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# Protocol of Selections

## Levels 1 and 2

### 1. Written test:

- 20 questions pertaining to the rules
- 15 minutes to complete

**Note: minimum passing score is 14 points** (1 point per question) If a candidate does not obtain the minimum score of 14 points, he or she may not advance to the physical tests.

Other questions may be posed thereafter, if the judge wishes to have explanations for any of the exercises.

### 2. Practical:

#### Physical Tests

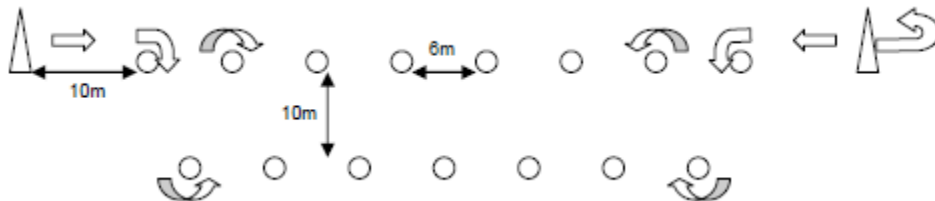
**Note: minimum passing score for the physical tests is 14 points total** (running score + slalom score + hurdle score + flexibility score = 14 or higher) in order to be eligible to advance to the protection exercises.

A candidate is required to complete all of the physical exercises, even if he or she has earned the required 14 points prior to completing all the exercises as it is possible to earn negative points in the hurdle and flexibility exercises.

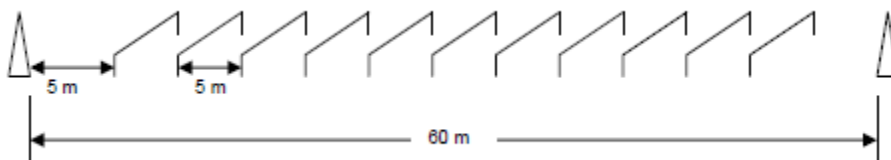
#### The Physical Tests consist of the following:

Two 500m runs without costume. Rest period of 3 minutes between them.

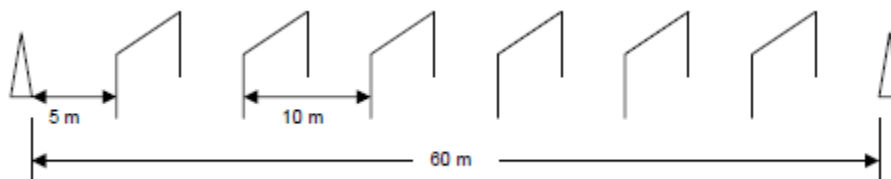
Slalom of 160 meters, out and back, without costume. 15 cones will be placed in two rows, 7 in one and 8 in the other, with 6m between each cone in a row, and 10m between the two rows.



Hurdles, only once out and back, with a penalty of 1 point per fallen bar. The decoy will wear the costume. The total distance is 60 meters with 11 bars at 50 centimeters high spaced 5 meters apart.



Flexibility (identical to hurdles) only once out and back with a penalty of 1 point per fallen bar. The decoy will wear the costume. Total distance of 60 meters with 6 bars at 1 meter high spaced at 10 meters apart.



## Physical Tests for Levels 1 and 2 Selections

Scale of Points 2 X 500 meters	
Time	Points
3:05	20
3:15	19
3:25	18
3:35	17
3:45	16
3:55	15
4:05	14
4:15	13
4:25	12
4:35	11
4:45	10
4:55	9
5:05	8
5:15	7
5:25	6
5:35	5
5:45	4
5:55	3
6:05	2
6:15	1

Slalom	
Time	Points
1:35	20
1:36	19
1:37	18
1:38	17
1:39	16
1:40	15
1:41	14
1:42	13
1:43	12
1:44	11
1:45	10
1:46	9
1:47	8
1:48	7
1:49	6
1:50	5
1:51	4
1:52	3
1:53	2
1:54	1

Hurdles / Flexibility	
Time	Points
0:30	20
0:31	19
0:33	18
0:35	17
0:37	16
0:39	15
0:41	14
0:43	13
0:45	12
0:47	11
0:49	10
0:51	9
0:53	8
0:55	7
0:57	6
1:00	5
1:02	4
1:04	3
1:06	2
1:08	1

### **Bitework exercises:**

The tests performed at the time of practical work with the dogs will be a function of the level of selection presented.

