

K9 PRO SPORTS RULE BOOK

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K9 PRO SPORTS RULE BOOK

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DIVISIONS

TRAINING

The Training Division is open to any person, thirteen years of age or older, wishing to compete and see where they and their dog stand in their training without having to complete the full requirements of the PPD exercises.

PERSONAL PROTECTION DOG (PPD)

The PPD Division is open to any Member, thirteen years of age or older, wishing to compete. The Personal Protection Dog is defined as one with the abilities to Detect a possible threat, and, at the Handler's discretion, to Deter, and if necessary Defend and protect, its' Handler from the threat. There is no limit to the number of years that a dog may compete in the Personal Protection Dog Division. The dog may receive the PPD and/or the PPDX Certification only one time.

PATROL DOG (PD)

The PD Division is open to any Member, thirteen years of age or older, wishing to compete. The Patrol Dog is defined as one with the abilities, and at the discretion of the Handler, to apprehend and control a potential threat.

YOUTH DIVISION

The Youth Division is open to youths twelve years of age or younger. Youths wishing to compete in this Division must certify under the Executive Director or a Regional Director. Certification for this Division will require that the youth prove the ability to maintain control over the dog with which they wish to compete. Certification will include a sample obedience course, an out and a recall. Youth competing in this Division must submit a waiver signed by a parent or legal guardian. A parent or legal guardian must be on the field during the youth's competition. The parent or legal guardian must either have prior competition experience with K9 PRO SPORTS or pass a certification test to be given by either the Executive Director or a Regional Director.

TRAINING DIVISION

OBEDIENCE EXERCISE (TRAINING) – 65 POINTS

Equipment: Six foot leash with buckle collar or harness. No other equipment may be on the dog.

Exercise: Obedience patterns will vary. Patterns will consist of the following elements, Heel, Sit, Down, Stay, Stay from Motion, Left Turn, Right Turn, About Turn, Fast Pace, Slow Pace, and may also include jumps and distractions.

Scoring for Obedience – 65 Possible Points

Heeling: 15 Points

The Handler will cue the dog on the command to begin the exercise. Each command or cue thereafter, unless otherwise specified, will result in a deduction of points. Proper heeling position for a PPD 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: 5 Points each

The dog must maintain a consistent position at the Handler's side throughout the turns. Forging, lagging, bumping into the Handler or cueing the dog will result in a deduction of points.

Change of Pace: 5 Points

The Steward will give either the command, "Slow pace", or, "Fast pace". Dogs must stay at the Handler's side as the Handler changes pace from Normal – Slow – Normal or Normal – Fast – Normal. The Handler's change of pace needs to be obvious to the Judges. The Handler is allowed to give a command or cue at each change of pace.

Distraction: 5 Points

A distraction, during the obedience, may be anything that could be encountered in a normal daily living situation, but not designed with dog training as its original function. Training equipment may not be used.

Figure Eight: 10 Points

At the Stewards command of, "Figure eight", the Handler and dog will heel in a figure eight pattern around two points. The two points may be traffic cones, people, chairs, etc. Forging, lagging or bumping into the Handler or cueing the dog will result in a deduction of points. The Handler and dog may enter into the figure eight pattern on either the right or left side of the first point.

Change of Position: 10 Points

At the command of "Halt" from the Steward, the Handler will stop. The Steward will then command, "Leave your dog and go to the end of your leash, turn and face your dog". When the Handler is in position, the Steward will give the command, "Change position". At this command, the Handler will have the dog change to any other position. Upon completion of the first change of position, the Steward will again command, "Change position". The Handler will have the dog change position again. Upon completion of the second change of position, the Steward will then command, "Return to your dog".

PROTECTION EXERCISES (TRAINING) – 90 POINTS

Civil Agitation

During this exercise the Handler will be asked to stand on a mark. The Handler may not move from this mark.

During this exercise the Decoy will have NO protection. It is EXTREMELY important that the dogs are properly and securely collared for the Decoy's protection. The Handler will be asked to hold the leash and assume a secure stance to ensure the safety of the Decoy.

Equipment: Six foot leash with flat buckle collar or approved harness. During this exercise, and only this exercise, the dog will be required to wear a chain slip (also called a choke or correction) back-up collar. The back-up collar will be clipped to the leash with the flat buckle collar. A back-up collar will not be required for dogs using a harness. No other equipment may be on the dog.

Scoring for Civil Agitation – 50 Possible Points

Alert: 10 Points

When cued by the Decoy, the Handler will alert the dog. The Judges are looking to see how your dog responds to your alert command.

