

Mission

The Mission of North American Dogsport Federation is to provide an arena for hobby and professional sport dog trainers to showcase their dogs and training abilities. North American Dogsport Federation strives to provide a fair, consistent, and safe environment for dogs, trainers, and spectators. North American Dogsport Federation plans to excel as a true American dog sport by maintaining a positive professional image to the public. Achievements will be recognized via certificates and awards. North American Dogsport Federation will promote competition through club level trials and a year end Championship. North American Dogsport Federation strives to become the most widely accepted and practiced bite suit dog sport in North America.

Administration

North American Dogsport Federation is a nonprofit corporation. Corporate headquarters are located in Pasadena, Maryland. Articles of Incorporation & Bylaws for North American Dogsport Federation are on file with the North American Dogsport Federation Secretary: Theresa Furrow located at 8481 Kenton Rd. Pasadena, MD 21122. All contact information for the Board of Directors is available on the North American Dogsport Federation Website, NADFK9.org.

North American Dogsport Federation is administered by three Executive Directors. The Directors are a unified Board of Directors with no regional designations. North American Dogsport Federation will have Official Representatives appointed by membership vote and are based upon geographical locations. The duties and responsibilities are outlined in the NADF Bylaws.

Operating Officers:

Executive Director: Rick Furrow

Executive Director: Darryl Richey

Executive Director: Frank Bonomo

Record keeping Secretary: Angie Stark

Membership Secretary: Theresa Furrow

Treasurer: Danielle Kannan

Competitive Events

North American Dogsport Federation will offer certificates and titles. The requirements and standards for each are described in detail, in the corresponding section of this rulebook.

(1) North American Dogsport Federation Entry Level Certificate:

“EL” is a basic entry level certificate that is judged to evaluate a dog’s training and ability to continue within the title levels of North American Dogsport Federation. The “EL” will consist of basic obedience and three controlled protection exercises. The “EL” is a mandatory entry- level certificate. See Qualifications section of rulebook to see if required to complete.

(2) North American Dogsport Federation Level One Title:

“NADF I” This is the beginning title level within North American Dogsport Federation, where the dog must demonstrate a combination of on-leash obedience, off-leash obedience and protection exercises. The obedience pattern and protection exercises are described in detail within the rulebook. The NADF I will consist of one set obedience pattern, three set protection scenarios, and one “surprise” protection scenario. The “surprise” protection scenario will be randomly selected from a group of five predetermined, published scenarios. To obtain the title of NADF I a minimum of seventy five percent (75%) is required in obedience and each protection exercise.

(3) North American Dogsport Federation Level Two Title:

“NADF II” This is the intermediate title within North American Dogsport Federation, where the dog must demonstrate off-leash obedience, four predetermined protection exercises, and one “surprise” protection scenario. The obedience pattern and protection exercises are described in detail within the rulebook. The NADF II will consist of one set obedience pattern, four set protection scenarios, and one “surprise” protection scenario. The obedience pattern will be randomly selected from two predetermined, published obedience patterns. The “surprise” protection scenario will be randomly selected from a group of five predetermined, published scenarios. To obtain the title of NADF II a minimum of seventy five percent (75%) is required in obedience and each protection exercise. A certificate is awarded for each successful passing of NADF II. The NADF II must be passed twice to earn a title and advance to NADF III.

(4) North American Dogsport Federation Level Three Title:

“NADF III” This is the advanced title within North American Dogsport Federation, where the dog must demonstrate off-leash obedience, five predetermined protection exercises, and two “surprise” protection scenarios. The obedience pattern will be randomly selected from three predetermined, published obedience pattern. The two “surprise” scenarios will be randomly selected from a group of predetermined, published scenarios. The first “surprise” scenario will be selected from the five NADF II “surprise” scenarios. The second “surprise” scenario will be randomly selected from the five predetermined, published NADF III “surprise” scenarios. To pass and obtain the title of NADF III a minimum of seventy five percent (75%) is required in obedience and each protection exercise. A certificate is awarded for each successful passing of NADF III. NADF III is the highest level of difficulty with the greatest amount of competition. The NADF III must be passed twice to earn the title of NADF III.

Qualification, Promotion & Advancement

Qualification: North American Dogsport Federation requires all untitled dogs, regardless of level of training begin in NADF EL and compete according to the rules and standards outlined in this rulebook. Dogs titled in KNPV, French Ring, Mondio Ring, Belgian Ring, Schutzhund and Schutzhund sports, or Protection Sports Association may skip North American Dogsport Federation Entry Level and begin at NADF I. Titles must be earned consecutively. A dog trained by one owner/handler to a certain North American Dogsport Federation level, if sold to or handled by another handler, must continue to

compete in the North American Dogsport Federation level the dog has achieved with the previous handler/owner.

Required Promotion: Competitors may compete in any North American Dogsport Federation level for which they are eligible indefinitely.

Advancement: Once a title is earned in a level, competitors may choose to stay in that level, or advance to the next level at their discretion. Once a certificate of the next higher level title is earned, the team must then stay in the higher level of competition.

Competitive Season: The competition season shall end with the Championship event. The Championship event will take place between September 1st and October 1st. The competition season will begin immediately following the Championship event.

Trial Regulations

Membership

Individual Membership: All competitors must be current members of North American Dogsport Federation to compete in trials, attend decoy camps, and compete in championship tournaments. Membership applications shall be available for purchase via the North American Dogsport Federation website for the reduced fee of fifty dollars (\$50). Membership applications shall be available the day of the trial for the regular rate of sixty dollars (\$60). Dues are subject to change at the beginning of any competition year, and will not be pro-rated. Memberships shall be renewed on each competitor's anniversary date.

Family Membership: Family memberships are available to married couples and/or children. The family membership is the same as individual memberships just at a reduced rate. Family membership applications shall be available for purchase via the North American Dogsport Federation website for the reduced fee of seventy five dollars (\$75). Family membership applications shall be available the day of the trial for the regular rate of one hundred dollars (\$100).

Club Memberships: Training associations or clubs must be association members of North American Dogsport Federation in order to be eligible to host trials, decoy camps, or seminars. Training groups or clubs will not be regulated or insured by North American Dogsport Federation. North American Dogsport Federation does not promote, regulate, or condone their conduct of business nor their training methods. Association dues shall be based on the number of paid members per training club, and are due at the beginning of each trial season or upon registration as a North American Dogsport Federation club. Only memberships that are collected with the club membership form count towards the number of club members. Memberships that are collected separately will not be considered associated with the club membership. The following fees and incentives for club membership are:

1-2 paid memberships = \$100 club membership fee

3-4 paid memberships = \$50 club membership, 50% off scorebooks for paid members, 10% off merchandise from online store

5 or more paid memberships = No club membership fee, 50% off scorebooks for paid members, \$10 off each paid members entry fees, 10% off merchandise from online store

Scorebooks: Each competing dog is required to purchase and maintain an official scorebook. Scorebooks can be purchased via the North American Dogsport Federation website or the day of the trial. Official North American Dogsport Federation scorebooks are ten dollars (\$10). **Scorebook is pending. Currently NADF is in the process of becoming an AWDF club to offer AWDF scorebooks.**

DRUG POLICY:

No illegal drug use is allowed during ANY North American Dogsport Federation function. North American Dogsport Federation Directors and/or judges will issue immediate suspension if any illegal drug use is observed. All membership fees will be forfeited.

ALCOHOL POLICY:

Alcohol may be consumed at North American Dogsport Federation Trials if the venue allows for it. Alcohol may not be consumed by anyone who may enter the competition field to include Judges, Competitors, Decoys, Photographers, Stewards, or Secretaries. The field is required to be completely fenced from spectators if alcohol is to be sold or consumed. The hosting club must inform and get permission from the Board of Executive Directors to sell Alcohol or have Alcohol consumed at the venue. The hosting club is responsible for all permit or requirements for their area to sell or consume alcohol.

Competitor Dress: The judge shall require all North American Dogsport Federation competitors to dress appropriately for showing their dogs, including but not limited to proper athletic wear appropriate for the weather conditions and safety of the competitors. North American Dogsport Federation requires that all competitors dress with a clean, neat, professional appearance. Competitors are required to wear pants or shorts. North American Dogsport requests that competitors wear a collared shirt, however not required. Championship events require competitors to wear a collared shirt to compete. "Training or Competition" vests may be worn at the handler's discretion. There shall be no training equipment secured on the competitor's person while on the competition field. Training equipment is defined as but not limited to: food, toys, cell phones, pouches, or training/competition vests of any kind. The judge or steward may ask competitors to empty their pockets to determine that there is no training equipment brought on the field. **IF ANY TRAINING EQUIPMENT IS BROUGHT ONTO THE COMPETITION FIELD BY THE COMPETITOR THE SCORE WILL BE ZERO.**

Judge Dress: The judge is required to wear pants or shorts with a collared shirt. The collared shirt may not have any club or training affiliations logos, name or emblems. It may have the North American Dogsport Federation Logo or judge's name.

General Conduct: Suggestions, points of rules, and points of order can be brought up to the presiding judge or highest ranking official before or after the trial. The judge or

highest ranking official retains sole discretion to interpret the rules and their application to the situation at hand. Argumentativeness on the part of competitors and/or spectators may bring immediate dismissal from the trial or expulsion from the trial grounds. The presiding Judge may at his/her discretion, dismiss or expel a competitor. North American Dogsport Federation members should behave in a sportsmanlike, professional manner at trials. Behavior in any way that is in conflict with the mission of North American Dogsport Federation will result in disciplinary action.

Grounds for Mandatory Dismissal: Judges are required to dismiss from the field a dog/handler team that falls under one of the following categories:

- (1) is unsafe or out of control in obedience or protection
- (2) is required to be physically removed from a grip
- (3) fails to engage a helper and in the opinion of the judge the dog is failing to engage out of fear
- (4) the dog urinates or defecates on the competition field during any part of the routine
- (5) displays unsportsmanlike conduct in the opinion of the judge

Grievance Procedure: There shall be a grievance procedure within North American Dogsport Federation to arbitrate issues of member conduct or disputes with regard to judging. The committee will be comprised of the Executive Directors, one decoy, and one member. Formal protests may be made by members in writing to one of the three Executive Directors.

Restriction, Denial, or Termination: North American Dogsport Federation reserves the right to restrict, deny, or terminate membership for inappropriate conduct, misconduct, unsportsmanlike conduct, or any conduct that conflicts with the mission and advancement of North American Dogsport Federation. In the case of termination of membership, a pro-rated refund of membership dues will be issued. Any competitor facing these consequences will be notified in writing.

