

Protection Dogs International

Rules & By-Laws

Mission & Purpose:

PDI is a world-class organization dedicated to providing testing and certification for the protection dog through organized competitions, seminars and training. Certification encompasses divisions from novice to advanced patrol. Competitions are friendly and welcoming, and the spirit of healthy competition is evident.

Opportunities for testing and titling are provided through the use of increasingly challenging scenarios designed to test and prove the training and capabilities of the dog/handler team. PDI utilizes the best local and international professionals for seminars and training, covering all areas of protection dog work, and showcases the protection dog in the most positive light.

Membership:

A) Membership is open to anyone age 18 and older who wishes to learn about Personal Protection Dogs and participate in canine competitions for the purposes of training, testing and titling their dog.

B) Membership fees are \$75 per year for an individual or a family. A family is described as two adults and any children under the age of 18 all living in the same household. Membership fees are due as of Jan 1st of each Calendar year. Fees received after Jan 1st will not be prorated.

C) Family members under the age of 18 may participate in their appropriate divisions with a signed parental waiver and written approval by a PDI Official. No one under the age of 18 will be allowed to participate in TOP levels.

D) Membership fees for Officers, Level III certified decoys and certified Judges will be waived as long as certifications remain current and officers remain in office.

E) Renewals are due by January 1st of each year. A 15 day grace period is granted for renewal payments to be received. Renewing members who make

their payment BEFORE the end of the grace period will receive an on-time payment discount of \$20.

F) All members will be issued a membership card allowing entry at a reduced rate to all Protection Dogs International events, including trials, seminars and other PDI organized working events.

G) Initial membership (1st year) includes complimentary registration of one dog at no charge.

H) Membership in PDI is NOT required to participate in PDI events. However, current members will receive discounted entry fees and will receive first priority over non-members in events where space is limited.

Rules & Standards of Conduct:

A) Any member caught demonstrating unsportsmanlike conduct by any PDI Certified Judge, Decoy or Official will be suspended. Any P.D.I. Official witnessing such activity will implement immediate suspension, then turn in a written report to the Grievance Committee within 7 days for possible further disciplinary action. The member's conduct will be reviewed by the Grievance Committee and, if deemed warranted, appropriate disciplinary action shall be taken. Members have a right to be heard on any grievance against them and to participate in the grievance process.

B) Animal Cruelty WILL NOT BE TOLERATED and will result in the offending member or contestant being PERMANENTLY BANNED from Protection Dogs International. Any person demonstrating undue cruelty while at a PDI event will be asked to stop the behavior and leave the event. PDI Officials have discretion to exclude a participant from an event if they deem that person's treatment of their dog unacceptable. PDI Officials may also contact local police or animal control if the situation warrants. At the judge's discretion a sick/disabled dog will be dismissed without refund of entry fees.

C) Any member or participant that is found guilty in a court of law of animal cruelty will also result in being permanently banned from any involvement with PDI.

D) Use of alcohol or illegal drugs is strictly prohibited during any PDI Event. Any official or competitor found to be under the influence of alcohol or drugs, or otherwise impaired, will be asked to leave the trial for that day. No refunds will be given. Any P.D.I. Official witnessing such activity will

implement immediate suspension, and then turn in a written report to the Grievance Committee within 7 days for possible further disciplinary action.

Dog Registration:

All dogs competing in PDI Trials must be registered with the organization. Registration is a one-time \$20 dollar fee and covers registration into the PDI system, assigning a number, and issuance of an official registration book. This will be your dog's permanent record for all activities in Protection Dogs International throughout his/her protection career.

B) Initial membership in PDI includes one (1) free dog registration.

C) Lost or damaged registration books are the responsibility of the owner. Replacement of a dog's book is \$20 dollars.

D) Transfer of ownership for a PDI registered dog within the PDI system is \$10 dollars. Previous owner will surrender the dog's registration book to the new owner, sign and send in the transfer of ownership form.

PDI Judges, Decoys & Officials:

A) All PDI Judges, Decoys and Officials will wear attire with the PDI Logo and official's title to make them easily identifiable at events.

B) At least one certified judge must be present at all PDI trials. Club trials require one certified judge and one judge / scoring person provided by the hosting club that must be approved by a PDI director. Regional and National trials must have two certified judges.

C) Only PDI Certified Decoys will be allowed to perform decoy or agitation activities at PDI events, unless prior written authorization has been granted.

Score Sheets:

A) All score sheets will be completed IN PERMANENT INK. Any changes or corrections in scores will be initialed by the scoring judge.

B) Scores are to be tallied and displayed immediately at each trial. In addition they will be posted on the P.D.I. website within 14 days. Cumulative scores, legs earned, and year end standings will be maintained on the website throughout the year for easy reference.

