the handler leaves, if the dog is not in the correct position, the exercise is terminated.
- Once the dog is in position, the handler will go to a place 18m away, turn and face the dog behind the line that is marked for this purpose.
- If the dog changes the initial position after the departure of the handler, but retakes the same position before the start of the exercise, they will still be penalized.
- If the dog changes the initial position, the handler can re-command the position after the authorization of the judge, but they will be penalized.
- The handler who re-commands the initial position after they turned at the 18m line and before authorization of the judge, will be penalized one position regardless whether the dog takes the position or not.
- If the handler commands the dog while in movement on their own initiative, it will be considered an irregular command and the exercise will be terminated.
- After the signal of the judge, and following the voice instructions given at a low voice (only by the initial letter of the positions – A , C , D), the handler will command each position twice in the order indicated by the judge or deputy judge (without giving the name of the dog).

- These positions will be told to the handler by the deputy judge or judge approximately every 2s.
- The handler will give the position to the dog with a loud voice for all the commands.
- The dog will immediately take the position commanded and maintain the position until they receive a new command. If they do not obey the command received or take a wrong position, they will lose the points corresponding to the missed position.
- The handler can only repeat their command only once. All other supplemental commands to change the position will be penalized. If the dog, despite the second command, maintains or takes the position which follows, it will lose not only the points for the missed position but also the points for the next position. The deputy judge will skip saying that position and move to the subsequent position.
- If the handler commands the position three times in addition to the lost points for the missed position, they will be penalized.
- The dog who displaces themselves during the changing of positions (regardless of the direction of displacement) will be penalized.
- In the event the dog displaces itself and moves back into the initial position, regardless of the number of times they are not cumulative, only the furthest displacement will be counted and penalized.
- After the six positions have been commanded, the deputy judge will move away from the handler, and the judge will authorize the recall of the dog. The dog will return to heel, and the judge will signal the end of the exercise.

<b>Penalties – Positions</b>		
<b>1</b>	Supplementary placement command: 4 supplementary commands MAX authorized, then exercise terminated (penalized all points of the exercise)	-0.5 per supplemental command
<b>2</b>	Dog not in place within 30s (same as the 4 supplemental commands)	Exercise terminated
<b>3</b>	Handler moves away before dog has taken initial position or before showing that dog has held initial position	-20
<b>3a</b>	Handler does not give the stay command	-2
<b>4</b>	Handler looks back at dog before reaching the 18-meter line	-5 per fault
<b>5</b>	Dog does not maintain the initial position but retakes the position on their own	-1
<b>6</b>	Dog does not maintain initial position, but retakes it after handler's command after judge's authorization	-2
<b>7</b>	Dog does not retake the initial position regardless whether the handler commands or not after the judge's authorization (+ the points for the next position if the dog is in that position)	-3

8	Dog does not retake initial position whether or not handler has commanded (and the points for the next position if the dog is in that position)	-3
9	Double command (voice plus gesture of arms, head, body, or legs)	-3 per fault
10	Position command given with the dog's name	-3 per fault
11	Dog does not execute or misses a position(+ the points for the next position if the dog is in that position)	-3
12	Dog does not maintain commanded position (+ the points for the next position if the dog is in that position)	-3
13	Supplemental position command (after the 2 <sup>nd</sup> authorized)	-5 per command until points are exhausted
14	Dog displaces itself while changing positions	-1 per m, by 0.50m increments
15	Dog returns to the handler, after the execution of the positions, before judge's authorization	-5
16	Handler moves in the direction of the dog after executing the positions, before judge's authorization	-5
17	Dog returns to the handler or handler moves toward the dog after executing the positions, after judge's authorization	-2
18	Irregular or supplemental recall command	-2
19	Dog does not execute any positions	-20
20	Dog not in heel within 15s following the recalls	-2
21	Handler commands the dog while in motion before judges's authorization	-20 Exercise terminated

## 9. ABSENCE: 1 MINUTE – 10 POINTS

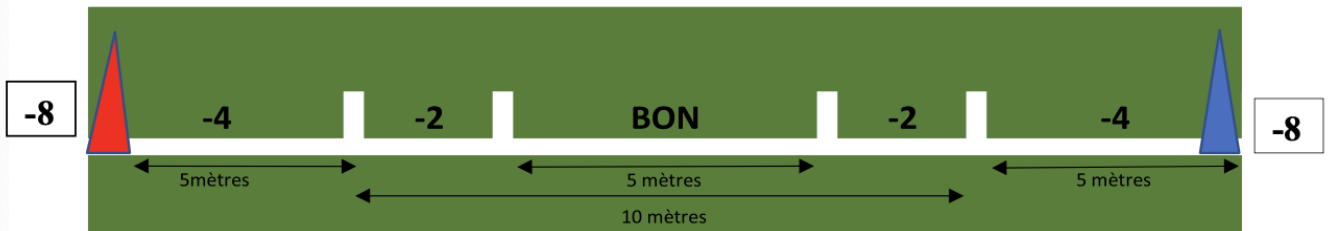
### *Execution of the Exercise*

- Initial placement
  - Brevet & Ring 1: down
  - Ring 2 & Ring 3: sit or down
- At the location designated by the deputy judge, the handler will put their dog in the defined position (or as indicated in the drawing of exercises for Ring 2 and Ring 3). The handler must use a command for the placement and it must not be accompanied by a gesture.
- The only authorized commands are, following the drawing of exercises: **“sit” or “down”**, preceded or not by the name of the dog, followed by a mandatory stay command.

- Once the dog is in place, the handler, without turning will follow the deputy judge toward the specified blind. From there, the handler can observe their dog through an opening without being seen or heard.
- Throughout the 1min absence of the handler, the dog will maintain its position without moving or changing the position. The minute commences at the moment the handler enters the blind.
- After the 1min has passed, the judge will give an audible signal and the handler will return to the place they placed their dog without running, speaking, or making a gesture to the dog.
- The dog must not change the position, not displace themselves, or return to the handler. The handler will wait for the audible signal from the judge before giving the command **“X heel” (or a blow of the whistle)** and then moving from the position. The handler must leave in the direction the dog is facing with the dog at heel for at least three steps minimum.

Penalties – Absence		
1	Supplementary placement command: 4 supplementary commands MAX authorized, then exercise terminated (penalized all points of the exercise)	-0.5 per supplemental command
2	Dog not in place within 30s (same as the 4 supplemental commands)	Exercise terminated
3	Handler does not give the stay command	-2
4	Irregular placement command or handler does not command the initial position	-10 Exercise terminated
5	Handler looks back at dog on the way to the blind	-5 per fault
6	Handler makes himself or herself seen or heard in the blind	-10 Exercise terminated
7	Dog without changing position, moves or crawls during the exercise or while the handler goes to the blind, less than 50cm	-2
8	Dog moves or crawls more than 50cm	-10
9	Dog changes position, during the exercise or while the handler walks to the blind	-10
10	Handler speaks or makes a gesture while returning to the dog, or runs back to dog	-10
11	During the handler’s return, dog displaces itself less than 2 meters or changes position	-2
12	During the handler’s return, dog displaces itself 2 meters or more	-5
13	Handler does not leave in the proper direction at the end of the exercise	-2
14	Handler returns to their dog before judge’s authorization	-10
15	Handler does not give heel command at the end of the exercise or dog does not heel after the handler’s command	-5

## 10. SEND AWAY: 12 POINTS



### Execution of the Exercise

- After arriving at the departure line, the handler will place their dog behind the line following the same positioning for all other exercises.
- At the signal of the judge, the handler will command their dog: **“X forward”** toward the parallel line located 30m away.
- Only one supplemental command to send the dog is authorized to have the dog perform the exercise, but it is penalized.
- The exercise can be terminated if the dog does not cross the 30m line within the 20s following the first send command.
- The dog will move straight ahead without turning or zigzagging toward the opposite 30m line, which it must cross with its entire body (tail not included) without stopping.
- After the dog has crossed the 30m line, the handler will recall their dog to heel without authorization from the judge. The dog must make immediate action to return to heel of the handler within 20s after crossing the 30m line.
- Only dogs who clearly continue their action will be penalized.
- Only one supplementary recall command is authorized, but will be penalized.
- Once the dog is immobile, the judge will make an audible sound indicating the end of the exercise.
- The send away must be done on the longitudinal axis of the field, never diagonally or laterally.
- No food should be placed on the axis of the exercise up to the fence to ensure it does not constitute a visual distraction for the dog.

Penalties – Send Away		
1	Supplementary placement command: 4 supplementary commands MAX authorized, then exercise terminated (penalized all points of the exercise)	-0.5 per supplemental command
2	Dog not in place within 30s (same as the 4 supplemental commands)	Exercise terminated
3	The handler does not give the initial position or stay command, cumulative	-2 per fault
4	Dog does not take the initial commanded position	-1
5	Handler in contact with the dog at the departure	-12

<b>6</b>	The dog moves more than 1m before judge's authorization(up to 5m)	-1 per m; over 5m Exercise terminated
<b>7</b>	Handler makes brief gesture for the departure	-2
<b>8</b>	Dog anticipates departure or command before judge's authorization	-12
<b>9</b>	Dog anticipates departure after the judge's authorization, and handler does not give command	-12
<b>10</b>	Dog anticipates departure after judge's authorization, but with command	-6
<b>11</b>	Supplementary send command at the departure or during the exercise (only one authorized)	-3
<b>12</b>	Dog does not fully cross the 30m line within 20s	-12
<b>13</b>	Dog crosses the 30m line between the 5m and 10m marks	-2
<b>14</b>	Dog crosses the 30m line between the 10m mark and the cones	-4
<b>15</b>	Dog crosses the 30m line outside the cones	-8
<b>16</b>	Dog hooks or zigzags	-1 per fault
<b>17</b>	Dog starts their return (before or after the 30m line) before the handler's recall	-2
<b>18</b>	Dog does not show an action to return to heel at the recall command	-1
<b>19</b>	Supplementary recall command (only one authorized)	-2
<b>20</b>	Irregular command	-12
<b>21</b>	Dog not in heel within 20s after fully crossing the 30m line	-12
<b>22</b>	Handler recalls their dog before they fully cross the 30m line	-12
<b>23</b>	Dog returns to heel without command (after passing the 30m line), cumulative with penalty 17	-2

## XI – PROTECTION EXERCISES

## A. MANDATORY COMMANDS

- **Face Attack & Flee Attack**
  - *Send*: only one command: **“X attack”**.
  - *Recall*: only one command: **“X out heel” or (a blow of the whistle)**.
    - If the dog is not biting, **“X heel” or (a blow of the whistle)**.
- **Gun Guard**
  - *Send*: only one command: **“X attack”**.
  - *Stopping of the Bite on the Judge’s Signal*:
    - Only one command **“X out”**.
    - Only when the dog is not biting: **“guard”**.
    - After each of the two escapes, at the signal of the judge, the same commands as above.
  - *After the Decoy is Disarmed & End of Exercise*
    - The handler moves away at least 3m
    - After the authorization of the judge: **“X heel” or (a blow of the whistle)**.
- **Stopped Attack**
  - *Send*: only one command: **“X attack”**.
  - *Recall*: only one command: **“X heel” or (a blow of the whistle)**.
- **Defence of Handler**
  - *Departure*: only one command at the signal of the judge: **“X heel”**.
  - *Out*: only one command: **“X out”**.
  - *Recall*: after the judge’s signal, only one command: **“X heel” or (a blow of the whistle)**.
- **Object Guard**
  - *Placement of Basket*: after having put the object on the central point, mandatory command: **“guard”**, preceded or not by the name of the dog.
  - *Return to Heel*: after the signal of the judge, the handler will pick up the object, then command the dog to heel **“X heel” or (a blow of the whistle)**.
- **Search & Escort**
  - *Send*: only one command: **“X search and bark”**.
  - *During the Escapes*: after the judge’s signal, only one command: **“X out”**.
  - *Finish of the Search*: at the judge’s signal, when the group is not moving, only one command: **“X out”** followed by a placement position and the order to guard **“guard”**.
  - *Finish of the Exercise*: the handler will go to the Secretary/Jury table without the dog and place the gun on the table. The handler will return at least 3m away from the decoy and recall their dog after authorization from the judge, only one mandatory command: **“X heel” or (a blow of the whistle)**.
- **Note**: Except in the gun guard, all the commands must be given in only one breath under penalty of being considered irregular commands.



