

Globalring Rules (NVBK-GRI) 2022

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The Dutch version of the Globalring Rules will always remain the ONLY VALID version if necessary in case of protest, complaint, discussion and dispute. All translations resulting from this will be subordinate to the Dutch version!

The Globalring-NVBK committee consists of:

Germain Pauwels (chairman)

Francis Lemmens (secretary)

Bart Bocken (general coordinator)

Standa Dolézal (responsible for decoys)

Kevin Debelle (deputy responsible for decoys)

Dominic Heezen (responsible for judges)

Humphrey Ploeg (committee member)

Francois Demeure (committee member)

II. Decoy

The decoy performs the exercises as instructed by the judges (depending on the category). Since his role is to enable the judge to evaluate the quality of the dogs, the decoy must resist to the dog.

The protective suit MUST have JUTE bite parts on both arms and legs. Short or long jute bite parts may be used. Short jute bite parts mean that the jute pieces come up to the elbow. Long ones stretch up to the decoy's biceps. For the legs, short parts of jute are meant to be just below the knee. Long jute pieces mean that the jute goes above the knee. The decoy will work sportively and in the same way for each dog. The role of the decoy for Globalring is defined in the "Globalring Decoy Handbook and Rules" (Rules for decoys). The decoy must certainly adhere to six golden rules:

- He will always work IMPARTIALLY.
- He will NEVER, in any way, inflict physical pain to the dog.
- He will behave as if he is not wearing a protective suit, he will be sharp and cunning and threatening where necessary. He will avoid the dog where the rules allow him to.
- The judges will always award the advantage to the dog in case of errors by the decoy (does not apply to a 2 second rule when guarding) or when he falls on the fleeing attack during the attack. Other past examples can be found in the Handbook and Rules of the Decoys Globalring 2022.
- The decoy will always wear protective gloves when he is on duty for the NVBK. Our insurance obliges us to do so.
- The decoy will not apply any operation of any other program during the performance of his duties in the field. He only works within the rules of the Globalring-NVBK.

In principle, the decoy will not hit the dog with the slats (bamboo) but will work along the dog's body. If he uses a pistol he will always shoot at a 45° angle. The decoy may only talk to the dogs if the judges tell him to, e.g. when guarding an object. In case a liquid is used, only water is allowed. The cat.1 may be run by 1 decoy, from cat.2 it is recommended to engage 2 decoys. The selection of decoys is made in each participating country according to the rules of the Globalring. At regular intervals, licenses are issued to candidate decoys by the responsible for the decoys. At regular intervals, certificates are taken from candidate decoys by the responsible of the decoys. (Since 2021 this is Standa Dolézal from the CZ). At the general meeting of December 2022, Kevin Debelle (B) was appointed as a deputy responsible for the decoys in collaboration with Standa Dolézal. Kevin Debelle will deal with the Belgian and Dutch decoys.

This is the application procedure:

- * Apply to the national coordinator. This person can or may put you in touch with the general manager of the Globalring decoys NVBK. Since the 2021 season, Mr. Standa Dolézal has been responsible for the Globalring decoys. He will handle all questions, complaints and comments about the decoys.
- * The person in charge for the decoys will set out a course for each new candidate. The candidates must in any case pass the theoretical test, physical test and practical test before they can participate in a Globalring competition. By participating in official competitions, the new decoys (men/women) can be also selected to take part in the International Championship, after positive judge reports.
- * Responsible person will constantly evaluate the candidate and adapt where necessary.
- * Wearing gloves is mandatory at the competitions.
- * The organizing club must pay a fixed amount of 20 euros (per decoy) for the decoy on duty at the match.

III. Regulations

1. Presentation

The handler enters the territory with his dog at the invitation of the ring master. He introduces himself to the judge(s). His dog is stripped of a leash, harness or muzzle. He will announce the chosen lengths and heights for the jumps and clearly state whether he is making the recall by voice or whistle. From cat.2 he will also be handed a block. He hides it on the spot out of sight of the dog. The handler of cat.3 will also draw for the interrupted attack. He can determine his order for the fleeing attacks by designation or by choosing an envelope. The handler only knows this at the moment of the exercise itself. If a dog is presented by another handler, he must also be a member of the NVBK. This is also stated in the internal regulations of the NVBK.

2. General regulations for the exercises

The handler will make himself available to the ring master who will take him to the starting point of the exercise. The preparation for the exercise is allowed at the starting point of the exercise. The handler is given 30 seconds to prepare his dog for the upcoming exercise. Once he is ready, he will give a sign to the judge so that he can honk about the exercise. After the horn, the handler has 2 more orders to have the exercise performed by his dog. Any additional command will be recorded as an additional command.

