FRENCH RING
OFFICIAL DECOY BOOK
2023

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I – Introduction

- The decoy is an auxiliary to the judge and part of the jury.
- Their role is to highlight the qualities and characteristics of the dogs in a sportsmanlike manner.
- The decoy must always keep in mind the "star" of the trial is the dog and no other.
- This book, intended for decoys, aims to provide them with all relevant information:
  - The rights and knowledge of decoys.
  - The description of the protection exercise and the rules each decoy must respect.
  - The conditions to be fulfilled to participate in trials.
- The Director of Decoys remains available for any additional information.

II – RIGHTS & KNOWLEDGE OF DECOYS

- The decoy is a person dressed in a protective suit that protects them against the bites of a dog who is being trained by a handler in protection sports for the preparation of trials organized by NARA. In the context of competitions, the decoy is an auxiliary to the judge. They work under the responsibility of the judge and follow the instructions of the judge to permit the judge to assess the competitors.
- To participate in a trial, the decoy must obtain permission from an inviting club.
- The decoy, before the dog in white must give their decoy book and NARA membership to the judge for verification and notation.
- The judge can terminate the work of the decoy without the possibility of recourse if the decoy does not respect their instructions. The judge can provisionally revoke the decoy's book but they must send a report detailing the circumstances to NARA within eight days of the incident.
- The decoy who decoys in a trial is not authorized to decoy their dog, who is handled by another handler in the same trial.
- The replacement decoy is not permitted to trial their dog in any level in which they are scheduled to be a replacement.
- At no time during a trial, can there be two decoys on the field together at the same time during the performance of any of the exercises.
- When a decoy is officially selected by NARA (as of the official report date) to participate in the Regionals or Championship as a decoy, they cannot during this period handle a dog who will compete in the same Regional or the Championship.
- Only two selected decoys can officiate in Ring 1, Ring 2, or Ring 3, but they may vary between the levels.

a) *Qualifications*

- All decoys who will to decoy a trial must, beforehand, obtain their selection.
- As an auxiliary of the judge for French Ring trials, the decoy must demonstrate, on all occasions:
  - That they are of high moral integrity by perfectly understanding and knowing and absolutely respecting the rules.

- That they possess an honest and sportsmanlike manner toward the dog, and never exhibit brutality toward the dog.
- That they are of high physical condition, flexible, and have endurance.
- Depending on their skill and experience, decoys can be selected to different levels.
- To have a valid Ring 3 competition, there must be at a minimum one good level 2 decoy, or one level 3 decoy.

b) *Bite Suits/Costumes*

- The suit of the decoy must permit the dog to grip the arms legs or chest a biting surface of at least 7cm and to a depth of at least 3cm.
- The exterior material must be able to be easily pierced by a ball point pen.
- If there are logos stitched to the suit, they must not interfere with the biting of the dog and they must be as small as possible.
- The suit must comply with the specifications as established by the working groups in collaboration with the CUN-CBG.

c) *Opposition Accessories*

- The only opposition accessory authorized is a bamboo stick, defined by the GTR. Up to 20% can be protected by tape or protectant material, but these protectants must not make the stick heavier.
  - Stick split in six which will be 80% of the length of the stick.
  - Diameter of the stick: between 15 – 20mm.
  - Length of the stick: between 65 – 75cm.
  - Weigh of the stick: 100g max (65 – 70cm), or 120g max at 75cm.
  - The stick should splay at least 20cm when it is being used.
  - The stick cannot be weighted.

d) *Formal & Imperative Prohibitions*

- Never use the stick with violence.
- To lift the dog off the ground intentionally.
- To tear the suit out of the dog's mouth.
- To tighten the suit to make the dog release the bite.
- To lift the dog with the stick, arm, leg, or hand.
- To hold the stick with two hands.
- To pass the stick under the stomach, under the neck, or between the paws.
- To straddle the dog while it is biting or during the escort.
- To touch the dog (with the stick or the hand) outside of the back (head, neck, throat, stomach, or flank), except in the specified rules of the face attack.
- To change speed, direction, behavior brutally to simulate an escape or give knee strikes during the escort.
- All scissor movements are prohibited.
- It is prohibited to have a part of the body that is not being bit in contact with the dog's mouth.
- 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.
- To make a miss at more than 3m (maximum 4 steps).

