

GDT Level 2

****Your dog must pass the GDT 1 to compete for your GDT 2****

****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 2.

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 45/60 in obedience and 66/88 in protection to pass and title.
The handler must have 75% in each protection scenario to pass the routine.

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.

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 a position they will lose points from that behavior.

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 - Two shots
- Pinwheels - Any size or shape of pinwheel is acceptable
- Toys - May be any type of dog toy, tug, ball, squeaky, or bite sleeves.
- Retrieve item can be anything the judge chooses, within reason
Items may not be anything metal or toy

**Pinwheels will be in the shape of a square where the handler will be asked to demonstrate a sit out of motion with their dog.

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

**Toy distractions will be placed anywhere in the square of pinwheels

**Minimum of 6 toys, maximum of 8 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. Judge can mix and match the distractions.

Pool noodles, pom poms, can curtains, water cooler jugs, gunfire, backpacks.

OBEDIENCE

Team enters field in a controlled heel to start cone.

On steward's signal

Heel forward 20 paces

(Gunfire x2)

Right turn 10 paces

Halt (Remove Leash and hand it to the steward)

Pick up and throw retrieve item

Send dog to retrieve

Heel Forward 10 paces

Left turn (through field distractions)

Heel Forward 20 paces

About turn 10 paces

Down out of motion (Handler continues to next cone, another 10 paces)

Halt, face dog, return to dog

Heel forward (from the down position) 10 paces

Sit out of motion (Handler continues another 20 paces to next cone)

Halt, face dog

Handler will ask dog to complete 2 change of positions on steward's instruction

Recall dog to heel

Handler will orient themselves and dog to face start cone

Handler and dog will proceed forward approximately 5 - 8 paces

Down out of motion (on instruction of the steward)

Handler will recall the dog to heel, as they are walking away

(on instruction of the steward)

Handler and dog will halt at the start cone.

Steward will approach the handler and dog with food in hand and perform a food refusal

(Steward will throw 4 pieces of food at dog's feet)

After completing the food refusal, the steward will return the leash to the handler before walking away.

Handler will be instructed to reattach their leash (end of exercise).

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

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

****Dog must be calm (no fear or aggression) at any time.**

****Handlers may put their dog in a stationary position before greeting the steward without loss of points for extra commands.**

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

****If the dog eats the food while it is being thrown or before the leash is secured (end of exercise), they will zero the food refusal points.**

After obedience is completed, handlers and their dogs will move right into the protection portion of the routine.

PROTECTION

Scenario 1 - Double Handler Attack

Handler will heel to start line, remove their leash and hand it to the steward.

**The leash will remain off for the entirety of protection.

Once the handler signals they are ready, the decoys will start light action/talking and moving.

The decoys may wave the distractions and make noise with them.

The handler will be signaled to heel forward 10 paces and perform a R/L turn.

The handler will continue heeling towards both decoys (visible) 20 paces and perform an about turn.

As the handler heels away (~ 10 paces) the steward will instruct the handler to send their dog to bite.

Once the bite command is given, the decoys will start heavy action but will not esquivie the dog in any way upon entry.

The dog may choose either decoy, but once on the bite, both decoys will fight the dog in place with the chosen accessories.

After fighting the dog, the steward will instruct the decoys to freeze up.

Handler will be instructed to out/guard.

The handler will be instructed to pick up their dog and heel away about 5 paces.

Exercise Complete

Scenario 2 - Obstacle with Active/Passive Decoys

Handler will heel to start line.

Handler will put the dog in sit.

The handler will be instructed to move to the next cone on the other side of the jump.

Decoy (1) will be standing 15 paces behind the cone the handler is moving to, and will be active from the time the handler leaves the dog at the start cone.

Decoy (2) will be passive either to the right or left (judges choice) of the second cone.

The handler will recall the dog over the jump to heel position (while Decoy 1 is active).

Once the dog recalls over the jump and returns to heel:

Decoy (2) will fire one round and become active

Decoy (1) will go passive

The handler will send the dog to bite (passive) DECOY (1), at which time Decoy (2) will fire a second round.

Decoy (1) will remain passive for the full 8 second bite.

Handler will be instructed to out/recall their dog.

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

Exercise Complete

Scenario 3 - Double Decoy Hidden Bite

Handler will heel to start line.

Once the handler signals they are ready, the decoys will step out of the blind and agitate the dog.

The decoys can have their chosen distractions, or anything deemed appropriate to provide a very active distraction such as soccer balls.

The handler will heel forward 10 paces and then be instructed to perform a right/left turn.

The handler will heel another 10 paces towards the blind and decoys.