Aggression: 20 Points

The Judges are looking to see the intensity of the dog and the dog's ability to deter a threat without the presentation of equipment.

Attack on Handler

While out for a walk, the Handler is attacked from behind. This attack simulates a surprise attack.

Scoring for Attack on Handler – 40 Possible Points

Heeling: 15 Points

The dog must display control. The dog should heel both onto and off the field.

Fight: 15 Points

The Judges are looking for the dog's ability to control and dominate the Decoy, fullness and intensity of the bite and the dog's fighting abilities.

Control after the Fight: 10 Points

The Judges will be looking at the dog's responses after the release. Did the dog guard, return to the Handler, re-bite, etc.? Could the dog be heeled off the field or did it need to be dragged away by the Handler?

PERSONAL PROTECTION DOG

DIVISION

OBEDIENCE EXERCISE (PPD) – 100 POINTS

Equipment: Six foot leash with buckle collar or harness. No other equipment may be on the dog.

Exercise: Obedience patterns will vary. Patterns will consist of the following elements, Heel, Sit, Down, Stay, Stay from Motion, Left Turn, Right Turn, About Turn, Fast Pace, Slow Pace, and may also include jumps and distractions.

Scoring for Obedience – 100 Possible Points

Heel: 15 Points

The Handler will cue the dog on the command to begin the exercise. Each command or cue thereafter, unless otherwise specified, will result in a deduction of points. Proper heeling position for a PPD 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: 5 Points each

The dog must maintain a consistent position at the Handler's side throughout the turns. Forging, lagging, bumping into the Handler or cueing the dog will result in a deduction of points.

Change of Position: 10 Points

At the command of "Halt" from the Steward, the Handler will stop. The Steward will then command, "Leave your dog and go to the end of your leash, turn and face your dog". When the Handler is in position, the Steward will give the command, "Change position". At this command, the Handler will have the dog change to any other position. Upon completion of the first change of position, the Steward will again command, "Change position". The Handler will have the dog change position again. Upon completion of the second change of position, the Steward will then command, "Return to your dog".

Change of Pace: 5 Points

The Steward will give either the command, "Slow pace" or, "Fast pace". Dogs must stay at the Handler's side as the Handler changes pace from Normal – Slow – Normal or Normal – Fast – Normal. The Handler's change of pace needs to be obvious to the Judges. The Handler is allowed to give a command or cue at each change of pace.

Figure Eight: 10 Points

At the Stewards command of, "Figure eight", the Handler and dog will heel in a figure eight pattern around two points. The two points may be traffic cones, people, chairs, etc. Forging, lagging or bumping into the Handler or cueing the dog will result in a deduction of points. The Handler and dog may enter into the figure eight pattern on either the right or left side of the first point.

Stay From Motion: 10 Points

While heeling, the Handler will be given the command, "Leave your dog". At the command the Handler will cue the dog to Stay. The dog may stay in the Sit, Down or Stand position during the Stay From Motion exercise. In this exercise the Handler should not change pace or stop with the dog. The dog should be commanded to stay as the Handler keeps a steady pace and walks to the designated area.

Distraction: 5 Points

A distraction, during the obedience, may be anything that could be encountered in a normal daily living situation, but not designed with dog training as its original function. Training equipment may not be used.

Recall: 15 Points

When commanded, the Handler will call the dog. The dog must return to a position of control. The dog must come directly to the Handler without hesitation. The dog may come to either the Handler's front or side. The dog may sit, lie down or stand. When the dog returns to the Handler, the position used must be held until the, "Exercise finished", command is given.

Stay-Handler Out of Sight: 10 Points

The Handler will be given the command, "Halt". When commanded, the Handler will proceed to the designated out of sight area. At the command the Handler will cue the dog to Stay. The dog may stay in the Sit, Down or Stand position during the Stay-Handler Out of Sight exercise. After no more than 30 seconds, the Handler will be commanded to "Return to your dog."

PROTECTION EXERCISES (PPD) – 150 POINTS

During the Protection Exercises contestants will be judged on the overall control of their dog. The dog should display control from the time the team enters the field until the time they leave the field.

Civil Agitation

During this exercise the Handler will be asked to stand on a mark. The Handler may not move from this mark.

During this exercise the Decoy will have NO protection. It is EXTREMELY important that the dogs are properly and securely collared for the Decoy's protection. The Handler will be asked to hold the leash and assume a secure stance to ensure the safety of the Decoy.

