

## **Trial rules of GLOBALRING (NVBK-GRI)**

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## II – Decoy

For a brief history, let us mention that in the past the decoy has also been called “*Apache*”, “*Malfaiteur*” (lawbreaker), “*Mannequin*”, and “*Paillasse*” (strawman). In America we call him “Decoy” (lure) or “Helper” (assistant). Each one of these terms carries with it a philosophy of the art of training and it will be interesting to be able to add to this list the terms used in Germany, Spain, Holland, Italy or Switzerland, if they are different. For it is the name of the decoy (lit. trans. assistant man), which for simplicity we use the initials H. A., Compared with the “*hunting dog*”, “*defense dog*”, “*guard dog*”, the man is not truly “*attacking*”, because generally he defends himself, flees, or steals an object trusted to the dog.

What he is, as said in the preceding section, is the **partner** of the dogs and the handlers. He must also be an adversary, because he must collaborate with the Judge in the competitions, to help the Judge to classify the dogs by order of merit.

If the Decoy merely maintains a passive behavior, he is only a moveable puppet, good only to be bitten. If his role is to allow the Judge to evaluate the quality of the dog, he must oppose the animal. As he is protected by his bite suit, he risks exaggerating this opposition. He risks also, knowingly or not, behaving differently from one dog and another.

His is in a difficult position, but he will have to act always in the best sporting spirit. Without analyzing the work of the Decoy technically, we should lay down three golden rules never to be forgotten:

1. The Decoy will be absolutely impartial.
2. He will never inflict, in any manner, physical pain upon the dog.
3. He will have to behave as if he were not wearing a protective bite suit, and therefore, use promptness, deception, threats, and dodging to defend himself or impress the dog.

The Decoy will in no case strike the dog with the baton.

When he uses the revolver, he will fire in the air, at an angle of about 45°.

At the beginning of all the tests of courage, the Decoy will always place himself at a distance of 10 to 20 meters away from the dog in the middle of the field. It is forbidden for the Decoy to speak and order the dog by voice (physical gestures are allowed), only when the judge(s) want him to do so.

If liquid is to be used, only water is acceptable.

The Judge is responsible for the work of his Decoy, and the Decoy must conform to his regulations.

For levels 2 & 3, two decoys will share the exercises at the judge’s choice. Level 1 can be done with just one decoy.

The selection of the Decoy is carried out in each participating country by methods that are determined by the rules of the GRI. At several times the NVBK-GRI will organise an examination for future decoys for Globalring. Therefore future decoys can apply to the new « Rules for decoys for Globalring » which will be available at the beginning of 2014.

From season 2016 the responsible for the globalring-decoys is Francis Lemmens. He will

follow, educate and help the decoys in their entire career in global. Also for complaints he will be the responsible in the GRI to contact.

For future decoys :

- If you want to be a globalring-decoy take contact with the responsible.
- Evaluation of the candidate on 2 or 3 trials by the responsible.
- Theoretical examination.
- If succeeded in practical and theoretical decoy can compete official in globalring-trials

The organising club pays a fee of 20 euro/decoy for his work at the trial.

### III – Regulations

#### 1 – Presentation

Before entering the field, the handler will surrender his leash and collar to the Deputy Judge. The handler enters the field with his dog, at the invitation of the Deputy Judge of the ring. He will then follow the Deputy Judge to the Judge's table to present himself to the Judge, his dog at heel, without leash, collar. He will indicate the initial length and heights chosen for the jumps. He will also specify to the Judge if he is calling his dog from distance by voice or with the whistle. For category 1 competitors : they can mention to the judge if they recall the dog on the helper.

Also if needed (Level II & III), the handler will choose the piece of numbered wood intended for the Search for an Object, and will slip it into one of his empty pockets.

#### 2 – Instructions common to all exercises

The handler places himself at the disposal of the Deputy Judge who leads him to the starting point of each exercise, within approximately 3 meters before the line of departure. Preparation of the dog for the exercise is allowed before the Line of Preparation, the three meters before the Line of Departure. It *must be discrete*, and must not be made after the sound of the horn announcing the preparation.

A first sound of the horn by the Judge signals the preparation for the exercise. The handler will then have 30 seconds, timed by the Judge, to position his dog and approach the Line of Departure. If the handler is not fully prepared within these 30 seconds, the exercise is cancelled. The handler may give only one position command (sit, down, stand, according to the exercise). He may then give an optional stay command, example: not to move, place, stay. Any repetition of any of these commands (position or stay) is regarded as an additional command and is penalized one point. If the handler has to give 5 additional commands, the exercise is cancelled, even if the 30 seconds granted for the preparation has not passed.

As soon as the handler and his dog are in their respective places at the Line of Departure, the Judge will give another sound of the horn which indicates the start of the exercise and the handler will use the appropriate starting command, which may be preceded by the name of the dog. Any irregular command will involve a penalty.

#### 3 – Recall commands at the end of exercise

There is one type of recall command, the distance recall . The close recall(*garde au ferme*) is only allowed in category 1 of the Globalring trials. If the competitor wants to do so, he has to mention this to the judge(s) at presentation. So dogs, coming out of IPO will easier adopt to the Globalring-program

All the distance recalls can be made by voice or with the whistle. The handler must inform the Judge at the time of the presentation the type of distance recall chosen and keep to it under pain of penalization. Whether made by voice or with the whistle, the recalls must be short and be given without hesitation. A non-continuous recall command is regarded as an additional command and penalized as such.

Only one command for recall is allowed. Any additional recall is penalized [*see exercise by exercise*]. In the case of a disobedient dog, which would require additional recalls, his handler would lose extra

points on General Outlook.

Similarly, if the dog continues to bite beyond 5 seconds of the end of the biting exercise, whether recalled or not, loses the 10 points to the return without counting eventually the General Outlook points at the discretion of the Judge.

The dog, which does not return to heel during the allotted time, loses the 10 points attributed at the end of the biting exercises.

The dog which is not coming out at all will be suspended from the trial because : « no control ». He will keep the points he already earned.

From 2017-season on there will be a new penalty. If the dog multiple times bites up or under the « jute » he will be punished in that exercise by 10% in general outlook. If it happens accidentally there will be no punishment.

#### **4 – General Instructions**

##### **General Outlook**

If the Judge believes the execution of an exercise leaves something to be desired, he will apply a penalty of up to 10% of the points obtainable in the exercise in question. This applies as well to any inappropriate behavior of a competitor before, during, or after its round. The severity of the penalty will be at the Judge's discretion.

All intervention of a competitor in front of the Jury during the round, other than informing them of illness of himself or his dog, is strictly forbidden. This is punishable by a penalty of 10 points in General Outlook and expulsion from competition if the violation is repeated.

The penalties toward General Outlook are applied as a deduction from the total points gained by the competitor.

In case of a serious incident, the Judge can expel the competitor and confiscate his score book. He will also furnish a report to the NVBK-GRI secretary detailing the facts.

##### **Conditions for participation in GLOBALRING competition**

The handler must have a score book issued by the NVBK-GRI responsible. The scorebook can be applied on the site of nvbk ([www.nvbk.org](http://www.nvbk.org)). Don't forget to add a photo of your dog instead. After paying, the scorebook will be sent to the handler. Any breed of dog is admitted, also dogs without a pedigree. To begin GLOBALRING competition, a dog must also be at least 12 months old.

Before being able to compete in Level III, a dog must pass the following stages:

- 📄 qualify in Level I by twice obtaining at least 160 points out of 200, and
- 📄 qualify in Level II by twice obtaining at least 240 points out of 300.

If the handler wishes, he may remain in his level as long as he desires. But he can only once compete in a Championship for his category. Also, a handler is allowed to compete in Level II as often as he deems it useful as long as the competing dog has not achieved 300 points.

A dog titled in French Ring or NVBK-ring may begin in Globalring in the level in which it competes in the program in its home country. A dog that participates in national trials (selective competitions for the national championship) in its country with the highest category must begin directly in Level III of

Globalring.