Suggestions from the Membership: North American Dogsport Federation values input and feedback from its membership. Each year, at the championship event, the Executive Directors will meet to discuss the sport. Members are encouraged to voice their thoughts or opinions to an Executive Director or area representative so that the ideas may be discussed at the championship meeting. Changes to the rules can only be made prior to the start of a new trial season, unless a safety issue is discovered, which must be remedied immediately. Rule changes must be published one week following the Championship event.

Trials

Club Trials & Championship Event: These events shall be facilitated by North American Dogsport Federation. During the competitive trial season, paid member clubs may host trials (either one or two day events), by contacting an Executive Director or area representative and coordinating trial dates, judge availability, and decoy availability. North American Dogsport Federation will host, in association with member clubs, a Championship Event. The Championship event will consist of NADF I, NADF II, and

NADF III. COMPETITION AT THE CHAMPIONSHIP EVENT IS BY INVITATION ONLY.

Trial Placing: Regardless of Club Trial or Championship Event, a competitor must have earned a passing score to be considered a placing dog. If no passing scores are earned then the placing for the Trial or Championship Event will be vacant. No rewards will be given to non-passing dogs.

Qualification for Championship event: Previous Championship winners receive an automatic invitation to the level they previously won if qualified to compete at that level. Invitation standards will be disseminated via the website no later than January 15th of the trial season. Executive Directors will determine the standards based upon projected participation. There may be different standards for each level of North American Dogsport Federation.

Entry Fees & Awards

Entry Fees: North American Dogsport Federation clubs shall charge entry fees for competition to defray the cost of hosting trials, and to reimburse judges for their travel and accommodation expenses. North American Dogsport Federation shall receive \$20 per dog competing in the trial from the hosting club's entry fees, regardless of level. The \$20 per dog that North American Dogsport Federation collects will be used in the following manner. The \$20 per dog will be deposited in the North American Dogsport Federation general bank account to be used in paying the costs of running the sport. The club shall keep the remainder of the entry fees. North American Dogsport Federation will make arrangements with clubs hosting the Championship Event as to what entry fees are collected, and what trophies are purchased. North American Dogsport Federation will use the entry fee monies that are collected to assist clubs with the costs associated with travel fees for the judge.

Trophies:

The hosting club will determine their own awards or prizes for the trial. The hosting club is not required to provide awards, trophies or prizes. This is a promotional tool that may be used by the hosting club. North American Dogsport Federation requires that IF awards are to be given, the hosting club provide awards for all title levels. The hosting club may purchase and distribute additional awards for high obedience, high protection, high owner trained, or breed specific awards. North American Dogsport Federation urges hosting clubs to provide awards to increase competitor participation

Certificates

NADF "EL", NADF I, NADF II, and NADF III: Certificates of Title will be awarded and provided by North American Dogsport Federation each time a dog successfully passes and earns a North American Dogsport Federation title or leg at any level. Titles will be supplied by North American Dogsport Federation via certified Judge at each Club Trial and Championship Event. The titles will be distributed to the competitor at the trial. Duplicate certificates are available for \$10 each certificate. They are available through the Recordkeeping Secretary.

Certificate Honors

The certificate shall bear the following honors if the required score is achieved:

NADF I, NADF II, and NADF III Honors:

75% in obedience and each protection exercise are considered passing.

85% + in obedience and each protection exercise are considered very good “VG”

90% + in obedience and each protection exercise are considered excellent “EX”

Insurance

All North American Dogsport Federation sanctioned events must carry insurance through the North American Dogsport Federation general insurance policy. Prior to an event being sanctioned and approved the Application for Event Insurance form must be completed and submitted to the North American Dogsport Federation Recordkeeping Secretary. The form can be located on the North American Dogsport Federation website. The form must be complete and legible. Club membership must be paid in full in order to host an event.

Judges

Scheduling Judges: There must be a certified judge presiding for each level of competition. One judge may preside over all levels at a given trial, or different judges may officiate at different levels to allow judges who wish to compete in the trial the ability to do so, as long as the judges are scheduled in advance. Obviously, a judge may not compete and judge at the same level in the same trial. Judge arrangements shall be made with the certified judge. The judge must be approved by an Executive Director prior to the event being sanctioned. Clubs hosting a trial shall be responsible for obtaining this approval from an Executive Director. Judges should refrain from judging trials or competitors that may bring doubt by other competitors or members. Judges should try to refrain from judging trials where they are the host or relatives are competing.

Judge’s Program: See Judge’s Program Document

Judging Obedience, Protection Scenarios, and “Surprise” Scenarios: The obedience, protection scenarios, and “surprise” scenarios outlined and written in this rulebook are not subject to specific judge’s interpretation. This is to ensure consistency within the sport and its judging. There are to be no additions or subtractions to the detailed description or content by the presiding judge. The presiding judge is to uphold the integrity of the North American Dogsport Federation rulebook and its scenarios. **The judging sheets have outlined deductions for basic infractions, however, handler errors or egregious errors are subject to additional deductions not outlined on the score sheet.** The judge will write in the amount deducted instead of checking the outlined infractions. The outlined infractions are to be used singularly and not in combination with each other. For example...the judge will select a one point deduction or a two point deduction based on severity of infraction. The judge will not select a one point deduction and a two point deduction for a total deduction of three points.

Decoys

Certification: Only certified decoys may work a North American Dogsport Federation trial. Decoys shall be required to attend a decoy camp/seminar specific to North American Dogsport Federation in order to become certified. There shall be adequate decoy camps in several geographic locations to facilitate decoy certification. Decoys wishing to become certified may attend any camp/seminar to seek certification. Decoys must be paid members in good standing with North American Dogsport Federation in order to participate in the camp. Decoys may join North American Dogsport Federation the day of camp/seminar.

Certification Retention: Decoys shall retain their certification at the discretion of the Board of Directors. A certified decoy must participate in a minimum of two trials during the trial season to maintain certification. Should a decoy lapse in certification, or have his certification pulled by a director or judge, the decoy must re-attend a certification camp. In special circumstances the Board of Directors may allow a decoy to maintain certification if their lapse in participation is due to acceptable cause. Decoys are certified based upon their ability to perform the North American Dogsport Federation exercises in accordance to this rulebook and decoy standards set forth by the Board of Directors.

Requirements for Decoys: In order to certify, decoys should be capable of safely catching and working dogs in all areas of the full body bite suit. Special attention should be given to the primary target areas of the biceps, shoulders, triceps, and legs. Decoys are expected to and must work dogs in accordance to the North American Dogsport Federation rulebook. Certified decoys are expected to know the rules and details of each North American Dogsport Federation scenarios. Decoys are not allowed to change or alter a scenario under any circumstance.

Scheduling Decoys: Decoys shall be scheduled in advance, in consultation with an Executive Director. Hosting clubs have the responsibility to make sure there will be a minimum of two certified decoys on hand at the trial. The decoys must be selected from the approved list of decoys. If arrangements are not made in advance, the club runs the risk of having the trial cancelled. The decoys and hosting club must come to an agreement on travel as well as lodging arrangements prior to the trial weekend. If no such agreements have been made between the hosting club and the decoy, the club will not be required to reimburse any expenses for the decoy. Minimum of two decoys are required but NADF requests three decoys be available.

Assigning Decoys at Trial: The presiding judge shall assign certified decoys to scenarios. The judge shall take into account a decoy's ability and personal preference. Each decoy shall work his role in each scenario for all the dogs in the level. Changing of decoys is at the discretion of the judge; however, for the sake of consistency, North American Dogsport Federation requests that the same decoy work all the dogs in the same scenario, if possible.

Trial Officers

Each trial shall have the following officers. Appointing these officers is the responsibility of the hosting club.

Trial Host: This person shall be in charge of the competition field and items required to host the trial. The trial host is the key to smooth operation of the trial. The trial host is generally the initial contact for the hosting club. All trial monies will be handled through the trial host.

Trial Secretary: This person shall be in charge of assisting the presiding Judge in the tabulation of score sheets, final scores, and award of titles and trophies. This person shall also make sure competitors are members of North American Dogsport Federation in good standing. The trial secretary will be responsible for collecting the entries, payments, and tabulating all trial results and awards.

Trial Field Set-Up

Competition Field: The competition field should be a minimum of 60 yards long by 40 yards wide to accommodate the competition. There should be adequate parking to accommodate competitors and spectators. It is recommended that the spectator area be separated from the competition field by a fence. The field shall be set-up with three main goals in mind: (1) safety for the dogs, handlers, decoys, stewards, judges, and spectators; (2) convenience for the competitors and judges, so each dog can have the best possible showing; (3) ease of viewing for the spectators.

Mandatory Equipment: Each trial must have at a minimum the following equipment:

(1) a window jump, 48" wide at the base. The bottom of the window opening shall be a maximum of 36", minimum of 30" from the ground, with a minimum 4" border around the windows sides and top. The window jump shall be constructed of PVC (plastic) materials or wood.

(2) 2 hurdle jumps, maximum of 36" high, minimum of 30". The hurdle jumps shall be constructed of PVC (plastic) materials or wood.

(3) a tunnel, minimum of 24" diameter opening, minimum of 8' long. The tunnel shall be constructed of fabric or PVC(plastic) materials.

(4) two reliable blank guns with sufficient amount of rounds

(5) meat for food refusal

(6) water for decoy refreshment

(7) multiple obstruction/barricades

(8) 12 orange cones 4"-10" in height

(9) retrieval objects

Housing of Dogs for Competitors & Spectators: Dogs at the competition will be housed in or around vehicles of the competitors or spectators. All dogs must be confined in crates. No loose dogs in vehicles will be allowed. Areas will be designated for exercising and relieving the dogs. Obedience warm up is allowed in the area where the vehicles are parked, before the competitor comes to the on-deck position. Stewards will announce the upcoming dogs. It is the responsibility of the handler to be on time to the right position. Dogs are not allowed near the competition field while the trial is taking

place. Once the trial field is set by the judge, no competitors are allowed on the field to practice.

Entering the Field: The judge will set up a designated place for entry onto the competition field. Competitors must enter the field at the designated place and proceed onto the competition field with the proper equipment as described in the rulebook. No person, steward, or judge will touch any of the dogs, at any time, during obedience or protection, at any trial, at any level.

On-Deck Area: The trial judge shall designate a safe on-deck area for teams to wait until called to the field for competition by the ring steward. The on-deck area is considered an extension of the competition field. There shall be no training equipment, training devices, or correction collars allowed at the on-deck area. All conduct at the on-deck area to the competition field, is subject to evaluation. A competitor may “warm up” prior to entering the on-deck area. A competitor may choose to not wait in the on-deck area, however, they must monitor the flow of competition on the trial field. They will only be called by the Steward as if they were in the on-deck area. All competitors must keep in mind the North American Dogsport Federation mission statement. No abusive or inhumane “warming up” will be tolerated. Competitors must keep excessive pain vocalizations to a minimum at North American Dogsport Federation events.

