



## **Temperament Test: IDTT**

### **Start/Phase 1: Greeting from Evaluator (dog must remain controlled at all times)**

Evaluator will call the trialing team forward to a designated area. A greeting will take place as the evaluator introduces himself to the handler, shaking his/her hand, and then asking the dog's name and permission to pet the dog. The evaluator will then pet the canine on its head & back. Once this has been completed, the evaluator will ask the handler to take the canine to a designated area for inspection.

### **Phase 2: Inspection of dog (may be on Ground or Table)**

Evaluator will inspect the canine's ears and teeth (the evaluator must physically inspect the canines himself). The evaluator will then inspect the canine's physical body (same as inspecting for conformation, excluding genitals) starting with the canine's shoulders, forearms, back and rear.

### **Phase 3: Obedience (walking on a loose lead)**

Exercise will be marked out in 20 pace increments. Team will begin on evaluator's direction from a controlled position heeling forward 10 paces, halting at designated area for a sit (3 seconds waiting for evaluator's instructions), heel forward 10 paces left turn, heeling forward 10 paces halting at designated area for a down (3 seconds waiting for evaluator's instruction), heeling forward 10 paces left turn.



#### **Phase 4: Obedience through Obstructions (walking on a loose lead)**

Team will continue heeling forward and across the first obstruction, being an 8ft. tarp placed center of 20 paces (dog must cross the tarp with confidence but may show signs of curiosity with absolutely no sign of fear or uncertainty) continue heeling to marked area, at end of 20 paces left turn heeling across a 8ft. toy pit (dog must not remove any items from the pit). Team will continue heeling forward towards the evaluator in preparation for the next scenario.

#### **Phase 5: Obedience through a crowd (walking on a loose lead)**

On evaluator's instruction, the team will heel in a direction toward the center of the field, through a crowd in a figure eight pattern, and then back toward the evaluator who will be awaiting the team at the start.

#### **Phase 6: Unsupervised Handler Control**

Handler will place dog in a controlled position, hand the lead over to the evaluator and walk out of sight to a designated area where he/she will remain until instructed to return, after a full 60 seconds.

#### **Equipment:**

4-6 ft. nylon or leather lead, flat collar, choker or fur saver on dead ring only (absolutely NO spike collars).

**Failures:** (Evaluator may call a halt to the trial at any time for any of the following reasons)

Dog can NOT show any signs of uncertainty

Overly aggressive or excessively shy dogs

Absolutely NO aggressive gestures toward the dogs

**Note:** Dog MUST pass all 6 phases in order to earn an IDTT (Irondog Temperament Title)



## Obedience: OB1-OB3

Scenarios start in a controlled position with dog in heel position on left side. Total points to pass: 80 out of 100

### Exercise 1:

Heel 20 paces (dogs shoulder to knee, loose lead), Right Turn . **(OB2+ NO-LEAD through out)**.10pts.

### Exercise 2:

Heeling normal 10 paces, crossing center of 8ft. tarp. Continue heeling 10 paces normal, left turn. 10pts.

### Exercise 3:

Heeling normal 10 paces past 6 lawn fans/flags, etc. posted on the left side with dog in the center of the flags and handler. Continue heeling 10 paces normal, Left Turn. **(OB3 Heeling center of 8ft. toy pit instead of passing the posted fans/flags. Toys may be balls, kongs, tugs, etc. on both left & right sides, allowing the center open path)**10 pts.

### Exercise 4:

Heeling 20 paces normal to designated area then perform down in motion without stopping, slowing, or giving extra commands (Continue walking 20 paces to re-call area without looking back) On Judges command re-call your dog.**(OB3 Dog will be re-called past a decoy in scratch pants and a sleeve or full bite suit)**15 pts.



**Exercise 5:**

Heeling forward 20 paces to marked down in motion area and make a right about turn, heel forward 10 paces to marked area and perform the sit in motion without stopping, slowing, or giving extra commands (Continue walking 20 paces to re-call area without looking back). On Judges command re-call your dog.

**(OB3 will have gun fire 2 shots, at 8 & 12 paces into the start. Dog must not show any sign of fear)**15 pts.

**Exercise 6:**

Judge will then ask you for an about turn and then heel forward 20 paces, left turn. Heeling forward 10 paces normal, 10 Paces fast, 10 Paces normal, Left turn continue 15 pts.

