



APPDA SCENERIOS

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, also being evaluated on 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 chosen in each trial for the ENTRY LEVEL.

In 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. Corrections will result in large point penalties subtracted from the final score, 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. The overall obedience portion will be graded as a Pass or Fail-and any deductions are subtracted from the final score.

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

ENTRY LEVEL OBEDIENCE:

In ENTRY LEVEL Obedience, the Handler will demonstrate the following exercises, with the order being at the judge's discretion:

Heel on leash 30 paces, stop with automatic sit

Heel on leash 10 paces and make a left turn

Heel on leash 20 paces, performing fast, slow, normal changes of pace

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

Heel 10 paces, Down in motion, Continue 30 paces

Recall from down in motion 30 paces away

The main objective for obedience in this level, is to demonstrate, that the Handler and dog can work together as a team. At each trial, these components will be tested, but NOT necessarily in any set order. In the ENTRY LEVEL portion, there will NOT be a time, the dog is left to maintain a position, with the Handler out of sight.

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.

For the stay under mild decoy distraction, the Handler is instructed to move to a marked position on the field, and place his dog in a Stay beside the Handler. The Stay can be a Sit or a Down-this will be decided by the Handler. 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 10 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 Dog must remain at the Handlers side, the dog may change his initial position but not cause the Handler to struggle in maintaining that position.

Scoring:

Heeling (Right, left, change of paces, auto sit, about turn)- 22

Stay- 4

In Motion- 4

Change of position- 4

Distractions- 5

Neutrality- 5

Recall- 6

Total Possible Points: 50

ENTRY LEVEL- CIVIL AGITATION TEST

(MINIMUM 15 OUT OF 20 POINT EXERCISE TO PASS)

The club will provide an appropriate tie-out line of approximate 10' in length. Dog may wear an Agitation Collar, to be approved by the Evaluator, as well as a choke chain or fursaver as a back up to be clipped live ring to the collar or harness. The Handler may leave their own leash attached to the dog if they wish. After attaching their Dog to tie-out line, the Handler will walk their dog almost to the end of the tie-out, there should be 1-2' of slack. The ground will be marked where the Handler is to stand. The Handler has 20 seconds to get his dog in a calm position. Once the Handler/Dog Team are in position, the Evaluator will signal the Decoys (3 people in plain clothes) to approach. The Decoys should approach in a calm, yet verbally threatening manner. The Dog should actively & vigorously display aggression to repel the Decoys upon command of the handler when one of the decoys says, "That dog won't bite." The Decoys will continue to calmly engage the handler in conversation for approximately 8 seconds. There will be a fourth Decoy wearing a hidden sleeve who 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 both Decoys. End of Exercise.

Scoring:

Alert-3

Entry- 4

Commitment/Grip-5

Release-5

Re-alert-3

Total Points Possible:20

The Dog backs up &/or moves away move away from the threat so that the Decoy can touch the Handler, will result in a failure.

The Dog backs up &/or moves away from the threat but then lunges at the Decoy so as to keep them from being able to touch the Handler, will result in a 2 Pt. deduction each time.

The Dog exhibits no aggressive display but stays at the end of the tie-out so as to keep the Decoy from being able to touch the Handler, will result in a 2 Pt. deduction.

ENTRY LEVEL - COURAGE TEST

(MINIMUM 30 OUT OF 40 POINT EXERCISE TO PASS)

The Handler will indicate what their Out Command is for their Dog (on their Registration paperwork); any command is acceptable, but the Handler must stay with that Command or suffer Point Deductions.

*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 yell out toward the Team as the Decoy continues to move in their direction. At this time the Handler can give the Decoy a warning to stop, or they may get bitten by the Dog. The Decoy will have an object of opposition & continue to move toward the Handler and dog in a threatening manner (Talking, gesturing, etc.). The Decoy will walk fast toward the Team once they are approximately 30'-40' from the Team, & the Handler will then release their hold on the leash & send the Dog. AT NO POINT WILL THE DECOY YELL CORRECTIONS OR COMMANDS AT THE DOG IN THE ENTRY LEVEL. The Decoy should then catch & fight the Dog with their object of opposition for approximately *10 seconds*, but not "drive" the Dog. At the Evaluator's direction, the Handler then approaches & collects the Dog's leash, tells the Decoy to Stop fighting the Dog, then directs the Dog to Out. The handler may recall the dog to heel, out guard & recall or out guard & retrieve.*

Scoring:

Alert- 5

Distraction- 10

Entry- 5

Commitment/Grip- 10

Release- 5

Recall/Guard- 5

Total Points Possible: 40

The Dog fails to engage the Decoy, will result in a failure.

The Dog engages but then "switches" on its bite but doesn't disengage, will result in a 2 Pt. deduction each time.

The Dog engages but then disengages (comes off completely), will result in a 4 Pt. deduction, plus 1 Pt. for every second it doesn't re-engage. After 5 seconds of no re-engagement will result in failure.

The Dog doesn't out on the 1st Command, each additional Out Command will result in a 3 Pt. deduction. The Dog not Outing after 3 Commands results in failure.

The Handler changes Out Command, will result in 1 Pt. deduction each time.

The Dog is not intent on the Decoy during the Guard, will result in a 1 Pt. deduction.

The Dog leaves the Decoy during the Guard, will result in a 5 Pt. deduction.