3. Return orders at the end of the exercise

Any recall order may be given with the voice or whistle, as indicated at the presentation. If the handler is not consistent with this, he may lose points for "general attitude" (GA). With both whistle and voice commands should be short and kind. A twofold or incoherent order will be penalized as an additional order. A single return order is allowed. If the dog is unruly and needs multiple commands to come back or does not release its bite after 5 seconds, the judges are free to deduct points for "general attitude" in addition to the full 10 points of the return. A second command costs another 5 points anyway. If the dog does not release its bite even after 5 seconds and multiple commands, the judge will ask the handler to call his dog away from a short distance. If this fails, the handler will have to stop the match. He keeps the points earned until then. If the dog looses at a close distance, the team still gets the chance to continue playing. If the dog falls into the same error, the team will also have to stop playing due to a lack of control of the dog. This incident can also happen when delivering the retrieve or the block. The dog has 30 seconds to return to the foot of its handler, otherwise it loses the points for the return. In cat.1 the handler has the right to call his dog away from the decoy. The handler then goes to pick up his dog from the decoy. The handler must communicate this method when presenting his dog to the judge(s). If the dog does come back after the handler had given his to guard the decoy and had also communicated this to the judges, the dog loses his return completely, so - 10. In this way dogs from the IPO also get the chance to play in global ring.

If the handler does NOT wait for the final signal of an exercise, he/she is sanctioned with 4 points.

4. General Rules

General Attitude:

If the judges find that the execution of an exercise leaves something to be desired, he can give a penalty in the form of "general attitude" amounting to 10% of the total points that cover that exercise. The judges will react in the same way if the handler shows "misbehavior" during, before or after his trajectory. Any intervention by the handler during the exercise, other than the announcement of an inconvenience to his dog, is prohibited and may result in exclusion from the competition if repeated. The penalties "general attitude" are deducted from the points obtained in the match, for this a separate column is provided on the score sheet. In case of a serious offense, the judges can exclude a player and withdraw his workbook.

In case of fraud at a competition or championship (dog still wears elastic or thread, handler uses chain in his jacket, ...) the team will be excluded and will not receive any points for the relevant competition or championship. The judges will then send a circumstance report to the NVBK, as well as to the chairman of the relevant club for which the player plays.

If the handler does NOT come to the field in time, the judges are going to give him/her 2 minutes more. If the handler does not show up after, he/she will receive -5 points overall attitude.

If the handler is too late for the draw, but have informed the organization, he may enter the last. If the handler is late for the draw and have not notified the organization, you can also play the last but the points obtained at the competition do not count for the selection for the championship!

If the dog relieves himself on the territory, he gets -2 for peeing and -5 for great need from GA.

A dog that bites several times above, below or next to the jute pieces can incur a penalty of max. 10% of the points to be obtained on that exercise. If this is an accidental coincidence, no penalty will be given.

Conditions for participating in the Globalring:

Workbook:

The dog's handler must be in possession of an NVBK membership card and a workbook delivered by the secretariat of the NVBK in Temse. This workbook can easily be requested via the site: www.nvbk.org, click onto "request workbook". Do not forget to send a photo of your dog digitally and after payment the workbook will be delivered to your mailbox. Non-Belgians and handlers with dogs without a pedigree can also request a workbook from the NVBK. All breeds are allowed. The dogs must be at least 12 months old. A workbook and insurance are REQUIRED for Globalring participation.

GRI (Global Ring Individual):

From 1 January 2018, there is also the possibility within the NVBK to join the NVBK-Globalring "individually". This is for players who don't have a club like many foreigners. For 25 euros/year they are members of the GRI, the virtual club for global ring players. For example, these people can also organize a match at a friendly club, provided that 40 euros fee to be paid in advance to the secretariat of the NVBK. Individual members cannot be in the committee but are allowed to attend the general meeting. Clubs can continue to join under existing conditions. A club can delegate and/or propose someone to join the committee. The full regulations can be read at www.nvbk.org. And in the internal regulations for Globalring-NVBK.

Contest category transitions:

Before being able to play in the cat.3, the dog must go through the following stages:

- in cat.1 play at least 2 x 160 points out of 200
- in cat.2 play at least 2 x 240 points out of 300

The handler can stay in the same category for as long as he wants. However, the 3 podium dogs in cat.1 and 2 have to transfer to the higher category anyway. This is to rule out illegal competition. As long as a participant in cat.3 has not achieved 300 points, he may re-register his dog in cat.2.

A ring dog may start in the Globalring in the category in which he plays in his country. A ring dog that participates in its national championship in the highest category (with us cat.1) must immediately start in the cat.3 of the Globalring. This can be checked based on his workbook.

Organization of a competition:

The associations wishing to organize should take the best care in the preparations and not neglect any detail. They carry out advertising, as much as possible, with the help of the international secretary/coordinator in order to get foreign participants to the event. The organizing club will ensure that it provides a memento to every participant, especially for the first 3 of each category.

The NVBK will write to the organizing club a few weeks in advance to deposit the necessary funds for judges (25 euros x 2), decoys (20 euros x 2) and the fee to the NVBK (40 euros). The NVBK ensures that both judges and decoys receive their earned sums at the general meeting end of the season.

If for any reason an organizing club wishes to cancel its match, this must be announced at least 8 days in advance. This is to save unnecessary costs when traveling abroad.

In order for a competition to take place, there must be at least 8 dogs.

The judges in consultation with the organizer will determine the schedule of the day in terms of passage of the dogs and especially the afternoon break, which may not exceed 1 hour!

During the competitions (also at the Championship) it is forbidden to enter on the field. The language for the global ring is English, the judges are proficient in this language.

The judges give permission to a photographer to enter the field, not the organization!

The jury for a competition:

From the 2016 season it is mandatory to have 2 judges for the competition. This is to make the judges' work more precise and better.

