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.
- Dogs will be attached via the leash to both the live ring of the fur saver and D - ring of the agitation collar for the entirety of the routine.
- 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.
- **The overall heeling picture between each scenario will be judged. The handler should display a consistent level of control through heeling from scenario to scenario.**
- Some components of the IDP2 and IDP3 will be off leash.
- **The judge can end the exercise or routine at any time if the dog is deemed to be unsafe for the judge, spectators or on field volunteers.**
- 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 title.

IDP2

Scenario 1: Car Jacking

The handler will begin at a designated area near the driver side of a vehicle. The handler will attach their dog's agitation collar and clip the leash to the live ring of the fur saver and D-ring of the agitation collar.

The judge will instruct the handler to load up the dog into the vehicle. Once the dog is in the passenger seat of the vehicle, the handler will sit in the driver seat and close the door behind them.

The decoy will begin out of sight of the dog and handler, near the rear of the vehicle and in a place of hiding approximately 20 feet away from the passenger side door. The decoy can be behind a blind or another form of hiding place but should be completely concealed from view.

The judge will signal the decoy to approach the vehicle. As the decoy comes from hiding they will immediately begin talking to the handler and dog.

The handler will command their dog to "watch" the threat out the open passenger side window, alerting the dog to the approaching decoy.

After a short 3 - 5 second exchange, the decoy will briefly turn away and then abruptly "attack" the dog and engage the dog, feeding the hidden sleeve to the dog in the passenger side window.

During the bite the decoy will yell in a threatening manner and shoot one round over the dog's head.

The judge will signal the decoy to freeze up and then handler will be told to out the dog.

Once the dog releases, the decoy will back away from the vehicle. The dog should remain vigilant to the threat. The handler can command their dog to "watch", signaling the dog to alert at the retreating decoy.

The handler will be instructed to exit the vehicle.

> **Handler has 3 chances to out the dog. Failure to out results in a DQ and dismissal.
> **If the dog does not engage the decoy will result in a DQ.
> **If the dog exits the vehicle, through the window will result in a DQ.

EXERCISE COMPLETE

**The handler will remove their dog's agitation collar and the steward (or judge) will pick it up.

Scenario 2: Courage Test

Handler will begin at the designated start cone and instructed to remove their leash. The handler should secure the leash either in their pocket or on their person. The only piece of equipment the dog will be wearing is their fur saver.

The decoy will be down field about 30 yards from the handler.

The judge will signal the decoy to begin the action, yelling at and agitating the dog down field, but not moving from their position. When the decoy begins the action the handler can send their dog down field for a bite.

The decoy will catch and fight the dog in place (much like a ring style face attack) where two gunshots will be fired, both while the dog is on the bite. After a 10 second fight, the decoy will be instructed to freeze up. The handler will be instructed out and recall their dog back to the start cone.

Once the dog has returned back to the handler, the handler will be instructed to reattach their leash.

**If the dog cannot handle the distraction and comes off the bite, will result in a DQ.

**Handler has 3 chances to out the dog. Failure to out results in a DQ and dismissal.

EXERCISE COMPLETE

Scenario 3: Redirect

Handler will begin at the designated start cone and instructed to remove their leash. The handler should secure the leash either in their pocket or on their person. The only piece of equipment the dog will be wearing is their fur saver.

To start, the first decoy will be in plain view of the dog and handler the second decoy will be in hiding behind a blind or vehicle directly behind the start cone and handler.

Decoy 1 will start the action and approach handler from 40 yards away. The decoy will be yelling at and agitating the dog. The only distraction the decoy will have is a clatter stick.

Once the decoy is 35 yards from the handler and dog (marked by a cone), the judge will signal the handler send their dog for a bite.

> **While the dog is on the bite, Decoy 2 will come out from hiding and stand at their start cone.

The decoy will catch and drive the dog, delivering two stick hits during the drive. The judge will instruct the decoy to freeze up. At this time the handler will be instructed to out and recall the dog, back to the handler at the start cone.

Once the dog has returned, the handler will turn their dog and begin walking in the direction of the second decoy. The handler will walk 5 paces towards Decoy 2 as the decoy is walking in the direction of the handler. The handler should exhibit off leash control of their dog while heeling towards the decoy. The decoy will give light agitation in the form of yelling to get off the field and go home. After the handler walks 5 paces (marked by a cone) the handler can send their dog for a bite on Decoy 2.

The decoy will catch and drive the dog, delivering two stick hits during the drive. The judge will instruct the decoy to freeze up. At this time the handler will be instructed to out and recall their dog. Once the dog has returned back to the handler, the handler will be instructed to reattach their leash.

> **Handler has 3 chances to out the dog. Failure to out results in a DQ and dismissal.
> **If the dog refuses to go down field, or re-bites decoy 1, will result in a DQ.
> **Points will be deducted if the dog anticipates the send to bite either decoy. The amount of points will increase the sooner the dog breaks position. The more control the dog displays the more points in the "stay" they will receive.

EXERCISE COMPLETE

Scenario 4: Call Off

Handler will begin at the designated start cone and instructed to remove their leash.

The field will be marked with cones to depict the following:
1. Start cone:
    Beginning point for handler and dog

2. Minimum distance cone: 20 yards from start cone
    The dog must cross this cone fully before being called off.

3. Maximum distance cone: 30 yards from start cone
    Handler will receive maximum points (15) if the first recall command is given when the dog crosses the plane.