Critique/Overview: The handler will proceed to a designated area while maintaining control of the dog. The handler will put the dog in a down or sit position and stand next to the dog. The handler may put a metal chain or fursaver and leash on the dog for the critique. No correction collars may be placed on the dog for the critique. The judge will give a brief overview of the team’s performance and the total score of each exercise.

Corrections: North American Dogsport Federation understands that training corrections, conducted in a professional way in the “warm up” of a highly driven competitive dog, does not necessarily constitute abuse. No physical corrections, no matter how slight will be accepted on the competition field.

Non-Essential Personnel: No person or persons except for trial secretaries, trial chairperson, stewards, judges and apprentice judges, or preapproved photographers & videographers shall be allowed on the field during the North American Dogsport Federation competition. The judge or steward shall ask for the removal of all non-essential personnel.

Commercial Photography or Videography: North American Dogsport Federation reserves the right to request that any photo or video deemed to portray North American Dogsport Federation negatively not be publicly displayed and/or removed from public display. Any person taking pictures or video of North American Dogsport Federation events for commercial or personal use is welcome to do so from the spectator area. Any photographer or videographer wishing to be granted access to the trial field must make a request to an Executive Director prior to the date of the trial. North American Dogsport

Federation reserves the right to deny any photographer or videographer access to the trial field.

Protection Warm-Up: There will be no protection warm up or any agitation activity in the parking lot, or anywhere around the competition field, on the day of competition. The presiding judge shall dismiss handlers viewed engaging in such conduct. There shall be no warnings and no exceptions. Once the trial is concluded for the day, the North American Dogsport Federation event is concluded, and the hosting club may open the field for training. Once the event is concluded, North American Dogsport Federation takes no responsibility for training or incidents that may occur.

Sportsmanship: All competitors are required to conduct themselves in a sportsmanlike manner. The presiding judge may dismiss a competitor from competition or expel from the trial grounds any member displaying unsportsmanlike conduct, at any time. Any improper conduct, including abusive treatment of a dog or cheating (as decided by the presiding judge), conducted in view of the judge or field steward will bring such dismissal. Any such decision is at the discretion of the presiding judge, so competitors are previously warned. No conduct will be tolerated that is abusive or brings disgrace to the sport.

Order of competition: The presiding judge shall make the order of competition

North American Dogsport Federation Rules & Regulations

Definitions & General Regulations

Basic Position: Each obedience exercise shall begin and end in a basic position. Basic position is defined as “heel position” when halted. Dogs may either sit or down in basic position according to their training.

Heeling: may be on the left or the right side, according to the dog’s training. Consistency must be shown throughout the routine. North American Dogsport Federation judges heeling based on position and attention. A dog with a heeling style other than attention (head up) heeling will receive a point deduction but won’t fail solely on not having an attention heel.

Commands: Dogs must obey the commands given by the handler. Handlers are encouraged to keep commands to a minimum and avoid stringing together commands.

Foreign Language Commands: Commands may be given in any language. If commands used do not conform to generally accepted usage, the handler must inform the judge prior to obedience phase. For languages that are not common, it is the handler’s responsibility to provide a list of commands to the judge. As North American Dogsport Federation is an American created dog sport, Handlers are encouraged to use English commands but aren’t required.

Pre-Determined Scenario: A detailed description is provided in the rulebook. The pre-determined scenarios are the scenarios that remain the same with no variations. They are the “set” scenarios for each level.

“Surprise” Scenario: In North American Dogsport Federation, the “surprise” scenarios are pre-designed and published, however the competitor does not know which scenarios will make up the “surprise” portion of the trial. The “surprise” scenario is randomly selected by the presiding judge prior to starting the protection exercises. North American Dogsport Federation has taken great care in designing scenarios that are fair, challenging, and difficult. The “surprise” scenarios are what make North American Dogsport Federation a different experience each time a competitor competes. The pre-designed, published scenario aspect of North American Dogsport Federation creates a consistent and challenging venue for competitors.

Point Deductions: Point deductions for any exercise are at the discretion of the individual judge and should be made within the bounds of commonly accepted judging practice. The guidelines for point deductions have been outlined for each scenario however; the presiding judge may make point deduction adjustments based on severity or type of infraction

Handler Infractions: The judge shall deduct points for handler infractions. Commands should be given during obedience and protection phases without other cues to aid the dog in the performance of the command. The most common handler infractions are the use of body language to cue the dog that a specific command is coming.

Handler Position: Once initiating a command, handler must maintain position, unless otherwise specified. Movements by the handler that aid the dog in performance of the command will constitute a handler infraction.

Performance Picture: The judge will be looking for dog and handler teams that best portray the characteristic of teamwork. The dog and handler should provide a picture of work where the dog is attentive to commands, quick in their responses, and powerful in their performance. Judges are expected to consider overall performance in their scoring— to balance the picture of attentive, quick, and powerful work against any particular mistakes the dog and handler may have made.

Targeting: The competitors are encouraged to advise the judge of the dogs preferred target area. Competitors should keep in mind that accurate information will assist the decoys in providing the safest trial experience for the dog. The decoys will move in a natural motion. There will be no presentation of a specific target made for the dog ie. forearm presentation.

Outing: Three commands will be allowed in order to get the dog to release the grip. Corrections, whether verbal or physical, or any positional physical influence, will be considered by the judge to constitute extra commands. Any exercise in which the dog does not out after the third release command thus requiring a 4th command or physical

means shall bring dismissal from protection. The entire protection routine shall be scored a zero. The handler must maintain consistency with their “Out” commands. A change in commands will be construed as an extra command.

Five-Second Rule: There shall be a five-second rule imposed by the ring steward on the out commands. The steward shall ask the handler to give a second, or third, or more out commands five seconds after the handler gives each out command.

Out Command: The handler may use a maximum of two words in succession as an out command. If the dog's name is used that constitutes one word. Acceptable: “Dog’s name..Out” (2 words) Unacceptable: “Dog’s name...let..go.” (3 words) This can be any variation of words but they must be consistent. Any inconsistencies will constitute extra command likely causing the team to be dismissed. The use of a whistle is judged in the same fashion as verbal out commands.

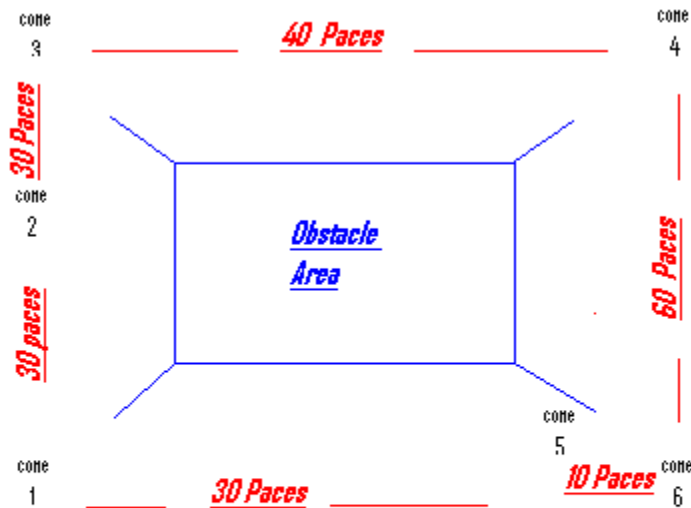
Three Commands: The handler may command the dog three times for completion of an exercise. Any obedience or protection exercise in which more than three commands are given (verbal or physical) the exercise shall be scored a zero. If the dog is refusing to engage the decoy, the entire scenario will be scored a zero. This includes sending commands for bite/call-off exercises

Whistles: For recalls are allowed, but may be put in the mouth just prior to use and not kept in the mouth more time than necessary to whistle the dog back to position. A short burst on the whistle shall be construed as one command, whether in obedience or protection.

Guarding/Transporting Intensity: Barking isn’t required unless stated in the scenario. Intensity is judged is silent or vocal guards or transports. The dog may stare quietly at the decoy and receive maximum points however the dog that doesn’t maintain focus on the decoy and looks around or isn’t within one yard of the decoy will receive a deduction. A quick glance to the handler as the handler approaches the dog will not constitute a lack of intensity as long as the glances aren’t excessive. A dog that leaves the guard or transport without being commanded will lose at minimum half the points for that exercise.

Obstruction/Barrier: The obstructions or barriers used in North American Dogsport Federation will be either a tarp blind, wood blind, Schutzhund blind(s), or vehicle.

Obedience Field Layout: All Levels of obedience within North American Dogsport Federation are based off of this field layout. The measurements aren't exact due to length of individual paces but the judge must "walk off" the trial field dimensions.



COMPETITION RULES

North American Dogsport Federation Entry Level Certificate "EL"

Any obedience and protection dog is eligible for this routine. This is an entry level sport title. This is a judged evaluation in basic obedience and entry level protection.

Competitors that successfully earn a passing score in the Obedience Routine and all three Protection Exercises will be awarded the certificate of North American Dogsport Federation "EL"

Entry Level "EL" Certificate Obedience Routine

Obedience Total (50 points)

Equipment: Metal chain or fur-saver on the dead ring, 3' - 6' leash. Leash handling is mandatory.

Handling: The handler should maintain slack in the leash and avoid heeling with a "tight line". The handler will carry the leash in their right or left hand corresponding with the side that their dog heels on. The leash shall be held in a manner as to not let it drag on the ground. The handler will hold the leash and walk in a normal fashion. The judge may deduct points if the handler fails to follow these handling rules or uses leash position and/or body language to assist in the dog's performance.

Decoy Actions: No Decoys on the field for obedience

Steward: There is no Steward guidance. The handler will follow cone pattern.

Description: The pattern begins at the start cone. Upon judge's order, the handler will begin heeling forward. At the next cone (2) the handler will complete five steps of fast pace, five steps of slow pace, then continue normal pace to the next cone. At the next cone (3) the handler will demonstrate a right turn then continue heeling toward the next cone. At the next cone (4) the handler will demonstrate an about turn then heel back towards the previous right turn cone. During this heeling leg there will be two gunshots. The handler will demonstrate a left turn at the next cone (3) followed by a motion exercise approximately three paces after the left turn. The handler will return to the start cone and demonstrate a recall with finish. The handler will then heel towards two cones and demonstrate a figure eight around the cones. After demonstrating the figure eight the handler will halt in the middle. The handler will then demonstrate a down and proceed to a marked location. The handler will demonstrate a one minute long down exercise then proceed back to the dog. The handler will demonstrate a re-sit from the down. This concludes the obedience portion.