Equipment: Six foot leash with flat buckle collar or approved harness. During this exercise, and only this exercise, the dog will be required to wear a chain slip (also called a choke or correction) back-up collar. The back-up collar will be clipped to the leash with the flat buckle collar. A backup-up collar will not be required for dogs using a harness. No other equipment may be on the dog.

Scoring for Civil Agitation – 50 Possible Points

Alert: 10 Points

When cued by the Decoy, the Handler will alert the dog. The Judges are looking to see how your dog responds to your alert command.

Aggression: 15 Points

The Judges are looking to see the intensity of the dog and the dog's ability to deter a threat without the presentation of equipment.

Distraction: 20 Points

Again, the Judges are looking for intensity. How easily can the dog be persuaded not to protect you?

Return to Heel: 5 Points

The dog should return to heel on the Handler's command and heel away under control at the end of the exercise.

Attack on Handler

While out for a walk, the Handler is attacked from behind. This attack simulates a surprise attack.

Scoring for Attack on Handler – 50 Possible Points

Heeling: 15 Points

The dog must display control. The dog should heel both onto and off the field.

Fight: 15 Points

The Judges are looking for the dog's ability to control and dominate the decoy, fullness and intensity of the bite and the dog's fighting abilities.

Release: 10 Points

The Judges will be looking for the quickness of the dog's release after the Handler is instructed to and gives the command for the dog to release.

Control after the Fight: 10 Points

The Judges will be looking at the dog's responses after the release. Did the dog return to the Handler, re-bite, etc.? Could the dog be heeled off the field or did it need to be dragged away by the Handler?

Courage Test

During this exercise the Handler will heel the dog to the start line where they will wait for the Stewards' command. The Steward will ask if the Handler is ready. The Handler may send the dog at any time after the agitation begins.

Distractions by the Decoy, or the environment, may be used to test the dogs' commitment to the engagement. At the stewards command, the Handler will call the dog to release and return to the Handler.

Scoring for the Courage Test – 50 Possible Points

Send: 10 Points

The Judges will be looking for intensity from the dog. How quickly did it engage the Decoy? How confident was the dog? Was the dog hesitant to leave its Handler and engage?

Fight: 15 Points

The Judges are looking for the dog's ability to control and dominate the decoy, fullness and intensity of the bite and the dog's fighting abilities.

Release: 10 Points

The Judges will be looking for the quickness of the dog's release.

Recall & Handler Position: 15 Points

The Judges will be looking to see the level of control the Handler exhibited in bringing the dog back to the starting line. Moving forward to get control of the dog will expose the Handler to danger, therefore, the closer the position the Handler requires to get control of their dog, the lower the score.

PATROL DOG **DIVISION**

OBEDIENCE EXERCISE (PD) – 100 POINTS

Equipment: The Handler may not wear anything resembling training equipment. All equipment must be removed from the dog and either placed on the ground or handed to the Steward before the exercise begins. Equipment may be replaced on the dog after completion of the exercise.

Exercise: Obedience patterns will vary. Patterns will consist of the following elements, Heel, Sit, Down, Stay, Stay from Motion, Left Turn, Right Turn, About Turn, Fast Pace, Slow Pace, jumps, distractions and a Down on Recall.

Scoring for Obedience – 100 Possible Points

Heel: 15 Points

The Handler will cue the dog on the command to begin the exercise. Each command or cue thereafter, unless otherwise specified, will result in a deduction of points. Proper heeling position for a PD 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: 5 Points each

The dog must maintain a consistent position at the Handler's side throughout the turns. Forging, lagging, bumping into the Handler or cueing the dog will result in a deduction of points.

Change of Position: 10 Points

At the command of "Halt" from the Steward, the Handler will stop. The Steward will then command, "Leave your dog", "Forward", "Turn and face your dog". When the Handler is in position, the Steward will give the command, "Change position". At this command, the Handler will have the dog change to any other position. Upon completion of the first change of position, the Steward will again command, "Change position". The Handler will have the dog change position again. Upon completion of the second change of position, the Steward will then command, "Return to your dog".

Change of Pace: 5 Points

The Steward will give either the command, “Slow pace” or, “Fast pace”. The dog must stay at the Handler’s side as the Handler changes pace from Normal – Slow – Normal and Normal – Fast – Normal. The Handler’s change of pace needs to be obvious to the Judges. The Handler is allowed to give a command or cue at each change of pace.