The Dog shall not be penalized for muzzle-punching, nipping, harassing the decoy, etc., during the Guard, however the Dog fully re-biting will result in a 2 Pt. deduction for the re-bite, plus 3 Pt. deduction per any necessary Out Commands; the Dog not Outing after 3 Commands results in failure. These additional Out Commands are counted separately from the initial Out Commands for the scenario bite.

The Dog knocks the Decoy down, will result in FULL Pts. being awarded to the Handler/Dog Team & exercise is immediately over.

ENTRY LEVEL - GREETING TEST

(MINIMUM 30 OUT OF 40 POINT EXERCISE TO PASS)

The Handler will indicate what their Out Command is for their Dog (on their Registration paperwork); any command is acceptable, but the Handler must stay with that Command or suffer Point Deductions.

*The Handler/Dog Team will start at a start cone and then be instructed to walk 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 walk towards the pre-designated area, a suited Decoy will approach the Handler/Dog Team & will stop to talk with the Handler. At this time the dog should NOT display any sign of aggression. The Handler/Dog Team will then proceed to the pre-designated area where there is a bag that has been preset to be "stolen" by the aggressing decoy. The Handler will place their Dog however opposite the side where the bag has been placed and then sit down. A Decoy will return to this area 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 with the Handler in conversation. The Decoy will suddenly grab the bag & attempt to run away with it. The Dog should pursue & engage the Decoy. The Handler is allowed to 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 cloth bag for approximately *5 seconds*. At the Evaluator's direction, the Handler then collects the Dog's leash, tells the Decoy to Stop Fighting the Dog, then Outs the Dog. The Handler may either Recall their dog to Heel, or pull the Dog away.*

Scoring:

Neutrality in Greeting- 5

Attentiveness- 4

Distraction- 5

Release- 5

Total Points Possible: 40

Stay- 4

Entry- 4

Commitment/Grip- 8

Recall/Guard- 5

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.

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.

LEVEL 1 OBEDIENCE

(75% OF THE OVERALL POINTS MUST BE OBTAINED IN OBEDIENCE TO PROCEED TO PROTECTION)

General Information: The dog will be ON leash during this exercise. The dog(s) behind the enclosure will be on leash and will only use welded wire paneling for this exercise for safety precautions.

Exercise:

The Dog/Handler team will begin at the designated start cone. Judge will tell you to proceed to a designated area. You will heel 15 paces and perform a down in motion, the handler will continue 15 paces to a designated area (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 heel to the next area (30 paces) where they will be asked to perform change of paces from slow, fast, and normal and then dog/handler will stop at the cone. Handler will heel 15 paces towards a designate area where the dog will be in front of a vehicle while a neutral "old friend" (suited decoy) will be inside of the vehicle, honking the horn loudly to get the handler's attention. The "friend" will yell out of the window to the handler and exit the vehicle 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 accompanies his "friend" to the vehicle and the friend will enter the vehicle, while the dog is maintaining a down stay. Once the "friend" enters the vehicle the dog should be commended to sit from the down, while the handler is still near the vehicle driver's side. The handler will return to the dog and begin heeling passed the vehicle while the "friend" honks as they pass, to say "goodbye". The dog/handler team will proceed to a gated area 30 paces away in which they will heel to a gate with a barking dog to a designated area. The handler will command the dog to sit (5 seconds) at the gate and maintain control over the dog. End of

Exercise.

Scoring:

Heeling-20

Distraction-8

Down-6

Food Refusal-8

Total Possible Points-70

Environmental-8

Change of Positions-8

Stay-6

Sit-6

LEVEL 1 - CAR JACKING TEST

(MINIMUM 30 OUT OF 40 POINT EXERCISE TO PASS)

The Handler will indicate what their Out & Recall Commands are for their Dog (on their Registration paperwork); any commands are acceptable, but the Handler must stay with those Commands or suffer Point Deductions. The Dog is OFF leash for this exercise. The Handler will place their dog in the vehicle & sit in the front driver seat. At the signal of the Evaluator, the 1st Decoy will come up the passenger side of the vehicle and will open the rear passenger door. The decoy will fire 1 shot when the door is open & YELL NO!! 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 (approx. 10 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 while firing a gun 3 times (into the air, away from both Decoy & Handler). At this time the Handler will call once for his dog to help. The dog leaves the 1st Decoy to protect its Handler & engage the 2nd Decoy. Once the dog has engaged the 2nd Decoy, The Handler will move to the rear of the vehicle, away from the Decoys. The 2nd Decoy will fight the Dog for (10 sec) moving towards the front of the vehicle & the 1st Decoy will move along the passenger side of the vehicle to the front of the vehicle. At the signal of the Evaluator, the Handler will Out/Recall the dog to heel.

Scoring:

Alert- 3

Commitment/Grip- 3

Redirected Attack- 4

Commitment/Grip- 3

Release- 5

Total Possible Points: 40

Entry of 1st Decoy- 3

Release- 3

Entry of 2nd Decoy- 3

Distraction- 8

Recall- 5

The Dog fails to engage either/both Decoys, will result in a failure.

The Dog doesn't recall from 1st Decoy to help Handler with 2nd Decoy on the 1st Command, each additional Recall Command will result in a 3 Pt. deduction. The Dog not recalling after 3 Commands results in a failure.

