



AMERICAN PROTECTION & PATROL DOG ASSOCIATION **RULEBOOK for APPDA EVALUATORS/DECOYS & HANDLERS**

The American Protection & Patrol Dog Association (APPDA) Program is designed to consistently and fairly test and evaluate the defense, fight, hunt drive, courage, endurance and the strength of character of each dog.

The APPDA Decoy must ALWAYS strive to challenge him/herself fully in the endeavor and to be a challenge for every competitor's dog. The skill of the Decoy is the most important aspect in achieving the APPDA goal. Most Protection Dog venues do not test the dogs to the extent of APPDA, and we want to remain proud of those dog teams certifying in APPDA.

We encourage Handler/Dog teams to arrive prepared - we are trying to move away from Prey type movements when testing the dog, and the dog may experience pressures that test its will to stay in the situation presented.

Levels of Competition and Scoring

If the Handler feels the dog is ready to be tested, they are encouraged to participate. There are four parts: Entry, Level One, Level Two and Level Three. The dog team must complete the Entry Level to move on to the other levels. Once the Dog team has passed an Entry Level test, they have the option to move onto Level One or the dog team may continue to compete in that same level as long as the Handler desires. It will be noted in the scorebook which level the dog is competing in at each trial. Dog teams that choose to stay within Entry Level will be required to do the obedience portion each time they enter.

The Decoys will be encouraged to apply consistent true pressure to all dogs, as well as those dogs in the Entry Level. If a dog is going to run/ not engage, or goes into an avoidance, the Judge will instruct the Decoys to go into a prey/play motion to assist the dog in recovering, but the dog will have failed that particular portion of the test and receive a score of zero for that scenario. It is up to the Judge's discretion if the team can continue to the next scenario.

Judging/Evaluating will require 2 Judges/Evaluators during protection. One will be a formal APPDA Judge and the other will be the decoy that is actively engaged by the dog. **(If the protection scenario does not require the dog to engage a decoy, the decoy evaluation will not be required for that scenario).** The steward will be someone respected by the club, have a solid knowledge of dogs and be able to participate for the entire duration of the trial.

In the scorebook, the dog's score number will be written, along with his placement. (Example: 2/7 dog took second place out of seven entries for that Level.)

Scoring Notes:

All Levels

- The Handler will have (3) opportunities to Out their dog. Failure to Out by the third command will result in a zero for the exercise.
- There will be point deductions for each repeated or additional command give.
- Failure of one scenario will result in failure of that level.

Entry Level

- The Dog will have 5 seconds to engage the decoy. Failure to engage within 5 seconds will result in a zero for the exercise. If the dog is struggling to engage the decoy can offer a prey bite.
- If the Dog bites, disengages but is able to re-engage within 5 seconds, the team may be allowed to continue but will have point deductions.

- If the Dog transfers on the bite one time, this will result in point deductions. Any additional transfers will result in a zero for the exercise.
- If the Dog bites after the Out, and stays on the bite for longer than 2 seconds, this will result in a zero for the exercise.
- The Handler will have two seconds to regain control of their Dog (if the Dog should bite, break position or otherwise not follow the scenario) with point deductions.

Level One

- If the Dog transfers on the bite one time, this will result in point deductions. Any additional transfers will result in a zero for the exercise.
- Dog will be on leash partially and off leash the remainder of the exercises.
- If the Dog bites after the Out, and stays on the bite for longer than 2 seconds, this will result in a zero for the exercise.
- The Handler will have two seconds to regain control of their Dog (if the Dog should bite, break position or otherwise not follow the scenario) with point deductions.

Level Two

- If the Dog harasses the Decoy for longer than 2 seconds, this will result in a zero for the exercise. This includes muzzle punching, nipping, biting, etc.
- Within the ATM scenario, should the dog exit the vehicle prematurely, the Handler may give one verbal command to stop his dog, if the dog stops on the verbal command, the exercise can continue with a minor point deduction for extra command. If the dog cannot be stopped and engages the decoy, the exercise will be zeroed.
- Within the Protect my Business scenario, if it does not break the Placement Command to protect the Handler, the Handler may give a Command of Protection, but this will result in Point Deduction(s)
- If the Dog breaks early and bites the decoy, this will result in point deductions.
- The Handler will have two seconds to regain control of their Dog. If the Handler is unable to regain control, this will result in a zero for the exercise.

Level Three

- Any bite to a non-threatening decoy will result in a zero for the exercise.
- If the Handler does not secure the decoy(s) as directed in the scenario, the decoy(s) can attack the Handler or harass the Dog. This will result in a zero for the exercise.
- If the Dog breaks a hard down from a marked area or leaves the decoy(s) unattended, this will result in a zero for the exercise.
- If the Dog breaks position and bites the Decoy, this will result in a zero for the exercise.
- The Handler will have two seconds to regain control of their Dog, with point deductions.
- ANY bites that occur outside of a command will result in a zero for the exercise.

Certificates of Title

Dogs passing each level will receive a Certificate of Title in the corresponding level. During Regional and National events, dogs placing first, second or third may receive trophies or plaques.

Moving up a Level at Trial: Handlers that complete Entry Level will need to wait until the next trial to move up to the next level.

Scorebooks

Each dog entering a trial, must have a scorebook to continue. The front cover of the scorebook must be complete for the Evaluators prior to entering the dog. When signing up for membership, the fee is \$40.00 which will include ONE scorebook. Additional scorebooks, for members signing up a second dog or who have filled their original, may be purchased for \$10.00.

If a participant arrives at a trial without a scorebook, the participant will be able to fill out an application, pay the fee, and participate in that trial, and receive his/her book at a later date via mail. This must be completed before the start of the trial, so the Evaluator would have the dog's info and temporary score sheet.

Should a Handler lose his dog's scorebook or arrive at a trial without his/her scorebook, a duplicate book can be obtained from the APPDA secretary. A fee of \$20 will be required, in addition to a completed dog info sheet.

Age Limit

Handlers under 18 years old, must get a consent form signed from parent(s) to participate and be accompanied by a parent for the duration of the trial. Should an Evaluator feel the Handler is too immature or irresponsible to continue, the Handler can be excused, regardless of parental consent.

Dogs competing in the APPDA are encouraged to be at least 12 months old; younger dogs may be allowed to participate if the Handler feels the dog is ready, with the understanding that the test will be halted at any time should the Decoys or Evaluators feel the dog is displaying behaviors showing it is too early for this type of testing. In this case, the Entry fee will be forfeited by the Handler/dog team; no refund is required from the hosting club.

Conduct

All Handlers participating in APPDA and all members of APPDA (formal clubs, Decoys, Evaluators) are expected to conduct themselves professionally and appropriately when at an APPDA-sanctioned event. Cheating, favoritism, and sabotage etc. will not be tolerated. This is an exercise for the Handler to evaluate his/her own dog, and to know how their dog may react during a true protection scenario. At any time, the Evaluators have the right to dismiss any Handler or Team from the

field without refund of entry fees. At any time, the Hosting club has the right to request a person or persons (spectators or competitors) to leave the area. Any children attending the event, will be the sole responsibility of the adults with the children. Children will NOT be allowed to be running, playing ball, or throwing items, whether or not a dog is on the field. Should an unsafe situation arise, the Evaluators/and or hosting club has the right to ask the adults to remove the children from the area. Safety first.

Evaluators and Decoys

Decoys

Decoys will answer directly to the Decoy Director and should address any concerns or suggestions to him. Decoys are required to know the exercises and scenarios and be able to enforce a level of pressure required for the scenario. All Decoys will be responsible for maintaining their physical health and well-being and are aware of the physical requirements to participate. Decoys will not hold APPDA or the hosting clubs responsible for any injury or illnesses that occur as the result of them working in a trial or APPDA event.

Decoy Certification

APPDA clubs will host sanctioned decoy certification camps. Once a Decoy is certified, he/she must attend (1) Decoy Development camp, training weekend or seminar, or workshop and participate in (1) trial per year in order to keep their certification current. Decoys are encouraged to train with a Decoy director or APPDA club at least once a month. APPDA membership is provided for the life of the decoy's certification.

Decoy Dismissal

Decoys may be pulled from any trial or event at the discretion of the DECOY DIRECTOR or the EVALUATOR(s) in case of safety issues or misconduct. At a later time, the Decoy Director and the Evaluators will review this removal and a decision will be made as to the future of the Decoy within the APPDA organization.

Failure to attend (2) events as noted above will result in dismissal. Decoys would have to attend a Decoy Camp to recertify.

Decoy Competition

Decoys **MAY compete in a trial they are Decoying with their dog if the number of Decoys allow it.** If any favoritism from the Decoys testing their fellow Decoy's dog is witnessed by the Evaluators, it is only hurting the dog/team. APPDA recommends that Host clubs waive the Trial Entry fees for working Decoys. Decoys CAN NOT take the position of First, Second or Third place within the

trial, but their number score and correct placement will be documented in their scorebook. Decoys may not work dogs in the same level they plan to compete.