The judges for a competition are chosen by the organizing club. At least 2 months in advance, the organizing club will invite the judges. After the competition, the judge(s) submit a report of circumstances to the secretariat of the NVBK. From the 2017 season, this is possible with the handy Excel file created by the NVBK. The organizing club must pay a fixed amount of 25 euros (per judge) for the commitment of the judge. Certifications will be organized at regular intervals to admit new judges.

The list of judges can be requested from the secretary/coordinator of the Global or via the NVBK headquarters. In addition to the judges, 2 decoys are also needed. On the NVBK site, a list will appear with the decoys for the Globalring, arranged according to category. The organizing club will also provide a ring commissioner who is aware of the rules and the conduct of the competition. There is also a competent secretary for the administrative processing of the competition. He/she ensures that the score sheets are visible to everyone to check or peruse within 15 minutes. It is also advisable to have a man available for placing the jumps, cubes, throwing bait, etc. ...

Conditions for trainee judges:

The candidate judge report to the responsible, Mr. Dominic Heezen from the Netherlands. He will set a course for the new candidates after a theoretical test. They will then take part at least 5 times with certified judges in an official competition. After evaluation, the candidate judge will be put together his own program as a practical test and thus obtain the diploma as a real judge.

The general responsible for the Globalring judges will determine the necessary modalities for the exam of the candidate judge. He determines the place and time of the exam.

Terrain for the competition:

The competition area may be a maximum of 60 meters by 40 meters and must be completely fenced or closed with wire so that the dog does not get out during the search. Each starting point of an exercise will be marked by a spray can, sand, wood shavings, ribbon, frame, as determined by the judge. For Guarding an object, 2 circles will be drawn, the radius of which is 2 and 5 meters. For all jumps, squares will be marked to indicate the location of the handler. For the send forward, a finish line of at least 20 meters (with aerosol, sand, ribbon, ...) is drawn parallel to the departure line. It is drawn or marked with a marker 5 meters from each end of the line so that the judge(s) can see if the dog is crossing the line within the optimal zone.

International Championship Globalring-NVBK:

As of January 1, 2018, a set of specifications has been issued for the organizers of the international championship in which they will find all organizational assignments. The organizers will strictly follow this, any deviation must be submitted to the Globalring executive committee.

The quotas for the teams participating in the World Cup will be communicated during the season by the Executive Committee to each delegate of each participating country. Around the month of June it will be clear how many dogs are working in each category and the number of participants per country will be confirmed. If the number of players continues to grow there is a possibility that the championship will take place on 2 days in the future. To be qualified, the 3 best results/category will be taken into consideration from the current season. From these, an average will be taken to create the ranking for selection.

The executive committee will also meet to designate the judges and decoys for the championship based on the judging reports submitted throughout the season.

Selection of decoys for the Globalring Championship:

- * secretary writes to the decoy.
- * Globalring committee withholds the decoys' names through the judges' reports.
- * draws by the committee of the decoys for the championship at the July/August meeting.

During the general Globalring meeting in Temse on 07/12/2019 it was decided that there will be NO more training on the terrain of the World Cup. 8 days before the World Cup, none of the participants are allowed to enter the terrain, violators will lose their participation in the championship. On the eve of the World Cup, there may possibly be a meeting of the national officials of each participating country, because they are all there at that time. This together with at least one member of the executive committee. The secretary of the Globalring must also be present to take notes. This report will be taken to the general annual meeting in November/December in Temse.

During the draw of each International Championship, the selected participants MUST be present. If in the near future we organize the International Championship during 2 days, the draw will always take place for the playing category. Participants who are not present at the draw are NOT allowed to participate. An exception can only be made by notification after an accident or other force majeure.

Logistics for the match:

The organizer makes available to the judge(s):

- blocks for search
- accessories for the attacks
- barrages for the attacks
- at least 3 tents for search (may be mobile)
- at least 6 retrieve objects
- food or bait (thrown and served on the terrain)
- 2 revolvers: 6mm for cat.1 and 9mm for cat.2-3
- badge or flag for interrupted attack
- official score sheets
- distraction for the exercise "Absence of the handler"
- plenty of items for guarding an object

The organizer provides a test dog that is able to show the program of cat.3. The organizer will also provide a room for the decoys to change and hide during, before and after the program. In warm weather, the organizer, in consultation with the judge(s), will ensure that fresh drinking water is available close to the site.

Draw:

The organizer will draw lots in consultation with the judge(s) to determine the order of participation.

Test dog:

Since the 2016 season it is desirable to have a test dog for each category. This allows the judges to use this trial dog to explain the three categories to the decoys. The contestants may NOT enter the field prior to the start of competition as of season 2023. If the trial dog would be a bitch, she may NOT be in heat. A trial dog is NOT an obligation anymore. The exercises will be explained by the ring commissioner or judges.

Bait:

These may be varied, raw or cooked meat, cheese, fish, biscuits The bait may be in cat.2 and 3 on a saucer in different places on the terrain, but not in the vicinity of the block to be searched or within 5 meters circle for the "Guarding of an object" exercise.

Stick:

The stick can or may consist of bamboo, or you can split a thick bamboo into 4, or you can also make a perfect “lat” with several fine bamboos. The stick will be a maximum of 60 cm. Iron or steel bars are prohibited!