The Dog engages but then "switches" on its bite but doesn't disengage, will result in a 2 Pt. deduction each time.

The Dog engages but then disengages (comes off completely), will result in a 4 Pt. deduction, plus 1 Pt. for every second it doesn't re-engage. After 5 seconds of no re-engagement will result in failure.

The Dog doesn't Out/Recall from 2nd Decoy on the 1st Command, each additional Out/Recall Command will result in a 3 Pt. deduction. The Dog not Out/Recalling after 3 Commands results in failure.

LEVEL 1 - COURAGE TEST

(MINIMUM 30 OUT OF 40 POINT EXERCISE TO PASS)

The Handler will be directed to a pre-designated area where the dog will be ON LEASH. The Decoy will assert themselves towards a bag (30 paces from the Handler/Dog) on the field near a designated cone. The handler threatens Decoy that if the property is tampered with or stolen they will send the dog. The Decoy will snatch the bag aggressively and walk away in a natural pace from the scene 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 in the entry way of the dog and begin to fight the dog. The Decoy will fight the dog for 15 seconds using the BAG and then the Handler will be signaled to tell the decoy 'Stop Fighting My Dog' then told to recall their dog.

Scoring:

Alert- 5

Entry- 5

Distraction- 10

Commitment/Grip- 10

Release- 5

Recall- 5

Total Possible Points: 40

LEVEL 1 - ATM TEST

(MINIMUM 30 OUT OF 40 POINT EXERCISE TO PASS)

The Handler will indicate what their Out & Recall Commands are for their Dog (on their Registration paperwork); any commands are acceptable, but the Handler must stay with those Commands or suffer Point Deductions. The Dog is OFF leash for this exercise. The Handler will place their dog in the vehicle & leave it there (1 placement command may be given), with the vehicle door left open. As Handler then walks towards the ATM (15 paces), 1 Decoy approaches the Handler & strikes up a friendly conversation, then continue on his way. The Handler "uses the ATM". One Decoy approaches the Handler. This time, the Decoy quietly demands the Handler's money & brandishes a gun, tells the handler "get on the floor, give me the money". The Handler will call once for their Dog to help. The Decoy will fire as dog approaches (away from Handler). The Dog exits the vehicle to engage the Decoy, during the fight the Decoy will fire random shots. After

approximately 15 seconds, at the Evaluator's indication the Handler will get up & the Decoy will call that they give up. The Handler then directs the Dog to Out/Guard, as the Handler goes back to the vehicle. The Dog Guards the Decoy as the Handler retreats to safety, the Dog may Guard aggressively or quietly, as long as it is intent on the Decoy. After the Handler has reached the vehicle, they will recall their dog to Heel. Exercise over

Scoring:

Stay- 5

Attentiveness- 4

Entry- 5

Commitment/Grip- 8

Distraction- 8

Release- 5

Recall- 5

Total Possible Points: 40

The Dog fails to engage the Decoy, will result in a failure.

The Dog aggresses its fallen Handler, will result in a failure.

The Dog doesn't engage the Decoy on the 1st Command, each additional Command for Protection will result in a 3 Pt. deduction. The Dog not engaging after 3 Commands results in failure.

The Dog engages but then "switches" on its bite but doesn't disengage, will result in a 2 Pt. deduction each time.

The Dog engages but then disengages (comes off completely), will result in a 4 Pt. deduction, plus 1 Pt. for every second it doesn't re-engage. After 5 seconds of no re-engagement will result in failure.

The Handler changes Out Command, will result in 1 Pt. deduction each time.

The Dog doesn't out on the 1st Command, each additional Out Command will result in a 3 Pt. deduction. The Dog not Outing after 3 Commands results in failure.

The Handler changes Out Command, will result in 1 Pt. deduction each time.

The Dog is not intent on the Decoy during the Guard, will result in a 1 Pt. deduction.

The Dog leaves the Decoy during the Guard, will result in a 5 Pt. deduction.

The Dog shall not be penalized for muzzle-punching, nipping, harassing the decoy, etc., during the Guard, however the Dog fully re-biting will result in a 2 Pt. deduction for the re-bite, plus 3 Pt. deduction per any necessary Out Commands; the Dog not Outing after 3 Commands results in failure. These additional Out Commands are counted separately from the initial Out Commands for the scenario bite.

The Dog knocks the Decoy down, will result in FULL Pts. being awarded to the Handler/Dog Team & exercise is immediately over.

LEVEL 1 - PROTECT MY BUSINESS

(MINIMUM 30 OUT OF 40 POINT EXERCISE TO PASS)

The Handler will indicate what their Out & Recall Commands are for their Dog (on their Registration paperwork); any commands are acceptable, but the Handler must stay with those Commands or suffer Point Deductions. The Dog is OFF leash for this exercise. The

"store" may be no smaller than 10'x10', outfitted with a 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 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. At any time the decoy will face the handlers' direction & charge the dog & handler. The Dog engages the Decoy at this time, (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. Once the dog has engaged, the Decoy will fight the Dog for approximately 15 seconds inside the store. At the Evaluator's signal, the Handler will say "Stop Fighting My Dog Then Out/Recall their Dog.

Scoring:

Stay- 4

Entry- 4

Release- 4

Total Points Possible: 30

Distraction- 8

Commitment/Grip- 5

Recall- 5

The Dog fails to engage either/both Decoys, will result in a failure.