**Exercise 7:**

Heeling forward 10 paces normal, 10 Paces slow, 10 Paces normal, right turn. 15 pts.

**Exercise 8:**

Heel 20 Paces and halt in between markers (Spray painted area, etc.) Dog will need to sit when you halt (If no sit give the command to Sit. 1-Command NO points lost) Dog must stay in sit position until Judge informs handler that exercise is complete. **(OB3 Decoy in full bite suit will walk towards team and pass them on handlers left side)**10 pts.

OB1 / Novice on lead dogs shoulder to handlers knee

OB2 / Advanced off Lead dog's shoulder to handler's knee

OB3/ Advanced off lead dog's shoulder to handlers knee with distractions



## **GUARD DOG TEMPERAMENT: GDT/Defense of Handler: DHT**

### **Obedience/Temperament -**

The test begins with the dog in a controlled position at the handler's side, The obedience portion will consist of the following in any order the judge elects: 5 to 10 pace heeling, left and right turns, sit and down (3-5 seconds) on command. On the Judge's signal Obedience exercise will begin and end with the recall (the leash must be loose at all times). The dog will have to stay in one spot in any position, on command; while the handler drops the leash and walks at least twenty paces away (3-5 second wait). The dog must then do a recall on command; the handler may take one step to grab the dog but not two. Next, the dog will have to meet the first of two friendly strangers and not show aggression, shyness or lacking in manners by jumping onto the strangers, but remain in a controlled position at all times. Ideally the first stranger will be an Irondog judge, assuming the dog does not know the judge. The handler will shake hands with the stranger and exchange brief words ending the conversation with a hand shake. We are looking for good natured dogs that are not shy, sharp or lacking in manners. It may display tail wagging pleasure or exhibit other body language to show that he is at ease in meeting this new person. The Irondog judge will then pick a second friendly stranger from the crowd that is physically dissimilar to the judge. The entire "Meeting a Friendly Stranger" test will be repeated a second time with this other person. The dog must meet the same criteria for both friendly strangers.

*NOTE: A DHT competitor ALSO NEEDS to complete the Obedience portion.*

**Protection Phase: GDT** - On a separate field from the Obedience (or a different place on the original field), in the open, the dog will be given one appraisal bite using either a sleeve or suit. The purpose of the



appraisal bite is to avoid running dogs off the field, during the attack on handler bite that follows. The dog must take at least two moderate stick hits in the appraisal bite. The stick will be a standard padded baton or clatter stick. The dog must also face a noisy stick threat in the appraisal bite. If the judge feels the dog's appraisal bite was satisfactory, then it is eligible to do the next bite, which is an attack on handler out of a blind that fully conceals the decoy. The blind should ideally be an unexpected object like a blind, tree, car or outhouse. The dog must not see the decoy enter the blind. The dog and handler will move (at the Judge's signal) toward the blind. On judge's signal, the decoy will spring from behind the barrier, attack the approaching handler and drive the dog for roughly 3-5 seconds after the bite. The decoy will administer two moderate stick hits with either a padded stick, bamboo clatter stick, a plastic jug partially filled with rocks or a starter's pistol. The dog must engage the attacking decoy courageously and withstand the drive/stick hits. If the dog comes off the bite for any reason, other than lack of courage, the judge will instruct the decoy to continue driving and administering stick threats until it is obvious the dog can withstand the pressure courageously. After the drive, the decoy will lock up. The handler will then give an out command, without touching the dog from the original position where the dog was sent from, to engage with the decoy. The handler has three tries to out his dog (using any command). As soon as the dog disengages, the handler may pick the dog up and drag or heel him away (may also use a second command to call the dog). If the dog does not fully re-engage, between the time when he lets go of the decoy and is picked up, then he has outed successfully and passes the test. In the event the dog does not out on the first command, after three seconds the judge will notify the handler to go midway and try a second time. On the third try, the handler may go up to the dog but NOT touch the dog for a third and final try to out the dog.