The Scoring:

Heeling (10)	deduction for forging, lagging, crowding, lack of attention
Fast Heeling (3)	deduction for forging, lagging, crowding, lack of attention
Slow Heeling (3)	deduction for forging, lagging, crowding, lack of attention
Right Turn (2)	deduction for bumping, or widening
About Turn (2)	deduction for bumping, or widening
Gunfire (4)	deduction for startling, or loss of position
Left Turn (2)	deduction for bumping, or widening
Leave your Dog (3)	deduction for speed, or correctness
Recall/Finish (5)	deduction for speed, or correctness
Figure 8 (5)	deduction for bumping, or widening
Down (3)	deduction for speed, or correctness
Long Down (5)	deduction for leaving position, or shifting
Resit (3)	deduction for speed, or correctness

75% of the (50) available points shall be required to pass obedience. Participants must earn minimum (37.5) points to pass in obedience. A passing obedience score is required to demonstrate the protection work.

Entry Level "EL" Certificate Protection Routine

Protection 75 points

Equipment: Metal chain or fur-saver on the dead ring, 3' - 6' leash. Leash handling is mandatory.

Decoy Actions: Decoys dressed in full bite suit. Decoys are vocal and moving at the pace of a brisk walk to light jog. Decoys are not to hit the dog with clatter stick. All outing demonstrated on still decoy.

Steward: There is no Steward guidance.

Scenario 1: Fleeing Attack (25 points)

The handler/dog begins at the start cone. The decoy is positioned approximately 50 paces in front of handler/dog. The decoy will make an announcement and begin walking

away from the handler/dog at a brisk walk. The handler sends the dog to apprehend the decoy. The dog must convincingly and powerfully apprehend the decoy. The decoy will catch the dog turn and face the handler and stop moving. The decoy will freeze and the handler will command the dog to demonstrate an out and guard or an out and return.

The Scoring:

Send (5)	deduction speed or lack of commitment, early departure
Entry (5)	deduction slowing to impact
Grip (5)	deduction depth of grip or chewy
Release (5)	deduction speed, or extra commands
Guard or Return (5)	deduction speed or correctness (return), intensity or nipping (guard)

75% of the available (25) total points required to pass this scenario. Participants must earn minimum (18.5) points to pass.

Scenario 2: Frontal Attack (25 points)

Handler/dog begins at a start cone. The decoy is positioned approximately 50 paces in front of handler/dog. The decoy begins approaching the handler/dog at a brisk walk, shaking a clatter stick, while yelling at the handler. The handler sends the dog to engage the decoy. The dog must convincingly and powerfully apprehend the decoy. The decoy will catch the dog and demonstrate a vocal drive at a brisk walking pace. The decoy will freeze and the handler will command the dog to demonstrate an out and guard or an out and return.

The Scoring:

Send (5)	deduction speed or lack of commitment, early departure
Entry (5)	deduction slowing to impact
Grip (5)	deduction depth of grip or chewy
Release (5)	deduction speed, or extra commands
Guard or Return (5)	deduction speed or correctness (return), intensity or nipping (guard)

75% of the available (25) total points required to pass this scenario. Participants must earn minimum (18.5) points to pass.

Scenario 3: Fended Attack (25 points)

Handler/dog begins at a start cone. The decoy is positioned next to an obstruction/barrier within the view of the handler and dog. The decoy makes a verbal announcement and retreats behind the obstruction/barrier. The handler sends the dog to engage the decoy. The decoy tries to slow or discourage the dog with a clatter stick barrage. The clatter stick barrage will consist of the decoy holding the stick horizontally at waist level and shaking the stick up and down to create noise with the stick. The decoy will not use the stick to push the dog away from taking the grip. If the dog commits to the attack the decoy will allow the dog to take the grip. The decoy will press forward only if the dog slows or fails to immediately engage. The dog must convincingly and powerfully

apprehend the decoy. The decoy will catch the dog and demonstrate a vocal drive at a brisk walking pace. The decoy will freeze and the handler will command the dog to demonstrate an out and guard or an out and return.

The Scoring:

Send (5)	deduction speed or lack of commitment, early departure
Entry (5)	deduction slowing to impact
Grip (5)	deduction depth of grip or chewy
Release (5)	deduction speed, or extra commands
Guard or Return (5)	deduction speed or correctness (return), intensity or nipping (guard)

75% of the available (25) total points required to pass this scenario. Participants must earn minimum (18.5) points to pass.

North American Dogsport Federation NADF I, NADF II, and NADF III Sport Competition Rules

North American Dogsport Federation NADF I Rules

NADF I Obedience Phase

There shall be on-leash obedience, off-leash obedience, three protection scenarios, and one “surprise” scenario. The rules below describe the requirements for the NADF I.

Equipment: Metal chain or fur-saver on the dead ring, 3’- 6’ leash. Leash handling is mandatory.

Handling: The handler should maintain slack in the leash and avoid heeling with a “tight line”. The handler will carry the leash in their right or left hand corresponding with the side that their dog heels on. The leash shall be held in a manner as to not let it drag on the ground. The handler will hold the leash and walk in a normal fashion. The judge may deduct points if the handler fails to follow these handling rules or uses leash position and/or body language to assist in the dog’s performance.

Decoy Actions: One suited Decoy on the field for obedience. The decoy will be seated in the middle of the obstacle area of the field.

Steward: No Steward Guidance. Directions will be given by the Judge.

Obedience Distraction: One decoy, dressed in a body bite suit for food refusal. The decoy remains quiet and passive. The decoy will remain seated the entire routine. The field will remain free of any other distractions. There are to be no objects on the field other than obstacles or cones.

NADF I Obedience Pattern

The on-leash pattern begins at the start cone (1). Upon judge's order, the handler will begin heeling on-leash forward. At the next cone (2) the handler will complete five steps of fast pace, five steps of slow pace, then continue normal pace to the next cone (3). At the next cone the handler will demonstrate a right turn then continue heeling toward the next cone (4). At the next cone the handler will demonstrate an about turn then heel back towards the previous right turn cone (3). During this heeling leg, there will be two gunshots. The handler will demonstrate a left turn at the cone and heel to the start cone (1). This concludes the on-leash obedience portion.

The handler will return to the start cone and remove the leash for the off-leash heeling portion. Upon the judge's order, the handler will begin heeling off-leash forward. At a marked point, the handler will complete a motion exercise and continue walking away from the dog. At ten paces away from the dog, then handler will call the dog to heel position. The handler will continue heeling and demonstrate an about turn at the cone (3) and continue heeling toward the start cone (1). At three paces the handler will demonstrate a motion exercise. The handler will return to the start cone (1) and demonstrate a recall with finish. The handler will heel towards two cones (5&6) and demonstrate a figure eight around the cones. After demonstrating the figure eight the handler will halt in the middle. The handler will then demonstrate a down, leave the dog, and proceed to the start cone (1). The handler will demonstrate a two minute long down exercise then proceed back to the dog. The handler will demonstrate a re-sit from the down. After the re-sit, the handler will demonstrate a retrieve. The retrieval object will always be a 2"x3"x 12" piece of wood. The retrieval object is to be thrown a minimum of eight feet, come to rest on the ground before being retrieved. The dog must deliver the retrieval item to hand. The handler will heel to the original start cone (1) and leave the dog in a down. A decoy will approach from a hidden location, stop five feet in front of the dog and attempt to feed the dog three pieces of meat. The food will be thrown towards the dog's front feet. The dog must refuse the food. This concludes the off-leash obedience portion.

Heeling with leash (20)	deduction for forging, lagging, crowding, lack of attention
Fast Heeling (3)	deduction for forging, lagging, crowding, lack of attention
Slow Heeling (3)	deduction for forging, lagging, crowding, lack of attention
Right Turn (2)	deduction for bumping, or widening
About Turn (2)	deduction for bumping, or widening
Gunfire (4)	deduction for startling, or loss of position
Left Turn (2)	deduction for bumping, or widening
Heeling w/o leash (20)	deduction for forging, lagging, crowding, lack of attention
Motion Exercise (3)	deduction for speed, or correctness
Recall to Heel (5)	deduction for speed, or correctness
Motion Exercise (3)	deduction for speed, or correctness
Recall/Finish (5)	deduction for speed, or correctness
Figure 8 (5)	deduction for bumping, or widening
Halt (2)	deduction for speed, or correctness
Down (3)	deduction for speed, or correctness

Long Down (5)	deduction for leaving position, or shifting
Resit (3)	deduction for speed, or correctness
Retrieve (5)	deduction for speed, or correctness
Food Refusal (5)	deduction for shifting or eating

NADF I Protection Phase

Equipment: Metal chain or fur-saver on the dead ring, 3'- 6' leash. Leash handling is mandatory.

Decoy: Decoys dressed in full bite suit. Decoys are vocal and moving at natural pace. All outing demonstrated on still decoy.

Steward: There is no Steward guidance. Directions will be given by the judge.

Scenario 1: Fended Attack with Environmental Pressure (50 points)

Handler/dog begins at a start cone positioned 30 paces away from the obstruction/barrier. The decoy is positioned next to an obstruction/barrier within the view of the handler and dog. The decoy makes a verbal announcement and retreats behind the obstruction/barrier. The handler sends the dog to engage the decoy. The decoy tries to slow or discourage the dog with environmental distractions selected from the approved list by the presiding judge. The decoy will move in a manner that uses the distraction to fend the dog off. The decoy will press forward only if the dog slows or fails to immediately engage. The dog must convincingly and powerfully apprehend the decoy. The decoy will catch the dog and demonstrate a vocal drive using a skip or run driving technique. The decoy will freeze and the handler will command the dog to demonstrate an out and guard or an out and return.

Distractions:

- 1) plastic bottle or can curtain
- 2) streamer pom-pom
- 3) tree branches (must be soft and not a poking hazard)
- 4) fabric, paper, tarp, cardboard, or plastic (no larger than 4'x4')
- 5) aerosol string cans

The Scoring:

Send (10)	deduction speed or lack of commitment, early departure
Entry (10)	deduction slowing to impact
Grip (10)	deduction depth of grip or chewy
Release (10)	deduction speed, or extra commands
Guard or Return (10)	deduction speed or correctness (return), intensity or nipping (guard)

75% of the available (50) total points required to pass this scenario. Participants must earn minimum (37.5) points to pass.