- To be in contact (head or neck) with the dog to prevent the out.

III – DESCRIPTION OF THE EXERCISES

A. 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 at the start of each exercise must be in place at least 10m from the dog in the center axis of the field.
- For the flee attack, the decoy must be in the mandatory place 10m from the dog.
- The decoy has approximately 30s to get to their starting position for the start of the exercise.
- For the long attacks, the decoy can recommence their work if, after the out and returning toward the handler, the dog comes back within 3m of the decoy with the intention to recommence biting again.
- For the escapes: the distance must be calculated in multiple full meters 1, 2, 3, etc… (Example: 1.80m = -1)
- **The rules are to the advantage of the dog:** In the event a dog is put into a difficulty because of an unauthorized movement by the decoy, 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.
  - *o* Example: the dog misses the entry and is slow to bite 2s on the face attack because of an 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 5s of slow biting, 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 within 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.

a) Ring 3: Applicable Instructions

Opposition with the Arm or Leg

- The decoy has the possibility to push the dog with the arm or stick under the following conditions:
    - *Face Attack:*
        - They can push the dog only after the miss and employ a lateral movement (left to right or right to left) and only in the area of the dog's neck.
        - All movement up to down or down to up is formally prohibited.
        - In all cases, the head of the dog should never intentionally be touched either before or after the miss.
    - *Gun Guard:*
        - It is formally prohibited to push the dog with the armed arm either before or after a miss.
        - After the miss, the decoy can push the dog with the non-armed arm.
        - It is prohibited to put the gun in opposition to prepare for an escape.
        - It is prohibited to push the dog with the arm or leg to prepare for or during an escape.
        - It is possible to use the arm to prepare for an escape.
    - *Search & Escort:*
        - The decoy must never push with the arms or legs to escape.
        - It is possible to move the dog away using the arms or legs to prepare for an escape.
        - After having escaped more than 2m, the decoy has the possibility to push the dog to continue their escape (only one time per escape).
    - *Defense of Handler:*
        - Pushing the dog with the arm is possible but only after the aggression.
        - A miss and backing up one or two steps maximum is authorized to execute the movement.
        - The aggression can be done by using only one hand in Ring 3 as long as it is clear, audible, and done by using the palm of the hand.
        - It is prohibited for the decoy to never provoke the dog before the aggression.
        - It is prohibited for the decoy to escape after the 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 height of 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 defense 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.

Definition of Opposition

- The ability of a decoy to position their stick or barrage in front of the dog to prevent the dog from biting, thereby testing the courage and ability of the dog to instinctively change to another target.

A. *FACE ATTACK*

- 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 hander 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 challenge 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 from biting 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 ability to take the bite.
- If, due to the entry and the dog missing, the judge will wait to start their stopwatch until the dog has the ability to take the bite.
- The dog must maintain their bite for the duration of the exercise or will be penalized.
- 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 barrage where the decoy will open the barrage when the dog is less 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. FLEE ATTACK

- 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 the commence 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.

C. STOPPED ATTACK

- The descriptions and penalties for the stopped with stick are identical as the face and flee with the stick concerning:
  o The placement of the dog.
  o 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:
  o 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.
  o 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:
  o Will immediately return to the jury table.

- o   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 defense 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:
  - o   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.

D. Gun Guard

- 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 3: 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:
  - o   Either charge the dog, three steps maximum.
  - o   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 all 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 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 defense 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 mobile 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 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.

E. OBJECT GUARD

- 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 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 by making it lose points through displacement.
- 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 change of grip 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 bit, 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 bit 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 into heel at the end of the exercise, and the dog who does not 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.

F. SEARCH & ESCORT

- 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 3minutes 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 the 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 50cm 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).
- 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 send command at the start and one recall in the course of the exercise, but they will be penalized.
- *The dog leaves the field through no fault of the organizer:*
    - The handler can recall their dog, under penalty corresponding to a recall 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:*

- o 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:*
  - o The judge will stop the exercise, the dog will be recalled and the exercise will re-start.
- The hander 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 work of the dog, the decoy must stay standing, face the dog, and stay perfectly motionless and silent and 50cm from the back of the blind.
- *The dog does not discover the decoy within the time given:*
  - o The judge will signal the exercise is terminated.
- *The dog, without having barked, gives one or more re-bites*:
  - o The decoy must wait 5s for the signal from the judge to see if the dog will bark. After they escape, they will fire one gunshot.
- *The dog barks, then gives one or more re-bites, or bites and holds:*
  - o After signal from the judge, the decoy will immediately escape and fire 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:*
  - o The decoy, on a signal from the judge, 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:*
  - o On a signal from the judge the decoy will escape under the best conditions and perform the exercise as above.

