IronDog Protection (IDP1 - IDP3)

Equipment
4 ft - 6 ft leash
Fur Saver or Choke Chain
Flat Agitation Collar
- Leashes may not have a ring on the loop.
- Leash clasp should be able to fit both the live ring and the D-Ring of the agitation collar (for IDP1).
- You may not correct your dog at any time during the routine or it will be an automatic DQ and dismissal from the field.

Additional Rules:
- Repeating commands will count as handler help with a loss of 1 point per command.
- You will have three chances to out your dog off of each bite.
- Failure to out will result in a DQ and dismissal.
- Commands should be consistent throughout the routine (for example you cannot change from a verbal recall to a whistle recall within an exercise).
- Leash should be held on the heeling side of the dog.
- Where heeling is judged (IDP 2 and 3) the handler should look natural with arms swinging at the handler's sides.
- Handler will be asked before stepping on the field if they plan to do a service or AKC finish and will be judged accordingly.
- Teams must start with and pass the IDP1 to be able to move up in levels sequentially.
- Dogs must earn a 75% in each scenario to pass and earn the IDP1 title.

	IDP 1 - Novice On Lead	IDP 2 - Intermediate Partially Off Lead	IDP 3 - Advanced Partially Off Lead
Scenario 1: Car Jacking 20 POINTS	Jug of rocks as a distraction on the bite. **Dog will need fur saver and agitation collar for this exercise. The leash will be attached to the live ring and the agitation collar before loading into the vehicle. The handler will load up the dog from the driver side and be instructed to "watch" the threat out the passenger side window. The decoy will approach the vehicle talking to the handler/dog. After a short 3 - 5 second exchange, the decoy will attack and engage the dog. During the bite the decoy will yell in a threatening manner waiving a jug of rocks over the dog. The decoy will be instructed to freeze up and then handler will be told to out the dog. **Handler has 3 chances to out the dog. **Failure to out results in a DQ and dismissal. Once the dog releases, the decoy will back away from the vehicle. The dog should remain vigilant to the threat. The handler will be instructed to exit the vehicle. EXERCISE COMPLETE	1 gun shot on the bite **Dog will need fur saver and agitation collar for this exercise. The leash will be attached to the live ring and the agitation collar before loading into the vehicle. The handler will load up the dog from the driver side and be instructed to "watch" the threat out the passenger side window. The decoy will approach the vehicle talking to the handler/dog. After a short 3 - 5 second exchange, the decoy will attack and engage the dog. During the bite the decoy will yell in a threatening manner, shooting one round over the dog's head. The decoy will be instructed to freeze up and then handler will be told to out the dog. **Handler has 3 chances to out the dog. **Failure to out results in a DQ and dismissal. Once the dog releases, the decoy will back away from the vehicle. The dog should remain vigilant to the threat. The handler will be instructed to exit the vehicle. EXERCISE COMPLETE **Once the exercise is complete the handler will be instructed to remove the flat collar.	1 gun shot before the bite and 1 on the bite **Dog will need fur saver and agitation collar for this exercise. The leash will be attached to the live ring and the agitation collar before loading into the vehicle. The handler will load up the dog from the driver side and be instructed to "watch" the threat out the passenger side window. The decoy will approach the vehicle talking to the handler/dog. After a short 3 - 5 second exchange, the decoy will fire 1 round from a gun and attack/engage the dog. During the bite the decoy will yell in a threatening manner, shooting one round over the dog's head. The decoy will be instructed to freeze up and then handler will be told to out the dog. **Handler has 3 chances to out the dog. **Failure to out results in a DQ and dismissal. Once the dog releases, the decoy will back away from the vehicle. The dog should remain vigilant to the threat. The handler will be instructed to exit the vehicle. EXERCISE COMPLETE **Once the exercise is complete the handler will be instructed to remove the flat collar.

