

# **GDT Level 1**

**\*\*Your dog must pass the GDT Intro to compete for your GDT 1\*\***

**\*\*Beginning APRIL 2025 GDT Intro will be a requirement to enter IDP and ID3/ID5 exercises\*\***

## **GENERAL RULES**

All exercises start in heel position with dog on left/right side.

Dogs may heel on the right or left side of the handler as long as it remains consistent throughout the routine.

A focused heel is not required to compete in the GDT 1.

Heeling is judged based on consistency of the position throughout the routine.

Anytime the team halts, the dog should automatically sit on the handlers left/right side with shoulder even with handlers knee.

Leash is to be held in the hand the dog heels on and should be slack at all times.

The routine will be completed in it's entirety, there will be no break between obedience and protection.

Handler will need to earn a minimum of 30/40 in obedience and 45/60 in protection to pass and title.

## **EQUIPMENT**

All dogs shall be wearing a fur saver or a choke chain with a leash, 4ft - 6ft in length.

For obedience, the leash will be attached to the dead ring before you step on the field.

Handlers will be instructed to attach an agitation collar at the beginning of the protection portion.

The live ring of the fur saver will be attached to the D-Ring of the agitation collar.

## **POINT DEDUCTIONS**

Handler help will receive deductions of half to full point depending on the severity of the help the handler offers the dog.

Repeating commands will receive a one point deduction for each time the handler must re-command the dog.

Saying the dog's name to get their attention during the routine will be counted as handler help and receive a half point deduction.

If the dog is adverse to the gunfire in the heeling pattern and does not recover, the team will be excused for the welfare of the dog. Minor head checks will not incur a point deduction.

If the dog looks frightened by the field distractions or tries to attack them in any way, they will be excused. The dog may show interest but not interact with them.

If the dog decides to interact with the field distractions while in the down they will lose points from their judged down position.

Corrections (physical or verbal) of any kind will result in an immediate DQ and dismissal.

The judge can excuse the dog and handler if the dog makes an aggressive move towards spectators, stewards or the judge at any time.

If the dog fails to out, after 3 commands, it is an automatic DQ and dismissal.

## **APPROVED DISTRACTIONS**

### **Obedience:**

- Gunfire - One shot
- Pinwheels - Any size or shape of pinwheel is acceptable
- Toys - May be any type of dog toy, tug, ball, squeaky (no bite suits, sleeves)

\*\*Pinwheels will be in the shape of a square where the handler will be asked to down their dog.

\*\*Pinwheels should be placed 4 paces from each other.

\*\*Toys will be placed in between the pinwheels, but not in line of where the handler will recall their dog.

\*\*Minimum of 2 toys, maximum of 4 toys can be used.

### **Protection:**

Judge will choose the decoy distractions and tell competitors during the walk through.

Decoys will have the chosen distraction in each hand during the bites. Two of each item will be needed for the scenarios.

- Handler Attack: Pool noodles, pom poms
- Courage Test: Water cooler jugs, can or bottle curtains (4 strings of 4, not to be filled)
- Hidden Bite: Pom Poms, backpacks

## **OBEDIENCE**

Team enters field in a controlled heel to designated area to report in with Judge.

On Judges signal

Heel forward

-20 paces

Right turn

Heel Forward

-15 paces

Left turn

Heel Forward

-15 paces (gunfire x1)

About turn

Heel Forward

-5 paces

Halt/Sit

Heel Forward

-10 paces

Stop and down your dog (in the middle of distractions)

Handler will leave the dog and proceed ahead to the next cone

-20 paces

Halt, turn to face the dog

On judge's signal

Recall dog (AKC/Service Finish)

\*\*Handler has 3 attempts to recall dog before they are asked to pick them up and continue.

Heel

-10 paces

Halt/Sit

Friendly Stranger will approach

Shake hands and have a 10 second conversation while the friendly stranger has a food item in hand.

The judge will choose the food distraction and it will be the same for each dog.

The stranger will walk away before handler is instructed to heel forward.

Heel forward

-5 paces

Halt/Sit

\*\*Dog must be calm (no fear or aggression) can show interest with no jumping.