After 10 paces, the judge will signal the decoys to retreat behind the blind.

The handler and dog will heel approximately another 10 paces before they are instructed to send the dog for the bite.

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

As the dog rounds the corner of the blind, both decoys will run out on the dog in a threatening manner with the chosen accessories.

The dog may choose either decoy, but once on the bite, both decoys will fight the dog in place with the chosen accessories.

The decoys will be instructed to freeze up.

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

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

Halt/Sit, reattach the leash

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 2 (111 / 148 = 75% pass)

TOTAL: _____ **Pass / Fail**

Obedience Exercise (45/60 points)

Total _____

Heeling (18) _____

Gunfire (3) _____

Right Turn (2) _____

Retrieve (4) _____

Left Turn (2) _____

About Turn (3) _____

DOM (3) _____

SOM (4) _____

COP #1 (2) _____

COP #2 (2) _____

Recall (2) _____

Finish (2) _____

DOM (3) _____

Recall (2) _____

Finish (2) _____

Friendly Stranger (2) _____

Food Refusal (4) _____

Protection Exercise (66/88 points)

Total _____

Protection Scenario 1 - Double Handler Attack (22.5/30 points) **Total** _____

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

Commitment (4) _____

Bite/Grip (10) _____

Distraction (4) _____

Out (5) _____

Guard (4) _____

Protection Scenario 2 - Obstacles/Passive Bite (21/28 points) **Total** _____

Jump (3) _____

Recall (2) _____

Commitment (3) _____

Bite/Grip (10) _____

Distraction (3) _____

Out (5) _____

Recall (2) _____

Protection Scenario 3 - Hidden Bite (22.5/30 points) **Total** _____

Heeling/Control (4) _____ *heeling within the scenario & after the recall or guard