*NOTE: JUDGE will give the handler an evaluation based, on their opinion, after the appraisal bite, on whether he/she feels the dog should move on to the next phase. The next phase is an attack on handler out of a blind that fully conceals the decoy. The handler upon the judge's evaluation will make the final call on whether the dog will be allowed to move on to the next phase. Our goal is to NOT run dogs off the field, but great pressure is to be applied in the second attack on handler.*

**Protection Phase: DHT** - On a separate field from the Obedience (or a different place on the original field) in the open, the dog will NOT receive a bite. The decoy will approach the team AGGRESSIVELY, using either a padded stick, clatter stick, or jug of rocks. Dog MUST show confidence and willingness to engage; lack of is unacceptable. The decoy will engage the handler head on and then again to the right or left (at the end of the exercise the decoy can give the dog a bite as a reward if instructed by the judge).

*NOTE: Handler will POST-UP as decoy/attacker performs an attack, on the team, trying to hit them (padded stick, clatter stick, jug of rocks, etc.). The handler can opt to have the dog muzzled, as the attack will be in a civil manner.*



## **Triathlon: ID3/Pentathlon: ID5**

Your dog will be scored on three events for the Triathlon, but there is a menu of four events to choose from: 50 yard Sprint Race, Hardest Hitting, Weight Pull, and 12-mile Endurance Test. Your dog will be scored on five events for a Pentathlon but there is a menu of six events to choose from: 50 yard Sprint Race, Hardest Hitting, Weight Pull, Tug of War, Hang-time, and 12-mile Endurance Test. The 12-mile Endurance Test is optional for the Pentathlon and the Triathlon. If you enter and finish all six events in the Pentathlon and all four events in the Triathlon we will throw out your lowest score among the mandatory events and replace it with the ten points you earned by completing the optional 12-mile Endurance Test, with this exception: we will not throw out your score in Hardest Hitting. Each event is worth ten points if you take first place, nine points if you take second place and so forth. All the scores are added together and the highest score wins. Endurance Test is worth ten points if your dog runs it in the allotted time and zero points if he does not. If there is a tie score, the Hardest Hitting event will be a tie-breaker. The order that dogs will run the events in will be determined by drawing names from a hat, during the handler's meeting, or some other random selection process. Dogs must be crated near the field when not competing. Dogs must not be given corrections. Events are run back to back in rapid succession. If a handler and dog are not ready when their turn is up they will be ejected from the trial. An assistant judge will make sure there is a dog on deck at all times, to expedite the trial. Contestants must provide their own tug toy with snaps and their own weight pull harness. Each dog must have two handlers. Your dog **MUST** have a GDT/DHT or equivalent to title in a ID3 Triathlon or ID5 Pentathlon. A dog without a Guard Dog Temperament Test/Defensive Handler Test GDT/DHT or equivalent such as a BST can compete but will not receive a title or be recorded as achieving an ID3 Triathlon or ID5 Pentathlon. A DHT





is only good for 6 months. In order to continue to title in the ID3 Triathlon or ID5 Pentathlon the dog must achieve a GDT or equivalent.

**Sprint Race:** Dogs will run against a stopwatch, one at a time, on a straight 50-yard course. One handler will hold the dog at the start line and the second handler will bait the dog past the finish line. The stopwatch starts when an assistant judge near the start line fires a starter's pistol after yelling, "On your mark, get set," BANG! If no starter's pistol is available the assistant judge will yell, "On your mark, get set, GO!" and throw his raised arm down after saying the word, "GO". The stopwatch will start on the word, "GO" and the assistant judge's arm signal. The assistant judge will watch the handler on the start line and disqualify him if he releases the dog before the gun or before the word, "GO". The handler, on the starting line, must throw his hands fully overhead as he releases the dog. Bait may be protection equipment or nonliving food.

**Hardest Hitting:** Decoy may wear either a suit or a sleeve depending on the dog's training. The competition bite will be done from a distance of at least 15 yards. Each dog will start from the same spot, which must be marked. On the judge's signal the decoy will prime up the dog (all dogs will be primed in the same manner). The dog is released on the decoy's direction (either a clatter stick, padded baton or blank gun can be used). The decoy may shout, scream or use any traditional method to pressure the dog. The judge has the option of including gunfire in the Hardest Hitting bite. In this case, the decoy would not carry a stick, but a starter's pistol and would fire one time immediately before impact. After impact, the decoy will drive the dog very briefly, then lockup. The drive must include at least one stick threat with the padded baton or clatter stick, if the decoy did not use gunfire. The dog must stick to his bite during the



