

## Manual and rules for decoys GLOBALRING-NVBK

### 1. Goal

-Uniformity in the way of work of globalring-decoys.

-The decoy (man or woman) will always be indispensable for our sport.

-Knowledge of the general rules of globalring is crucial to succeed in theoretical and practical examinations as decoy.

-These rules have to make sure there's a unique and specific work in the trials. Every influence and input from other disciplines is strictly forbidden. No one can apply a way of working during globalring trials compared with other disciplines. The judges and the responsible of the decoys will look into that matter and closely monitor every offence. If some matter occurs anyway in an official trial, the judges have to give advantage to the dog. They can decide to redo the exercise or give full points to the dog. They also can remove the decoy from the trial if after notification the decoy still keeps on working in a wrong way.

Some examples:

- dog is "esquived" in an attack
- wrong work in wrong category
- no 2 seconds in the guard of an object
- shoots near the head of the dog
- no natural walk in the transport

This manual has to be a reference book for all decoys , judges and other dogwork passionates.

### 2. The role of the decoy in the trials:

The main task of our decoys is to work together with the judges in order to make a decent classification and to order the dogs according to their merit.

A globalring-decoy will always be: – impartial

- same attitude for every dog
- not hurting any dog
- carry out what the judges ask
- know the rules !

### 3. The costume and other equipment:

Because we want to see a more mobile decoy in globalring, the suit has to allow a bigger mobility. The decoy can use a normal ringsuit if he wants. Better is to wear a "French" suit and put "jute" covers on arms and legs. The jute covers can be short (up to the elbow for the arm and up to the knee for the legs) like required for the work in NVBK-ring. Long sleeves of jute are also aloud

(longer than the elbow for the arm and over the knee for the legs). The judges and the responsible of the decoys have to control the suits before starting the trial, the material has to be impeccable. It is obliged by our insurance company Arena to wear gloves while working as a decoy in globalring trials .

#### 4. Shoes:

Shoewear is very important for decoys, the shoes have to be adapted to all kinds of weather that can occur during globalring trials. Flexible work shoes or football shoes without iron studs are ideal to have grip on various undergrounds. As a decoy you have to be prepared to change shoes during the day of trial due to weather conditions. The work has to be the same for every dog !

#### 5. The stick:

Most effective for sound, opposition and working towards our dogs is the bamboo stick (maximum 60 cm.) Bamboo can be put into water for one night so you can split it easily in 4 with a sharp knife.

#### 6. Arms and ammunition:

For the category 1 it's obliged to use a 6 mm. Revolver (young dogs). For category 2 and 3 it's obliged to use a 9 mm. The arms and ammunition can be provided by the organising club or by the decoys themselves. In some countries like the Netherlands it's forbidden for civilians to have 9 mm. Caliber guns or ammunition, so the Dutch trials will use only 6 mm.

#### 7. Behaviour of the decoys:

The decoys will be present on the field in their best condition, also physically. During the trial he will give no comment on the dogs or handler on the field or next to the field, nor he will be influenced by any comment given to him or his work.

The use of his voice will be imposed by the judges, this can only be in the defense and guard of an object.

#### 8. Rules for the decoy(s) during the work:

##### \*Attacks:

The decoy will use his bamboo stick to attract the dog's attention when he's in place for an attack (stick and accessories). This can be in all categories but surely in category 1. The judges have to keep this in mind when they prepare the program. When the trialfield is big they surely have to consider this matter.

The decoy will NEVER eschive the dog in an attack. Only when the dog, by circumstance, passes the decoy, he can and must do anything to prevent that the dog can bite. In that case he can use his stick or accessory.

At the moment of "incoming" of the dog in the suit in an attack, the decoy has to take care the stick will not end up in the mouth of the dog.

The decoy only stops working his attack after the recall of the handler, this can also be with a whistle. The decoy will never stop working at the claxon of the judge !

In case of a leg-biter the decoy will never put his knee lower than 30 cm. of the ground.

If the judges want to do a "charge" on the dog, only 2 steps are allowed.

If the dog in the attack with accessories takes the object in his mouth and retakes his bite, the decoy works normal and will not esquire the dog.

If the decoy falls in an attack, the advantage will always be given to the dog !

In the category 1 the decoy will always present the arm in the attacks, also in the fleeing attack.