Commitment (3) _____

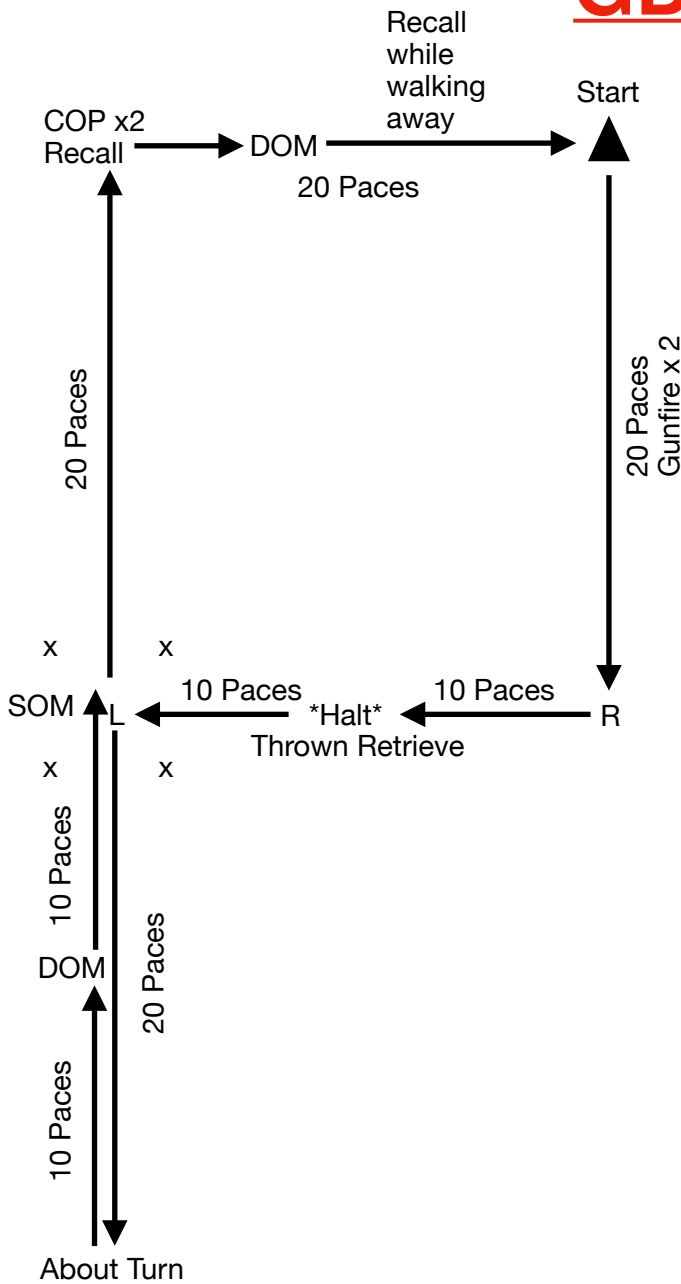
Bite/Grip (10) _____

Distraction (4) _____

Out (5) _____

Guard/Recall (4) _____

GDT 2



SOM = Sit out of motion
DOM = Down out of motion

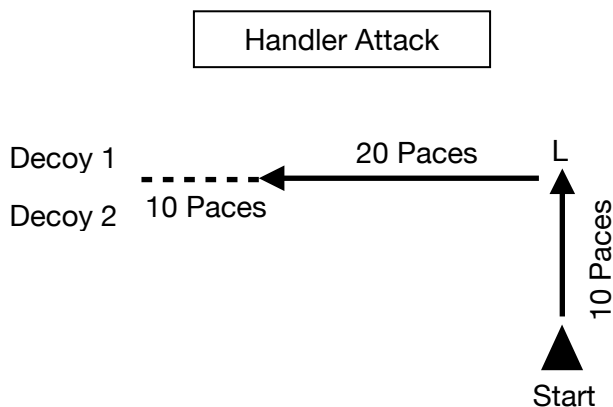
HALT = Stop, Sit & Remove Leash

x - pinwheels/distractions

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



The decoys will be roughly 10 paces from the cone where the handler will be asked to perform the about turn.

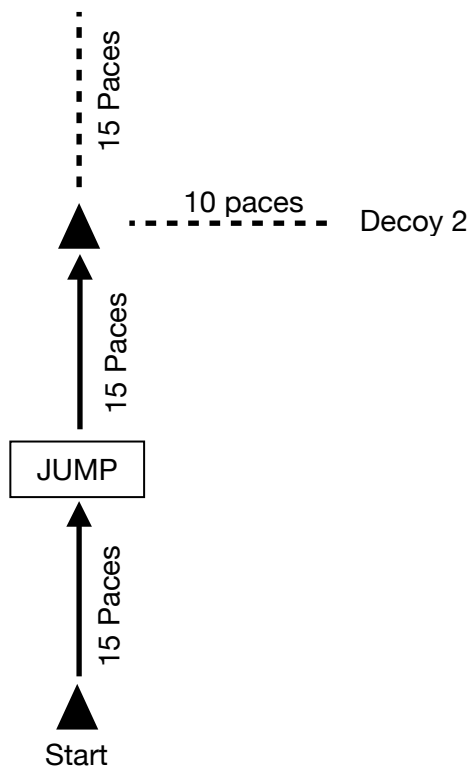
The decoys will start the action once the handler signals they are ready.

The decoys can move back and forth and make noise with their distractions, but may not cross the boundary line marked by cones.

OUT/GUARD

Obstacles/Passive

Decoy 1



D1 is active from the time the handler leaves the dog at the start cone.

After the handler recalls the dog over the jump (to heel), D2 will fire one round and become active.

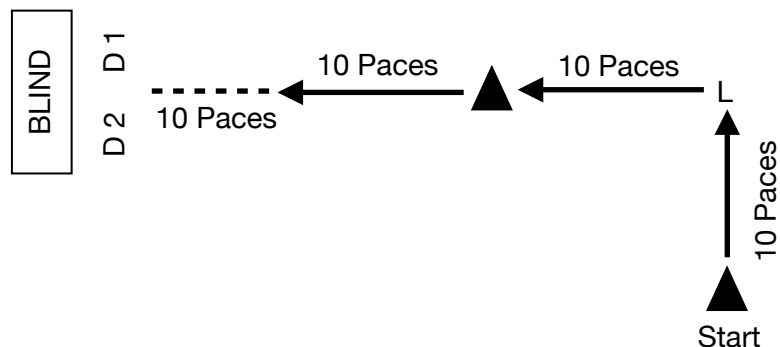
At this time, D1 goes passive.

D2 will fire a second round as the handler sends their dog for a passive bite on D1.

D1 will remain passive for the entire 8 second bite.

OUT/RECALL

Hidden Bite



Once the handler signals they are ready they will begin moving forward in their heeling pattern and the decoys will be waved out of the blind.

The decoys will make noise and be animated. They can throw things (at each other), kick soccer balls or any other activity based on how they are instructed by the judge.

After the handler preforms a right/left turn, and heels 10 paces the decoys will retreat back behind the place of hiding.

After then angler reaches the final cone, they will be instructed to send their dog for a bite.

The decoys will remain passive, until the dog breaks the corner of the blind, then they will run at the dog in a threatening manner.

The decoys will fight the dog in place, then freeze up.

Choice OUT/GUARD or OUT/RECALL