



American Schutzhund (AS) Official Rulebook

Last Revised on April 24, 2026

Mission

To restore and maintain Schutzhund as a relevant breed suitability test for working dogs in America. Schutzhund will test the ability of the dog to withstand stress and continue to function in difficult situations. We will continue to evolve, always cognizant of the fact that the balance among the three phases of the test is what makes it so difficult and yet so important. The entire premise of the test is to determine the best dogs suitable for law enforcement, military and serving the needs of humanity. With the information gained through the rigorous phases of scent, obedience and protection work: police officers, individuals/organizations in disaster work, military forces and individuals will be able to choose canines suitable to execute the work of serving. Down the Road: We plan to develop registration and stud books for individual breeds.

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Administration

American Schutzhund (AS) is in partnership with Protection Sports Association (PSA) K9 which is a North Carolina corporation. The PSA/AS corporate headquarters is located at 230 W. Seawell Street, Sanford, NC 27330. Articles of Incorporation & Bylaws for American Schutzhund (AS) are on file with the Executive Secretary: PSA/AS Executive Secretary, 7719 Leigh Road, Glen Burnie, MD 21060. All information for American Schutzhund (AS) is available on the below PSA/AS website(s), Facebook and YouTube Pages:

<http://psak9.org>

<https://americanschutzhund.org>

<https://www.facebook.com/American-Schutzhund-1250764118411242/>

<https://www.youtube.com/channel/UCRgnJjib-UKMJM546iJUkFQ/featured>

- **Executive Director/Director of Judges:** Debra Zappia – dzappia300@aol.com
- **National Director:** Theresa Currier - konigshausgsd@gmail.com
- **Member Liaison:** Kimberly Batte - americanschutzhund@gmail.com
- **Grievance Committee:** National Director & Ad Hoc (one Judge & one Member at Large)
- **Secretary Team:** Adria Lafferty, Michelle Cupples – calfalcon@yahoo.com
- **Newsletter Team:** Blake Coltham – doiflytraining@gmail.com
- **Social Media:** Courtney Vaillancourt - @AmericanSchutzhund on Facebook & Instagram

Membership/Club Information

Individual Membership: All competitors must be members of PSA/AS to compete in trials and participate in PSA/AS sanctioned events. Membership application is available on the PSA/AS website and can be paid online. The individual membership dues are \$100 per calendar year. The family membership dues are \$175 per calendar year (must reside at the same address). The lifetime membership is \$600. Membership dues are subject to change at the beginning of any competition year and will not be pro-rated. Membership shall be renewed on each competitor's anniversary date. Please allow the Membership Secretary two weeks to process memberships and scorebooks orders within the United States (US). All new scorebook applications MUST be received at least two weeks prior to the AS trial you plan to compete in. If a new scorebook application is not submitted within that time frame, resulting in the scorebook not being received on time, the handler will not be permitted in trial.

Club Memberships: Training associations or clubs must have a club membership with PSA/AS in order to be eligible to host trials and other events and advertise such events on the PSA/AS web site and other social media. Clubs affiliated with PSA/AS will not be regulated by PSA/AS in their conduct of business nor their training.

All club dues shall go toward the purchase of insurance riders for club trials.

Trials and seminars/workshops may not be scheduled, nor will they be listed on the PSA/AS website until the club dues are paid in full for that trial season.

All clubs must have at least three adult club members who are current individual members of PSA/AS.

For new clubs affiliated with EITHER PSA or AS, the yearly association dues will be \$125. The dues for a new club will be pro-rated proportionately depending on when a club join:

If joined between October 1st – Jan 31st = \$125

If joined between February 1st – April 30th = \$95

If joined between May 1st – July 31st = \$65

If joined between August 1st – September 30th = \$35

For existing clubs, renewal reminders will be emailed to the contact person on record in early September, and renewal association dues will be \$125. Renewal reminders will also be posted on social media (example: Facebook). If an existing club affiliated with EITHER PSA or AS renews late, after November 1st, the renewal fee will be \$150.

For new clubs that want to be DUALY registered to train for BOTH PSA and AS, the yearly association dues will be \$175. The dues will be prorated proportionately depending on when a club join.

If joined between October 1st – Jan 31st = \$175

If joined between February 1st – April 30th = \$145

If joined between May 1st – July 31st = \$115

If joined between August 1st – September 30th = \$85

If an existing club affiliated with BOTH PSA and AS renews late, after November 1st, the renewal association dues will be \$200.

To remain in good standing, clubs must abide by all rules and expectations as listed in the rulebook, the bylaws and code of conduct, they must complete all required event paperwork and submit it in a timely manner and must pay all fees owed to PSA in the required and posted time periods. Clubs will no longer be required to host one sanctioned event per season. The AS National Director must approve all sanctioned events. For questions about what qualifies as an event, contact the National Director. PSA/AS Membership is required to compete/participate in all PSA/AS sanctioned events. Note – No trial shall be scheduled within (4) weeks of the AS Nationals.

Trials/Seminars/Workshops

All AS trials must be officiated by a sanctioned American Schutzhund Judge.

Judging Fee = \$150 per day plus travel related expenses

ALL events (trials, workshops, seminars, etc) MUST have an “event secretary” who will be responsible for checking people in and returning all the paperwork to the PSA/AS Secretary Team. If the PSA/AS Secretary does not receive event paperwork within 2 weeks of the event, the club will be charged a \$50 service charge, which will be added to the following year’s club dues.

PSA/AS may help with sending officials to instruct seminars, workshops, etc., but clubs are NOT independently allowed to charge for people to attend these events for which PSA/AS has helped absorb some of the expenses (except for lunch or t-shirts, etc). The field or space as to where the seminar/workshop is to take place is the club’s responsibility.

Judges who receive compensation from a club for training services more than three times within a trial season are ineligible to judge that club’s trial during the same trial season.

Judges who receive compensation from a club for conducting training are ineligible to judge that club’s trial within 14 days of said training.

DRUG & ALCOHOL POLICY: NO ILLEGAL DRUGS OR ALCOHOL ARE ALLOWED DURING THE PSA/AS EVENT OR DURING TRIAL HOURS. THERE ARE NO EXCEPTIONS. PSA/AS DIRECTORS AND OR JUDGES VIEWING SUCH CONDUCT WILL IMPLEMENT IMMEDIATE SUSPENSIONS ON THE SPOT AND SEND A WRITTEN REPORT TO THE COMPLAINT COMMITTEE FOR FURTHER DISCIPLINARY ACTION.

Trial Dress: The Judge shall require all PSA/AS 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. The following attire will not be allowed: ratty or ragged clothing, flip flops, crocs, dress shoes, open-toed shoes, sandals, skirts, or high heels while showing a dog. Competitors should be dressed in normal athletic “street attire.” PSA/AS requests that all competitors dress in a professional manner. Clothing with explicit language or content is prohibited. The Judge may require a competitor to change their attire to represent PSA/AS in an appropriate manner. There shall be no training equipment, food, toys, cell phones, pouches, or training vests on the handler upon entering the field. The Judge or Steward may ask competitors to empty their pockets to determine that there is nothing inappropriate brought on the field. Competitors that fail to empty their pockets of training equipment (example: food, toys, etc.) upon entering the field will be disqualified.

Prohibited Electronic Devices: Handlers are prohibited from wearing or carrying any device on the trial field that is capable of capturing, recording, or transmitting any audio, video, images or data, or receiving live communications or cues while handling a dog during any routine. Violation of this may result in immediate disqualification by the judge.

General Conduct: Suggestions, points of rules, and points of order can be brought up to the presiding trial chairperson (host of the event) whose sole discretion it shall be to bring such matters to the Judge in order to ensure that the trial is run properly, fairly, and according to the rules. PSA/AS goals include fairness, rule of law, and sportsmanship. The Judge retains sole discretion to interpret the rules and their application to the situation at hand. Argumentativeness on the part of competitors and/or spectators can bring immediate dismissal from the trial or expulsion from the trial grounds, and a report will be sent to the complaint committee. The Judge retains absolute discretion to dismiss or expel a competitor. PSA/AS members should conduct themselves in a professional manner at trials, and not conduct themselves in ways that bring disgrace or dishonor to the sport, or in any way that is in conflict with the mission of PSA/AS. The hosting club has the responsibility and authority to publish any rules related to access, use or care of the trial field or grounds they have secured for their event. Violation of published rules may result in disciplinary action as outlined in the bylaws and code of conduct.

Grounds for Mandatory Disqualification: Judges are required to disqualify from the field a dog/handler team that is (1) unsafe during all phases (example: out of control at any time during the event or trial), (2) will not out during the protection phase upon the 3rd command (example: requires 4 or more commands to out, or must be taken off the grip physically), (3) the dog urinates or defecates on the competition field during any phase and during any part of the event or trial, or (4) handler displays unsportsmanlike conduct in the Judges opinion at any time during the event or trial. In (1) – (3) there will be no score given and the dog/handler team will be disqualified (DQ) from the event or trial. In the case of (4), unsportsmanlike conduct, the Judge shall dismiss or expel the competitor at his/her discretion and report the incident in writing to the grievance committee for further review or additional disciplinary action, and there will be no score given, the dog/handler team will be disqualified (DQ) from the event or trial.

Grievance Process: The grievance process shall follow the same procedure as outlined in the bylaws and code of conduct for the filing of official complaints.

Restriction, Denial, or Termination: PSA/AS reserves the right to restrict, deny, or terminate membership for inappropriate conduct, misconduct, unsportsmanlike conduct, or any conduct that conflicts with the mission of PSA/AS. In the case of termination of membership, no pro-rated refund of membership dues will be issued.

Physically Handicapped: If a handler cannot correctly demonstrate part of an exercise because of a physical handicap, he/she must inform the Judge of this prior to the beginning of the trial. If the handler's handicap does not allow the dog to heel on the handler's left side, the dog may

heel on the right side. At all times American Schutzhund will make every reasonable attempt to follow and support the Americans with Disabilities Act (ADA). As long as the changes do not affect the fundamentals of the exercise, no point deductions will be made.

Trials

Club Trials and National Championships: These events shall be facilitated by AS. During the competitive season, paid member clubs may host trials, by contacting the National Director and coordinating trial dates and Judge availability. Showing at a club trial or National Championship event is open to members in good standing subject to any posted pre-qualifications and/or priority of application procedures.

Trial Field Access: The hosting club has the responsibility and authority to publish any rules related to access, use or care of the trial field or grounds they have secured for their event. Violation of published rules may result in disciplinary action as outlined in the bylaws and code of conduct.

Entry Fees: AS clubs shall charge entry fees for competition to defray the cost of hosting trials, and to reimburse Judges/Helpers for their travel and accommodation expenses. PSA/AS shall receive \$15 per dog competing in the trial from the hosting club's entry fees, regardless of level. The club shall keep the remainder.

Trophies: The hosting club is required to complete the Trial Insurance and Awards form at least four (4) weeks prior to the event. Except for clubs that schedule events at the last minute, with the consent of the National Director, AS clubs that do not submit this form *at least* 4 weeks prior to the event will have to pay the additional costs associated with shipping the awards package and certificates plus a \$25 service charge to PSA/AS.

AS clubs have one option for purchasing a trophy/medal package: \$100 for both 1-day and 2-day trials. The package includes premium medals for 1st place for AS1, AS2 and AS3. It will also include trophies for high article/scent detection, high obedience and high protection (one of each) plus certificates and a high in trial plaque.

BT only trial has one option for purchasing certificates: \$35.

PSA/AS Plaque: PSA/AS shall provide, at the association's expense, award for High-in-Trial to recognize achievement at the weekend's conclusion, drawing from scores over the 2-day club event, or the 1-day club event. This plaque will change periodically to commemorate PSA/AS dogs of high excellence. The plaques will be as follows:

EXAMPLE = High in Trial: Debra Zappia & Iron von den Wolfen PSA/AS plaque will only be handed out *if* there was a passing score in the AS1, AS2 or AS3 titles. If there are *no* passing scores at the trial, then no one will receive the plaque.

Trophy Eligibility: The highest scoring dog/handler team in each title shall receive trophies/medals. Only teams who pass the requirements for titling shall receive certificates of title. If a team is disqualified or pulls from a trial, they are not eligible for trophies/medals.

Trophies for high article/scent detection, high obedience and high protection will only be handed out *if* there was a passing score in the AS1, AS2 or AS3 titles. If there are *no* passing scores at the trial, then no one will receive these trophies.

Checklist for Trials:

- Event/Trial Secretary
- Approved Helper
- Approved Judge
- Pens/registration forms/new membership forms/renewal membership forms/extra scorebooks
- Microchip Reader
- Certificates/trophies/plaques
- PSA/AS rulebook
- Free Hydration (example: water, Gatorade) for Helper/Judge
- Snow fencing or caution tape fashioned into fencing with posts (if no fencing around the trial field)
- Chalk, spray paint, cones, marking stick for Test of Courage
- Measuring tape or wheel
- Mandatory Equipment (refer to Rulebook for specific measurements):
 - Blank gun & bullets
 - Padded stick
 - Sleeves
 - Hurdle jump
 - A-frame climbing wall
 - BT/BTX Environmental testing equipment/supplies
 - Sturdy back tie for BTX (including 10 foot line)
- Anything that the Judge may want *MAKE SURE YOU ASK*

Insurance

All PSA/AS sanctioned events must carry insurance riders through PSA/AS's general insurance policy. Application for insurance must be made to the PSA/AS Secretary Team at least four (4) weeks in advance of the trial or other sanctioned event. Club dues must be paid in full in order to obtain insurance riders. Except for clubs that schedule events at the last minute, AS clubs that do not submit this form *at least* four (4) weeks prior to the event will have to pay a \$25 penalty to PSA/AS. If a club requires an "Additional Insured" to be named on the insurance (example: if the owner of a field wants to be listed as an "Additional Insured," the club must pay \$50 to cover this "Additional Insured" (this is the fee charged to PSA/AS for adding the "Additional Insured").

PSA/AS Logo

Unauthorized use of the PSA/AS Logo is strictly prohibited and is a violation of Chapter 5 of the Copyright Law of the United States of America and Related Laws Contained in Title 17 of the United States Code and may lead to an immediate suspension from the sport. Use of the logo must be requested by submitting an email to the National Director, which includes the name of the club, and what the logo will be used for. Authorization will only be granted to members and clubs, who are in good standing, for personal usage, (example: t-shirts for a trial).

Scorebooks

Official scorebooks must be purchased by members for every dog that competes in PSA/AS. Scorebooks may be purchased at the time of applying for PSA/AS membership, or membership renewal. Alternatively, scorebooks may be purchased separately. The scorebook application is available on the PSA/AS websites. Scores will be recorded in the scorebook—as well as award of title or certification—and signed for authenticity by the certified Judge and trial secretary.

Should a scorebook be lost or forgotten, a \$100 replacement fee shall be collected on the spot to pay administrative costs for filling out and mailing the scorebook after the trial. There shall be no exceptions to this rule.

All new scorebook applications MUST be received at least two weeks prior to the AS trial you plan to compete in. If a new scorebook application is not submitted within that time frame, resulting in the scorebook not being received on time, the handler will not be permitted in trial. American Schutzhund will no longer allow members to purchase a new scorebook at AS trials.

All scorebook applications must include a microchip and/or tattoo number. If the scorebook application is missing the dog's registration number, the dog will be identified as a mixed breed.

Judges Disqualification Guidelines:

- DQ - Out of Control
- DQ – Out of Control – No Out
- DQ – No Call Off
- DQ – Call Off to Early

Judges Termination Guidelines:

- Avoiding the Grip
- Gun Shyness
- Leaving the Helper

Trial Officers

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

Trial Chairperson: This person shall be in charge of the logistical running of the trial and is a contact person regarding concerns on the part of the competitors. This individual shall have the discretion to bring competitor concerns to the attention of the presiding Judge and shall provide all necessary contact information for the trial.

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 PSA/AS in good standing. The trial secretary will be responsible for collecting the entries, payments, and setting the order of the competition, as well as tabulating all trial results and awards, and sending completed summary sheets to the PSA/AS Secretary Team.

The PSA/AS Secretary Team must receive completed trial paperwork no more than 2 weeks after the trial has taken place. If the PSA/AS Secretary Team does not receive the trial paperwork within 2 weeks of the trial, the club will be charged a \$50 service charge, which will be added to the following year's club dues.

Trial Field Set-Up

Competition Field: Trial field is required to be a MINIMUM 100 x 200 foot rectangle. Anything smaller must be pre-approved by National Director. For safety purposes, the competition field should be separated from the spectator area by some kind of clear marker, such as a fence. The field shall be set-up with three main goals in mind: (1) safety for the dogs, handlers, Helpers, Stewards, Judges, and spectators; (2) convenience for the competitors and Judges, so each dog can have the best possible showing; and (3) ease of viewing for the spectators. In addition, Helpers should completely exit the field when finished as directed by the Judge.

Housing of Dogs for Competitors & Spectators: Dogs at the competition will be housed in the vehicles of the competitors or spectators in crates. No loose dogs in vehicles will be allowed. No dogs will be allowed in the spectator area during the trial. There will be a designated warm up area for competitors.

Entering the Field: The Judge shall set up a marked place for entering the competition field. All competitors must pass through this gate and onto the field with the proper equipment as described in the rulebook. Any training equipment can be used in the warm up area, however it will need to be removed prior to entering the competition field. It is the responsibility of the handler to be on time to the right position. No Steward, or Judge will touch any of the dogs, at any time, during check in, at any trial, at any level.

Critique Area: There shall be a designated critique area. Handlers shall stand (with the dog in a down or sit) calmly during the Judge's critique and show respect for the Judge during the critique. The handler shall have a leash and fur saver collar on the dog for safety purposes.

Corrections: PSA/AS understands that training corrections, conducted in a professional way in a warm-up of a highly driven competitive dog, do not necessarily constitute abuse prima facie. However, competitors are forewarned: there is a fine line to tread here, and handlers should conduct themselves in a professional manner, and not conduct themselves in a way to bring disgrace or dishonor to PSA/AS. The trial Judge shall determine if handler conduct is inappropriate at any time, on the trial grounds, and may sanction any member involved in any conduct that is deemed inappropriate.

Non-Essential Personnel: No person, or persons, except for trial secretaries, trial chairperson, Stewards, Judges and apprentice Judges, or approved photographers & videographers shall be allowed on the field during the PSA/AS competition. The Judge or Steward shall ask for the removal of all non-essential personnel.

Commercial Photography or Videography: PSA/AS reserves the right to demand that any photo or video deemed to portray PSA/AS negatively not be publicly displayed and/or removed from public display (example: websites). Any person taking pictures or video of PSA/AS events for their own personal use is welcome to do so.