Commands:

The orders may be given in the handler's own national language. The recall can or may be done by means of a whistle.

Point sheets:

They must conform to the original model developed by the Globalring commission. There will be a score sheet per participant for the field, and the secretary will copy a clean score sheet to hand in at the award ceremony. One can make another duplicate for the club's own archives if desired.

Functions and duties of the judge(s):

The judges are requested by the organizing club. For a championship, the designation will be made by the executive committee of the Globalring. The judge(s) will master the regulations perfectly and compose the tests according to the category. Any penalty represents a fault, an insufficient ability of the dog, or an offense committed by the dog. The decisions of the jury are irrevocable in all cases NOT described in the regulations. The judge(s) will use a horn or bell to indicate the beginning and end of the exercises. They will ensure that all dogs can pass under the same conditions and that all exercises are performed in the same way. The judges immediately communicate the penalties to the writer on the field as well as the points obtained, the writer will never award points himself.

The judges will regularly receive further training about the regulations and will keep abreast of the ins and outs within the Globalring.

If someone wants to formulate a complaint against a judge, he can use the calibrated channels that are offered within the NVBK. The internal regulations provide for the necessary procedures to investigate and resolve all incidents, whether or not subject to payment and reimbursement.

Complaints about judges can in the first instance be submitted to the responsible Dominic Heezen. Complaints about decoys, to the person in charge, Standa Dolézal.

Bitches:

From the 2020 season, the bitches will be able to play along with the males again. There will be no more distinction. The bitches in heat play last of the day, both on a "regular" trial as well as at the championship. The person who does NOT report having a bitch in heat will be suspended for 2 championships.

IV: Obedience exercises

1. Follow at the foot without a leash

6 points

The handler follows from memory a trajectory, indicated by the judge or ring commissioner when the test dog is presented. Along the way, he will stop twice when the bell or horn rings. The position of his dog is free to choose as long as the dog stays with the handler. If the handler makes a mistake about the trajectory, he will be penalized from general attitude. If this makes a deliberate mistake to avoid an obstacle, he may lose all points for the exercise.

Penalties:

The dog leads, moves away, lingers	-1
The dog gives up and no longer follows the handler	-6
The handler is mistaken about the course	from GA
The enthusiast makes a mistake about the trajectory and thus avoids an obstacle	-6
The dog turns around the handler	-1 (per each time)

The dog leads, moves away, lingers	-1
The handler pauses because the dog does not follow	loss of all points

2. *Absence of the handler*

10 points

The dog is left on the ground or in another stable place, indicated by the judge(s). For the cat.1 and cat.2 this is always in position "lie down". In the cat.3 the judge(s) can and may decide to leave the dog in a sitting or standing position. The minute starts counting as soon as the handler enters the booth. The handler may not turn around on the way, nor when entering the booth. During the minute, a distraction occurs, with the dog remaining indifferent, without moving or changing position. The distraction should never be aggressive or challenging, and the decoy's intervention is also prohibited. The distraction will never occur within 5 meters of the dog in cat.3 and 10 meters with the dogs of cat.1 and cat.2.

Penalties:

Dog changes position during the minute	-10
The handler changes position on way to the booth	-10
Dog moves without changing position, per meter	-1
Dog changes position when the handler returns	-2
The handler shows himself to his dog during the minute	-10
Additional or irregular order	-10
The handler looks on the way or at the entrance booth	-10
Dog raises both elbows off the ground	-10

3. *Send forward*

12 баллов

In the optimal zone (A zone):	12 points
Outside the optimal zone, inside the markers (B zone):	8 points
Outside the markers (C zone):	4 points

C zone	B zone	A zone	B zone	C zone
	5 m	10 m	5 m	
		the optimal zone		

The dog must cross the finish line, drawn in parallel to the departure line, and 20 meters long, bounded by two posts at each end. At 5 meters inside the posts, two 1 meter perpendiculars are drawn, which delineate the optimal zone. These lines may be replaced by elements of decor. This finish line is placed 20, 30 or 40 meters from the departure according to the category. If the dog has crossed the finish line, the handler may call him back immediately, without the judge having to call or honk.

Penalties:

Command given by voice and gesture	-2
Additional commands in the forward, for each	-4
The dog zigzags, per turn	-1
Early departure before the judge's signal	-4
Early departure after the judge's signal	-2
Dog does not cross the line	-12
Additional command for return (single)	-2
Dog does not come back after 20 sec	-12
Dog roams on return	from GA

4. Positions

cat. 2 & 3: 20 points

cat. 1: 10 points

Points awarded:

	cat. 1	cat. 2 & 3
For the 3(3x3), or 6(6x3) positions performed	9	18
For the return to the handler	1	2

Example of dog cat.3:

Sit, lie, stand well	= 9
Crawling forward for 1 m	= -1
Lie well, then comes to the foot	= 3
Total of points	= 11

Characteristics of the exercise:

The exercise can be done on the ground, but can also be done on an attribute present on the terrain as long as it is stable, eg: platform, bridge, table, ... The dog and the fancier must be able to see each other at a distance according to the category (5, 10 or 15 meters). The handler may announce the dog's name in one go along with the command, otherwise he will be given an additional command as a penalty. The handler has the right for 1 command for each position, as soon as he gives an additional command he loses 1 point per command. If the dog does not perform the pose after 3 commands, the exercise is over, keeping the points of the correctly performed poses. The same is for the initial position. If the dog changes position, it must be re-ordered (2 additional commands are allowed). To avoid that the dog performs a position that the ring master orders, one can work with other indications, e.g. cards with the postures on. In cat.1, the dog will have to perform 3 postures, from cat.2 there are 6.