\*\*Handlers may put their dog in a stationary position before greeting the friendly stranger.

\*\*Dog's and handlers will be DQed if the dog touches the friendly stranger in any way.

## **PROTECTION**

\*\*At the end of the obedience exercise, the handler will be instructed to attach the agitation collar to their dog before moving to the start cone of the first protection scenario.

\*\*Handler will secure their leash to the live ring and D-Ring of the agitation collar.

### **Scenario 1 - Handler Attack**

Handler will heel to start line.

Handler will put the dog in a sit.

Team will be signaled to heel forward towards the blind (about 5 - 8 steps).

Judge will signal the decoy to come out of the blind in a threatening manner.

Upon the action of the decoy, the handler can send their dog.

Handler will drop the leash with command to attack the decoy.

Once the handler sends the dog, they will be instructed to remain in that spot.

When dog is on the bite, the decoy will drive the dog with the selected distractions.

Decoy will be instructed to freeze up.

Handler will be instructed to out/guard.

The handler will be instructed to go to the dog, pick up the leash and heel away about 5 paces.

Halt/Sit

Exercise Complete

### **Scenario 2 - Courage Test**

Handler will heel to start line.

Handler will put the dog in sit.

Once the handler signals they are ready, the decoy will start the action.

Upon the action of the decoy, the handler will drop their leash and send their dog.

The handler will remain at the start cone.

When dog is on the bite, the decoy will drive the dog with the selected distractions.

Decoy will be instructed to freeze up.

Handler will be instructed to out/recall their dog.

After the dog returns, the handler will be instructed to pick up the leash and heel away about 5 paces.

Halt/Sit

Exercise Complete

### **Scenario 3 - Hidden Bite**

Handler will heel to start line and put the dog in sit.

Judge will signal the decoy to step out of the blind and agitate the dog.

Handler will drop the leash with the command to attack the decoy.

The handler will remain at the start cone until instructed otherwise.

As the dog is about half way on approach, the decoy will slip behind the blind and go quiet.

As the dog rounds the corner the decoy will run out on the dog in a threatening manner.

When dog is on the bite, the decoy will drive the dog with the selected distractions.

Decoy will be instructed to freeze up.

Handler will be instructed to either out/guard or out/recall

(decision will be made at the beginning of the protection portion of the routine).

After the dog either returns or is picked up, they will be instructed to heel away about 5 paces.

Halt/Sit

Exercise Complete

\*\*Handler will have 3 opportunities to out their dog for each scenario.

\*\*If dog does not out in 3 attempts, it is an automatic fail.