Figure 8: 10 Points (Optional - May be used instead of Pass & Pick Up)

At the Stewards command of, “Figure eight”, the Handler and dog will heel in a figure eight pattern around two points. The two points may be traffic cones, people, chairs, etc. Forging, lagging or bumping into the Handler or cueing the dog will result in a deduction of points. The Handler and dog may enter into the figure eight pattern on either the right or left side of the first point.

Pass & Pick Up: 10 Points

At the command of, “Figure eight”, the Handler and dog will heel in a figure eight pattern around two points. The Handler and dog may enter into the figure eight pattern on either the right or left side of the first point. The two points may be traffic cones, people, chairs, etc. Forging, lagging or bumping into the Handler or cueing the dog will result in a deduction of points. On command the Handler will leave the dog in motion in the center of the pattern. The Handler will then circle the points and the dog at varying paces as commanded by the Steward until told to ‘Pickup your dog’. At this time the Handler will call the dog to heel and exit the pattern. A dog failing to remain in a stable stay position or a dog that is slow to resume the heel in motion position will lose points.

Stay From Motion: 10 Points

While heeling, the Handler will be given the command, “Leave your dog”. At the command the Handler will cue the dog to stay. The dog may stay in the Sit, Down or Stand position during the Stay From Motion exercise. In this exercise the Handler should not change pace or stop with the dog. The dog should be commanded to stay as the Handler keeps a steady pace and walks to the designated area.

Distraction: 5 Points

A distraction, during the obedience, may be anything that could be encountered in a normal daily living situation. Training equipment may not be used.

Down on Recall: 10 Points

The Handler will call the dog. On a signal from the Steward or at a pre-determined spot, the Handler will give the dog a command to down. The faster the dog responds and the closer to the mark it downs, the more points awarded.

Recall: 10 Points

When commanded, the Handler will call the dog. The dog must return to a position of control. The dog must come directly to the Handler without hesitation. The dog may come to either the Handler’s front or side. The dog may sit, lie down or stand. When the dog returns to the Handler, the position used must be held until the, “Exercise finished”, command is given.

PROTECTION EXERCISES (PD) – 200 POINTS

During the Protection Exercises contestants will be judged on the overall control of their dog. The dog should display control from the time the team enters the field until the time they leave the field.

Equipment: The Handler may not wear anything resembling training equipment. All equipment must be removed from the dog and either placed on the ground or handed to the Steward before each exercise begins. Equipment may be replaced on the dog after completion of each exercise.

Surprise Exercise

Scoring for the Surprise Exercise – 40 Possible Points

Points for the Surprise Exercise will be divided among the elements involved in the exercise.

Call Off

During this exercise the Handler will be asked to stand on a mark. The Handler may not leave this mark. The purpose of this exercise is to see how quickly the dog responds to the Handler's command and that the Handler's command will override the dog's desire to pursue the Decoy.

There will be a designated mark on the field. The Decoy will be approximately 60 feet away (depending on the size of the field). The Decoy will begin agitation. After the Decoy begins agitation, the Handler may send the dog to engage. After, but not before, the dog passes the designated call off point, the Handler may "Call Off" the dog. The dog should immediately end the pursuit and return to the Handler. The closer the dog gets to the Decoy before the command to call off is given, and provided the dog does not bite, the higher the point scores that will be awarded.

Scoring for the Call Off – 50 Possible Points

Send: 15 Points

The Judges will be looking for intensity from the dog. How confident was the dog? Was the dog hesitant to leave its Handler? If it is evident to the Judges that the dog has no intention of engaging the Decoy, the score for this ENTIRE exercise will be ZERO.

Call Off: 25 Points

The Judges will be looking for how quickly the dog responds to the Handler's command and how close the dog was to the Decoy when the command was given. If the dog's teeth touch the Decoy in any manner, the score for this ENTIRE exercise will be ZERO.

Return: 10 Points

The Judges will be looking for the quickness of the dog's return to the Handler and the assumption of a position of control. This means the dog must return to the Handler without hesitation. The dog may come to either the Handler's front or side. The dog may sit, lie down or stand. When the dog returns to the Handler, the position used must be held until the, "Exercise Finished", command is given.

Dual Attack

The Handler and dog will go to the area designated. The first Decoy will begin agitation. The Handler will then command the dog to engage this Decoy. On command of the Handler, the dog is to disengage from the first Decoy and engage the second Decoy. After the dog has engaged the second Decoy, the Steward will give a signal for the Handler to have the dog release.