As soon as the competition field is laid out, access will be forbidden to all competitors under pain of exclusion from competition.

### **Organization of competition**

Organizations who wish to organize competition must take the greatest care in their preparation and neglect no detail. They should inform, by all possible means, the coordinating organizations of each country and the secretary/coordinator for GRI, in order to benefit from foreign participation.

### **Jury for competition**

From 2015 the Jury will consist of 2 or more qualified Judges, aided in their functions by Selected Decoys. Maximum judging time for a single Judge is 9 hours per day.

The organization must also choose a Deputy Judge, who must be current on the schedule and rules of the trial.

One or two competent secretaries are indispensable for the competition to run smoothly. A table (chart) for the Judge will be provided in such a manner for the judges to be able to reach it while continuing to watch the work executed in the ring.

The organizer should provide a minimum of 2 field helpers, for moving the various obstacles, throwing of food, setting jumps, etc.

### **Competition field**

The dimensions of the competition field must be **at least 60m by 40m** and a **maximum area of 5000 square meters**. The ground must not be hard, that is, neither paved.. Care must be taken that there are no objects on the field that could injure the dog. The field must be fenced. There must be at least 2 entrances to the field, one for the handlers accompanied by their dogs, and the other for the Decoys.

The field can incorporate decorations that correspond with the theme of the trial. The theme is chosen by the organizing club.

The organizer is in charge of marking the field. A starting point for each exercise must be marked. For the Guard of an Object exercise, two concentric circles must be marked out, with a radius of 2 m and 5 m. For the jumps, the squares must be clearly marked on the ground by the palisade, by the long jump, and by the hurdle standards. For the Absence of Handler and Refusal of Food, an opening in the hiding area so the handler may see his dog during the exercise must be provided.

For the Send Away exercise, a line 20 m in length will be marked parallel to the starting point and marked by 2 posts (or flags) placed at each end. At 5 m inside the flags will be 2 perpendicular lines 1 m in length, which define the optimal zone of travel (*see diagram below*).

The axis of the trajectory (center line) needs to be in the center of the field; diagonals are not allowed; and should be free of all objects that could distract the dog. The cone markers can be replaced with items of decoration that match the trial theme.

### **Competition logistics**

The organizer will place at the disposal of the Judges:

|   |  |
|---|--|
| ☒ | 6 accessories for attack                                     |
| ☒ | 1 obstacle for attack (see rules)                            |
| ☒ | 3 Hiding places for Search and Escort + 1 mobile             |
| ☒ | 3 jumps (according to the plans in the rules)                |
| ☒ | 6 Retrieve objects (see list in the rules)                   |
| ☒ | food (see rules)   |
| ☒ | wooden objects for search (15 X 2 X 2 cm)                    |
| ☒ | 2 blank guns with 6 or 9 mm ammunition                       |
| ☒ | flags necessary for Stopped Attack                           |
| ☒ | official score sheets  |
| ☒ | 1 or 2 distractions for the Absence of Handler               |
| ☒ | 3 or 4 objects for Guard of an Object.                       |
| ☒ | It is preferred that the objects fit the theme of the trial. |

The Judge will choose the retrieve object and attack accessory on the morning of the competition. During the Dog in White, the Judge must be attentive to the use of the accessory (which must never resemble the object to guard) during the Face Attack and Guard of an Object.

The organizer will also provide a Dog in White which is capable of doing a cat.3 program. For the starting signals, the organizer will provide a horn or a bell. A whistle may **not** be used, being used only by the handlers for recalls.

A resting area must be available for the Decoys to conceal themselves while they are not working with the dogs. This site should be located at least 5 m from the field, and such that the dogs cannot detect the presence of the Decoys.

A container of water may be placed on the field by extreme hot wheater or on the immediate boundaries of the field. During the preparation for the search exercise, a hiding place will be provided outside the field so that the handler will be able to hide himself with his dog. A container shall be made available there, so that he may let his dog drink as much as it wants.

### **Drawing lots**

The organizing club will hold a drawing to decide the order in which the competitors compete. Bitework will never start with the search, nor it will start with the stopped attack.

### **Dog in White**

It is mandatory that a Dog in White pass in the morning and shows a Cat.3 program.. Competitors must be present if possible for the Dog in White.

### **Food**

Food must be varied and of a reasonable size (maximum of fist-size). It will consist of raw or cooked meat, fish head, cheese, dried cake, sugar, etc.

### **Baton**

The baton must be made of bamboo split in quarters or by several smaller bamboo-sticks put together

with tape..

## **Commands**

Commands are to be given according to the rules and may be given in the native language of the handler.

## **Score sheets**

The sheets must conform to the official model of the GRI and include all instructions relative to the competition. A sheet is provided for each level. At the time of the trial, 3 sheets will be provided per dog, 1 is an original and 2 are duplicates. The original is given to the Judge, a duplicate is given to the competitor when the results are announced, and the second duplicate is reserved for the organizing club.

## **Functions and duties of Judges**

The Judges assigned to officiate a trial are designated by the official organization of each participating country or by the GRI. The Judges must thoroughly master the rules and conform to them. The Judges will have total control and are responsible for the deployment of all activity of the competition, and in particular, the ability to regulate the work of the Decoys in their function in all levels. They must apply the penalties described by the well-defined faults, with the strictest observance of the rules. Each penalty corresponds to a fault, to an insufficiency of the dog, or an infraction committed by the handler. All the handlers, even beginners, must know the rules and regulations, and know these penalties.

The decisions of the Judges are final in every case not described in the rules. Only the Judges have the leadership of the trials. All the exercises must be executed under their direction. With the aid of a horn or a bell, they will give the signal for the beginning and end of each exercise. The Judges must take care that all exercises proceed in the same manner for all dogs. The trial conditions must be the same for all competitors.

After each exercise the Judge will immediately announce the score to the audience. The Judges will total the points obtained by the dog and sign the score sheets. The score sheet will be posted within 15 minutes following the passage of the competitor.

From 2016 season the responsible for Globalring-judges is Guido Vanderheyden. He will follow, help and evaluate the judges on the trials. Also all complains will pass by the responsible who will try to search a solution within the GRI-committee.

For candidate-judges :

- application send to responsible judges globalring.
- theoretical test of the rules of globalring.
- 2 or 3 times judging on real trials together with confirmed judges.
- practical examination.

## IV – Obedience Exercises

### Heeling without Leash

6 points

#### Account of the exercise

See “Instructions Common To All Exercises”.

The handler will follow from memory a pattern (the pattern must be simple) indicated by the Judge or Deputy Judge during the Dog in White, with 3 changes of direction, a right angle or acute angle turn, an about-turn, and two stops. Any position may be taken at the stops. These changes and stops will be done at the Judge’s signal. The Deputy Judge will explain the heel pattern. If the handler does not execute the pattern as explained by the Deputy Judge, there is an error on the exercise, which will be penalized in General Outlook. If the handler makes a mistake in the heeling pattern, General Outlook penalty. If the handler makes a mistake that avoids a difficulty, the handler will lose all the points. The handler should not be given anything to hold in their hands during the heeling.

#### Penalties

|   |      |
|---|------|
|  Dog forges, lags, or goes wide (whether in a straight line or on an angle, at a halt, or during an about-turn) (per | -0.5 |
|  Dog abandons or does not follow the handler   | -6   |
|  Handler minor error in the pattern  | GA   |
|  Handler makes a mistakes that avoids a difficulty  | -6   |

### Absence of Handler

10 points

#### Account of the exercise

See “Instructions Common To All Exercises”.

The dog will be placed on the ground or on a stable and fixed platform or table big enough for the dog at a spot indicated by the Judge. In Level III the begin-position « stand » will be possible also. The Judge may change the position during the competition according to the condition of the field and the weather.