Protection Warm-Up: There will be no protection warm-up or any agitation activity in the parking lot, or anywhere near the competition field, or on the grounds comprising the competition venue, on the day of competition. Anyone viewing such conduct should immediately report it to the trial chairperson, or trial secretary who shall then immediately bring it to the attention of the Judge or National Director. The presiding Judge, or any Director in PSA/AS who views such conduct, retains the right and obligation to dismiss handlers engaging in such conduct. If a Director views the conduct it shall be reported to the presiding Judge immediately and the Judge upon this report shall summarily dismiss the members in question. There shall be no warnings and no exceptions. Once the trial is concluded for the day, the hosting club may open the field for training.

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 for unsportsmanlike conduct, at any time. Any improper conduct, including abusive treatment of a dog or cheating (as decided by the presiding Judge), or abusive language directed at the trial officials, Judge, Helpers, or anyone associated with the trial, conducted in view of the Judge or any Director, or if on the competition field, will bring dismissal. Any such decision is at the discretion of the presiding Judge, so competitors are forewarned. No conduct will be tolerated that is abusive or brings disgrace to the sport.

Order of competition: The order of competition is up to the discretion of the club. The trial chairperson may re-arrange the order to accommodate handlers showing multiple dogs, or at his/her discretion, or the discretion of the Judge.

General Requirements

All dogs must have either a microchip or a tattoo. The Judge and/or their designee will check the microchip or tattoo number prior to the start of the trial.

General Definitions

Basic Position: Each obedience exercise shall begin and end in a basic position. Basic position is defined as “heel position” when halted and the dog is sitting on the handlers left side.

Commands: Dogs must obey the commands they are given by the handler. No specific commands are required as long as the dog performs the action that is required.

Foreign Language Commands: Commands may be given in any language.

Point Deductions: Point deductions for any exercise are at the discretion of the Judge.

Handler Help: The Judge shall deduct points for handler help, which gives an advantage to one team over another team. Commands should be given during obedience without other cues to aid the dog in the performance of the command.

Handler Position: Once initiating a command, handler must maintain position, unless otherwise specified. For example, on a recall: the handler turns to face the dog, stands with feet shoulder-width apart, hands at the sides, and gives the command. No further adjustment of position should be made as the dog comes to the front or finish position.

Final Indication: Down, Sit, Stand or any position that will not disturb the containers or search items.

Performance Picture: The Judge will be looking for dog/handler teams that epitomize 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, balance the picture of attentive, quick and powerful work against any mistake the dog/handler team make.

‘Out’: 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 (as construed by the Judge), thus requiring a 4th command or physical means, shall bring disqualification from the trial and no score will be given.

Disqualified: Disqualification (DQ) occurs if the dog is out of control of the handler as “determined by the Judge”. If the Judge determines that the dog is out of control, dangerous, unsportsmanlike behavior on the part of the handler, the dog/handler team will be disqualified. If the disqualification (DQ) is against the handler for unsportsmanlike behavior it may affect all dogs entered in the trial by the handler (DQ all handler’s entries) as determined by the Judge. The Judge’s decision is uncontestable.

All points awarded up to the point of disqualification in all phases will be deleted (lost), and the dog will not proceed to complete any additional exercises or “phases” in the trial. No points or ratings will be entered into the scorebook or trial records. No critique will be given.

Terminated: Termination (TERM) occurs when a dog shows faulty temperament within an exercise. If the Judge determines there is an issue with the dog’s temperament, he or she can stop the exercise immediately. In the case of a termination, all points earned up to that point in time are awarded. In addition, the points of the phases that have been completed already will still be recorded in the scorebook.

Quick Reference Sheet for most DQ or Termination for specific actions:

Scent Detection:

- If the dog stops working the exercise, the handler has up to three (3) commands to get the dog to continue to work or the dog is terminated. TERM
- Motivational objects or food during the exercise. DQ

Obedience:

- If the dog leaves the handler and will not return with 3 commands or less. DQ
- If the dog leaves the trial field “as determined by the Judge”. DQ
- If the dog does not release the dumbbell after three (3) commands. DQ
- If the dog cannot physically complete an exercise or is unfit/unhealthy. TERM
- If the dog does not come on a recall exercise with 3 commands. TERM

Protection:

- If the dog leaves the protection field at any time. TERM
- If the dog is given a command in order to make the dog stay by the helper. DQ
- If dog does not release with a maximum of three (3) out commands. DQ
- If the dog grips any other part of the helper's body other than the protective sleeve. DQ
- If the dog requires more than the allowed number of commands to complete the exercise (i.e., more than two (2) additional commands in total to complete the blind search, the transports, call out, Outs etc. DQ
- If the handler cannot report in or out to the Judge with his / her dog properly with 3 or less commands. DQ
- If the handler calls the dog to him and this stops his forward movement or goes to basic position during the blind search. DQ
- If the dog makes no attempt / effort to be directed to the first blind. DQ
- After being sent unsuccessfully a total of three (3) times to the helper, in the live blind. TERM
- If the dog leaves the helper, the handler is allowed only one (1) additional command to resend the dog into the blind. If the dog leaves on his own a second time. TERM
- If the dog is gripping the sleeve when the handler is at the call out spot, they may only use the "hier-fuss" command one (1) time to make the dog release and come to heel. DQ
- If the dog does not come to basic position after three (3) commands for the call out or in AS1 if the dog cannot be heeled out of the blind with 3 or less commands. DQ
- If the dog leaves (breaks) the escape position on its own and only guards the helper (no

grip), the handler may call the dog back to reposition it, one time (1) otherwise disqualification will follow. DQ

- If the dog leaves (breaks) the escape position on its own and grips anything (e.g., sleeve, helper, etc.). DQ
- If the dog fails to catch and engage the helper before the helper has reached the twenty (20) pace distance, or fail to remain on the sleeve in the "Attempted Escape of the Helper" or if the dog fails to engage the Helper in any Defense exercise. TERM
- During guarding If the dog leaves the helper by more than 3 meters and/or is not actively guarding the helper or the handler gives a command so that the dog stays with the helper. DQ
- If the dog regrips the sleeve as the handler approaches, and the handler is within three (3) meters he / she must continue walking to basic position and tell the dog to "sit". If the dog does not release after the one (1) "sit" command the team will be disqualified. If the handler uses "out" at the basic position the team will be disqualified. DQ
- If the dog makes ANY contact with the Judge on the "Attack on the Dog Out of Motion". DQ

Point and Score Ratings

Total Points	Excellent	Very Good	Good	Satisfactory	Insufficient
5	5.0	4.5	4.0	3.5	3.0-0
10	10.0	9.5-9.0	8.5-8.0	7.5-7.0	6.5-0
15	15.0-14.5	14.0-13.5	13.0-12.0	11.5-10.5	10.0-0
20	20.0-19.5	19.0-18.0	17.5-16.0	15.5-14.0	13.5-0
30	30.0-29.0	28.5-27.0	26.5-24.0	23.5-21.0	20.5-0
35	35.0-33.5	33.0-31.5	31.0-28.0	27.5-24.5	24.0-0
40	40.0-38.5	38.0-36.0	35.5-32.0	31.5-28.0	27.5-0
45	45.0-43.5	43.0-40.5	40.0-36.0	35.5-31.5	31.0-0
50	50.0-48.0	47.5-45.0	44.5-40.0	39.5-35.0	34.5-0
60	60.0-57.5	57.0-54.0	53.5-48.0	47.5-42.0	41.5-0
70	70.0-67.0	66.5-63.0	62.5-56.0	55.5-49.0	48.5-0
80	80.0-76.5	76.0-72.0	71.5-64.0	63.5-56.0	55.5-0
100	100-96.0	95.5-90.0	89.5-80.0	79.5-70.0	69.5-0
200	200-192	191-180	179-160	159-140	139-0
300	300-288	287-270	269-240	239-210	209-0

Excellent	100% to 96%	V
Very Good	95% to 90%	VG
Good	89% to 80%	G
Satisfactory	79% to 70%	S
Insufficient	69% to 0%	I

Competitive Titles

American Schutzhund (AS) will offer the following test and title levels, the requirements and standards for which are described in detail, in the corresponding section of this rulebook.

American Schutzhund (AS) titles will always take precedence over independent certifications when it comes to the maximum phase allowance.

1 Day Trial = Maximum 36 Phases

2 Day Trial = Maximum 45 Phases

For clubs that want to exceed the maximum allowed phases, they must contact the AS National Director to seek approval.

BT = 2 Phases

BTX = 3 Phases

AS1 = 3 Phases

AS2 = 3 Phases

AS3 = 3 Phases

Stadium Only (SO) = 2 Phases

Independent Certification = 1 Phase

AS Behavior/Temperament (BT) Test:

The BT is a mandatory two-part entry-level test/evaluation (not a title) that will be recorded in the dog's scorebook. Part 1 is an obedience test that is judged on a 45-point "Pass-Fail" scale, evaluating the behavior and temperament soundness of the dog in basic obedience and controlled routines. The dog/handler team must pass Part 1 before they can continue to Part 2, which is an evaluation of the dog's character for temperament/environmental soundness. Desirable working character is constructed of basic elements which rest on the physical and psychological capabilities of the individual dog. The Part 2 temperament/environment evaluation cannot be failed, once completed (no matter the outcome) the dog/handler team will be allowed to advance forward to obtain future AS titles.

American Schutzhund BTX Test:

The "BTX" consists of three parts. Part 1 is an obedience test that is judged on a 45-point "Pass-Fail" scale, evaluating the behavior and temperament soundness of the dog in basic obedience and controlled routines. The dog/handler must pass Part 1 before they continue to Part 2, which is the protection phase. Part 2 is a protection test that is judged on a 55-point "Pass-Fail" scale. In addition to the scored exercises, the BTX includes an evaluation of the dog's character for temperament/environmental soundness. The Part 3 temperament/environment evaluation cannot be failed, once completed (no matter the outcome) the dog/handler team will be allowed to advance forward to obtain future AS titles.

American Schutzhund 1 Title:

“AS1” consists of three phases: article search, obedience and protection. The dog must pass all three phases in one trial to be awarded the AS1 title. Each phase is judged on a 100-point scale. The minimum passing score is 70 for article search, 70 for obedience and 80 for protection.

American Schutzhund 2 Title:

“AS2” consists of three phases: scent detection, obedience and protection. The dog must pass all three phases in one trial to be awarded the AS2 title. Each phase is judged on a 100-point scale. The minimum passing score is 70 for scent detection, 70 for obedience and 80 for protection.

American Schutzhund 3 Title:

“AS3” consists of three phases: scent detection, obedience and protection. The dog must pass all three phases in one trial to be awarded the AS3 title. Each phase is judged on a 100-point scale. The minimum passing score is 70 for scent detection, 70 for obedience and 80 for protection.

Qualification and Advancement

Age: Dogs must be a minimum of 15 months of age to show in any level of American Schutzhund.

Prerequisite to all Tests/Titles and Independent Certifications: To enter the BT/BTX Test all dogs must participate and pass a **one-time** Dog Aggression Evaluation. The dog being evaluated will be tied on a slack ten (10) foot leash. The handler may put the dog into any position (example: down or sit), the Judge will then direct the handler to go out of sight. A neutral dog will then be walked back and forth on leash approximately fifteen (15) feet from the tied dog. The Judge will evaluate the dog and provide a rating of “Neutral/Pass” or “Controlled/Pass” or “Overt/Fail” and enter that rating into the dog’s scorebook. If the dog does not pass the dog aggression evaluation it will be disqualified forever from participating in American Schutzhund.

Qualification: Because AS is a unique trial experience, all dogs, regardless of any previous police K9 certifications or previous sport titles other than AS titles, shall begin with the BT/BTX Test and compete according to the rules and standards outlined in this rulebook. Titles must be earned consecutively, beginning with BT/BTX Test and ending with AS3 title. A dog trained by one owner/handler to a certain AS level, if sold to another handler, must continue to compete in the AS level the dog has achieved with the previous handler/owner.

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.

Independent Certifications

ALL INDEPENDENT CERTIFICATIONS WILL MIRROR AMERICAN SCHUTZHUND TITLES, REFER TO EACH PHASE WITHIN THE RULEBOOK.

A full BT/BTX must be earned before attempting Obedience or Stadium Only certifications. These certifications must be earned in consecutive order.

Prerequisites for Scent Work certifications include the Dog Aggression test and Environmental Evaluation. The dog/handler team is not required to obtain the full BT/BTX prior to attempting SW1-3. Independent scent work certifications are the ONLY titles that can be completed in any order (not consecutively).

Independent Environmental Evaluation:

- Dogs must be a minimum of 15 months.
- Dogs must first pass the Dog Aggression test.
- Dogs must participate in the Sound Sensitivity evaluation.
- Dogs are not required to participate in part one obedience portion of the BT/BTX.
- To convert the Independent Environmental Evaluation into a full BT/BTX, the dog/handler team must complete Part 1 (obedience) of the BT or Part 1 (obedience) and Part 2 (protection) of the BTX. The Environmental Evaluation will not be repeated.

Scent Work (SW1)

Scent Work (SW2)

Scent Work (SW3)

Obedience (OB1)

Obedience (OB2)

Obedience (OB3)

Stadium Only (SO1)

Stadium Only (SO2)

Stadium Only (SO3)

Stadium Only titles include just the obedience and protection routines of the corresponding AS level.

Schutzhund – Behavior and Temperament Test

BT – 45 Total Points – Pass/Fail Test

Prerequisite – Dog Aggression Evaluation

To enter the BT Test all dogs must participate and pass a **one-time** Dog Aggression Evaluation.

Sound Sensitivity Evaluation

This is for all dogs that are only doing the environmental portion of the BT (not obedience).

1. Gun fire – 2 rounds
2. Dogs will not be under obedience
3. Dog should be on a 6 foot loose leash, attached to live ring of fur saver collar
4. Shooter must be approximately 30 yards away from the dog
5. This evaluation will be documented in the dog's scorebook

AS Behavior/Temperament (BT) Test:

The BT is a mandatory two-part entry-level test/evaluation (not a title) that will be recorded in the dog's scorebook. Part 1 is an obedience test that is judged on a 45-point "Pass-Fail" scale, evaluating the behavior and temperament soundness of the dog in basic obedience and controlled routines. Part 2 is an evaluation of the dog's character for temperament/environmental soundness. Desirable working character is constructed of basic elements which rest on the physical and psychological capabilities of the individual dog. The Part 2 temperament/environment evaluation cannot be failed, once completed (no matter the outcome) the dog/handler team will be allowed to advance forward to obtain future AS titles.

Part 1 (obedience test) and Part 2 (environmental evaluation) portions of the BT can now be completed in the order the club chooses. Even if Part 1 (obedience test) is failed, the dog/handler team **MUST** still complete Part 2 (environmental evaluation).

To advance forward to obtain AS titles, Part 1 (obedience test) must be passed.

Part 1 - BT Obedience Test

The BT obedience routine examples and guidelines are described in detail within the Phase B – Obedience portion of this AS rulebook. The BT obedience test is a (45 point) "Pass-Fail" test.

Part 2 – BT Temperament/Environment Evaluation

This evaluation does not in any way apply to the "Pass-Fail" Part 1 - obedience portion of the BT Test. Six temperament/environment categories must be evaluated. **All clubs should go to the American Schutzhund website (listed below) to see many** video examples of the categories. This is not a pointed or "Pass-Fail" evaluation, instead the Judge will give each dog a temperament rating based on the dog's performance in each of the six (6) categories. The Judge has wide discretion to alter and repeat these tests as needed. When leash is used, the handler must

remain at the end of the leash. These temperament ratings will be entered into the dog's scorebook for the purpose of future breeding selection. The host club is required to set up for evaluation the following six (6) categories.

Temperament/Environment Evaluation Categories:

- 1) Footing (Slippery Surface)
- 2) Movement in Tight Spaces
- 3) Standing on an Unstable Surface
- 4) Climbing
- 5) Hunt Drive
- 6) Suspicion and Recovery

Temperament/Environment Evaluation Ratings:

E = Excellent

A = Adequate

I = Insufficient

AS Websites with Video Examples of the Ten (10) Categories:

<http://www.psak9.org>

<http://www.americanschutzhund.org>

<http://www.youtube.com/@americanschutzhund6568>

American Schutzhund – Behavior and Temperament ‘X’ Test

BTX - 100 total points - Pass/Fail Test

Prerequisite – Dog Aggression Evaluation

To enter the BTX Test all dogs must participate and pass a **one-time** Dog Aggression Evaluation.

AS Behavior/Temperament (BTX) Test:

The BTX is a three-part entry-level test/evaluation (not a title) that will be recorded in the dog's scorebook. Part 1 is an obedience test that is judged on a 45-point “Pass-Fail” scale, evaluating the behavior and temperament soundness of the dog in basic obedience and controlled routines. Part 2 is a protection test that is judged on a 55-point “Pass/Fail” scale. Part 3 is an evaluation of the dog's character for temperament/environmental soundness. Desirable working character is constructed of basic elements which rest on the physical and psychological capabilities of the individual dog. The Part 3 temperament/environment evaluation cannot be failed, once completed (no matter the outcome) the dog/handler team will be allowed to advance forward to obtain future AS titles.

Part 1 (obedience test) must be completed before Part 2 (protection test). Part 3 (environmental evaluation) can be completed in the order the club chooses. Even if Part 1 (obedience test) is failed, the dog/handler team MUST still complete Part 3 (environmental evaluation).

To advance forward to obtain AS titles, Part 1 (obedience test) and Part 2 (protection test) must be passed.

Part 1 - BTX Obedience Test

The BT obedience routine examples and guidelines are described in detail within the Phase B – Obedience portion of this AS rulebook. The BT obedience test is a (45 point) “Pass-Fail” test.

Part 2 – BTX Protection Test

The BTX protection routine examples and guidelines are described in detail in the Phase C – Protection portion of this AS rulebook. The BTX protection test is a (55 point) “Pass/Fail” test.

Part 3 – BTX Temperament/Environment Evaluation

This evaluation does not in any way apply to the “Pass-Fail” Part 1 - obedience portion or Part 2 - protection portion of the BTX Test. Six temperament/environment categories must be evaluated. All clubs should go to the American Schutzhund website (listed below) to see many video examples of the categories. This is not a pointed or “Pass-Fail” evaluation, instead the Judge will give each dog a temperament rating based on the dog’s performance in each of the six (6) categories. The Judge has wide discretion to alter and repeat these tests as needed. When leash is used, the handler must remain at the end of the leash. These temperament ratings will be entered into the dog’s scorebook for the purpose of future breeding selection. The host club is required to set up for evaluation the following six (6) categories.

Temperament/Environment Evaluation Categories:

- 1) Footing (Slippery Surface)
- 2) Movement in Tight Spaces
- 3) Standing on an Unstable Surface
- 4) Climbing
- 5) Hunt Drive
- 6) Suspicion and Recovery

Temperament/Environment Evaluation Ratings:

E = Excellent

A = Adequate

I = Insufficient

AS Websites with Video Examples of the Ten (10) Categories:

<http://psak9.org>

<https://www.facebook.com/American-Schutzhund-1250764118411242/>

<https://www.youtube.com/channel/UCRgnJjib-UKMJM546iJUkFQ/featured>

American Schutzhund – Phase A – Article Search

AS1 - Article Search – 100 Total Points

General Requirements - To enter AS1 the dog must have passed the BT/BTX Test.