Judges/Evaluator Competition

Judges/Evaluators cannot participate/compete with their dogs in any trial in which they are the active Judge/Evaluator.

Decoy Scenario Assignments

The senior Decoys working the trial will decide what exercises the decoys are assigned too.

Decoy Level of Pressure

The level of pressure for each scenario, in each level will be set by the Decoy Director or the Evaluators available at the trial. All certified Decoys will be required to follow these rules as closely and consistently as possible, not only from one dog to another, but from trial to trial. Any Decoy believed to be performing either over or below the recommended level of pressure in a trial is subject to reprimand and/or loss of certification.

Training Mode

Every Decoy should be experienced in watching for signs of extreme stress in a dog. Due to the young age of many of our competing canines, as well as the high levels of pressure on the dog, any dog exhibiting extreme stress or fear should immediately be put into "training mode". The dog should be given an encouraging prey bite. This is to prevent ruining young dogs that may not yet be ready for the levels of pressure in APPDA. In the event the Decoy does not recognize this, the Evaluator(s) will direct the Decoy to end the exercise and continue to work the dog in "prey". At this time, it will be decided by the Handler, Decoys and Evaluators, if the team should be eliminated or continue onto the next scenario.

Decoy Opposition

The Decoy is responsible to maintain the same level of pressure for each dog he or she is working. If the Evaluator(s) feels the level of pressure has picked up or dropped off, the Evaluator(s) will step in and adjust the pressure after the exercise is completed. A walk through or discussion of each exercise will be conducted before the trial with the Decoys. The Evaluators and Director of Decoys will assure each Decoy knows the proper level of pressure at that time.

Objects of Opposition

Because of the realistic nature of APPDA, acceptable objects of opposition are numerous. Bamboo clatter sticks, padded stick, hollow plastic bats, streamers, can curtains, pool/foam noodles, penny jugs, tree branches, palm fronds, tarpaulins, blank guns, water hoses, leaf blowers etc., are all

acceptable objects of opposition. Still, the Judge must approve each object of opposition at each level of every trial.

Additional distractions, objects of opposition and surface changes may be used for Regional and National events.

Evaluator Certification

Contact information for current Evaluators can be found on the APPDA website. New Evaluators must have competed at the APPDA Level Two and be approved for apprenticeship. Once approved, a candidate must serve as an apprentice under an APPDA Judge for a minimum of five trials.

Decoy Scoring

The Decoys will give a dog a score of 0-5

5 - Being a strong, full bite, willingness to stay in the fight, courageous, no hesitation with the opposition given etc. May have a re-bite or re-grip to obtain a better bite or location on the body, not a re-bite due to hesitation.

4 - Good bite, may have a re-grip to stay in the fight or to get a better bite, but may not be a bite/grip as good as some.

3 - The dog shows some hesitation to engage in the fight and comes off the bite due to the opposition of the Decoy and/or articles of opposition **BUT DOES re-engage.**

2 - The dog shows a lot of hesitation and apprehension on the bite or to the weapons of opposition. The dog circles the Decoy or goes into a Bark and Hold type action, not re-engaging in the bite.

1 - The dog initially shows a commitment to protect, may bite, but quickly releases and does NOT re-engage and leaves the Decoy, not staying in a Bark and Hold type stance.

0 - The dog refuses to engage the Decoy/protect the Handler or attempts to exit the area.

TRIALS

Scheduling a Trial

Clubs/groups wishing to host an APPDA trial must select a date and an alternate date. The club must be able to provide a safe field, with secure fencing, tape or rope separating the dogs from spectators, and have the equipment available for the individual APPDA scenarios. A building façade (minimally 10'x10') which should include a window and door, an automobile (or two if Level 3 scenarios are being performed), a bench or row of chairs (to seat 4), large boxes, objects of opposition, etc. APPDA will confirm the dates (trial dates will be on a first-come, first-serve basis) according to Decoy and Evaluator availability, and advise the APPDA secretary, so the info will be posted on the website.

Trial Checklist

The club is responsible for acquiring a trial checklist from the APPDA, after the trial dates are confirmed. This checklist must be completed and mailed or emailed back a minimum of two weeks before trial.

Trial Secretary

Hosting clubs/groups are responsible for assigning at least one club member to serve as a trial secretary. Ideally, secretaries should not be competing. The secretary is responsible for completing paperwork before the trial, collecting entry fees, assisting Evaluators- recording the scores in scorebooks which will be signed by the Evaluators. The trial secretary will also assist in calculating scores for the Evaluators before the critique and recording the order of competition.

Field Steward

The hosting club is also responsible for providing one club member to serve as a field steward. The field steward will be assigned to the Evaluator(s) and take directions from him or her. Areas of responsibility may include taking guns back to Decoy den, direct Handler/dog teams to the next exercise, standing up obstacles that may have fallen etc.

Entry Fees

Entry fees are to be determined by the hosting club at a reasonable rate to cover transportation, food & housing for decoys & judges. This is to help the hosting club cover expenses. \$10 from every entry fee will be forwarded to the APPDA.

Awards

The hosting club is responsible for providing any awards (trophies, medals, plaques, etc.) APPDA will provide a certificate of title earned.

Spectator Area

The hosting club is required to provide an area for spectators in clear view of the action on the field. This area must be separated from the trial field by fencing. **No dogs/puppies are allowed in the spectator area at any time during the competition.** The hosting club is also required to stop any rough housing or ball throwing etc, being done by children in the spectator area. Evaluators may stop the trial if potentially dangerous or distracting activities are occurring, until the distractions are resolved.

Photos and Videos

All spectators are welcome to take images for their own personal use. The APPDA reserves the right to use any images taken at an APPDA sanctioned event for their own promotional purposes and/or dismiss any content from social media and other networking platforms if deemed to be a misrepresentation of the organization and its endeavors.

Distractions

Because the Evaluators will select distractions and objects of opposition the morning of each trial, the host club is responsible for having items available (although the trial checklist would have already provided the necessary info on Distractions).

Dress Code

Shoes should be safe for the Handler to move freely about the field. (Sandals, open toed shoes, high heels are discouraged). Handler Vests are not permitted, and no items of enticement or correction are allowed to be carried onto the field. Handlers may not carry any type of enticement (food, toys, clickers, or other training tools) in their pockets or on their persons during the trial. Evaluators reserve the right to ask the Handler to show the contents of his/her pockets or empty pockets if the Evaluator suspects a possible infraction of this rule. Should the Handler refuse, the Evaluator has the option to disqualify and excuse the team.

Equipment Required

All Handlers are required to bring their own equipment:

- One sturdy lead, between 36 and 60 inches (3-6 ft) in length
- Flat Collar for their dog (Agitation collar, metal buckle, No clip or plastic)
- Fur Saver or Choke (on dead ring on field)
- An approved agitation muzzle (only for levels that require it)
- Scorebook

Those Handlers who do not bring their own muzzle and are unable to borrow one, may be subject to point deductions; if a muzzle cannot be found to correctly fit the dog which causes a delay in the trial the team may receive zero points for all muzzle exercises.

Fouling the Field

Dogs fouling the field will be an automatic disqualification.

Dog Safety

Dogs that are not immediately waiting their turn on the field must be kept contained. It is preferred that the hosting club have an area where competitors can park away from general spectators, or an area they may safely and securely house their dogs. Handlers are permitted to take their dogs to the designated elimination area. Minor obedience warm up is allowed, although it may NOT be in view of the field. NO protection warm up or training will be allowed anywhere near the field ONCE the competition is underway. This will be considered a violation of the Code of Conduct and grounds for dismissal from the trial. Any display of heavy or cruel corrections may cause the competitor to be disqualified from this and possible future APPDA trials, as well as the possibility of contacting the local authorities to report animal cruelty. Dogs must be kept on leash at all times unless trialing in a level that is off leash.

Order of Competition

The order of competition is to be the reverse of order of sign up. The first team to register for each level will be the last to compete.

Open Field Day

There will be no requirement of clubs making the field available for open field the day before the trial; this is to allow the clubs to set up their fields and keep the element of surprise.

Persons Allowed on Field during Competition

The only persons that will be allowed on the field during a competition will be the APPDA Evaluator, the guest Evaluator and any apprentice evaluators that may be working that trial, the trial secretary, the field steward, the trial decoys, and approved photographers/ videographers. All photographers or videographers must get permission from the Evaluators, the Hosting Club, and each individual Handler to be on the field prior to the trial and will do so at their own risk. The Evaluators or individual Handlers have the right to request a photographer/videographer to exit the field at any time.