## B. GENERALLY

### Distances for Each of the Attacks

- Stopped Attack: 30m – 50m
- Face Attack: 30m – 50m
- Face Attack (Brevet): 30m
- Flee Attack: Catching the Dog at 30m maximum
- Gun Guard: 40m

### Generally

- The decoy, before the departure of each attack, must be placed at least 10m from the dog, and 5m from the centre axis of the field.
- The decoy has approximately 30s to get to their place on the line where the exercise will commence from.
- For the long attacks, the decoy can resume their work if, after the out and indication to return to the handler, the dog turns back to the direction of the decoy no more than 3 meters away with the intention of re-engaging the decoy again.
- For the escapes: the distance must be calculated in whole meters 1, 2, 3, etc... (Example: 1.8m= 1m)
- *The rules is the advantage to the dog:* In the event of or a dog is put into a difficulty because of an unauthorized movement by the decoys, the judge must apply the rules for the advantage of the dog and not count the penalties resulting from the decoy's action, including what would apply for general allure penalties.
  - Example: the dog misses the entry and is slow to bite 2s on the face attack because of a unauthorized hit. There is no penalty, including general allure, and the judge will remind the decoy of the rules.
- For all the protection exercises, if the dog has not let go after 5 second, the decoy must continue their work until a new out command is given by the handler.
- A miss for the attack portion of the face and gun guard, must be done at over 3m (maximum 4 lateral steps) by the pivot technique. The decoy must always face the dog for the entry and before making opposition.
- If the miss is not completed or is completed outside of the rules above (example: the movement of the decoy is outside 3m or the decoy is perpendicular to the dog at the entry), no penalty will be applied.
- The work of the decoy with the stick must be executed in accordance to the following directives:
  - Stick hits must be delivered lightly;
  - Stick hits must never continue after the duration of the exercise;
  - Threats and impressions are favoured to test the courage of the dog.

## Directions Available for Ring 3, in Accordance with the Judge

- *Opposition with the Arms or Legs*
  - The decoy can move the dog with the arm or accessory under the following conditions:
    - *A) Face Attack:*
      - Only after a miss, the decoy can push the dog or employ a lateral movement to the left to right or right to left) and only by applying it on the neck of the dog.
      - All movement from bottom to top or top to bottom is formally banned.
      - The head of the dog must never be intentionally touched either before or after a miss.
    - *B) Gun Guard:*
      - Formal ban on pushing the dog with the armed arm before or after a miss.
      - After a miss, the decoy can push the dog with the non-armed arm.
      - Prohibited to use the gun in opposition to prepare for an escape.
      - Prohibited to push the dog with the arm or leg to gain distance during an escape.
      - The decoy can place the arm in opposition to prepare for an escape before the finish of the command to out.
    - *C) Search:*
      - The decoy must never push the dog with the arms or legs to create distance for an escape.
      - The decoy can use the arms or legs to prepare for an escape.
      - After having obtained more than 2m on the escape, a decoy has the option of pushing the dog again to continue the escape (only one time per escape).
    - *D) Defence of Handler*
      - Pushing with the arm is only authorized after aggression.
      - A miss by backing up one or two steps maximum is authorized to execute the movement.
      - Aggression can be made by using only one hand in Ring 3, but it must be clear, audible and by using the palm of the hand.
      - Prohibited to provoke the dog before aggression.
      - Prohibited to escape after aggression.

## Definition of Slow to Bite

- The slow to bite after a miss will only be counted at the moment the dog returns to the decoy and has an opportunity to bite. If the dog misses itself, it will be penalized 1s slow to bite plus any additional slow to bite time.
- If the dog lets go because of the impact, therefore it will be penalized as “bites and misses entry”.

- If the decoys pushes the dog, after the miss or aggression, each push will be considered like one second slow to bite.

#### Definition of Re-Bite

- The dog has let go at the out and re-bit.
- The penalties are counted by the number of re-bites at the end of the out command or blow of the whistle.

#### Definition of Slow to Out

- The dog that has not outed at the out command whether there is shaking or not (if there is no loss of contact with the ground).
- The penalties are counted by the duration they maintain biting in seconds after the finish of the out command.
- The decoy will stop moving at the name of the dog.
- The re-bites or slow to out will be counted:
  - After the word **“out”** for the defence of handler, gun guard, and search & escort.
  - After the word **“out”** for the face attack, flee attack, on the condition the decoy has stopped moving in all cases.

## C. EXERCISES

### 1. FACE ATTACK: 30 POINTS

#### *Execution of the Exercise*

- On the indication of the deputy judge, the handler must put their dog into a sit, down, or stand just behind the departure line, in the direction of the decoy.
- The handler must respect the rules for placement positioning. They must not be in contact with the dog in any way.
- Once the handler and dog are in their respective places and ready to begin the exercise, the deputy judge will signal the judge. On the signal of the judge, the decoy will flee down the axis of the field then turn around at the audible signal of the judge authorizing the departure of the dog.
- If, for whatever reason, the decoy falls before the dog reaches them; the judge will immediately stop the exercise, the handler will recall their dog immediately and the exercise will be re-started.
- The dog must, without being displaced, leave on the command of their handler.
- All departures before the authorization of the judge will result in termination of the exercise.

- All departures before the command of the handler, but after the judge's authorization, must be commanded under penalty of termination of the exercise.
- If the dog does not obey the first command to send, the handler can give a second command which is penalized. If the dog does not obey the second command, the exercise will be terminated.
- All commands accompanied by a movement of the body or a gesture will be penalized.
- The decoy will turnaround at the audible signal of the judge, and will face the dog and prepare their barrage. Their attitude must be menacing and test the courage of the dog, they must never leave the stick static.
- The decoy must always respect the instructions given by the judge after the dog in white has completed their routine.
- If the dog, after the command, does not go directly to the decoy for some reason, they have 20s to get to the decoy. After this time passes, the exercise is terminated.
- If the dog, arrives to bite without hesitation, the decoy can:
  - Either opening the barrage at the last moment, to avoid injuring the dog, while offering the dog the least amount of opportunity to bite.
  - Either making the dog miss by taking four steps maximum, while facing the dog and maintaining the barrage to avoid a hard impact, and creating additional challenges for the dog by imposing a new barrage.
  - Interposing the arm between the decoy and dog to hinder the dog's ability to bite without pushing the dog (except after the miss in Ring 3).
  - In all cases, the decoy must minimize the impact at the entry.
- If the dog slows down or hesitates, the decoy can:
  - Either charge the dog, on the condition the charge is not brutal and does not turn into the decoy chasing the dog.
  - Either by their attitude or a menace, keep the dog at distance.
- If the dog lets go during the course of the exercise, the decoy can:
  - Charge the dog to a maximum of three steps.
  - Recommence the barrage.
  - Maintain the dog at distance through their attitude or menace.
  - They must, regardless of their attitude, remain provocative to clearly show the dog the exercise is not over.
- Once the dog is on the bite, the decoy will work the dog with the stick without brutality.
- The intensity of work with the baton must be proportional and equal to the level the dog is competing.
- Forceful work is prohibited.
- The decoy can use all natural gestures to test the courage of the dog. They must always have a fair and sportsmanlike manner to them.
- The judge begins their stopwatch when the dog has the opportunity to bite.
- If, due to the entry and the dog missing, the judge will wait to start their stopwatch until the dog is within a distance where it has the opportunity to bite.
- The dog maintains their bite for the duration of the exercise.
- If the dog comes off the bite or hesitates to bite, the judge will deduct the amount of time the dog is not biting to calculate the points for the exercise.

- However, the judge will not penalize the dog who is not biting because of an error from the decoy.
- During the 15s of the exercise, the handler cannot give another command.
- If the decoy falls, and the dog was on the bite, they must stop moving and allow the judge to intervene. It is determined the decoy has fallen by the following:
  - They have three points of contact on the ground.
  - They fall on their back or their stomach.
- In the event the decoy falls, the judge will make an audible signal and immediately stop the exercise. At this audible signal, the handler must use any means (commands or movement) to recall their dog. No penalty can be applied to the handler or dog since the judge has terminated the exercise.
- In this case, the points of the exercise will be attributed only taking into account any faults which occurred before the decoy was taken down.
- Over the course of the exercise, if the configuration of the field (trees, blinds, obstacles) prevents the handler from seeing their dog, they can move along the departure line to see properly. They cannot continue to move after the audible signal authorizing the recall.
- At the audible signal of the judge indicating the completion of the exercise, the handler will recall their dog within 2s by a command that conforms with the prescribed rules.
- At the beginning of the recall command, the decoy will stop moving as quickly as possible. The dog will let go of their bite immediately and must return heel of their handler within 30s following the first recall.
- During the return of the dog, the decoy must remain motionless.
- Once the dog has returned to heel to the handler and is not moving, the judge will signal the end of the exercise.
- During the out, the decoy must recommence their work if, the dog who has let go of their bite, once again resumes biting; or, after having returned toward the direction of the handler more than 3m, and returns to the decoy. In this case, the decoy can commence their action when the dog is 3m away. If the dog has moved away less than 3m and returns to the decoy, before resuming their work the decoy must be sure of the intentions of the dog before resuming their work.
- If, on the recall, the dog lets go of the bite but maintains a guard or does not come back to the handler, the decoy will remain motionless and not menace or provoke the dog.
- If the dog does not let go of the bite, the handler can recall the dog again.
- If, after 5s following the last recall command, the dog has not let go of the bite, the decoy can resume their work.
- But if the handler recalls their dog before the end of the 5s, the decoy will stay motionless for another 5s.
- The judge must stop the exercise if the penalties for the points exceeds 30 or if the dog is not returned to heel within the 30s following the first recall command.
- If, instead of returning to heel the dog lags in the return or is in guard, the handler can utilize supplemental recall commands with penalty, before the regulation 30s have elapsed.

**Brevet:**

- The handler has the possibility to command their dog:

- o Either a recall to heel or guard.
- o They must be precise with their choice and inform the judge during the presentation.
- The face attack in the brevet will take place as follows:
  - o A menace with a step forward toward the dog at 10m, then a barrage where the decoy will open the barrage when the dog is no more than 2m from the decoy.
  - o The decoy must let the dog take the bite naturally to the dog (arm or leg) without having the dog miss and absorbing the dog.
  - o Once the dog is on the bite, five or six non-violent hits with the stick will be done on the back of the dog along with intimidating menaces.
  - o At the end of the exercise, the handler can go toward the decoy if this was their indicated choice to the judge at the presentation.
  - o They must join their dog and call the dog to heel after the authorization of the judge.
- In order to penalize a dog who does not return to heel in the allotted time, and the one who does not keep the guard within 2m, they must be penalized the same penalty -5.