brief drive to complete this event. Dogs will be judged on impact, how hard they hit the decoy, i.e. how much pain they were able to inflict through the equipment. After each bite, the decoy will give the judge a number from one to ten with ten being the greatest impact, to rank the dogs. Contestants may attempt to out their dog after the decoy locks up. A successful out adds 1 point to the HH score. A successful out is defined as the dog not re-engaging and not leaving the protection field before the handler picks him up, i.e., the dog must be under control until it is picked up. Only one out command is allowed; it must come from the dog's handler. The handler must be standing at the marked start point when he gives the out command. The dog has three seconds to obey the out command. After the dog outs, the handler may run to the dog to pick it up.

**Weight Pull 16Ft.:** May be done with a sled, a cart or a rail system. Each dog is given 5 turns in a row with the cart or sled. There is a 60-second time limit for each of the 5 pulls. Baiting is allowed with nonliving food or protection equipment. The team can earn 1 extra point in the Weight Pull if you do NOT use bait. The point of the extra point is to award those exercising proper form and technique. Handler may stand anywhere on the pull track but may not touch the dog. Leashes are not allowed. In the event of a tie, the fastest pull wins. There is a minimum permissible increment of 25 pounds for a sled and 250 pounds for a cart. The judge may increase the minimum increment within reason, but he may not decrease it. Handlers will tell the judge and his assistants how much weight to put on the sled or cart for each pull, but must abide by the minimum increment standard. The weight added to the sled or cart, must go from lighter to heavier. Each turn the dog takes with the sled or cart must be heavier than the previous turn. Increases in weight must be in at least 25-pound increments or multiples of 25 for a sled. For a cart the increments must be AT LEAST 250 pounds.



**Tug of War:** Dogs will tug, from behind an upright plywood barrier, with a hole drilled in it for the rope to pass through. Handlers must have a leash on the dogs at all times but may not issue corrections. Two assistant judges will be watching either dog at all times during the pull. The assistant judges may disqualify a contestant for giving corrections. The rope is 30 feet long and is marked in the center and 10 feet from the center (length of pull is 10 feet for a win). A dog wins when it has pulled his opponent past the outer rope mark. Each pair of tugging dogs will go against each other only one time. A round robin elimination system will be used. A coin flip or other random method will determine which side of the barrier a dog will pull from. To complete this event a dog must grab the tug toy and pull backwards, i.e., it must tug against its opponent. It must grab the tug toy and begin pulling within 20 seconds of the start of the Tug of War or it automatically loses. There are no weight classes.

**Hang time:** This event must come after the above events. The dog has a 3-minute time limit on the spring pole to complete this event. The clock starts when all four feet are off the ground. If the dog gets a single bite upon presentation of the tug toy and hangs on without re-biting for the full 3-minutes, it gets a perfect score of ten points. For every time it loses its grip and is forced to re-bite, it loses one point. The clock stops when (if) the dog loses its grip and starts again when all four feet are off the ground. If the dog loses his grip he must immediately be presented with the tug and hoisted upward. The dog is disqualified after losing its grip four times, for safety reasons. The Judge may disqualify a dog before it loses its grip four times if he believes the grips are not solid (for the safety of the dog).

**12-mile AD Endurance Test:** This event should be done between 12 to 24 hours before the core Three



Triathlon or Five Pentathlon events and in cool weather (but not mandatory). The dog must run 12-miles at a pace between 6.5 mph and 10 mph. Handler may be on a bike, on foot, roller blades or a small all-terrain vehicle. The dog will rest for 5 minutes after 5 miles so the judge can inspect the dog's feet and general condition. If either is questionable the dog is disqualified and receives zero points. At 10 miles there is another 5 minute rest and inspection. If the dog passes the final inspection it may continue the last two miles and complete the Endurance Test. This event is optional for the Triathlon and Pentathlon. The dog **MUST** complete the 12-Mile run start to finish in 2 Hours.