Corrections

Physical corrections will NOT be allowed on the field and can be considered a disqualifying fault. Verbal corrections will be considered an extra command and the team will be subject to point deductions. During the Obedience Portion, Corrections are not going to be tolerated. If the corrections are considered harsh by the Evaluators, the Team may be asked to leave the field and not be allowed to continue the trial.

Outs and Release Commands

For the ENTRY levels of competition, the Handler must either out/recall or out/guard his dog for the protection exercises. Before giving the Out/Recall command, the Handler must be holding the dog's leash. The handler must wait for instruction from the Judge/Evaluator before collecting their dog and giving the Out/Recall command.

A dog that does not out after three commands from the Handler in any circumstance will fail. In addition, dogs that release the Decoy before the Handler gives the actual OUT command and OUTs on contact of the Handler or command to "stop fighting the dog", will be subject to point deductions at the judges' discretion.

Any team wishing to perform a formal out/guard or out/recall on all exercises will not be penalized. In the upper levels of competition, the OUT will be specified in the rules for the exercises.

LEVELS

ENTRY LEVEL EXERCISES

There will be a variety of exercises that will be set in the APPDA Judge/Decoy rule book that will test the dog's reaction in a variety of situations. The dog will be tested in control, as well as response to assist his/her Handler. The dog will also be evaluated in the desire to stay in the fight to protect the Handler. The Handler should prepare the dog to demonstrate restraint and control for a NON-contact threat, as well as to react quickly upon contact of an aggressor to the Handler. There will be THREE protection scenarios in each trial for the ENTRY LEVEL. In the ENTRY LEVEL, there will be a show of obedience, with the dog being allowed to wear a collar such as a flat, fur savers or choke. NO corrections will be allowed. Any corrections will result in large point penalties, if the dog/team is allowed to continue. If the corrections are considered harsh by the Evaluators, the Team may be asked to leave the field and not be allowed to continue the trial. At any time, should the Judges/Evaluators feel the dog team is NOT safe to continue the Handler and dog team will be asked to leave the field and may be excused from participating in the trial. The obedience in this level is designed ONLY to demonstrate that the Handler and dog can work together as a team and the dog will respond to the Handlers commands. Decoys in this level will not give the dog commands (No, Out, Sit,) etc. Additional or different objects of opposition may be used for Regional or National events.

All dogs entering the APPDA testing, must start at the ENTRY LEVEL, regardless of previous trial experiences in other venues.

ENTRY LEVEL OBEDIENCE
(MINIMUM OF 60 OUT OF 80 POINT EXERCISE TO PASS)

In ENTRY LEVEL Obedience, the Handler will demonstrate the following exercises, with the order of exercises being at the judge's discretion. The dog will be on leash for all Entry Level exercises.

- Heel 30 paces, stop with automatic sit
- Heel 10 paces and make a left turn
- Heel 20 paces, performing fast, slow, normal changes of paces. (Can be given in any order judges discretion)
- Make a right turn, Heel 20 paces
- Make an about turn, Heel 20 paces
- Make a left turn, Heel 20 paces
- Halt at cone
- Stay under mild decoy distraction – with or without handler
- Heel 10 paces, Down in motion (handler will drop the leash), Continue 30 paces
- Recall from down in motion 30 paces away, either to an AKC or Service style finish (Judge will instruct Handler when to turn and face the dog).
- There will be a 10 second pause before the recall once the handler has turned to face their dog. The recall will be performed at the instruction of the judge or steward.
- Once the Handler is ready, the Evaluator will signal for Two Decoys to cross the field, one in front of the team, one behind the team.
- The Decoys will be 5 feet away, will walk a straight line from one side of the field to the other passing the handler by 20 paces, turning around, and walking to their start position, without agitation. The Decoy distraction may occur at any time in the routine.
- The Dog must remain in a down or sit. Any position change will result in point deductions.

Scoring:

Heeling – 30	Change of Paces – 9
In Motion – 8	Stay – 8
Distractions – 5	Neutrality – 10
Recall – 10	

Total Possible Points: 80

ENTRY LEVEL PROTECTION - CIVIL AGITATION TEST
(MINIMUM 30 OUT OF 40 POINT EXERCISE TO PASS)

The club will provide two appropriate tie-out lines of approximately 6'-10' in length. Dog must wear an Agitation Collar, to be approved by the Evaluator, as well as a choke chain or fur-saver as a back up to be clipped to the live ring.

After attaching their Dog to the tie-out lines, the Handler will walk their dog almost to the end of the tie-out, there should be 1-2' of slack. The handler will then remove their leash and either hand it to the steward or drop on the ground. The ground will be marked where the Handler is to stand.

- The Handler must have his dog in a calm position. If the handler cannot get their dog into a calm position for the exercise, there will be a total loss of “Alert” points and half the points for the “entry.”
- Once the Handler/Dog Team is in position, the Evaluator will signal 3 people in plain clothes and one Decoy in a hidden sleeve to approach. The plain clothes group should approach in a calm, yet verbally threatening manner. (NOT YELLING), the dog should remain neutral but attentive to the environment.
- The group should engage in conversation for 5-8 seconds.
- When one of the group members says “**That dog won’t bite**” the Handler will give the Alert command. The Dog should actively & vigorously display aggression to repel the Decoys.
- Once the dog alerts, the Decoy wearing a hidden sleeve will approach passively towards the handler and attempt to take a swing at the Handler. The dog should immediately engage the fight.
- The Decoy will fight the dog for 10 seconds. The Handler will be signaled to tell the decoy to “**Stop Fighting My dog**” then OUT the dog at which point the dog should aggressively alert towards the Decoys.
- End of Exercise.

Scoring:

Alert – 5

Release – 10

Entry - 10

Re-alert - 5

Commitment/Grip – 10

Total Points Possible: 40

ENTRY LEVEL PROTECTION - COURAGE TEST
(MINIMUM 37.5 OUT OF 50 POINT EXERCISE TO PASS)

- The Handler/Dog Team move to a pre-designated area on the field; the Dog will be ON leash.
- Once directed by the Evaluator, the Decoy will begin walking toward the Handler/Dog team. The Decoy will talk calmly to the Team as the Decoy continues to move in their direction.
- At this time, the Handler will give the Decoy a warning to stop, or they will send the Dog. The dog will be commanded to alert and should display active and aggressive intent towards the decoy. Handler can give one command.
- The Decoy will have an object of obstruction (limited to a hollow bat, shake can, or jug of rocks/coins) & continue to move toward the Handler and dog in a calm manner (Talking, waving, etc.).
- The Decoy will walk fast toward the Team. Once they are approximately 25 paces from the Team, the Handler will then send the Dog.
- The Decoy will catch & fight the Dog with their object of opposition for 10 seconds, but not "drive" the Dog.
- The Evaluator will tell the decoy to stop fighting the dog and instruct the Handler to approach and collect the Dog's leash. The Handler will direct the Dog to Out. The handler may recall the dog to heel or out, guard & recall.
- End of Exercise .
- Scoring:

Alert – 5

Distraction – 10

Entry – 10

Release – 10

Commitment/Grip - 10

Recall/Guard – 5

Total Points Possible: 50

ENTRY LEVEL PROTECTION - GREETING TEST
(MINIMUM 37.5 OUT OF 50 POINT EXERCISE TO PASS)

- The Handler/Dog Team will begin at a start cone and then be instructed to Heel 40 paces to a pre-designated area. The Dog will be ON leash. This area can be a bench, a line of chairs, a table with umbrella and chairs, a picnic table, etc.
- As the Handler/Dog Team walks towards the pre-designated area, a suited Decoy will approach the Handler/Dog Team & will stop to talk with the Handler (they may shake hands, hug, etc). The Decoy will be verbal and physically animated. At this time the dog should NOT display any sign of aggression.
- The Handler/Dog Team will then continue to Heel to the pre-designated area where there is a bag that has been preset to be “stolen” by the aggressing decoy.
- The Handler must place their dog in a sit or down and must seat themselves upon reaching the designated area.
- A Decoy will come over after the Handler has been seated. This Decoy may or may not be different than the one that initially greeted the Handler/Dog Team. The Decoy may sit down, walk around, and stop in front of or behind the Handler/Dog Team, as decided by the Evaluator prior to the start of the trial. The Decoy may yell away from the Handler, out toward the spectators, etc., as if greeting someone else but not in an aggressive manner. The Decoy may engage in conversation with the Handler.
- This is a controlled exercise. You cannot hold your dog back/restrict the dog from going forward with the leash. You can give a verbal command, which will result in a point deduction.
- The Decoy will suddenly grab the bag, begin walking & attempt to run away with it (You cannot send your dog until the decoy runs).
- The Dog should pursue & engage the Decoy. The Handler can give 1 Command of Protection if necessary, any additional Commands will result in Point Deduction(s). The Decoy should then catch & fight the Dog with the bag for approximately 10 seconds.
- The Evaluator will instruct the Decoy to stop fighting the dog and instruct the Handler to collect the Dog's leash. The Handler will then Out the Dog. The Handler may either Recall their dog to Heel or Out, Guard and recall.
- End of Exercise.