C) All scores will be entered into the PDI system for permanent recording. Original score sheets are kept with PDI. Copies of final score sheets will be provided to participants by mail within 14 days of the trial.

D) Once received, participants are responsible for keeping track of their own score sheets.

Tie Breaking:

In the event of a tie between two competitors; the higher obedience score will take the higher placing. If their obedience scores are tied the dog with the CGC, CGN or like certification(s) will take the higher placing.

Hosting a Trial:

Proposed trials will be coordinated through the appropriate PDI Director or PDI Head Office. Once a date and location are approved, event will be posted on the PDI Calendar, and a trial packet sent to the club. Club trials require one certified judge and a second judge / scoring person, to be chosen by the club and approved by PDI. Regional and national events require two certified judges. All trials must have at least one Certified Level III Decoy or above. If TOP II is to be offered a Certified Level IV Decoy must be present.

Trial Entry Fees:

Entry fees are the same for club, regional and national trials. Entry fees are as follows:

Novice = \$50 dollars PPD = \$75 dollars TOP = \$85 dollars

Member Discounts:

PDI Members in good standing receive discounts on their trial entry fees at the rate of \$10 discount on Novice, and \$20 discount on PPD and TOP entries.

Awards:

Clubs may provide any types of awards that they deem suitable at a trial, including trophies, ribbons, crystal, etc. These are at the club's cost. All awards must include the approved PDI Logo (art will be provided upon

request). Ribbon packages can be purchased through PDI Corporate. Additional prizes are at the sole discretion and cost of the club.

Judges:

At least one certified judge must be present at all PDI trials. Club trials require one certified judge and a second judge / scoring person provided by the hosting club that must be approved by a PDI director. Regional and National trials must have two certified judges.

Decoys:

All trials must have at least one Certified Level III Decoy or above. If TOP II or above is to be offered a Certified Level IV Decoy must be present. All decoys must be approved by PDI.

Ring Steward:

A qualified Ring Steward will be present at each trial. The Ring Steward is responsible for facilitating the trial including calling competitors, ensuring judges have proper score sheets, calling out exercises, and cueing decoys for dual attacks, call offs, etc. Ring Stewards also act as liaison between judges and competitors, and will hear any disputes on a run or requests for a rerun. The Ring Steward will have thorough knowledge of the PDI Rules.

Field Dispute - Rerun Procedure:

In the event of a field dispute at a trial, the handler must make the dispute with the steward by the time 2 more dogs have completed their runs. A dispute fee of \$20 dollars will be handed to the steward by the handler making the dispute. The steward will review the dispute with the handler and the judges. Judges will decide if the dispute is valid and a re-run appropriate. Should the dispute be upheld, and a re-run granted, the dispute fee will be returned to the handler immediately. If the dispute is not upheld, the dispute fee is forfeit to PDI.

Safety:

Safety at trials and on the field is our top priority. All PDI Officials are charged with ensuring safety on the field and in spectator areas. Access to the competition field will be limited to Judges, Decoys, Ring Stewards, and

Competitors. Photographers will be allowed on the field ONLY with PDI & club approval, and with a signed liability waiver.

DIVISIONS & TITLES

NOVICE DIVISION:

The Novice Division is open to any handler 13 years of age and above. This division is designed to test the basic ability of a handler protection dog. The K9 team must demonstrate basic obedience, and the dog must display enough defense to protect his/her owner while on lead, in order to deter a threat. The title Handler Protection Dog (HPD) is a one leg process that can be earned by achieving a passing score of 70%.

BALANCED DOG:

The Balanced Dog title is a three-leg process. You must pass a manners test, such as the AKC Canine Good Citizen or Canada's Canine Good Neighbor. You must also pass an instinct test, such as the ATTS, CAL or similar. And you must pass the Handler Protection Dog or any above PDI Level.

PERSONAL PROTECTION DIVISION (PPD):

The Personal Protection Division (PPD) is open to any handler 15 years of age and above. The purpose of a personal protection dog is to ensure safety for the handler. In this division the handler's objective is to neutralize the threat as quickly as possible while maintaining control of his/her dog.

There are two levels in this division: PPD-I and PPD-II. Each title is a two leg process. A leg is earned by achieving a passing score of 70% under a certified judge. A title is awarded by earning two legs, at two separate trials, under a minimum of two different judges.

The EXCELLENT title can be earned at any PPD level by achieving 2 legs of 90%.