<b>Penalties – Face Attack</b>		
<b>1</b>	Supplementary placement command: 4 supplementary commands MAX authorized, then exercise terminated (penalized all points of the exercise)	-0.5 per supplemental command
<b>2</b>	Dog not in place within 30s (same as the 4 supplemental commands)	Exercise terminated
<b>3</b>	The handler does not give the initial position or stay command, cumulative	-2 per fault
<b>4</b>	Dog does not take the initial commanded position	-1
<b>5</b>	Irregular placement command	-30
<b>6</b>	The dog displaces itself at the departure Less than 5m	-1 per meter
<b>7</b>	More than 5m	-30
<b>8</b>	Handler in contact with the dog at the departure	-30
<b>9</b>	Irregular command	-30
<b>10</b>	Attack command accompanied by a brief gesture	-5
<b>11</b>	Handler changes manner of commanding, placement of himself or herself, or the placement of the dog in regard to the Stopped Attack	-20 On stopped attack
<b>12</b>	Dog departs before judge's authorization	-30
<b>13</b>	Dog departs after judge's authorization, but before handlers command	-15
<b>14</b>	Dog departs after judge's authorization, and handler does not give command	-30
<b>15</b>	Additional attack command at the beginning of the exercise	-5 Only one authorized
<b>16</b>	Dog does not depart, in spite of the second attack command	-30
<b>17</b>	Dog, after command, does not engage decoy within 20s	-30

<b>18</b>	Supplementary attack command while dog is enroute	-30
<b>19</b>	Dog bites and does not maintain bite on initial entry	-0.5
<b>20</b>	Dog misses on its own doing	-2 (+ -1.33 on stopped attack)
<b>21</b>	Dog misses the entry	-1
<b>22</b>	Dog hesitates or slow to bite. Deductible from the biting time	-2 per second
<b>23</b>	Dog comes off bite and immediately re-bites (quick change of grip)	-0.5 per fault
<b>24</b>	Dog comes off the bite and is slow to re-bite. Deductible from the biting time	-2 per second
<b>25</b>	Handler encourages their dog with voice or gesture during the exercise	-30
<b>26</b>	Dog comes back toward the handler or returns to heel without command	-5 + the points lost elsewhere
<b>27</b>	Dog anticipates recall command	-5 + the points lost elsewhere
<b>28</b>	Command is prolonged, fractured, or a blow of the whistle is prolonged	-30
<b>29</b>	Handler recalls dog that is not biting after judge's authorization	-2
<b>30</b>	Supplementary recall command	1 <sup>st</sup> : -2 2 <sup>nd</sup> : -3 3 <sup>rd</sup> & beyond: -5
<b>31</b>	Dog rebites	-1 per fault
<b>32</b>	Dog is slow to out	-1 per second
<b>33</b>	Dog deliberately snatches the baton from the decoy's hand	-5
<b>34</b>	Dog stops during the return at more than 5 meters from the handler (within 30 seconds after the first recall)	-30
<b>35</b>	Dog stops during return within 5 meters of handler (within 30 seconds after the first recall)	-2 per meter
<b>36</b>	Positioning of the handler not within the rules	-5 from GA

<b>Penalties – Face Attack – BREVET</b>		
<b>37</b>	Dog does not guard (if the handler informs the judge that the dog will out and guard)	-5
<b>38</b>	Dog does not return to handler within 30 seconds	-5
<b>39</b>	Handler does not indicate their choice of recall or guard during the presentation	-10% from GA

## 2. FLEE ATTACK: 30 POINTS

### *Execution of the Exercise*

- The descriptions and explanations for the flee are identical to those of the face.
- The departure of the decoy must be from a distance of 10m from the handler. The judge will start the exercise when the decoy has gone a distance of 5m.
- The decoy, until the dog is on the bite, will continue to flee without returning in the direction indicated by the judge. The decoy must conform to the directives: accelerate, turning at a maximum of 45 degrees to lessen the impact of the dog.
- Lifting the legs in a scissor move are prohibited same with making the dog miss.
- As soon as the dog is on the bite, the decoy must take at least two steps, then they can work the dog with the stick while taking care to never strike blindly.
- At the entry to biting the suit, if the dog misses the bite or comes off of the bite due to speed the decoy will continue to flee but in the opposite direction to the dog.
- If, after the dog has bitten, they come off of the bite, the decoy must turn and face the dog.

Penalties – Flee Attack		
<b>1</b>	Supplementary placement command: 4 supplementary commands MAX authorized, then exercise terminated (penalized all points of the exercise)	-0.5 per supplemental command
<b>2</b>	Dog not in place within 30s (same as the 4 supplemental commands)	Exercise terminated
<b>3</b>	The handler does not give the initial position or stay command, cumulative	-2 per fault
<b>4</b>	Dog does not take the initial commanded position	-1
<b>5</b>	Irregular placement command	-30
<b>6</b>	The dog displaces itself at the departure Less than 5m	-1 per meter
<b>7</b>	More than 5m	-30
<b>8</b>	Handler in contact with the dog at the departure	-30
<b>9</b>	Irregular command	-30
<b>10</b>	Attack command accompanied by a brief gesture	-5
<b>11</b>	Dog departs before judge's authorization	-30
<b>12</b>	Dog departs after judge's authorization, but before handlers command	-15
<b>13</b>	Dog departs after judge's authorization, and handler does not give command	-30
<b>14</b>	Supplementary command to send dog at departure	-5 Only one authorized
<b>15</b>	Dog does not depart, despite supplemental command	-30



<b>16</b>	Dog, after sending, does not engage decoy within 20s	-30
<b>17</b>	Supplementary command to send while dog is enroute	-30
<b>18</b>	Dog misses on its own doing	-2
<b>19</b>	Dog bites and does not maintain bite on initial entry	-0.5
	Dog misses the entry	-1
<b>20</b>	Dog hesitates or slow to bite. Deductible from the biting time	-2 per second
<b>21</b>	Dog comes off bite and immediately re-bites (quick change of grip)	-0.5 per fault
<b>22</b>	Dog comes off the bite and is slow to re-bite. Deductible from the biting time	-2 per second
<b>23</b>	Handler encourages their dog with voice or gesture during the exercise	-30
<b>24</b>	Dog anticipates/starts the return (or comes back to heel) without command	-5 + the points lost elsewhere
<b>25</b>	Recall command anticipated	-5 + the points lost elsewhere
<b>26</b>	Command is prolonged, fractured, or a blow of the whistle is prolonged	-30
<b>27</b>	Handler recalls dog that is not biting after judge's authorization	-2
<b>28</b>	Supplementary recall command	1 <sup>st</sup> : -2 2 <sup>nd</sup> : -3 3 <sup>rd</sup> & beyond: -5
<b>29</b>	Re-bites	-1 per fault
<b>30</b>	Dog is slow to out	-1 per second
<b>31</b>	Dog bites the baton in the hand of the decoy	-5
<b>32</b>	Dog stops during the return at more than 5 meters from the handler (within 30 seconds after the first recall)	-30
<b>33</b>	Dog stops during return within 5 meters of handler (within 30 seconds after the first recall)	-2 per meter
<b>34</b>	Positioning of the handler not within the rules	-5 from GA

### 3. STOPPED ATTACK: 20 POINTS

#### *Execution of the Exercise*

- The descriptions and penalties for the stopped with stick are identical as the face and flee with the stick concerning:
  - The placement of the dog.
  - The positioning of the decoy when receiving the dog (same distance for the face attack).
- It is not mandatory that the stopped is completed by the same decoy who did the face (determined by the drawing of exercises).
- The stopped must resemble a face attack.
- The decoy must have, like the face, a menacing attitude and not be static.
- The distance of the stopped will be calculated at the beginning of the recall command.
- The handler, even though they know the order after the drawing of exercises, must command their dog like it is a face attack.
- It is imperative the dog does not know which exercise it is about to perform. Any failure to adhere to this instruction would lead the judge to terminate the exercise.
- To do this, the judge will take into consideration the following elements:
  - The attitude, manner, positioning of the handler, as well as the placement and commanding of their dog must all be identical to those given on the face attack.
  - The speed, manner, and conviction of the dog as well as the trajectory in direction of the decoy all must be the same as the face attack.
- The handler must give the order to recall at the moment they estimate it is an opportune time and the dog must not bite or collide with the decoy, under penalty of penalization.
- The decoy must immobilize immediately and perfectly at the start of the recall command until the dog is at heel with their handler.
- If the dog bites, the decoy after discussing their action with the judge before the trial:
  - Will immediately return to the jury table.
  - Stay in place and will be consulted by the judge.
- If the dog does not bite but returns to the decoy, under no circumstances will the decoy resume either a defence or a barrage.
- If the dog does not bite, the distance which exists between the dog and decoy will be evaluated by the judge at the moment where the recall command was first given. The closer the dog is to the decoy the better execution of the exercise will have been performed.
- If, after the recall of the handler, the decoy without having been bitten, falls for whatever reason whatsoever and the dog bites or stays in guard at the moment; the judge will not count this as a penalty (see penalties in the event the decoy falls).
- Only one recall command is authorized. However, the handler can recall their dog one or more times, under penalty, if the dog is less than 5m from them or behind the departure line regardless of the distance before the end of 30s to allow for the return. The penalties for the recall, like all other recall penalties will be identical to the face and flee attacks.
- The allocation of points for the face and stopped will be calculated as follows:
  - The penalties specific for this exercise.

- o A penalty of 1.33 points per second of “no biting” for when the dog was completing the face attack exercise (given that the stopped attack is only out of 20 points).
- In the event the drawing of exercises resulted in the stopped attack being completed before the face attack, the judge must wait to attribute a score until the face attack has been completed.
- If for whatever reason the dog does not complete the face attack, whether an anticipated departure or an irregular placement command or something irregular about the exercise, the judge must recommence the exercise to allow for evaluation of the stopped attack.
- The judge, to take their decision, must consider the same factors when considering what a bite is as in the stopped attack and object guard. There must be clear jaw pressure and without ambiguity.

POINTS – STOPPED ATTACK			
2 m 00 = 20 points	4 m 50 = 15 points	7 m 00 = 10 points	9 m 50 = 5 points
2 m 50 = 19 points	5 m 00 = 14 points	7 m 50 = 9 points	10 m 00 = 4 points
3 m 00 = 18 points	5 m 50 = 13 points	8 m 00 = 8 points	10 m 50 = 3 points
3 m 50 = 17 points	6 m 00 = 12 points	8 m 50 = 7 points	11 m 00 = 2 points
4 m 00 = 16 points	6 m 50 = 11 points	9 m 00 = 6 points	11 m 50 = 1 point

Penalties – Stopped Attack		
<b>1</b>	Supplementary placement command: 4 supplementary commands MAX authorized, then exercise terminated (penalized all points of the exercise)	-0.5 per supplemental command
<b>2</b>	Dog not in place within 30s (same as the 4 supplemental commands)	Exercise terminated
<b>3</b>	The handler does not give the initial position or stay command, cumulative	-2 per fault
<b>4</b>	Dog does not take the initial commanded position	-1
<b>5</b>	Irregular placement command	-20
<b>6</b>	The dog displaces itself at the departure Less than 5m	-1 per meter
<b>7</b>	More than 5m	-20
<b>8</b>	Handler in contact with the dog at the departure	-20
<b>9</b>	Irregular command	-20
<b>10</b>	Attack command accompanied by a brief gesture	-5
<b>11</b>	Handler changes their placement or the dog’s placement or their command in relation to the face attack	-20
<b>12</b>	Dog anticipated departure before judge’s authorization	-20
<b>13</b>	Dog departs after judge’s authorization, but before handlers command	-10
<b>14</b>	Dog departs after judge’s authorization, and handler does not give command	-20
<b>15</b>	Supplementary command to send dog at departure	-5

		Only one authorized
16	Dog does not depart, despite supplemental command	-20
17	Dog has change in attitude/manner in relation to the face attack	-20
18	Supplementary command to send while dog is enroute	-20
19	Dog bites	-20
20	Dog bumps into the decoy without biting when recall command was given at a distance greater than 2 meters	-2, no penalty if less than 2m
21	Dog anticipates/starts the return (or comes back to heel) without command	-20
22	Handler recalls dog after they've passed the decoy	-20
23	Command is prolonged, fractured, or a blow of the whistle is prolonged	-20
24	Supplementary recall command at more than 5m	-20
25	Supplementary recall command at less than 5m or if the dog is behind the departure line regardless of distance	1 <sup>st</sup> : -2 2 <sup>nd</sup> : -3 3 <sup>rd</sup> & beyond: -5
26	Dog stops during the return at more than 5 meters from the handler (within 30 seconds after the first recall)	-20
27	Dog stops during return within 5 meters of handler (within 30 seconds after the first recall)	-2 per meter
28	Positioning of the handler not within the rules	-5 from GA

#### 4. GUN GUARD: 30 POINTS (ATTACK – 20 POINTS; ESCAPES 10 POINTS)

##### *Execution of the Exercise*

- The descriptions and prescriptions for this exercise are the same as that of all of the attacks with the stick regarding the placement position and departure of the dog.
- The decoy, after turning around at the 40m line, will fire one gunshot when the dog is approximately 12m away and then a second gunshot when the dog is approximately 7m away from them. A third gunshot will take place while the dog is on the bite.
- Ring III: Pushing of the non-armed arm is authorized after a miss.
- If the dog, once sent, slows down or hesitates to bite, the decoy can like all of the other exercises:
  - Either charge the dog, three steps maximum.
  - Or, by their attitude and menacing, keep the dog at distance without charging.
- If the dog lets go during the course of the exercise, the decoy can act as above.
- If the decoy falls before the dog is biting, the judge will stop the exercise immediately and recommence the exercise.