Scoring:

Heel/Neutrality in Greeting – 8

Attentiveness – 5

Stay - 6

Distraction – 5

Entry – 6

Commitment/Grip – 10

Release - 5

Recall/Guard – 5

Total Points Possible: 50

LEVEL 1 PROTECTION DOG

The dogs in this level, **must have passed ENTRY LEVEL PROTECTION which includes the OBEDIENCE EXERCISES.**

In this Level, **there will be FOUR protection scenarios.** Dog will be on leash partially and off leash the remainder of exercises.

The Handler should prepare his/her dog to demonstrate restraint and control for NON-contact threats, for passive threats, as well as to react quickly upon contact of an aggressor to the Handler. The Handler should prepare his/her dog to demonstrate courage and nerve with a variety of distractions, which may include, but not limited to- gunfire, loud noises, smoke, closed environments, multiple decoys etc. All distractions will be pre- approved as described in the APPDA Judge/Decoy rule book.

The Handler should prepare his/her dog to demonstrate control through any order of exercises, as the order of obedience and protection exercises are to be determined by the Judge (but shall remain consistent for each competitor).

The barking dog will be on-leash, behind an enclosure (chain link or wire fencing only).

LEVEL 1 OBEDIENCE
(MINIMUM OF 75 OUT OF 100 POINT EXERCISE TO PASS)

General Information: The dog will be on and off leash during this exercise. The dog behind the enclosure will be on leash and will only use chain-link or wire fencing for this exercise for safety precautions.

- The Dog/Handler team will begin at the designated start cone. The Judge will tell you to Heel to a designated area.
- The Handler and Dog will heel 15 paces and perform a down in motion, the handler will continue 15 paces to a designated area and come to a stop. Once the handler gets to this designated area the dog should remain an additional 10 seconds.
- The judge will tell the handler to turn around and recall the dog.
- The handler will then be told to remove their leash and heel to the next area (30 paces away) where they will be asked to perform change of paces from slow, fast, and normal, (in no particular order) then the dog/handler will be told to stop at the cone. Handler/Dog team will then heel 15 paces towards a designated area. While a neutral “old friend” (suited decoy) will be inside of a vehicle driving towards the handler/ dog, honking the horn loudly to get the handler's attention.
- The “friend” will be yelling out of the window to the handler and exit the vehicle (10 paces away from the handler/ dog) being very loud and excited to see the handler.
- The “friend” will approach the handler fast and excited/animated and shake the handler’s hand, vigorously hug the handler, and engage in conversation.
- The dog will be commanded to down during this interaction.
- The “Friend” will attempt to feed the dog 2 pieces of food while in the down.
- The handler will then accompany his “friend” to the vehicle and the decoy will position the handler in the vehicle, while the dog must remain in a down stay.
The dog must execute a change of position, while the handler is still near the driver’s side of the vehicle.
- The handler will return to the dog and begin heeling past the vehicle while the “friend” honks as they pass, to say “goodbye”.
- The dog/handler team will then attach their leash and proceed to a gated area 30 paces away and come to a stop at a marked location. The barking dog will be behind fencing (chain link or wire).

- The handler will command the dog to down at the gate. The Handler must step away to “take a call”, “tie shoe”, etc. (2 paces) before returning to the dog after 5 seconds. The Handler will maintain control of the leash.
- End of Exercise.

Scoring:

Heeling – 30

Food Refusal - 8

In Motion - 8

Down - 8

Recall - 8

Change of Positions - 5

Change of Pace - 6

Environmental – 6

Distraction - 6

Stay - 8

Total Possible Points- 100

LEVEL 1 PROTECTION - CAR JACKING TEST
(MINIMUM 37.5 OUT OF 50 POINT EXERCISE TO PASS)

The Dog is OFF leash for this exercise.

- The Handler will place their dog in the back of the vehicle & sit in the front driver seat.
- At the signal of the Evaluator, the 1st Decoy will come up to the passenger side of the vehicle and will open the rear passenger door. The Dog should be visibly alert.
- The decoy will fire shots when the door is open (the decoy will also be giving commands, NO, STAY etc.)
- The Dog will engage the 1st Decoy & the decoy will work the dog firing random shots & giving the dog commands to STOP, OFF, NO etc.
- As the 1st Decoy is fighting the Dog (15 seconds), the 2nd Decoy will directly approach the driver's side of the vehicle, open the front driver door & "pull" the Handler out of the vehicle and take him to the front of the vehicle.
- The evaluator will tell the first decoy to "stop fighting the dog" then signal the handler to call his dog & engage the 2nd Decoy.
- Once the dog has engaged the 2nd Decoy at the front of the vehicle, The Handler will move to the rear of the vehicle, away from the Decoys. (The Handler must remain at the rear of the vehicle)
- The 2nd Decoy will fight the Dog for 15 seconds in front of the vehicle. During the fight the 2nd Decoy will fire randomly while commanding the dog (Stop, No, Off, etc.).
- At the signal of the Evaluator, the Handler must Out/Recall the dog to heel from the rear of the vehicle.
- End of Exercise.

Scoring:

Alert – 3

Entry 2nd Decoy - 5

Entry 1st Decoy - 5

Commitment/Grip 2nd Decoy - 7

Commitment/Grip 1st Decoy – 7

Release – 5

Release - 5

Recall - 5

Distraction – 8

Total Possible Points: 50

LEVEL 1 PROTECTION - COURAGE TEST
(MINIMUM 37.5 OUT OF 50 POINT EXERCISE TO PASS)

- The Handler will be directed to a pre-designated area. Upon reaching the start cone (This is a controlled exercise. The dog can alert but must stay until the handler sends him/her)
- The Decoy will walk towards a bag (30 paces from the Handler/Dog) on the field near a designated cone. Decoy will yell aggressively at the Handler. The Decoy may have additional objects of opposition (streamers, bat, can curtain, etc.).
- The handler threatens the Decoy that if the property is tampered with or stolen they will send the dog. (The dog should not break, if the dog breaks the handler has 2 seconds to get the dog back with point deduction.
- The Decoy will snatch the bag aggressively (shake bag, yell at handler, make exaggerated movements etc.) and walk away in a natural pace from the scene while continuing to verbally harassing the Handler.
- The Handler will be signaled to send the dog once the Decoy approaches the 2nd cone (10 paces away).
- Once the dog is sent the Decoy will turn as the dog approaches, throw the bag at the dog, charge towards and begin to fight the dog.
- The Decoy will fight the dog for 15 seconds using the BAG and/or additional objects of opposition and then the Handler will be signaled to tell the decoy ‘Stop Fighting My Dog’ then told to recall their dog. The Handler must recall the dog from the start cone.
- End of Exercise.

Scoring:

Alert – 5	Commitment/Grip - 10
Stay - 10	Release - 5
Distraction – 10	Recall - 5
Entry – 5	

Total Possible Points: 50

LEVEL 1 PROTECTION - ATM TEST
(MINIMUM 37.5 OUT OF 50 POINT EXERCISE TO PASS)

The Dog is OFF leash for this exercise.

- The Handler will place their dog in the back of the vehicle & leave it there (1 placement command may be given), with the vehicle door left open.
- The Handler then walks towards the ATM (15 paces), 1 Decoy approaches the Handler & strikes up conversation (loud and animated), then continues on his way after 5-8 seconds.
- As the Handler "uses the ATM" a Decoy approaches the Handler.
- The Decoy will walk up behind the Handler and quietly demands the Handler's money & brandishes a gun, telling the handler "get on the floor, give me the money". The Handler will kneel down.
- The Handler will call once for their Dog to help.
- The Dog should exit the vehicle to engage the Decoy. The Decoy will fire as the dog approaches. During the fight, the Decoy will fire random shots while also yelling at the Dog (No, Off, Sit, etc.).
- When the dog engages the threat (Decoy) the handler will get off the ground and retreat back to safety on either side or back of the vehicle (not the front).
- After 15 seconds, at the Evaluator's indication the Handler will tell the Decoy to "**Stop Fighting my Dog**", and the Decoy will call out "**I give up**".
- The Handler must remain in their position at the vehicle and recall the dog back to them.
- End of Exercise.

Scoring:

Stay – 10

Distraction – 6

Attentiveness - 5

Release - 6

Entry – 7

Recall - 6

Commitment/Grip - 10

Total Possible Points: 50

LEVEL 1 PROTECTION - PROTECT MY BUSINESS
(MINIMUM 37.5 OUT OF 50 POINT EXERCISE TO PASS)

The Dog is OFF leash for this exercise.