Scenario 2: Fleeing Attack (50 points)

The handler/dog begins at the start cone. The decoy is positioned approximately 50 paces in front of handler/dog. The decoy will make an announcement and begin jogging

away from the handler/dog. The handler sends the dog to apprehend the decoy. When the dog has closed approximately a quarter the distance, the decoy will turn and throw two tennis balls towards the dog. The decoy will turn and continue jogging away. The dog must convincingly and powerfully apprehend the decoy. The decoy will catch the dog, take five steps then turn towards the handler. The decoy will freeze and the handler will command the dog to demonstrate an out and guard or an out and return.

The Scoring:

Send (10)	deduction speed or lack of commitment, slowing, early departure
Entry (10)	deduction slowing to impact
Grip (10)	deduction depth of grip or chewy
Release (10)	deduction speed, or extra commands
Guard or Return (10)	deduction speed or correctness (return), intensity or nipping (guard)

75% of the available (50) total points required to pass this scenario. Participants must earn minimum (37.5) points to pass.

Scenario 3: Frontal Attack (50 points)

Handler/dog begins at a start cone. The decoy is positioned approximately 50 paces in front of handler/dog. The decoy begins jogging away from the handler/dog. When the dog has closed approximately half of the distance, the decoy will turn and charge the dog while yelling and shaking a clatter stick. The handler sends the dog to engage the decoy. The dog must convincingly and powerfully apprehend the decoy. The decoy will catch the dog and demonstrate a vocal drive using a skip or run drive technique. During the drive, the decoy will administer two controlled clatter stick hits across the dog's shoulders or thighs. The decoy will freeze and the handler will command the dog to demonstrate an out and guard or an out and return.

The Scoring:

Send (10)	deduction speed or lack of commitment, early departure
Entry (10)	deduction slowing to impact
Grip (10)	deduction depth of grip or chewy
Release (10)	deduction speed, or extra commands
Guard or Return (10)	deduction speed or correctness (return), intensity or nipping (guard)

75% of the available (50) total points required to pass this scenario. Participants must earn minimum (37.5) points to pass.

Scenario 4: Surprise Scenario (50 Points):

The presiding judge will select one surprise scenario from the five predetermined, published NADF I Surprise Scenario List. The surprise scenario must be setup and judged exactly as the scenario is designed per the scenario list.

Scoring for NADF I:

Total Obedience: (100 points)

Total Protection: (200 points)

Total Score: (300 points)

Minimum Passing Score: (187.5 points)

North American Dogsport Federation NADF II Rules

There shall be off-leash obedience, four protection scenarios, and one “surprise” scenario. The rules below describe the requirements for the NADF II.

Equipment: Metal chain or fur-saver on the dead ring, 3’- 6’ leash. All equipment must be given to the Steward prior to entering the competition field. The steward will inspect the metal chain or fur-saver collar and return it to the handler to be placed on the dog.

The leash will be held by the steward and returned to the handler at the critique area.

Handling: Completely off-leash handling. The metal chain or fur-saver will be worn by the dog.

Decoy Actions: Two suited Decoys on the field for obedience.

Steward: Steward Guidance. Directions will be given by the Steward.

Obedience Distraction: Two decoys dressed in a full body bite suit. The decoys will move at a brisk walk or slow jog pace. No clatter sticks or vocals. The decoys will only move as described in the following obedience descriptions.

Pattern: There are two possible obedience patterns for NADF II. The presiding judge will randomly select Pattern A or Pattern B.

NADF II Obedience Pattern A:

The obedience pattern begins at the start cone (1) with the decoys approximately ten feet to the handlers left and right. Upon judge’s order, the handler will begin heeling off-leash forward. The decoys will walk next to the handler. At the next cone (2) the handler will complete five steps of fast pace, five steps of slow pace, then continue normal pace to the next cone (3). The decoys will complete the change of paces coinciding with the handler. At the next cone the handler will demonstrate a right turn then continue heeling toward the next cone (4). The decoys will stop. After five paces the handler will demonstrate a down out of motion. At ten paces away from the dog, then handler will call the dog to heel position. At the next cone the handler will demonstrate an about turn then heel back towards the previous right turn cone (3). The handler will demonstrate a left turn at the cone and heel to the start cone (1). After five paces the handler will demonstrate a sit out of motion. The decoys will take a position approximately ten feet to the dogs right and left. The handler will return to the start cone (1) and command the dog to complete two changes of position. The handler will call the dog and demonstrate a down on recall once the dog is approximately half way back. The handler will again call the dog to heel from the down. The handler will heel towards two cones (5&6). There will be a decoy

standing at each cone. The handler will demonstrate a figure eight around the decoys. After demonstrating the figure eight the handler will halt in the middle. The handler will then demonstrate a down, leave the dog, and proceed to the start cone (1). Once the handler reaches the cone, one of the decoys will offer the dog meat as a food refusal. The decoy will approach the dog, stop approximately three feet away, and offer the food from his hand then throw the food to the dog. The dog must refuse the food and not eat it. After the food refusal, the handler will proceed back to the dog. The handler will demonstrate a re-sit from the down. After the re-sit, the handler will demonstrate a retrieve. The retrieval object will always be a 1.5 "x 12" piece of PVC pipe or a piece of 1"x 12" piece of rope. The retrieval object is to be thrown a minimum of eight feet, come to rest on the ground before being retrieved. The dog must deliver the retrieval item to hand. The decoys will remain at the figure eight cones during the retrieve. The handler will heel to the original start cone (1). The decoys will take positions at the obstacles. One decoy will be approximately three feet to the left and behind the front of the tunnel. The other decoy will be beside the jump and approximately three feet away from it. The handler will leave the dog and proceed to cone (4). The handler will call the dog through the tunnel, over the jump, and to heel position. If the dog fails to complete one or both of the obstacles the handler can choose to attempt to complete the entire sequence again. The missed obstacles will be scored with the appropriate deductions. The obstacles scored on the first attempt will not be rescored. This concludes the obedience portion.

Scoring:

Heeling (20)	deduction for forging, lagging, crowding, lack of attention
Fast Heeling (3)	deduction for forging, lagging, crowding, lack of attention
Slow Heeling (3)	deduction for forging, lagging, crowding, lack of attention
Right Turn (2)	deduction for bumping, or widening
Motion Down (3)	deduction for speed, or correctness
Recall to Heel (5)	deduction for speed, or correctness
About Turn (2)	deduction for bumping, or widening
Left Turn (2)	deduction for bumping, or widening
Motion Sit (3)	deduction for speed, or correctness
Change Position (3)	deduction for speed, or correctness
Change Position (3)	deduction for speed, or correctness
Recall (5)	deduction for speed, or correctness
Down on Recall (3)	deduction for speed, or correctness
Recall/Finish (5)	deduction for speed, or correctness
Figure 8 (5)	deduction for bumping, or widening
Halt (2)	deduction for speed, or correctness
Down (3)	deduction for speed, or correctness
Food Refusal (5)	deduction for shifting or eating
Re-sit (3)	deduction for speed, or correctness
Retrieve (5)	deduction for speed, or correctness
Tunnel Obstacle (5)	deduction for speed, or correctness
Jump Obstacle(5)	deduction for speed, or correctness
Recall/Finish (5)	deduction for speed, or correctness

NADF II Obedience Pattern B:

The obedience pattern begins at the start cone (1) with the decoys approximately ten feet to the handlers left and right. Upon judge's order, the handler will begin heeling off-leash forward. The decoys will walk next to the handler. At the next cone (2) the handler will complete five steps of fast pace, five steps of slow pace, then continue normal pace to the next cone (3). The decoys will complete the change of paces coinciding with the handler. At the next cone the handler will demonstrate a right turn then continue heeling toward the next cone (4). The decoys will stop. At the next cone the handler will demonstrate an about turn then heel back towards the previous right turn cone (3). After five paces, the handler will demonstrate a down out of motion. The handler walk towards cone (3), stop approximately 10 feet before the cone, and turn to face the dog. The handler will command the dog to complete two changes of position. The handler will call the dog and demonstrate a down on recall once the dog is approximately half way back. The handler will again call the dog to heel from the down. The handler will orientate themselves toward cone (3) and heel forward. The handler will demonstrate a left turn at the cone. After five paces, the handler will demonstrate a sit out of motion. The handler will continue towards the start cone (1). At ten paces away from the dog, then handler will call the dog to heel position. The decoys will take positions at the obstacles. One decoy will be approximately three feet to the left and behind the front of the tunnel. The other decoy will be beside the jump and approximately three feet away from it. The handler will leave the dog and proceed to cone (4). The handler will call the dog through the tunnel, over the jump, and to heel position. If the dog fails to complete one or both of the obstacles the handler can choose to attempt to complete the entire sequence again. The missed obstacles will be scored with the appropriate deductions. The obstacles scored on the first attempt will not be rescored. The handler will heel towards two cones (5&6). There will be a decoy standing at each cone. The handler will demonstrate a figure eight around the decoys. After demonstrating the figure eight the handler will halt in the middle. The handler will then demonstrate a down, leave the dog, and proceed to the start cone (1). Once the handler reaches the cone, one of the decoys will offer the dog meat as a food refusal. The decoy will offer the food from his hand then throw the food to the dog. The dog must refuse the food and not eat it. After the food refusal, the handler will proceed back to the dog. The handler will demonstrate a re-sit from the down. After the re-sit, the handler will demonstrate a retrieve. The retrieval object will always be a 1.5 "x 12" piece of PVC pipe or a piece of 1"x 12" piece of rope. The retrieval object is to be thrown a minimum of eight feet, come to rest on the ground before being retrieved. The dog must deliver the retrieval item to hand. The decoys will remain at the figure eight cones during the retrieve.

Scoring:

Heeling (20)	deduction for forging, lagging, crowding, lack of attention
Fast Heeling (3)	deduction for forging, lagging, crowding, lack of attention
Slow Heeling (3)	deduction for forging, lagging, crowding, lack of attention

Right Turn (2)	deduction for bumping, or widening
About Turn (2)	deduction for bumping, or widening
Motion Down (3)	deduction for speed, or correctness
Change Position (3)	deduction for speed, or correctness
Change Position (3)	deduction for speed, or correctness
Recall (5)	deduction for speed, or correctness
Down on Recall (3)	deduction for speed, or correctness
Recall/Finish (5)	deduction for speed, or correctness
Left Turn (2)	deduction for bumping, or widening
Motion Sit (3)	deduction for speed, or correctness
Recall to Heel (5)	deduction for speed, or correctness
Tunnel Obstacle (5)	deduction for speed, or correctness
Jump Obstacle(5)	deduction for speed, or correctness
Recall/Finish (5)	deduction for speed, or correctness
Figure 8 (5)	deduction for bumping, or widening
Halt (2)	deduction for speed, or correctness
Down (3)	deduction for speed, or correctness
Food Refusal (5)	deduction for shifting or eating
Re-sit (3)	deduction for speed, or correctness
Retrieve (5)	deduction for speed, or correctness

NADF II Protection Phase

Equipment: Metal chain or fur-saver on the dead ring, 3'- 6' leash. All equipment must be given to the Steward prior to entering the competition field. The steward will inspect the metal chain or fur-saver collar and return it to the handler to be placed on the dog. The leash will be held by the steward and returned to the handler at the critique area.