- If the decoy falls while the dog is biting, the process will be the same for all the other attack exercises. However, to allow for the completion of the guard and the escapes, the dog, once the dog is back at heel with the handler will be sent for another attack. The judge will give an audible signal to stop the action based on the duration of the bite prior to the decoy falling.
- This second attempt will not be counted toward or against the first attack, the points acquired during the first attack will remain.
- At the audible signal for the out, the exercise will recommence as if the decoy had not fallen and will finish at the end of the 10s of normal biting. The handler will command the out on the signal from the judge. The decoy will become immediately and perfectly motionless like all of the other biting exercises. The handler, once the dog has let go of the bite and not before, will give the order to guard. If the dog is slow to out, there will be a penalty.
- The command from the handler must be doubled/broken:
  - Mandatory command for the out: **"X out"**.
  - Only when the dog has stopped biting then the command for the guard: **"guard"**.
- If the dog does not let go of the bite, after the decoy is motionless, the handler has the possibility to repeat **"X out"** each re-bite, each second taken or each supplementary command will be penalized like the as is on the face attack with the stick, and the decoy will proceed as is described for the out on the face attack.
- If, after 5s have passed following the out command, the dog is still biting, the decoy can resume their defence and the dog will be penalized. However, if the handler commands their dog before the end of 5s, the decoy will remain motionless for another 5s.
- All supplementary commands to guard **"guard"** will be penalized like the supplementary out commands.
- The dog, after outing from the decoy, must guard the decoy within a radius of 2m without re-biting the decoy.
- If the dog is vigilant, the decoy must remain immobile for 10s then, on the signal of the judge, will escape for the first time, and the dog must prevent this.
- Imposition of the arms is authorized but pushing with the arms is prohibited for the escape.
- After the signal from the judge, the handler will immediately command the out: **"X out"** and the decoy will become motionless. Then, after the dog has let go of the bite, the handler, as described, will give the guard command: **"guard"**.
- After 5s, if the dog has stayed vigilant, on the signal from the judge, the decoy will escape for the second time, and the dog must prevent this.
- If the dog is not vigilant and they are more than 2m from the decoy, the decoy must escape without waiting the 10s or 5s required on the sign from the judge. The out for this second escape will be the same as the first escape.
- After the second escape, like after the first, the decoy will remain perfectly motionless and wait for the handler to come and disarm them.
- In the event the decoy falls between the first and second escape, the judge by audible signal will signify the end of the exercise. The dog will be given 30 points for the exercise, minus points lost prior to the decoy falling.
- The judge will stop the exercise if the penalties incurred pass the 20 points for the attack with the gun and the guarding portion of the exercise will not be possible.

- If a dog releases the bite on the out command but resumes biting and does not let go within 10s allotted for the guard, the judge will stop the exercise and not award any of the 10 points for the guard and escapes.
- The handler of such a dog will have the ability to intervene as outlined above with a dog who has not let go of the bite for all the outs and the same process will be applied by both the decoy and judge.
- If a dog lets go of the bite on command but then harasses the decoy with re-bites, their handler can command the dog again, but they will be subject to penalties as indicated.
- At the end of the 10s or the 5s (second attempt), if at least the penalties incurred by the dog and/or handler do not exceed the remaining points to be awarded, the judge will signal the decoy to flee.
- If the dog lets the decoy escape, the judge will penalize each meter of escape, but they must distinguish between the meters of free escape, which will be penalized; and the meters while the dog is biting, which will not be penalized. In any event, the judge will stop the exercise as soon as the remaining points are exhausted.
- When the gun guard exercise is proceeding normally, the second attempt at escaping having been stopped by the dog, the judge will wait 5s before signaling the handler to come, without running, to disarm the decoy and retrieve their dog.
- During the escape attempts, the decoy will not work the dog, the goal of the exercise is to measure the vigilance of the dog and not its biting, even in the case where the dog does not out.
- Once the decoy is disarmed, the handler will separate from the decoy at least 3m and the dog must continue to guard the decoy. The judge will give another audible signal and the handler will command their dog **"X heel" or (a blow of the whistle)**.
- The following audible signal from the judge will indicate the end of the exercise, the dog having obeyed, the handler will move to give the gun to the person indicated for this purpose.
- If, after the second attempted escape or during the disarming of the decoy, and before the signal of the judge authorizing the return of the dog; the dog loses its vigilance and separates from the decoy outside of a radius of 2m, the judge will signal the decoy to escape to show that the dog did not continue the guarding until the end of the exercise. The meters of this escape will be penalized.
- The dog who does not bite during the attack with the gun cannot continue to the guarding portion, and will lose 30 points for the exercise.
- If a bite is less than 5s, whether in fractions or not, the dog will keep the points obtained for biting less penalties acquired, but will not be permitted to continue to the guard portion. If the dog is not biting at the end of the attack, it can still proceed to the guarding portion, so long as it has been biting for at least 5s (whether in fractions or not) during the gun attack.
- The handler who forgets to disarm the decoy will be penalized.
- The commands for the out, or guard, must be given when the handler is motionless on the departure line, except if there are obstacles hiding the dog from the handler's view (see other protection exercises). During the out, the decoy will attempt to make the dog visible to the handler.
- The exercise will be terminated when the dog is at heel, on the audible signal from the judge; the decoy must remain motionless until then.

<b>Penalties – Gun Guard</b>		
<b>1</b>	Supplementary placement command: 4 supplementary commands MAX authorized, then exercise terminated (penalized all points of the exercise)	-0.5 per supplemental command
<b>2</b>	Dog not in place within 30s (same as the 4 supplemental commands)	Exercise terminated
<b>3</b>	The handler does not give the initial position or stay command, cumulative	-2 per fault
<b>4</b>	Dog does not take the initial commanded position	-1
<b>5</b>	Irregular placement command	-30
<b>6</b>	The dog displaces itself at the departure Less than 5m	-1 per meter
<b>7</b>	More than 5m	-30
<b>8</b>	Handler in contact with the dog at the departure	-30
<b>9</b>	Irregular command to attack	-30
<b>10</b>	Attack command accompanied by a brief gesture	-5
<b>11</b>	Dog anticipated departure before judge's authorization	-30
<b>12</b>	Dog departs after judge's authorization, but before handlers command	-10
<b>13</b>	Dog departs after judge's authorization, and handler does not give command	-30
<b>14</b>	Supplementary command to send dog at departure	-5 Only one authorized
<b>15</b>	Dog does not depart, despite supplemental command	-30
<b>16</b>	Dog, after sending, does not engage decoy within 20s	-30
<b>17</b>	Supplementary command to send while dog is enroute	-30
<b>18</b>	Dog misses the entry	-1
<b>19</b>	Dog misses on its own doing	-2
<b>20</b>	Dog bites and does not maintain bite on initial entry	-0.5
<b>21</b>	Dog hesitates or slow to bite. Deductible from the biting time	-2 per second
<b>22</b>	Dog comes off bite and immediately re-bites (quick change of grip)	-0.5 per fault
<b>23</b>	Dog comes off the bite and is slow to re-bite. Deductible from the biting time	-2 per second
<b>24</b>	Handler encourages their dog with voice or gesture during the exercise	-30
<b>25</b>	Handler recalls or dog anticipates the return regardless of circumstances before the guard	-15 + the points lost elsewhere
<b>26</b>	Irregular command before the cessation on the attack	-30
<b>27</b>	Before the first escape	-10
<b>28</b>	Before the second escape	-5
<b>29</b>	Handler does not command the out or does not command guard	-5 for the out -2 for the word guard
<b>30</b>	Supplemental out command or guard	1 <sup>st</sup> : -2

		2 <sup>nd</sup> : -3 3 <sup>rd</sup> & beyond: -5
<b>31</b>	Cessation command when the dog is not biting	-2
<b>32</b>	Cessation command before the judge's authorization or no cessation command	-5 + the points lost elsewhere
<b>33</b>	Re-bites	-1 per fault
<b>34</b>	Dog is slow to out	-1 per second
<b>35</b>	Commands "out" and "guard" not separated, or handler gives "guard" command while dog is biting	-5
<b>36</b>	Dog allows the decoy to escape during the guard	-1 per meter
<b>37</b>	Dog does not bite on the attack with gun	-30
<b>38</b>	Dog bites less than 5s (not permitted to do the guarding portion)	-2 per second + points lost elsewhere
<b>39</b>	Dog bites 5s or more	-2 per second + points lost elsewhere
<b>40</b>	Handler does not disarm the decoy at the end of the exercise	-2
<b>41</b>	Handler runs to come back to their dog at the end of the exercise	-10
<b>42</b>	Handler does not respect the end of exercise protocol	-5
<b>43</b>	Dog sustained return after judge's authorization, before handler's recall	-2
<b>44</b>	Supplementary recall command to heel (not cumulative with penalty 45)	-2, only one authorized beyond that -5 for the recall
<b>45</b>	Dog not in heel within 5s	-5
<b>46</b>	Dog displaces itself more than 2m before judge's authorization for the recall & decoy escapes	-1 per meter
<b>47</b>	Guard command given with a placement command (sit/down/stand)	-5 from GA per fault
<b>48</b>	Positioning of the handler not within the rules	-5 from GA



## 5. OBJECT GUARD: 30 POINTS

Dimensions of the Basket		
	Minimum in CM	Maximum in CM
Height total from the ground of the handle	35	50
Height of the body	20	35
Width of the body	30	45
Length of the body	40	55

### *Execution of the Exercise*

- The object guard will be a wicker or plastic basket with a flat bottom that is stable, open, and empty.
- The total time given for the three passages is 5m. The time will start on the signal of the judge, who will signal the start of the exercise to the decoy and will be placed behind the 5m line. Each pass will not exceed 2 minutes.
- The handler will place the object (flat part of the basket on the ground) on the central point indicated on the ground which is surrounded by the four circles intended to measure any eventual displacements of the dog during the execution of the exercise.
- The radius of the circles are: 1.50m, 2m, 3m, and 5m.
- The handler will give their dog the order to guard the object by only one mandatory command: **“X guard” or “guard”**.
- Multiple placement commands will be penalized.
- The handler is not obligated to be behind the shoulder of the dog during the placement positioning.
- The handler, without turning, must follow the deputy judge until they are hidden in the blind, where they can, without being heard or seen, watch the work of their dog through an opening in the blind.
- On the signal of the judge, the decoy will approach the object either in a straight line or by circumventing the dog based on its positioning.
- For the duration of the exercise the decoy is not permitted to speak to the dog. The decoy must not provoke the dog or signal the dog outside the 5m line.
- Any attempts to intimidate the dog by the decoy are authorized when they are at the 5m line without using any accessories. They must search to lull the vigilance of the dog by ruse, or to use speed on occasion, or make an impression with their attitude if they believe this is possible.
- The objective for the decoy is to take the object, not to attack the dog, nor to make the dog lose points by trying to make it displace itself. The decoy must not back up during the approach. They can turn to the left or right and continue to walk. The penalty should take into account from the closest point of the decoy (the hand or another part of the body) during the pass and not the moment where the dog takes the bite, especially if there is backwards movement.