The "store" may be no smaller than 10'x10', (chain-link kennel preferred, 10x10 canopy with one side being chain-link is allowed, "store" must be covered on the top and 3 sides) outfitted with a plastic table & chair, & with store items stacked inside: empty cardboard boxes, empty water cooler jugs, bundles of pool noodles, etc.

- The Handler will give their Dog a Placement (sit or down) Command near them (on the floor), then 1 Decoy will enter the store.
- The Decoy may initially ask questions &/or speak to the Handler in a friendly manner, but then will begin messing up the "store items", speaking harshly/rudely toward the Handler, etc.
- The Handler will ask the Decoy to leave the store.
- The Decoy will begin loudly arguing and throwing objects. (The dog cannot engage until the decoy gives a frontal threat towards the handler)
- After 5-8 seconds, the decoy will face the handlers' direction & charge the dog & handler.
- The Dog engages the Decoy at this time and the dog should immediately react to the threat (if it does not break the Placement Command to protect the Handler, the Handler may give a Command of Protection but this will result in Point Deduction(s)).
- The Decoy will catch & work the dog inside of the store. The Decoy will fight the Dog for 15 seconds inside the store.
- At the Evaluator's signal, the Handler will say "Stop Fighting My Dog" then Out/Recall their Dog.
- End of Exercise.

Scoring:

Stay – 10	Distraction – 8
Entry – 10	Release – 6
Commitment/Grip - 10	Recall – 6

Total Points Possible: 50

LEVEL 2 PROTECTION DOG

The dogs in this level, **must have passed ENTRY LEVEL AND LEVEL ONE PROTECTION AND OBEDIENCE EXERCISES.**

In this level, there will be **FIVE protection scenarios** which may include a patrol/pursuit type exercise, a muzzle fighting exercise, as well as stop attack exercise.

These scenarios will also be taken from the APPDA Judge/Decoy rule book of pre-approved testing exercises.

The dogs in this level will also be OFF LEASH.

The Handler should prepare his/her dog to demonstrate courage and nerve with a variety of distractions, which may include, but not limited to, gunfire, loud noises, smoke, water, closed environments, multiple decoys, heavy decoy pressure (friendly/deceitful commands)

All distractions will be pre-approved as described in the APPDA Judge/Decoy rule book

LEVEL 2 PROTECTION -THE ATM WITH GUNFIRE
(MINIMUM OF 52.5 OUT OF 70 POINT EXERCISE TO PASS)

- The Handler must leave his dog in the back seat of the vehicle. The Handler will **leave the back passenger door open during the exercise**, depending on the vehicle and at the discretion of the Judge.
- The Handler will approach the wall of the ATM, (15 paces from vehicle) attempting to draw money from the ATM machine. (The handler's back will be turned to the approaching decoys)
- The first Decoy will approach the handler from behind and will be loud, verbal and with a lot of movement (The decoy will be trying to make the dog break the stay and engage them. There will be no direct eye contact with the dog)
- The dog must remain in the vehicle and not engage the decoy.
- The second Decoy will come out from the side of the building and move to the front of the vehicle (15 paces). He will ask random questions and present a passive threat (showing a gun).
- The Decoy will tell the handler to **"GIVE ME YOUR MONEY"**.
- The handler will reach for his/her gun and fire two shots, the decoy will return with one shot.
- The handler will call their dog to Heel, then send to attack. The Handler may call his dog's name if needed during the threat.
- Once the dog is engaged on the decoy, the handler must move to the vehicle.
- As the dog is fighting the Decoy (20 sec fight), the Decoy will fire the gun randomly.
- At the signal of the Evaluator, the Handler will command the Decoy to "stop fighting my dog" and proceed to OUT and recall the dog.
- End of Exercise.

Scoring:

Stay – 10	Commitment/Grip – 10
Attentiveness – 6	Distraction - 10
Recall (from vehicle) - 10	Release - 7
Entry – 10	Recall - 7

Total Points Possible: 70

LEVEL 2 PROTECTION- DETAINMENT OF SUSPICIOUS SUSPECTS (PATROL)
(MINIMUM OF 97.5 OUT OF 130 POINT EXERCISE TO PASS)

- The Dog/Handler team will begin in a “patrol” vehicle. They will stop by a “suspicious” group of people.
- The handler will exit the vehicle and begin to engage in an aggressive communication with the 3 “perps” while he/she opens the back door.
- The dog must remain in the back of the “patrol” car with the door open during the initial exchange.
- The group of 3 “perps/decoys” will begin exchanging disruptive/disorderly behavior towards one another and 2 will begin to tussle.
- Handler must control two of the perps and command them to line up with their hands against the front of Handler’s “patrol” vehicle. (Must stimulate handcuffing)
- During this interaction between the 2 “perps”, the other “perp” will throw an item into the distance over a jump/obstacle. Handler will then detain the third decoy and place them next to the other decoys at the hood of the car.
- The Handler will then call the dog to a heel position and must place the dog into a guard behind the 3 “perps” while the Handler simulates putting cuffs on the perps.
- The dog must remain in a guard position while the handler searches the area where the item was tossed. (1 minute search) (The Handler WILL NOT touch or find the item).
- The cuffed perps will be yelling at the Handler while searching for the item. This can include commands to the dog, physical movement (banging on the car, elbowing the other decoys, etc).
- After one minute, the handler will return to the dog and call into a heel (from the guard) before heeling to a marked area. The dog must be sent from the marked area to go over the obstacle (window jump, fencing, etc.) to a designated spot on the field (20 paces away) to search for the item.
- The dog is commanded to retrieve the item (15 second search time) and return to Handler.
- The Handler can send the dog 3 times to complete this section of the exercise.
- The item can be a wallet, glasses case, money, etc., but will be provided by the judge, and may not be metal.
- The dog is then recalled and heeled back to the “patrol” vehicle.
- The dog will be commanded to down in motion near a marked area, as the handler places each of the 3 “perps” in the back of the patrol car.

- End of exercise.

Scoring:

Stay in Vehicle – 10

Attentiveness - 10

Recall from Vehicle – 10

Guard - 15

Recall from Guard – 10

Obstacle - 12

Search - 15

Retrieve - 20

Recall/Heel - 20

Down in Motion - 8

Total Points Possible-130

LEVEL 2 PROTECTION - PROTECT MY BUSINESS AGAINST TWO DECOYS
(MINIMUM OF 37.5 OUT OF 50 POINT EXERCISE TO PASS)

The "store" may be no smaller than 10'x10', chain-link kennel preferred, 10x10 canopy with one side being chain-link is allowed, "store" must be covered on the top and 3 sides) outfitted with a table & chair, & with store items stacked inside: empty cardboard boxes, empty water cooler jugs, bundles of pool noodles, etc.

The Dog is OFF leash for this exercise.

- The Handler will give their Dog a Placement Command near them (Sit or down on the floor), then 2 Decoys will enter the store.
- The Decoys may initially ask questions &/or speak to the Handler in a friendly manner, but then will begin messing up the "store items", speaking harshly/rudely toward the Handler, etc.
- The Handler will ask the Decoys to leave the store.
- Both Decoys begin loudly arguing and throwing objects. Between 5 to 8 seconds, the decoy or decoys will face the handlers' direction & charge the dog & handler.
- The Dog engages a Decoy at this time.
- The Decoy will catch, bring the dog outside of the store and work the dog for 20 sec at which time the second Decoy will attack the Handler still inside the store.
- At this time, the Handler will call once for his dog to help.
- The dog leaves the 1st Decoy, enters back into the store/building to protect its Handler & engage the 2nd Decoy.
- Once the dog has engaged the 2nd Decoy, the 2nd Decoy will fight the Dog inside the store for 20 seconds. The handler must leave out the store, move to the marked area outside the structure.
- At the Evaluator's signal, the Handler will say "Stop Fighting My Dog" then Out/Recall their Dog.
- End of Exercise.

Scoring:

Stay – 10

Entry 1st Decoy – 5

Commitment/Grip 1st Decoy - 8

Redirect - 5

Commitment/Grip 2nd Decoy - 8

Distraction – 4

Release - 5

Recall - 5

Total Points Possible: 50

LEVEL 2 PROTECTION – ROAD RAGE
(MINIMUM OF 60 OUT OF 80 POINT EXERCISE TO PASS)

General Information: The bicyclist (decoy) will be suited during this scenario.

The Dog starts this exercise with a muzzle on, inside of the car.