This exercise will last 1 minute, which starts when the handler enters the designated blind. The handler must not look back when he leaves his dog on the way to the blind, nor when entering the blind. During the Absence of the Handler, a distraction occurs, to which the dog must remain indifferent, without moving or changing position. The diversion will depend on the level. It must never take the form of aggression or provocation. Interference from the Decoy is forbidden. The distance from the distraction to the dog shall be at least 10 m in Level I and II and 5 m away from the dog in Level III.

#### Penalties

|  |     |
|--|-----|
|  Dog changes position during the 1 min. absence.                          | -10 |
|  Dog changes positions when handler is going to the blind.                | -10 |
|  Handler looks back towards the dog while he walks to or enters the blind | -10 |
|  Dog moves without changing position (penalty per meter)                  | -1  |
|  Dog changes position when the handler returns                            | -2  |
|  Handler shows himself during the exercise                                | -10 |
|  Any irregular or disallowed command                                      | -10 |

## Send Away

12 points

### Points awarded

|  |           |
|--|-----------|
| In the optimum zone between inside markers     | 12 points |
| Between the outside markers and inside markers | 8 points  |
| Outside the outside markers                    | 4 points  |

### Description of the exercise

The dog must cross a line, parallel to the starting line, marked by 2 outside markers placed at each end. At 5 meters inside the outside markers, there will be 2 perpendicular lines 1 meter in length to indicate the optimum zone. The markers can be decorative objects (that are part of the theme) The distances are 20, 30, and 40 m respectively in Level I, II and III. (See the diagram with instructions.)

### Account of the exercise

See "Instructions Common To All Exercises".

The dog will be placed behind the starting line, on a central point marked by a perpendicular line. At the Judge's signal, the handler will give the dog a command to go away. The dog must go straight ahead and cross the finish line. When the dog has crossed the finish line, the handler will recall the dog back to heel. The dog must return within 20 seconds.

### Penalties

|   |      |
|---|------|
|  Commands given by voice and gesture                     | - 2  |
|  Any extra commands to send the dog forward. (each)      | - 4  |
|  Dog zig-zags, for each change of direction              | - 1  |
|  Dog returns before command, each time                   | - 2  |
|  Dog starts:<br>a) before the signal from the Judge      | -4   |
| b) after the signal from the Judge  | -2   |
|  Dog does not pass the line                              | - 12 |
|  Extra commands to recall the dog . (one only)           | - 2  |
|  Dog does not return within 20 seconds                   | -12  |
|  The dog returns, but wanders 'loosely' back to handler. | GA   |

|                  |                         |                  |
|------------------|-------------------------|------------------|
| <b>Positions</b> | <b>Level I</b>          | <b>10 points</b> |
|                  | <b>Level II and III</b> | <b>20 points</b> |

|  |               |          |                     |
|--|---------------|----------|---------------------|
| <b>Points awarded</b>                              | <b>Levels</b> | <b>I</b> | <b>II &amp; III</b> |
| for the 3 (3 x 3) or 6 (3 x 6) changes of position |               | 9 points | 18 points           |
| for the command "heel" at the end of the           |               | 1 point  | 2 points            |

**Example**      A dog in Level III

- Sit, Down, Stand good                      = 9
- – 1 m advanced                              = 8
- Down good, then return to heel = 3
- Point total                                        = 11

**Description of the exercise**

The exercise will take place with the dog on the ground or on a stable platform. The dog and the handler must be able to see each other from a distance of 5, 10 and 15m, depending on the level. It is permitted to call the dog by name before giving the positioning command, but it must be spoken only once along with the command. If not, it is a double command.

For each position, the handler is entitled to 2 additional commands. If the dog has not executed the position after the 2 additional commands, the exercise is ended and all points already awarded are kept. Also for the initial position, if the dog changes it, handler must re-command the dog (2 extra commands allowed) The dog that anticipates the position, at one position at least (that which it has just left), may eventually lose another one, if it takes the following position. To avoid a situation where the dog obeys the Deputy Judge’s signal, we propose a “triangle” system of signals (the dog faces away from the Judges and each of the three positions are illustrated on a moveable three sided board ).

**Account of the exercise**

See “Instructions Common To All Exercises”.

The handler positions himself with his dog sitting at the line of departure. He commands the initial position upon the Judge’s signal, and then leaves his dog after a stay command.

-  The handler must always be able to see his dog during the execution of the exercise.
-  At the start, the dog will be placed in a stand, sit or down, at the direction of the Judge.
-  In Level I each position is taken once. In Level II and III each position will be taken twice, at the signal given by the Deputy Judge.

| <b>Penalties</b>   | <b>Levels:</b> | <b>I</b> | <b>II &amp; III</b> |
|--|----------------|----------|---------------------|
|  Dog changes from the initial position                      |                | -2       | -2                  |
|  Dog does not change the position                           |                | -3       | -3                  |
|  Dog moves towards the handler, each m                      |                | -1       | -1                  |
|  Dog returns to the handler before the end of the exercise; |                |          |                     |

|   |    |    |
|---|----|----|
| it loses the points for recall, but keeps the points awarded for the changes of positions.<br>(deduction made by the distance advanced from the point of positions) | -1 | -2 |
|  No diversion is allowed during this exercise                                      |    |    |

## Refusal of Food

**Level I**

**5 points**

**Level II and III**

**10 points**

### Description of the exercise

In Level II and III, six different kinds of food, chosen by the Judge, are placed on the ground. In Level I, nothing is placed on the ground. It is forbidden to place food closer than 5 m to the small pieces of wood during the Search for Object exercise. The same applies in the 2 m circle during the Guard of an Object exercise. The Refusal of Food is an exercise, which cannot be executed during another exercise.

### Account of the exercise

See "Instructions Common To All Exercises".

In Level I, only one piece of food is thrown during the obedience exercises, at the place and moment chosen by the Judge. In Level II and III, two pieces are thrown or presented (at the same time or separately). The food must be the same for all dogs.

The goal is not to set up the dog deliberately, so do not place the food in the work zones, landing area of the jumps, start line of send away.

### Penalties

|  | <b>Level I</b> | <b>Level II &amp; III</b> |
|--|----------------|---------------------------|
|  Dog licks, eats, or takes food in its mouth (either thrown or on the ground)                           | -5             | -10                       |
|  Dog moves when food is thrown (per meter)  | -1             | -1                        |
|  Handler breaks in or interferes  | -5             | -10                       |
|  Dog moves during the throwing of the food:<br><i>1 point per meter, up to 3 meters; beyond that :0</i> |                |                           |
|  Moving upon the handler's return: at the discretion of the Judge                                       | -2             | -2                        |

## Retrieve of a Thrown Object

**12 points**

### Description of the exercise

The time allowed for the Retrieve of the Object is 15 seconds. The object will be chosen by a drawing or chosen by the judge prior to the start of the trial from a list given to the Judge (dumbbell, ninepin, cylinder, plastic bottle, solid bottles if they contain water are ok, small bag, stroller wheel, etc.). The dog must be able to hold it in his mouth, and the maximum weight is

1 kg. All glass or metal objects are forbidden.

No other object can be within 5 m because it would turn the exercise into an identification one; also no food nearby.

The handler cannot move his feet as long as he/she does not have the object in their hands. The rules say one object yet a pair of shoes tied together is OK as long as it is reasonable.

The dog has three changes to hold the object in the mouth before chewing points are deducted.

### Account of the exercise

See “Instructions Common To All Exercises” .

- ☒ On the Judge’s signal, the object must be thrown at least 5 m.
- ☒ After the Judge’s signal, the handler may command the dog to search for the object. Only one retrieve command is allowed.
- ☒ The handler will wait for the horn or the bell at the end of the exercise before leaving his place.
- ☒ A brief command to ask the dog to release the object is allowed – e.g. ‘give’.