Reporting In

The dog/handler team will report into the Judge with the dog on a 4 to 6 foot leash attached to the live ring of the dog's fur saver collar. The handler will identify both themselves and the dog by name. This will be conducted with the dog on leash and in a sportsman like manner. At this time, the handler will advise the Judge the position in which his/her dog will indicate the article (sit, down or stand).

The handler, with the dog on leash, will then be instructed by the Judge to proceed to the designated start line and will assume the basic position. The start line will be six (6) feet long, approximately three (3) feet inside the search area. The start line crosses the center line (three (3) feet on either side). The dog/handler team can choose where on the start line they want to be. The leash will then be removed. The handler must put the leash cross bodied (over their head and shoulder with the clip on the right side of the body) or fully into their pocket with no part of the leash being visible. The handler may then place the dog in a down or leave them in a sit. When starting the dog, the handler may choose to leave the dog and move anywhere on the six (6) foot start line. Once the handler has started the dog, they must move from the start line to the center line and remain on the center line as they continue directing the dog in the search.

Search Area

The area to be searched will be in the shape of a box, approximately 30 yards by 30 yards, with an imaginary center line that transverses from one side to the other. The imaginary center line will divide the box into a left and right side.

If a hosting club has more than 10 article search competitors at a trial, they must provide two identical Article Search fields with matching terrain conditions. The club will always maintain discretion over the number of article search competitors allowed. Should space constraints prevent the addition of a second Article Search field, the club may limit article search competitors to a maximum of 10.

Terrain: Natural ground such as grass, wooded area and plowed fields.

Articles should not be easily visible. Avoid all opportunity for any visual indication. Short grass or other similar areas should be avoided. However, if short grass is all that is available, at the direction of the Judge, articles should be lightly stomped to avoid visibility.

The entire search area is to be taped, roped off, or staked to identify a boundary. The designated start line should be identified with a marker, such as chalk or paint and be within 6 feet of the center line.

The imaginary center line and boundaries of the entire search area will be identified to the handler by the Judge.

Prior to the placement of the articles, the entire search area should be heavily walked on by people several times. This is done to ensure there are multiple tracks within the search area.

Articles

Number of Articles: two (2) articles

Type of Articles: Utilize the same articles currently being used for IGP tracking (wood, leather, artificial leather, carpet). Articles should be a natural color that will not stand out in the terrain. Articles which belong to the handler are permitted.

The dog/handler team are NOT permitted to see the placement of the articles.

The articles are laid by someone other than the handler at the discretion of the Judge.

The articles used must be of at least two different materials.

One (1) article must be placed on the right side and one (1) article must be placed on the left side of the imaginary center line within the designated boundaries. All articles are to be placed in accordance with the Judge's direction.

Care should be taken when placing the articles, it should not be within one (1) yard of the boundary lines and at least three (3) yards within the imaginary center line.

There is no waiting time, once the articles are placed the search may be started immediately.

Beginning the Search

Six (6) minutes is allowed for the search to be executed.

At the designated start line, the handler will remove and retain the leash.

The handler will choose which side (right or left) he/she wants the dog to begin searching. The dog must show directability and search in accordance with the handler's direction.

Once the command to search is given, the clock will commence. The handler may only move up and down the imaginary center line. The handler may provide both verbal and visual direction/instruction to the dog.

Article Indication

Upon indication of an article, the handler is to leave the center line to pick up the article and show it to the Judge by raising it up above their head. Once shown to the Judge, the handler must secure the article on their person.

The handler may approach the dog from either side but may not stand in front of the dog.

Light praising of the dog is permitted immediately after the article is shown to the Judge.

After the handler has secured the article, the Judge will signal the handler to return to the imaginary center line. When directed by the Judge, the handler will then give the search command and direct the dog to search the remaining side.

Upon completion of the last article indication, the handler may attach the leash to the live ring of the dog's fur saver collar and report out to the Judge, producing the found articles.

The dog must demonstrate a convincing indication and may not touch or disturb the article.

Verbal commands used to assist the dog with indication are considered handler help and will be deemed faulty, resulting in a forfeiture of all points relating to the article.

Evaluation

Maximum achievable points is one hundred (100) for the article search, seventy (70) points is required to pass.

The area may be searched repeatedly within the allowed time. If the dog goes outside the boundary of the search, the handler has three (3) commands to call the dog back in and redirect. If the dog does not reenter the search area, the dog/handler team is disqualified.

A high nose is not faulty in this test.

A command to indicate at an article is considered handler help and is scored as "not found".

Positive Criteria

- Intense and focused searching
- Stamina, endurance and drive never wavering
- Taking direction from handler quickly and confidently

Faulty Criteria

- Touching the articles (1-3 point deduction)
- Picking up article (4-8 points)
- Breaking indication position prematurely (1-3 point deduction)

- If dog breaks position (down, sit or stand) with the article all points will be deducted (20 point deduction)
- Lackluster work, loss of stamina or drive (3-8 point deduction)
- Handler leaving center line other than to retrieve articles (2-8 point deduction)
- Search is complete when all articles have been found or when maximum allotted time of six (6) minutes has passed. Any articles not found after time has expired are given zero (0) points
- If the Handler gives a command, the dog must respond or a point deduction will occur (1-3 points, up to Judge)
- When the dog indicates the article, if the distance between dog and article is more than two (2) feet but less than six (6) feet (4-6 point deduction)
- False indication - when the dog indicates the article, if the distance between dog and article is more than six (6) feet the article is considered “not found” (10 point deduction)
- Urinating or defecating (disqualified)
- If the dog eats the article (disqualified)

Scoring

Intensity and Stamina = 20 Points

Obedience and Directability = 20 Points

Handler = 10 Points

Articles = 50 Points (25 points per article)

Excellent – Minimum score of 96

Very Good – Score between 95 to 90

Good – Score between 89 to 80

Satisfactory – Score between 79 to 70

Insufficient – Score under 70 or eliminated (DQ)/(TERM)

American Schutzhund – Phase A – Scent Detection

Mission: To test the dog’s workability to locate and indicate specific odors with **speed, accuracy and intensity**. In this case Hodgdon Pyrodex RS (black powder).

This phase will evaluate dog/handler team’s proficiency in detecting the odor of Hodgdon Pyrodex RS. This test reflects the ability of the dog team to find black powder and is a mode of evaluating the trainability of the team in a detection capacity as part of the three-phase test of American Schutzhund. The hosting club shall provide the odor required for scent detection testing. The hosting club shall provide a designated person to assist the Judge tracking the competitors time using a stopwatch.

Odors/Storage/Handling

Hodgdon Pyrodex RS is a very common substitute for black powder and is available in most hunting/sporting goods outlets. It can be ordered online and shipped. Be sure to follow the manufacturers safety guidelines regarding use and storage. It's recommended to replace the odor every 12 months (365 days). The Pyrodex must be handled in such a way as to minimize cross contamination and contamination with human/dog odor. Clubs hosting American Schutzhund trials must have a measuring tablespoon (tbsp) available for the Judge. The Judge will prepare the trial Pyrodex hides, placing three tablespoons of Pyrodex into a pantyhose pouch. The pantyhose are to be cut and knotted on the ends, making a scent ball of odor within. These pantyhose scent balls will then go into metal containers for the AS2. For the AS3, the Judge will place five tablespoons of Pyrodex into pantyhose pouches creating scent balls which will be placed directly into the luggage/bags and vehicle.

Alert & Final Indication: The handler must inform the Judge when checking in what passive position the dog will indicate the odor (sit, down, stand, etc.). It is the handler's responsibility to read their dog's behavior and once the dog has indicated, the handler must announce "alert" to the Judge. The dog must maintain it's indication for a minimum of 3 seconds. The handler will restart their dog by giving another search command (hand signal and/or verbal).

False Indication: A False Indication will occur in an area which does not contain an odor/hide *and the handler indicates to the evaluator that there is a hide in the area*

Scent/Blank Containers

The scent container (also called the hide) is the container which holds the odor. Additional blank containers must be available for the trial because blanks (containers that are identical to the scent container but do not hold odor) will also be placed in the search area.

The scent container for AS2 will be made of metal and will be 8-12 ounces in size. The lid of each metal container will have a minimum of 4 holes. Pre-drilled containers can be purchased at www.webstaurantstore.com (10 oz stainless steel shaker).

Setting Up Scent Containers: Hodgdon Pyrodex RS (black powder) hides will be prepared by the Judge and placed into the scent container. This preparation will be verified by the Trial Secretary.

AS2: The Judge will set up 2 hides, each pantyhose scent ball/metal container will hold 3 tablespoons (Tbsp) of Hodgdon Pyrodex RS (black powder).

AS3: The Judge will set up 3 hides, each pantyhose scent ball will hold 5 tablespoons (Tbsp) of Hodgdon Pyrodex RS (black powder). Two hides of the substance is to be placed within the luggage/bags and the third hide will be placed on the outside perimeter of a vehicle (no higher than 4 feet).

If contamination occurs (odor falls from position or the hide needs to be moved), clean the area/object with 91% isopropyl alcohol, remove/replace any contaminated object, and allow to dry before allowing a dog to search the area.

To lessen the chance of contamination, it is recommended that the person handling the scent containers do not handle the blank containers or any object in the search area on the day of the trial.

Setting Up Blank Containers: The purpose of blank containers is to ensure the dog is indicating on the target odor and not visually alerting to the metal container. Blank containers will be identical to the scent containers in appearance and scent profile. When marking the hide containers, whatever marker used must also be applied to the blank containers even if written different (example H for hide and B for blank).

To lessen the chance of contamination, it is recommended that the person handling the blank containers do not touch any scent containers or objects that the scent/odor has come into contact with.

Delivery of Reward – Reward Station

The host club may use a reward station if they choose to set it up. This station will be setup outside the search area and the cement block will contain an appropriate hide. Handlers can then choose to reward their dogs with food/toy after completing the Scent Detection phase.

The reward station should be far enough away from the search area to prevent any contamination or disruption

AS2 - Scent Detection

General Requirements - To enter AS2 the dog must have passed AS1. All handlers will be required to draw for testing order (except bitches in season).

General Description:

- Time Limit will be 90 seconds to complete the search. If the time expires, the dog/handler team will have 10 points deducted from overall score for not calling clear, as well as points deducted for any odors not found.
- Target Odors: (2) Hodgdon Pyrodex RS (black powder) hide containers.
- Blank and Distractor Containers randomly placed.
- Search Area Size: Minimum 400 square feet and Maximum 600 square feet.
- Search area will be marked using cones, tracking flags, etc. (unless inside a similar sized building/room)
- Search area can be set up inside or outside. If outside, search area may be set up on any

surface, but must be consistent. For example, the search area may be set up in grass or on concrete but cannot be a combination of both.

- Search must be conducted on a five (5) to six (6) foot leash.

Materials Needed for AS2 Scent Detection:

- (30) 8x8x8 inch single hole concrete blocks
- (2) Hodgdon Pyrodex RS (black powder) hide containers
- (25) Blank containers
- (1) *Optional* Hodgdon Odor in an 8x8x8 concrete block to be used in the warm up area
- (3) Distractor containers – Only distractors listed below may be used:
 - Food
 - Pieces of Jute
 - Starmark Foam Balls
 - Travel-Size Toiletries
 - Empty Ziplock Bags
 - Latex Disposable Gloves
 - Stuffed Dog Toys

Search Area Set-Up

The concrete blocks will be set up in straight rows—either 3 rows of (10) or 5 rows of (6). The blocks will be spaced 3 feet apart on all sides, with no walls, no barriers and no objects within 3 feet of any block. The 2 scent hide containers will be placed by the Judge inside of 2 different concrete blocks. The scent hide containers should not be placed into a concrete block directly next to another hide. The hide containers will be placed inside of the blocks 30 to 90 minutes prior to the first trial dog running the search area. The odor will remain in place in the same blocks for the remainder of the trial. Prior to the hide containers being placed into the search area, the Judge will place the blank and distractor containers randomly.

The search area will be set up out-of-view of any handler/competitor entered in the trial. Handlers are NOT permitted to watch the other dog/handler teams search UNLESS they themselves have already completed the test with their dog. All handlers must be sequestered until it's their turn. The club will designate someone to remain with the handlers who will ensure handlers are not in possession of a cell phone and there is no contact made with them except by the Judge. Once a handler has completed the test, they may not return to area where the remaining handlers are waiting their turn.

If the search area is outside, the boundary must be marked.

Performance of the Search

The handler will report in to the Judge with the dog on a five (5) to six (6) foot leash attached to the live ring of the dog's fur saver collar. The handler will state what passive position (sit, down or stand) the dog will perform to indicate. The dog/handler team then proceeds to a designated starting point. The handler may choose to place the dog in a sit, down or stand position and may move into the search area before the dog. Prior to crossing the line, the handler may

engage in any reasonable ritual. Once the handler or dog crosses the line the clock/timer will start. Both verbal and hand signal commands are permitted during the search, however the handler may not touch the scent hide containers.

The Start/Ritual:

- The dog should show tension/excitement in its demeanor (Drive)
- The dog should show control/discipline in approaching the tasks (Coordination)
- The handler should show that their approach to the search is organized, and they are prepared to do a search with their dog (Technique)
- Excessive barking and lunging is faulty

The Search Behavior:

- In the search we must see an organized, intensely focused desire to achieve the goal of hunting and locating the assigned odor (Drive)
- The dog should work without the handler tightening the leash to direct (Technique)
 - While the handler may occasionally point out or tighten the leash, the dog/handler team will be terminated for continual and excessive use of both. (Coordination)
- The dog should intensely check each potential hiding spot (Drive)
- The handler should be able to organize the search (Technique)

The Alert/Indication:

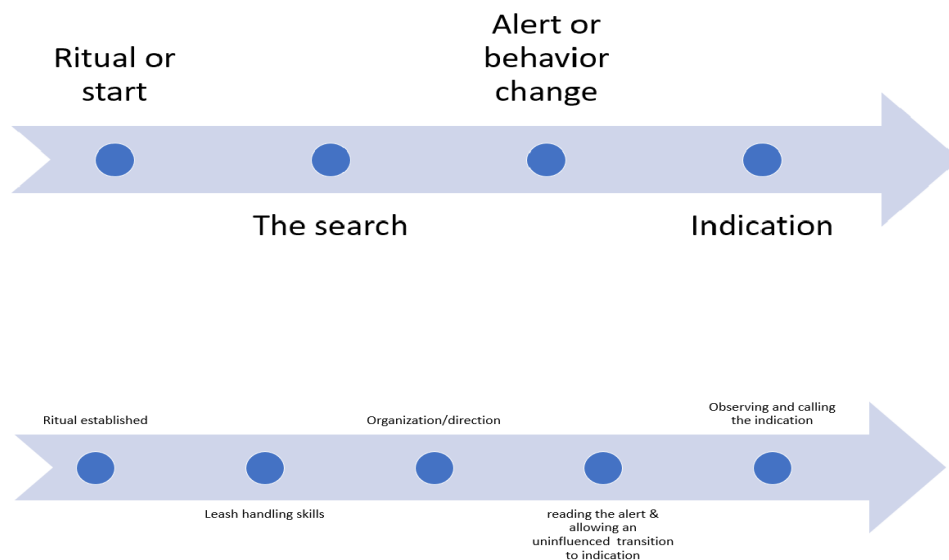
- The alert/indication is behavior that the dog displays when it encounters a trained odor. It is more than curiosity or interest and is specifically directed at the hides that have been placed for the judge to evaluate. There should not be a relaxation of the dog's demeanor—the alert/indication should be a reflexive response to locating odor. It is NOT obedience (Drive)
- The dog should exhibit the alert/indication behavior without influence from the handler (Technique)
- The alert/indication should be consistent. When the dog locates the source of the odor, they should indicate in the passive position (sit, down or stand) as previously stated by the handler to the Judge (Technique)
- It is not faulty for a dog to hover in the passive position (sit or down) as long as the position remains consistent (Technique/Drive)
- The alert/indication should be evident and understood by the handler. The handler should be able to read or recognize the subtle or dramatic response the dog has to the odor (Coordination)

Transition to Next Odor:

- The dog should move onto the next portion of the search without excessive resistance (Coordination)
- It is the handler's responsibility to make a clear break with the dog without having to provide a toy or food for the dog which is prohibited behavior (Technique)
- The dog should have sufficient discipline to be directed to leave and reengage in the sniffing/foraging for another hide.(Technique)
- Small praise is and a restart are acceptable (Coordination)

Considerations:

- Coordination: This is readily seen in the detection routine by observing the dog and handler interact as a team (it is faulty for the dog/handler to appear in conflict).
- Drive: The dog must, upon initiation of the task, use its nose to check each area assigned in the search.
- Technique: This is evident in the ability of the handler to direct the dog's efforts, allowing the dog to pinpoint odor upon entering the scent cone.
- Once locating source odor, the dog should immediately alert/indicate (awaiting confirmation from the handler is faulty).



The search will continue until both hides are found, a false indication occurs, the team is disqualified or the time limit expires. The rows need to be searched "systematically", from start to finish. Once the dog/handler team reaches the last block, if a hide is missed, the team can re-search in any order they choose. When the dog indicates the first hide, the handler will announce "alert" to the Judge. The dog must hold the indication for 3 seconds after the handler announces "alert". The judge will inform the handler if the alert was correct or not by saying "yes" or "no". If the alert is incorrect on either the first or second odor, the judge will stop the search and only points earned up to that point will be awarded in the overall score.

The handler then has several options to continue the search, they can physically remove the dog, call the dog away, or restart the dog from it's current position by giving the verbal and/or hand signal search command to continue searching for the second odor. As the search continues, the team should not return to the odor that was already indicated. When the dog indicates the second hide, the handler will announce "alert" again, give the dog 3 seconds from the announced "alert" to hold the indication and then call "CLEAR" in order to stop the clock/timer.

The handler should remove the dog from the search area and report out to the Judge. The dog/handler team will then await the critique. The area may be searched repeatedly within the allowed time.

Please Note:

The handler is responsible to call alert and have their dog hold its indication for 3 seconds, then restart their dog. The Judge will inform the handler if the alert is correct or not by saying "yes" or "no". The dog/handler team must work together and clear the area. Once the handler is satisfied the area is clear, the handler must state "CLEAR" at which time the search clock/timer will end. **The clock will continue until the handler states "CLEAR."**

Judging Criteria

The judging criteria applies to AS2 Scent Detection.