- The Dog/Handler team will begin in a vehicle and there is a bicyclist that demands space and smacks the vehicle. Your dog should ideally auto alert.
- You exchange aggressive/confrontational dialogue in the vehicle. The bicyclist will proceed past you and stop 30 paces away and remove himself from his bike. At the same time the handler will stop the vehicle at a marked area (10 paces away from designated area), get out of the vehicle, open the back door, leave the dog in the vehicle then continue to the 30 pace marked area. The bicyclist begins to approach you aggressively.
- Handler will warn bicyclist to not approach any further or he/she will call their dog. (As the bicyclist approaches and yells at the handler the dog should remain in the vehicle.)
- The handler will call the dog to heel when the bicyclist has reached the 5 pace mark (Designated area). The handler will then get the dog to alert, but if it doesn't, it should be commanded to alert aggressively towards the bicyclist.
- After moving, 5 additional paces (designated area), the dog will be commanded to attack the bicyclist. (The bicyclist will throw a bag and water at you and your dog.)
- The bicyclist will remain upright (unless dog brings him to the ground) and fight the dog for 20 seconds, then yell "I GIVE UP". The handler will recall the dog to heel, remove the muzzle from the dog & transport the bicyclist towards the designated area (where the bike was left), at which point the bicyclist will get back on his bike and request his "bag back".
- Handler must leave dog to guard the bicyclist while the handler retrieves the bag for the bicyclist.
- The bicyclist will constantly yell at the handler "**HURRY WITH BAG, GIVE ME MY BAG, JUMPING, WAVING ARMS ETC.**"
- The handler will return to the dog. The Dog/Handler team will transport the bicyclist to a designated spot (20 paces to a designated area).
- End of exercise.

Scoring:

Alert in Vehicle – 5

Recall - 5

Stay - 5

Muzzle Neutrality - 10

Recall (from Vehicle) - 5

Transport - 10

Alert - 5

Guard - 8

Muzzle Attack - 10

Transport #2 - 10

Distraction - 6

Total Possible Points - 80

LEVEL 2 OBEDIENCE – HOMELESS MAN
(MINIMUM OF 52.5 OUT OF 70 POINT EXERCISE TO PASS)

General Information: The dog will be OFF leash during this exercise. The “building” will be an approved space/makeshift area. The surface area will be an approved and safe surface material.

- The Dog/handler team will heel past a homeless person (suited decoy, non-aggressive) on a bench (20 paces away).
- The Homeless person will react to the dog with much enthusiasm and be animated but not aggressive, the dog must remain neutral but vigilant while heeling.
- The Homeless person will follow the Handler/Dog team for 10 paces.
- The handler, with the dog at heel will continue heeling (30 paces away) towards a curbside building to purchase something.
- The handler will command the dog to down (Down in motion) at the surface change (approved materials could be a tarp, a tabletop, water in a pool, etc. but will be chosen by the judge).
- The Handler will walk to a building (5 paces away) and pause briefly at the building and command the dog to change positions (2 position changes) down, sit or stand.
- The Handler does not face his/her dog while giving the commands.
- The Handler/Dog Team will have 3 chances to complete the position changes.
- The Handler will proceed to a designated area (5 paces away) and will recall the dog in motion.
- The Handler will continue to heel the dog through a group of people (3 suited decoys-10 paces away) and in passing, the crowd will verbally greet handler.
- Decoys will offer food, there will also be food scattered on the field.
- The Dog must remain in a heel as the crowd follows them to a designated area to sit (20 paces away from where crowd started).
- The Handler and company will each sit down, and the dog will be commanded to down while the Handler and company congregate and converse for 1 minute.
- Two of the 3 decoys will begin to argue and become confrontational, then fight. The Dog must remain neutral but alert.
- The passive decoy will get up, stand behind the handler (being very animated and loud) and will request assistance from the handler to stop the fight.
- The handler will leave his dog on a down to break-up the fight.

- The handler will put the non-aggressive decoy behind him, call the dog and command the dog to GUARD the more aggressive individual (10 second guard) while the more passive individual remains directly behind the dog/handler team. The aggressive decoy will continue to be verbally aggressive and animated. The more passive decoy will remain verbal, but not loud (I didn't do anything, I don't want any trouble, etc.).
- The dog will remain in the guard while the Handler puts the passive decoy in a seat, followed by the aggressive decoy. The handler will then take a seat and recall the dog to heel.
- End of Exercise.

Scoring:

Heel – 10	Stay – 6
Distraction – 6	Change of Position – 8
Down in Motion – 6	Food Refusal – 8
Environmental – 6	Recall in Motion - 5
Guard - 10	Recall to Heel - 5

Total Points Possible: 70

LEVEL 3 PROTECTION DOG

The dogs in this level, **must have passed ENTRY LEVEL, LEVEL ONE AND LEVEL TWO PROTECTION AND OBEDIENCE EXERCISES.**

In this level, there will be **FIVE protection scenarios** which may include patrol/pursuit type exercises, a muzzle fighting exercise, as well as stop attack exercise.

The dogs in this level will be OFF LEASH.

The Handler should prepare his/her dog to demonstrate courage and nerve with a variety of distractions, which may include, but not limited to, gunfire, loud noises, smoke, closed environments, multiple decoys, heavy decoy pressure (friendly/deceitful commands), etc.

All distractions will be pre-approved as described in the APPDA Judge/Decoy rule book

LEVEL 3 PROTECTION - HOUSE HOSTAGE GUN ATTACK
(MINIMUM OF 75 OUT OF 100 POINT EXERCISE TO PASS)

- Upon the signal of the evaluator, the dog team will be positioned at a designated location with a “Patrol Car” facing a building (25 paces away).
- There will be two subjects (Armed Decoy & Hostage Decoy) positioned in the building at the start of the scenario.
- The first decoy (Hostage) will present himself (animated, arms waving, yelling “help me”), the Handler will command the decoy (hostage) to come forward to the Handler’s location and must maintain control of the dog. The Handler will have his/her firearm pointed at the hostage and will yell aggressively at the hostage (Come here, Hurry up, etc.).
- The Decoy (Hostage) will be ordered to a designated marked area on the side of the patrol vehicle and placed on their knees by the handler, (the Hostage will be talking occasionally, coughing, acting scared and will remain on their knees on the side of the vehicle for the remainder of the exercise).
- While the Handler is giving the instructions to the First Decoy (Hostage), a Second Decoy (The Hostage Taker), will appear from a window of the building, yell (I’m not coming out, Leave me alone) and proceed to fire two shots towards the Officer’s patrol car.
- After the two shots are fired, another Officer (Third Decoy) will come to the aid of the Handler by “The Patrol Car”. 5 seconds after the Officer reaches the Handler, the decoy (Hostage Taker) will fire two more shots, the other Officer (3rd Decoy) will then go throw a smoke bomb towards the window. The Handler will immediately crawl with his/her dog to a designated location to the right or left of the building (but not lined up with the open window) (15 paces away).
- Once the smoke bomb goes off and the dog team is at the marked area the “Hostage Taker” will shoot off one additional round towards the patrol car. The officer (3rd Decoy) will shoot 2 rounds towards the building at the “Hostage Taker”.
- Once the K9 team reach the designated area, the Handler must send the dog from that marked spot through an alternative entrance (tunnel, passage, or other opening between 24” and 30”) (15 Paces away) around the side or back of the building to get into the building discreetly.
- If the dog enters through the window, the exercise is over and zeroed.
- Once the dog enters the building, the “Hostage Taker” will fight the dog for 20 seconds.

- While the dog is engaged, the Handler must secure the hostage (1st Decoy) (Put inside the Patrol Car), then the Handler and other officer will forcefully enter the building ordering the “Hostage Taker” to GET DOWN (Yelling Aggressively), during this dog/attack altercation, the assisting officer will detain the “Hostage Taker”.
- The Handler will command the dog to out and guard before proceeding to his dog. The Handler does not need to wait for the Evaluator to give the “Hostage Taker” Decoy the command to stop fighting.
- The Handler will pat down the “Hostage Taker” and perform a rear transport while Assisting Officer escorts “Hostage Taker” to the patrol car
- End of Exercise.