Handler: \_\_\_\_\_

Dog: \_\_\_\_\_

**GDT 1**

**TOTAL: \_\_\_\_\_ Pass / Fail**

**Obedience Exercise (30/40 points)**

**Total \_\_\_\_\_**

Heeling (18) \_\_\_\_\_

Right turn (2) \_\_\_\_\_

Left turn (2) \_\_\_\_\_

Gunfire (2) \_\_\_\_\_

About turn (3) \_\_\_\_\_

Halt (2) \_\_\_\_\_

Down (leave dog) (3) \_\_\_\_\_

Recall (3) \_\_\_\_\_

Front (1) \_\_\_\_\_

Finish (1) \_\_\_\_\_ **OR** Service Finish (2) \_\_\_\_\_

**\*\*Handler has 3 attempts to recall dog.**

Friendly stranger (3) \_\_\_\_\_

**\*\*Dog must be calm (no fear or aggression) can show interest with no jumping.**

**\*\*Handlers may put their dog in a stationary position before greeting the friendly stranger.**

**\*\*Dog's and handlers will be DQed if the dog touches the friendly stranger in any way.**

**Protection Exercise (45/60 points)**

**Total \_\_\_\_\_**

**Protection Phase 1 - Handler Attack (20 points)** **Total \_\_\_\_\_**

Heeling/Control (3) \_\_\_\_\_ \*heeling within the scenario & after the guard

Commitment (3) \_\_\_\_\_

Bite/Grip (5) \_\_\_\_\_

Distraction (3) \_\_\_\_\_

Out (4) \_\_\_\_\_

Guard (2) \_\_\_\_\_

**Protection Phase 2 - Courage Test (20 points)** **Total \_\_\_\_\_**

Heeling/Control (3) \_\_\_\_\_ \*heeling after the recall

Commitment (3) \_\_\_\_\_

Bite/Grip (5) \_\_\_\_\_

Distraction (3) \_\_\_\_\_

Out (4) \_\_\_\_\_

Recall (2) \_\_\_\_\_

**Protection Phase 3 - Hidden Bite (20 points)** **Total \_\_\_\_\_**

Heeling/Control (3) \_\_\_\_\_ \*heeling after the recall or after the guard

Commitment (3) \_\_\_\_\_

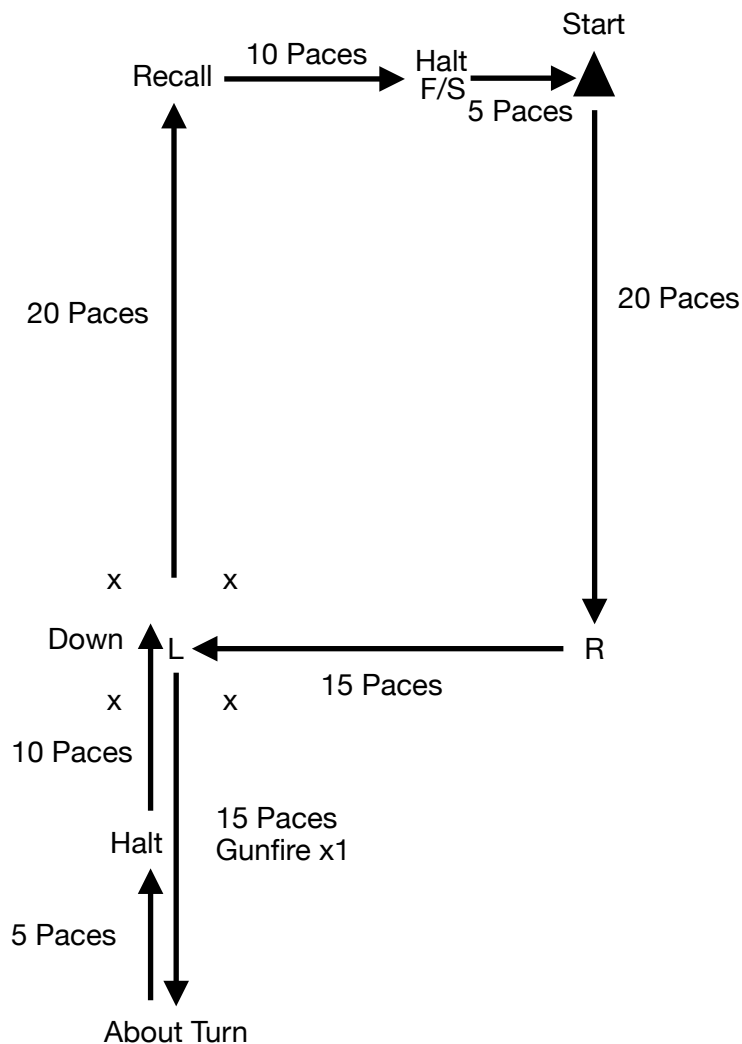
Bite/Grip (5) \_\_\_\_\_

Distraction (3) \_\_\_\_\_

Out (4) \_\_\_\_\_

Guard/Recall (2) \_\_\_\_\_

# GDT 1



F/S - Friendly Stranger  
Halt = Stop & Sit  
x - pinwheels/distractions

Fur Saver/Choke Chain - Dead Ring  
4ft - 6ft Leash  
AKC or Service Finish  
Agitation Collar

Agitation collar will be placed on the dog at the beginning of the protection routine.

-Leash will be attached to live ring and D-ring of the flat collar

A focused heel is not a requirement to title in this exercise.

The dog should maintain a consistent heel position/picture throughout the entirety of the routine.