Negative Criteria Include:

- False Indication (35 point deduction)
- If the dog indicates without handler calling Alert (10 point deduction)
- Handler does not call clear (10 point deduction)
- The handler corrects the dog to resume the search (disqualified)
- Urinating or defecating in the search area (disqualified)
- Out of control (disqualified)

Scoring Criteria

The total points achievable in this phase is 100 points. The point deductions listed above will be subtracted from the total score. The total points needed to pass American Schutzhund Phase (A) Scent Detection is 70 points. The Score Ratings are listed below.

AS2 Scent Detection Scoring – 100 Total Points

Performance of the Search = 20 Points

Calling Clear = 10

2 Hodgdon Pyrodex RS = 70 Points

Excellent – Minimum score of 96

Very Good – Score between 95 to 90

Good – Score between 89 to 80

Satisfactory – Score between 79 to 70

Insufficient – Score under 70 or eliminated (DQ)/TERM)

AS3 – Scent Detection

General Requirements - To enter AS3 the dog must have passed AS2. All handlers will be required to draw for testing order (except bitches in season).

General Description:

- Time Limit: 6 minutes to complete luggage/bag and vehicle search. The timekeeper will call out a ten second warning.
- Target Odors: (3) Hodgdon Pyrodex RS (black powder) hide containers.
- Start line must be marked.
- Search area can be set up inside or outside.
- Search must be conducted on a five (5) to six (6) foot leash.
- Hides must be concealed out of sight of dog/handler team.

Materials Needed for AS3 Scent Detection:

- (15) Miscellaneous luggage/bag filled with items such as clothing, blankets, towels, etc. (non-contaminated)
- (2) Motorized vehicle (doesn't need to be operational)
- (3) Hodgdon Pyrodex RS (black powder) hides
- (1) *Optional* Hodgdon Odor in an 8x8x8 concrete block to be used in the warm up area

Search Area Set-Up

All search luggage/bags will be spaced 3 feet apart on all sides, with no walls, no barriers and no objects within 3 feet of any item. At the discretion of the judge, the luggage can be laid out in the following examples: two rows, one long row, one large circle, x-formation, half circle, etc. The pantyhose scent balls should not be placed into search items directly next to another hide. The odor/hide will be placed inside the search items 30 to 90 minutes prior to the first trial dog running the search area. The odor will remain in place within the same items for the remainder of the trial.

The search area will be set up out-of-view of any handler/competitor entered in the trial. Handlers are NOT permitted to watch the other dog/handler teams search UNLESS they have already completed the test with their dog. All handlers must be sequestered until it's their turn. The club will designate someone to remain with the handlers who will ensure handlers are not in possession of a cell phone and there is no contact made with them except by the Judge. Once a handler has completed the test, they must not return to area where the remaining handlers are waiting their turn.

If the search area is outside, the boundary must be marked.

Performance of the Search

The handler will report in to the Judge with the dog on a five (5) to six (6) foot leash attached to the live ring of the dog's fur saver collar. The handler will state what passive position (sit, down or stand) the dog will perform during the luggage/bag search. During the vehicle search the dog may use any passive position to indicate the odor/hide.

The dog/handler team then proceeds to a designated starting point. The handler may choose to place the dog in a sit, down or stand position and may move into the search area before the dog. Prior to crossing the line, the handler may engage in any reasonable ritual. Once the handler or dog crosses the line the clock/timer will start. Both verbal and hand signal commands are permitted during the search, however the handler may not touch the scent hide containers.

All AS3 Scent Detection competitors are allowed a maximum of FOUR alert calls and must locate ALL THREE OF THE SAME TARGET ODORS/HIDES within the allotted time. After each alert, the judge will say "yes" or "no."

- If the judge says "yes," the competitors will continue searching for the remaining target odors and must call "clear" once the third and final odor has been located.
- If the judge says "no," the alert will be recorded a false indication and the search will continue.

THE HANDLER MAY CHOOSE WHETHER TO BEGIN THE SEARCH WITH THE LUGGAGE OR VEHICLE.

The Start/Ritual:

- The dog should show tension/excitement in its demeanor (Drive)
- The dog should show control/discipline in approaching the tasks (Coordination)
- The handler should show that their approach to the search is organized, and they are prepared to do a search with their dog (Technique)
- Excessive barking and lunging is faulty

The Search Behavior:

- In the search we must see an organized, intensely focused desire to achieve the goal of hunting and locating the assigned odor (Drive)
- The dog should work without the handler tightening the leash to direct (Technique)
 - While the handler may occasionally point out or tighten the leash, the dog/handler team will be terminated for continual and excessive use of both (Coordination)
- The dog should intensely check each potential hiding spot (Drive)
- The handler should be able to organize the search (Technique)

The Alert/Indication:

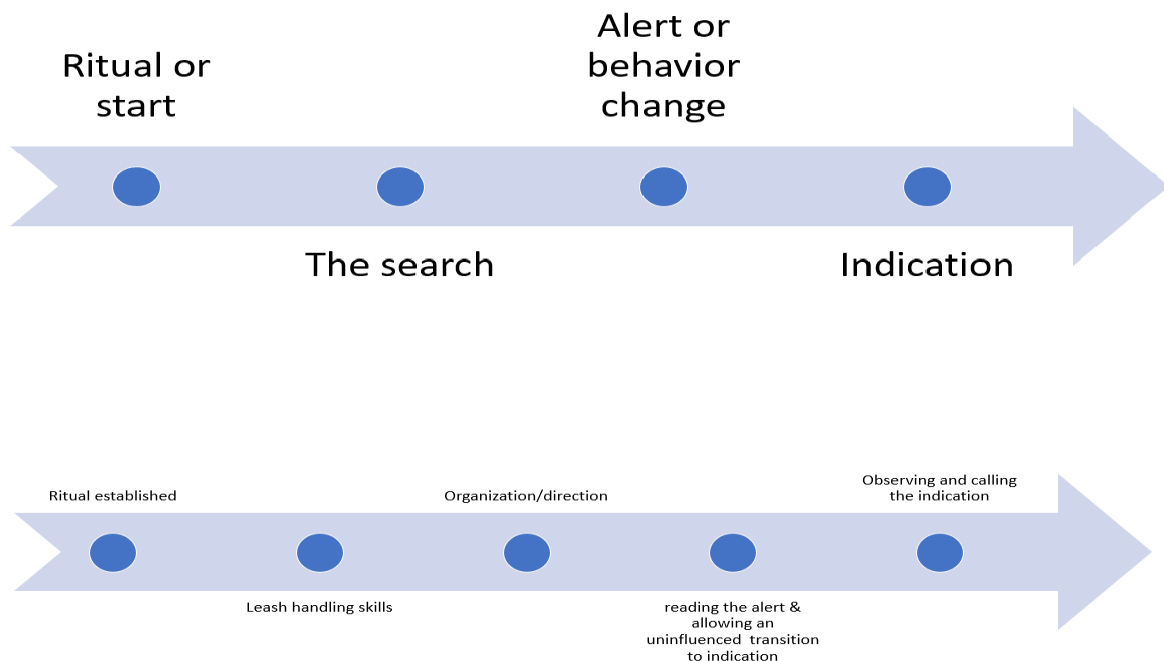
- The alert/indication is behavior that the dog displays when it encounters a trained odor. It is more than curiosity or interest and is specifically directed at the hides that have been placed for the judge to evaluate. There should not be a relaxation of the dog's demeanor—the alert/indication should be a reflexive response to locating odor. It is NOT obedience (Drive)
- The dog should exhibit the alert/indication behavior without influence from the handler (Technique)
- The alert/indication should be consistent. When the dog locates the source of the odor, they should indicate in the passive position (sit, down or stand) as previously stated by the handler to the Judge (Technique)
- It is not faulty for a dog to hover in the passive position (sit or down) as long as the position remains consistent (Technique/Drive)
- The alert/indication should be evident and understood by the handler. The handler should be able to read or recognize the subtle or dramatic response the dog has to the odor (Coordination)

Transition to Next Odor:

- The dog should move onto the next portion of the search without excessive resistance (Coordination)
- It is the handler's responsibility to make a clear break with the dog without having to provide a toy or food for the dog which is prohibited behavior (Technique)
- The dog should have sufficient discipline to be directed to leave and reengage in the sniffing/foraging for another hide. (Technique)
- Small praise and a restart are acceptable (Coordination)

Considerations:

- Coordination: This is readily seen in the detection routine by observing the dog and handler interact as a team (it is faulty for the dog/handler to appear in conflict).
- Drive: The dog must, upon initiation of the task, use its nose to check each area assigned in the search.
- Technique: This is evident in the ability of the handler to direct the dog's efforts, allowing the dog to pinpoint odor upon entering the scent cone.
- Once locating source odor, the dog should immediately alert/indicate (awaiting confirmation from the handler is faulty)



The search will continue until all hides are found, **four alert calls have been made, two false indications occur**, the team is disqualified or the time limit expires. The rows need to be searched “systematically”, from start to finish. Once the dog/handler team searches the bags, if a hide is missed, the team can re-search in any order they choose. When the dog indicates the first hide, the handler will announce “alert” to the Judge. The dog must hold the indication for 3 seconds after the handler announces “alert”. **The judge will inform the handler if the alert was correct or not by saying “yes” or “no”.** If there are two false indications, the judge will stop the search and only points earned up to that point will be awarded in the overall score.

- **Each false indication results in a 25-point deduction and every additional false indication carries the same penalty. Upon a second false indication, the judge will stop the team, and the search will not continue.**
- **False indication deductions are applied to the competitor’s total accumulated score, not to any individual scoring category.**

The handler then has several options to continue the search, they can physically remove the dog, call the dog away, or restart the dog from it’s current position by giving the verbal and/or hand signal search command to continue searching for the second odor. As the search continues the team should not return to the odor that was already indicated. When the dog indicates the second hide, the handler will announce “alert” again, give the dog 3 seconds from the announced “alert” to hold the indication. Once “alert” is called two times on the bags, the search of the bags ends.

The handler should remove the dog from the search area and proceed to the vehicle search (if handler chose to search luggage first). The dog/handler team will have two (2) vehicles to search. The handler will not know which vehicle holds the hide. Once the handler calls “alert” one time, gives the dog 3 seconds from the announced “alert” to hold the indication, and then **call “CLEAR” in order to stop the clock/timer.**

The dog/handler team will then await the critique.

Please Note:

The handler is responsible to call alert and have their dog hold its indication for 3 seconds, then restart their dog. The Judge will inform the handler if the alert is correct or not by saying “yes” or “no”. The dog/handler team must work together and clear the area. The timekeeper will call out a ten second warning. The area may be searched repeatedly within the allowed time. Once the handler is satisfied the area is clear, the handler must state “CLEAR” at which time the search clock/timer will stop. **The clock/timer will continue until the handler states “CLEAR.”**

Judging Criteria

The judging criteria applies to AS3 Scent Detection.

Negative Criteria Include:

- False Indication (25 point deduction)
- If the dog indicates without handler calling Alert (7 point deduction)
- Handler does not call clear (10 point deduction)
- The handler corrects the dog to resume the search (disqualified)
- Urinating or defecating in the search area (disqualified)
- Out of control (disqualified)

Scoring Criteria

The total points achievable in this phase is 100 points. The point deductions listed above will be subtracted from the total score. The total points needed to pass American Schutzhund Phase (A) Scent Detection is 70 points. The Score Ratings are listed below.

AS3 Scent Detection Scoring – 100 Total Points

Performance of the Search = 15 Points

Calling Clear = 10 Points

3 Hodgdon Pyrodex RS = 75 Points

Excellent – Minimum score of 96

Very Good – Score between 95 to 90

Good – Score between 89 to 80

Satisfactory – Score between 79 to 70

Insufficient – Score under 70 or eliminated (DQ)/(TERM)

American Schutzhund – Phase B - Obedience

Overview

Commands listed are only meant to be examples. Deductions will not be taken for alternative commands as long as the dog executes the correct behavior. Competitors may use training equipment until they enter the trial field. This includes food, toys, heeling sticks and training collars. It is up to the sole discretion of the Judge to disqualify any competitor deemed abusive.

ATTITUDE, SPEED AND DRIVE WILL ALWAYS TRUMP EXACTNESS. THIS DOES NOT MEAN THAT PRECISION IS NOT REQUIRED, ONLY THAT CORRECTLY EXECUTED EXERCISES WILL RECEIVE FULL POINTS **WHEN** ACCOMPANIED BY SPEED, POWER AND OVERALL ATTITUDE.

Handler's Blind

One (1) blind must be provided for use by AS1 handlers while their dogs are on the long down. The blind must be placed within the trial field. As a courtesy, the host club may provide a chair within the blind.

Pistol and Ammunition

During the heeling and long down portion of the BT/BTX and AS1, also during the heeling portion of the AS2 and AS3, the Judge will evaluate the dog for (gunfire) sound sensitivity. Gunfire will be from a six (6) mm (22 caliber) pistol with a closed barrel that does not release a projectile.

Beginning of Exercises

The Judge gives the order to begin every exercise. The handler should look to the Judge prior to starting each exercise. If a handler mixes up the order of individual obedience exercises (performs one out of order), the Judge is obligated to interrupt the "false exercise" with an instruction to the handler to show the correct exercise next. No point deduction will be made for this error.

Reporting In

At the beginning of each trial phase, the dog/handler teams must report in to the trial Judge in a sportsmanlike manner. The carrying of toys or food is not permitted. All use of motivational objects or training equipment must be stopped, and they must be discarded before entering the trial field. The Judge may ask the handler to remove any item that may be a signal or influence the performance of the dog (example: help for the dogs like gloves, hats, vests, etc.).

In the BT/BTX, the handler must decide if they will complete the work in motion (heeling) on leash or off leash. Based on this decision, the dog/handler teams will enter the field and report in to the Judge with the dogs either on leash or off leash. The dogs must remain in the basic

position to his/her handler.

All other dog/handler teams (AS1/AS2/AS3) enter the field off leash and report in with the dog in basic position.

Throughout the obedience routine, the dogs must wear a fur saver collar, and the handlers must carry a leash. The leash must be fastened around the handler's body with the clasp to the opposite side of the dog or placed in the handler's pocket.

The AS2 and AS3 dog/handler teams will report in individually (there will be no pairing for a long down during these obedience routines).

In the BT/BTX and the AS1, the dog/handler team that is working first in motion (heeling) must be at the start line with the dog in the basic position at the same time as the other dog/handler team is in the basic position ready for the long down.

Physically Handicapped

If a handler cannot correctly demonstrate part of an exercise because of a physical handicap, he/she must inform the Judge of this prior to the beginning of the trial. If the handler's handicap does not allow the dog to heel on the handler's left side, the dog may heel on the right side. At all times American Schutzhund will make every reasonable attempt to follow and support the Americans with Disabilities Act (ADA). As long as the changes do not affect the fundamentals of the exercise, no point deductions will be made.

Basic Position and Start of Exercises

All exercises begin and end in the "basic position". The "basic position" is the handler standing in an upright/straight, attentive, sporting posture with feet squarely under the hips and both hands in a normal position resting down at the sides of the body (legs widely apart is not permitted in any exercise). The hand position can be either between the handler and dog or over on the outside of the dog (if needed due to the size or position of the dog). The dog's position is sitting on the handler's left side with its right shoulder in line with the handler's knee and its body parallel to the handler (the dog should be as close as possible without leaning on or impeding the handler). The dog should be calm, focused and attentive to the handler in the basic position. The handler may occasionally look (make eye contact) at his/her dog in basic position and during all exercises (excluding the "Long Down") with no fault occurring (point deduction) as long as "looking at the dog" does not or is not used to influence or effect behavior for the out of motion "heeling" exercises (example: turning around and looking at the dog).

The basic position at the end of the previous exercise can be used as the starting position for the following exercise. It is also permissible for the handler to assume a new basic position. On small trial fields, the Judge may require the handler to start all exercises from the same starting point. The handler should wait for the Judge's signal before beginning the new exercise. When

picking up a dog from the stand or down position, the handler must put the dog into basic position with a command. Any command is allowed as long as the dog exhibits the correct behavior.

An excessively vocal dog (whining or barking) in basic position or during the exercise is faulty and will be evaluated for deduction in the overall phase.

Development of the Exercises

The buildup or development of all obedience exercises occurs forward out of the basic position. On the Judge's signal, the handler must show a minimum of ten (10) paces to a maximum fifteen (15) paces as the development for the following exercises before the command may be given:

- Walking Sit
- Down with Recall
- Running Down with Recall
- Walking Stand
- Running Stand with Recall
- Send Out with Down

Errors in the basic position and development of the exercise must be considered in judging the individual exercises.

Three-Second Pause

Before every finish after a front sit (as in a recall or retrieve), as well as after returning to the dog (as in the moving sit or walking stand), a distinct pause of about three (3) seconds is to be observed (or upon the Judge's signal). A similar three (3) second pause is to be made during the long down exercise, prior to downing the dog from the basic position and also when returning to the dog and giving the command to sit on the pick-up.

Handler's Distance from the Dog

Handlers must go a minimum of forty (40) paces in those exercises where the handler must leave the dog and then recall the dog. Any exercise where the handler returns to the dog such as "Walking Sit" or "Walking Stand" is a minimum of fifteen (15) paces. The Judge may stop a handler from distancing himself/herself too far from the dog.

Praise

Praising the dog is allowed after every completed exercise, but only in the basic position (the praise should be calm and no more than 3 seconds). After that, the handler may choose to take a new basic position. Between exercises, value is to be placed on the dog remaining constantly at heel. Releasing the dog and playing is not permitted.

Body Help / Handler Help

Help from the handler is not permitted and, if used, will result in a deduction (example: looking back, excessive hand movement or pointing, body movement such as walking very slowly to keep the dog under control). Strong handler help to make the dog perform the exercise will be faulty and receive a deduction. Loss of all points may occur if the dog would not have performed the exercise without the help.

Voice Commands

All commands should be one word. Any reasonable word may be used as long as the dog completes the correct behavior.

If a dog fails to perform an exercise after three (3) commands are given, the exercise receives zero (0) points.

In the retrieve exercises, if the dog does not let go of the dumbbell after three (3) commands the dog/handler team is disqualified.

Penalties for Additional Commands:

- 1st extra command: the exercise will be rated "satisfactory"
- 2nd extra command: the exercise will be rated "insufficient"

About Turns

About turns are to be performed as left about turns by the handler and the dog must either circle around the handler or back up in place and perform a military flip turn (staying in heel position). Whichever about turn is performed, the dog/handler team must execute the same about turn throughout the obedience phase.

Fronts and Finishes

The dog must sit quickly in front, close and straight. After the required three (3) second pause or on the Judge's signal, upon command, the dog must take basic position (go from "front" to "finish") quickly and close. The dog may perform the "finish" by going around (behind) the handler or by executing a military (flip) finish from in front of the handler.

Returning to the Dog

The handler may return from the front or by going around (behind) the dog.