- o Example: if, during the pass, the decoy puts their hand in the meter then brings it back, the distance to be considered for the bite of the dog will be 1m; even if the dog bites at 1.5m.
- Displacement of the object by the decoy while the dog is biting will not be considered.
- If the dog advances toward them depending on where they are in relation to the object, the decoy may by a skillful and rapid miss or push of the arm attempt to avoid the dog and move or take the object.
- If he is bit, it is imperative that the decoy who has moved the object, places it as close as possible to the location where they were bit and not to throw the object away.
- If the decoy is bitten before the object is taken, at any distance they must become motionless without backing up, moving forward, or working the dog. As soon as the dog lets go of the bite, the decoy will move away sideways or backwards depending on the dog's position. After the dog has bitten and let go, the decoy should not advance toward the dog or object as it can be considered a provocation.
- If the dog accompanies the decoy without biting, regardless of which pass, the decoy must move away from the object until the signal from the judge indicating the end of the exercise.
- If the dog does not let go of the bite within 5s of the decoy becoming motionless, the decoy on the authorization from the judge will immediately back up from the object by dragging the dog, without provoking, menacing, working and until the dog lets go of the bite or the judge signals the end of the exercise. The decoy must, under no circumstances, voluntarily bring the dog back to the basket.
- If the dog pulls the decoy, the decoy will allow themselves to be pulled without resisting in whatever direction they are being pulled. They must always try to move away from the object. If the decoy is not successful at the end of the 2 minutes for the pass, the exercise is terminated.
- If the dog bites, lets go, and then bites again, with a release of the bite at least lasting 1s and not a quick change of grip the decoy can act as before, without waiting the 5s, move away without working the dog, leading it or allowing themselves to be dragged by the dog.
- If the decoy has successfully taken the object, they cannot use it to menace, block, or protect themselves with it. They must try to move away as quickly as possible until all of the points for the exercise are gone without being bitten, which is the goal of the exercise. Depending on the circumstances, the decoy may also, with the object in their hand, lull the dog's vigilance, or by their attitude attempt to obtain the same result. However, if the decoy is not bit, they cannot put the object on the ground and pick it back up again.
- If the decoy is bitten after taking the object, they must immediately put it back down, become motionless as discussed earlier, then move away until they are 5m from the object.
- The number of attempts at taking the object is invariably three. They can be made by hand or foot at the discretion of the decoy and in accordance with the instructions from the judge and on the circumstances.
- If the dog guards the object, the judge will give an audible signal to indicate to the handler to return, without running, and take their dog. During this time, the decoy will remain motionless on the field.
- At the end of the exercise, the handler must wait for the audible signal from the judge to take the object, then in a second step, command their dog **"X heel"** or **(a blow of the whistle)** and move at least three steps in a straight line.
- If the dog inhibits taking the object, they will be penalized.

- If the dog does not guard the object, the judge will indicate to the handler the exercise is terminated.
- The judge, to take their decision, must consider the same factors when considering what a bite is as in the stopped attack and object guard. There must be clear jaw pressure and without ambiguity.
- The dog who destroys the object will lose all of the points for the exercise. If they bite or nibble the object, they will be penalized.
- The handler who is seen or heard by the dog before the authorization of the judge will lose all of the points for the exercise.
- Likewise, the handler who gives their dog an irregular command, or who runs in the direction of the object to take their dog will lose all of the points for the exercise.
- The handler who exits the blind to encourage their dog at the moment the decoy is about to take the object will lose all of the points for the exercise.
- The handler who does not recall their dog to heel at the end of the exercise, and the dog who does not at heel with the handler, (in the event the dog has moved from the basket at the return of the handler) will be penalized.
- *In the event a dog prevents the decoy from taking the basket without biting:*
  - By holding it in their mouth.
  - By standing over the object with their body and covering it.
  - By laying on it.
  - By putting one (or more) paw(s) in or on the object.
  - To avoid any ambiguity the decoy must demonstrate the vigilance of the dog is fake and not real:
    - The decoy will take the object in their hand (the palm of the hand on the object and fingers around) for more than 5s (timed by the judge) without reaction from the dog, will be penalized.
    - After the signal from the judge, the decoy must try to displace the object at least 20cm without stopping or attempting a quick movement.

<b>Types of Penalties</b>			
<b>1<sup>st</sup> Type:</b> -3 points per m by each 50cm increment beyond 1m	<b>2<sup>nd</sup> Type:</b> -1 point per m beyond 1m	<b>3<sup>rd</sup> Type:</b> -2 points per m	<b>4<sup>th</sup> Type:</b> -1 point per m after 1m
<b>DOG BITES</b>	<b>DOG DISPLACED OR OBJECT DISPLACED</b>	<b>OBJECT IS DISPLACED BY DECOY</b>	<b>DOG TAKEN BY DECOY</b>
Distance the dog bites in relation to the positioning of the object	Distance of displacement of the dog in relation to the object. If the dog moves away multiple times during the pass, only the furthest distance will be counted.  Distance of displacement of the object by the dog	Distance of displacement of the object by the decoy while the dog is not biting	Distance the decoy takes the dog while biting

The penalty total is equal to the cumulative total for these four types of penalties for each of the three passes.

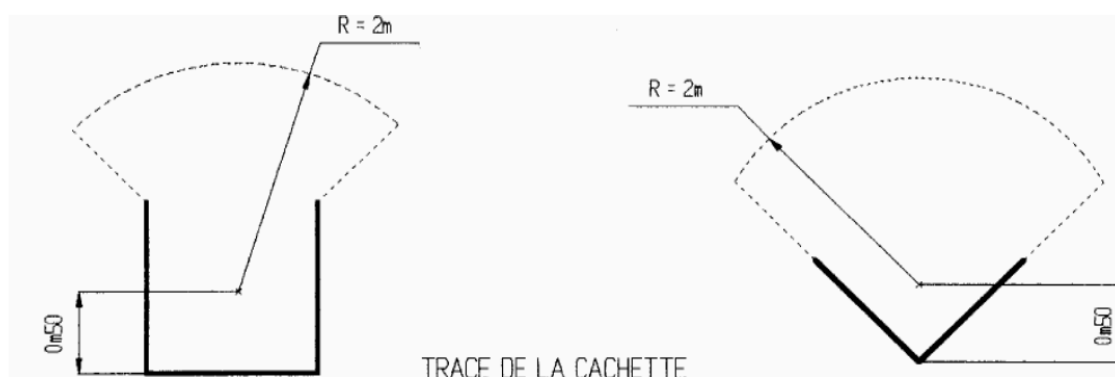
<b>Penalties – Object Guard</b>		
<b>1</b>	Supplementary placement command: 4 supplementary commands MAX authorized, then exercise terminated (penalized all points of the exercise)	-0.5 per supplemental command
<b>2</b>	Dog not in place within 30s (same as the 4 supplemental commands)	Exercise terminated
<b>3</b>	Irregular placement command	-30
<b>4</b>	Handler does not say the word guard	-2
<b>5</b>	Handler turns while walking to the blind	-5 per fault
<b>6</b>	Handler is seen or heard in the blind or leaves the blind without authorization	-30
<b>7</b>	Dog bites the decoy beyond 1m	-3 per meter by each 50cm increment
<b>8</b>	Dog allows displacement of the object by the decoy	-2 per meter, beginning immediately
<b>9</b>	Dog displaces themselves or is dragged by the decoy	-1 per meter after 1 <sup>st</sup> meter
<b>10</b>	Dog displaces the object	-1 per meter after 1 <sup>st</sup> meter

<b>11</b>	Dog destroys the object	-30
<b>12</b>	Dog bites the object	-1 to -5 depending on severity
<b>13</b>	Dog blocks the object and allows decoy to hold it with their hand for more than 5s	-5 per pass
<b>14</b>	Dog blocks object and allows decoy to move it with his hand, on the ground, more than 20 cm without a reaction after 5s	-30
<b>15</b>	Dog is at a distance from the object at the moment the judge signals the handler's return	-1 per meter beginning immediately
<b>16</b>	Handler runs to recover their dog	-30
<b>17</b>	Handler commands dog without authorization	-5
<b>18</b>	Dog inhibits recovery of object	-1
<b>19</b>	Handler does not respect the protocol in regards to recovery of the object	-5
<b>20</b>	Supplementary heel command	-2, only one authorized beyond that -5 for the recall
<b>21</b>	Dog is not in heel within 5s or does not remain at heel for at least 3 steps	-5
<b>22</b>	Handler moved away before dog is at heel	-5
<b>23</b>	Decoy, despite their efforts, cannot move away from the object while the dog is biting at the end of the 2 minutes for the passage	Exercise terminated

## 6. SEARCH & ESCORT: 40 POINTS (SEARCH: 10 POINTS, ESCORT: 30 POINTS)

### Description of the Blinds

- The blinds, at least six, may have a different appearance. They will be made from wood, concrete, or coloured canvas. They must not present a danger to the dog or decoy and must respect the specified dimensions.
- The blinds will consist of two panels measuring 1.20m wide by 2m tall, fixed at a right angle; or three panels measuring 1.10m wide each and fixed in a U pattern. They will be arranged on the field, on the exit side between 3m at a minimum and 5m at a maximum to allow the decoys to clearly exit from the blinds.
- The blind must be oriented so that the decoy is not visible to the dog until the dog has arrived.
- The panels must be pierced with holes or slots to allow the handler to see the work of the dog during exercises where they are hidden.



### Generally

TIME - SEARCH	
Size of the Field	Time Given
Until 3,000m <sup>2</sup>	2 min
3,000m <sup>2</sup> – 4,000m <sup>2</sup>	2 min 30
4,000 – 5,000m <sup>2</sup>	3 min
>5,000m <sup>2</sup>	4 min

- The dog must discover the decoy hidden and signal by their bark. They must then escort the decoy with vigilance and intercept them as quickly as possible when they attempt to escape.
- The duration of the escort with the decoy must never exceed 3 minutes in Ring 2 and 3 minutes 30 seconds in Ring 3 starting from the disarming of the decoy.
- When the dog has clearly discovered the decoy (2s minimum to stop in front of the decoy) they will have 30s to bark included in the initially allotted search time.

- The search can be executed by a decoy who has not yet worked the dog except in Ring 2.
- The instructions given to the decoy by the judge must be applied meticulously:
  - The decoy must be within 50 cm of the rear of the blind.
  - No using the hands abusively.
  - No brutal changes of direction, or false escapes.
  - No pushing of the arms or legs to escape.
  - Prohibited from stepping over the dog during the escort or while exiting the blind.
  - Kneeing the dog is prohibited.
  - The decoy must not work the dog during the escape.
  - The decoy must not provoke the dog in the blind.
  - Full turns/circles are prohibited.
  - The decoy has the possibility to create distance with the arm or leg to prepare for the escape.
  - After having obtained at least 2m on an escape, the decoy has the possibility to push the dog to continue their escape (only one per escape).
- In the event a dog is placed between the legs of the decoy during the escort, it is possible for the decoy to step over the dog to escape (maximum 3 times between each escape).