#### **Test of technique for Level 1:**

With a dog of at least level 1:

- Defense of Handler and Face Attack (performed at Brevet level)
- Attack with Revolver and Flee Attack (performed at Ring I level)

With a Level 3 dog (performed at Ring III):

- Attack with Revolver
- Defense of Handler
- Flee Attack
- Search and Escort
- Face Attack
- Guard of Object
- Stopped Attack.

#### **Test of technique for Level 2:**

With a dog of at least level 2:

- Defense of Handler and Face Attack (performed at Brevet)
- Face Attack, Search and Escort and Attack with Revolver (performed at Ring II)

With a Level 3 dog (performed at Ring III):

- Attack with Revolver
- Defense of Handler
- Flee Attack
- Search and Escort
- Face Attack
- Guard of Object
- Stopped Attack.

To be selected for Level 1 it is necessary to obtain a minimum average score of 14.

To be selected for Level 2 it is necessary to obtain a minimum average score of 15.

## Levels 3

### 1. Written test:

- 20 questions pertaining to the rules
- 15 minutes to complete

Note: minimum passing score is 16 points (1 point per question)

### 2. Practical:

#### Physical Tests

The physical tests for Level 3 must be conducted with a minimum 4-hour rest period prior to the protection exercises; the tests may be held on the day before the protection exercises.

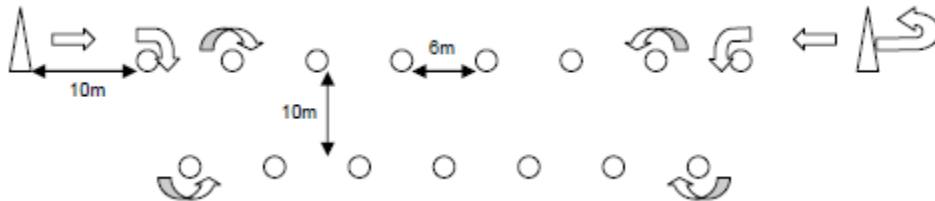
**Note: minimum passing score for the physical tests is 14 points total** (running score + slalom score + hurdle score + flexibility score = 14 or higher) in order to be eligible to advance to the protection exercises.

A candidate is required to complete all of the physical exercises, even if he or she has earned the required 14 points prior to completing all the exercises as it is possible to earn negative points in the hurdle and flexibility exercises.

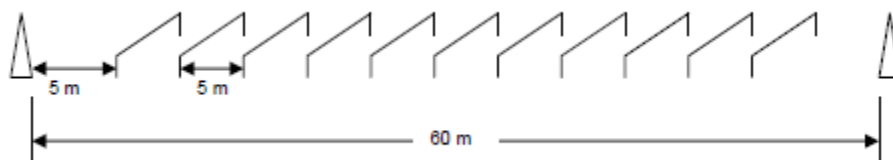
#### The Physical Tests consist of the following:

Three 500m runs with a rest period of 5 minutes between each. The total of the three times is the candidate's time.

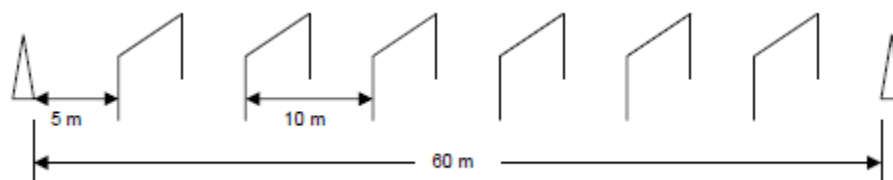
Slalom of 160 meters without costume. 15 cones will be placed in two rows, 7 in one and 8 in the other, with 6m between each cone in a row, and 10m between the two rows.



Hurdles, once out and back, with a penalty of 1 point per fallen bar. Run two times with a 30 second rest period between runs. The decoy will wear the costume. The total distance is 60 meters with 11 bars at 50 centimeters high spaced 5 meters apart. **Note:** It is possible to score negative points on this exercise.



Flexibility (identical to hurdles, run twice with a 30 second rest period between runs) out and back with a penalty of 1 point per fallen bar. The decoy will wear the costume. Total distance of 60 meters with 6 bars at 1 meter high spaced at 10 meters apart. Schedule of points and penalties identical to the hurdles.