Penalties:

Dog changes position at start position	-2
Dog does not perform requested position	-3
Per additional command to execute the positions (max. 2)	-1
The dog moves forward, per meter	-1

The dog returns to the handler before the end of the exercise	loss of the return + number of meters points for performed postures are kept
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5. Food refusal

cat. 1: 5 points
cat. 2 & cat. 3: 10 points

In cat.2 and cat.3, bait may be placed on the terrain, maximum in 6 places, but not closer than 5 meters from where the blocks for the remote search will be, and not within the 5-meters circle for guarding of an object. In the cat.1 there are NO baits on the terrain. In the cat.1 one bait will be thrown or offered, in the cat. 2 one throws 2 pieces and in the cat. 3 one uses 3 pieces. The bait will be the same for all dogs.

Penalties:

Dog licks, eats or takes the bait in its mouth	-5	-10
Dog moves away from the bait thrown, per meter		-1
The handler intervenes	-5	-10
Dog moves more than for 3 meters	-5	-10
Dog moves when the handler returns		-2
Dog eats the food when leaving after the exercise or while performing another exercise	-5	-10
The handler leaves before the final signal	-4	-4

6. Returning a thrown object

12 points

The judge(s) choose an object per category, he will take into account the degree of difficulty by category. The object will weigh a maximum of 1 kilo and will NOT consist of glass or metal. Neither object will be found within a radius of 5 meters nor bait and especially no decoy. The handler may not move the feet to take the object. The dog is entitled to three grips before losing a point for nibbling. The dog has 15 seconds to bring the object. This time runs as soon as the dog touches the object. There is also a 2nd chrono from the departure of the dog from its owner. This time expires after 30 seconds. This is to prevent the dog from wandering before he picks up the object. 30 seconds is the limit before the workout is aborted. The handler may only give 1 command to retrieve.

Penalties:

Additional or irregular order		-12
Command given with voice and gesture		-2
Object returned out of time		-12
Departure before the bell		-4
Departure before the command		-2
Dog chews or plays		-1
Dog drops object on return, per mistake		-1

Object is given not in the sit position	-1
Dog drops object to the handler's foot	-3
Handler moves when the dog returns	-12
Dog does not release the object on return after 1 given command	-2 per additional command (up to max.15 seconds)

7. Block

cat. 2 & cat. 3: 15 points

The judge(s) decide on the time limit for finding the block, depending on the level of difficulty and the size of the playing field. The object used is a wooden block of minimum 12 cm and maximum 15 cm length and maximum 2 cm by 2 cm width. (round blocks are not allowed) The handler receives the block at the presentation from the judge(s), this block is marked so that no discussion is possible afterwards. The handler puts the block away without his dog being able to see it. During the exercise, the handler will place the block in the indicated place with his back to the dog. The block is put away at about 30 meters. When the handler walks back to his dog, the other neutral blocks are added. At the judge's command, the handler will order his dog to search for his block. He has 1 command for this. He may let the dog sniff his hand before giving the order to search. The handler will show the returned block to the ringmaster or judge for inspection.

Penalties:

The handler shows the block to the dog	-15
Command given with voice and gesture	-2
Additional command when sending the dog	-15
Block returned out of time	-15
Depart before the bell	-4
Depart before the command	-2
Dog drops cube when returning, per each time	-1
Object is given not in the sit position	-1
Dog drops the block to the foot of the handler	-3
Dog chews or plays	-1
Dog leaves his place before the return of the handler	-15
Dog moves, per meter with a maximum of 2	-1
Dog makes a mistake about the block	-15
Dog brings 2 blocks where one of the is the right one	half of the points
Handler moves when the dog returns	lose all points
Dog does not release block on return, after 1 given command	-2 per command
Dog destroys the block	lose all points

V. Jumps

In the cat.1 the handler can choose from one of the three jumps, during the presentation he must inform the judge(s) which one. In cat.2 the hurdle is mandatory, but one can choose between the palisade and the long jump. If the handler in cat.2 does not want to jump the hedge, he will receive 5 points for general attitude.

Guidelines for placing the dogs at the jumps:

The handler can choose at what distance he places his dog from the obstacle.

The handler always takes place in the square that is marked on the jumps.

The handler may not touch the jump. (e.g. do not lean against the palisade)

If the dog leaves his place, the handler may reinstate his dog resulting in the loss of an attempt plus a penalty.

The dog is entitled to three attempts at the palisade and the long jump, as these have only one way jump.

For the hurdle, the dog will also have a total of three attempts for the back and forth jump. In case of refusal or failure of the jump back, the handler will put his dog back in exactly the same place where he stopped before taking his place back at the hurdle and wait for the judge's signal to make his dog jump.

In case of failure, the handler may not ask for a higher or lower size to jump.

The command will be given by voice, without a gesture. The dog may be followed with the head.

After performing the jump, the handler may block his dog behind the obstacle by means of a command or call him at the foot. If he blocks the dog, he will go and collect his dog. If he comes to the foot, the dog has 10 seconds to do so.

