

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.
- **Heeling between scenarios is not judged in the IDP1.**
- **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.

IDP1

Scenario 1: Car Jacking

The handler will begin at a designated area near the driver side of a vehicle.

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 handler will command their dog to “watch” the threat out the open passenger side window, alerting the dog to the seated decoy approximately 10 feet from the passenger side of the vehicle.

The judge will signal the decoy to approach the vehicle talking to the handler and dog.

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 waiving a jug of rocks 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

Scenario 2: Courage Test

Handler will begin at the designated start cone.

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

The decoy will begin the action, yelling at and agitating the dog down field, but not moving from their position. The handler will alert their dog to the decoy.

After a 3 - 5 second alert is displayed, the judge will signal the handler to drop the leash and 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 stick hits are performed. After a 5 second fight, the handler will be instructed to walk up to the decoy. While the handler is approaching their dog, the decoy will remain active in the fight to keep the dog engaged. Once the handler is approximately 10 feet away, the judge will announce to stop fighting the dog at which time the decoy will walk back to the handler, keeping the dog engaged. Once the handler has picked up their leash, the judge will instruct the decoy to freeze up at which time the handler will "out" their dog.

**If the dog outs as the handler is walking up to retrieve their dog, or before the handler gives the command, they will zero their out points.

**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.

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.

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. The handler will be instructed to alert their dog to the approaching decoy.

Once the decoy is 30 yards from the handler and dog (marked by a cone), the judge will signal the handler who will drop the leash and send their dog.

The decoy will catch and drive the dog, delivering two stick hits during the drive. The judge will instruct the decoy to stop fighting the dog. At this time the handler will be instructed to approach the dog and decoy. Once the handler has picked up their leash, the decoy will be instructed to freeze up. At this time, the handler will be instructed “out” their dog.

After the handler disengages their dog from the first decoy, the second decoy will come out from hiding and begin the action from the opposite direction, roughly 20 yards from the handler and dog's initial start cone. The second decoy will begin yelling at and agitating the dog, drawing its attention down field.

The decoy will catch and drive the dog, delivering two stick hits during the drive. The judge will instruct the decoy to stop fighting the dog. At this time the handler will be instructed to approach the dog and decoy. Once the handler has picked up their leash, the decoy will be instructed to freeze up. At this time, the handler will be instructed “out” their dog.

**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.

EXERCISE COMPLETE

Scenario 4: Call Off

Handler will begin at the designated start cone.

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 list:

1. Clatter Stick
2. Pom poms
3. Pool noodles

Once the decoy starts the action, the handler will be instructed to alert their dog to the decoy down field. After 3 - 5 seconds of agitation, the judge will signal the handler will drop the leash and send their dog down field, **USING THEIR BITE COMMAND**.

Once the dog reaches the minimum points cone, the decoy will “give up” by stopping the action, freezing in place. The handler can then 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 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.

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, clatter stick.

Decoy 1 will agitate while approaching the handler and dog. The decoy will stop about 8ft from the handler and dog and will continue their threatening display for about 3 - 5 seconds before being signaled to retreat back to their starting point. This decoy will remain active during the remainder of the exercise taunting the handler and dog, trying to draw the attention of the dog down field. The decoy will remain in sight of the dog for the remainder of the exercise.

Once the first decoy returns back to their start cone, the judge will signal Decoy 2 who will approach from the right or left side of the handler (the “heel” side of the dog). 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 come alive and “fight” the dog for 5 seconds performing a drive and delivering two sick hits. The judge will instruct the decoy to stop fighting the dog and walk back towards the handler. At the same time the handler will be instructed to go pick up their leash. Once the handler has their leash, the judge will instruct the decoy to freeze up. The handler will be instructed 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 1 (137.5 / 183 = 75%)**

TOTAL: _____ / 183 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

Alert (5) _____

Send/Commitment (5) _____

Distraction (5) _____

Grip (10) _____

Out (5) _____

DECOY 2

Send/Commitment (5) _____

Distraction (5) _____

Grip (10) _____

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 (28.5/38 points) **Total** _____

DECOY 1

Alert/Commitment (5) _____

DECOY 2

Defense (10) _____

Distraction (5) _____

Grip (10) _____

Out (5) _____

Post Bite Alert (3) _____