Handling: Completely off-leash handling. The metal chain or fur-saver will be worn by the dog.

Decoy: Decoys dressed in full bite suit. Decoys are vocal and moving at natural pace. All outing demonstrated on still decoy.

Steward: There is Steward guidance.

Scenario 1: Fended Attack (50 points)

Handler/dog begins at a start cone positioned 30 paces away from the obstruction/barrier. The decoy is positioned next to an obstruction/barrier within the view of the handler and dog. The decoy makes a verbal announcement and retreats behind the obstruction/barrier. The handler sends the dog to engage the decoy. The decoy may use the distraction throughout the entire scenario or intermittently. The intent of the scenario is to test the dogs desire to apprehend the decoy through distractions and environmental stress. Points will be deducted if the dog slows or refuses to engage. The decoy tries to slow or discourage the dog with environmental distractions selected from the approved list by the presiding judge. The decoy will move in a manner that uses the distraction to fend the dog off. The decoy will press forward only if the dog slows or fails to immediately engage. The dog must convincingly and powerfully apprehend the decoy. The decoy will catch the dog and demonstrate a vocal drive using a skip or run driving

technique. The decoy will freeze and the handler will command the dog to demonstrate an out and guard or an out and return.

Distractions:

- 1) Plastic bottle or can curtain
- 2) Streamer pom-pom
- 3) Tree branches (must be soft and not a poking hazard)
- 4) Fabric, paper, tarp, cardboard, or plastic (no larger than 4'x4')
- 5) Aerosol string cans
- 6) Bottles of water (drinking size bottles)
- 7) Plastic bucket of water $\frac{1}{4}$ to $\frac{1}{2}$ full (maximum 5 gallon bucket size)
- 8) Gunfire
- 9) Clatter Stick barrage
- 10) Plastic jugs containing rocks (maximum size 1 gallon milk jugs)

The Scoring:

Send (10)	deduction speed or lack of commitment, early departure
Entry (10)	deduction slowing to impact
Grip (10)	deduction depth of grip or chewy
Release (10)	deduction speed, or extra commands
Guard or Return (10)	deduction speed or correctness (return), intensity or nipping (guard)

75% of the available (50) total points required to pass this scenario. Participants must earn minimum (37.5) points to pass.

Scenario 2: Fleeing Attack with Stop Attack (100 points)

The judge will select which order the handler performs the Fleeing Attack or the Stop Attack. All handlers will perform the exercises in the same order.

Stop Attack Portion (50 points)

The handler/dog begins at the start cone. The decoy is positioned approximately 50 paces in front of handler/dog. The decoy will make an announcement and begin jogging away from the handler/dog. The handler sends the dog to apprehend the decoy. When the dog has closed approximately half the distance, the decoy will turn and point a gun towards the dog. The decoy does not fire the gun, turns and continues jogging away. The handler will call the dog off stopping the apprehension.

The Scoring:

Send (20)	deduction speed or lack of commitment, slowing, early departure
Stop Attack (30)	the judge scores the scenario depending on the proximity of the stop attack. Within 5 yards equal maximum points. Within 15 yards of the decoy is required to pass. The deductions will be based on 5 yard increments.

Fleeing Attack Portion (50 points)

The handler/dog begins at the start cone. The decoy is positioned approximately 50 paces in front of handler/dog. The decoy will make an announcement and begin jogging away from the handler/dog. The handler sends the dog to apprehend the decoy. When the dog has closed approximately half the distance, the decoy will turn and fire a gun towards the dog. The decoy will turn and continue jogging away. The dog must convincingly and powerfully apprehend the decoy. The decoy will catch the dog, take five steps then turn towards the handler. The decoy will freeze and the handler will command the dog to demonstrate an out and guard or an out and return.

The Scoring:

Send (10)	deduction speed or lack of commitment, slowing, early departure
Entry (10)	deduction slowing to impact
Grip (10)	deduction depth of grip or chewy
Release (10)	deduction speed, or extra commands
Guard or Return (10)	deduction speed or correctness (return), intensity or nipping (guard)

75% of the available (100) total points required to pass this scenario. Participants must earn minimum (75) points to pass.

Scenario 3: Frontal Attack (50 points)

Handler/dog begins at a start cone. The decoy is positioned approximately 50 paces in front of handler/dog. The decoy begins jogging away from the handler/dog. When the dog has closed approximately half of the distance, the decoy will turn and charge the dog while yelling and shaking a clatter stick. The handler sends the dog to engage the decoy. The dog must convincingly and powerfully apprehend the decoy. The decoy will catch the dog and demonstrate a vocal drive using a skip or run drive technique. During the drive, the decoy will administer controlled clatter stick hits across the dog's shoulders or thighs. The decoy will freeze and the handler will command the dog to demonstrate an out and guard. The handler will approach and transport the decoy to the start cone.

The Scoring:

Send (10)	deduction speed or lack of commitment, early departure
Entry (10)	deduction slowing to impact
Grip (10)	deduction depth of grip or chewy
Release (10)	deduction speed, or extra commands
Guard (5)	deduction intensity or nipping
Transport (5)	deduction intensity or nipping

75% of the available (50) total points required to pass this scenario. Participants must earn minimum (37.5) points to pass.

Scenario 4: Send to Guard with Escorting (50 points)

Handler/dog begin at the start cone. The decoy is positioned approximately 50 paces in front of the handler and dog. The decoy will be either in the open or will start in the open and take a position behind an obstruction or barricade. The decoy will be armed with a

clatter stick. The decoy will make one announcement then remain silent. The handler will send the dog to guard the decoy. The dog is required to vocalize when the decoy is being guarded. The handler will approach the decoy while being guarded by the dog and disarm him. The handler will then perform a transport of the decoy towards a cone 30 paces from the barricade. The decoy will attempt to escape the transport and the dog must immediately apprehend the decoy. The decoy will drive the dog using either a skip or run drive technique. The decoy will freeze and the handler will command the dog to out and guard. The handler will then transport the decoy to a cone 30 paces from the obstruction or barricade.

Scoring:

Send (10)	deduction speed or lack of commitment, early departure
Guard (5)	deduction intensity or nipping
Transport (5)	deduction intensity or nipping
Escape Defense (10)	deduction speed
Grip (5)	deduction depth of grip or chewy
Release (5)	deduction speed, or extra commands
Guard (5)	deduction intensity or nipping
Transport (5)	deduction intensity or nipping

Scenario 5: Surprise Scenario (50 points)

The presiding judge will select one surprise scenario from the five predetermined, published NADF II Surprise Scenario List. The surprise scenario must be setup and judged exactly as the scenario is designed per the scenario list.

NADF II Scoring

Total Obedience: (100 points)

Total Protection: (300 points)

Total Score: (400 points)

North American Dogsport Federation NADF III Rules

There shall be off-leash obedience, five protection scenarios, and two “surprise” scenario. The rules below describe the requirements for the NADF II.

Equipment: Metal chain or fur-saver on the dead ring, 3’ - 6’ leash. All equipment must be given to the Steward prior to entering the competition field. The leash and collar will be held by the steward and returned to the handler at the critique area.

Handling: Completely off-leash handling. No collars worn by the dog

Decoy Actions: Two suited Decoys on the field for obedience.

Steward: Steward Guidance. Directions will be given by the Steward.

Obedience Distraction: Two decoys dressed in a full body bite suit. The decoys will move at a brisk walk or slow jog pace. Clatter sticks and vocals permitted. The decoys will only move as described in the following obedience descriptions.

Pattern: There are three possible obedience patterns for NADF III. The presiding judge will randomly select Pattern A, Pattern B, or Pattern C

NADF III Obedience Pattern A:

The obedience pattern begins at the start cone (1) with the decoys approximately five feet to the handlers left and right. Upon stewards's order, the handler will begin heeling forward. The decoys will jog in the area of the handler while talking and using clatter sticks. Before the next cone (2), the decoys will run to cone (3) and clatter sticks loudly. At the next cone (2) the handler will complete five steps of fast pace, five steps of slow pace, then continue normal pace to the next cone (3). At the cone, the handler will demonstrate a right turn then continue heeling toward the next cone (4). After five paces the handler will demonstrate a down out of motion. The handler will proceed to cone (4) then turn and face their dog. The handler will command the dog to complete the following change of position sequence. From down to sit, sit to stand, stand to sit, and sit to down (4 changes of position). Once the changes of positions are complete, a decoy will approach the dog and offer meat as a food refusal. The decoy will approach the dog, stop approximately three feet away, and offer the food from his hand then throw the food to the dog. The decoy will offer the food from his hand then throw the food to the dog. The dog must refuse the food and not eat it. The handler will return to the dog and begin heeling towards cone (4). At cone (4), the handler will demonstrate an about turn and continue back towards cone (3). The handler will demonstrate a left turn at the cone (3) and heel towards the start cone (1). After five paces the handler will demonstrate a sit out of motion. The decoys will take a position approximately five feet to the dogs right and left. The handler will call the dog and when the dog is approximately half way back, the handler will demonstrate a sit on recall. After the sit on recall the handler will call the dog to heel position. The handler will heel towards two cones (5&6). There will be a decoy standing at each cone. The handler will demonstrate a figure eight around the decoys. The decoys will be talking and shaking clatter sticks. After demonstrating the figure eight the handler will heel towards the start cone (1). Approximately ten paces away, the handler will demonstrate a stand out of motion and continue walking towards the start cone. Approximately ten paces from the dog, the handler will call the dog to heel position. The handler will orientate themselves towards the obstacles. One decoy will take position behind the start cone and the other at cone (4). The handler will send the dog through the tunnel and over the jump then command the dog to down. The handler will call the dog to heel position. The handler will then orientate themselves toward a jump with a decoy next to it to demonstrate the retrieve. The handler will choose to either throw the retrieval item over the jump or place the retrieval item on the other side of the jump. The retrieval object will always be a 1" x 12" piece of copper pipe or a metal wrench that's minimum of ten inches long.