Heeling on Leash

BT/BTX – 15 pts

The BT/BTX are the only trial levels that have the on leash heeling exercise if chosen by the handler. The "Heeling on Leash" exercise begins in the "Basic Position".

There are two (2) right turns, two (2) about turns and one (1) left turn before entering the group. If the field allows room, 15 paces minimum should be shown after each turn. The "Heeling on Leash" pattern is the same as the "Heeling off Leash" pattern described below in the "Heeling Off Leash" section. While heeling on leash, the leash may be held in either hand and must be slack during the exercise. The "Heeling on Leash" exercise ends after leaving the group and returning to the start position.

If the dog completed the heeling portion of the BT/BTX on leash, the leash is removed after leaving the group, before the start of the moving exercises.

Heeling off Leash

BT/BTX – 15 pts

AS1 – 15 pts

AS2 – 15 pts

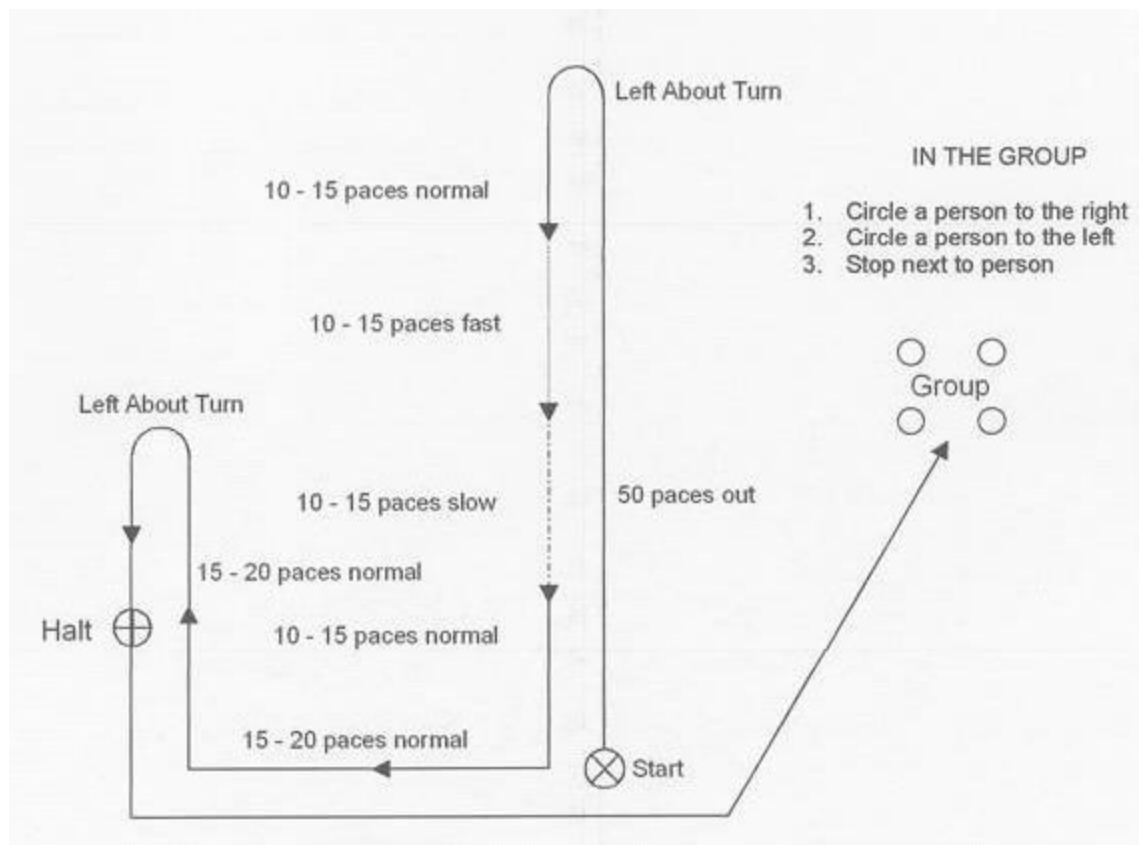
AS3 – 15 pts

There are two (2) right turns, two (2) about turns and one (1) left turn before entering the group.

The "Heeling off Leash" starts from the basic position with the dog off leash, at the command to heel the dog must always go with the handler willingly, attentively and close, not impeding the handler's normal stride/gait. The dog must remain straight (parallel) to the handler. The dog's shoulder blade must be near the handler's left knee through all changes of pace, turns, and in the group. Whenever the handler stops, the dog must automatically sit quickly and straight beside the handler and remain attentive. Any style of heeling is acceptable. Excessive hopping, extreme squatting or excessive vocalization is faulty. Hesitant or slow turns from the handler are considered faulty.

Order of Exercises:

- 40-50 normal paces
- Left about turn
- 10-15 normal paces
- 10-15 fast paces
- 10-15 slow paces
- 10-15 normal paces
- Right turn
- 15-20 normal paces
- Right turn
- 15-20 normal paces
- Left about turn
- 7-10 normal paces → halt
- At the Judge's signal proceed at a normal pace demonstrating a left turn towards the group



The Gunshots

The firing of the gunshots will occur in the BT/BTX and the AS1/AS2/AS3 during the heeling on the first straight leg of the pattern, for the BT/BTX and AS1 this will also occur during the "Long Down". Two (2) shots will be fired five (5) seconds apart. The first shot is fired after the handler has walked a distance of about fifteen (15) paces.

In evaluating the gunshots, the Judge must consider if the reaction is a training error. For example, if a dog gets up on the long down, the Judge must determine if it was connected with the gunshots or a training problem. In doubtful cases, the Judge is obligated to assess the dog's gunshot indifference by first instructing the handler to put the dog on leash. Shots will then be fired by the Judge at a distance of about fifteen (15) paces, during which the dog must remain on a loose leash. If the dog has a negative reaction to the gun fire, it will immediately be terminated from the trial. Entry into scorebook will be termination (TERM) due to gun shyness.

Behavior During Change of Pace

The change of pace from fast to slow must take place without any "normal" transition steps in between. The handler must show distinct differences in speed. Normal walking should be shown at a natural stride. The fast should be shown at a run. The slow should likewise be

natural, a distinctly slower pace than normal walking. The handler is permitted to use the verbal command to heel when changing pace.

Group

Heeling through the group of moving people may be shown on leash or off leash in the BT/BTX and off leash only in the AS1/AS2/AS3. The dog/handler team walk through a moving group, consisting of at least four (4) people. In the group, the handler must heel the dog around two (2) people, once to the left and once to the right. After passing through the center, the handler must come to a halt with the dog near a group person. At the Judge's signal, the dog/handler team then leave the group and assume the basic position at the start line.

AS1/AS2/AS3 off leash heeling is the start of obedience. The group heeling concludes the heeling exercise and praise is permitted, but only after attaining the final basic position.

Moving Exercises

- Walking Sit
- Down with Recall
- Running Down with Recall
- Walking Stand
- Running Stand with Recall

ATTITUDE, SPEED AND DRIVE WILL ALWAYS TRUMP EXACTNESS. THAT DOES NOT MEAN THAT PRECISION IS NOT REQUIRED, ONLY THAT CORRECTLY EXECUTED EXERCISES WILL RECEIVE FULL POINTS **WHEN** ACCOMPANIED BY SPEED, POWER AND OVERALL ATTITUDE.

The dog is to perform the sit, down and stand exercises after a single command. The handler may give an additional command immediately after the first command, although this will be penalized and considered faulty. If, at the command, the dog performs a different exercise (example: the dog lies down on the walking sit exercise), a partial score will be given and the exercise will be rated insufficient (see the individual exercises).

If the dog does not respond to the first command, but continues following the handler, two (2) additional commands for a total of three (3) may be given (within a few paces). If the dog does not perform the required action, the dog/handler team will lose all points for that exercise.

Division of the Exercises

Two-part exercises such as the "Down with Recall" and "Running Stand" should be divided in order to obtain a differential judgment.

- "Implementation" = Basic Position - Development (Build-Up) - Exercise Execution
- "Recall" = Recall - Sit in Front - Finish - Basic Position

In judging each exercise, the behavior of the dog is to be attentively observed beginning with the basic position up to the end of the exercise. Partial points can only be given if an exercise is shown completely.

Scoring Criteria for the “Implementation”:

Behavior in the Basic Position:

- Sits straight, sits calmly
- *Faulty:* Crooked or crowding

Behavior in the Development:

- Heels attentively
- *Faulty:* Forges, lags, crowds, receives handler help (ex: handler walks slowly to control dog)

Behavior in the Exercise Execution:

- Reacts promptly to command, executes command quickly, sit/down/stands calmly
- *Faulty:* Receives handler help, sit/down/stands restlessly, performs command incorrectly

Behavior in the Exercise to the Handler:

- The dog should remain calm and attentive to handler
- Dogs glancing at the Judge, people, or general surroundings and then back to the handler for instruction is NOT considered faulty
- *Faulty:* Dogs appearing restless or uneasy

Behavior at Any Time During the Exercise:

- *Faulty:* Extreme barking, whining, or other vocalization

Walking Sit

BT/BTX – 10 pts

AS1 – 15 pts

AS2 – 10 pts

AS3 - 10 pts

BT/BTX - From the basic position, the handler goes straight ahead at a normal pace with his/her free heeling dog. At a minimum of ten (10) paces and not to exceed fifteen (15) paces, the handler stops and the dog comes to basic position. The handler gives the command to sit, pauses (it may be shown without pause) and then walks at least fifteen (15) paces further. The handler stops and immediately turns around toward the dog. The dog must sit quietly (not restlessly) and be attentive to the handler (the dog may check his environment by looking side to side). On the Judge's signal, the handler returns to the dog and takes up the basic position on the dog's right side.

AS1/AS2/AS3 - From the basic position, the handler goes straight ahead at a normal pace with his/her free heeling dog. At a minimum of ten (10) paces and not to exceed fifteen (15) paces, the command to sit is given and the dog must sit fast and straight without the handler interrupting his pace or looking sideways or backwards at the dog. The dog must sit quietly (not

restlessly) and be attentive to the handler (this does not mean that the dog has to stare at the handler the entire time, he is allowed to check his environment). After walking at least fifteen (15) paces further, the handler stops and immediately turns around toward the dog. On the Judge's signal, the handler returns to the dog and takes up the basic position on the dog's right side.

Down with Recall

BT/BTX – 10 pts

AS1 – 15 pts

AS2 – 10 pts

AS3 - 10 pts

BT/BTX - From the basic position, the handler goes straight ahead at a normal pace with his/her free heeling dog. At a minimum of ten (10) paces and not to exceed fifteen (15) paces, the handler stops and the dog comes to basic position. The handler shows a pause, then commands the dog to down (it may be shown as heeling without pause). The dog, on the command to down, must lie down quickly and straight. The dog must down quietly and be attentive to the handler (it is ok for the dog to check out the environment). After walking at least forty (40) paces further, the handler stops and immediately turns around to face the dog. The handler may not step right or left to line up with the dog. On the Judge's signal, he/she recalls the dog with a command to come. The dog must come to the handler willingly, quickly, directly and must sit close and straight in front of the handler. After a three (3) second pause, the handler will command the dog to heel. On the command to come to heel, the dog must rapidly go to the basic position. The handler is not permitted to change his position during this exercise. If the dog remains standing or sits at the command to down, five (5) points will be deducted.

AS1/AS2 - From the basic position, the handler goes straight ahead at a normal pace with his/her free heeling dog. At a minimum of ten (10) paces and not to exceed fifteen (15) paces, the command to down is given and the dog must lie down fast and straight without the handler interrupting his pace or looking backwards at the dog. The dog must down quickly and be attentive to the handler (it is ok if the dog checks out the environment). After walking at least forty (40) further paces, the handler stops and immediately turns around to face the dog. The handler may not step right or left to line up with the dog. On the Judge's signal, he/she recalls the dog. The dog must come to the handler willingly, quickly, directly and must sit close and straight in front of the handler. After a three (3) second pause, the handler will command the dog to heel. On the command to heel, the dog must rapidly go to the basic position. The handler is not permitted to change his/her position during this exercise. If the dog remains standing or sits at the command to down, five (5) points will be deducted.

Synopsis: Basic position, 10-15 normal paces, "down" command, minimum of (40) normal paces, "come" command, after three (3) seconds, "heel" command, end at basic position.

AS3 - From the basic position, the handler goes straight ahead at a normal pace with his/her free heeling dog. At a minimum of ten (10) and not to exceed fifteen (15) paces, the command

to heel is given and the handler and dog go into the running pace. After a further minimum of ten (10) running paces and no more than fifteen (15) running paces, the dog, on the command to down, must lie down quickly and straight without the handler interrupting his pace or looking backwards at the dog. The dog must down quietly and be attentive to the handler (it is ok if the dog checks out the environment). After at least forty (40) running paces, the handler stops and immediately turns around to face the dog. The handler may not step right or left to line up with the dog. On the Judge's signal, he/she recalls the dog with the command to come. The dog must come to the handler freely, quickly, directly and must sit close and straight in front of the handler. After a three (3) second pause, the handler will command the dog to heel. On the command to heel, the dog must quickly go to the basic position. The handler is not permitted to change his/her position during this exercise. If the dog remains standing or sits at the command to down, five (5) points will be deducted.

Synopsis: Basic position, 10-15 normal paces, 10-15 running paces, "down" command, minimum of forty (40) running paces, "come" command, after three (3) seconds, "heel" command, end at basic position.

Scoring Criteria for the Recall

Behavior in the Recall:

- Reacts quickly to command, comes quickly, comes directly
- *Faulty:* Reacts hesitantly to command, does not remain down, comes slowly/hesitantly, comes indirectly to the handler, receives handler help

Behavior in the Front Sit:

- Sits closely in front, sits straightly
- *Faulty:* Doesn't sit in front/goes immediately to the basic position/remains standing, sits hesitantly, presses against the handler, sits far away, sits crooked, runs past the handler, receives handler help

Behavior in the Finish Exercise (coming to heel):

- Comes to heel tightly, comes to heel quickly
- *Faulty:* Does not perform the finish, receives handler help, comes to heel indirectly

Behavior in the Basic Position:

- Sits straight, sits calmly
- *Faulty:* Sits crooked, crowds the handler, sits restlessly

ATTITUDE, SPEED AND DRIVE ARE OF THE UTMOST IMPORTANCE.

Walking Stand

AS2 – 10 pts

From the basic position, the handler goes straight ahead at a normal pace with his/her free heeling dog. At a minimum of ten (10) paces and not to exceed fifteen (15) paces, the command to stand is given and the dog must immediately stop and stand still without the handler breaking stride or looking sideways or backwards at the dog. The dog must stand quietly (not

restlessly) and be attentive to the handler (it is ok if the dog checks out the environment). After walking at least fifteen (15) paces further, the handler stops and immediately turns around toward the dog. On the Judge's signal, the handler returns to the dog and takes up the basic position on the dog's right side (no sit is required).

Synopsis: Basic position, 10-15 normal paces, "stand" command. Handler moves away a minimum of fifteen (15) normal paces, turns and faces dog. After three (3) seconds, the handler returns to basic position (the dog does not have to sit) waits three (3) seconds and may heel with their dog to the dumbbell stand.

Running Stand with Recall

AS3 – 10 pts

The running stand is divided into two (2) parts: "implementation" and recall, each worth five (5) points.

From the basic position, the handler runs straight ahead with his/her free heeling dog. At a minimum of ten (10) running paces and not to exceed fifteen (15) running paces, the command to stand is given and the dog must immediately stop and stand still without the handler breaking stride or looking sideways or backwards at the dog. The dog must stand quietly and be attentive to the handler (it is ok for the dog to check out the environment). After running at least forty (40) paces further, the handler stops and immediately turns around toward the dog. The handler may not step right or left to line up with the dog. On the Judge's signal, the handler recalls the dog with a command to come. The dog must come in willingly, quickly, directly and must sit close and straight in front of the handler. The handler is not permitted to change his/her position during this exercise. After a three (3) second pause, the handler will command the dog to heel. On the command to heel, the dog must rapidly take the basic position. If the dog sits or lies down on the command to stand, five (5) points will be deducted.

Synopsis: Basic position, 10-15 running paces, "stand" command, minimum of forty (40) running paces, "come" command, after three (3) seconds, "heel" command, and after three (3) seconds, finish the dog to basic position.

Retrieving Exercises

While the handler is picking up the dumbbell from the dumbbell stand, the dog must remain under control. The dog must accompany the handler during the dumbbell pick up to within a minimum of 3 feet. The dumbbell may be picked up and returned to the stand by sitting in the basic position in front or beside the stand or by free heeling the dog by the stand to pick up the dumbbell.

The dog/handler team must remain in the basic position during the dumbbell throw. If the handler's foot moves in order for the handler to throw the dumbbell, there will be no point loss (only one (1) foot may move as the throw is performed). If the dumbbell, as a result of an

awkward throw, falls wide to the side, the handler may ask the Judge for permission to re-throw. The dog must remain sitting while the handler retrieves the poorly thrown dumbbell. The handler must return to the original basic position. There is no pumping of the dumbbell before the throw (example: swinging the dumbbell back and forth repeatedly).

For the jump and wall retrieve, there will be a line marked by the Judge or club at five (5) paces from the jump and wall. The mark is a minimum distance to the jump and wall. Handlers must take up basic position behind the mark (further away is permitted). The handler is only allowed a maximum of three (3) attempts to make a correct dumbbell throw that allows the dog to perform the retrieve. If the handler fails to make a good throw in three (3) attempts, all points are lost.

Scoring - Dropping the dumbbell, hesitantly picking it up, restless behavior, sluggish retrieving and playing with or mouthing the dumbbell will be penalized by a maximum of four (4) points. In the overall scoring of the exercise, special value is to be placed upon calm holding of the dumbbell, the speed out and back, the physical abilities of jumping and scaling (climbing) as well as the directness to the dumbbell. If the dog passes over the dumbbell by one (1) step or less on the pickup, it is not faulty.

If the dog does not release the dumbbell after three (3) commands, the dog/handler team is disqualified. No points will be given and the team cannot continue to any other phase. If the dog does not go at least one (1) way over the wall or jump along with retrieving the dumbbell, no points are awarded.

Retrieve on Flat

AS1 – 15 pts

AS2 – 15 pts

AS3 – 15 pts

Until the dog receives the retrieve command, the dog must remain quietly sitting free in the basic position. The dumbbell must be thrown approximately thirty (30) feet. The command to retrieve will be given when the dumbbell is lying still. The dog must run briskly to the dumbbell, immediately pick it up, bring it quickly and directly back to the handler. The dog must sit close and straight in front of the handler, holding the dumbbell calmly in it's mouth until the handler takes it from him/her after a three (3) second pause, or at the Judge's signal, with the command to "Out".