TACTICAL OPERATIONS DIVISION (TOP DOG):

TOP Division is open to any handler 18 years of age and above. Although this division is intended for a working K9 Team *(police, military, security) it is open to anyone wanting to test their training and handling skills. The objective is to secure an area and protect the general public

There are two levels in this division; TOP-I & TOP-II. Each title is a two leg process. A leg is earned by achieving a passing score of 75% under a certified judge. A title is awarded by earning two legs, at two separate trials, under a minimum of two different judges.

The EXCELLENT title can be earned at any TOP level by achieving 2 legs of 90%.

DECOY'S CHOICE

At the conclusion of each trial, the decoys will select their favorite dog to receive the Decoy's Choice Award. They may use any criteria they choose - hardest hitting, fight intensity, problem solving, just plain most fun to catch, etc! The decoys will present the Decoy's Choice Award to the dog/handler team, and explain why they made this selection. In the event that the decoys cannot agree on the dog to receive the award, the senior or highest level decoy will make the final decision.

DISTRACTIONS:

Anything the K9 may encounter in real life can be set up on the field except live animals and decoys. The distractions may be placed anywhere on the competition field. The amount of distractions and the intensity of the distractions must be appropriate for each level.

NOVICE DIVISION & HANDLER PROTECTION DOG TITLE –

Equipment allowed:

Standard leads of 6' length in leather or nylon. A flat buckle collar, loose fitting choke or prong collar, or harness. A 10ft lead may be used during the Stay exercise. All equipment must be in good shape and proper working order. No electronic or shock collars will be allowed. No 'bungee', reel or retractable leads.

NOVICE OBEDIENCE EXERCISE –

SPIRIT OF THE EXERCISE: To demonstrate BASIC obedience and control of a Novice Level Handler Protection Dog. Novice obedience is all on-lead, and will consist of Left, Right and About Turns, Stay, Recall, Slow and Fast Pace, and one Change of Position with Overall Heel and Control. No distractions will be presented at the Novice Level.

Total Score – 100 points, must achieve a minimum score of 70% in order to proceed to Handler Protection.

OBEDIENCE SCORING:

Heeling: 20 Points:

One command and/or cue may be given to the dog to begin the exercise. Points will be deducted for every command and/or cue thereafter as well as any tight lead, forging ahead or lagging behind. The dog should be attentive to its handler, while maintaining an awareness of its surroundings.

Turns: Left, Right and About Turns - 10 points each

The heeling pattern will include at least one right turn one left turn and one about turn, each turn will be worth 10pts each.

Stay for 30 Seconds: 10 points

Handler will be given a 10' long lead. They will place the dog in a DOWN position, give the STAY command, and walk to the end of the lead. Handler will turn and face the dog. Time of 30 seconds will begin. Any movement from the stay position will result in a deduction of points.

Recall: 10 points

Upon command from steward the handler must call their dog. The dog must return directly to a position of control back to the handler. Any extra commands, physical guidance and/or delay will result in a deduction of points.

Slow and Fast Pace: 10 points each

At the time the Steward gives the command for either the Slow or Fast Pace the handler needs to show a noticeable difference in their pace to the judge. The handler may resume back to normal pace upon the command "Normal" by the steward. Any extra commands from the handler, tight lead, forging ahead or lagging behind will result in a deduction of points.

Change of Position: 10 Points

The command "Halt" will be given by the Steward. The handler will stop and follow the instruction to "Leave your dog." The handler will go to the end of the lead and await the command "Face your dog." At the command "Change Position" the owner will give a command to change to any other position of posture. Any extra commands, cues or change of location of either dog or handler will result in a deduction of points.

NOVICE – HANDLER PROTECTION DOG TITLE:

SPIRIT OF THE EXERCISE:

The Novice Level Handler Protection Exercise tests the dog's ability to deter a threat from an attacker while on lead. The exercise consists of an Attack on Handler. The K9 handler team will be judged on control before the attack, the dog's intensity to defend its handler and the control after the attack. There will be no bite during this exercise.

Control Before Attack: 10 points

Handler must be in total control of dog as he enters the field.

Defense During Attack: 20 points

Dog must show intense aggression ensuring the handler is protected from the advancing agitator. Dog must stand his ground and demonstrate his willingness to protect his owner. Points are deducted if dog lacks confidence, or fails to protect.

Control After Attack: 10 points

After the agitator disengages, the dog must calm down and return to the handlers control as the team leaves the field.

Total Score – 40 points, must achieve a minimum score of 28 points (70%) in order to earn the HPD title.

PERSONAL PROTECTION DIVISION – PPD I & II TITLES

Equipment allowed:

Standard leads of 6' length in leather or nylon. A flat buckle collar, loose fitting choke or prong collar, or harness. All equipment must be in good shape and proper working order. No electronic or shock collars will be allowed.

DISTRACTIONS:

Anything the K9 may encounter in real life may be used as a distraction, with the exception of live animals.