Scoring for the Dual Attack – 50 Possible Points

Send: 10 Points

The Judges will be looking for intensity from the dog. How quickly did it engage the Decoy? How confident was the dog? Was the dog hesitant to leave its Handler and engage?

Fight: 10 Points

The Judges are looking for the dog's ability to control and dominate the decoy, fullness and intensity of the bite and the dog's fighting abilities.

Release: 10 Points

The Judges will be looking for the quickness of the dog's release after the Handler is instructed to and gives the command for the dog to release.

Obstacle Course

During this exercise the Handler will heel the dog to the start line, where they will wait until the Steward's command. Upon the Steward's command, the Handler will send the dog. The dog will overcome all obstacles in its path, a maximum of two, and engage the Decoy. The Decoy will remain passive until the dog has cleared all of the obstacles and then begin agitation. The Handler will maintain a position of safety (behind the start line) until the dog engages the Decoy. The dog must engage the Decoy for at least five seconds. The Handler may move forward upon engagement. At the Steward's command or signal, the Handler will command the dog to release. The dog should quickly release and maintain a guard position until the Steward calls, "Exercise finished".

If the dog does not complete the obstacle course the Decoy will not agitate the dog and will remain passive until the exercise is completed.

Scoring for the Obstacle Course – 60 Possible Points

Send: 5 Points

The Judges will be looking for intensity from the dog. How quickly did it engage the Decoy? How confident was the dog? Was the dog hesitant to leave its Handler and engage?

Window Jump*: 10 Points

The dog should go through the window without hesitation or Handler assistance.

Hurdle*: 10 Points

The dog should go over the hurdle without hesitation or Handler assistance.

Surprise: 5 Points

The dog should encounter, negotiate and overcome the surprise without hesitation or Handler assistance.

Fight: 10 Points

The Judges are looking for the dogs' ability to control and dominate the Decoy, fullness and intensity of the bite and the dogs' fighting abilities.

Release: 10 Points

The Judges will be looking for the quickness of the dog's release after the Handler is instructed to and gives the command for the dog to release.

Guard: 10 Points

The dog should go into an automatic guard posture after the release. The Judges will be looking for the dog to intensely watch the passive Decoy.

* The terms Window and Hurdle are used as examples only.

Obstacles will be any object that may be encountered in anyone's daily life or routine, such as mud puddles, bales of hay, tables, etc. Also included is equipment that is designed for dog training or competition, such as hurdles, window jumps, etc. Jumps may not exceed 40 inches in height. If a combination high/broad jump is used, such as bales of hay stacked two high and two wide, the height may not exceed 30 inches and the length of the jump must not exceed 36 inches.

YOUTH DIVISION

OBEDIENCE EXERCISE (YOUTH)

Obedience exercises will be the same as those in PPD.

PROTECTION EXERCISES (YOUTH)

Protection exercises will be the same as those in PPD.

TIE BREAKING PROCEDURES

In case of a tie in scores at a trial and where a tie breaker is necessary to decide finishing positions for award purposes, the first criteria will be if any dog involved in the tie holds an AKC CGC or similar title. The dog holding the title will be given the higher finishing position. If either the dogs involved all have or all do not have the title, then the dogs will be ranked according their scores in the Obedience Exercise portion of the trial.

RE-RUN PROCEDURE

A re-run may be requested by any contestant that feels there has been an equipment failure or an inconsistency in the performance of the Decoy(s) or Ring Steward.

A re-run must be requested before the competitor following the protesting contestant begins their run.

PROTEST PROCEDURE

Anyone may register a "Protest" over any run where the judges may fail to recognize a rule infraction or any other official guideline discrepancy that may influence any ones score inaccurately. Protests should be made in a timely manner in order to facilitate an accurate decision.

To protest, contact the Ring Steward, a protester may not approach a judge unless also designated as the Ring Steward. Protester will give their account of the infraction to the Steward. If, in the Ring Steward's assessment, the infraction is a rules or procedure infraction, the protester may post a Fifty dollar (\$50.00) fee with the Ring Steward.

The Ring Steward will then stop the competition and present the infraction to both judges. At their discretion the judges may interview anyone present or ask for corroborating video from all present.

If the Judges find in favor of the Protester, the Fifty dollar fee will be returned and the infraction will be ruled on accordingly, point reduction, re-run, or disqualification as is called for by the Rule Book or By-Laws.

BAITING

Baiting with any type of food, tugs, toys, etc., in any way, during an exercise will result in a 50% deduction of earned points for that exercise.