*NOTE: Throughout the ENTIRE Trial ID3 Triathlon or ID5 Pentathlon a team is allowed ONLY 1 Foul.*

*In the event a 2nd foul is committed the team will be disqualified.*

**Fouls:** False start, leaving leads on dogs during competitions, corrections and or pinch collars.

**Disqualifications:** Aggressive or uncontrollable dogs (including loose dog), aggressive gestures by handlers and or unsportsman like conduct.



### **12 Mile Endurance Test ID12M/6 Mile Endurance Test ID6M**

**12 Mile Endurance Test/ID12M:** This event should be done between 12 to 24 hours before the core Three Triathlon or Five Pentathlon events and in cool weather (but not mandatory). The dog must run 12-miles at a pace between 6.5 mph and 10 mph. Handler may be on a bike, on foot, roller blades or a small all-terrain vehicle. The dog will rest for 5 minutes after 5 miles so the judge can inspect the dog's feet and general condition. If either is questionable the dog is disqualified and receives zero points. At 10 miles there is another 5 minute rest and inspection. If the dog passes the final inspection it may continue the last two miles and complete the Endurance Test. This event is optional for the Triathlon and Pentathlon. The dog **MUST** complete the 12-Mile run start to finish in 2 Hours.

**6 Mile Endurance Test/ID6M:** The dog must run 6-miles at a pace between 6.5 mph and 10 mph. Handler may be on a bike, on foot, roller blades or a small all-terrain vehicle. The dog will rest for 5 minutes after 4 miles so the judge can inspect the dog's feet and general condition, if the dog passes the inspection it may continue the last two miles and complete the Endurance Test. **NOTE:** The dog **MUST** complete the 6-Mile run start to finish in 1 Hour.



**Protection: IDP1–IDP3**

**(Car Jacking)** The team will be in a vehicle with dog in the passenger seat of the vehicle where the decoy will approach in an aggressive manner. The handler may be vocal and warn the attacker to stay away. The decoy will engage. The dog must commit, as decoy will briefly drive the dog through the window then lock up at which time the dog must out. (**IDP2:** will have one gun shot before the bite **IDP3:** One gun shot before the bite and then two more gun shots before lock up). **20 Points**

*Note: The decoy can use a padded stick, clatter stick, or a bottle of rocks.*

**(Frontal Courage Attack)** Heel dog to the designated area marked 50 yards from the decoy and stop. The Decoy performs an L-Pattern and will become vocal and aggressive towards the team. Once the decoy becomes an attacker moving forward handler will send the dog to engage with the attacker. Attacker will drive the dog and apply two padded stick hits and then lock up. At which time the handler will out the dog. (**IDP2:** out and recall to designated area **IDP3:** the attacker will drive the dog with two gun shots).**20 Points**

**(2-Man Attack on Handler)** The first decoy will be approximately 40 yards away from handler. The decoy will be vocal and once the decoy starts to approach the team, handler will send the dog on the judge's command. The decoy will engage and drive the dog towards the handler and stop approximately 10 yards away from handler. The handler will out the dog and pick up the dog. The second decoy will then immediately approach aggressively from the opposite direction towards the team. Handler will



redirect the dog towards the second decoy. The second decoy will briefly drive the dog and lock up for the out. **(IDP2:** two stick hits from the first decoy **IDP3:** two stick hits from the first decoy and the second decoy will use environmental items such as tarps, boxes, wading pools, bottle walls etc.). **20**

### **Points**

*Note: The first decoy can use a padded stick or clatter stick the second decoy can use padded stick, clatter stick or bottle of rocks.*

**(Call Off)** The decoy will be approximately 40 yards away from team. The decoy will be vocal and aggressive; the handler will send the dog at the decoy. Once the dog is sent the decoy will immediately give up throwing their hands in the air and weapon on the ground at which point you will call off your dog and re-call. **(IDP2:** the dog cannot bite the decoy **IDP3:** the dog cannot bite the decoy and the decoy will use environmental items such as tarps, boxes, wading pools, bottle walls etc.). **20 Points**

**(Defense of Handler)** The handler will attach a 5ft. lead on the dog and heal to a designated area. The team will be approached by two decoys from opposite sides, both being vocal with either a padded stick, clatter stick, or a jug of rocks. The dog will have to keep the attackers away as they attack in a 360 degree pattern attempting to strike the handler one at a time. Handler may be vocal and redirect his dog to each attacker, keeping them at bay. **(IDP2:** One decoy will use gun fire shooting one shot in the air per attack **IDP3:** the first decoy will use gun fire shooting one shot in the air per attack. The second decoy will use environmental items such as tarps, boxes, wading pools, bottle walls etc.) **20 Points.**