PPD-I OBEDIENCE:

SPIRIT OF THE EXERCISE: – To demonstrate firm control of a Personal Protection Trained Dog in on-leash obedience, with real world distractions.

The obedience exercise will consist of Left, Right and About Turns, Stay, Recall, Slow and Fast Pace, Down in Motion and three Changes of Positions.

Total Score – 100 points, must achieve a minimum score of 70% (70 points) in order to proceed to Protection.

OBEDIENCE SCORING

Heeling: 20 Points

One command and/or cue may be given to the dog to begin the exercise. Points will be deducted for every command and/or cue thereafter as well as any tight lead, forging ahead or lagging behind. Proper heeling should not change in relation to the handler from the first step to the last. The dog should be attentive to its handler, while maintaining an awareness of its surroundings.

Turns: Left, Right, About Turns - 10 points each

During the turns the dog must maintain the same consistent relation to its handler. Points are deducted for any additional commands and/or cues as well as any tight lead, forging ahead or lagging behind.

Stay for 30 Seconds: 15 points

Upon command of the steward, handler will place the dog in a down position and walk out 20' to a designated point. Handler will be instructed to turn and face their dog, then a time of 30 seconds will begin. Any movement from the stay position or initial spot will result in a deduction of points.

Recall: 10 points

Upon command from steward the handler must call their dog. The dog must return directly to a position of control back to the handler. Any extra commands, physical guidance and/or delay will result in a deduction of points.

Slow and Fast Pace: 5 points each

At the time the Steward gives the command for either the Slow Pace or the Fast Pace the handler's change must be obvious to the judge. Handler may resume back to normal pace upon the command "Normal" by the steward.

Any extra commands from the handler, tight lead, forging ahead or lagging behind will result in a deduction of points.

Change of Positions: 5 points each for a total of 15 points

Steward will command handler to "Halt", followed by "Place your dog in a secure position." Once done, handler will be instructed to "Go to the end of your lead and face your dog". At the command "Change Position", the handler will give a command to change to any other position of posture. The command "Change Position" will be given two more times, for a total of 3 changes. Any extra commands, cues or change of location of either the dog or handler will result in a deduction of points.

PPD-I PROTECTION EXERCISES

The PPD-I exercises will consist of Civil Agitation (180 degrees for 15 seconds with one agitator), Attack on Handler, & Vehicle Guard.

Total score – 100 points, must achieve a minimum of 70% to earn a PPD-I leg.

CIVIL AGITATION - 30 points

SPIRIT OF THE EXERCISE: In this exercise, the dog must alert and defend his stationary handler against a threatening person who is not wearing any protective clothing. The handler is to stand in a designated circle and cannot move outside that circle. The agitator will confront the handler and dog with low levels of aggression and gradually become more hostile over a period of 15 seconds. The agitator may attempt to work his/her way towards the handler within a 180 degree radius.

Alert: 10 points

Upon the appearance of an aggressive decoy the Handler will command the dog to alert on the agitator. Points are deducted for any delay and/or misdirection of the alert.

Aggression: 10 points

Dog must show intense aggression ensuring the handler is protected from the advancing agitator, and prevent the agitator from reaching him/her. There will be a designated line that the agitator will attempt to cross. Points are deducted if the agitator is able to cross the line.

Distraction: 10 points

Points are deducted if the dog is easily distracted away from the agitator. Inanimate objects can be used for distractions.

ATTACK ON HANDLER – 40 points

SPIRIT OF THE EXERCISE: An attack can occur anytime or place, without warning. Your dog's reaction may mean the difference between life and death. P.D.I. will simulate this through a surprise attack on handler. A decoy will attempt to assault you. The dog must engage with a bite, allowing you to get away. In order to achieve optimal points, you must move away from the assailant as quickly as possible, then out your dog, recall him to you, and demonstrate control after the fight.

Reaction and Entry: 10 points

Any hesitation or lack of initial bite will result in point deduction.

Bite: 10 points

Dog must bite with intensity demonstrating the ability to control and dominate the assailant with strength and fight.

Release/Out: 10 points

Points will be deducted if the dog does not release immediately upon the first command, any additional command and/or cues used to out the dog will result in point deductions

Overall Control: 10 points

A deduction of points will be made if the dog has to have encouragement, comes off the bite, re-bites, or needs confidence throughout the exercise.

VEHICLE GUARD - 30 points

SPIRIT OF THE EXERCISE: This scenario demonstrates the dogs ability to detect and protect against a threat while with the handler inside a vehicle. Handler and dog are in a vehicle that just pulled up; A stranger approaches from the passenger side and reaches in your vehicle. The dog should defend by engaging with a bite. Stranger surrenders and you must out your dog. Suspect takes off.