### ***Execution of the Exercise***

- The handler and their dog, accompanied by the deputy judge, will leave the field to allow the decoy to hide in the blind as indicated by the judge. Upon being called, they will re-enter the field and be shown the starting position indicated by the deputy judge (the handler has the choice of which direction they want to start the dog but the handler and dog must be facing the same direction). The dog will be put in place (**sit, down, or stand**) by using a mandatory stay command (**stay or don't move**) and the handler must stand at the side of the dog. At the audible signal from the judge or deputy judge, the handler will tell their dog to search by the mandatory command "**X search and bark**".
- The instructions to depart for the search in all aspects are identical to the departures for the other attacks.
- The handler can use only one supplementary command to send the dog at the beginning of the exercise and on to resend during the exercise, but they will be penalized.
- *The dog leaves the field through no fault of the organizer:*
  - The handler can recall their dog, and be penalized for supplementary send command without the time being stopped. None of these commands can be accompanied by a gesture or movement of the body, under penalty.
- *The dog instead of finding the decoy in the blind, signals the presence of the second decoy located off of the field:*
  - The second decoy must perform the exercise in place of the hidden decoy. They will conform to the instructions of the judge.
- *The dog leaves the field because of a fault of the organizer:*
  - The judge will stop the exercise, the dog will be recalled and the exercise will re-start.
- The handler will have the right to watch their dog work during the search but may not influence it in any way and without changing position.

- During the dog's search, the decoy must stay standing, face the dog, stay perfectly motionless and silent 50cm from the back of the blind.
- *The dog does not discover the decoy within the time given:*
  - The judge will signal the exercise is terminated.
- *The dog, without having barked, bites the decoy one or more times:*
  - The decoy must wait 5s for the judge's signal to see if the dog will bark before they escape, they will fire one gunshot.
- *The dog barks, then gives one or more re-bites, or bites and holds:*
  - After the judge's signal, the decoy will immediately escape firing one gunshot and commence the exercise as if the dog had discovered them normally.
- *The dog barks, does not bite, but does not guard within a radius of 2m:*
  - The decoy, the judge's signal will escape and attempt to put as much distance as possible between themselves and the dog. They will fire one gunshot only if they are bitten by the dog.
- *After having been discovered and marked by a stop of at least 2s the dog, without barking and without biting leaves the guard more than 2m:*
  - The decoy, the judge's signal will escape and attempt to put as much distance as possible between themselves and the dog. They will fire one gunshot only if they are bitten by the dog.
- *The dog, after discovering the decoy does not bark and does not bite:*
  - The judge will wait 30s and then signal to the handler to come to their location 5m from the blind (as indicated on the ground).
- *The dog perfectly executes the exercise – they discover, bark, and do not bite the decoy during the guard:*
  - On authorization from the judge, the handler will come to their location 5m from the blind (as indicated on the ground), the decoy will wait without moving until the judge indicates the handler is at 5m. The decoy will escape and fire one gunshot, with their arm raised, when they are bitten by the dog. The decoy will try to make the dog visible to the handler for the outs.
- The command **"X out"** will be given by the handler on the signal from the judge. The decoy will become motionless at the start of the command, they will do the same for all the escapes.
- It is the responsibility of the judge to evaluate as precisely as possible the meters of "free" escape and the meters of escape that occur with the dog biting, the latter is not taken into account for the calculation of the penalties.
- *The handler comes to disarm the decoy:*
  - In the event the handler forgets to disarm the decoy, the judge will ask them to disarm the decoy, and will apply a penalty.
  - They must then immediately move, at least 3m behind the decoy or stay in place within a meter behind the decoy.
- The decoy, on the signal of the judge, will begin walking the prescribed course, escorting the dog, ultimately returning to the jury table. The handler is obligated to follow the dog and decoy at a distance of at least 3m, and never in front of or to the side except in cases where the decoy changes direction and comes toward them, but they must still remain at least 3m away.
- The judge shall indicate to the decoy when to resume walking as the judge has the best view of the exercise



- All of the escapes are on the initiative of the decoy.
- During a static phase after a cessation, in the case of a dog which is obviously not vigilant, the decoy should take advantage by escaping
- The handler must never obstruct the decoy's walk or attempts to escape, nor influence the dog with his or her behavior.
- The handler must stop at each potential escape from the decoy (1 step tolerance) then command the cessation after the judge's authorization, "**X out**".
- The handler will then move to the appropriate place behind the decoy who will then resume walking after the judge's signa
- If the handler finds himself or herself facing the decoy as a result of the escape, the handler shall not be penalized, but must move at once, after the cessation, to the appropriate place behind the decoy so that the exercise can continue.
- *In the event the decoy falls during one of the escapes:*
  - The judge will immediately stop the action.
  - The handler will place the dog in a down, and help the decoy to get up if needed., and once the decoy is standing, the handler shall return the dog to its guard, then move to the appropriate place behind the decoy
  - TThe exercise will continue to the end, regardless of the time of the fall
  - The possible bites of the dog and any commands from the handler during the resumption of the guard shall not be penalized.
- Any questionable behavior by the handler shall be regarded as an irregular command and will result in termination of the escort.
- In the same spirit, the decoy shall walk at a normal pace. His or her behavior shall not provoke the dog to make a mistake.
- *During the escort of the decoy:*
  - Will attempt an escape a second, third, and fourth time.
  - The escapes are done on the initiative of the decoy.
  - It is the responsibility to create the same level of difficulty for all of the dogs in the trial over the same distance of escorting.
  - Misses are permitted during the escapes.
  - The judge will signal the decoy to escape if a dog leaves the decoy more than 2m after the initial escape. This escape will be scored the same as the other escapes.
  - The decoy must count the number of re-bites received from the dog during the escort and tell this to the judge.
  - The decoy must make a difference between a re-bite (jaw pressure) and being touched by the dog with an open mouth, which will not be penalized.
- *At the end of the exercise:*
  - The judge will give an audible signal to indicate to the group (decoy and handler) to stop approximately 10m from the jury's table.
  - The handler must immobilize and give their dog the command "**X out**" followed by a mandatory placement position (**sit, down, or stand**) and then "**guard**".
  - The handler shall take the revolver to the jury's table without turning around or looking back at the dog until the revolver is placed on the table.
  - The handler must return to a minimum distance of 3 meters from the dog

- o The judge will give authorization and the handler shall command the dog **“X heel” or (a blow of the whistle)**.
- o The exercise is finished at the judge’s signal, once the dog is at heel. The decoy must remain immobile until that time.
- o If, during this time, the dog does not maintain the guard within a radius of 2 meters, the judge will signal to the decoy to escape again as the dog is not fulfilling its duty until the end of the exercise. Meters of escape and distance shall be penalized in the same manner as the escort.

<b>Penalties – Search &amp; Escort</b>		
<b>1</b>	Supplementary placement command: 4 supplementary commands MAX authorized, then exercise terminated (penalized all points of the exercise)	-0.5 per supplemental command
<b>2</b>	Dog not in place within 30s (same as the 4 supplemental commands)	Exercise terminated
<b>3</b>	The handler does not give the initial position or stay command, cumulative	-2 per fault
<b>4</b>	Dog does not take the initial commanded position	-1
<b>5</b>	Irregular placement command	-40
<b>6</b>	The dog displaces itself at the start Less than 5m	-1 per meter
<b>7</b>	More than 5m	-40
<b>8</b>	Handler in contact with the dog at the departure	-40
<b>9</b>	Irregular command to search	-40
<b>10</b>	Brief gesture to send the dog at the departure	-5
<b>11</b>	Dog departs before judge’s authorization	-40
<b>12</b>	Dog departs after judge’s authorization, but before handlers command	-5
<b>13</b>	Dog departs after judge’s authorization, and handler does not give command	-40
<b>14</b>	Additional search command at the beginning of the exercise	-5, only one authorized
<b>15</b>	Dog does not depart, despite supplemental command	-40
<b>16</b>	Additional search command during the exercise (resend)	-5, only one authorized
<b>17</b>	Irregular command during the escort (example: out, guard)	-30
<b>18</b>	Handler influences their dog during the escort	-30
<b>19</b>	Dog does not discover decoy in the allotted time	-40
<b>20</b>	Dog finds the decoy, barks then bites	-2.5
<b>21</b>	Dog finds the decoy, bites then barks	-5
<b>22</b>	Dog finds the decoy, does not bark, and bites	-7.5
<b>23</b>	Dog finds the decoy, does not bite, but does not bark within 30s	-5

<b>24</b>	Dog finds the decoy and barks, but does not guard within a radius of 2 meters	-1 per meter on escape of decoy
<b>25</b>	Dog finds the decoy, does not bark, does not bite and does not guard within a radius of 2 meters	-5 for no bark, + -1 per meter on escape of decoy
<b>26</b>	Handler runs while going to the blind	-10
<b>27</b>	Handler is not placed on the "X" marked 5 meters from the blind	-5
<b>28</b>	Dog hesitates in front of the decoy or is afraid of the gunshot	-10
<b>29</b>	Handler forgets to disarm the decoy	-2
<b>30</b>	Dog allows decoy to escape	-1 per meter on escape of decoy
<b>31</b>	Re-bites or time while biting	-2 per fault or second
<b>32</b>	Dog is slow to out	-2 per second
<b>33</b>	Handler is not behind the decoy or is closer than 3 meters during the escort continuously	-30
<b>34</b>	Intermittently	-10% from GA
<b>35</b>	Handler does not immobilize when the decoy escapes (tolerance of 1 step)	-2 per fault
<b>36</b>	Handler commands the cessation before the judge's authorization	-5 per fault
<b>37</b>	Command for cessation when the dog is not biting	-2 per fault
<b>38</b>	Supplementary out command	1 <sup>st</sup> : -2 2 <sup>nd</sup> : -3 3 <sup>rd</sup> & beyond: -5
<b>39</b>	Handler does not command guard, the placement position, or is in motion during the command at the end of the exercise	-2 per fault
<b>40</b>	Dog does not take the commanded position	-1
<b>41</b>	Handler re-commands the "guard" or the position at the end of the exercise, only 1 command authorized	-5
<b>42</b>	Handler turns before putting the gun on the jury's table or does not go to put the gun on the jury's table	-5
<b>43</b>	Supplementary recall command to heel (not cumulative with penalty 44)	-2, only one authorized beyond that -5 for the recall
<b>44</b>	Dog not in heel within 5s	-5
<b>45</b>	Recall anticipated after the judge's authorization but before command	-2
<b>46</b>	Dog moves more than 2m before judge's authorization to recall, and decoy escapes	-1 per meter on escape of decoy