**80 points to pass 100points possible**

**IDP1 / Novice on Lead Handler can grab Lead for the out, NO lead correction (lead must be loose).**

**IDP2 / Advanced off lead handler will have designated areas for the out and recall.**

**IDP3 / Advanced off lead handler will have designated areas for the out and recall. There will be more pressure, gunfire and distractions.**





## **Breed Suitability Test (BST)-American Bulldog/ Working Suitability Test (WST)**

### **Breed Suitability Test (BST)-American Bulldog**

#### **Must have to be eligible day of Trial:**

1. A copy of the dog's registration papers. Puppy registration papers are not accepted.
2. A minimum three generation pedigree.
3. A photograph or digital image of the entered dog taken from the side or ¾ side view. Photos are for Irondog International records and will not be returned.
4. Copy of a final OFA certificate, with a rating of fair or better, OR a copy of a PennHip evaluation, in its entirety, done after the age of 12 months, with a result at the median or better with no CHD or DJD. Preliminary OFA evaluations are not accepted. Most international hip certificates are also accepted.
5. Veterinarian certified weight, dated within two months of the test date.

**Disqualifications:** Dogs with one testicle, deaf dogs, spayed or neutered dogs, dogs with obvious genetic conditions which affect overall soundness, and dogs with serious conformation faults as defined by breed standards, in the approved registry of the handler's choice may not test for the BST, but are eligible to take the WST. Approved Registries: ABA, ABNA, NKC, UKC, ABRA, BBC.

### **Working Suitability Test (WST)**

SAME TEST AS THE BST EXCEPT ANY DOG IS ELIGIBLE AND NO HEALTH TESTS REQUIRED.



Failure to pass any one of the three parts of the BST/WST results in an automatic fail and prevent the team from moving on to the next portion of the BST/WST. The order is always to be obedience, temperament and then protection. An evaluation will follow the completion of each test.

### **Obedience Test**

Two dog/handler teams take the obedience part of the test at the same time. At the beginning of the test one handler heels to a spot, no more than twenty yards from where the active obedience exercises are occurring. The handler orders the dog, into a long down at the pre-designated spot. The handler walks 30 paces away while the other team starts exercises 1 through 4. Each exercise begins and ends with the basic position. The dog sits at the left side in a straight, calm and attentive manner next to the handler with his right shoulder even with the handler's knee. The judge, if instructed by the handler, before the test begins can call out directions. Any portion of the test can be performed off leash but the leash must be removed from the beginning of exercise 1. The leash must be held in the left hand loosely with a U in the lead. The dog must come to an automatic sit when the handler stops without a command given. When the handler starts walking again a command may be given. Any handler help, forging or lagging will result in a point deduction. The obedience portion is a pass/fail but 35 out of 50 points must be obtained.

### **Exercise 1/ Heeling on Leash (20 points)**

From the basic position, with the dog wearing a choke chain/fur saver on the dead ring, the team heels straight out a minimum of 40 paces without stopping, does an about turn and heels a minimum of 10 paces at a normal pace. Then the team proceeds with the change of pace portion with a minimum of 10 paces fast and then a minimum of 10 paces very slowly with NO normal pace in-between. Resume to a



normal pace and proceed a minimum of 10 paces and then execute a right turn. Proceed a minimum of 10 paces and execute another right turn followed by a minimum of 10 paces and execute an about turn and proceed a minimum of 5 paces and stop; all of which form the classic J-pattern. During the first 40 paces of heeling, 2 gunshots will be fired, at 5 second intervals at approximately 15 paces. Dogs displaying gun shyness will be disqualified. Mild reaction or excitability is acceptable but indifference is preferred.

### **Exercise 2/ Heeling through group (10 points)**

At the judge's order, the handler will heel forward a minimum of 5 paces and then execute a left turn and proceed into a group of a minimum of 4 people. The handler must execute a figure eight that takes it to the left and right around two different people in the group. The handler will then stop in the middle of the group. The group, at the judge's command will slowly crowd the team while the dog remains in the basic position. The judge will then dismiss the group and the handler will precede forward a minimum of 10 paces and stop.