Alert: 10 points

Handler MAY command and/or cue the dog to react toward the stranger. The dog should display a great deal of intense aggression. Points are deducted for any lack of intensity and/or aggression.

Bite: 10 points

Dog must bite with intensity demonstrating the ability to control and dominate the assailant with strength and fight.

Release/Out: 10

Points will be deducted if the dog does not release immediately or releases on their own without a command.

PERSONAL PROTECTION DOG II –

Most of the exercises will be performed on lead. There will be times when the handler will be asked to drop their lead in order to complete the exercise.

Equipment Allowed:

Standard leads of 6' length in leather or nylon. A flat buckle collar, loose fitting choke or prong collar, or harness. All equipment must be in good shape and proper working order. No electronic or shock collars will be allowed.

DISTRACTIONS:

Anything the K9 may encounter in real life can be set up on the field and/or in normal motion where it is safe for everyone. Live animals are not allowed to be used as distractions.

PPD-II OBEDIENCE EXERCISE:

SPIRIT OF THE EXERCISE:

To demonstrate firm control of a Personal Protection Trained Dog in Obedience, with real world distractions. The obedience will consist of Left, Right and About Turns, One Minute Stay, Recall, Down in Motion, and 3 Changes of Positions, with Overall Heeling and Control.

Total Score – 100 points, must achieve a minimum score of 70% (70 points) in order to proceed to Protection exercises.

PPD-II OBEDIENCE SCORING:

Heeling & Overall Control: 20 points One command and/or cue may be given to the dog to begin the exercise. Points will be deducted for every command and/or cue thereafter as well as any tight lead, forging ahead or lagging behind. Proper heeling should not change in relation to the handler from the first step to the last. The dog should be attentive to its handler, while maintaining an awareness of its surroundings.

Turns: Left, Right, About Turns - 10 points each

During the turns the dog must maintain the same consistent relation to its handler. Points are deducted for any additional commands and/or cues as well as any tight lead, forging, lagging, wide and bumping.

Stay for One Minute: 15 points

Handler will be given a 20ft long lead. They will command the dog to stay in a down position and walk to the end of the lead. When the handler is at the end of the lead the time of 60 seconds will begin. Handlers may NOT face his/her dog. Any movement from the stay position or initial spot will result in a deduction of points.

Recall: 10 points

Upon command from steward the handler must call their dog. The dog must return directly to a position of control back to the handler. Any extra commands, physical guidance and/or delay will result in a deduction of points.

Down in Motion: 10 points

At anytime the steward will be lined up in view with the handler and raise a red flag. At the drop of the flag, the handler is to down his/her dog immediately and keep in motion. The handler is to continue forward. Within 10 to 15 paces the steward will ask the handler to call their dog to the heel position.

Change of Positions: Each position worth 5 points for a total of 15 points

The command "Halt" will be given by the Steward. The handler will stop and follow the instruction to "Leave your dog." The handler will go to the end of the lead and await the command "Face your dog." At the command "Change Position" the owner will give a command to change to any other position of posture. The command "Change Position" will be given two more times and the handler is to repeat for a total of 3 changes of position.

Any extra commands, cues or change of location of either dog or handler will result in a deduction of points.

PPD-II PROTECTION EXERCISES:

The PPD-II Protection Exercises will consist of Civil Agitation (180 degrees with 2 Agitators for a total of 30 seconds), Dual Attack w/Esquive, and Friendly Person Threatens Passively.

Total score equals 160 points, A minimum score of 112 points(70%) must be achieved to earn a PPD-II leg.

CIVIL AGITATION – 30 points

SPIRIT OF THE EXERCISE: In this exercise, the dog must alert and defend his stationary handler against two threatening persons who are not wearing any protective clothing. The handler is to stand in a designated circle and cannot move outside that circle. An agitator will confront the handler and dog with low levels of aggression and gradually become more hostile. At any time a second agitator will come in towards the K9 team and the first agitator will leave. Agitators may attempt to work their way towards the handler within 180 degrees for a period of 30 seconds.

Alert: 10 points

Handler may command and/or cue the dog to react to the agitator. Points are deducted for any delay and/or misdirection of the alert.

Aggression: 10 points

Dog must show intense aggression ensuring the handler is protected from the agitators, and keeping them from reaching him/her. Points are deducted if an agitator can work their way in close to the handler.

Redirect: 5 points

Dog should transition from one decoy to the next with handler redirecting the K9 toward the new and present threat.

Distraction: 5 points

Points are deducted if the dog is easily distracted away from the agitator. Inanimate objects can be used for distractions.