The Dog bites the Decoy(s) before they exhibit any aggressive behavior, results in a 7 Pt. deduction. The Decoy(s) will work the Dog from this point, in event of an early bite.

The Dog breaks whatever position/placement command its Handler left it in but does not bite the Decoy(s) before they exhibit any aggressive behavior (ex: goes into a transport, goes closer to Handler, etc.), will result in 2 Pt. deduction.

The Dog doesn't engage the Decoy(s) on aggressive behavior towards its Handler, Handler gives Command for Protection will result in a 3 Pt. deduction for each Command.

The Dog not engaging after 3 Commands results in failure.

The Dog engages but then "switches" on its bite but doesn't disengage, will result in a 2 Pt. deduction each time.

The Dog engages but then disengages (comes off completely), will result in a 4 Pt. deduction, plus 1 Pt. for every second it doesn't re-engage. After 5 seconds of no re-engagement will result in failure.

The Dog doesn't recall from 1st Decoy to help Handler with 2nd Decoy on the 1st Command, each additional Recall Command will result in a 3 Pt. deduction. The Dog not Recalling after 3 Commands results in a failure.

The Dog doesn't Out/Recall from 2nd Decoy on the 1st Command, each additional Out/Recall Command will result in a 3 Pt. deduction. The Dog not Out/Recalling after 3 Commands results in failure.

LEVEL 2 PROTECTION DOG:

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

In this level, there will be FIVE protection scenarios, which may include a pursuit type exercises, 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, closed environments, multiple decoys, heavy decoy pressure etc. All distractions will be pre-approved as described in the APPDA Judge/Decoy rule book

LEVEL 2 PROTECTION -THE ATM WITH GUNFIRE

The Handler will leave his dog in the auto, the Handler will leave the passenger door open during the exercise. (The windows of the vehicle, will be in the DOWN/OPEN position.)

The Handler will leave his dog in the vehicle, the Handler will leave the passenger door open during the exercise. (The windows of the vehicle, will be in the DOWN/OPEN position.) The Handler will approach the wall of the ATM, (15 paces from vehicle) attempting to draw money from the ATM machine. (The handlers back will be turned to the approaching decoys) During this exercise, the Handler will be approached by Decoys. Decoy 1 will approach in a non-threatening manner with a lot of movement (waving arms, jumping up & down etc... The dog must remain in the vehicle and not aggress a non-physically threatening Decoy) asking if you are done & other random questions and walk off. Decoy number 2 will ask random questions and present a passive threat (showing a gun). The Decoy will tell the handler to "GIVE ME YOUR MONEY" pull out a gun and start to approach the handler. The handler will reach for his/her gun and fire a shot, the decoy will return fire and walk fast toward the handler. The handler will call their dog to attack. The Handler may call his dog's name if needed during the threat. Should a 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. After the dog is fighting the Decoy (15 sec fight), the Decoy will fire the gun randomly as he works the dog. At the signal of the Evaluator, the Handler will command the Decoy to "stop fighting the dog" and proceed to OUT or OUT/Guard the dog. Once the dog is OUT and returned to the Handler the exercise is over.

Scoring:

Stay- 8

Entry- 5

Release- 5

Total Points Possible: 40

Attentiveness- 6

Commitment/Grip- 8

Recall- 5

LEVEL 2 PROTECTION- DETAINMENT OF SUSPICIOUS SUSPECTS (PATROL)

The Dog/Handler team will begin in a "patrol" vehicle. They will stop by a "suspicious" group of people where the dog/handler team begins to interrogate them. The handler exits the vehicle while engaging in aggressive communication with the 3 "perps" and opens the back door. The dog remains in the back of the "patrol" car with the door open and the dog is to remain inside the vehicle threshold during the exchange of dialogue. The group of 3 "perps/decoys" will begin exchanging disruptive/disorderly behavior towards one another and 2 will begin to tussle. The dog should remain inside despite the "perps" physical interaction. During this interaction between the 2 "perps", the other "perp" will throw an item into the distance over an obstacle. Handler commands the perps to line up with their hands against the front of Handler's "patrol" vehicle. The dog will then be called to a heel position and placed into a guard behind the 3 "perps" while the Handler cuffs the perps. The dog will remain in a guard position while the handler searches the area where the item was tossed. (1 minute search) (The Handler WILL NOT find the item). The cuffed perps will be yelling at Handler while searching for the item. The handler returns to the dog and commands the dog to heel position. From the designated area, the handler will then send the dog to go over the obstacle (window jump, fencing, etc.) to a designated spot on 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, gun, money, knife, gun casing, etc., but will be provided by the judge. The dog is then commanded to heel back to "patrol" vehicle. The dog is placed in a guard while the Handler places all 3 "perps" in the back of the patrol car. End of exercise. You must earn 75 out of 120 points to move on to protection.