- *The dog, after discovering the decoy does not bark and does not bite*:
  - o 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:*
  - o 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 hander is at 5m. The decoy will escape and fire one gunshot, with their arm raised, when they are controlled 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 escape "free" and the meters of escape "dog biting", the latter is not taken into account for penalties.
- *The handler comes to disarm the decoy:*
  - o In the event the handler forgets to disarm the decoy, the judge will ask them to disarm the decoy, and will apply a penalty.
  - o 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 commence the escort in an agreed upon course, returning eventually to the jury table. The handler will follow behind the group maintaining 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 resuming of the escort by the decoy is on the indication of the judge, who is in a better place to have a view of the entire situation.
- All of the escapes are on the initiative of the decoy.
- During the time after the out when the decoy is motionless, in the event the dog the loses vigilance, the decoy must take the opportunity to escape.
- The handler must never obstruct the decoy in the escort or potential escapes. They must not influence the dog with their behavior.
- The handler must stop at each potential escape from the decoy (1 step tolerance) then command the out after the signal from the judge, **"X out"**.
- The handler will then go to the return to the regulation distance behind the decoy, who will recommence their escort only after authorization from the judge.
- If the handler is facing the decoy because of the action during an escape, the handler will not be penalized, but must, immediately after the out, return to the regulation place and distance to allow for the exercise to continue.
- *In the event the decoy falls during one of the escapes:*
    o The judge will immediately stop the action.
    o The handler will down their dog, and give assistance to the decoy if they need, and put their dog in guard, then return to the regulation position.
    o The exercise will continue until the finish, regardless of the moment of the fall.
    o Any re-bites from the dog or commands from the handler while the handler is putting their dog into guard and returning to position will be penalized.
- Any ambiguous behavior on the part of the handler will be considered an irregular command and result in the termination of the exercise.
- The decoy must walk at a normal pace. They cannot, through their behavior, provoke the dog into making a mistake.
- *During the escort of the decoy:*
    o Will attempt an escape a second, third, and fourth time.
    o The escapes are done on the initiative of the decoy.
    o 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.
    o Misses are permitted during the escapes.
    o 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.
    o The decoy must count the number of re-bites received from the dog during the escort and tell this to the judge.
    o 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:*
    o The judge will give an audible signal to indicate to the group (decoy and handler) to stop approximately 10m from the jury's table.
    o 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"**.
    o The handler will then go and put the gun on the jury table, without turning, not looking at the dog before putting it down.
    o The handler must return to their place at least 3m from their dog.

- o The judge will give an audible signal and the handler will recall their dog: **"X heel" or (a blow of the whistle)**.
- o The exercise will be terminated at the audible signal from the judge when the dog is in heel, the decoy must remain motionless until then.
- o If a dog, who does not guard within a radius of 2m before the audible signal of the judge signaling the end of the exercise, the judge will signal the decoy to escape. The meters in the escape will be penalized the same as during the escort.

G. DEFENSE OF HANDLER

- 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 signal of the judge, the handler will command their dog: **"X heel"** and leave the line heading straight toward 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 will 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):
  - o The decoy will continue in this direction without obstructing the handler's walk
  - o The handler will immediately continue on their path in the initial direction, without changing their manner or attitude, and without speaking to the dog.
- *The decoy rejoins the handler:*
  - o Without running, menacing, or passing the handler.
  - o 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.
  - o 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).
  - o 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.
  - o In all cases the hit must be perfectly audible and with the palm of the hand.
  - o The decoy must not flee after the aggression, but they can by ruse or speed to evade the bite of the dog.
  - o A miss or two steps backwards maximum are authorized after the aggression to place opposition or a push.
  - o The decoy cannot grab or circle the handler and must not pass in front of them.
  - o The decoy cannot stay static after being bitten.