DUAL ATTACK ON HANDLER w/ESQUIVE – 100 points

SPIRIT OF THE EXERCISE: In this exercise, we are testing the dog/handler team's ability to defend against two attackers. One agitator threatens the handler from a minimum distance of 30'. Handler sends the dog on the threat. The decoy will attempt one esquite when the dog attacks. While the dog is engaged, a second hidden decoy appears and attacks the handler. Handler must out his dog and redirect him on the current attacker. After a 15 second fight, handler will out his dog and decoy retreats. Dog must return to a position of control.

Send: 10 points

Upon command from the steward the handler will send their dog to engage the aggressor. Any extra commands or lack of commitment to engage the hostile decoy will result in point deduction.

Esquite: 10

In real life a person may attempt to get away from the dog biting him/her. The Esquite is to simulate this scenario where he/she will purposely attempt to make the dog miss the first opportunity to bite. Points are deducted if the dog clearly misses the target and displays any hesitation to recover and engage the decoy thereafter.

Bite: 10 points

Dog must bite with intensity demonstrating the ability to control and dominate the assailant with strength and fight.

Release/Out: 10

Points will be deducted if the dog does not release immediately upon command .

Redirect/Send: 20 points

When second threat emerges the handler must release the dog from the first decoy and redirect the dog to send him/her to engage on the second decoy. If the dog stays focused on the first decoy or hesitates to engage with commitment towards the second decoy points will be deducted.

Bite: 10 points

Dog must bite with intensity demonstrating the ability to control and dominate the assailant with strength and fight.

Release/Out: 10

Points will be deducted if the dog does not release immediately upon command or if the handler's safety is still in question.

Overall Control: 20 points

How well did the K9 handler team handle the situation? A deduction of points will be made if the dog has to have encouragement to engage, or lacks overall intensity throughout the exercise

FRIENDLY PERSON THREATENS PASSIVELY – 30 points

SPIRIT OF THE EXERCISE: This exercise tests the ability of the team to respond to a passive threat. Friend or foe appears and starts conversation with you. Within a few minutes this person decides to threaten you quietly and discreetly with a weapon of some sort. The handler at that time must give the dog a command to engage in order to protect him/herself. At this time the handler will retreat to a safe distance, then command the dog to release and return to his/her side.

Engagement: 10 points

Upon command the dog must engage the threat. Any hesitation or lack of initial bite will result in point deduction.

Bite: 10 points

Dog must bite full with intensity demonstrating the ability to control and dominate the assailant with strength and fight.

Release/Out: 10 points

Points will be deducted if the dog does not release immediately upon command or if the handler's safety is still in question.

TACTICAL OPERATIONS DIVISION – TOP DOG

Equipment allowed:

All exercises in the TOP divisions will be off lead. Some exercises will require use of a muzzle. A flat buckle collar, loose fitting choke or prong collar, or harness is allowed. All equipment must be in good shape and proper working order. No electronic or shock collars will be allowed.

DISTRACTIONS:

Anything the K9 may encounter in real life can be set up on the field and/or leisurely in motion where it is safe for everyone.

TOP-I OBEDIENCE EXERCISE:

SPIRIT OF THE EXERCISE:

To demonstrate firm control of a Trained Tactical Operations Dog in Obedience, with real world distractions. The obedience exercises will consist of a Left, Right and About Turn, Stay, Recall, Slow and Fast Paces, Down in Motion and Three Changes of Positions with Overall Heel and Control.

Total Score – 100 points, must achieve a minimum score of 75% in order to proceed to the Protection portion of the TOP-I Division.

OBEDIENCE SCORING

Heeling & Overall Control: 20 points

One command and/or cue may be given to the dog to begin the exercise. Points will be deducted for every command and/or cue thereafter as well as

any out of position, forging ahead or lagging behind. Proper heeling should not change in relation to the handler from the first step to the last. The dog should be attentive to its handler, while maintaining an awareness of its surroundings.

Turns: Left, Right, About Turn - 10 points each

During turns, the dog must maintain the same consistent relation to its handler. Points are deducted for any additional commands and/or cues as well as any forging, lagging, wide and bumping.

Out Of Sight Stay For One Minute: 15 points

The Handler will give the k9 a stay command at a designated spot. The handler will then proceed to a predetermined destination out of the K9 view, Any movement from the stay position or initial spot will result in a deduction of points.

Recall: 10 points

Upon command from steward the handler must call their dog. The dog must return directly to a position of control back to the handler. Any extra commands, physical guidance and/or delay will result in a deduction of points.

Slow and Fast Pace: 5 points each

At the time the Steward gives the command for either the slow Pace and Fast Pace the handler's change must be obvious to the judge. Handler may resume back to normal pace upon the command "Normal" by the steward. Any extra commands from the handler, forging, lagging, wide or bumping will result in a deduction of points.