Scoring:

Stay in Vehicle- 10

Attentiveness/Focus to Interaction-5

Guard-10

Focus/Intensity/Effectiveness (1 minute guard)-8

Heel-15

Obstacle-5

Sit (2 minute)-8

Total Points Possible-120

Down (1 minute)-5

Recall-10

In motion exercise (down)-8

Return to Heel (in motion)-8

Search-10 Retrieve-8

General Allure-10

Point Deductions:

If dog breaks threshold repetitively (max 3 times) will be -2 per action

If dog breaks and cannot be returned the stay in vehicle will be 0

If the dog is lounging, sleeping, sniffing, digging, etc. inside of the vehicle and inattentive to outside interaction the stay will in vehicle will have a -2 deduction and your attentiveness and focus will be deducted -.5 for each action

Each handler command/queue will be deducted -.5 for every action

If the dog breaks the guard and can be returned -2

If the dog breaks the guard repetitively (max 3 times) will be -2 per action

If the dog breaks the guard and cannot be returned to guard the guard will be 0

If the dog is stressed, searching for handler, restless, distracted, distant, etc. in the guard the

Focus/Intensity/Effectiveness of the guard will be -1 deduction for every action/offense

If the dog begins harassing anyone "perp" and mouths, nips, muzzle punches with open mouth, etc. In the guard there will be a -.5 deduction for each action/offense if the dog appears stressed, overworked, and mentally/physically weak in the heel there will be a-2 deduction for every action/offense

If the dog appears overly bouncy/enthusiastic, unrealistic/unnatural in movement there will be -2 deduction for every action/offense

Lagging, Forging, Crabbing will have a -.5 deduction for every action/offense

Lack of attentiveness in the heel will have a -.5 deduction for every action/offense if the handler must give multiple commands for jump (max 3 times) -1 deduction for every offense, if 3 times dog doesn't perform the exercise will be 0

If dog hits jump or avoids jump there will be a -1.5 deduction for each action/offense if dog appears restless, stressed, overworked, and physically/mentally weak in the sit there will be a -1 deduction for every action/offense

If the handler gave multiple/different/double/cues to dog during sit -.5 deduction for every Action/offense

If dog appears restless, stressed, overworked, physically/mentally weak in the down there will be a -1 deduction for every action/offense

If the handler gave multiple/different/double/cues to dog during down -.5 deduction for every action/offense

If the dog is distracted/unfocused -2 deduction

If the dog is slow -1 deduction for every second after the command for recall is given

If the dog is slow to down -.5 deduction for every second after the command for down is given.

If the dog is restless in the down or anticipates the down -1 deduction

If the dog is slow to return to heel -1 deduction for every second after the command for heel is given

If the dog is distracted/unfocused -1 deduction for every offense/action

If the dog is too fast and surpasses handler or is wide/indirect coming into heel -1 deduction for every action/offense

If the dog is playful/unfocused/distracted during the search -2 deduction for every action/offense

If the dog prolongs the search (15 second allotted time), if time runs out the exercise will be 0

If the dog mouths or plays with retrieve item -1 deduction for every action/offense

If the dog drops item -1 deduction for every action/offense if the handler exhibits dramatic/unnatural/excessive

Help/guidance/pressure/reinforcement to dog -1 deduction for every action/offense if the dog urinates/defecates at any point on the field, the dog will be disqualified and asked to be removed from the program

If the dog bites anyone at any time, the dog will be disqualified and asked to be removed from the program

LEVEL 2 - PROTECTION - PROTECTION OF MY BUSINESS AGAINST TWO DECOYS

The Handler will indicate what their Out & Recall Commands are for their Dog (on their Registration paperwork); any commands are acceptable, but the Handler must stay with those Commands or suffer Point Deductions. The Dog is OFF leash for this exercise. The "store" may be no smaller than 10'x10', outfitted with a 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 Command near them (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. At any time the decoy or decoys will face the handlers' direction & charge the dog & handler. The Dog engages a Decoy at this time, (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 (for 10 sec), bringing the dog outside of the store, at which time the second Decoy will aggress 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 to protect its Handler & engage the 2nd Decoy. Once the dog has engaged the 2nd Decoy, the 2nd Decoy will fight the Dog for approximately 10 seconds inside the store. At the Evaluator's signal, the Handler will say "Stop Fighting My Dog Then Out/Recall their Dog.

Scoring:

Stay- 6

Entry- 5

Redirect to 2nd Decoy- 5

Release- 5

Total Points Possible: 40

Distraction- 4

Commitment/Grip- 5

Commitment/Grip- 5

Recall- 5

Your dog will remain ON leash in this exercise. The Dog/Handler team will have necessary deductions for double or extra commands, and/or additional handler help.

LEVEL 2 PROTECTION – ROAD RAGE

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

The Dog starts this exercise with a muzzle on inside 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 and the bicyclist removes himself from his bike (20 paces away) and begins to approach you aggressively. You remove the dog from the vehicle at a designated location (20 paces away from where the bicyclist stopped) and command the dog to down. Handler will warn bicyclist to not approach any further or the dog may attack him. As the bicyclist approaches and yells at handler the dog should remain in the down. The

handler calls dog to heel when the bicyclist has walked 10 paces (designated area). The dog should be alert, but if doesn't, should be commanded to alert aggressively towards the bicyclist. At which point, 5 additional paces (designated area), the bicyclist will attempt to throw a bag and water at you and your dog. The dog should be commanded to aggress the bicyclist. The bicyclist will remain upright (unless dog brings him to the ground) in a physical confrontation for 20 seconds and will push the dog twice before stepping back from the interaction. The handler will recall the dog to heel & 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 "back bag". Handler will remove the muzzle from the Dog. Handler will leave dog in a sit while the handler retrieves the bag for the bicyclist. The bicyclist will constantly yell at the handler "HURRY WITH BAG, GIVE ME MY BAG, ETC." The handler will return to dog. The Dog/Handler team will heel alongside the bicyclist to a designated spot (20 paces to a designated area). End of exercise.

