

## OBEDIENCE / AGILITY

LEVEL 1 - ON LEAD

LEVEL 2 - OFF LEAD

Both exercises during this phase will be either on or off lead depending on the level for the complete obedience/agility exercise. Obedience will consist of the basic commands:

Down	Sit
Stay	Come
Recall	Finish

Sit in motion (2)

Down in motion (2)

Stop in motion-stand (2)

Distraction WILL be present, NOT agitation...DISTRACTIONS

## AGILITY EQUIPMENT

A-Frame	Steps
Balance beam	Jumps (3)
High table	Window (30" high)

From the marked starting-line the team proceeds through course as directed with the dog remaining in the **heel** position. While walking pass ALL distractions team must stop at all designated areas and **dog must sit at ALL stops**. After completing the obedience/agility exercise team returns to the start line.

Protection

### ATM:

Level 1-Dog is placed inside vehicle and ALL windows down. Dog must come when handler is aggressed by decoy.

Level 2-Dog is placed inside vehicle ALL doors closed ONE window (passenger or driver side ONLY) will be determined at handlers meeting. No aggressive moves by decoy, decoy will yell at handler making clear there is a problem. When decoy is threat (gun drawn) handler must call dog to attack. Handler must move to designated spot 2<sup>nd</sup> decoy will attack handler, dog must release first attacker and immediate come to handler to help. \*\*\*1<sup>st</sup> decoy will continue to fight dog while 2nd decoy engages handler. Giving command to freeze decoy to OUT dog 10 points deducted. Handler may call as many times as needed within 5 seconds. 2<sup>nd</sup> decoy can be commanded to stop fighting and NO points deducted EXCEPT for additional OUTS given allowed 2 EACH ADDITIONAL OUT 1 point!!!

### **SURPRISE ATTACK:**

Level 1-Walking with the dog in a heel position team will walk a pre-determined pathway. Some type of wall will be present (blinds, boxes, hay piles etc). Team will be surprised by decoy dog must aggress decoy immediately. \*\*\* Decoy can decide where to hide for best results. Rock can, baton etc CAN be used

Level 2- Dog will be driven INTO wall of boxes or hay piles in an attempt to disengage bite from dog. Gun fire will be used during exercise.

### **FOOD REFUSAL/PROTECT HANDLER:**

Level 1- Dog is placed on LOW TABLE in the SIT position. Dog must remain in original position during the food offering. (Note: this is a long sit exercise). Handler leaves dog with command to stay and goes to designated area out of sight for duration of exercise (approx 30sec). When handler is absent decoy will approach dog attempting to distract with food (3 pieces) no agitation during food exercise. **IF DOG EATS 0 POINTS FOR EXERCISE. \*\*\*Decoy will then YELL out “who dog is this?!! Handler to proceed to designated area. Decoy will attack handler dog to enter area and engage decoy.**

Level 2 - Dog is placed on HIGH TABLE (1point deducted if handler chooses low side) in the DOWN position. SAME AS ABOVE (note: this is a long down exercise 1min). \*\*\*hidden decoy to throw food (additional 2 pieces) over top unseen, after proceed to front of dog to offer. After food is offered decoy will meet another decoy prior to attacking handler, 1(one) decoy will engage handler in fight, 2<sup>nd</sup> decoy is to distract dog to not allow to help handler. \*\*\*\* Can use baton, rock can whatever! NO gun fire  
Dog must protect handler immediately and swiftly. At judges command handler will out dog and (recall) dog must sit upon return to handler in heel position. (IF DOG BITES AFTER OUT COMMAND POINTS FOR THIS EXERCISE DEDUCTED)

### **HOME INVASION / BURGLARY**

**Level 1**-Home Invasion- Handler and dog are enter room (10x10 kennel) dog must be placed at designated spot. Decoy will knock (ring doorbell) enter room dog cannot attack until threat I present.\*\*\* 2<sup>nd</sup> Decoy will then BURST into room dog should attack immediately pressure will be applied to disengage dog.

**Level 2** – Handler and dog will enter room handler will place item given to them by judge on table. Upon placing item on table handler must leave room \*\*\*\* GIVE DOG WHATEVER COMMAND YOU USE TO HAVE DOG ENGAGE ANYONE ENTERING KENNEL by going to designated area. Decoy is to attempt to enter kennel and “steal” item. \*\*\*\*\*Decoy can use any means to disengage dog from attack. This is a timed exercise decoy must enter room within 30 seconds of approach.  
\*\*\*food, leash “sweet talk” will be used on dog.

## **APPREHENDING SUSPECT \*\*SHOOT OUT\*\* (LEVEL 2 ONLY)**

Team will be approx 40-50yds away and exchange words with armed decoy. When decoy shoots ONCE at team, handler and dog to take cover and return fire \*\*HANDLER must shoot 3 times prior to releasing dog. JUDGE will tell handler when to release dog. Decoy will run to barricade (**will be using bales of straw to build a wall around decoy approx 2ft high**) and return fire while dog is in pursuit. Decoy will also be throwing items at the dog in order to stop dog from engaging. Dog must enter area where decoy is in order to get points for this exercise. If dog enters circle decoy MUST give bite and work dog under hard stress.

## **CONTROL THE UNRULY DRUNKS**

Team will encounter multiple decoys while heading back towards release location for the shoot out exercise. Decoys will be VERY unruly, however NO threat to team \*\*\*\*\*decoys to be loud, fall down, argue fight between each other also can approach team for information or just general conversation. After passing through handler must place dog on stay and walk through decoy alone while decoys are engaged a decoy will attack handler. Dog must come to handler defense and NOT attack decoys fighting. If he attacks any other decoy 0 points.

## **CAR THIEF**

Upon judge giving bags to load into car, team will proceed to car to load items. Dog will be judge on heel while handler hands are occupied with bags. Dog is to sit at designated spot while loading items. Team will leave car as if going for a walk, decoy will then go into vehicle to steal items. Handler will confront decoy from approx 20yds away, decoy will refuse to leave car then start shooting at handler team. After the decoy tosses the empty gun out the window, handler to deploy dog INTO car through open window to engage decoy. No Entry 0 points