## 7. DEFENCE OF HANDLER: 30 POINTS

### *Execution of the Exercise*

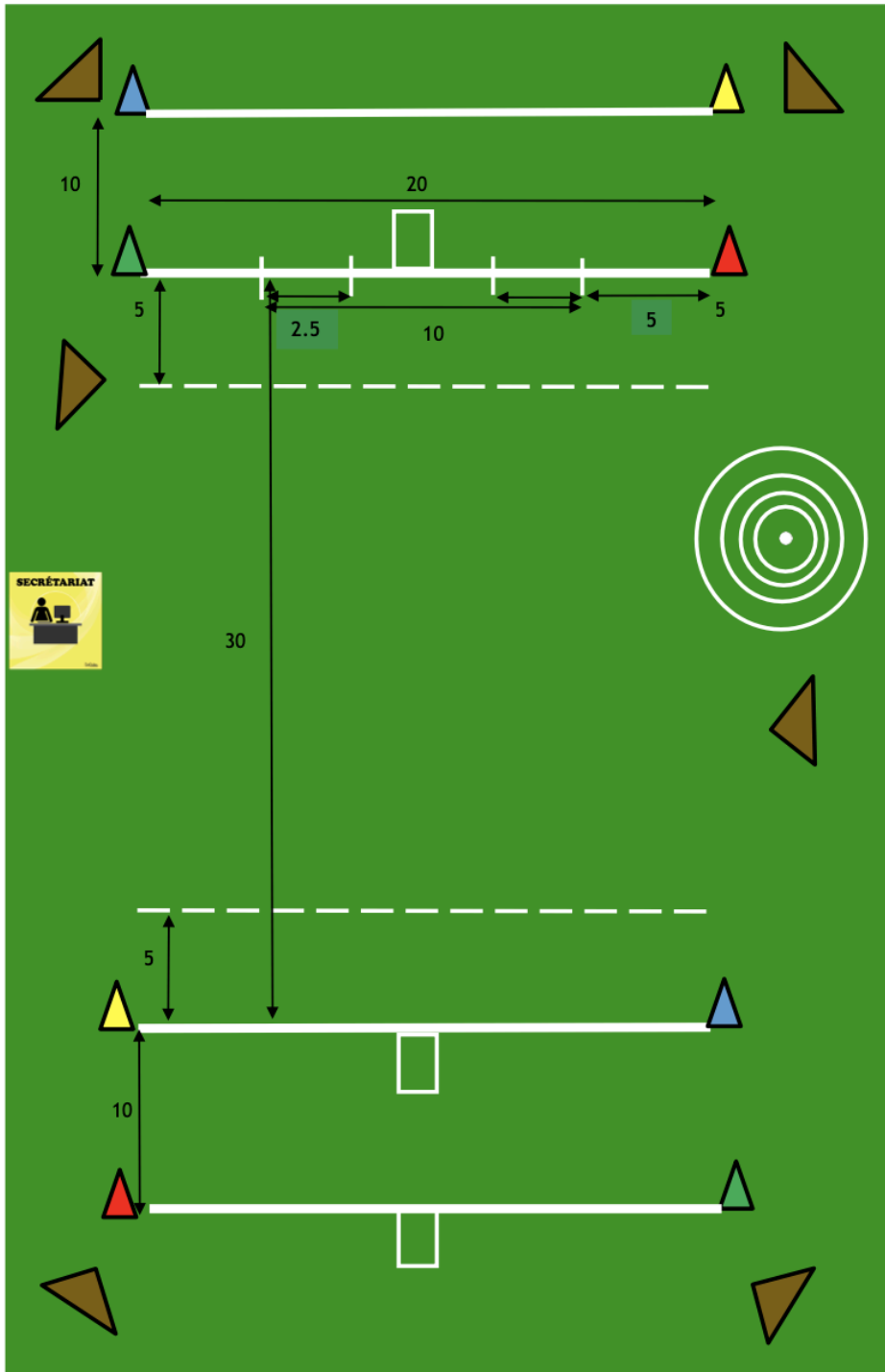
- The handler and their dog will take their position at the place indicated by the deputy judge, following the same rules of positioning for all the other exercises.
- At the judge's authorization, the handler shall command the dog: "**X heel**" and walk in a straight line to greet the decoy.
- The decoy will move toward the group without provocation of any kind, and follow the instructions given by the judge.
- The dog must stay in heel and the handler must not give any further commands after the departure.
- The handler and the decoy will walk naturally at an even pace.
- The decoy will approach the handler and engage them in a conversation when they are within a radius of 3m maximum.
- The handler must immobilize at the start of the conversation with the decoy (1 step tolerance) but not before (penalty GA).
- The duration of the conversations will be about 10s and will be interrupted by a signal from the judge.
- *Brevet & Ring 1*: the decoy must pass on the opposite side of the dog and then move away from the conversation.
- *The decoy will move away 5 steps*, (starting from the crossing of the handler):
  - The decoy will continue without obstructing the walk of the handler.
  - The handler must immediately continue in the initial direction, without changing their manner or attitude, and without speaking to the dog.
- *The decoy will approach the handler*:
  - Without running, menacing, or passing the handler.
  - When he is within 1m, he will aggressively attack the handler on the back with one or two hands (depending on the level) as if delivering a strike.
  - The aggression must be made with two hands in Ring 1 and Ring 2 (Brevet one hand, the other arm will be lifted to fire a gunshot).
  - In Ring 3: the aggression must be clear and can be done with one hand, it is mandatory on the back of the handler and in the direction they are walking.
  - In all cases the hit must be perfectly audible and with the palm of the hand.
  - The decoy must not flee after the aggression, but they can by ruse or speed to avoid being bit.
  - A miss or two steps backwards maximum are authorized after the aggression to set up opposition or a push.
  - The decoy cannot grab or circle the handler and must not pass in front of them.
  - The decoy cannot stay static after being bitten.
  - If the dog bites, during the conversation, the decoy must immediately work the dog.
  - If the dog bites, after the conversation, regardless of whether the decoy is departing or approaching, they will immediately work the dog.

- If the dog does not defend against the aggression, they have 5s to bite, otherwise the judge will signal the termination of the exercise.
- *On the aggression the handler must:*
  - Move away at least 3m from the action.
  - They cannot encourage their dog (except in the brevet when the dog is on the bite).
  - 10 seconds after the aggression, the judge will give authorization for the cessation. The handler must immobilize and command at once **“X out”**.
  - It is not possible to accumulate these penalties: **“bites before aggression and slow to defend”**.
- *End of the exercise:*
  - On command the dog must release the bite and guard within a radius of 2 meters for 5 seconds.
  - At the judge’s authorization, the handler must recall the dog: **“X heel” or (a blow of the whistle)**.
  - The judge will signal the end of the exercise when the dog is at heel and immobile.
- In the event the dog is between the legs, which is authorized, during the conversation (tolerance of 1m before or after), otherwise it will be penalized (non-natural behaviour).

Penalties – Defence of Handler		
1	Supplementary placement command: 4 supplementary commands MAX authorized, then exercise terminated (penalized all points of the exercise)	-0.5 per supplemental command
2	Dog not in place within 30s (same as the 4 supplemental commands)	Exercise terminated
3	The handler does not give the initial position or stay command, cumulative	-2 per fault
4	Dog does not take the initial commanded position	-1
5	The dog displaces itself at the departure Less than 5m	-1 per meter
6	More than 5m	Exercise terminated
7	Irregular placement command	-30
8	Handler in contact with the dog at the start	-30
9	Irregular command (example: out, guard)	-30
10	Dog moves ahead of the handler en route to the meeting without biting	-30 if beyond 5m; -2 per meter if under
11	Handler does not immobilize at the start of the conversation with the decoy (1 stop tolerance)	-5 from GA
12	After the conversation, dog goes to the front of the decoy and escorts him or her without biting	-1 per meter (max -5)
13	Dog bites before the conversation	-30
14	Handler commands before the end of the conversation or handler exhibits unnatural behavior	-15
15	Dog bites during the conversation	-20

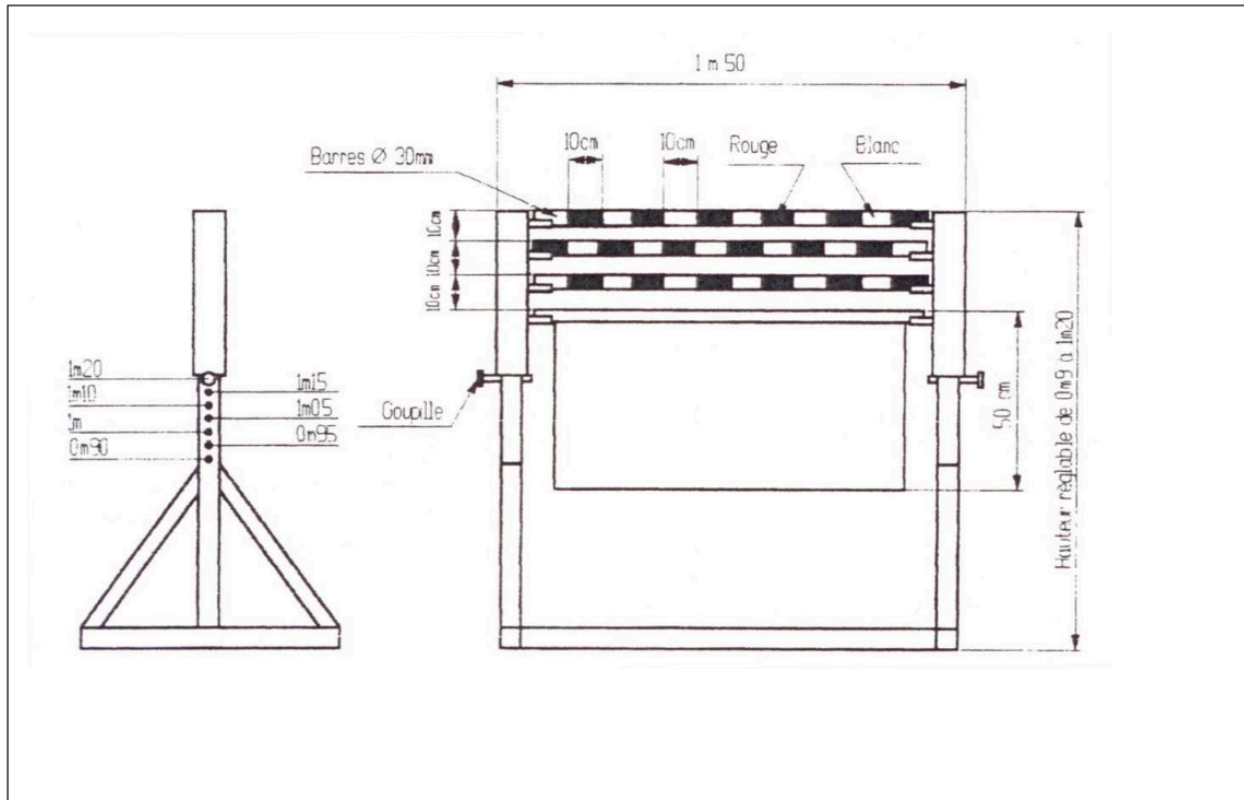
<b>16</b>	Handler commands between the conversation and aggression	-10
<b>17</b>	After the conversation, dog separates, but returns on its own	-0.5 per meter
<b>18</b>	Dog bites after the conversation while decoy is departing (regardless of distance)	-15
<b>19</b>	Dog bites before aggression within the meter	-2
<b>20</b>	Dog bites after conversation while decoy approaching beyond a 1m	-3 per meter
<b>21</b>	Handler exhibits unnatural behavior or pace before or after the conversation	-5
<b>22</b>	Handler encourages the bite of the dog (except Brevet)	-30
<b>23</b>	Dog does not defend their handler within 5s following aggression, the decoy and handler continue walking	-30
<b>24</b>	Dog is slow to bite	-2 per second
<b>25</b>	Dog is not biting, at least 1s	-2 per second
<b>26</b>	Dog comes off bite and immediately re-bites (quick change of grip)	-0.5 per fault
<b>27</b>	Handler is placed less than 3 meters from the action during the defense or at the moment of cessation	-5
<b>28</b>	Handler does not immobilize at judge's authorization for the cessation	-5
<b>29</b>	Dog rebites after cessation	-2
<b>30</b>	Dog anticipates cessation command	-5, + -2 per second of not biting
<b>31</b>	Dog is slow to out	-2 per second
<b>32</b>	Supplementary cessation command	1 <sup>st</sup> : -2 2 <sup>nd</sup> : -3 3 <sup>rd</sup> & beyond: -5
<b>33</b>	Dog not biting at the cessation command	-2
<b>34</b>	Handler does not command the dog to heel at the end of the exercise or does not command the cessation.	-5
<b>35</b>	Supplementary recall command (not cumulative with penalty 37)	-2, only one authorized beyond that -5 for the recall
<b>36</b>	Dog does not guard for 5s at the end of the exercise	-5
<b>37</b>	Dog does not return to heel within 5s	-5
<b>38</b>	Dog anticipates recall after judge's authorization but before handler's command	-2