There will be a penalty if the dog does not block when ordered by the handler.

The dog will not be penalized if he does not take the position requested by the handler when blocking.

1. Shelter/Palisade

15 points

Regulation heights and points table:

Height(m)	1m80	1m90	2m00	2m10	2m20	2m30
Cat. 1	15					
Cat. 2	12	13	14	15		
Cat. 3	5	7	9	11	13	15

Characteristics of the exercise:

The shelter consists of a solid wall at the bottom, up to 1 meter, then stacked on top of each other plates of 10 cm high, 27 to 30 mm thick. The fence may have a width of 1m50 to 1m90.

The shelter is provided, before the dog lands, with a ramp, fixed from 1m70 and away from the shelter up to about 1m20 long. Every 30 cm the slats are placed on the sloping wall. There is no bouncing on it.

2. Long jump

cat. 3: 20 баллов

cat.1 & 2: 15 баллов

Regulatory lengths and points table:

Height (m)	3,00	3,50	4,00
Cat. 1	15		
Cat. 2	10	15	
Cat. 3	12	16	20

Characteristics:

This jump has no pit. It is composed of a framework of 3 planks. One measuring 2 meters long and 10 cm high, placed at the front, fitting together with the two side planks, each 3 meters long, 10 cm high at the beginning, extending to 20 cm at the end. This frame will be provided with plastic tubes or elastics that are stretched over the box. Always use materials that cannot hurt the dog. A shield is placed at the end that is 1m95 long and 1m wide. It can slide into the frame so that you can make jumps of 3 or 3.5 and 4 meters. The dog that runs through the frame is penalized with 4 points and loses an attempt equivalent to a refusal. He must restart the jump.

3. Hurdle (windmill)

cat. 2 u 3: 20 points

cat. 1: 15 points

Regulation heights and points table:

Height (m)	1,00	1,10	1,20
Cat. 1	15		
Cat. 2	16	20	
Cat. 3	12	16	20

Characteristics:

The hurdle is composed of a mobile panel with shafts of 1m50 wide and 60 cm high, laid in cradle hooks welded to the frame. Above this panel rises a turnstile of the same width and 30 cm high which should fall with a slightest touch but is of no any danger to the dog. The whole must be provided that the requested heights can be set. There is NO pit either in front of or behind the hurdle.

Description of the exercise:

Once the dog has performed the jump, the handler has the right to block his dog with one command. If he gives a gesture, he will be penalized with 2 points. The judge gives the signal to the handler to order his dog to jump back. The handler may give another block order if he wishes. After the jump back, the dog may also touch the foot.

Penalties jumps:

Departure before bell (plus loss of attempt)	-4
Departure before order (e.g. on bell)	-2
Command given with voice and gesture	-2
Refusal, forth as well as for back	-2
Failed, forth as well as for back	-2
Dog does not stand still behind the construction for jump (does not block)	-2
Any additional command to block, place, recall	-2
Additional command to jump	-5
Dog doesn't come back to the foot within 10 seconds	-2
Dog hits the hurdle	-1
Dog leans on the hurdle	-2
Handler is not in the right place or moves	lose all points
Handler touches the construction for jump	lose all points

VI. Biting Exercises

1. Front attack with stick

cat. 1 (without obstacle) 50 points

cat. 2 (with obstacle) 40 points

cat. 3 (with obstacle) 50 points

Breakdown of the points:	Departure	10 points
	Attack	30 points (20 in cat. 2)
	Return	10 points

Characteristics:	Duration:	10 seconds
	Distance:	30 m (cat. 1) 40 m (cat. 2) 50 m (cat. 3)

Allowed:

Intimidation, resistance, charge ahead (max. 2 steps), shout. The judge(s) will always adjust the attacks according to the category. In cat.1 and 2 the arm and leg will be clearly presented for the accessibility of the bite. Certainly in the cat.1 the resistance and intimidation must be adapted to young dogs. This may increase from cat.2 onwards. Also spinning and turning with the dog is NOT allowed in cat.1, this is possible from cat.2 and certainly in cat.3.

Forbidden:

“Esquiving” or avoiding the dog when biting is absolutely NOT in the Globalring program. However, the decoy may use this if the dog misses the decoy or releases his bite during an attack or in the small circle when guarding.

Obstacles:

Various obstacles may be used, anything present on the terrain of the organizing club is eligible. Straw bales, container with water, curtain of bottles or ribbons, car tires, The height of the obstacle to be jumped over must not exceed 80 cm. The length will be at least 8 meters. The purpose of the obstacle is only to test the dog's courage and possibly delay its ascent. The obstacle must never present a risk of injury. The decoy will always be at least 5 meters behind the obstacle. When attacking over an obstacle, the judge may never allow the decoy to charge the dog, this for the safety of both dog and decoy.

Process of the attacks:

To avoid confusion with the dog, the decoy must certainly focus attention on himself, this can be done by shouting or working with a stick or other accessories. The dog must therefore clearly know who to attack. For example, the decoy can come and challenge the dog in front of the obstacle and the dog can only be sent when the decoy is back in place behind it. The decoy will anticipate the dog as far as possible to absorb the shock of the entrance. He should NEVER intentionally block the dog. The decoy stops working when the handler WHISTLES or CALLS, never on the bell.