Change of Positions: 15 points

The command "Halt" will be given by the Steward. The handler will stop and follow the instruction to "Leave your dog." The handler will move to a designated point and await the command "Face your dog." At the command "Change Position" the owner will give a command to change to any other position of posture. The command "Change Position" will be given two more times, for a total of 3 changes of position.

Any extra commands, cues or change of location of either dog or handler will result in a deduction of points.

TOP-I Protection Exercises:

These exercises consist of Civil Agitation with a muzzle (180 degrees with 2 Agitators for a total of 60 seconds), Send w/ Guard , Transport, & Call Off.

Total Score - TOP-I Exercises are worth 140 points. A total of 75% or greater is required to earn a leg.

CIVIL AGITATION: - 40 points

SPIRIT OF THE EXERCISE:

The purpose is to see how well the dog alerts and defends against threatening persons without any bite equipment on. The Handler is to stand in a designated circle and may not move outside the circle. Two agitators will then confront the handler and dog with aggressive hostility for a period of 60 seconds. The dog will be wearing a muzzle. If the k9 hits a decoy the decoy must back away and not push into the dog. Agitators may attempt to work their way towards the handler within 180 degrees. The decoys main purpose is to touch the handler without being hit by the dog

Alert: 10 points

Handler may command and/or cue the dog to react to the agitators. Points are deducted for any delay and/or misdirection of the alert.

Aggression: 20 points

Dog must show intense aggression ensuring the handler is protected from the agitators, and keeping them from reaching him/her. Points are deducted if an agitator can work their way in close to the handler.

Distraction: 10 points

Points are deducted if the dog is easily distracted away from the agitators. Inanimate objects can be used for distractions.

LONG SEND w/ GUARD, TRANSPORT, & CALL OFF: - 100 points

SPIRIT OF THE EXERCISE: In this exercise, the dog/handler team must apprehend a suspect, then transport him to a position of safety, with an escape attempt.

Send: 20 points

Upon command the dog must engage the threat. Any hesitation or lack of initial bite will result in point deduction.

Bite: 20 points

Dog must bite with intensity demonstrating the ability to control and dominate the assailant with strength and fight.

Release/Guard: 30 points

Upon command the dog is to release it's bite and guard the suspect until the handler is in position to begin the transport of the suspect. Any additional commands and/or cues will result in a deduction of points. Judges are looking to see that the dog does not nip or bite the suspect again.

Transport: 10 points

Handler is to transport the suspect to a designated area. Dog should walk with handler, with direct attention toward the suspect.

Escape / Re-Apprehend: 20 points

At a specified mark, the suspect will attempt to escape. Dog is expected to engage. After a brief fight, the suspect will surrender. Handler will out the dog and re-apprehend the suspect.

TOP-II OBEDIENCE EXERCISE:

SPIRIT OF THE EXERCISE:

To demonstrate firm control of a Trained Tactical Operations Dog in Obedience, with real world distractions. All exercises will be off lead. This exercise will consist of Left, Right and About Turns, Stay, Recall, Slow and Fast Paces, Down in Motion and 2 Changes of Positions with Overall Heel and Control.

Equipment allowed: A flat buckle collar, loose fitting choke or prong collar, or harness. All equipment must be in good shape and proper working order. No electronic or shock collars will be allowed.

DISTRACTIONS: Anything the K9 may encounter in real life where it is safe for everyone.

TOP-II OBEDIENCE SCORING:

Total Score – 100 points, must achieve a minimum score of 75 points in order to proceed to TOP-II Protection Exercises.

OBEDIENCE SCORING:

Heeling & Overall Control: 20 points

One command and/or cue may be given to the dog to begin the exercise. Points will be deducted for every command and/or cue thereafter as well as any forging, lagging, wide and bumping the dog may do. Proper heeling should not change in relation to the handler from the first step to the last. The dog should be attentive to its handler, while maintaining an awareness of its surroundings.

Turns: Left, Right, About Turns - 10 points each

When turning, the dog must maintain the same consistent relation to its handler. Points are deducted for any additional commands and/or cues as well as any forging, lagging, wide and bumping.

Stay for Two Minutes: 10 points

Handler will place K9 in a down position and move to a distance of 20ft and will face the dog for a two minute stay. When the handler faces the dog, two decoys will appear and move about but will not agitate. Any movement by the dog, extra commands or cues will result in a deduction of points.

Recall: 10 points

Upon command from steward the handler must call their dog. The dog must return directly to a position of control back to the handler. Any extra commands, physical guidance and/or delay will result in a deduction of points.