This is very important for dogs coming from ring and IPO competitions. From category 2 the judges can decide that the decoys no longer present the arm in the attacks. The working of the decoys stays the same all trial long !

In the fleeing attack the decoy will shoot 2 times when the dog is in bite, he will shoot in an angle of 45 ° (degrees). He will never shoot just near the head of the dog. The fleeing attack can be made diagonal over the field or straight on. The judges have to take care nor the decoy nor the dog will be injured during this attack. There has to be enough space and a good underground to execute this attack. If the dog bites in the hand where the gun is held, the decoy will change the gun of hand before firing. In the interrupted fleeing attack the working of the decoy will be the same, but he/she don't have to fire the gun.

#### \*Search and transport

The decoy has to be neutral in the blind. He can "present" his arm or he can have both arms along his body on a natural way. After sommation of the dog handler he can leave the blind and proceed in the way the judges asked him. If the dog is not paying attention to the decoy in the blind or if the dog leaves the blind, the judge can ask the decoy to flee already and make the meters count that he can take. If the dog recovers the decoy, the decoy will proceed like the judges asked and so he will perform in total 4 fleings.

In the transport the decoy will walk in a natural way, not using his hands to push the dog or intimidate the dog. The decoy will never push a dog into a hole in the field or against some obstacle that can hurt the dog. If the judges imposed him to take an obstacle on the field, the decoy can only pass 2 times the same obstacle, then he has to flee. It's forbidden to take the obstacle more than 2 times.

Once the decoy starts his flee, he will try to take as much meters as possible. He only stops fleeing when the handler calls the dog. The decoy will wait at the signal of the judge to proceed his transport. If the dog let go the decoy in his fleeing attempt, the decoy will go on with his flee. If the dog bites during his natural walk, the decoy proceeds until the judge sounds the claxon or the handler commands the dog. The decoy will only take 2 obstacles during his 3 fleeing attempts, he cannot use an obstacle in every flee.

The second decoy will be hidden far away from the field, so the dog can only search the good decoy. If the dog finds the second decoy, this decoy will overtake the transport from his co-worker decoy.

#### \*Defense of handler

In the defense of handler the decoy can speak and shout whenever the judges instructed him.

The handshake will be given by the decoy first and will be proportional

to the category. In category 1 there will be no "mock attack" at the handshake. In category 2 and 3 the judges can bring that into the exercise.

The making of the contact will always take place with the two hands of the decoy touching the shoulder of the handler. It has to be a brief contact ! The decoy holds his hands for 2 seconds in this "contact" position before he starts working. If the dog is not biting in the 2 seconds, the horn will be used by the judge to end the exercise. When the dog is reacting good and bites his defense, the decoy will stop working at the command of the handler and stays immobile during the 5 seconds guarding. The second decoy will stay neutral at a distance from minimum 5 meters. The working will be the same for every dog, arm or legbiter, adapted to each category. In case of a mistake from the decoy or judge , the advantage will be given to the dog or the exercise will be done again.

#### \*Guarding of an object

This exercise is made to test the courage of the dog and his independance to guard an object that his handler trusted him to. The decoy has to try to take this object from the dog. In the 2 meter circle the decoy has all freedom to take the object by intimidation of the dog with hands or looks, he can use an obstacle, chosen by the judges, and here he can esquive the dog (only when he is in the 2 meters).In the 5 meter circle the decoy has to act natural, if the dog comes to bite in the 5 meter circle the decoy held his action for 2 seconds and then pulls back. The obstacle for the guard of an object has to be open for minimum 60 cm. So the dog can jump through the object without hurting himself. Iron obstacles are forbidden !

If the dog crosses the obstacle and bites, the decoy will stand still for 2 seconds and then pulls back. If the dog is stuck in the obstacle, the decoy leaves the obstacle behind to prevent injuries. If the dog bites the obstacle, the decoy has to pull the dog for 2 meters and the judges will sound the claxon to end the exercise. If the decoy can take the "guard" and the dog comes after him to bite, the decoy will let the guarding object at the place of biting of the dog. This is the same with or without an object.

The guard of an object can only be performed by experienced decoys. The new decoys can do an easy attempt, like for instance without an object. It is very important that the judges look into that matter when they divide the work of the decoys !

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