- o If the dog bites, during the conversation, the decoy must immediately work the dog.
  - o 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:*
  - o Move away at least 3m from the action.
  - o They cannot encourage their dog (except in the Brevet when the dog is on the bite).
  - o 10s after aggression, on the signal of the judge, the handler must become motionless and immediately command the out: **"X out"**.
  - o It is not possible to cumulate these penalties: **"bites before aggression and slow to defend"**.
- *End of the exercise:*
  - o On the command, the decoy will immobilize, the dog must let go of the bite and guard the decoy within a radius of 2m for 5s.
  - o On the signal of the judge, the decoy will recall their dog to heel: **"X heel" or (a blow of the whistle)**.
  - o The exercise will be terminated on the audible signal from the judge when the dog is in heel and motionless.
- 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 behavior).

IV – DECOY SELECTIONS

Regulations: Level 1 & 2

- A selection can be organized by a NARA affiliate club with authorization from the board.
- A decoy MUST be a member of a NARA affiliate club in order to attempt a decoy selection.
- Each decoy must provide a level 2 dog that has scored at least 210/300 points in the previous 2 years and a level 3 dog that has scored at least 320/400 points in the previous 2 years.
- The dogs provided can be no more than 8 years old.
- A drawing of order will determine the order of dogs.
- Under no circumstances can a candidate decoy under the dogs they have brought for the selection.

Duration of Selection: Level 1 &2

- Four years.
- The validity expires on the date of the selection.
    - Example: Selection – June 20, 2018; the decoy can officiate until June 20, 2022
- At the end of this period, the decoy must re-select for their level 1 or level 2 (see conditions required to pass level 2).
- A decoy reaching the end of their selection period will have one year for them to pass another selection if they meet all of the requirements for that selection.
- A decoy's certification may be renewed for four years without passing another selection under the following conditions:
    - The decoy must have officiated in at least six trials (not counting Brevet) under four different judges, with favorable reports, during the two years preceding the request for renewal.
    - The decoy's NARA membership must be current and he/she must make a written request to the DOD before the expiration date of his or her current selection. The request must include copies of the inside pages of the decoy's book and a copy of a medical certificate less than one year old authorizing the practice of violent sports.
- Failure to re-select or renew certification (if qualified) before certification expiration date, will result in losing active status and will no longer be able to officiate in any trials. A decoy must re-select at Level 1 (even after inactivity beyond expiration for Level 2 decoys) in order to regain active status.
- The decoy must be current on NARA membership and must be a member of a NARA affiliate club at all times.

A. *LEVEL 1*

Conditions of Participation

- At least 16 years old, with parental permission for the selection (if under 18 years old).
- At least 16 years old to participation in trials, with parental consent (if under 18 years old).
- To have a medical certificate authorizing the participation in violent sports.
- To have a copy of a medical certificate or letter from a doctor indicating they are up to date on a tetanus vaccine.
- To be a member of a working dog club affiliated with NARA and current NARA membership.
- To be able to comply with the technical conditions imposed by the organizer of the selection (schedule, order of passage, required dogs, suit, gun, blanks).

Selection Exams

- Selection Jury must consist of:
    - Judge
    - Level 2 or 3 Decoy
    - Ring 3 Handler

- To be selected in level 1, the candidate must obtain:
  - o Theoretical test= 14 points minimum
  - o Physical test= 10 points minimum
  - o In the event where a candidate does not meet the minimums above, they cannot advance to the working test.
  - o Technical test= 14 points minimum
  - o A selection will be considered successful if they obtain an average of 14 points.
  - o The final average (out of 20) of the selection will consist of:
    - • 15% of points will be obtained from written score
    - • 15% of points will be obtained from physical score
    - • 70% of points will be obtained from technical score

Trial Participation

- Level 1 decoys can officiate in the following:
  - o Brevet
  - o Ring 1
  - o Ring 2 & 3 – they can decoy with a level 2 or level 3
  - o They are not permitted to decoy in a foreign country or participate in Regional Championships.

B. LEVEL 2

Conditions of Participation
- Level 2 selections are open to any NARA-recognized Level 1 decoy who has:
  - o Officiated in at least four trials in Ring 3 (minimum 3 dogs in Ring 3 at each trial) under three different judges with favorable reports in the preceding 2 years.
  - o Information must be confirmed by the DOD before selection
- A Level 2 certification may be obtained anywhere in the world as long as the judge presiding at the selection is a Formative French judge.