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Scenario 2: Courage 20 POINTS	Heeling is not judged Handler will alert their dog to the decoy at the beginning of the exercise. The alert can be an active alert or passive stare. The fixation on the decoy is what will be judged. Upon signal of the judge handler will drop the leash and send their dog. After the decoy drives the dog and two stick hits are performed during the drive, the handler will be instructed to walk up to the decoy, pick up their leash and "out" their dog. EXERCISE COMPLETE	Heeling Judged - during and between exercises. At the start cone the handler will be instructed to remove their leash. The decoy will start the action and the handler will send their dog upon instruction of the judge. After the decoy drives the dog and two stick hits are performed during the drive, the decoy will be instructed to "freeze up". The handler will be instructed to out and recall their dog back to the start cone. Once the dog has returned to the handler, the handler will be instructed to reattach the leash and heel away 5 paces. EXERCISE COMPLETE	Heeling Judged - during and between exercises At the start cone the handler will be instructed to remove their leash and the **dog will remain off leash** for the rest of the elements.. The decoy will start the action and the handler will send their dog upon instruction of the judge. The decoy will fire one shot as they aggress to the handler and dog. After the decoy drives the dog and two more shots are fired during the drive, the decoy will be instructed to "freeze up". The handler will be instructed to out and recall their dog back to the start cone. Once the dog has returned to the handler, the handler will be instructed to heel away 5 paces. **Dog will remain off leash. EXERCISE COMPLETE

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Scenario 3: Redirect 20 POINTS	Heeling is not judged. First decoy will start the action and approach handler from 40 meters away. Upon signal of the judge, the handler will drop the leash and send their dog. After the decoy drives the dog and two stick hits are performed during the drive, the handler will be instructed to walk up to the decoy, pick up their leash and "out" their dog. After the handler disengages their dog from the first decoy, the second decoy will begin the action from the opposite direction. Upon action of the second decoy, the handler will redirect their dog to bite the second decoy. The decoy will drive the dog and two stick hits are performed during the drive, the handler will be instructed to walk up to the decoy, pick up their leash and "out" their dog. EXERCISE COMPLETE	Heeling Judged - during and between exercises. At the start cone the handler will be instructed to remove their leash. First decoy will start the action and approach handler, in a threatening manner from 40 meters away. Upon signal of the judge, the handler will send their dog. After the decoy drives the dog and two stick hits are performed during the drive, the handler will be instructed to out/recall. Once the dog returns to the handler, they will be instructed to heel away towards the second cone. The second decoy will come from hiding and approach in a threatening manner. Upon signal from the judge the handler will send their dog to the second decoy. The decoy will throw an item in the path of the dog once the dog is sent in the direction of the decoy. After the decoy drives the dog and two stick hits are performed during the drive, the handler will be instructed to out/guard. Upon signal of the judge, the handler will pick up their dog and heel away 5 paces. **The handler will be instructed to reattach their leash. EXERCISE COMPLETE	Heeling Judged - during and between exercises. **Dog will remain off leash First decoy will start the action and approach handler, in a threatening manner from 40 meters away. Upon signal of the judge, the handler will send their dog. Upon entry, the decoy will fire one shot. After the decoy drives the dog and two stick hits are performed during the drive, the handler will be instructed to out/recall. Once the dog returns to the handler, they will be instructed to heel away towards the second cone. The second decoy will come from hiding and approach in a threatening manner. Upon signal from the judge the handler will send their dog to the second decoy. The decoy will have an item such as can curtain, tarp, pom poms, pool noodle, boxes, water jugs, tarps, ect. After the decoy drives the dog, the handler will be instructed to out/guard. Upon signal of the judge, the handler will pick up their dog and heel away 5 paces. **Dog will remain off leash. EXERCISE COMPLETE