The handler must hold the dumbbell on the right side of his/her body with an extended arm, or tucked high under the arm. After a three (3) second pause, or at the Judge's signal, the handler commands the dog to heel into the ending basic position. The handler is not permitted to change his position during the entire exercise. If the handler leaves his/her position before the exercise is completed, the exercise will be rated "insufficient".

Retrieve Over Jump

AS1 – 15 pts

AS2 – 15 pts

AS3 – 15 pts

The handler must take the basic position in front of the jump in such a way that it is possible for the dog to make a clean jump, but no closer than the five (5) pace mark. The dog must remain sitting quietly in the basic position until he/his is given the command to jump. The dumbbell is to be thrown far enough so that the dog is able to show a clean return jump.

The command to jump must be given when the dumbbell is lying still. The command to retrieve is given during the outward jump while the dog is in the air and before the dog touches the ground on the opposite side of the jump.

The dog must jump cleanly and run briskly to the dumbbell, immediately pick it up, return quickly and directly back to the handler. The dog must sit close and straight in front of the handler, holding the dumbbell calmly in it's mouth until the handler takes it from him/her after a three (3) second pause, or at the Judge's signal, with the command to "Out".

The handler must hold the dumbbell on the right side of his/her body with an extended arm, or tucked high under the arm. After a three (3) second pause, or at the Judge's signal, the handler commands the dog with a command to heel into the ending basic position. The handler is not permitted to change his position during the entire exercise. If the handler leaves his/her position before the exercise is completed, the exercise will be rated "insufficient".

In the event the dog knocks the hurdle over all points are lost.

If the thrown dumbbell lands too far to one side of the jump or is poorly visible for the dog, the handler may ask the Judge for a re-throw, or the Judge may ask that it be re-thrown, and no points are deducted. The handler may give a "Sit" command, the dog must remain sitting during this time. If the dog breaks the sit or follows the handler in retrieving the dumbbell, but remains in front of the jump, there will be a three (3) point deduction. If the dog follows the handler past the jump, all points are lost.

Scoring:

- Basic position
- Behavior at any time during the exercise by extreme vocalizing = barking/whining
- Dog's attitude before the command: restless behavior = up to four (4) points deducted
- Reaction to the command and outward jump: touching jump is rated "good" / pushing off jump is rated "satisfactory" / pushing very hard off jump is rated "insufficient"
- Pick up: slow pick up / dropping or playing with the dumbbell = up to four (4) points deducted

- Return jump: touching jump is rated "good" / pushing off jump is rated "satisfactory" / pushing very hard off jump is rated "insufficient"
- Sit in front: mouthing/chewing = up to four (4) points deducted
- Three (3) second pause
- Release of dumbbell
- Failure to release after three (3) commands = disqualification
- If the dog drops the dumbbell at any time and does not pick it up = all points are lost
- Three (3) second pause
- Finish
- Extreme hesitation or stutter stepping the jump = equals up to four (4) point deduction.

A partial score is only possible when a retrieve is shown. If the dog does not retrieve the dumbbell or go over the jump at least one (1) way there are no points awarded.

- Clean jumps (both) and faultless retrieve = zero (0) points deducted
- Outward and return jump performed without retrieve = all points deducted
- Outward or return jump done with retrieve = five (5) points deducted

Retrieve Over Wall

AS2 – 15 pts

AS3 - 15 pts

The dog/handler team must take the basic position in front of the wall in such a way that it is possible for the dog to make a clean jump, but no closer than the five (5) pace mark. The dog must sit quietly in the basic position until he is given the command to jump. The dumbbell must be thrown far enough that the return jump can also be shown in correct scaling form. A command to jump is given for the dog to leave the handler. As the dog goes over the wall and before the dog touches the ground on the other side a command to retrieve is given.

The dog must scale the wall quickly and run briskly to the dumbbell, immediately pick it up, return quickly and directly over the wall back to the handler. The dog must sit close and straight in front of the handler, holding the dumbbell calmly in it's mouth until the handler takes it from him/her after a three (3) second pause, or at the Judge's signal with the command to "Out".

The handler must hold the dumbbell on the right side of his/her body with an extended arm (or tucked high under the arm). After a three (3) second pause, or at the Judge's signal, the handler commands the dog with a command to heel into the ending basic position. The handler is not permitted to change his/her position during the entire exercise. If the handler leaves his/her position before the exercise is completed, the exercise will be rated "insufficient".

If the thrown dumbbell lands too far to one side of the wall or is poorly visible for the dog, the handler may ask the Judge for a re-throw, or the Judge may ask that it be re-thrown, and no points are deducted. The handler may give a "Sit" command, the dog must remain sitting during this time. If the dog breaks the sit or follows the handler in retrieving the dumbbell, but remains

in front of the wall, there will be a three (3) point deduction. If the dog follows the handler past the wall, all points are lost.

Scoring:

- Basic position
- Behavior at any time during the exercise by vocalizing = barking/whining
- Dog's attitude before the command: restless behavior = up to four (4) points deducted
- Reaction to the command and outward jump over the wall
- Pick up: slow pick up, dropping or playing with the dumbbell = up to four (4) points deducted
- Reaction to the return jump over the wall
- Sit in front: mouthing, chewing = up to four (4) points deducted
- Three (3) second pause
- Release of dumbbell
- Failure to release after three (3) commands = disqualification
- If the dog drops the dumbbell at any time and does not pick it up = all points are lost
- Three (3) second pause
- Finish
- Extreme hesitation or stutter stepping the wall = up to four (4) points deducted.

A partial score is only possible when a retrieve is shown. If the dog does not retrieve the dumbbell or go over the wall at least one (1) way there are no points awarded.

- Clean jumps (both) and faultless retrieve = zero (0) points deducted
- Outward and return jump performed without retrieve = all points deducted
- Outward or return jump done with retrieve = five (5) points deducted

Send Out with Down

AS1 – 15 pts

AS2 – 10 pts

AS3 - 10 pts

The Judge will designate the start position. The handler is not allowed in any way to excite, build up or stage the dog prior to the start of the exercise. From the basic position, the dog/handler team free heels straight ahead at a normal pace. At a minimum of ten (10) paces and not to exceed fifteen (15) paces, the handler gives a command to go out. The dog must run quickly in a straight line away from the handler for a distance of at least forty (40) paces while the handler stands still. When giving the command to go out, the handler may raise the arm smoothly and without undue influence upon the dog. The handler may not bend over when sending dog and handler's hand must be above the dog's withers. The handler may keep his/her arm raised until the dog assumes the down position. On the Judge's signal, the handler gives a

verbal command to down. The dog must lie down immediately. If the dog does not allow himself/herself to be stopped, the exercise is rated with zero (0) points.

At the Judge's signal, the handler goes to the dog's right side and, after a three (3) second pause, or at the Judge's signal, commands the dog into the basic position. In the AS1, the dog/handler team either reports out to the Judge or heels to the "Long Down" position. For AS2 and AS3 the dog is picked up and reports out to the Judge.

Scoring:

- Basic position
- Behavior at any time during the exercise by vocalizing = barking/whining
- Dog's attitude before the command: restless behavior = up to four (4) points deducted
- Handler may raise arm only one time, repeated raising of the arm is not permitted
- Reaction to the command, sideways deviation, hesitant or premature lying down and premature standing up of the dog while being picked up will result in a partial score
- Speed and straightness on "Send Out"
- Slow response to first down command = -1.5
- One (1) additional command to "down" the dog = -2.5 (for total of -4)
- Two (2) additional commands to "down" the dog = -3.5 (for total of -7.5)
- Dog goes to the end of the field or returns to the handler by more than thirty two (32) feet or does not down = all points lost

Long Down

BT/BTX – 10 pts

AS1 – 10 pts

BT/BTX - The dog/handler team will heel with the dog on or off leash to the location designated by the Judge. On the Judge's signal, the handler gives a command to down from the basic position. If the dog is on leash, the handler should unleash the dog and put the leash away before giving the command to down. No leash or other article is to be left with the dog. The handler moves away to a distance of thirty (30) paces and stands on the field with his/her back to the dog.

During the down, the dog must remain lying quietly. The dog may lay on the hip. The dog may check out the environment. On the Judge's signal, the handler returns to the dog's right side and after a three (3) second pause, or at the Judge's signal, commands the dog into the basic position. The handler may put the leash back on the dog while in the basic position, before heeling to the location designated by the Judge.

Special Notes for the BT/BTX Test - In the BT/BTX test, if the dog leaves the down position by more than ten (10) feet before the end of the heeling pattern, no partial score is possible. If the dog stays in the position to the start of the "Walking Sit" and then breaks it will be scored at best with a rating of insufficient or at least a 3.5 point deduction. If the dog comes toward the

handler on the pickup, the exercise will be scored at best with a rating of "satisfactory" or at least a three (3) point deduction and be subject to further deductions for other faults. Response to gunshots will be closely evaluated.

AS1 - The dog/handler team will heel with the dog off leash to the location designated by the Judge. On the Judge's signal, the handler gives command to down from the basic position. No leash or other article is to be left with the dog. The handler moves away to a distance of thirty (30) paces, out of sight behind a blind. Handlers may not leave the field. During the down, the dog must lie quietly. The dog may lay on a hip. The dog may check the environment by looking around. Staring at the blind is not required. At the Judge's signal, the handler goes to the dog's right side and, after a three (3) second pause, or at the Judge's signal, commands the dog into the basic position.

Scoring:

- If the dog sits or stands, lies restlessly or moves within ten (10) feet from the "down" spot, a partial score will result
- If the dog leaves the "down" spot by more than ten (10) feet before the performing dog completes the retrieve on flat exercise, no points will be given
- If the dog approaches the handler as he/she comes to pick the dog up, the exercise will be rated "satisfactory"

Whenever possible, bitches are to be placed on the "Long Down" at a spot separate from where the males are placed.

American Schutzhund – Phase C – Protection

Trial Field Setup Requirements

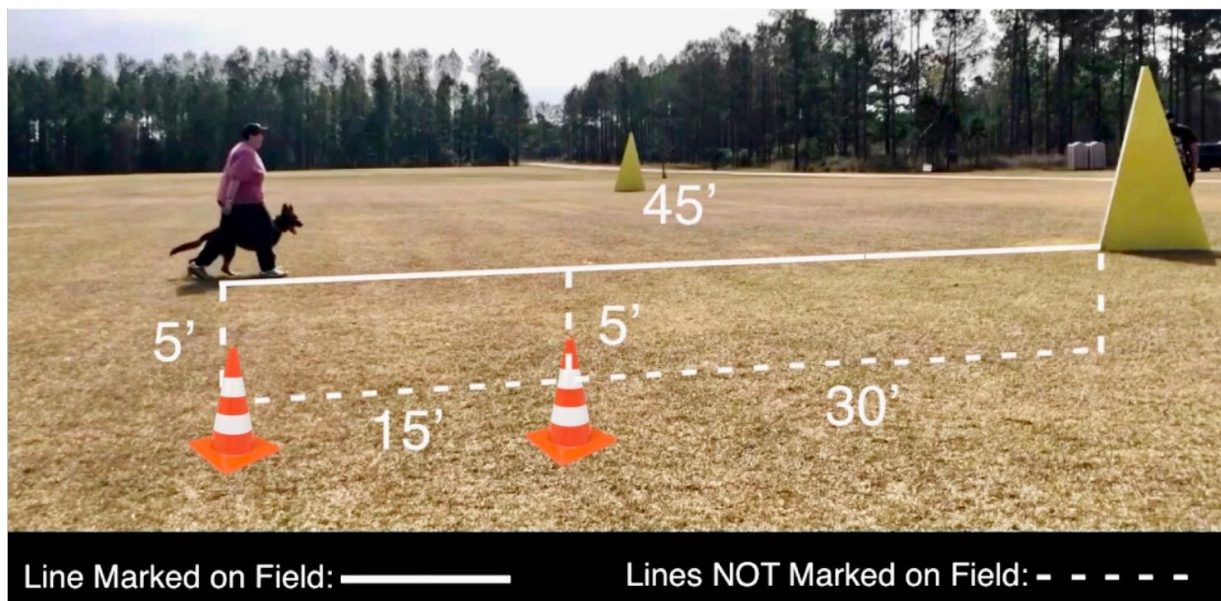
Six (6) blinds are to be set up in a staggered fashion, three (3) on each side of the field. All (6) blinds must be set up on the trial field regardless of the level of entries in the trial. The necessary markings must be clearly visible for the handler, the Judge, and the Helper. The location for each exercise in protection must be marked out on the trial field, showing the beginning spot of each exercise. This is required in all levels of trials.

Measurement and Setup for the Attack on Handler Blind (AS1):

Once the Judge has chosen either blind 4 or 5 to be used for the attack on handler, a thirty (30) foot line is measured (must use a tape measure or the Judge's official string) from the center point of the blind and run out directly towards the middle of the field. This location must be marked with a flag or cone approximately five (5) feet to the right side of this line (the right side of the handler). It is at this location that the Helper will be called to attack the handler.

The thirty (30) foot measured line then continues another fifteen (15) feet (must use a tape measure or the Judge's official string) which will be the start line. The start line must also be marked with a flag or cone approximately five (5) feet to the right side (the right side of the handler).

The handler is to walk on the measured/marked line straight at the blind. This entire line must be made visible to the Judge and handler by utilizing chalk or paint.



Setup for the Call Off (AS3):

Prior to the start of protection, the Judge will flip a coin to determine the order regarding the Test of Courage and the Call Off. This order will remain the same for each competitor.

The Helper will exit blind 4, jog to center line, turn toward and threaten the dog/handler team, then turn around and run away on center line. A marker will be setup on the center line parallel to blind 6. When the Helper reaches the marker and starts to turn, the handler **MUST IMMEDIATELY** send the dog. The dog must be sent before the Helper completely turns and is facing toward the dog/handler team. If the handler sends the dog early or late, it is up to the Judge's discretion to DQ the dog/handler team.

The Judge will stand across from blind 3. On the Judge's signal, the handler will call the dog back into basic position. The handler may use the dog's name or a whistle for the recall command, then a command to basic position should be given when the dog is within 10 feet from handler. If the handler recalls the dog before the Judge's signal, the dog/handler team is disqualified.

Helper Guidelines

The Helper in the Protection Phase "C" is the Judge's assistant on the day of the trial. Before the beginning of protection work, the Helper will be instructed by the Judge. The Helper must perform according to those instructions.

The Helper must wear protective clothing, including appropriate footwear, pants, jacket, and protection sleeve.

At all American Schutzhund sanctioned events, the leather-covered "soft" stick is the only type of stick allowed.

The sleeve must be equipped with a bite bar, and the sleeve cover must be made from burlap (jute) in a natural color. If it is necessary for the Helper to keep an eye on the dog in the guarding/protection phase (example: the dog is circling the Helper), the Helper is not required to stand still, although he is not permitted to make any threatening or defensive movements. The Helper must protect his body with the sleeve and not the soft stick.

The Helper must follow the handler's instructions during the disarming in accordance with the trial rules. It is up to the handler in which way he/she chooses to take the soft stick from the Helper. The handler may not instruct the Helper to turn away from facing the dog. The handler may not leave the dog in a guarding position and move next to the Helper to call the dog to basic position (between the Helper and handler); the dog and handler must free heel to the transport position as a team.

In club trials, one (1) Helper may be used to work all dogs entered in the trial. If more than one (1) Helper is used in a club trial, all dogs in each level should be worked by the same Helper to maintain an equal and fair examination (example: all dogs competing for the AS1 should be worked by the same Helper, all dogs competing for the AS2 should be worked by the same Helper and all dogs competing for the AS3 should be worked by the same Helper. The exception to this is if a Helper for the trial is also entered in the trial. If that is the case, a different Helper must be used to test the primary Helper's dog). Only in AS3—and nationally sanctioned events—can there be two (2) Helpers sharing the work (example: one (1) Helper for the front half and one (1) Helper for the back half). Sportsmanship is expected.

***Note: Helpers may work their spouse or significant other's dog during trials at all levels (club/national). It is the judge's responsibility to recognize the impartiality of the helper when working dogs in a trial.**

Dog/Handler Team Disqualification (DQ) and Termination (TERM)

There are many common events that lead to disqualification, below are some examples:

- If the dog is determined to be out of control (DQ)
- If the dog leaves the protection field at any time. The protection is then stopped, and the dog/handler team is disqualified (three (3) extra commands are not allowed at this point to get the dog back on the field). This includes leaving the field during the "Search for the Helper" (example: going significantly past the live blind, under barriers or into the spectator area). This call is up to the discretion of the Judge (DQ)
- If dog does not release with a maximum of three (3) out commands or releases only after the handler takes physical measures (DQ)
- If the dog grips any part of the Helper's body other than the protective sleeve (DQ)
- If the dog is determined by the Judge to be unsafe, overly aggressive or dangerous to the Helper, Judge, handler or any person attending the event (DQ)
- If the handler presents themselves in an unsportsmanlike manner (DQ)
- If the dog fails to catch and engage the Helper before the Helper has reached the twenty (20) pace distance (TERM)
- If the dog fails to remain on the sleeve in the attempt to stop the Helper during the "Attempted Escape of the Helper" (TERM)
- If in any defense exercise the dog fails to engage the Helper (TERM)
- If the dog requires more than the allowed number of commands to complete the exercise (DQ)
- If the dog avoids any grip (TERM)

Disqualification will result in no points recorded for any phase of the trial, and the dog/handler team will not go on to complete any additional phases. No COURAGE, HARDNESS, and FIGHTING INSTINCT (CHF) rating will be given to a dog that is disqualified (DQ). During the protection phase, if a dog/handler team fails to achieve the number of points needed to pass, the handler may not complete the other phases. If the dog/handler team is terminated due to lack of courage, hardness or fighting instinct, a notation will be recorded in the scorebook.

The Phases of Protection Work

The protection work is divided into three (3) phases, under which the most variable temperament and drive attributes will be discussed.

- Search and hold exercises (including guarding)
- Engagement with the Helper (fighting, pressure, grip, transition)
- Controllability of the dog (obedience, optimal handler-dog relationship)

Reporting In

In the protection phase, the dog/handler team may proceed directly to the starting point.

Collar and Leash

The dog must wear a fur-saver collar and the handler must carry a leash in all phases and all trial levels AS1-AS3. For the BTX, the dog must wear a fur-saver and flat agitation collar. The handler must have a 3-to-6 foot leash with no handle. The bold snap of the leash must be attached to the D ring on the flat agitation collar. During off-leash exercises, the leash must be carried out of sight, or hung around the body in such a way that the catch is on the side of the body opposite the dog. (example: the leash may be carried around the waist or over the shoulder in a left to right fashion across the body).

If the dog/handler team do not have the correct equipment, they will be disqualified (DQ).

Voice Commands

The commands listed throughout this document are examples only. Handlers are allowed to use any command of their choosing as long as the dog demonstrates the required action. All commands should be one word. Any reasonable word may be used as long as the dog completes the correct behavior. The one exception is during the blind search in the protection phase where the dog's name plus a command to come may be used.