Selection Exams

- Selection Jury must consist of:
  - o Judge
  - o Level 2 or 3 Decoy
  - o Ring 3 Handler
- To be selected a level 2, the candidate must obtain:
  - o Theoretical test= 14 points minimum
  - o Physical test= 12 points minimum
  - o In the event where a candidate does not meet the minimums above, they cannot advance to the working test.

- o Technical test= 14 points minimum
- o A selection will be considered successful if they obtain an average of 14 points.
- o The final average (out of 20) of the selection will consist of:
    - • 15% of points will be obtained from written score
    - • 15% of points will be obtained from physical score
    - • 70% of points will be obtained from technical score
    - • A candidate who does not obtain 14 points will be renewed as a level 1 decoy, unless there is an unfavorable report from the jury.

Trial Participation

- Level 2 decoys can officiate in the following:
    - o Brevet - Ring 3
    - o Pre-Regional and Regional Championships.
    - o They are permitted to decoy in a foreign country with approval.

C. LEVEL 3

- This is a national level decoy who can officiate in pre-regionals, Regional Championships, and the NARA Championship.

Frequency

- A Level 3 selection will be organized only once a year and held exclusively at the NARA Championship event.

Conditions of Participation

- Open to all level 2 and level 3 decoys.
- They must have decoyed 4 trials in Ring 3 with four different judges in the preceding two years from the date of the selection (minimum 3 dogs in Ring 3) and have obtained four favorable reports.
- The pre-regional trials that decoys have participated in in foreign countries will only count if the judge who has judged the trial is French and they have submitted their report to NARA.
- Each candidate must present two Ring 3 dogs who have obtained at least 340 points in the previous 2 years (dog can be no more than 8 years old).
- The same dog can be brought by two decoys, on the condition they do not compete on the same day.

Testing

- Written.
- Physical.
- Technique.

Jury

- The jury will be designated by NARA and will consist of:
    - A judge.
    - A member of the NARA Board.
    - A handler who has participated in a Ring 3 Championship event.
    - A level 2 or 3 decoy who is active or has participated in a Regional or Championship event.

Duration of Selection

- The candidates who pass the selection will be selected for:
    - 4 years.
    - Level 3 for first 2 years.
    - Level 2 for remaining 2 years.
- With respect to decoys who do not pass the selection, it will be NARA that determines based on averages and needs, whether they will be re-selected for their level 2 or not. The duration of the selection period will also be defined by NARA.
- The validity date of a level 3 decoy who does not re-select at level 3 two years later, will automatically become a Level 2 decoy 2 years from their Level 3 selection date. Their Level 2 selection will be valid for two more years.

Trial Participation

- Level 3 decoys can officiate in the following:
    - Pre-Regionals
    - Regional Championships
    - Championships
    - They are permitted to decoy in a foreign country with approval.

D. VARIOUS

Unfavorable Reports

- *First Report:* after having received and reviewed the report, NARA BOD will process and the following can occur:
    - If the unfavorable report corresponds to a lack of technique.
        - A warning.
    - If the unfavorable report corresponds to a problem of behavior, violence, or other problems NARA BOD may summon the decoy, and the following can occur:
        - Suspension for one year.
        - Prohibition to participate in Regional Championships or the Championships
        - Prohibition to participate in foreign and/or overseas territories.
- *Second Report:* after having received and review the report, NARA will process as quickly as possible, stating they are subject to a second unfavorable report, and the following may occur:

- In the event of flagrant lack of technique:
    - Suspension for one year.
- For non-respectful behavior to the handlers, judge, and/or organizers:
    - Suspension for one year and the requirement they pass their level 1 selection.
- For violence or intentional strikes to one or more dogs:
    - Suspension of two years and the requirement they pass their level 1 selection.
- In all other situations: the decoy will be immediately suspended with the prohibition to officiate trials.

NOTE

- When a decoy passes a selection, the unfavorable reports which were obtained in the previous period will be expunged except for incidents of violence or intentional strikes to one or more dogs.
- When a decoy officiates in a trial without having a valid membership for the year or while not selected, they will, after NARA BOD having reviewed their decoy book, face sanctions which may include a one year suspension.
- When a decoy presents themselves to a selection before the end of their selection period, the effective date and their new level will be based on the new selection (including being selected at level 3).