4. Extra points cone: 35 yards from start cone
    If the dog crosses the plane of the bonus cone, the handler will be awarded 5 bonus points.

5. Decoy cone: 40 yards from start cone
    The decoy cannot move beyond this cone.

The points for the call off are awarded as follows, keeping in mind it is where the first recall command is given, not where the dog actually returns to the handler.
**7 points if called at the minimum cone
**15 points if called at the maximum cone
**20 points if called at the bonus cone

The judge will signal the decoy will start the action from 40 yards away. The decoy will be yelling at and agitating the dog from their designated area. The judge can decide on the distractions the decoy will be holding from the following or any combination of distractions:
    1. Can curtains (x2)
    2. Pom poms (x2)
    3. Pool noodles (x2)

Once the decoy starts the action, the handler will be instructed to send their dog down field, USING THEIR BITE COMMAND.

The decoy will remain active and threatening the dog during the duration of the exercise. The handler can recall their dog, as long as they have fully passed the plane of the minimum points cone.

    **Handler has three chances to recall the dog.
    **5 bonus points will be awarded if the first recall command is given after the dog has broken the plane of the bonus points cone.
    **Teams will not be penalized if the dog bumps the decoy, but does not bite.
    **If the dog bites the decoy, it is an automatic DQ.
    **If the handler does not give their dog the bite command to send their dog down field, will result in a DQ.
    **Once recalled, the dog should continue all the way back to the handler, if the dog goes back to the decoy, half of the call off points will be deducted and the recall points will be zeroed.

Once the dog recalls, the handler will be instructed to pick up their leash.
EXERCISE COMPLETE

Scenario 5: Defense of Handler

Handler will begin at the designated start cone. This start area will also be depicted with a painted circle, 6 feet in diameter with the cone at its center. The entire exercise will be demonstrated on leash. At the start cone, the steward will return the agitation collar to the handler. The handler will attach their dog's agitation collar and clip the leash to the live ring of the fur saver and D-ring of the agitation collar.

Decoy 1 will begin in front of the dog and handler from 20 yards away. The judge will signal the decoy to start the action. Decoy 1 will begin yelling, agitating and waiving distractions while approaching the handler and dog.

Distractions will be at the choice of the judge and will be chosen from the following list: pom poms, pool noodles, can curtains, gun, air horn.

Decoy 1 will approach the handler and dog in a threatening manner. The decoy will stop about 8 feet from the handler and dog and will remain at the second cone, during the remainder of the exercise. This decoy will continue to be active, taunting the handler and dog, trying to draw the attention of the dog down field.

After Decoy 1 stops at the 8 foot cone and threatens the handler and dog for 3 - 5 seconds, the judge will signal Decoy 2 who will approach from a seated position behind the handler. Decoy 2 will remain passive in nature, the only movement will be walking towards the dog and handler but will not make any aggressive gestures as to draw the dog.

Once Decoy 2 breaks the plane of the painted circle, the handler may give the dog the bite command to engage Decoy 2. Once the dog has engaged the decoy with a bite, the decoy will remain passive for 5 seconds. After 5 seconds, the judge will instruct the handler to out their dog.

Once the dog outs off of the bite, Decoy 2 will back away, at which time the handler will command their dog to alert to the retreating decoy. The dog should out and remain vigilant on the aggressor (Decoy 2) as they retreat away back to their starting area.

   **If the dog bites the wrong decoy, will result in a DQ.

   **Handler has 3 chances to out the dog. Failure to out results in a DQ and dismissal.

   **If the passive, Decoy 2 is able to walk all of the way into the circle and place a hand on the handler for 3 seconds, without the dog engaging will result in a DQ.

EXERCISE COMPLETE

Handler: _____   Dog: _____

Level Competing: **IDP 2 (150 / 200 = 75%)**   **TOTAL:** _____ **/ 200 Pass / Fail**

Scenario 1 - Car Jacking (25.5/34 points)   Total _____

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

   Heeling (4) _____ **This represents the overall heeling picture between scenario

Protection Phase 2 - Courage Test (25.5/34 points)   Total _____

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

   Heeling (4) _____ **This represents the overall heeling picture between scenario

Protection Phase 3 - Redirect (49.5/66 points)   Total _____

DECOY 1
Stay (5) _____
Send/Commitment (5) _____
Distraction (3) _____
Grip (10) _____
Out (5) _____
Recall (3) _____

DECOY 2
Heeling (5) _____
Send/Commitment (5) _____
Distraction (3) _____
Grip (10) _____
Out (5) _____
Recall (3) _____

   Heeling (4) _____ **This represents the overall heeling picture between scenario

Protection Phase 4 - Call Off (24/32 points)   Total _____   (BONUS +5)

Send/Commitment (5) _____
Call Off (15) _____
Return/Finish (8) _____

   Heeling (4) _____ **This represents the overall heeling picture between scenario

Protection Phase 5 - Defense of Handler (25.5/34 points)   Total _____

DECOY 1
Alert/Commitment (5) _____

DECOY 2
Defense (10) _____
Grip (10) _____
Out (5) _____
Post Bite Alert (4) _____