### Penalties

|  |            |
|--|------------|
| ☒ Extra or irregular command   | -12        |
| ☒ Command given by voice and gesture   | -2         |
| ☒ Object is not retrieved within 15 sec  | -12        |
| ☒ Dog starts:<br>a) before the Judge’s<br>signal b) after the Judge’s                          | -4<br>-2   |
| ☒ Dog plays with or chews the object   | -1         |
| ☒ Dog drops the object while he returns to the handler, each time                              | -1         |
| ☒ Object is returned but the dog is not in sitting position when the handler takes the object. | -1         |
| ☒ Dog drops the object at the handler’s feet and handler has to pick it up                     | -2 & -1 GA |

## Search for an Object

Level II and III

15 points

### Description of the exercise

Time allowed for the exercise: 1 minute.

The object must be a small, unused piece of wood, numbered, 15 cm long and 2 cm in diameter. (for the dogs that have a large mouth) It will be chosen by the handler from several identical pieces, all numbered. At the time of presentation at the Judge’s table, the handler takes the wood and puts it into his pocket without showing it to his dog, and informs the judge of it’s number. All the handlers must carry the wood for the same time period. Identical, non- numbered objects are to be placed near that of the wood of the competitor. The object must be placed without showing it to the dog. The wood must be reasonably accessible. No distraction is permitted during this exercise. Like with the retrieve, no other objects should be within 5 m unless part of the theme décor. Non-numbered “distraction” pieces of wood, picked up by another dog, must be exchanged, and “distraction” pieces of wood are put into a plate at the end of exercise to avoid being handled too much.

### Account of the exercise

See “Instructions Common To All Exercises” .

- ☒ Each handler puts his dog in a spot indicated by the Deputy Judge. The handler will then place the object, in view of the dog, 30 meters away in a fictitious square, 1 m x 1 m. The handler will place the little wood with his back to the dog.
- ☒ While the handler returns to his dog, other identical pieces of wood (non-numbered) are placed nearby the first one (min. 25 cm) inside the

square. There are 3 objects for Level II and Level III.

- ☒ At the Judge's signal the handler sends his dog in search of the object with the command "search and bring". A single command given by voice is allowed. The handler is allowed to let the dog sniff his hands before he gives the command, to make the dog understand the nature of the exercise.
- ☒ The handler will give the returned object to the Deputy Judge, for verification by the Judge.

### Penalties

|   |            |
|---|------------|
| ☒ Handler shows dog the little wood   | -15        |
| ☒ Commands by voice and gesture   | -2         |
| ☒ Additional send commands  | -15        |
| ☒ Object not brought back or not within 1 minute                              | -15        |
| ☒ Dog starts:   |            |
| a) before the Judge's signal  | -4         |
| b) at the Judge's signal  | -2         |
| ☒ Dog chews the object  | -1         |
| ☒ Dog drops the object during the return, each time                           | -1         |
| ☒ Dog drops wood in front of handler and handler has to pick it up            | -2 & -1 GA |
| ☒ Object is retrieved but the dog is not sitting when the handler takes the   | -1         |
| ☒ Dog leaves his place before the return of the handler. (more than radius of | -15        |
| ☒ Dog moves within a radius of 2 m, each m                                    | -1         |
| ☒ Dog selects the wrong object  | -15        |

Dog brings 2 woods including the good one : dog obtains half of points.

## V – Jumping Exercises

In Level I the handler must choose 1 of the 3 jumps. He must notify the Judge of his choice at the presentation. In Level II, the hurdle (20 points) is mandatory, and the handler must choose between the palisade (2.1 m = 15 points) and the long jump (3.5 m = 15 points).

See “Instructions Common To All Exercises”.

The following directions are good for the 3 jumping exercises (palisade, long jump, hurdle):

|   |  |
|---|--|
| ☒ | The handler puts his dog into position at a convenient distance from the obstacle.   |
| ☒ | The handler can count paces during the Dog in White, but not after without losing points.  |
| ☒ | The handler takes his place immediately in the marked square, to the left or right, near the jump.   |
| ☒ | The handler cannot touch the jumps or lean on the palisade.  |
| ☒ | If the dog leaves his place before the start command, so that the handler must reposition the dog, he is penalized one attempt plus points.  |
| ☒ | The dog is allowed 3 attempts for all the exercises: the palisade, the long jump and the hurdle, which count only for the forward jump.  |
| ☒ | For the hurdle, the dog is allowed to try a total of 3 times, forward and return.<br>If the dog fails or refuses to return, the handler will reposition the dog in the exact place where the dog stopped. The handler will then return to his  |
| ☒ | If the dog fails any jump, no matter which, the handler may not ask to raise or lower the height or length.  |
| ☒ | -The jump command shall be given only by voice. Every gesture or movement of the body will be penalized, but the handler may watch his dog in a natural  |
| ☒ | After each jump, the handler may give one command of his choice to recall the dog to heel or to make it stay behind the jump. If he commands the dog to stay, the handler must go to his dog. If a recall, the dog has 10 sec to come to heel, with or without a command, otherwise there will be a penalty. If the dog is recalled, it can be done with voice or whistle but it must be the |
| ☒ | There will also be a penalty if the dog does not stay behind the jump despite the command. The handler will wait for the sound of the horn announcing the end of exercise, before leaving the jump. If the dog is blocked (given a fixation  |
| ☒ | The handler must not show his dog the jump before the exercise.  |

### Palisade

**max. 15 points**

| Regulation heights and points: |     |     |     |     |     |     |
|--------------------------------|-----|-----|-----|-----|-----|-----|
| Height(m)                      | 1.8 | 1.9 | 2.0 | 2.1 | 2.2 | 2.3 |
| Level I                        | 15  |     |     |     |     |     |
| Level II                       | 12  | 13  | 14  | 15  |     |     |
| Level III                      | 5   | 7   | 9   | 11  | 13  | 15  |

In Level I, only one height: 1.8 m = 15 points

### Description of the exercise

The palisade is made of a fully attached panel at the bottom, up to 1 m in height; then a stack of rough boards 10 cm in height and 27 – 30 mm in thickness, unfinished. The palisade may be 1.5 m – 1.9 m in width. To allow the dog to jump down, it has an incline fixed to the posts at 1.7 m high, and on the ground about 1.2 m from the wall. Slats are placed every 30 cm to break the dog's descent. The incline also supports the palisade. In order to move it easily, the palisade is mounted on beams, in the form of a reverse T. It does not have a reverse jump, so there is no fence behind it.

### Long Jump

Level III

20 points

Level I & II

15 points

| Regulation lengths and points: |     |     |     |
|--------------------------------|-----|-----|-----|
| Length (m)                     | 3.0 | 3.5 | 4.0 |
| Level I                        | 15  |     |     |
| Level II                       | 10  | 15  |     |
| Level III                      | 12  | 16  | 20  |

In Level I, only one length: 3 m = 15 points

### Description of the exercise

This exercise does not involve a ditch. It is made up of a frame of 3 planks. The first is 2 m long and 100 cm high, placed in the front, connected with two boards on the sides, each 3 m long and 100 cm high in front, and 200 cm high at the other end and fastened to the ground with a metallic square, to prevent it from swaying.

This frame has colored elastic bands, which are fastened to the side boards every 30 cm along the length of the sides.

Without going into the frame, the dog shall jump over a moveable seesaw 'key', 1.95 m long and 1 m wide at the center, which can move up or down in the frame without touching the sides.

Jumps of 3 m to 3.5 m can be obtained. To create a jump of 4 m, simply detach the key from the frame. The key must be constructed so that when the low side touches the ground, the high side is 30 cm from the ground. A dog that steps within the frame is penalized 4 points, plus the loss of an attempt equivalent to a refusal. It must then restart the jump

### Hurdle

Level II and III

20 points

Level I

15 points

| Regulation heights and points: |     |     |     |
|--------------------------------|-----|-----|-----|
| Height(m)                      | 1.0 | 1.1 | 1.2 |
| Level I                        | 15  |     |     |
| Level II                       | 16  | 20  |     |
| Level III                      | 12  | 16  | 20  |

In Level I, only one height: 1 m = 15 points (7.5 + 7.5)

### Description of the exercise

The hurdle is made of a moveable panel, 1.5 m wide and 60 cm high, equipped with pivots welded to the supports. The panel is topped with a turnstile of the same width and 30 cm in height. It must fall at the slightest impact and present no danger whatsoever to the dog. It must be adjustable to the required height. There will be no ditch in front of, or behind, the hurdle.