Scoring:

Heeling (20)	deduction for forging, lagging, crowding, lack of attention
Fast Heeling (3)	deduction for forging, lagging, crowding, lack of attention
Slow Heeling (3)	deduction for forging, lagging, crowding, lack of attention
Right Turn (2)	deduction for bumping, or widening
Motion Down (3)	deduction for speed, or correctness
Down to Sit (3)	deduction for speed, or correctness
Sit to Stand (3)	deduction for speed, or correctness
Stand to Sit (3)	deduction for speed, or correctness

Sit to Down (3)	deduction for speed, or correctness
Food Refusal (5)	deduction for shifting or eating
About Turn (2)	deduction for bumping, or widening
Left Turn (2)	deduction for bumping, or widening
Motion Sit (3)	deduction for speed, or correctness
Recall (5)	deduction for speed, or correctness
Sit on Recall (3)	deduction for speed, or correctness
Recall/Finish (5)	deduction for speed, or correctness
Figure 8 (5)	deduction for bumping, or widening
Motion Stand (3)	deduction for speed, or correctness
Recall to Heel (5)	deduction for speed, or correctness
Tunnel Obstacle (3)	deduction for speed, or correctness
Jump Obstacle(3)	deduction for speed, or correctness
Down over Obstacle (3)	deduction for speed, or correctness
Recall/Finish (5)	deduction for speed, or correctness
Retrieve (5)	deduction for speed, or correctness

NADF III Obedience Pattern B:

The obedience pattern begins at the start cone (1). The handler will orientate themselves towards the obstacles. One decoy will take position behind the start cone and the other at cone (4). The handler will send the dog through the tunnel and over the jump then command the dog to down. The handler will call the dog to heel position. The handler will then orientate themselves toward a jump with a decoy next to it to demonstrate the retrieve. The handler will choose to either throw the retrieval item over the jump or place the retrieval item on the other side of the jump. The retrieval object will always be a 1” x 12” piece of copper pipe or a metal wrench that’s minimum of ten inches long. Once the obstacle exercises and retrieving is complete, the handler will begin heeling forward. The decoys will be positioned five feet to the handler’s right and left. The decoys will jog in the area of the handler while talking and using clatter sticks. Before the next cone (2), the decoys will run to cone (3) and clatter sticks loudly. At the next cone (2) the handler will complete five steps of fast pace, five steps of slow pace, then continue normal pace to the next cone (3). At the cone, the handler will demonstrate a right turn then continue heeling toward the next cone (4). After five paces the handler will demonstrate a down out of motion. The handler will proceed to cone (4) then turn and face their dog. The handler will command the dog to complete the following change of position sequence. From down to sit, sit to stand, stand to down, and down to sit (4 changes of position). Once the changes of positions are complete, a decoy will approach the dog and offer the dog meat as a food refusal. The decoy will approach the dog, stop approximately three feet away, and offer the food from his hand then throw the food to the dog. The decoy will offer the food from his hand then throw the food to the dog. The dog must refuse the food and not eat it. The handler will return to the dog and begin heeling towards cone (4). At cone (4), the handler will demonstrate an about turn and continue back towards cone (3). The handler will demonstrate a left turn at the cone (3) and heel towards the start cone (1). After five paces the handler will demonstrate a sit out of motion. The decoys will take a position approximately five feet to the dogs right and

left. The handler will call the dog and when the dog is approximately half way back, the handler will demonstrate a sit on recall. After the sit on recall the handler will call the dog to heel position. The handler will heel towards two cones (5&6). There will be a decoy standing at each cone. The handler will demonstrate a figure eight around the decoys. The decoys will be talking and shaking clatter sticks. After demonstrating the figure eight the handler will heel towards the start cone (1). Approximately ten paces away, the handler will demonstrate a stand out of motion and continue walking towards the start cone. Approximately ten paces from the dog, the handler will call the dog to heel position.

Scoring:

Heeling (20)	deduction for forging, lagging, crowding, lack of attention
Tunnel Obstacle (3)	deduction for speed, or correctness
Jump Obstacle(3)	deduction for speed, or correctness
Down over Obstacle (3)	deduction for speed, or correctness
Recall/Finish (5)	deduction for speed, or correctness
Retrieve (5)	deduction for speed, or correctness
Fast Heeling (3)	deduction for forging, lagging, crowding, lack of attention
Slow Heeling (3)	deduction for forging, lagging, crowding, lack of attention
Right Turn (2)	deduction for bumping, or widening
Motion Down (3)	deduction for speed, or correctness
Down to Sit (3)	deduction for speed, or correctness
Sit to Stand (3)	deduction for speed, or correctness
Stand to Down (3)	deduction for speed, or correctness
Down to Sit (3)	deduction for speed, or correctness
Food Refusal (5)	deduction for shifting or eating
About Turn (2)	deduction for bumping, or widening
Left Turn (2)	deduction for bumping, or widening
Motion Sit (3)	deduction for speed, or correctness
Recall (5)	deduction for speed, or correctness
Sit on Recall (3)	deduction for speed, or correctness
Recall/Finish (5)	deduction for speed, or correctness
Figure 8 (5)	deduction for bumping, or widening
Motion Stand (3)	deduction for speed, or correctness
Recall to Heel (5)	deduction for speed, or correctness

NADF III Obedience Pattern C:

The obedience pattern begins at the start cone (1) with one decoy approximately five feet to the left of the tunnel and the other decoy approximately five feet to the right of the jump. The tunnel and jump will be positioned approximately thirty feet in front of the handler. They will be side by side with approximately twenty feet between them (directed jumping). Upon the stewards' order, the handler sends the dog through the tunnel and calls the dog to heel. The handler will then send the dog over the jump, down on the other side of the jump, and call the dog to heel. Once the obstacle exercises are complete, handler will begin heeling forward. The decoys will be positioned five feet to

the handler's right and left. The decoys will jog in the area of the handler while talking and using clatter sticks. Before the next cone (2), the decoys will run to cone (3) and clatter sticks loudly. At the next cone (2) the handler will complete five steps of fast pace, five steps of slow pace, then continue normal pace to the next cone (3). At the cone, the handler will demonstrate a right turn then continue heeling toward the next cone (4). After five paces the handler will demonstrate a down out of motion. The handler will proceed to cone (4) then turn and face their dog. The handler will command the dog to complete the following change of position sequence. From down to stand, stand to sit, sit to down, and down to sit (4 changes of position). Once the changes of positions are complete, a decoy will approach the dog, stop three feet in front of the dog, and offer the dog meat for a food refusal. The decoy will approach the dog, stop approximately three feet away, and offer the food from his hand then throw the food to the dog. The decoy will offer the food from his hand then throw the food to the dog. The dog must refuse the food and not eat it. The handler will return to the dog and begin heeling towards cone (4). At cone (4), the handler will demonstrate an about turn and continue back towards cone (3). The handler will demonstrate a left turn at the cone (3) and heel towards the start cone (1). After five paces the handler will demonstrate a sit out of motion. The decoys will take a position approximately five feet to the dogs right and left. The handler will call the dog and when the dog is approximately half way back, the handler will demonstrate a sit on recall. After the sit on recall the handler will call the dog to heel position. The handler will heel towards two cones (5&6). There will be a decoy standing at each cone. The handler will demonstrate a figure eight around the decoys. The decoys will be talking and shaking clatter sticks. After demonstrating the figure eight the handler will heel towards the start cone (1). Approximately ten paces away, the handler will demonstrate a stand out of motion and continue walking towards the start cone. Approximately ten paces from the dog, the handler will call the dog to heel position. The handler will then orientate themselves toward a jump with a decoy next to it to demonstrate the retrieve. The handler will choose to either throw the retrieval item over the jump or place the retrieval item on the other side of the jump. The retrieval object will always be a 1" x 12" piece of copper pipe or a metal wrench that's minimum of ten inches long.

Scoring:

Heeling (20)	deduction for forging, lagging, crowding, lack of attention
Tunnel Obstacle (3)	deduction for speed, or correctness
Jump Obstacle(3)	deduction for speed, or correctness
Down over Obstacle (3)	deduction for speed, or correctness
Recall/Finish (5)	deduction for speed, or correctness
Fast Heeling (3)	deduction for forging, lagging, crowding, lack of attention
Slow Heeling (3)	deduction for forging, lagging, crowding, lack of attention
Right Turn (2)	deduction for bumping, or widening
Motion Down (3)	deduction for speed, or correctness
Down to Stand (3)	deduction for speed, or correctness
Stand to Sit (3)	deduction for speed, or correctness
Sit to Down (3)	deduction for speed, or correctness
Down to Sit (3)	deduction for speed, or correctness

Food Refusal (5)	deduction for shifting or eating
About Turn (2)	deduction for bumping, or widening
Left Turn (2)	deduction for bumping, or widening
Motion Sit (3)	deduction for speed, or correctness
Recall (5)	deduction for speed, or correctness
Sit on Recall (3)	deduction for speed, or correctness
Recall/Finish (5)	deduction for speed, or correctness
Figure 8 (5)	deduction for bumping, or widening
Motion Stand (3)	deduction for speed, or correctness
Recall to Heel (5)	deduction for speed, or correctness
Retrieve (5)	deduction for speed, or correctness

NADF III Protection Phase

Equipment: Metal chain or fur-saver on the dead ring, 3'- 6' leash. All equipment must be given to the Steward prior to entering the competition field. The leash and collar will be held by the steward and returned to the handler at the critique area.

Handling: Completely off-leash handling. No collars will be worn by the dog.

Decoy: Decoys dressed in full bite suit. Decoys are vocal and moving at natural pace. Outing will be demonstrated on a moving or still decoy.

Steward: There is Steward Guidance.

Scenario 1: Fended Attack (50 points)

Handler/dog begins at a start cone positioned 30 paces away from the obstruction/barrier. The decoy is positioned next to an obstruction/barrier within the view of the handler and dog. The decoy makes a verbal announcement and retreats behind the obstruction/barrier. The handler sends the dog to engage the decoy. The decoy may use the distraction throughout the entire scenario or intermittently. The intent of the scenario is to test the dogs desire to apprehend the decoy through distraction and under environmental stress. Points will be deducted if the dog slows or refuses to engage. The decoy tries to slow or discourage the dog with environmental distractions selected from the approved list by the presiding judge. The decoy will move in a manner that uses the distraction to fend the dog off. The decoy will press forward only if the dog slows or fails to immediately engage. The dog must convincingly and powerfully apprehend the decoy. The decoy will catch the dog and demonstrate a vocal drive using a skip or run driving technique. The decoy will freeze and the handler will command the dog to demonstrate an out and guard. On the judge's signal, the decoy will engage the dog with the distraction during the guard. The dog must immediately engage the decoy. The decoy will catch the dog and demonstrate a vocal drive using a skip or run driving technique. The decoy will freeze and the handler will command the dog to demonstrate an out and return.