Penalties:

Departure before the bell	-10
Second departure before the bell	loss of all points
Departure before the command	-5
Additional order for departure	-10
Irregular behavior on departure or during exercise	loss of all points
Not in bite per second	-3
Rapid movement in the bite	-1
Per afterbite after recall	-2
Additional order for return	-5

On recall no longer in bite(+seconds not in bite)	-5
No return after 30 seconds	-10
Any irregularity after the return	-10
Dog does not leave or not bite	lose all points, may not do interrupted attack or lose points for this
Handler leaves the line of departure	loss of all points
Handler uses interrupted attack as training	loss of all points
Dog hesitates before the obstacle	-5
Dog runs around the obstacle when attacking	-15
Dog brakes or slows down at the entrance	-5

If the dog voluntarily leaves on a civilian, the judge will immediately cancel the exercise, resulting in loss of all points. If the dog is considered dangerous, both dog and handler must leave the premises.

If the decoy determines that the dog is hitting the face, he has the right to protect himself by pushing or evading the dog.

If the handler of cat.1 at recalls blocks his dog next to the decoy, but the dog comes back to his handler, he will lose the full 10 points of return.

Dog does not release after 2 commands: exercise is cancelled. If the dog does not return to the handler yet, or if the handler has to go get his dog, the handler will have to stop the game. He will keep the points played until then.

2. Front attack with accessories

cat. 3: 50 points

cat. 2: 40 points

Characteristics of the exercises:

Distance is 30 meters. **All the rules are the same as for the front attack with the stick** except that the stick is now replaced by another item chosen by the judge. The fantasy can be endless here, the object just has to be safe for the dogs and not obstruct the view of the decoy. The object used must be crossable at all times, at least 60 cm opening. The dog must be able to show its courage the moment it crosses the object, e.g. completely closed bags are prohibited as they are impassable. The decoy must NEVER use the object to fend off or evade the dog.

3. Fleeing attack with shots

cat. 2 & 3: 30 баллов

cat. 1: 50 баллов

Breakdown of the points:

	cat. 1	cat. 2 & 3
Departure	10	10
Attack	30	10
Return	10	10

Characteristics of the exercise:

Distance: 30 – 40 m

Время: 10 seconds

Process of the exercise:

The decoy challenges the dog before running away. The judge decides in consultation with the decoy how the attack will proceed, straight or diagonal. Only in the cat.3 the fleeing attack has to be done straight. The decoy will accelerate his run as soon as the dog approaches him within 5 meters in order to make the bite easier for himself and the dog. The decoy will NEVER dodge the dog in this attack. If the dog is in the bite, the decoy will fire 2

shots at an angle of 45 degrees. For the cat. 1 we use a 6 mm, and for cat. 2 and cat. 3 the 9 mm. The decoy stops working when the dog is recalled.

Punishments: see attack with the stick.

4. Fleeing interrupted attack

cat. 3: 30 points

Breakdown of the points:

Departure: 10 баллов

Return: 20 баллов

The interrupted attack will be judged on one third of the bite points obtained from the other front attacks. There are tables for this to easily calculate this, these can be obtained from the secretary/coordinator of the GRI. We give a few examples to illustrate:

Points obtained at the attacks:	$28 + 26 = 54 : 3 = 18$
Departure interrupted	+10
Total:	28
Number of meters for recall	5 meters
Penalty	-4
Points for interrupted	24

Points obtained at the attacks:	$30 + 30 = 60 : 3 = 20$
Departure interrupted: too early	+5
Total:	25
Number of meters for recall	2 метра
Penalty	-0
Points for interrupted	25

Points obtained at the attacks:	$30 + 30 = 60 : 3 = 20$
Departure interrupted	+10
Total:	30
Number of meters for recall	4 метра
Penalty	-2
Additional recall order	-5
Points for interrupted	25

Penalties:

Departure	like with the other attacks
Dog bites	-30

Any additional comand to the afterbites	-2
Dog leaves the decoy, per meter	-1
Dog lets flee, per meter	-1
The handler does not keep 3 meters away	-10
The handler hinders the decoy to flee	-30
Dog does not guard for 5 seconds	-5
Dog barks while tracking, without detection	-5

6. *Defense of the handler*

all categories

30 points

Characteristics:

During the exercise there will always be a meeting between the handler and the decoy who will make the contact by means of a handshake. The decoy can also say "good day" to the handler who may answer this, succinctly. The second decoy can also give a handshake to the handler.

The difficulties created for the dog will increase by category.

For all ategories, the decoy's hit will be clear and clean, executed with both hands at the level of the handler's shoulder.

On the hit, the decoy continues to hold the contact for 2 seconds. If the dog does not bite within 2 seconds, he loses all points. The judge will take this into account if the dog has to come from behind an obstacle to defend her master.

The scenario of the defense will be revealed once and for all at the passage of the test dog. Then the handler can ask the necessary questions about the route and the decoy about the assigned work. This way a minimum time will be spent during the match.

If during the exercise the dog puts himself next to the decoy, he may take the dog up to 10 meters far. The judge will then stop the exercise.

The dog will always follow the foot of the handler, right or left. The dog will never be between the legs of the handler. Only when the handler has arrived at the place of contact, the dog may position himself between his legs.