Scoring:

Alert-6

Down-6

Muzzle-6

Recall-6

Distraction-8

Total Possible Points-70

Muzzle Attack-12

Out/Recall-8

Sit-6

Heel - 12

LEVEL 2 PROTECTION – HOMELESS MAN

*(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 at 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 dog to change positions (2 position changes) down, sit or stand. The Handler does not face his/her dog while giving the commands. The Judge will use his/her discretion with the position changes. 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 3 pieces of food, there will also be food scattered on 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 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 Handler will then command the dog to become neutral and under control by commanding the dog to down while the handler and the crowd return to their seats. End of exercise.

Scoring:

Heel-14

Distraction-8

Down-6

Environmental-8

Total Points Possible: 54

Stay-6

Change of Position-6

Food refusal-6

Officers may use their own issued weapon, if desired, but weapons will be secured by The APPDA prior to the start of the trial, for insurance reasons, and NO live rounds will be allowed on the field at any time during the trial, as per The APPDA Rules.

LEVEL 3 PROTECTION DOG:

LEVEL 3 - HOUSE HOSTAGE GUN ATTACK

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 subject (Armed Decoy & Hostage Decoy) positioned and concealed near the building. The first decoy (Hostage) will present himself, the K9 Handler will command the decoy (hostage) to come forward to the K9 Handler's location and must maintain control of the dog. (The K9 Handler will have his/her firearm pointed at the hostage, they will yell aggressively). The Decoy (Hostage) will be ordered to a designated marked area and placed to their knees by the handler, (the Hostage will remain like this for the remainder of the exercise). While the K9 Handler is giving the instructions to the First Decoy (Hostage), a Second Decoy (The Hostage Taker) simultaneously, will appear from a window of the building and proceed to fire two shots towards the Officer's patrol car. At that time, another Officer (Third Decoy) will come to the aid of the K9 Handler by "The Patrol Car". Upon the decoy (Hostage Taker) firing two shots; the other Officer (3rd Decoy) will throw a smoke bomb towards the window and the K9 Handler will immediately crawl with his/her dog to a designated location (15 paces away). Once the smoke bomb goes off the "Hostage Taker" will shoot off one additional round towards the patrol car and the officer (3rd Decoy) will shoot 2 rounds towards the building at the "Hostage Taker". Once the Handler and K9 reach the designated area, the Handler will send the dog through a tunnel (10 Paces away) around the side or back of the building to get into the building discreetly. Once the K9 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 K9 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 K9 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 K9 Handler will pat down the "Hostage Taker" and perform a rear transport while Assisting Officer escorts "Hostage Taker" to the patrol car (Exercise Completed)

At any time, should the dog appear to be headed to aggress the Hostage Decoy, the Handler will call off and re-direct his dog (with minor point deductions). Should the dog aggress the Hostage Decoy or Assisting Officer at any time, a score of zero will be given and the exercise will be over.

Scoring

Stay with Distraction- 12
Gunfire- 5
Focus/Attentiveness- 10
Distraction- 5
Obstacle- 8
Efficiency- 10
Entry- 5
Total Possible Points- 100

Grip/Commitment- 15
Distraction- 5
Release- 5
Guard- 5
Transport- 5
Team Skills- 10

LEVEL 3 - FELONY TRAFFIC STOP

Upon the signal of the Evaluator, the K9 Team will enter the field. (Driving the "Patrol Car" onto the field, the "Bad Guy" vehicle will already be on the field in a pre-determined position. The vehicles will be positioned on the field to simulate a traffic stop. The Handler will be allowed to use his own vehicle, if desired, but the Evaluators must be advised of this prior to the start of the trial). Two suited Decoys will already be positioned in the other vehicle. After the signal from the Evaluator, the K9 Handler will exit his vehicle 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. 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 K9 Handler will command them to place their hands on the trunk. The K9 Handler will ask the Decoys if they have any weapons on them and begin a pat down, starting with the Driver Decoy. At this time, the Driver Decoy will begin to resist a little while aggressively back talking to the K9 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 aggress the Decoys, the exercise may continue with minor point deductions. If the Dog should exit the vehicle and aggress a Decoy then the exercise will be over and will result in a zero score for the team). The Passenger Decoy at this time will turn to fire his weapon at the handler, but the gun will misfire. (The Decoy will run with the firearm for 20 paces). At this time, the Handler will command his Dog to engage. AS the Dog exits the vehicle, the Passenger Decoy will begin to flee. The Dog must aggress the fleeing decoy until an out command is given by the Handler. (Approximately 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 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 K9 Handler will conduct a pat down. During the pat down, the Passenger Decoy will resist the Officer and toss his weapon into the distance. (When the K9 Handler sees the firearm, he/she will immediately give his/her dog the Bite Command). The Dog will be commanded to re-bite during this resistance. The Passenger Decoy will immediately give up. The Handler will command to stop fighting the Dog and immediately out the Dog. The K9 Handler will proceed with the pat down and the escort back to his vehicle (This will be a side transport) upon reaching the vehicle. 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 thrown weapon. The Dog may alert/retrieve article. Exercise Complete.