## Physical Tests for Level 3 Selections

<b>Scale of Points 3 X 500 meters</b>	
Time	Points
4:00	20
4:10	19
4:20	18
4:30	17
4:40	16
4:50	15
5:00	14
5:15	13
5:30	12
5:45	11
6:00	10
6:30	9
7:00	8
7:20	7
7:40	6
8:00	5
9:00	4
9:30	3
10:00	2
10:30	1

<b>Slalom</b>	
Time	Points
1:35	20
1:36	19
1:37	18
1:38	17
1:39	16
1:40	15
1:41	14
1:42	13
1:43	12
1:44	11
1:45	10
1:46	9
1:47	8
1:48	7
1:49	6
1:50	5
1:51	4
1:52	3
1:53	2
1:54	1

<b>Hurdles / Flexibility</b>	
2 X out and back with 30-second rest	
Time	Points
1:35	20
1:36	19
1:37	18
1:38	17
1:39	16
1:40	15
1:41	14
1:42	13
1:43	12
1:44	11
1:45	10
1:46	9
1:47	8
1:48	7
1:49	6
1:50	5
1:51	4
1:52	3
1:53	2
1:54	1

Minimum passing score is 14 points

Bitework exercises:

Four dogs selected by drawing by the candidate and the tests performed in the following manner:

**Jury A:**

Dog 1: Revolver, Defense of Handler, Face Attack, Search and Escort

Dog 2: Face Attack, Guard of Object, Flee Attack

**Jury B:** (time of rest = time of field change)

Dog 3: Face Attack, Guard of Object, Flee Attack

Dog 4: Attack with Revolver, Defense of Handler, Face Attack, Search and Escort

Each member of the jury will score independently; the average will be calculated and posted immediately for each jury.

The total score will be a compilation of the scores of the written test and physical tests as follows:

- the written test is 10%
- the physical tests are 30
- 60% from the bitework (30% from each jury)

To be selected for Level 3 status, it is necessary to obtain a minimum average score of 15 points.

**NOTE:**

Each candidate is obliged to present himself or herself with the two level 3 dogs with which he or she was registered. In the event of a withdrawal, he or she must present with a replacement dog.

The same dog may be registered with two decoys maximum, provided they are not selecting on the same day. A dog may only participate in one program per day.

**A decoy who does not present himself or herself with these two dogs will not be able to participate in the selection.**

**Admission requirements:** to be selected at Level 2 for at least one year, to have decoyed in four trials (not including Brevet) under three different judges and to have obtained a minimum score of 3 without any unfavorable reports.

## Scoring of Protection Exercises

Each exercise is worth 20 points total, with portions of each exercises scored separately.

Exercise	Scoring Criteria	EX	VG	G	NQ
<b>Revolver Attack</b>	Attitude at the start - attitude until the placement on the line	3	2	1	0
	Entry: esquive - opposition - use of the gun - respect of the rules	6	4	2	0
	Cessation: attitude at the cessation - freezing - reporting to the judge	4	3	2	0
	Escapes: quality of escapes - efficiency - respect of the rules	7	5	3	0
<b>Stopped Attack</b>	Attitude at the start - attitude until the placement on the line	5	3	2	0
	Attitude and behavior on the line	9	7	4	0
	Ability to freeze - reporting to the judge (ability to stop)	6	4	2	0
<b>Face Attack</b>	Attitude at the start - attitude until the placement on the line	3	2	1	0
	Entry: esquive - opposition - placement of the stick - respect of the rules	7	5	3	0
	Work during bite: use of the stick - variety of work - efficiency - respect of the rules	7	5	3	0
	Cessation: attitude at the cessation - freezing - reporting to the judge	3	2	1	0
<b>Flee Attack</b>	Attitude at the start - movement and stride	3	2	1	0
	Entry: timing of acceleration - ability to absorb entry - respect of the rules	6	4	2	0
	Work during bite: use of the stick - variety of work - efficiency - respect of the rules	8	6	4	0
<b>Object Guard</b>	Approach: quality - variety - respect of the rules	7	5	3	0
	Stealing attempts: quality - variety - effectiveness - respect of the rules	8	6	4	0
	Freezing - quality of withdrawals from the basket - respect of the rules	5	3	2	0
<b>Handler Defense</b>	Attitude before and during the conversation	3	2	1	0
	Approach - quality of the aggression - respect of the rules	4	3	2	0
	Opposition: work during biting - respect of the rules	8	6	4	0
	Cessation: attitude - freezing - reporting to the judge	5	3	1	0
	Cessation: attitude at the cessation - freezing - reporting to the judge	3	2	1	0
<b>Search &amp; Escort</b>	Attitude in the blind - quality of escape - respect of the rules	6	4	2	0
	Escort: behavior - quality and effectiveness of the escapes - respect of the rules	9	7	5	0
	Cessation: attitude at the cessations - freezing - reporting to the judge	5	3	1	0