The second decoy will never be less than 3 meters away from his colleague during contact.

A dog that does not lose grip (after biting) will lose 10 points.

During the bite, the handler must be at least 3 meters away from the decoy. The dog should also NOT be encouraged while biting. After releasing, the dog must stay at the decoy 5 seconds before the judge gives a sign for the recall.

Since the 2016 season there is a change for cat.1. If during the course (before contact) the dog de briefly pinches the decoy, he will be penalized with 5 points. The dog has to follow its own path after his handler who has continued the prescribed path. The dog also loses the number of meters he stays behind. However, if the dog makes a serious bite during the course, he will be penalized 15 points and also the number of meters that he remains behind. If the handler in either case, or in both gives an order to his dog, this will result in the loss of all points. This judging is only applicable for cat.1 dogs.

Penalties:

Handler talks to the dog during the exercise	-30
Dog bites before or during the meeting	-30

Dog bites at the handshake or after, per meter to place of the hit	-2
Dog moves away from the handler, per meter	-2
Dog leaves his master more than 10 meters	-30
Dog attacks a third person	-30
Dog does not defend within 2 seconds	-30
Handler encourages his dog, he is not 3 meters away	-30
Afterbite, per bite	-2
Dog does not guard	-5
Dog doesn't come back in 10 seconds	-5
Handler is mistaken about the route	-6 / из общего впечатления
Handler makes a mistake about the route and thus avoids an obstacle	потеря всех очков

7. Guarding an object

cat. 3 30 points

Characteristics:

The object will be placed in the center of a circle of a radius of 2 meters. A second circle with a radius of 5 meters will also be drawn. The judge(s) explains the respective passages to both decoys. The decoy who does not work must stand at a distance of at least 10 meters. There will always be three attempts to get the item. All penalties are added up. If the object is removed, the dog loses all points for guarding (30). During one of the three passes, the decoy will bring an accessory to intimidate the dog. This item should never serve as a shield and will always be accessible. The accessories used must not be identical to the accessories used in the attacks. Usually the judge will see to it that the accessories are only used in the third pass. Thus there can be little or no confusion if the accessories are left by the decoy inside the circles. Once the decoy enters a circle with any part of his body, the rest of the body must follow. He cannot go backwards. Upon entering the small circle, he has about 30 seconds to steal the item. If the dog comes to bite between 2 and 5 meters, the decoy may use his accessories to fend off the dog. It is up to the dog to show his courage and bite the decoy through the object. If the edge of the accessory is within 2 meters, it is considered as if the decoy is within the 2 meter circle and may do anything to obtain the item (dodging, attacking). The decoy will, as far as possible, take the same actions for each dog under the watchful eye of the judge(s).

The circles on the ground are no more than markings that allow estimating the distances relative to the object.

Process of the exercise:

The handler will order his dog to stay on the object in the middle of the circle of 2 meters radius, before going to the booth.

In the circle of 5 meters the decoy is neutral. Once he enters the 2 meter circle, he will test the dog's vigilance through evasion, intimidation and threats as prescribed by the judge. The decoy has 30 seconds to get the item when inside the small circle.

If the dog bites, the decoy will remain in place for 2 seconds before going backwards. If the decoy is holding the object and the dog bites, the decoy will put the object back where the dog bites.

If the dog bites into the accessory, or gets stuck in it with one paw, the decoy may pull the object and the dog outside the 2 meter circle so that the judge can cancel the exercise for "not defending properly".

To determine the place where the dog bites, it is the decoy's place that counts. If he is 1 foot inside the 2 meter circle, the dog will not be penalized. If the dog bites at 4 meters, so just as the decoy has entered the circle of 5 meters, the dog is penalized with 5 points.

The handler may not turn around or look back when he goes to the booth or when entering it. If the dog destroys the object, he loses all points of this exercise.

Penalties:

Dog bites decoy in 2 meters zone, without being able to touch the object	no penalty
Dog bites in 2 meters and is dragged within 2 meters	no penalty
Dog bites in the 2 meters but drags beyond 2 meters, per meter,	-1
Dog bites in the 2 meters but can be dragged more than 5 meters	-15
Dog drags beyond 5 meters and does not release after 10 seconds	-30
Dog allows object to be taken and moved, then bites, at any distance within the circles, per meter	-1
Dog lets the object taken and moved, but then bites between 5 and 10 meters	-15
Dog lets the object taken and moved above 10 meters	-30
Dog bites the decoy between 2 and 5 meters	-5
Dog will bite the decoy above 5 meters (end of exercise)	-30

VII. Таблица баллов

Exercises	кат. 1	кат.2	кат.3
Follow at the foot without a leash	6	6	6
Absence of the handler	10	10	10
Food refusal	5	10	10
Send forward	12	12	12
Returning a thrown object	12	12	12
Positions	10	20	20
Searching and retrieving a block	-	15	15
Shelter/Palisade	15	15	15
Hurdle (windmill)	15	20	20
Long jump	15	15	20

Front attack with a stick	50	40	50
Fleeing attack with shots	50	30	30
Defense of the handler	30	30	30
Tracking and guiding	-	40	40
Front attack with accessories	-	40	50
Fleeing interrupted attack	-	-	30
Guarding an object	-	-	30
TOTAL:	200	300	400

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