Scoring:

Stay with Distraction – 10	Commitment/Grip – 10
Gunfire – 5	Smoke Distraction – 5
Focus/Attentiveness – 10	Release – 5
Distraction – 5	Guard – 5
Crawl - 7	Transport - 5
Obstacle – 8	Efficiency - 10
Entry – 5	Team Skills – 10

Total Possible Points- 100

LEVEL 3 PROTECTION - FELONY TRAFFIC STOP
(MINIMUM OF 75 OUT OF 100 POINT EXERCISE TO PASS)

- Upon the signal of the Evaluator, the K9 Team will enter the field driving the “Patrol Car”. The “Bad Guy” vehicle will already be on the field in a predetermined position.
- The vehicles will be positioned on the field to simulate a traffic stop (vehicles will be 5 paces apart).
- Two suited Decoys will already be positioned in the other vehicle.
- After the signal from the Evaluator, the Handler will exit his vehicle, opening one door, and approach the Decoy’s vehicle. Prior to leaving the vehicle, the handler may give his dog one Stay Command.
- The Dog will remain in the vehicle with one door open.
- The Handler will talk with the Decoys and order them to exit the vehicle, in which the Driver Decoy will comply. Decoys will be talking loudly and gesturing aggressively.
- The Passenger Decoy will hesitate for a few seconds, while aggressively back talking, then proceed to exit the vehicle. Both Decoys will be ordered to the back of their vehicle and then the Handler will command them to place their hands on the trunk.
- The Handler will ask the Decoys if they have any weapons on them and begin a pat down, starting with the Driver Decoy. Both decoys will continue speaking loudly, the passenger decoy will move aggressively (waving arms, banging on vehicle).
- At this time, the Driver Decoy will begin to resist a little while aggressively back talking to the Handler.
- While this is happening, the Passenger Decoy will begin to slowly make his way to the side of the vehicle.
- The Handler will order both Decoys to stay still.
- The Driver Decoy will comply.
- Up to this point, the Dog must remain in the vehicle. Should the Dog exit the vehicle and not make physical contact with the Decoys, the exercise may continue with minor point deductions. If the Dog should exit the vehicle and bite or make other physical contact (muzzle punch, jump on, etc.) a Decoy, then the exercise will be over and will result in a zero score for the team.
- The Passenger Decoy will turn to fire his weapon at the handler, but the gun will misfire. The Decoy will then run with the firearm for 20 paces.

- At this time, the Handler will command his Dog to engage. The Dog must engage the fleeing decoy until an out command is given by the Handler. (20 second fight).
- Prior to outing the dog, the Handler must simulate handcuffing the Driver Decoy and moving him to the passenger side of the patrol vehicle, placing him on his knees or in the patrol car.
- The Handler can then move to his Dog and command the Passenger Decoy to stop fighting the Dog and then immediately Out his Dog. The Dog will then be placed in a Guard.
- The Handler will conduct a pat down. During the pat down, the Passenger Decoy will resist the Officer and remain verbally hostile. At some point during the pat down, he will drop his weapon, push the handler off of him and attempt to run, the handler will immediately give his/her dog the Bite Command.
- The Passenger Decoy will immediately give up. The Handler will command to stop fighting the Dog and immediately out the Dog. The Handler will proceed with the pat down and then escort the decoy back to his vehicle (This will be a side transport).
- Once the Passenger Decoy and Driver Decoy are both secured in the patrol car, the K9 Handler will heel to designated area (20 paces away) and command the dog to search for the dropped weapon (20 paces away). The Dog may alert or retrieve article. The dog will be given (3 chances) 5 second to find the gun.
- End of Exercise.

Scoring:

Stay with Distraction – 10

Reattack – 6

Focus/Attentiveness – 10

Release – 5

Entry – 5

Transport – 10

Commitment/Grip – 10

Heel - 10

Distraction – 8

Alert/Retrieve –10

Release – 5

Efficiency - 6

Guard – 5

Total Possible Points- 100

LEVEL 3 PROTECTION - BURGLARY IN PROGRESS
(MINIMUM OF 75 OUT OF 100 POINT EXERCISE TO PASS)

- Upon the signal of the evaluator, the K9 team will heel from a pre-designated location to a marked area of the field (30 paces away) where they will stumble upon a burglary in progress. (The Dog is off leash at this time).
- There will be 1 Decoy on the outside of the structure, on the side of the building. The Handler will walk toward the building and stop at a marked location 10 paces away and will alert his dog, then place his dog in a down position.
- The Handler must leave his/her dog at the marked location, walk toward the building (10 paces) direct the Decoy to stop and move away from the building, then order the decoy to come to him with their hands up.
- The Decoy surrenders and proceeds to abide the directions of the Handler but will remain vocal. After reaching the location, the Handler will simulate a “pat down”. During the pat down, the Decoy inside the building will sneak out, walk up to and attack the Handler. There must be physical contact before the dog can react.
- The Dog must react to protect the Handler, without hesitation. If the Dog doesn’t react without command, the Handler can attempt to command the Dog, but the Decoy will attempt to cover Handler’s mouth to keep handler from calling the dog. If the Dog does not react within 5 seconds of the Decoy having the Handler in their control, the exercise will be zeroed. If the decoy successfully covers the handler’s mouth for 5 seconds to keep them from calling the dog exercise will be zeroed.
- Once the Dog reacts, the Decoy will fight the Dog and will use “Objects of Opposition” (gun, bat, etc.) for 20 seconds. (Please refer to Rulebook for acceptable “Objects of Opposition”).
- The Handler must secure the 1st Decoy by simulating handcuffing.
- At that time, the Handler will command the Decoy to “**Stop Fighting the Dog**” and then out the Dog immediately. The out can be out/guard or out/recall.
- Once the Dog is off the bite, the Handler will simulate a pat down, secure the decoy, and transport the Decoy back toward the 1st Decoy.
- The transport will be 10-15 paces to a marked area of the field.
- End of Exercise.

Scoring:

Heeling – 10

Distraction – 8

Alert – 8

Release – 5

Down – 6

Out/Recall – 8

Attack on Handler – 12

Transport – 10

Entry – 5

Efficiency – 8

Commitment/Grip – 10

Team Skills – 10

Total Possible Points- 100

LEVEL 3 PROTECTION - HOME INVASION WITH FEND OFF
(MINIMUM OF 75 OUT OF 100 POINT EXERCISE TO PASS)

- The Dog and Handler team will begin at a start cone and be instructed to heel to a marked location 30 paces from the building. The handler will place the dog in a down.
- The handler will be signaled to send the dog inside of the structure to search for suspects/perps. The dog must be sent from the start cone and will be given 5 seconds to clear the inside of the building. (3 chances to enter and search)
- Once the dog clears the area, the handler will recall the dog back to start cone.
- The handler and dog will then be told to enter the building structure, where the handler and dog will wait 30 seconds. The dog must remain under control within the building (in a down or sit position next to the Handler).
- After 30 sec, 3 armed men will bombard the entryway.
- The first man will have an object to fend off the dog. The dog should engage immediately, working around the object of obstruction.
- The other 2 perps will remain in entry way approximately 3 to 5 seconds to offer initial grip. (Decoys will be yelling aggressively, giving commands, banging on structure, etc.).
- The remaining perps will then bombard the handler in an aggressive manner. Once the dog is on the initial grip there will be a 20 second fight, (After 20 sec fight the Decoy will be taken to the ground) then redirected to attack the perp actively fighting the handler. While the dog is fighting the 2nd perp, the Handler will get the 1st perp under control by simulating handcuffing, then help his dog.
- That fight will last a total of 20 seconds with the handler, dog and second perp. The third perp will run out of the structure during that altercation.
- The handler will instruct the perps to get up against the wall, then out and recall his dog, and must simulate handcuffing the second perp. Decoys should remain vocal, loud and animated throughout exercise (get me out of these cuffs, let me go, periodically kicking & banging on the structure etc.).
- The handler will down his dog facing the perps and leave the building to look for the other perp. This will be a 10 second search.
- The handler will come back and demand the perps to remain up against the wall. The handler/dog team will then proceed out of the building and the dog will be commanded to search for the remaining perp. The Perp will be hiding near the building structure (within 30 paces).

- Around the building structure will be other objects and hiding places (garbage cans, tarps, cars, etc.).
- The dog will then search/engage the last perp. The dog will be given (3) 10 second opportunities to search and find the perp. The fight will last 20 seconds.
- The handler will approach the decoy and tell the decoy to stop fighting the dog and command the dog to release (recall to heel or out/guard). The handler and dog will transport the remaining perp back to the building.
- End of Exercise.

Scoring:

Heeling – 8	Commitment/Grip #2 – 6
Down – 5	Release/Recall – 5
Search – 8	Down (Absent Handler) – 10
Recall – 5	Pursuit/Entry 1 st Decoy – 6
Stay/Control (bldg wait) - 7	Search (for decoy) – 8
Distraction – 5	Commitment/Grip #3 – 6
Commitment/Grip #1 – 6	Release – 5
Redirect – 5	Transport – 5

Total Points Possible- 100

LEVEL 3 PROTECTION SCENARIO – CALL OFF
(MINIMUM OF 45 OUT OF 60 POINT EXERCISE TO PASS)

- Handler will put their dog in a vehicle and proceed to drive to a building. (15 paces)
- The handler will notice the door of the building is open and will leave the dog in the car with one door open & proceed to the building.
- The handler will enter the building (a decoy will be behind the door).
- When the handler enters, the decoy will close the door and attack the handler.
- The handler will call their dog to help them and stop the attack from the decoy. The only entrance will be an open window; the dog must figure out a way into the building to help the handler. If the dog takes more than a minute to find his way inside the building the exercise will be zeroed.
- When the dog enters, the decoy will fight the dog for 20 seconds.
- During the fight the handler will open the door and escape from the building, closing the door behind.
- The handler will recall the dog back (Dog must jump through window) to a heel from outside of the building (at a marked space on the field 15 paces away).
- The decoy will then come out (talking loud, being animated) of the building slowly, walk approximately 5 paces and start to flee. The dog must not break or engage the decoy
- The handler will yell, “**stop or I will send my dog.**”
- When the decoy reaches a marked area/cone (40 paces away), the handler will send his dog.
- The decoy will put his hands in the air and say, “**I give up!**” (50 paces away)
- The handler will have to call the dog off and back to the heel position
- End of Exercise.