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Scenario 4: Call Off **20 POINTS**	Heeling is not judged. The decoy will start the action from 40 meters away. Upon signal of the judge, the handler will drop the leash and send their dog. Once the dog reaches the cone the decoy will "give up" by stopping the action, freezing in place. The handler will recall their dog. **Handler has three chances to recall the dog. **Bonus points will be awarded based on proximity to the decoy. Teams will not be penalized if the dog bumps the decoy, but does not bite. **Teams may call their dog at the mandatory distance cone, but will receive up to 5 bonus points if they call their dog closer to the decoy. **If the dog bites, it is an automatic DQ. Once the dog recalls, the handler will be instructed to pick up their leash. EXERCISE COMPLETE	Heeling Judged - during and between exercises. At the start cone the handler will be instructed to remove their leash. The decoy will be instructed to start the action, acting in a threatening manner. The decoy will have a variety of possible accessories such as can curtains or pom poms. Once the dog reaches the cone the decoy will "give up", dropping the accessories but still talking to the handler. The handler will recall their dog. **Handler has three chances to recall the dog. For every additional recall command the handle will lose 1 point from the call off exercise. **If the dog bites, it is an automatic DQ and dismissal. Once the dog recalls back to the handler, the handler will heel away 5 paces with their dog. **The handler will be instructed to reattach their leash. EXERCISE COMPLETE	Heeling Judged - during and between exercises. **Dog will remain off leash. The decoy will be instructed to start the action, acting in a threatening manner. The decoy will have a variety of possible accessories such as a gun, can curtains or pom poms. The decoy will fire one shot to start the action and a second shot once the dog is sent down field. As the dog is being sent down field the decoy will flee to the next cone 10 yards away. Once the dog reaches the call off cone the decoy will "give up", throwing the accessories to the ground but still talking to the handler. The handler will recall their dog. **Handler has three chances to recall the dog. For every additional recall command the handle will lose 1 point from the call off exercise. **If the dog bites, it is an automatic DQ and dismissal. Once the dog recalls back to the handler, the handler will heel away 5 paces with their dog. **Dog will remain off leash. EXERCISE COMPLETE

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Scenario 5: Defense 20 POINTS	Handler will proceed to the start area. Decoy 1 will approach the handler (from the front) from about 20 yards away in an agitating manner, yelling waving a distraction (pom pom, pool noodle, stick). Decoy will stop about 8ft from the handler/dog and will continue their threatening display. After 5 seconds, the decoy will walk away back to their starting area and remain in sight of the dog for the remainder of the exercise. Decoy 2 will approach from the right or left side of the handler ("heel" side of the dog). This decoy will remain passive in nature. The only movement they will be doing is walking towards the handler/dog. Decoy 2 will walk up to and place a hand on the handler's shoulder. At this time the dog should engage the threat and bite the decoy. Once the dog is on the bite the decoy may come alive and "fight" the dog for 5 seconds. The handler will be instructed to pick up their leash and out their dog. The dog should out and remain vigilant on the aggressor (Decoy 2) as they flee away back to their starting area. Exercise complete. DQs: *If the dog does not engage the passive decoy in 3 seconds from the "touch". *Dog fails to out	**Coming Soon	**Coming Soon

Handler: _____   Dog: _____

IDP 1   **TOTAL: _____ Pass / Fail**

Scenario 1 - Car Jacking (22.5/30 points)   Total _____

Commitment/Defense (5) _____
Distraction (5) _____
Grip (10) _____
Out (5) _____
Alert (5) _____

Protection Phase 2 - Courage Test (22.5/30 points)   Total _____

Alert (5) _____
Send/Commitment (5) _____
Distraction (5) _____
Grip (10) _____
Out (5) _____

Protection Phase 3 - Redirect (41.5/55 points)   Total _____

DECOY 1   DECOY 2
Alert (5) _____   Send/Commitment (5) _____
Send/Commitment (5) _____   Distraction (5) _____
Distraction (5) _____   Grip (10) _____
Grip (10) _____   Out (5) _____
Out (5) _____

Protection Phase 4 - Call Off (22.5/30 points)   Total _____   (BONUS +5)

Alert (5) _____
Send/Commitment (5) _____
Call Off (15) _____
Return/Finish (5) _____

Protection Phase 5 - Defense of Handler (26.5/35 points)   Total _____

DECOY 1   DECOY 2
Alert/Control (10) _____   Defense (10) _____
                                           Distraction (5) _____
                                           Grip (5) _____
                                           Out (5) _____