### Account of the exercise

As soon as the dog clears the jump, the handler may give only one command to keep the dog in the specified position upon landing. If the command is given by voice and gesture, there will be a 2 point penalty. At the Judge's signal authorizing a return jump, the handler may give only one command for this, though it may be given by voice or gesture. All additional commands for the position or to keep position will be penalized.

After the return jump the handler may give one optional command to call the dog to heel.

### Penalties (common to all 3 jumps)

|  |    |
|--|----|
|  Start before signal (plus loss of 1 attempt)                       | -4 |
|  Start after signal but before command.                             | -2 |
|  Command by voice and gesture                                       | -2 |
|  Refusal or going around, forward or return jump                    | -4 |
|  Knocking down the boards, forward or return jump                   | -2 |
|  Missing (attempt failed) forward or back.                          | -2 |
|  Failure to take position behind the obstacle (if command is given) | -2 |
|  Any additional command for position, placement, recall             | -2 |
|  Any additional send command  | -5 |
|  The dog does not return to heel within 10 s.                       | -2 |

Any irregular command results in a penalty to the corresponding points.

### Penalties (hurdle only)

|  |    |
|--|----|
|  Position command by both voice and gesture, after forward jump | -2 |
|  Dog touches the hurdle, forward or return                      | -1 |
|  If the dog pushes the hurdle and it does not fall, each time   | -2 |

## VI – Biting Exercises

### Face Attack with Baton

|           |               |           |
|-----------|---------------|-----------|
| Level I   | w/o obstacle  | 50 points |
| Level II  | with obstacle | 40 points |
| Level III | with obstacle | 50 points |

#### Breakdown of points

|                |   |
|----------------|---|
| Start          | 10 points                                   |
| Attack         | 30 points in Level I & III (20 in Level II) |
| End and Recall | 10 points                                   |

#### Description of the exercise

Duration: 10 seconds

Distance: 30 m (Level I)  
40 m (Level II)  
50 m (Level III)

**Allowed:** Barrage, threats, intimidation, charging at the dog (2 steps maximum), esquiving during the attack if the dog loses its bite. An accessory may be used in place of the baton during the attack with obstacle. In Level I and II, the arm and leg must be accessible for the dog to bite, in Level III the judge can decide, together with the decoy, whether the arm or leg will be given for the incoming dog. The work for every dog has to be the same.

**Forbidden:** Esquiving at the entry, striking the dog, any gesture or behavior of the Decoy which may cause pain to the dog – if this happens, the Decoy is removed from the field immediately and may be reported to the secretary of GWDA.

#### Obstacles:

- Moat or plastic water tub, maximum water depth 20 cm.
- Hay bales
- Tires, piled up or placed upright
- Bands fastened vertically to a crossbar
- Netting

Obstacles must not be more than 80 cm wide, except for water obstacles, or flat obstacles that have a maximum of 25 cm in height. The tires, hay bales, and the netting must not exceed 80 cm in height. The length of the obstacles will be 8 to 10 m and must permit the Judges to evaluate the attitude of the dog as it approaches the attack. No obstacle must injure the dog or do it any harm. In the spirit of this exercise, the obstacle is meant to slow the dog down in order to judge his courage in the face of an accessory or baton, and it should never present any danger. The Decoy places himself 3 m behind the obstacle at the midpoint of its length.

Cross beams (poles) can be placed above the obstacle. [Editor's note: for the purpose of suspending items] Decoy has to show himself in front of the obstacle and then remain visible at all times to the dog.

#### Account of the exercise

See "Instructions Common To All Exercises".

- ⚠ So that there will never be any confusion regarding the spirit of the dog, we ask it to attack the Decoy The decoy must signal his presence. The decoy must present himself clearly for the first 10 m that the dog runs in order to draw the dog's attention to the decoy. If need be, the Judge will send the Decoy out 10 to 20 m, then authorize the dog to be sent out as soon as the Decoy is behind the obstacle. To take his place, the Decoy must clear the obstacle each time, whenever possible.
- ⚠ The Decoy should place himself 5 m behind the obstacle. He must not charge the dog while it is in the air. If he wants to charge the dog, he must adjust the distance to maintain the 5 m distance from the obstacle. The Decoy will not stop moving until the command to end the exercise, then he must immediately become absolutely still.
- ⚠ For each attack, the decoy must absorb the dog while maintaining the line of attack. Esquiving is not allowed on entry. If the absorbing movement is too anticipated, it becomes an involuntary esquite by the decoy. If this happens, one should not count the delayed time to bite.

| <b>Penalties</b>   | <b>1</b> | <b>2</b> | <b>3</b> |
|--|----------|----------|----------|
| <b>Levels:</b>   |          |          |          |
| ⚠ Starting before the Judge's signal (plus -5 for G.O.)  | -10      | -10      | -10      |
| ⚠ Second offense of start before Judge's signal  | -50      | -40      | -50      |
| ⚠ Starting after the Judge's signal before command.  | -        | -        | -5       |
| ⚠ Additional commands to attack (only 1 allowed)   | -10      | -10      | -10      |
| ⚠ Any irregular behavior before or during the exercise   | -50      | -40      | -50      |
| ⚠ Per second not biting  | -        | -        | -3       |
| ⚠ Per rapid change in bite   | -        | -        | -1       |
| ⚠ Per second biting after out command (1 second  | -        | -        | -2       |
| ⚠ Additional bite after end of exercise  | -        | -        | -2       |
| ⚠ Additional recall command (only one is allowed)  | -        | -        | -5       |
| ⚠ Not biting at the time of recall (plus per second not biting)  | -        | -        | -5       |
| ⚠ Failure to return within 30 seconds  | -10      | -10      | -10      |
| ⚠ Any irregular behavior after end of exercise   | -10      | -10      | -10      |
| ⚠ Dog does not attack or does not bite (the dog cannot execute a Stopped Attack or will lose the points gained in that attack if already executed)                               | -50      | -40      | -50      |
| ⚠ Handler leaves starting line during the exercise (a lateral movement behind the line is allowed if needed to see his dog, but he must remain motionless after the out command) | -50      | -40      | -50      |
| ⚠ Handler uses the course for training.  | -50      | -40      | -50      |
| ⚠ Dog hesitates in front of the obstacle or helper   |          | -        | -5       |
| ⚠ Dog bypasses the obstacle (not penalized on return)  |          | -10      | -15      |

Annex : If the conductor recalls his dog at the helper(in category 1),but the dog returns to his master,the dog loses the 10 points of the return.

**Face Attack with Accessories**

**Level III**

**50 points**

**Level II**

**40 points**

### Description of the exercise

Distance: 30 meters

All the regulations for this attack are identical to those of the "Face Attack with Baton".

**Allowed accessories:** (these are only meant to impress or upset the dog)

- branch, rattle, cloth, newspaper
- piece of plastic or sack, plastic water bucket (empty or full)
- any noisy (but harmless) object, etc.
- all accessories available for NVBK-ring.

The accessory used for this attack must not completely cover the dog during the bite.

If the dog aggresses a 'civilian', the exercise will be terminated immediately and all points lost. If a dog is considered to be dangerous, the team will be removed from the field immediately. If the decoy believes that the dog will hit him in the face, he can protect himself by pushing off the dog or esquiving.

### Account of the exercise

Identical to that of the "Face Attack with Baton".

**For the Attack, the Decoy must use the accessory to test the dog's courage, but must not use it to entice the dog to miss.**

### Penalties

Identical to that of the "Face Attack with Baton".

### Flee Attack

Level II and III

30 points

Level I

50 points

### Breakdown of points

| <u>Level</u>   | <u>I</u>  | <u>II &amp; III</u> |
|----------------|-----------|---------------------|
| Start          | 10 points | 10                  |
| Attack         | 30 points | 10                  |
| End and recall | 10 points | 10                  |

### Description of the exercise

Distance: 30 - 40 m

Duration: 10 seconds

### Account of the exercise

See "Instructions Common To All Exercises".