Slow and Fast Pace: 5 points each

At the time the Steward gives the command for either the slow Pace and Fast Pace the handler's change must be obvious to the judge. Handler will resume back to normal pace upon the command "Normal" by the steward. Any extra commands from the handler, forging, lagging, wide or bumping will result in a deduction of points.

Down in Motion: 10 points

At anytime during the exercise, the steward will command the handler to down his dog. At that time the handler is to down his/her dog immediately while handler continues moving forward. Upon command from the steward, the handler will cue the dog to return to the heel position.

2 Changes of Positions: 5 points each

The command "Halt" will be given by the Steward. The handler will stop and follow the instruction to "Leave your dog." The handler will move to a designated point and await the command "Face your dog." At the command "Change Position" the owner will give a command to change to any other position of posture. The command "Change Position" will be given 1 more time and the handler is to repeat for a total of 2 positions of posture.

Any extra commands, cues or change of location of either dog or handler will result in a deduction of points.

TOP-II PROTECTION EXERCISES:

This will consist of Civil Agitation (180 degrees w/2 Agitators for 45 seconds) w/Muzzle Fight, Barrier Agitation w/bite, Search Apprehension w/Prisoner Transport, Call Off w/2 Decoys.

Total score – 150 points, must achieve a minimum of 110 points to earn a TOP-II leg.

CIVIL AGITATION w/ MUZZLE FIGHT: 40 points

SPIRIT OF THE EXERCISE: The purpose of this exercise is to test how well the dog alerts and defends against threatening persons without any bite equipment on. Handler is to stand in a designated circle and handler cannot move outside that circle. Dog will be muzzled. Two agitators will then confront the handler and dog intermittently with aggressive hostility. Agitators may attempt to work his/her way towards the handler within a 180 degrees. On cue from the Steward the handler will send the dog on a decoy for a muzzle fight for 10 seconds where the decoy is to fall and fight the dog.

Alert: 10 points

Handler may command and/or cue the dog to react to the agitator. Points are deducted for any delay and/or misdirection of the alert.

Aggression: 10 points

Dog must show intense aggression ensuring the handler is protected from the agitator from reaching him/her. Points are deducted if an agitator can work their way in close to the handler.

Muzzle Fight: - 20 points

The dog must show aggression dominating the decoy with no concern for the muzzle. Any hesitation and/or lack of intensity points will be deducted.

BARRIER AGITATION w/ BITE: 30 points

SPIRIT OF THE EXERCISE: This exercise demonstrates the dogs ability to protect their enclosure without the presence of their handler. Dog is placed in a car, kennel or crate and handler proceeds to walk away. A decoy will agitate the dog from outside the enclosure. Upon hearing the commotion the handler returns to see what is going on when, at that time the decoy opens the enclosure. The dog is to come out and bite the decoy. The handler is then present to release / out the dog.

Aggression: 10 points

Points will be deducted if dog does not bark, snarl and/or growl with serious intent of aggression towards the decoy.

Bite: 10 points

Points will be deducted if dog does not immediately turn toward the decoy and engage with a bite as soon as the enclosure is opened.

Release/Out: 10 points

Upon command from the handler the dog should quickly release the decoy. Any hesitation and additional commands or cues will result in a deduction of points.

SEARCH / APPREHENSION w/ PRISONER TRANSPORT: - 50 points

SPIRIT OF THE EXERCISE: A dangerous suspect takes off running into hiding. You deploy your dog to search and apprehend him/her by engaging with a bite. Upon taking him/her into custody you must transport him back to your vehicle or building.

Search: 20 points

Handler's position and tactics of the search are important. K9 must be out in front and not miss areas where the suspect could be hiding. Speed is of importance as well as the efficiency.

Bite: 10 points

Dog must bite full with intensity demonstrating the ability to control and dominate the assailant with strength and fight.

Release/Guard: 10 points

Upon command dog is to release its bite and Guard the suspect. Any additional commands and/or cues will result in a deduction of points. Judges are looking to see that the dog does not nip or bite the suspect again.

Transport: 10 points

Upon command the dog should walk with direct attention toward the suspect as the handler walks him/her away.

CALL OFF: 30 points

SPIRIT OF THE EXERCISE: Your job as a K9 handler team is to secure a specific area when two suspects come on to the property. The handler announces they must leave immediately and the property is patrolled by K9s. They do not take the warning and the K9 is deployed. The suspects go beyond your perimeter so the dog must be called off and return to the handler.

Send: 10 points

On command from the handler, the K9 should pursue the decoys without hesitation.

Call Off: 10 points

On command from the handler, dog should stop pursuit and return to the handler.

Return: 10 points

The team will be judged on how quickly the dog returns back to the handler.

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