If a dog fails to perform an exercise after three (3) commands are given the dog/handler team is disqualified (no points are given).

Penalties for Additional Commands:

- 1st extra command: the exercise will be rated "satisfactory"
- 2nd extra command: the exercise will be rated "insufficient"

Search for Helper

In the searching exercises, self-confidence, directability and controllability are of great significance. In the AS1, the dog has to show some control and make an attempt to be directed to the first blind for a search. If the dog makes no attempt/effort to be directed to the first blind but runs directly from handler to the blind where the Helper is hiding the dog/handler team will be disqualified (DQ). Entry into the scorebook will be "DQ - Out of Control".

The handler should walk down field during the blind search at a steady, consistent pace (running or excessive changes of pace are faulty). The handler must stand still at the position they are on the centerline (stop moving forward down field) when the dog enters (runs into) the live blind, regardless of missed blinds or where the handler is on the field, until the Judge signals the handler to approach.

The commands allowed per each blind are "search command - dog's name - come command" or "search command - come command", and count as one (1) set of commands per blind.

Assessment Criteria for the Search:

- Intensity
- Goal oriented, purposeful
- Goes directly to the blind indicated
- Dog is readily guided and directed
- Close, tight, and attentive running around the blind
- Dog should pass in front of handler

Hold and Bark

In the Hold and Bark exercise as the dog enters the blind it should immediately show a strong "holding" behavior and start "barking". The tone and intensity of the barking should be powerful, focused and continuous. The dog's position should be close and remain consistent without making contact with the Helper (bothering). The dog should remain focused on the Helper throughout the exercise displaying these behaviors, undistracted by the approach of the handler. When called out the dog must show control and immediate response to the handler's command. If the dog does not come to basic position after three (3) commands for the call out, the dog/handler team is disqualified (DQ) (exception: in AS1 the dog may be pulled or heeled out of the blind).

If the dog enters the blind and grips the Helper's sleeve and does not release during the "Hold and Bark" exercise (example: the dog is gripping or gripping and releasing), after twenty (20) seconds the Judge will signal the handler to come to the "call out" line. If the dog is still gripping the sleeve when the handler is at the call out line, the handler may use an "out" command and then a "come- heel" command one (1) time to make the dog release and come to heel. If the dog does not release and come to heel with the one (1) command the dog/handler team will be disqualified (DQ). Entry into the scorebook: "DQ – Out of Control". If the dog releases and comes to heel, the team will receive a nine (9) point deduction, and the protection work will continue. If the dog finds the Helper, but leaves the Helper, the handler is allowed one (1) additional command to resend the dog into the blind. This applies whether the dog leaves the Helper when the handler is standing at the center field line or whether the dog leaves as the handler is approaching the blind but has not yet reached the blind. If the handler is approaching the blind when the dog leaves the Helper for the first time, the handler will be instructed to stop and then resend the dog to the blind. If the dog stays with the Helper (does not leave a second time) until the handler reaches the call out line and the Judge signals the handler to call out or pick up the dog, there will be a nine (9) points deduction, and the protection will

continue. If the dog leaves on his/her own again (second time) then the dog/handler team is terminated (TERM).

If the dog leaves the Helper once the handler has passed the blind, but before the Judge has signaled to call out the dog, the Judge has the discretion to let protection continue if he/she feels the dog left the Helper because it anticipated the call out. A deduction of up to 6.5 points (insufficient) for early call out may occur.

Assessment Criteria for Holding:

- Focused, attentive to the Helper
- Close
- Intense
- Persistent right up to the call out
- Self-assured and confident

Assessment Criteria for Barking:

- Continuous/sustained
- Energetic/enthusiastic
- Convincing

Special merit is placed upon the amount of self-confidence and intense behavior shown by the dog in the guarding/protection phase (example: dominance, confidence, strength and intensity in the guarding).

Prevention of Escape

The exercise begins at the basic position after the call out from the "Hold and Bark". The dog should show obedience to the handler in its free heeling from the call out line to the designated escape line (curved line, approximately 5 paces from the call out position and 5 paces from the Helper). The dog/handler team should present a basic position at the designated escape line, the handler should then give a down command that will position the dog behind the escape line. The handler will then leave the dog in the down position with the dog watching the Helper and approach the Helper showing a "pat-down" of the Helper. After the "pat-down" the handler will return to the blind and may watch the dog and Helper from the blind. In the BTX, the handler must go a minimum of 2 paces behind the dog (they are NOT required to watch from the blind). The dog should remain calm and watchful, with attention on the Helper. At the Judge's signal the Helper will make an attempted escape, immediately as the Helper moves the handler MAY give a "go" command to the dog to "release" it from the down position. The dog should with power and confidence grip and attempt to control/stop the Helper from escaping.

In the escape, if the dog is over the line when downed, the handler may be asked to call the dog back to basic position behind the line and downed correctly. If the dog is touching the escape line the rating will be lowered one (1) rating even if the remaining part of the escape is performed correctly. If the dog leaves (breaks) the escape position on its own and guards or

bites the Helper, the dog/handler team is disqualified.

The Engagement Sequences

The engagement sequences consist of three (3) phases. In these phases, the dog shows its determination, self-confidence and ability to withstand pressure; Courage, Hardness and Fighting Instinct.

- (1) Readiness to engage in the fight and take defensive action (defense drive)
- (2) Periods of pressure/stress (ability to take pressure, including the stationary transition phase before the "out")
- (3) Guarding

Fight and Defense Phase – The dog must show intensity and self-confidence, determined to stop the Helper, with a strong, forceful and firm grip. During the threat of an attack the dog must show a powerful and active counter.

Assessment Criteria for Defense Drive:

- Determination
- Self-confidence
- Full, forceful, hard and steady grip

Pressure Phase – The dog must work energetically and self-confidently in all periods of stress. The dog must show no negative reaction, it should show steady and confident behavior in its reaction to withstand the Helper's attempt to test the dogs (courage and hardness) during the pressure phase and stick contact in the drive.

Assessment Criteria for the Pressure Phases:

- Energetic
- Self-confident
- Unfazed (includes maintaining the grip)

Guarding Phase - The dog must guard (hold) the Helper with intensity, self-confidence, and attentiveness. Special merit is placed upon the amount of self-confidence and intense behavior shown by the dog in the guarding phases (example: dominance, confidence, strength and intensity in the guarding).

Assessment Criteria for the Guarding Phase:

- If the dog is slightly inattentive while guarding, the exercise will be marked down by one rating.
- If the dog is somewhat inattentive or bothers the Helper slightly while guarding, the exercise will be marked down by two ratings.
- If the dog is very inattentive or bothers the Helper while guarding, the exercise is marked down by three ratings.

- If the dog does not guard the Helper but stays near the Helper or comes toward the handler as he/she approaches, the exercise is marked down by four ratings (insufficient).
- If the dog leaves the Helper before the Judge gives the handler the signal to approach or if the handler gives the dog a verbal command to stay with the Helper, the protection phase is ended and the dog/handler team is terminated.

Test of Courage

All dog/handler teams are required to take the same position on the field in line with blind number one (1). In the "Test of Courage" the dog must remain calm in the "watch position" until released. The handler may choose to (or not to) hold the dog by the collar with no deduction. In the BTX the dog is not penalized for not remaining calm in the "watch position."

For BTX the Helper leaves to a designated spot approximately 30 yards away following the disengagement of the escape. For BTX the Judge will signal for the dog to be released when the Helper has reached a designated point.

For AS1 and AS2 the Helper leaves blind 6 and goes to the middle line. The Helper runs directly at the dog. For AS1 and AS2 the Judge will signal for the dog to be released when the Helper has reached a point between blinds 3 and 5.

In AS3, the Helper leaves from blind 4 and goes to the middle line, he then turns away from the dog and runs down field. When he is parallel to blind 6, he turns around and attacks the dog with verbal threats and stick gestures. The Judge will signal for the dog to be released when the Helper reaches blind 6 (just before he/she turns). It is faulty if the dog is not direct in its attack to the Helper. If the dog makes contact with the Judge on the "Test of Courage", the dog/handler team is disqualified (DQ).

Controllability

Controllability is the willingness of the dog to show obedience during the protection phase. It is particularly evident in the exercise portions dealing with the blind search, the transports, heeling, the downs, the "outs", and the guarding phases.

Note: The handler may give one (1) "sit" command when approaching the dog to "pick up" for disarms or transports with no point deduction. The handler may command "sit" anywhere within three (3) feet of the dog. The dog must sit when the command is given. Additional commands are faulty. If the handler, at any time during the protection phase, gives a down command or reprimands the dog to regain control, the dog/handler team will be disqualified (DQ). In the "Test of Courage" and "Call Off" the dog must remain calm until released. If the dog is not calm in basic position (example: jumping, barking, etc.), the dog will receive up to a three (3) point deduction. If the dog breaks free before the Judge signals the handler to release the dog, the exercise is at best rated high insufficient. If the dog breaks free before the Helper has made the turn towards the dog/handler up field, the dog/handler team is disqualified (DQ).

Assessment Criteria for Controllability:

- Controllability during the reporting in and during the blind search.
- Outs correctly.
- Heeling close while being attentive to the Helper.
- Fast response (coming to the handler) on the call-out.

The Grip

The grip has fundamental meaning in the assessment of the protection phase. Through evaluation of the grip, the Judge has the opportunity to discern and emphasize the quality of the dog.

In all phases, the grip must be fundamentally full, forceful, and hard.

The evaluation of the quality of the dog on the basis of its grip behavior must take place throughout the entire protection routine. It is understood that individual breeds display different behaviors and slight adjustments for scoring the grip will be up to the Judge's discretion. At the same time, the Helper's behavior, among other things, is also to be taken into consideration.

In judging the escape, attention is to be given to the fullness of the grip, but priority consideration must be given to the effective hindering of the escape.

The Outs

After a fighting sequence stops, the dog must let go without assistance from the Helper. Handlers may give the first "out" command on their own without direction from the Judge as long as they allow for a two (2) second transition phase. If the dog does not let go after the first command, the Judge will signal the handler to give as many as two (2) additional "out" commands. The "out" command is not mandatory if the dog has released, but a point deduction will occur. In addition, the evaluation of the transition from fighting phase, to out and guarding is important in the evaluation.

If the dog regrips the Helper as the handler approaches, and the handler is within 10 feet, he/she must continue walking to basic position and tell the dog to "sit". If the dog releases the sleeve the protection phase will continue. If the dog does not release the sleeve after the one (1) "sit" command, the dog/handler team will be disqualified. If the handler uses "out" at the basic position the dog/handler team will be disqualified.

When giving the commands to "out", the handler must stand quietly, without exerting other influence on the dog.

Assessment Criteria for the "Out":

- The Helper must stand still on the Judge's signal
- The dog must immediately release when commanded
- One (1) "out" command is allowed without point loss
- The dog must guard the Helper
- If dog outs immediately with or without a command - 1 point deduction because no transition can be evaluated
- The dog outs slowly to very slowly, re-grips, or bumps several times (without additional command) - up to 3 point deduction
- The dog outs immediately on the second "out" command - 3 point deduction
- The dog outs slowly to very slowly after the second command, re-grips, or bumps several times - 3.5 to 6 point deduction
- The dog outs immediately on the third "out" command - 6 to 9 point deduction

The scores above apply only to the "out". Other incorrect behavior by the dog will be judged according to the customary scoring system.

Additional Comments - The handler must give the first "out" command after waiting two (2) seconds for the transition phase. The two (2) additional commands, if needed, are given on the Judge's signal. If a dog fails to "out" after the third command, the protection phase will be ended and the dog/handler team will be disqualified (DQ). Entry into the scorebook will be "DQ – Out of Control – No Out". When giving the two (2) additional "out" commands, the handler is to stand quietly; he/she may not go toward the dog. Additional verbal/visible commands or other influences will lead to the dog/handler team being disqualified. If the dog's name is used, this is scored as an additional command. If the handler gives the helping command "down" in order to make the dog release the grip, the protection phase is ended and the dog/handler team is disqualified. The handler is, at no time, allowed to reinforce the dog with a command to down. The protection phase will be ended and the team disqualified if the dog will not release except through physical influence by the handler. The protection phase will be ended and the dog/handler team disqualified if the dog is given a command in order to make the dog stay with the Helper.

Judging Criteria for the Protection Work

Courage, Hardness and Fighting Instinct Rating – The courage evaluation serves the purpose of describing two general aspects of a dog's character trait that are demonstrated throughout the Phase C exercises. The first, "courage", describes the dog's willingness to engage the Helper during the exercises. The second, "hardness", describes the dog's strength in its defense against the Helper's attacks and pressure. The purpose of this rating is to more carefully show a dog's breeding suitability and character traits.

Ratings for Courage, Hardness and Fighting Instinct:

Praise Worthy Pronounced - 10

Pronounced – 9-8

Present – 7-6

Insufficient – 5-0

The Judge shall consider the following in determining the overall rating for a dog in Phase C:

- **Praise Worthy Pronounced** a dog that shows a strong willingness to work, determination in it's performance, dominance, notable physical strength , self-confidence, attentiveness, and copes well with a severe amount of stress (the best of the best).
- **Pronounced** a dog that shows a willingness to work, dominance, self-confidence, attentiveness, and copes with severe amount of stress and shows slight deviation from the Praise Worthy dog.
- **Present** is given to a dog that has limitations concerning it's willingness to work, self-confidence, attentiveness and ability to cope with stress.
- **Insufficient** is given to a dog with insufficient willingness to work, lack of self-confidence and an insufficient ability to cope with stress.

IT IS THE RESPONSIBILITY OF THE JUDGE TO OBSERVE THE OVERALL ATTRIBUTES OF THE DOG. THE OVERALL PICTURE SHOULD BE ONE OF INTENSITY AND SELF – CONFIDENCE. THE DOG MUST SHOW DOMINANCE IN THE HOLDING AND GUARDING PHASE. ONLY WHEN A DOG DEMONSTRATES THESE CHARACTERISTICS ALONG WITH A SENSE OF PHYSICAL AND PSYCHOLOGICAL STRENGTH CAN A RATING OF 10 BE AWARDED.

Only dogs showing all expected behaviors can achieve the highest Courage, Hardness and Fighting Instinct rating of 10. Small deviations from the above statements will be allowed for a Pronounced rating of 9-8.

BTX **WILL NOT** receive a Courage, Hardness and Fighting Instinct Rating.

AT ALL LEVELS THE DOG IS EXPECTED TO SHOW A TRANSITIONAL PHASE (2 SECONDS). THIS OCCURS WHEN THE HELPER STOPS, BEFORE THE COMMAND TO OUT IS GIVEN.

Definition of Transitional Stage: When the Helper stands still after attacking and driving the dog, the dog must continue to fight the Helper for 2 seconds. Examples: the dog can pull, push, or simply continue to bite until the handler commands out.

BTX – Protection

Exercise 1: Aggression Test - 10 points

Exercise 2: Apprehension & Escape - 25 points

Exercise 3: Test of Courage - 20 points

Total Points: 55 points

Aggression Test (10 points)

Commands - The handler is allowed to encourage/command the dog once during this exercise.

Execution of the exercise - For this test the dog must wear a fur-saver and a flat agitation collar. The handler must have a 3-to-6-foot leash, with no handle or ring on the end of the leash. The bolt snap of the leash needs to be attached to the live ring on the fur-saver collar and also attached to the D ring on the flat agitation collar. If the dog/handler team do not have the correct equipment, they will be disqualified. The club hosting the trial will have a 10-foot leash attached to a back-tie (something solid and secure like a pole/tree/vehicle/etc.). This 10-foot leash will need to be attached by the handler to the D ring on the dog's flat agitation collar. The handler's 3-to-6-foot leash will function as a backup safety line and is not to be used until after the Helper makes aggressive gestures toward the dog/handler team.

The handler **may stand** or sit in a chair which is situated approximately 1-foot from the end of the 10-foot leash. The dog must remain calm (sitting/downing/standing) after the equipment is secured. The handler will update the Judge when both leashes have been attached correctly, and the dog/handler team is ready to proceed. The Judge will walk approximately 15 to 20 feet from the dog/handler team, to show that the dog is not randomly showing aggression to any person. When the Judge is in the correct position, he/she will give a signal to the Helper. The Helper (leaving their sleeve laying out of sight) will move toward the dog/handler team with aggressive gestures and sounds. The handler is allowed to encourage the dog **once** during this exercise. More encouragement will lead to point deductions.

After a minimum of 10 seconds and a maximum of 15 seconds, the Judge will give a verbal cue to the Helper to end the exercise. The Helper will retreat to retrieve his/her sleeve and move to the escape position.

Evaluation - Deductions will be made based upon limitations regarding continuous, challenging barking and intense guarding, uninfluenced by the Judge or handler.

Apprehension & Escape (25 points)

Commands – One command each to down and out

Execution of the exercise - The dog/handler team will walk or heel to the escape line. The exercise will start as soon as the handler places the dog into a down position. The handler will verbally instruct the Helper to put their hands up into the air. The handler then walks to the Helper, pats down the Helper's body and proceeds to a minimum of 2 paces behind the dog. When the handler has moved behind the dog, the Judge will signal

the Helper to escape.

Upon instruction from the Judge the Helper will lock up for a split second then directly continue into a drive. This drive will have no stick hits but will have stick threats and can have yelling from the Helper. At the end of the fight the Helper will lock up, directly followed by backward motion to give the dog the chance to fight until the handler arrives, the handler will then pick up the 3-to-6-foot leash and give an “out” command. No formal guarding is required by the dog, however the dog must show disengagement.

Evaluation - Deductions will be made according to qualifying factors concerning the Judge’s evaluation: rapid, energetic response and pursuit combined with a powerful grip and energetic prevention of the escape with a full bite until given the out command. If the dog remains in the down position or has not prevented the escape by biting and holding tightly before the Helper has taken about 20 steps, the protection phase is ended and the dog/handler team is terminated.

Additional Incorrect Behaviors:

- The dog is inattentive in the down position.
- The grip is uncertain.
- The dog slips off the sleeve and re-grips.
- Breaks from the escape position before the Helper moves and grips the sleeve (disqualified).
- If the dog does not catch the Helper within 20 paces (terminated).

Test of Courage (20 points)

Commands – One command each to confront/go and out

Execution of the exercise - Directly after the disengagement in the escape, the Helper will move to a designated point approximately 30 yards away. No formal obedience is required of the dog/handler team as the Helper moves away. As soon as the Helper turns around at the designated point and attacks with verbal threats and stick gestures, the handler will send the dog. The Helper will drive the dog. At the end of the drive the Helper will lock up, directly followed by backward motion to give the dog the chance to continue fighting until the handler arrives. The handler will pick up the 3-to-6-foot leash and give an “out” command. No formal guarding is required, however disengagement must be shown.