### **Exercise 3/ Sit in motion (10 points)**

From the basic position, the team heels a minimum of 10 paces forward and the handler gives the sit command, drops the leash, and continues 30 paces forward, without a double command, stopping, changing pace, or looking back. At 30 paces, the handler will halt and turn facing the dog. On the judge's signal, the handler returns to the dog and resumes basic position and then proceeds back to where the exercise began.

### **Exercise 4/ Down in Motion with Recall (10 points)**

From the basic position, the team heels a minimum of 10 paces forward and the handler gives the down



command, drops the leash, and continues 30 paces forward, without a double command, stopping, changing pace, or looking back. At 30 paces, the handler will halt and turn around and face the dog. On the judge's signal the handler recalls the dog. The dog should run quickly and sit directly in front of handler. The dog should then return to the basic position, after a short pause.

*That completes the obedience exercises.*

### **Temperament Test**

The temperament test is pass/fail and the dog must be wearing a choke chain/fur saver on the dead ring. At all times the dog should be in the basic position. It involves meeting a friendly stranger with a hand shake and a greeting. The team will then proceed to a calm walk, past a neutral dog no further than 10 feet away with the neutral dog on the left side of the handler. The traffic portion involves one motor vehicle (the driver will honk the horn when the dog passes, no further than 15 feet away, with the dog on the left side of the handler) and a passing bicycle (rider waving and saying "hello", no further than 10 feet away, with the bicycle on the left side of the handler). There is no point system for temperament test. In order to pass, a dog must display the temperament of a companion dog at all times. In all scenarios mild reaction or excitability is acceptable but indifference is preferred

*That completes the Temperament Test.*

### **Protection Test**

One blind will be set up on the field and the dog will be wearing a choke chain/fur saver on the dead ring. The decoy can be outfitted with a sleeve or suit depending on the team's training and preference. This



exercise is a pass/fail but a minimum of 35 points must be obtained. Dogs who don't guard cleanly, bump, lose focus and/or re-grip do not automatically fail but it will be reflected in the evaluation. Any dog that leaves the decoy during the guard fails.

### **Exercise 1/Attack out of the Blind (25 points)**

The team will report to the judge and proceed to grab the dog collar and remove the leash. The decoy will be hidden in the first blind. The team will then proceed towards the blind. Approximately 12 feet away the decoy will run out of the blind heading directly at the team yelling and threatening with a padded stick. The handler will send the dog immediately when the decoy exits the blind. The decoy will drive the dog, after it engages, and apply two stick hits with an interval of 2 to 3 steps between hits. If the dog fails to grip the decoy or falls off at any time the decoy must continue to drive the dog. If the dog re-engages and grips the decoy the exercise will continue. The decoy then locks up facing the judge and handler. The handler gives the out command from the original area they sent the dog from. After the dog outs and when commanded by the judge, the handler can go pick up the dog by the collar. The handler has 3 opportunities to out the dog. If the first and second out command are unsuccessful, upon the judge's command, the handler can approach the dog without touching for the third and final out. The dog must intensely guard the decoy (barking is not mandatory). After the out command, the dog must maintain the guard until picked up by the handler. The decoy will then run away from the team approximately 30 yards away.

### **Exercise 2/ Courage Test (25 points)**

The decoy will turn and run, in an L-Pattern, heading directly towards the team in a threatening manner.



Upon judge's signal, the handler gives one command and releases the dog towards the decoy. The dog will run toward the decoy immediately, without hesitation, and demonstrate full engagement to the bite. If the dog does not engage the decoy or comes off the bite and does not re-engage the decoy, the dog fails. The decoy will drive the dog, without stick hits, until the judge signals to stop. The decoy then locks up facing the judge and handler. The handler gives the out command from the original area they sent the dog from. After the dog outs and when commanded by the judge the handler can go pick up the dog by the collar. The handler has three opportunities to out the dog. If the first and second out command are unsuccessful, upon the judges command, the handler can approach the dog, without touching for the third and final out. The dog must intensely guard the decoy (barking is not mandatory). After the out command the dog must maintain the guard until picked up by the handler.

*That completes the protection exercises and concludes the BST/WST*