Scoring:

Attentiveness – 5	Release – 5
Stay in Vehicle – 5	Recall from Building - 5
Building Entry – 5	Pursuit - 10
Entry – 5	Call Off – 10
Commitment/Grip – 10	

Total Possible Points- 60

SURPRISE SCENARIOS

All Surprise Scenarios are optional and worth 5 additional points to credit towards the present score of Dog/Handler team. Failure will not result in further point deductions towards the present score of Dog/Handler team. Additional scenarios can be added to any level at any time.

All Surprise Scenarios require 75% of the possible points must be earned in order to receive the 5 additional BONUS points towards the present overall score of the Dog/Handler team.

LEVEL 1 SURPRISE SCENARIO – KIDNAPPING **(MINIMUM 30 OUT OF 40 POINT EXERCISE TO PASS)**

- The Handler will be walking with the dog in heel position, Handler will either be holding or pushing a carriage/cart/child carrier etc., with a baby doll.
- The handler/dog team will come to a pre-designated area, leaving the carriage/cart/child on or by the chairs or bench. The Handler will then walk away holding the dog's leash loosely, 20 paces away. (Act as if he/she is taking the dog to relieve itself.)
- After the handler walks away a Decoy will take the doll and move in the opposite direction (20 paces away) carrying the doll.
- Once the Handler reaches a pre-marked area, the Handler will turn, noticing the doll missing and yell for the Decoy to stop, at which point the Decoy will begin to run.
- At that time the Handler will begin running and will send the dog to aggress the Decoy.
- Once the dog is on the bite the decoy will fight the dog for 15 seconds. During the fight there will be random gunshots. At the direction of the Evaluator telling the handler to say "Stop fighting my dog", the Handler will OUT and recall the dog.
- End of Exercise.

Scoring:

Heeling – 6

Attentiveness – 4

Entry – 5

Commitment/Grip – 5

Release – 5

Distraction - 10

Recall – 5

Total Points Possible: 40

LEVEL 1 SURPRISE SCENARIO - GREETING OF THE STRANGER
(MINIMUM 20 OUT OF 30 POINT EXERCISE TO PASS)

In this scenario the Handler will be walking his/her dog on leash, moving toward a predetermined area.

- Three Decoys will approach the Handler. They will stop to talk with the Handler, One Decoy will tell the Handler he likes his dog and demand the leash be given to him.
- The Handler will try to walk away, but the Decoys will block the path of the Handler and Dog.
- **At this point, the dog may not aggress the Decoy(s).**
- The Decoy again will demand to be given the leash, and **the Handler will give the leash to one of the Decoys**, once the Decoy is in possession of the Leash, the Handler will command the dog to bite the Decoy. The Decoys will begin yelling to intimidate the dog.
- Once the dog is on the bite, the aggressed Decoy will drop the leash, a second Decoy will grab the Handler. The Handler must recall the dog to protect them. The third Decoy will flee.
- The Dog must not go for the fleeing Decoy, if so the score will be zero.
- Once the dog is biting the second Decoy, at the signal of the Evaluator, the Handler will tell the Decoy to stop fighting the dog and immediately OUT his dog.
- Once the dog is OUT the Handler can then recall the dog or pick up the dog from a guard.
- End of Exercise.

Scoring:

Heeling – 4	Attentiveness – 3
Entry – 4	Commitment/Grip – 4
Redirect – 3	Distraction – 4
Release – 4	Recall/Guard – 4

Total Points Possible: 30

LEVEL 1 SURPRISE SCENARIO - MUZZLE FIGHT BREAK IN
(MINIMUM 30 OUT OF 40 POINT EXERCISE TO PASS)

- The Handler will be positioned on the field, approx. 20 paces from the building entrance, with his/her dog on leash.
- A Suited Decoy (wearing a large shirt over the Decoy jacket) will approach the building as if proceeding to attempting to break in.
- The Handler will heel forward to designated area 10 paces, to get a closer look.
- When commanded by the Evaluator, the Handler will yell, "**HEY GET AWAY FROM THERE that is my house, I will send my dog**" - but the decoy will continue to attempt the "breaking in" with his back turned at the handler/ dog team.
- At this time, the Handler will warn the Decoy again and send the dog.
- The dog should aggress the Decoy with the muzzle. Should the dog refuse to move forward to aggress the Decoy, a score of Zero will result.
- Once directed by the Evaluator, the Handler will collect his/her dog from either a guard or will recall the dog to the heel position.
- End of Exercise.

Scoring:

Heeling – 4	Stay – 5
Attentiveness – 4	Alert – 4
Pursuit/Entry – 4	Commitment to Muzzle Fight – 10
Release – 5	Recall/Guard – 4

Total Points Possible: 40

LEVEL 2 SURPRISE SCENARIO - SURPRISE ATTACK ON HANDLER
(MINIMUM 30 OUT OF 40 POINT EXERCISE TO PASS)

In this scenario, a minimum of **two Decoys**, will be positioned behind a pre-designated hiding place. (A wall, blind, bush, vehicle etc.) Both Decoys will be positioned together.

- The Handler will heel toward a predetermined point, given by the Evaluator.
- At some point the Decoys are going to appear, the decoy(s) may initially walk past without any aggression (walking by talking to each other) and then immediately present as a threat toward the Handler.
- The Dog must immediately protect his/her Handler if the Decoy shows a threat toward the Handler. Should the Decoys walk passively by, the Handler will continue walking and the dog cannot aggress the Decoys.
- Only ONE Decoy will threaten the handler, the Decoy may be different from one that previously passed by or may turn and aggress the Handler after the Dog team has passed by.
- Once the dog is on the bite with the first decoy, the second Decoy will also aggress the Handler.
- The Handler may call his dog's name to command him/her to bite. In this exercise, the Dog must leave the first Decoy and come protect his/her Handler. The Decoys may have a weapon or noise item (air horn, whistle etc.) to oppose the dog (care will be used as to not put the noise directly in the dog's ear).
- When instructed by the Evaluator, the Handler will tell the Decoy to "stop fighting the dog", and immediately OUT and Recall the dog.
- End of Exercise.

Scoring:

Heeling – 6	Attentiveness – 4
Entry – 5	Commitment/Grip – 5
Redirect – 4	Distraction – 6
Release – 5	Recall – 5

Total Points Possible: 40

LEVEL 2 SURPRISE SCENARIO - GETTING THE PACKAGE (THIS IS A STOP ATTACK EXERCISE)

(MINIMUM 30 OUT OF 40 POINT EXERCISE TO PASS)

- The Handler will go to a pre-designated area with his/her dog that is located behind an obstacle that resembles a gate with fencing, a bench etc.
- Once the Handler arrives in this pre-designated area, a Decoy will enter the field carrying an object of opposition. (30 paces away)
- The Decoy will call for the Handler to come get a package.
- The Handler will leave his dog behind the obstacle and approach the Decoy.
- The Decoy will begin yelling at the Handler to hurry up and get their article, once the Handler reaches the Decoy (designated area 30 paces away) the Decoy will threaten the Handler by pushing the article TOWARD the Handler.
- The dog should immediately react due to the threat. The handler may give one command to bite. At a pre--designated point (10 paces from the decoy) the Decoy will yell **"I give up"**, at this point the Handler will command his dog to STOP.
- Should the dog continue on and refuse to stop, it will be a ZERO score for the exercise.
- The Dog may come into heel position or may down/sit/stand, as long as the dog does not engage the Decoy.
- The judge will then signal the Handler to heel forward with the dog once the dog is with Handler. (10 paces away) There will be a hidden Decoy that will pop out and aggress the Dog/Handler team as they heel away.
- The Decoy will fight the dog for 15 seconds, then the judge will signal the Handler to OUT the dog and recall the dog.
- End of Exercise.

Scoring:

Heeling – 4

Stay – 4

Attentiveness – 4

Pursuit – 4

Call Off – 4

Entry – 5

Commitment/Grip – 5

Release – 5

Recall – 5

Total Points Possible: 40

LEVEL 3 SURPRISE SCENARIOS

All Level Three Surprise Scenarios will be determined and discussed on the day of trial during the handler and decoy walk through.