V – DESCRIPTION OF THE PHYSICAL TESTS

- Please see the directives of NARA for the following:
    - Physical test for the level 1, 2 & 3 selections

Physical Tests for Level 1, 2, & 3 Selections
## 2 events - Slalom and Endurance (running)

Slalom

The slalom will be performed with the decoy wearing their bite suit. The suit must be the same one used for the technical portion.

Description

The slalom measures a round trip of 200 meters. Total length 50m, width 10m.

14 cones will be necessary for the slalom course. 12 cones for the course, and 2 for arrival / departure. They must be spaced 10m lengthwise and 10m widthwise.

During the decoy's race, at each right angle of the slalom, it is obligatory to go around the outside the cone.
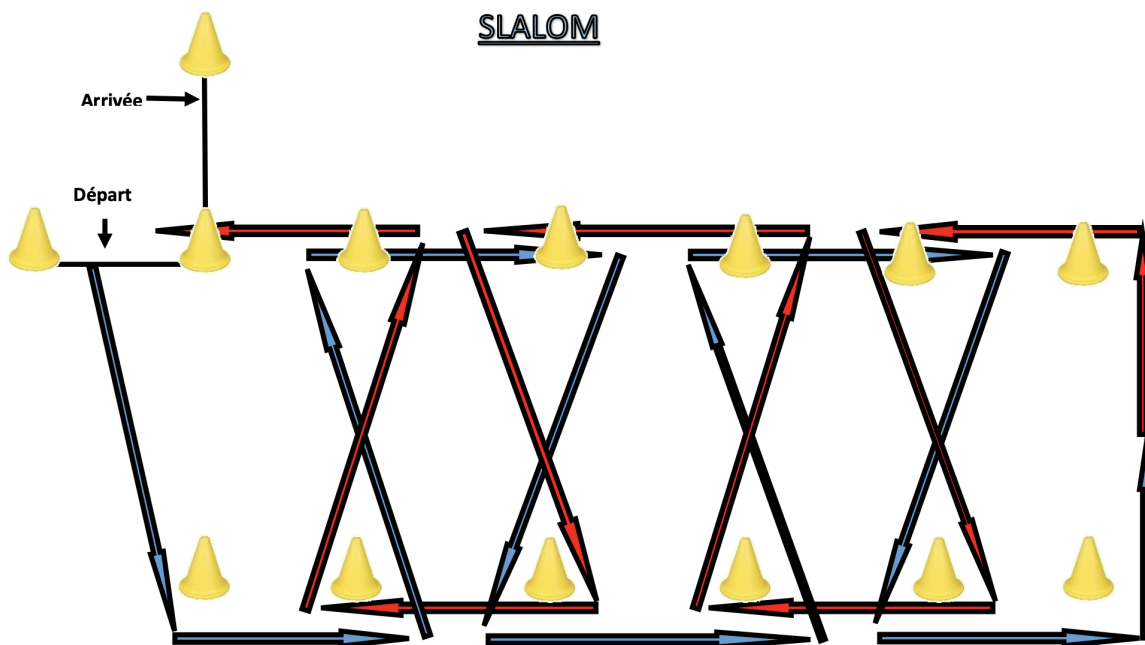
Legend: Blue arrows = Go Red arrows = Return

Slalom Scoring

Temps	Points	Temps	Points
50"	20	1'12	9
52"	19	1'14	8
54"	18	1'16	7
56"	17	1'18	6
58"	16	1'20	5
1'	15	1'22	4
1'02	14	1'24	3
1'04	13	1'26	2
1'06	12	1'28	1
1'08	11	1'30	0
1'10	10		

Endurance

Description

The competitor must run for 6 minutes in normal sports clothing.

Endurance Scoring

The

Distance	Points	Distance	Points
1800	20	1250	9
1750	19	1200	8
1700	18	1150	7
1650	17	1100	6
1600	16	1050	5
1550	15	1000	4
1500	14	950	3
1450	13	900	2
1400	12	850	1
1350	11	800	0
1300	10		

distance covered during the allotted time will be used for scoring.

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