Scoring:

Stay with Distraction- 12

Focus/Attentiveness- 10

Entry- 5

Grip/Commitment- 12

Distraction- 8

Release- 5

Guard- 5

Total Possible Points- 100

Reattack- 8

Release- 5

Transport- 10

Search- 10

Efficiency- 6

Team Skills- 10

LEVEL 3 - BURGLARY IN PROGRESS

Upon the signal of the evaluator, the K9 team will heel from a pre-designated location (20 paces away) to a marked area of the field 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 house positioned by the window of the house/building. The Handler will alert his dog at this time. The K9 team will heel towards the building (10 paces) and direct the Decoy to stop and move away from the building – to a clearly marked area pre-set by the Judges. The Handler will place his Dog in a down position at this time (where the Dog is placed, is the decision of the Handler). The Decoy surrenders and proceeds to abide the directions of the Handler. After reaching the location, the Handler will simulate a “pat down”. During the pat down, the Decoy inside the building will sneak out, walking up toward and will attack the Handler. 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 Also if he decoy successfully covers he handlers 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” for approximately 20 seconds. (Please refer to Rulebook for acceptable “Objects of Opposition”). The Handler must secure the 1st Decoy by placing him/her on their knees with their hands behind their head before going to his Dog. 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 and transport the Decoy back toward the 1st Decoy. The transport will be 10-15 paces to a marked area of the field. Exercise Complete. (Should the Handler not secure the 1st Decoy and go to assist his Dog while aggressing the 2nd Decoy, the 1st Decoy will come and attack the Handler, so the Handler will need to call off his Dog from the one Decoy to come and assist which results in loss of points).

Scoring:

Heeling- 10

Alert- 8

Down- 6

Attack On Handler- 12

Entry- 5

Grip/Commitment- 10

Total Possible Points- 100

Distraction- 8

Release- 5

Disengage (Out Or Recall)- 8

Transport- 10

Efficiency- 8

Team Skills- 10

HOME INVASION WITH FEND OFF- APPDA LEVEL 3

The Dog and Handler team will begin at a start cone with the dog in a down. The Handler will check in with Dog on lead before the exercise begins. The Judge will signal for the dog's leash to come off and heel towards a building structure (30 paces away). The dog/handler team will heel towards structure to a designated cone and then down the dog. The handler will be signaled to send the dog inside of the structure to search for suspects/perps. Once the dog clears the area, the dog will be commanded to recall to the handler back to start cone. Then the handler and dog will be told to enter the building structure, where the handler and dog will wait 35 seconds. After, 3 armed men will bombard the entry way. The first man will have an object to obstruct the dog's target. The dog should engage immediately, working around the object of obstruction. The other 2 perps will remain in entry way approximately 3 seconds to offer initial grip. 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, (Dog 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, then help his dog). That fight will last a total of 10 seconds with the handler, dog and other remaining 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 and he will out and recall his dog. The handler will down his dog facing the perps and leave the building to look for the other perp. The handler will come back, simulate handcuffing 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. 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 fight will last 10 seconds. The handler will command the dog to release and transport the remaining perp back to him. Exercise complete.

Scoring:

Heeling- 5

Down- 4

Search- 5

Pursuit/Entry/ Commitment (1st Grip)- 6

Distraction- 5

Grip/Commitment- 5

Redirected Attack- 5

Total Points Possible- 75

Grip/Commitment- 6

Release/Recall- 5

Down (Absence Of Handler)- 5

Search- 6

Grip/Commitment- 5

Release – 5

Transport- 8

SURPRISE SCENERIOS

All Surprise Scenarios are optional and worth 5 additional points to credit towards present score of Dog/Handler team. Failure will not result in further point deductions towards present score of Dog/Handler team. All Surprise Scenarios are worth 40 points and 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 SCENERIO-KIDNAPPING

(MINIMUM 20 OUT OF 30 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, and the Handler will walk away with the dog loosely (as if taking the dog to relieve itself, leaving the doll in the carriage, on a bench etc.) A Decoy will take the doll and move in the opposite direction carrying the doll. Once the Handler reaches a pre-marked area, the Handler will turn, noticing the doll missing and the Handler will 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, at the direction of the Evaluator, the Handler will OUT and recall the dog. End of Exercise.

Scoring:

Heeling- 6

Entry- 5

Release- 5

Total Points Possible: 30

Attentiveness- 4

Commitment/Grip- 5

Recall- 5

LEVEL 2 SURPRISE SCENARIO - SURPRISE ATTACK ON HANDLER

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 is going to heel toward a pre-determined point, given by the Evaluator. At some point the Decoys are going to appear, the decoy(s) initially may walk past without any aggression-as to be walking by talking to each other or immediately present as an aggression 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 first Decoy is on the bite, the second Decoy will also aggress the Handler. The Handler may call his dog's name. In this exercise, the Dog must leave the first Decoy and move to protect his/her Handler. The Decoys may have a weapon or noise item to oppose the dog. During the aggression care will be used as to not strike the dog in the face or ears with the object of opposition. When instructed by the Evaluator, the Handler will tell the Decoy to " stop fighting the dog", and immediately OUT and collect the dog.