The decoy will start at 10 m from the dog. Judge will sound the horn or bell to start the exercise so no time is lost. Ideally, engagement is between 30-40- meters. Decoy must accelerate when dog is within 10 m and keep this pace until impact.

The Decoy will escape without looking back or trying to esquive. He will be armed with a revolver and will fire two shots while the dog is biting in a 45° curve.

He will defend himself vigorously, but not brutally, to test the dog's bite.

When the handler gives the end of exercise command, the Decoy will immediately remain totally motionless.

## Penalties

Identical those of the "Face Attack with Baton".

Level 2&3 dogs will lose 1 point per second not biting. Level 1 dog will lose 3 points per second not biting.

### Stopped Flee Attack

Level III

30 points

### Breakdown of points

Start 10 points

Attack 20 points

The stopped attack will be judged on one-third of the biting points earned in the other face attacks (base total: 30 + 30 = 60 + starting points, see examples).

### Description of the exercise

Distance: 30 - 40 m

Each handler will draw by lots, for his own dog, the order of the 2 flee attacks. The order will be known only by the Judge. The Decoy will not know if it is a stopped attack. If the dog does not bite on any of the other attacks, the Stopped Attack will not be executed. *If the Stopped Attack has already been executed, the points earned will be revoked.*

### Account of the exercise

See "Instructions Common To All Exercises".

If the exercise is a Stopped Attack, at the Judge's signal, the official in charge of the food, raises a **red** flag after the dog has started. The Deputy Judge immediately touches the handler's shoulder who commands his dog not to bite.

In a biting attack the official raises a **green** flag.

The Decoy will continue to escape after the recall command; neither changing his pace, nor provoking the dog, nor firing the revolver.

### Penalties

|  |     |
|--|-----|
|  Start (see the start penalties in the other attacks) |     |
|  Dog bites  | -30 |
|  Recall at 3 m (no deduction)                         | -0  |
|  Per additional meter                                 | -2  |
|  Additional recall command (only one allowed)         |     |
| -if the dog returns within 5 meters of the handler   | -5  |
| -if the dog returns outside of a 5 meter radius  |     |
| (additional recall prohibited, he retains 10 points from the start)  | -20 |

|                 |                             |                  |           |
|-----------------|-----------------------------|------------------|-----------|
| 1 <sup>ST</sup> | points earned               | 28 + 26 = 54 /   | =18       |
| example:        | 3 points assigned at start  |                  | +10       |
|                 | maximum points              |                  | =28       |
|                 | distance at recall: 5 m     |                  | -4        |
|                 | points for Stopped          |                  | <b>24</b> |
| 2 <sup>nd</sup> | points earned               | 30 + 30 = 60 / 3 | =20       |
|                 | dog started after signal    | 10-5             | +5        |
|                 | maximum points              |                  | =25       |
|                 | distance at recall: 2 m     |                  | -0        |
|                 | points for Stopped Attack   |                  | <b>25</b> |
| 3 <sup>rd</sup> | points earned               | 30 + 30 = 60 / 3 | =20       |
|                 | points assigned at start    |                  | +10       |
|                 | maximum points              |                  | =30       |
|                 | distance at recall: 4 m     |                  | -2        |
|                 | returned more than 5 m away |                  | -20       |
|                 | points for Stopped Attack   | 26               | <b>8</b>  |

## Search and Escort

## Levels II and III

40 points

**Breakdown of points** Discovery 10 points

Escort 30 points

### Description of the exercise

Number of hiding places: 3 fixed plus one movable, which may be placed at the discretion of the Judge.

Time allotted for search and bark: 2 to 3 minutes at the Judge's discretion, depending on the surface of the field. It is important that the Judge or a member of the Jury is placed where he can see what happens in the blind. In effect, if the dog is not vigilant, the Judge can authorize the Decoy to flee, and the meters escaped would be penalized.

The Decoy absolutely must follow the course indicated by the Judge, to put all the dogs on an equal basis. His walk must be natural and his attitude as identical as possible toward all the dogs, without provocation on his part. He must attempt to escape three times, at his own initiative, according to the behavior and vigilance of the dog, independently of the possible escape from the blind.. In case the dog loses vigilance after the third escape, the Judge may penalize the dog and request an additional escape. The decoy should not fixate too much on an obstacle to steal meters. He can go over a particular obstacle which the judge obliged him to do no more than once before escaping.

This exercise must demonstrate the dog's ability to bring a fleeing lawbreaker to bay, and the Decoy must act in this situation like a prisoner attempting to escape.

When the Dog in White appears, the Judge impresses upon the Decoy the proper attitudes and behavior, he defines the course and maintains a good balance between the spirit and execution of the exercise.

The use of jumps in order to assist in fleeing is forbidden.

Obstacles may be used as a diversion during escapes, but not in more than 1 escape.

Stay commands at the end of escapes are forbidden. The end of exercise command consists of the dog's name, followed by the handler's choice of a command word.

### Account of the exercise

See "Instructions Common To All Exercises".

The dog and his handler will leave the field accompanied by the Deputy Judge. They return at the signal of the Judge, when the Decoy has hidden. If the dog is vigilant, after the discovery of the Decoy, the handler himself will (upon the Judge's approval) call the Decoy out of the blind.. He must walk without changing his pace. Once the dog has alerted, the handler will approach at least 3 m to the hiding place before asking the decoy to step out. If the handler runs to the blind there will be a penalty against General Outlook. Also, if the dog leaves the "zone of vigilance", the Judge may allow the Decoy to attempt an escape. A dog is considered vigilant if he ....looks at....follows....watches.... the decoy. If the judge is alone, he/she should place themselves close to the discovery spot so they can have a good view. If the dog does not make the discovery in the allotted time, then the exercise is cancelled. If the dog makes the discovery but does not bark, he loses the discovery points; but the handler, on the Judge's signal, will return to the blind to continue the exercise. As long as the dog has not signaled the discovery of the Decoy by barking, the Judge may not allow the Decoy to leave the blind even if the dog has passed and continues his search. It will be allowed the regulation time for the search. If the dog returns to the handler, within a radius of 3 m, before the end of the allotted time, the handler may give an additional search command, which will be penalized. If

the dog bites the Decoy, whether it has barked or not, it loses 5 points. If the dog alerts the handler by barking, without having discovered the Decoy, it is penalized 5 points.

Decoy needs to be hidden to keep the spirit of the exercise. If the dog leaves the field (if the fence is not substantial), handler can call back his/her dog. Handler will not be penalized and the clock will stop until the dog is back in the field. However, if the field is well enclosed and the dog leaves, the clock will not stop.

During the course of the exercise, the Decoy must eschive when he attempts to escape, and keep as far as possible from the dog. There will not be a one meter allowance for the escapes. He will stop his escape attempts only when the Judge sounds the horn and the handler gives the command, about 3 seconds after the bite. The distance escaped, while the dog is biting, will not be penalized; but if the dog lets go before the handler's command, the Decoy will continue to escape. The Decoy may not resume walking after an "out" command, except on the Judge's signal. During the entire escort, the handler must remain at least 3 m from the Decoy, behind or beside him, but never in front of him.

The Judge indicates the end of exercise by several horn blasts. The handler commands "stop" and the Decoy stops walking. When the escort stops, the dog assumes a guard in place, with the same penalties of those for Defense of the Handler. The handler recalls the dog to heel and puts himself at the disposal of the commissioner.