Distractions:

- 1) Plastic bottle or can curtain
- 2) Streamer pom-pom
- 3) Tree branches (must be soft and not a poking hazard)
- 4) Fabric, paper, tarp, cardboard, or plastic (no larger than 4'x4')
- 5) Aerosol string cans

- 6) Bottles of water (drinking bottle size)
- 7) Plastic bucket of water ¼ to ½ full (maximum 5 gallon bucket)
- 8) Gunfire
- 9) Clatter Stick barrage
- 10) Plastic jugs containing rocks (maximum 1 gallon milk jug size)

The Scoring:

Send (10)	deduction speed or lack of commitment, early departure
Entry (10)	deduction slowing to impact
Grip (5)	deduction depth of grip or chewy
Release (5)	deduction speed, or extra commands
Guard (5)	deduction intensity or nipping (guard)
Grip (5)	deduction depth of grip or chewy
Release (5)	deduction speed, or extra commands
Return (5)	deduction speed or correctness (return)

75% of the available (50) total points required to pass this scenario. Participants must earn minimum (37.5) points to pass.

Scenario 2: Fleeing or Frontal Attack with Stop Attack (100 points)

The judge will select which order the handler performs the Fleeing/Frontal Attack or the Stop Attack. All handlers will perform the exercises in the same order. The judge will choose whether the decoy flees or turns and faces the dog.

Stop Attack Portion (50 points)

The handler/dog begins at the start cone. The decoy is positioned approximately 50 paces in front of handler/dog. The decoy will make an announcement and begin jogging away from the handler/dog. The handler sends the dog to apprehend the decoy. When the dog has closed approximately half the distance, the decoy will turn and point a gun towards the dog. The decoy turns and fires the gun towards the dog then jogs away or turns to face the dog, throws the gun to the side and holds arms out to side with hands towards the sky. The handler will call the dog off stopping the apprehension.

The Scoring:

Send (20)	deduction speed or lack of commitment, slowing, early departure
Stop Attack (30)	the judge scores the scenario depending on the proximity of the stop attack. Within 5 yards equal maximum points. Within 15 yards of the decoy is required to pass. The deductions will be based on 5 yard increments.

Fleeing/Frontal Attack Portion (50 points)

The handler/dog begins at the start cone. The decoy is positioned approximately 50 paces in front of handler/dog. The decoy will make an announcement and begin jogging away from the handler/dog. The handler sends the dog to apprehend the decoy. When

the dog has closed approximately half the distance, the decoy will turn and fire a gun towards the dog. The decoy turns and fires the gun towards the dog then jogs away or turns to face the dog, throws the gun to the side and holds arms out to side with hands towards the sky. The decoys arms will be positioned in a manner to give the dog the ability to target the bicep area. The dog must convincingly and powerfully apprehend the decoy. The decoy will catch the dog, take five steps away from the handler then turn towards the handler. The decoy will freeze and the handler will command the dog to demonstrate an out and guard or an out and return.

The Scoring:

Send (10)	deduction speed or lack of commitment, slowing, early departure
Entry (10)	deduction slowing to impact
Grip (10)	deduction depth of grip or chewy
Release (10)	deduction speed, or extra commands
Return (10)	deduction speed or correctness (return)

75% of the available (100) total points required to pass this scenario. Participants must earn minimum (75) points to pass.

Scenario 3: Frontal Attack (50 points)

Handler/dog begins at a start cone. The decoy is positioned approximately 50 paces in front of handler/dog. The decoy begins jogging away from the handler/dog. When the dog has closed approximately half of the distance, the decoy will turn and charge the dog while yelling and shaking a clatter stick. The handler sends the dog to engage the decoy. The dog must convincingly and powerfully apprehend the decoy. The decoy will catch the dog and demonstrate a vocal drive using a skip or run drive technique. During the drive, the decoy will administer two controlled clatter stick hits across the dog's shoulders or thighs. The decoy will freeze and the handler will command the dog to demonstrate an out and guard. The handler will approach and transport the decoy to the start cone.

The Scoring:

Send (10)	deduction speed or lack of commitment, early departure
Entry (10)	deduction slowing to impact
Grip (10)	deduction depth of grip or chewy
Release (10)	deduction speed, or extra commands
Guard (5)	deduction intensity or nipping
Transport (5)	deduction intensity or nipping

75% of the available (50) total points required to pass this scenario. Participants must earn minimum (37.5) points to pass.

Scenario 4: Search to Guard with Escorting (50 points)

Handler/dog begin at the start cone. The decoy is positioned in a hidden location from the handler and dog. The decoy will be positioned behind an obstruction or barricade. There may be several obstruction/barricades on the field. The decoy will be armed with a

clatter stick. The decoy will make one announcement then remain silent. The handler will send the dog to guard the decoy. The dog is required to make at minimum one vocalization when the decoy located. The dog must remain with the decoy and perform an intense guard. If the dog fails to vocalize, there will be a mandatory five point deduction from the guard exercise. The handler will approach the decoy while being guarded by the dog and disarm him. The handler will walk approximately five paces away from the dog and decoy. The handler will then command the dog to remote transport the decoy into the open field. There will be a cone approximately 30 paces away. The decoy will make a right or left turn at the cone while being transported. After the turn, the decoy will attempt to escape the transport and the dog must immediately apprehend the decoy. The decoy will drive the dog back to the barricade or obstruction the decoy was originally hiding in using either a skip or run drive technique. Upon the steward's command the decoy will stop driving the dog and begin walking backwards if the dog is gripping in the front or away if the dog is gripping in the back. The decoy will NOT freeze and on the steward's signal, the handler will command the dog to release and guard. Once the dog releases, the decoy will freeze until the steward commands the scenario to continue. The handler will command the dog to remote transport and the decoy will begin walking towards the cone that is positioned approximately 30 paces away. This time the decoy will make the opposite turn from the first escape attempt. After the turn, the decoy will attempt to escape the transport and the dog must immediately apprehend the decoy. The decoy will drive the dog back to the barricade or obstruction the decoy was originally hiding in using either a skip or run drive technique. Upon the steward's command the decoy will stop driving the dog and begin walking backwards if the dog is gripping in the front or away if the dog is gripping in the back. The decoy will NOT freeze and on the steward's signal, the handler will command the dog to release and guard. Once the dog releases, the decoy will freeze. The handler will be commanded to collect his dog.

Scoring:

Search (10)	deduction speed or lack of commitment, early departure
Guard (10)	deduction intensity or nipping
Remote Transport (5)	deduction intensity or nipping
Escape Defense (5)	deduction speed
Release (5)	deduction speed, or extra commands
Remote Transport (5)	deduction intensity or nipping
Escape Defense (5)	deduction speed
Release (5)	deduction intensity or nipping

75% of the available (50) total points required to pass this scenario. Participants must earn minimum (37.5) points to pass.

Scenario 5: Object Guard with Environmental (50 points)

The handler will use their own object for the object guarding exercise. The object MUST be no larger than two feet x two feet. The object can be a leather bag, a basket, a box or any other object as long as the object meets the size requirements. The object guard area

shall be marked with a center point, an inner circle, and an outer circle. The inner circle will be ten feet from the center point. The outer circle will be fifteen feet from the center point. The circles will be clearly marked on the ground using paint.

The handler will place the object on the center point and command the dog to guard the object. The handler will proceed to the presiding judges' location and stand with the presiding judge during the entire object guarding exercise. The handler may not give the dog any commands once with the judge. A decoy will approach the dog and pause outside the outer ring. The decoy will circle outside the outer ring. The decoy may pause or reverse direction but will not enter the outer ring. Once back in the original placement of approach, the decoy will slowly begin advancing toward the dog. The decoy may pause, move laterally, and use arms or leg movements draw the dog away from the object but may not move backwards once entering the outer ring. Once close enough, the decoy will attempt to take the object. The dog may engage the decoy once the decoy enters the outer ring but inside the inner ring are maximum points. Once the dog has engaged the decoy, the decoy will pause then begin taking pronounced steps backwards. The dog must release the decoy within five steps. Within three steps are maximum points. The dog MUST return to the object after releasing the decoy. The decoy will exit the object guarding area and pick up a distraction (from approved list). The decoy will walk directly at the object with clear intention of taking the object. The decoy will use the distraction by placing it between him/her and the dog. The decoy may pause, move laterally, use the distraction, and use arm or leg movements to attempt to draw the dog from the object. The decoy will not move backwards. Once close enough, the decoy will attempt to take the object. The dog may engage the decoy once the decoy enters the outer ring but inside the inner ring are maximum points. Once the dog has engaged the decoy, the decoy will pause then begin taking pronounced steps backwards. The dog must release the decoy within five steps. Within three steps are maximum points. The dog MUST return to the object after releasing the decoy. On the Stewards' command, the handler will retrieve the dog and object from the object guard area. The exercise is complete once the handler and dog have exited the outer ring.

The decoys will be given a time allowance of two minutes per approach once entering the outside ring. After one minute and thirty seconds has elapsed, the steward will signal to the decoy that the maximum time allowance is thirty seconds away. Upon the signal, the decoy must attempt to take the object to ensure that the time constraints are adhered to. The decoy must remain verbally silent with no talking or vocal noises. The decoys are required to be consistent as possible in their approach and behavior during the object guard exercise.

Return to the object will be scored based on the dog returning to the object. If the dog returns to the inner circle but does not return to a position of controlling the object there will be a point deduction. If the dog does not return to inside the inner circle the return will be scored a zero.

Scoring:

1st Defense (10)

deduction for distance of engagement

Release (10)	deduction for distance of release
Return to Object (5)	deduction for speed of return
2 nd Defense (10)	deduction for distance of engagement
Release (10)	deduction for distance of release
Return to Object (5)	deduction for speed of return

75% of the available (50) total points required to pass this scenario. Participants must earn minimum (37.5) points to pass.

Scenario 6: Surprise Scenario #1 (50 points)

The presiding judge will select one surprise scenario from the five predetermined, published NADF II Surprise Scenario List. The surprise scenario must be setup and judged exactly as the scenario is designed per the scenario list.

75% of the available (50) total points required to pass this scenario. Participants must earn minimum (37.5) points to pass.

Scenario 7: Surprise Scenario #2 (50 points)

The presiding judge will select one surprise scenario from the five predetermined, published NADF III Surprise Scenario List. The surprise scenario must be setup and judged exactly as the scenario is designed per the scenario list.

75% of the available (50) total points required to pass this scenario. Participants must earn minimum (37.5) points to pass.

NADF III Scoring

Total Obedience: (100 points)

Total Protection: (400 points)

Total Score: (500 points)