Scoring:

Heeling- 6

Entry- 5

Redirect to 2nd Decoy- 4

Release- 5

Total Points Possible: 40

Attentiveness- 4

Commitment/Grip- 5

Distraction- 6

Recall/Guard- 5

LEVEL 2 SURPRISE SCENARIO - GREETING OF THE STRANGER

In this scenario the Handler will be walking his/her dog on leash, moving toward a pre-determined 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 aggress 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 can call the dog's name to protect, 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, exercise over.

Scoring:

Heeling- 6

Entry- 5

Redirect to 2nd Decoy- 4

Release- 5

Total Points Possible: 40

Attentiveness- 4

Commitment/Grip- 5

Distraction- 6

Recall/Guard- 5

LEVEL 2 SURPRISE SCENARIO - GETTING THE PACKAGE

(THIS IS A STOP ATTACK EXERCISE)

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. 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 the Decoy will threaten the Handler by pushing the article TOWARD the Handler. The dog should immediately react due to the threat, at a pre--designated point the Decoy will yell "I give up", at this point the Handler will command his dog to STOP. (The line will be marked on the field, so all dogs will have the same opportunity from their Handler to give the STOP command.) 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 signal the Handler to heel forward with the dog once the dog is with Handler, 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 10 seconds, then the judge will signal the Handler to OUT the dog and recall the dog. End of Exercise.

Scoring:

Heeling- 4

Attentiveness- 4

Call Off- 4

Commitment Grip- 5

Recall- 5

Total Points Possible: 40

Stay- 4

Pursuit- 4

Entry- 5

Release- 5

LEVEL 2 SURPRISE SCENERIO - MUZZLE FIGHT BREAK IN

The Handler will be positioned on the field, approx. 10 feet from the building entrance, with his dog on a Long line. 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, 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"- For Safety the Decoy will not enter the building, but continue to attempt the "breaking in" At this time, the Handler will warn the Decoy again and send the dog. The dog should aggress the Decoy at least one time with a muzzle strike. 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

Attentiveness-4

Pursuit/Entry- 4

Release/Disengage- 5

Total Points Possible: 40

Stay- 5

Alert- 4

Commitment to Muzzle Fight- 10

Recall/Guard- 4

LEVEL 3 SURPRISE SCENERIO - MUZZLE FIGHT BREAK IN

(NEED 75% POINTS TO PASS THIS SCENARIO)

The handler will be proceed to designated cone where they will equip the dog with the muzzle and load into vehicle (that will be provided by host club), the handler will drive the vehicle from one cone to another to be positioned on the field in front of a structure/building, away from the building entrance. The handler will be signaled to come out of the vehicle and leave the driver's door open and will be told to put a long line on the dog. Once the dog and handler reach the designated area the evaluator will instruct the handler to move towards the front left tire near the hood and question the perpetrator. An unsuited decoy (wearing a hidden sleeve under a shirt for protection) will approach the building as if proceeding to attempt to break in. When commanded by the evaluator, the handler will proceed to question the perpetrator loudly from behind the safety of the vehicle. The perpetrator will aggressively yell and shoot off 2 rounds towards the "officer/handler" and attempt to flee into the building. The handler will return 1 round of fire towards their direction. The handler will yell, "hey get away from the door, turn around with your hands up. I will send my dog"- (for safety the decoy will not enter

the building), but continue to attempt the "breaking in" at this time, the decoy will turn around & reach for his gun, the decoy will shoot once and throw his gun down. At that point, the handler will send the dog. The dog should aggress the decoy at least one time with a muzzle strike. Should the dog refuse to move forward to aggress the decoy, a score of zero will result. The decoy will enter the structure/building once the initial strike has been made by the dog. Once the decoy enters the structure there will be a 10 second fight and the decoy may use the environment as a means to fend the dog off. Once the dog and decoy enter the structure a "team" (3 other unsuited volunteers) will enter structure along with handler and try and maintain control over the perp. The team will yell "get on the ground, remain on the ground!!" once directed by the evaluator, the handler will command the perpetrator to the floor and collect his/her dog. Once the dog is back into heel position the dog will be commanded to transport the perpetrator to the judge. Exercise complete.

Scoring:

<i>Muzzle- 6</i>	<i>Distraction- 6</i>
<i>Stay- 6</i>	<i>Disengage- 5</i>
<i>Entry- 5</i>	<i>Transport- 6</i>
<i>Commitment- 6</i>	<i>Disengage- 5</i>
<i>Total Possible Points: 45</i>	

LEVEL 3 SURPRISE SCENERIO – CALL OFF

Handler will put the their dog in a vehicle and proceed to drive to a building. 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 zero'd). 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. The handler will recall the dog back to a heel from outside of the building (at a marked space on the field). The decoy will then come out of the building and start to flee. The handler will yell, "stop or i will send my dog." When the decoy reaches a marked area/cone, the handler will send his dog. The decoy will put his hands in the air and say, "i give up!" The handler will have to call the dog off and back to the heel position. -exercise complete.

Scoring:

<i>Attentiveness- 5</i>	<i>Heel- 5</i>
<i>Pursuit/Commitment- 5</i>	<i>Pursuit/Commitment- 5</i>
<i>Entry- 5</i>	<i>Call Off- 8</i>
<i>Grip/Commitment- 8</i>	<i>Recall- 4</i>
<i>Release- 5</i>	
<i>Total Possible Points- 50</i>	