# XII – FIELD PLAN



## XIII – DESCRIPTION OF JUMPS

### A. HURDLE

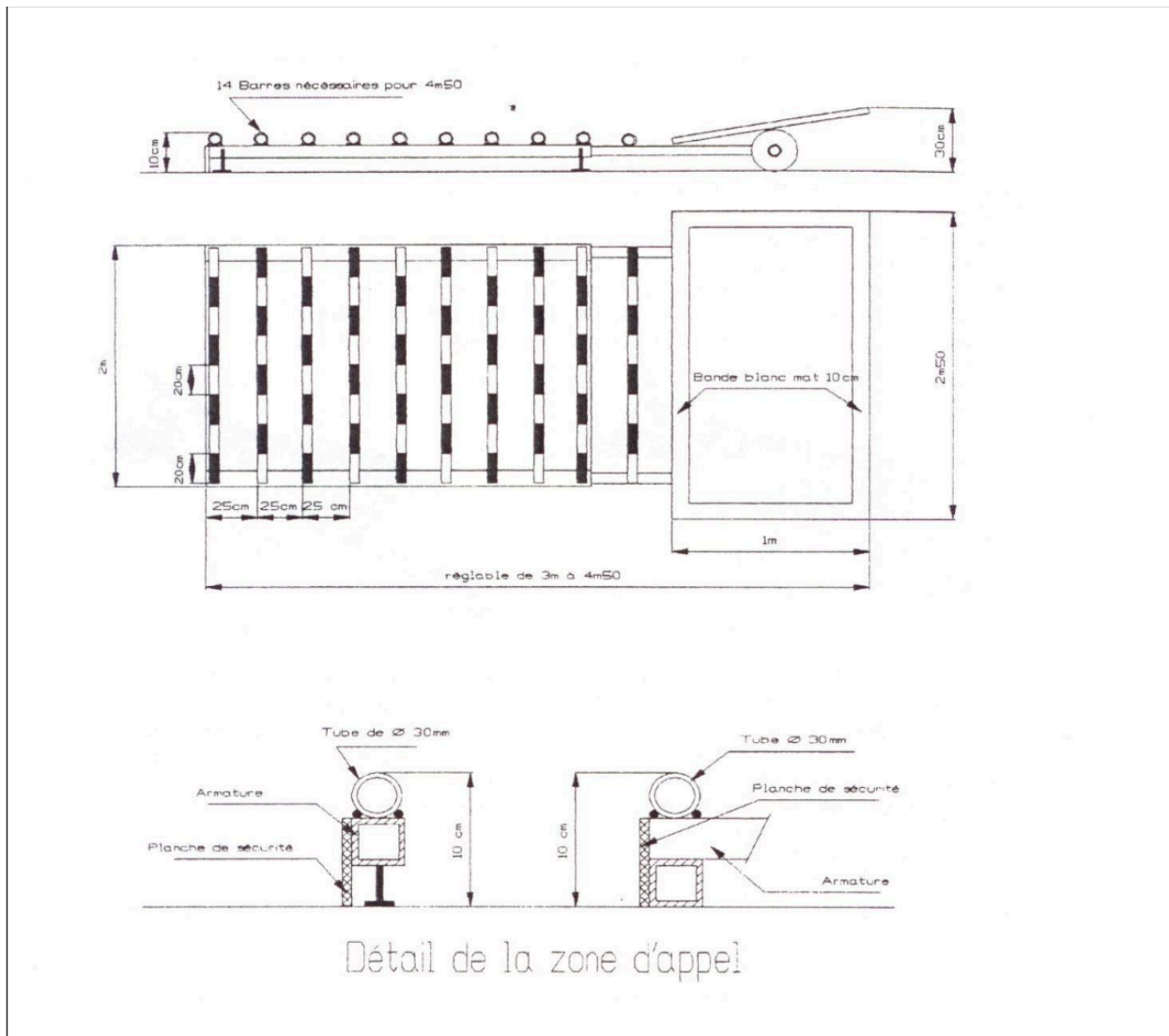


#### Description of the Jump

- There are two moveable arms, each will have two parts and the lower part will fit into the upper part. The upper part will be sliding and will have holes allowing for the adjustment of the jump to the regulation heights using a pin. The upper part will have cradles on its inner face where the key and bars can rest. It is mandatory that the upper part slides in such a way that the top of its head, regardless of the height, does not exceed the level of the top bar. This is to ensure that a dog that misses the jump does not impale itself on the lower portion.



## B. LONG JUMP



### Description of the Jump

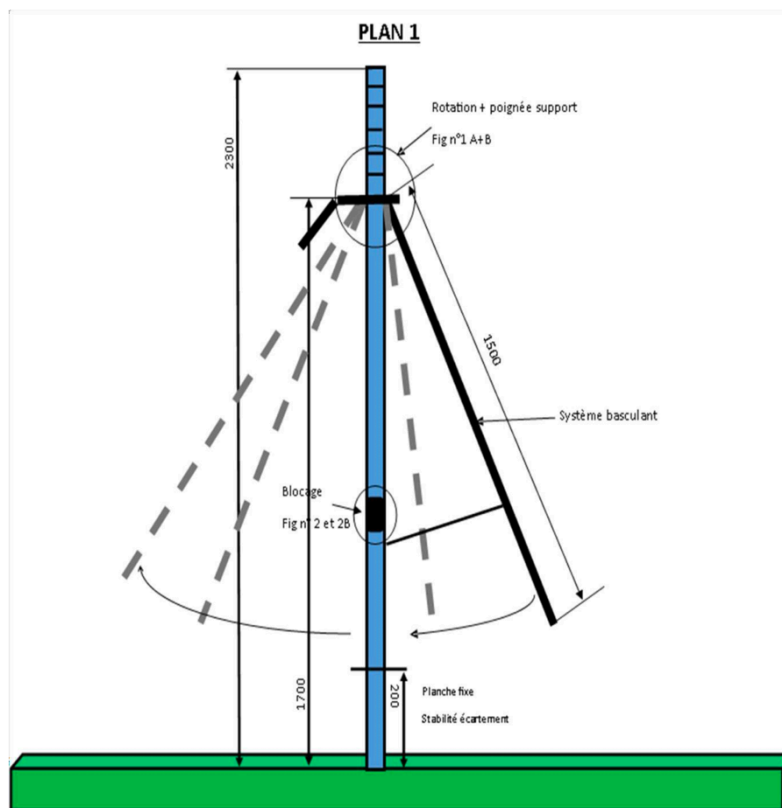
- The dog will jump a frame that is 3m long and 2m wide.
- The frame will include a key that is 2.5m wide and 1m long with an overhang of 30cm above the ground and the other end touching the frame. This key must be matte in colour, with a minimum 10cm matte white border around the key.
- The key will be constructed in such a way, that it is fixed on an axis or on a cradle. It will tilt forward if touched by the dog while jumping.

- The jump is only validly executed by the dog only if the key does not tilt forward (except if done by the tail). The key should tilt if between 800g and 1.3kg is placed on the top of it.
- The key must be positioned across the frame, and the same at the minimal distance of 3m, with the raised edge of the key directly above the edge of the frame.
- The bars will be bi-coloured: painted red and white in 20cm segments and each colour will be spaced 25cm apart. No bar must be affixed to the frame, even the first. There must be no space under the first bar, the goal of this is to prevent the paws of the dog from slipping and going underneath. By moving the jump in 25cm increments it can reach a maximum distance of 4.5m. it is mandatory to add bars as necessary to fill the gap.

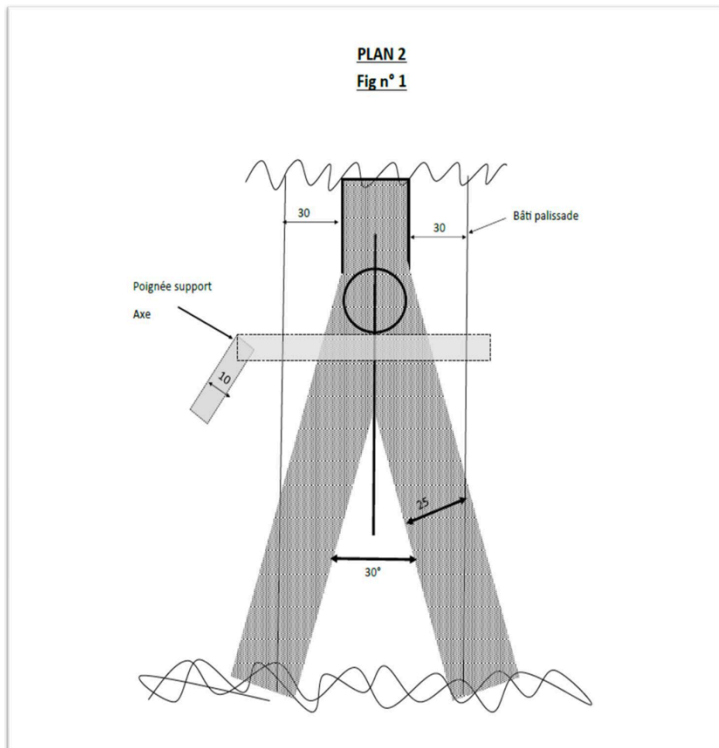
## C. PALISADE

### Description of the Jump

- The dog will climb a palisade vertically on the out, and descend down an incline for the descent at a height of at least 1.8m. It will be increased in heights of 10cm until it reaches a maximum height of 2.3m.
- The boards must be 27mm thick and rough cut (not treated, not painted, and identical in all aspects), not planed or joined. The organizer must keep them dry and provide a tarp or cover in the event of inclement weather.
- The ramp can be manual, mechanical, or electronic.



**PLAN 2**  
**Fig n° 1**



**PLAN 3**

Fig n° 1 A

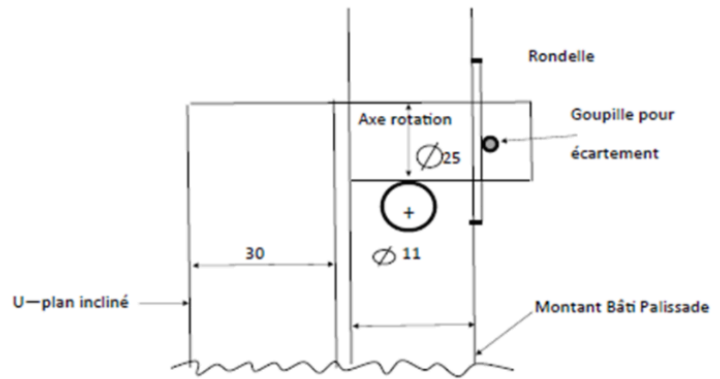
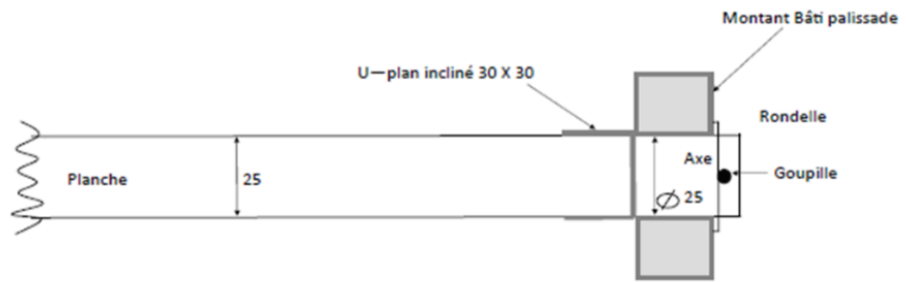


Fig n° 1 B



**PLAN 4**

Fig n° 2

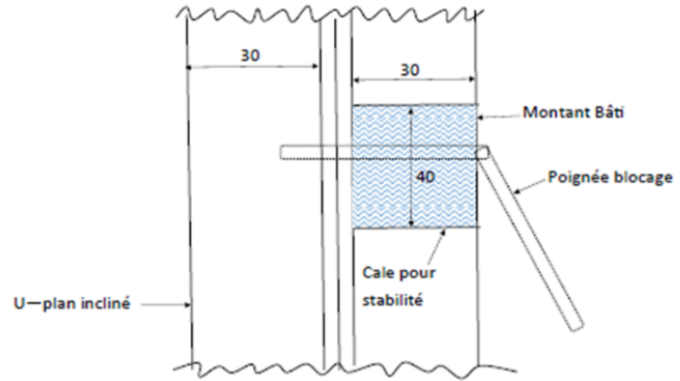


Fig n° 2 B