#### Penalties relating to Search and Escort

|   |  |     |
|---|--|-----|
|    | Additional search command (only one allowed)             | -10 |
|    | Dog does not search despite the second command           | -40 |
|   | Dog does not discover the Decoy during the allotted time | -40 |
|  | Dog does not bark during the allotted time               | -10 |
|  | Dog bites within the blind                               | -5  |
|  | Dog does not guard closely at the blind, per m escaped   | -1  |
|  | Handler runs to the blind (deducted from G.O.)           | -2  |
|  | For each bite during escort or after "out"               | -2  |
|  | Additional command to "out"                              | -2  |
|  | Dog lets the Decoy escape, per meter                     | -1  |
|  | Handler does not maintain 3 m distance during escort     | -10 |
|  | Handler interferes with Decoy during escape              | -30 |
|  | Dog does not guard closely for 5 seconds                 | -5  |
|  | Dog barks without having discovered the Decoy            | -5  |

#### Defense of the Handler

**30 points**

#### Description of the exercise

Duration of the exercise: 10 seconds

#### Breakdown of points:

20 Attack  
10 Guard and Recall

The exercise is based upon 5 principals:

1. There will always be a preliminary meeting (a handshake) between the Decoy and handler, with or without conversation. The handler may respond to the Decoy's greeting with a very ordinary tone of voice.
2. The difficulty created for the dog will be increased progressively, according to the level.
3. At each level, the Decoy's aggression will be clear and evident, and made with both hands.
4. At the moment of aggression, the Decoy and handler will remain motionless for 2 sec. If

the dog bites within 2 sec, they will resume normal work; if the dog does not bite during the 2 sec, the Judge will stop the exercise.

5. The dog must only react if his master is aggressed upon.
6. The handshake must be made by the Decoy, who is the aggressor.
7. The scenario for Defense of the Handler, as well as off leash heel, will be explained to all competitors only once, at the passage of the Dog in White. Modifications and additional explanations may be given after the Dog in White, at the request of a handler's representative.
8. The use of accessories must not become a provocation to the dog or handler, only to protect himself or forestall the protection of the handler.
9. Decoy must not try to lure away the dog intentionally but must follow the predetermined route during the Dog in White. The judge will decide if the dog can be lured away by the decoy up to a distance of 10 meters. Handler needs to keep the dog beside them, to the left or right but not between their legs unless they are not moving. There will always be a handshake but not always a dialogue. Both decoys can shake the handler's hand. Judge can insist that handler not speak after the initial command. Handler can respond normally at the initial greeting if not told to do otherwise. Decoy will not provoke before the handshake. After the handshake, in a scenario with two decoys, the decoy who will not hit must never find themselves less than 3m from the handler during diversions that look like provocation. A dog that does not 'out' will lose at most 10 points (one second delay for out is allowed); 20 points are kept for the bite portion; all the rest of the points are cumulative. If the dog does not react within 2 seconds of the hit, all points will be lost. It is important to note the difference between not reacting and a delay to reach the bite. A delay to bite because of an obstacle or odd placement is allowed.

The Decoy must strike the handler and hold the strike for 2 s. during which time the dog must bite.

During the Defense of Handler, the handler must stay at least 3 m from the Decoy, until after the "out" command and return of the dog to heel

From 2016-season we have a little change in « defense of handler » cat.1 :

When the dog in cat.1 during the exercise puts a little bite in the decoy during the walk with his handler, he will be punished by 5 points. He also loses the points of the meters his handler is already gone. When the dog gives a big bite during the exercise he will be punished with 15 points and the meters his handler is already gone. If the handler gives any command he loses all points. This regulation is only for cat.1 dogs !!

### **Account of the exercise**

See "Instructions Common To All Exercises".

Progress of the exercise, starting with some examples of possible situations:

- ☒ Simple conversation, after the Decoy and handler meet, ending in aggression
- ☒ After the conversation, the Decoy walks away and without wavering, returns to hit the handler.
- ☒ The same, but he tries to trick the dog's vigilance through deception
- ☒ The Decoy shows aggression toward a third person, to try to provoke an untimely reaction from the dog
- ☒ The third party pretends to start a fight with the handler himself
- ☒ The Decoy acts aggressively toward the handler in a situation similar to daily life, etc.

The Judge will give a horn blast authorizing the "out" command. The dog must then guard the Decoy closely for 5 sec, after which the Judge will indicate the end of exercise, and the handler will recall the dog.

### **Penalties**

|   |     |
|---|-----|
| ☒ Handler talks to the dog after command at the start of exercise   | -30 |
| ☒ Dog bites before or during the meeting or conversation  | -30 |
| ☒ Dog bites after the meeting but before the aggression, penalized per meter from the spot intended for     | -2  |
| ☒ Dog moves away from the handler without biting, at any time (with one meter allowance) penalty per        | -1  |
| ☒ Dog abandons the handler, more than 10 meters   | -30 |
| ☒ Dog attacks the third person  | -30 |
| ☒ Dog does not defend during the 2 sec aggression   | -30 |
| ☒ Handler encourages his dog, does not stay 3 m away during the Defense, or when the "out" command is given | -30 |
| ☒ Bites after the "out", per bite   | -2  |
| ☒ Dog does not return within 10 seconds of the recall command   | -5  |
| ☒ Dog does not guard closely for 5 seconds  | -5  |

## Guarding an Object

Level III

30 points

### Description of the exercise

An object will be placed at the center of a 2 m radius circle. A second concentric circle of 5 m will be traced. The Judge may use one or two Decoys, but the second Decoy must stay at least 10 m away while the other Decoy works. Whatever the case, 3 attempts to steal the object are mandatory; the penalties are cumulative and identical for the 3 attempts, according to the faults committed. If the Decoy succeeds in stealing the object, on any attempt, the dog loses the 30 points of the exercise.

During any one of the 3 attempts, which are the same for all competitors, the Decoy must use certain accessories designed to divert the dog's attention. They must never serve as a shield to prevent the dog from biting. An impassible accessory is forbidden; it must permit the dog to pass through. The accessory does not have to be identical to the other accessories used in the competition. The accessory must not be dropped intentionally within the 5 m circle. In the case where the dog confuses the accessory with an object to be guarded, a third passage will be used.

Objects to guard, which could be dangerous to the dog, are forbidden.

Taking into account the distance at which the dog bites, without accessory, measure the distance between the dog and that part of the Decoy's body closest to the dog. With the accessory, it will be the part of the accessory closest to the dog that counts.

From the time the decoy enters the circle with any part of his body he must continue to enter and approach; if decoy is within the inner/smaller circle they will have 30 seconds to make an attempt. Between 2 – 5 meters, if the dog comes out to bite, the decoy can esquivé and can block the dog with the accessory. Nonetheless, the accessory cannot help him esquivé. If a part of the accessory is within 2 m of the object, it will be as if the decoy is within 2 meters and he can try to steal the object. There can only be one object to guard or one on the ground.

The Decoy must steal the object; he must have a neutral attitude until 2 m from the dog, unless the dog takes the offensive (a legitimate defense).

Definition of biting: same as that of Stopped Attack or Discovery in the blind.

The circles traced on the ground serve only as a reference point in order to evaluate the distance the object is carried away from the initial position of the object. It is therefore necessary mentally to recreate these distances as a function of the position of the object. Example – The dog made its last bite at 4 m then let himself be dragged 6 m, the penalty is doubled.

- |                                  |    |                  |
|----------------------------------|----|------------------|
| 1. Dog bites at 4m               | -5 |                  |
| 2. Lets itself be dragged for 2m | -2 | making -7 points |

At the end of the exercise, and at the appearance of the handler, the dog goes to him = penalty to G.O.; but if the dog moves away from the object before the horn blast allowing the return to the handler, loss of 1 point per m up to 10 meters and beyond = 0.

### Account of the exercise

See “Instructions Common To All Exercises”.

The handler places the object at the center of the 2 m circle and commands the dog to guard it before going into the blind.

The Decoy enters the 5 m circle in a neutral manner, without being aggressive or trying to attract the dog’s attention. If the dog lets him enter the 2 m circle, the Decoy must then use all possible ruses, threats, intimidations, esquivés, which he thinks may impress and trick the dog into dropping his guard. He will have about 30 seconds to steal the object.

If the dog bites before the Decoy is able to touch or take the object, the Decoy must wait 2 seconds before moving away in a normal manner or dragging the dog if he has maintained his bite. If the dog bites after the Decoy has stolen the object, the Decoy must put the object down at his feet as soon as possible, and proceed as above.

If the dog takes the object in its mouth, or puts at least one paw on or within the object, without biting the Decoy, as it is in contact with the object, the Decoy must pull the object outside the 2 m circle before the Judge can stop the exercise, considering the object ineffectively defended.

To determine the place where the dog bites, the Judge will take into account the position of the Decoy. To determine the distance to which the dog has let itself be dragged, the Judge will take into account the position of the dog, the four paws outside of one of the circles.

The Judge will always have the right to apply a penalty against G.O. if the guarding of the object, even if effective, may not be considered as perfect.

The handler cannot look back at the dog while heading for or entering the blind or they will lose all points of the exercise. A dog that bites the object will lose general allure points, and if the dog destroys the object they will lose all points.

### Penalties

|  |        |
|--|--------|
|  Dog bites the Decoy within the 2 m zone before he has touched the object   | no per |
|  Dog bites the Decoy within the 2 m zone and lets itself be dragged to, but not beyond, the   | no per |
|  Dog bites the Decoy within the 2 m zone and lets itself be dragged beyond the circle, per meter  | -1     |
|  Dog bites and lets itself be dragged beyond 5 m distance from the place where it bites   | -15    |
|  Dog lets itself be dragged beyond 5 m<br> , does not let go within 10 sec | -30    |

|  |     |
|--|-----|
| <input type="checkbox"/> Dog lets the Decoy take and move the object, then bites, regardless of the distance, inside the circles, by meter | -1  |
| <input type="checkbox"/> Dog lets the Decoy take and move the object, then bites, at 5 – 10 m  | -15 |
| <input type="checkbox"/> Dog lets the Decoy take and move the object beyond 10 m   | -30 |
| <input type="checkbox"/> Dog bites the Decoy between 2 and 5 m   | -5  |
| <input type="checkbox"/> Dog bites the Decoy beyond 5 m (exercise is ended)  | -30 |

## VII – Table of Points

To take into account a necessary progression and to increase the difficulties gradually, it is logical to view the organization of trials in 3 Levels, giving to each a maximum of points:

200 Points in Level I

300 Points in Level II

400 Points in Level III

The table below presents a convenient notation for the proposed totals.

| <b>Exercises</b>                                   | <b>Levels :</b> | <b>I</b>   | <b>II</b>  | <b>III</b> |
|--|-----------------|------------|------------|------------|
| Heel (without leash)                               |                 | 6          | 6          | 6          |
| Absence of the handler                             |                 | 10         | 10         | 10         |
| Refusal of food                                    |                 | 5          | 10         | 10         |
| Sending out ahead                                  |                 | 12         | 12         | 12         |
| Retrieve of thrown object                          |                 | 12         | 12         | 12         |
| Positions  |                 | 10         | 20         | 20         |
| Search for object                                  |                 | -          | 15         | 15         |
| Palisade   |                 | 15*        | 15*        | 15         |
| Hurdle   |                 | 15*        | 20         | 20         |
| Long Jump  |                 | 15*        | 15*        | 20         |
| Face attack with baton (+ obstacles in II and III) |                 | 50         | 40         | 50         |
| Flee attack  |                 | 50         | 30         | 30         |
| Defense of handler                                 |                 | 30         | 30         | 30         |
| Stopped flee attack                                |                 | -          | -          | 30         |
| Search and escort                                  |                 | -          | 40         | 40         |
| Face attack with accessories                       |                 | -          | 40         | 50         |
| Guard an object                                    |                 | -          | -          | 30         |
|  |                 |            |            |            |
| <b>TOTAL</b>                                       |                 | <b>200</b> | <b>300</b> | <b>400</b> |

\* optional exercises

### Qualifiers

|           |              |
|-----------|--------------|
| 0 – 299   | Insufficient |
| 300 – 319 | Sufficient   |
| 320 – 339 | Good         |
| 340 – 359 | Very Good    |
| 360 – 400 | Excellent    |

In case of tie scores, the dogs will be judged according to the following criteria:

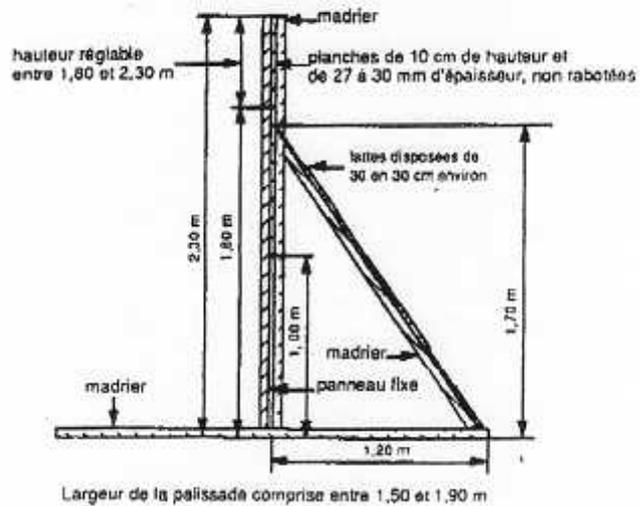
1. Most points in biting exercises,
2. Most points in obedience exercises,
3. Most points in jumping exercises.

## VIII – Plans of Jumps

### Haie (HOCHSPRUNG)



### Palissade (STEILWAND)

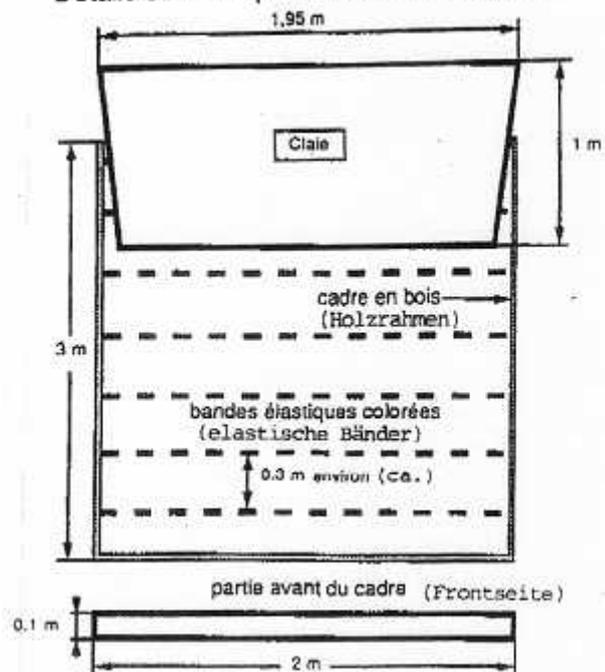


## VIII – Skizzen der Sprünge Plan des sauts

### Saut en longueur (WEITSPRUNG)



### (DETAILS RAHMEN WEITSPRUNG) Détails du cadre pour le saut en longueur



## IX – Abbreviations

|         |                                 |
|---------|---------------------------------|
| G.O.    | General Outlook                 |
| Ech.    | Level                           |
| H.A.    | Decoy                           |
| Handler | doghandler, master, conductor   |
| Kg      | kilogram m<br>meter             |
| Mn      | minute Sec<br>second P<br>point |
| Suppl.  | additional                      |

GRI : globalring International

## IX – Final Provisions

### 2013 Provisions

The current International Rules for GLOBALRING Competition (NVBK-GRI) were discussed and adopted on the reunion in Eeklo on July 13th 2013 by several members of the NVBK, the president of the NVBK, representatives from decoys and judges for NVBK-RING, Dutch competitors, Tsjech delegation and Italian approval. By the end of 2013 also the trial rules for « Decoys » for Globalring will be available. At several times the NVBK-GRI will organise an examination for future decoys and judges. For this matter you can contact the international secretary/coordinator of the GRI.

Current International rules have been rewritten  
by Francis Lemmens  
for NVBK-GRI.  
November 2013  
November 2016.