Evaluation - Deductions will be made according to qualifying factors concerning the Judge’s evaluation: energetic defense with powerful strike and a full bite until the out.

It is Incorrect if:

- The dog appears intimidated
- Is hesitant
- If the dog does not go directly to the Helper, the rating is insufficient.
- If the dog engages the sleeve but comes off, even if he reengages, the rating is insufficient.
- If the dog misses or does not directly engage the sleeve, the dog/handler team is terminated (it is up to the discretion of the Judge if the fault is with the dog or the Helper).

As always it is up to the Judge to determine if it is a mistake on the part of the Helper or the dog.

AS1 - Protection

Exercise 1: Search for Helper - 5 points

Exercise 2: Hold and Bark - 10 points

Exercise 3: Heel to Attack Blind - 5 points

Exercise 4: Attack on Handler - 30 points

Exercise 5: Test of Courage - 50 points

Total Points: 100 points

Search for Helper (5 points)

Commands - One command each to search, come or here (example: "Search" "Fido" "Come")

Execution of the exercise - The Helper is located in the last blind (6), out of sight of the dog. With the dog off leash, the handler takes a position between blind four (4) and blind five (5) in order to be able to search both sides of the field. At the Judge's signal, part C begins. With a search command in conjunction with a visible signal with the right or left arm (which may be repeated), the dog must quickly leave the handler and purposefully circle the blind five (5). As soon as the dog has searched the blind five (5) the handler calls the dog (the dog's name may be used in conjunction with the command) and, while moving up the field, sends the dog with another search command into blind six (6), holding the Helper. The handler must remain in the center of the field during the blind search. The dog must run in front of the handler at all times. When the dog reaches the blind holding the Helper (blind 6), the handler must stop and stand still with no further commands.

It is faulty for the dog to go back and search a blind that it has missed or already searched. The blind is considered missed when the dog refuses to search the blind. If the dog does not find the helper in blind 6 on its own or runs into a crowd, the handler—while remaining in position on the center line—may give one additional search command. If after giving one additional search command the dog fails to enter blind 6, the dog/handler team is terminated. If the dog does enter the blind, the point deduction will be left up to the Judge's discretion.

Evaluation - Deductions can be made concerning response to the handler, lack of a fast and purposeful approach to the blinds as well as tight circling of the blind.

Hold and Bark (10 points)

Commands - No commands

Execution of the Exercise – The dog must actively and intently confront the Helper, barking continuously. The tone and intensity of the barking should be powerful and focused. The dog's position should be close and dominant. The dog should not be distracted by the handler or Judge, but rather focused on the Helper. SPECIAL MERIT IS PLACED UPON THE INTENSITY THE DOG EXHIBITS DURING THE GUARDING PHASE. The dog is not permitted to jump on or bite the Helper. Upon the Judge's signal (after approximately 20 seconds), the handler approaches and passes the blind and stops about 5 paces behind the dog at a designated spot.

At the Judge's signal the handler has three (3) choices:

- (1) Remove/pull the dog out of the blind by the collar.
- (2) Go to basic position next to the dog and heel the dog out of the blind.
- (3) Remain at the designated spot and call the dog to basic position.

The Helper leaves the blind and stands behind blind six at the direction of the Judge. If the handler has chosen to heel the dog out of the blind or call the dog out of the blind, at the Judge's signal they will re-enter the blind. The handler is permitted to hold the dog by its collar.

Evaluation - Deductions will be made based upon limitations regarding continuous, challenging barking and intense guarding, uninfluenced by the Judge or the approach of the handler until the Judge signals. Continuous barking will earn 5 points. If the dog barks weakly, 2 points are deducted. If the dog does not bark, but guards the Helper actively, intently, and closely, 5 points are deducted. Bothering the Helper, for example bumping and/or jumping on the Helper, results in a deduction of up to 2 points. Up to 9 points may be deducted for hard biting. If the dog leaves the Helper before the Judge signals the handler, the handler stays on the centerline and sends the dog again to the blind. If the dog stays with the Helper this time, the protection phase will continue and the hold and bark will be rated "insufficient" (6.5-0 points). If the dog will not search the blind or leaves the Helper again, the protection phase is ended and the dog/handler team is terminated. If the dog returns to the handler as the handler approaches the blind, or the dog returns to the handler prior to the handler entering the blind, partial points are given reflecting an "insufficient" rating (6.5 -0 points)

Heel to Attack Blind (5 points)

Commands - One command each to sit and heel

Execution of the exercise - At the Judge's signal, the Helper leaves the blind and stands behind the sixth blind (out of view of the dog). The handler and dog then enter the sixth blind. The Judge directs the Helper to a designated empty blind out of view of the dog. Once in the blind,

the handler may choose to put the dog on leash. The dog/handler team then heel to a designated spot on the field directed by the Judge. The handler is then directed to heel the dog on or off leash in the direction of the blind where the Helper is hiding. About half the distance to the blind, on the Judge's command, the handler and dog stop. If on leash, the leash is removed and then handler and dog continue along the same line toward the blind holding the Helper.

Evaluation - The dog must show proper response to the handler's commands during the heeling and sit. Improper responses shall result in a deduction of points, but shall not be grounds for a termination of phase C.

Attack on Handler (30 Points)

Commands - One command each to heel, defend/go, out, sit, heel

Execution of the Exercise - The dog/handler team will approach the blind with the hidden Helper. When they are approximately thirty (30) feet away from the blind, the Judge will signal/instruct the Helper to attack. If the dog breaks the heel command and runs to the Helper/blind prior to the signal from the Judge, the handler must recall the dog (up to 3 attempts to recall the dog). If the dog returns to handler, they have one more chance to demonstrate control heeling towards the blind. If the dog breaks again the team will be disqualified.

When the Helper attacks, the dog must defend itself by an energetic, powerful bite. The handler is allowed one attack command. When the dog has bitten, the Helper gives the dog two stick hits on the dog's shoulders and the area of the withers while driving the dog. The first stick hit is applied after 4 to 5 paces into the drive. The second stick hit is applied after 4 to 5 more paces. At the Judge's command, the Helper stops. After the Helper stops, the dog must demonstrate a transitional phase (2 seconds). Immediately upon the handler's command to out, the dog must release. Once the dog has outed, it must guard close to the Helper and guard him intently. At the Judge's signal, the handler walks up directly to the dog at a normal pace and commands the dog into the basic position. The handler may give one "sit" command when approaching the dog to pick up for disarming the Helper. Any command is allowed as long as the dog executes the proper behavior. The handler has a choice to put the leash on. The handler does not take the stick from the Helper.

Evaluation - The following factors will be evaluated accordingly: control of the dog, rapid, energetic, response, and speed to the Helper, courage combined with powerful bite and energetic defense against the Helper; full bite until the Helper stops. The dog must demonstrate a transition phase (2 seconds) until given the command to out. Dominant and intense, tight guarding of the Helper is required. If the dog does not engage or is driven off, the protection phase is ended and the dog/handler team is terminated.

Test of Courage (50 points)

Commands - One command each to sit, defend/go, out, sit, heel

Execution of the Exercise - The Helper returns to blind 6. The dog/handler team must heel to a designated/marked spot on the centerline of the field, between the first and second blinds. If on leash, the handler removes the leash. The handler may hold the dog by its collar but may not stimulate the dog. At the Judge's signal the Helper steps out of the blind with the soft stick and jogs at a normal pace to centerline of the field. He/she then turns toward the handler and dog and starts running, attacking them head-on, while yelling and making threatening gestures. As soon as the Helper has reached a point between blinds three and five, the Judge will signal the handler to release the dog. The handler commands the dog to defend against the attack. The dog must defend against the attack without hesitation by an energetic, strong bite. The dog may only bite the Helper's protection sleeve. The handler may not move from his/her position. On a signal from the Judge, the Helper stops the attack. After the Helper has stopped and is standing still, the dog must demonstrate a transition phase (2 seconds). The dog must out immediately upon the handler's command to out.

Once the dog has outed, it must remain close to the Helper and guard intently. At the Judge's signal, at a normal pace, the handler walks directly to the dog and puts the dog into basic position. The handler may give one "sit" command when approaching the dog to pick up for disarms or transports. The handler may place the leash on the dog's fur-saver collar (live ring). The stick is taken from the Helper. A side transport of the Helper to the Judge follows over about 20 paces. A heel or transport command is allowed. The dog must walk on the Helper's right side, so the dog is between the handler and the Helper. The dog must watch the Helper closely during the transport. The dog may not bother, jump on or bite the Helper. The group stops in front of the Judge. The handler may give a command to halt. The dog must sit. The handler presents the stick to the Judge and reports that the protection phase is completed. Handler and dog heel 5 steps away. Protection routine is complete.

If the dog breaks free before the Judge signals the handler to release the dog, automatic 5 point deduction.

Evaluation - The following factors will be evaluated accordingly: energetic defense with a powerful strike; a full bite with a transition (2 seconds) until the out; intense, tight guarding of the Helper.

If the dog is slightly inattentive while guarding, the exercise will be marked down by one rating. If the dog is somewhat inattentive or bothers the Helper slightly while guarding, the exercise will be marked down by two ratings. If the dog guards the Helper very inattentively or bothers the Helper, the exercise is marked down by three ratings. If the dog does not guard the Helper but stays with him or comes toward the handler as he/she approaches, the exercise is marked down by four ratings (insufficient). If the dog leaves the Helper before the Judge gives the handler the signal to approach or if the handler gives the dog a verbal command to stay with the Helper, the protection phase is ended and the dog/handler team is terminated.

It is Faulty if the Dog:

- Appears intimidated
- Grips timidly
- Is hesitant in the attack
- Can be driven off
- Does not have a full, hard grip
- Breaks and goes for the Helper before being directed by the Judge
- If the dog does not go directly to the Helper, the rating is insufficient.
- If the dog engages the sleeve but comes off, even if he reengages, the rating is insufficient.
- If the dog misses or does not directly engage the sleeve, the dog/handler team is terminated (it is up to the discretion of the Judge if the fault is with the dog or the Helper).
- If the dog does not watch the Helper on the side transport.

AS2 – Protection

Exercise 1: Search for Helper - 5 points

Exercise 2: Hold and Bark - 10 points

Exercise 3: Prevention of Escape - 10 points

Exercise 4: Attack from Guarding - 20 points

Exercise 5: Back Transport - 5 points

Exercise 6: Attack out of Back Transport - 30 points

Exercise 7: Test of Courage - 20 points

Total Points: 100 points

Search for Helper (5 points)

Commands - One command each to search, come or here (example: "Search" "Fido" "Come")

Execution of the Exercise - The Helper is located in the last blind (6), out of sight of the dog. There are only blinds three (3), four (4), five (5) and six (6) used for the search. With the dog off leash, the handler takes a position between the third and fourth blinds in order to be able to make four side searches of the field. At the Judge's signal Phase C begins. With a search command in conjunction with visible signal with the right or left arm (which may be repeated), the dog must quickly leave the handler and purposefully circle the indicated blind, tightly and alertly. As soon as the dog has searched the blind the handler calls the dog (the dog's name maybe used in conjunction with the command) and, while moving up the field, send the dog with another search command around the next blind. The handler moves at a normal pace down an imaginary centerline of the field. The handler must remain in the center of the field during the blind search. The dog must pass in front of the handler at all times. When the dog reaches the blind holding the Helper, the handler must stop and stand still. No further commands are allowed.

Evaluation - Deductions can be made according to limitations concerning manageability, fast and purposeful approach to the blinds, as well as tight and attentive circling of the blinds.

Hold and Bark (10 points)

Commands – One command each to come and then heel (example: “Fido” “Heel” or “Come” “Heel”)

Execution of the Exercise - The dogs must actively and intently confront the Helper, barking continuously. The tone and intensity of the barking should be powerful and focused. The dog’s position should be close and dominant. The dog should not be distracted by the handler or Judge, but rather focused on the Helper. SPECIAL MERIT IS PLACED UPON THE INTENSITY THE DOG EXHIBITS DURING THE GUARDING PHASE. The dog is not permitted to jump on or bite the Helper. Upon the Judge’s signal, the handler approaches and passes the blind and stops about 5 paces behind the dog at a designated spot.

Call Out of the Blind - On a signal from the Judge, the handler calls the dog out with a come and heel command. The dog must come immediately and return to basic position. When the handler directs the Helper to step out of the blind, the dog must focus/watch the Helper.

Evaluation - Deductions will be made based upon limitations regarding continuous, challenging barking and intense guarding, uninfluenced by the Judge or the approach of the handler until the call out command is given. Only continuous strong and dominant barking will earn full points, any deviations will result in point deductions. Bothering the Helper, for example bumping, jumping on the Helper, results in a deduction of up to 2 points. Up to 9 points may be deducted for hard biting. If the dog leaves the Helper before the Judge signals the handler to leave the center field, the dog may be sent to the blind again. If the dog stays with the Helper this time, protection shall continue, though the hold and bark will be rated “insufficient” (6.5-0 points). If the dog will not search the blind or leaves the Helper again, the protection phase is terminated. If the dog returns to the handler as the handler approaches the blind, or the dog returns to the handler prior to receiving the call out command, partial points are given reflecting an “insufficient” rating (6.5 -0 points)

Deductions will be made if the dog does not come out of the blind quickly and directly.
Deductions will be made if the dog will not stay in the basic position.

Prevention of Escape (10 points)

Commands - One command each to heel, down, and out

Execution of the Exercise - The Judge’s signal, the handler orders the Helper out of the blind. The Helper moves at a normal pace to the designated location for the escape. At the Judge’s signal, with the dog heeling off leash, the handler goes to the designated down location for the escape. The dog must demonstrate a sit when the handler halts. The handler commands the dog to down and will verbally instruct the Helper to put their “Hands Up” in the air. The handler then walks to the Helper, leaving the dog in the down position, and pats down the Helper’s

body. After the pat down, the handler proceeds to watch from the blind. The distance between dog and the Helper is 5 paces.

At the Judge's signal, the Helper tries to escape. The dog must immediately and forcibly prevent the escape, by means of an energetic and strong bite. The dog may only bite the protection sleeve. On the Judge's signal the Helper stands still. When the Helper stops, the handler gives an out command after the transition phase (2 seconds). The dog **must** demonstrate a transition. While giving the out command, the handler must stand still, without influencing the dog. Once the dog has outed, it must remain close to the Helper and guard him intently.

In the escape, if the dog is completely over the line when downed, the handler will be asked to call the dog back to basic position behind the line and down the dog correctly. If the dog in the down is not behind the line, but has contact with the line, the dog is allowed to continue. A point deduction will occur. If the dog breaks the escape position on its own (prior to the Judge's signal) and guards or bites the Helper the dog/handler team is disqualified.

Evaluation - Deductions will be made according to qualifying factors concerning the Judge's evaluation: rapid, energetic response and pursuit combined with a powerful grip and energetic prevention of the escape with a full bite until given the out command and an intense, tight guarding of the Helper. The dog must guard the Helper with intensity, self-confidence and attentiveness. If the dog remains in the down position or has not prevented the escape by biting and holding tightly before the Helper has taken about 20 steps, the protection phase is ended and the dog/handler team is terminated.

Examples of Faulty Behaviors:

- The dog is inattentive in the down position.
- The grip is uncertain.
- The dog slips off the sleeve and re-grips.
- Breaks from the escape position before the Helper moves and grips the sleeve (disqualified).
- If the dog does not catch the Helper within 20 paces (terminated).

If the dog is slightly inattentive while guarding, the exercise will be marked down by one rating. If the dog is somewhat inattentive or slightly bothers the Helper while guarding, the exercise will be marked down by two ratings. If the dog guards the Helper very inattentively or bothers the Helper, the exercise is marked down by three ratings. If the dog does not guard the Helper but stays with him or comes toward the handler as he/she approaches, the exercise is marked down by four ratings (insufficient). If the dog leaves the Helper before the Judge gives the handler the signal to approach or if the handler gives the dog a verbal command to stay with the Helper, the protection phase is ended and the dog/handler team is terminated.

Attack from Guarding [Re-Attack] (20 points)

Commands - One command each to out and come to basic position

Execution of the Exercise - After guarding the Helper for about 5 seconds the Helper attacks the dog. Without any influence from the handler, the dog must defend itself by an energetic, powerful bite. The dog may only bite the Helper's protection sleeve. As soon as the dog has bitten, the Helper gives the dog two stick hits. Hits may only apply to the shoulders and area of the withers. At the Judge's command, the Helper stops and stands still. As soon as the Helper stops, the dog must show a transition phase (2 seconds). Next, the handler gives an out command. While giving the out command, the handler must stand still, without influencing the dog. Once the dog has outed, it must remain close to the Helper, guarding him intently. At the Judge's signal, at a normal pace, the handler walks directly to the dog and puts the dog into the basic position with a command to sit. The handler does not take the stick from the Helper.

Evaluation - The following factors will be evaluated accordingly: quick, strong response; full bite until given the out command; intense, tight guarding of the Helper. The dog must guard the Helper with intensity, self-confidence and attentiveness. Special merit is placed upon the amount of self-confidence and intense behavior exhibited by the dog in the guarding phase. If the dog is slightly inattentive while guarding, the exercise will be marked down by one rating. If the dog is somewhat inattentive or slightly bothers the Helper while guarding, the exercise will be marked down by two ratings. If the dog guards the Helper very inattentively or bothers the Helper, the exercise is marked down by three ratings. If the dog does not guard the Helper but stays with him or comes toward the handler as he/she approaches, the exercise is marked down by four ratings (insufficient). If the dog leaves the Helper before the Judge gives the handler the signal to approach or if the handler gives the dog a verbal command to stay with the Helper, the protection phase is ended and the dog/handler team is terminated.

Back Transport (5 points)

Commands – one command each to sit and transport

Execution of the Exercise - The back transport of the Helper is approximately 30 paces with one turn. The Judge determines the direction of the back transport. The handler is ordered to directly move to his/her dog. Upon taking the basic position the handler may give a "SIT" command. The handler instructs the Helper to walk forward (EXAMPLE "HELPER, STEP BACK, TURN AROUND AND MOVE OUT"). The handler waits for the Helper to travel 8 paces, the Helper will stop. The handler will then give a "TRANSPORT" command and follow the Helper with the dog in heel position. The dog should watch the Helper closely. The distance of 8 paces must be maintained through the entire back transport.

If the dog does not remain under control, the protection phase will be ended and the dog/handler team is disqualified.

Examples: During the back transport, if the dog leaves the handler and goes to the Helper BUT does NOT grip the sleeve, the handler has one chance to call the dog back and may continue with 4 points deducted. IF the dog grips the sleeve, the dog/handler team is disqualified.

Evaluation - The following errors will be evaluated accordingly: the dog not watching the Helper

attentively, incorrect heeling/transport behavior, and maintaining the required distance behind the Helper.

Attack out of Back Transport (30 points)

Commands - One command each for out and heel

Execution of the Exercise - At the signal from the Judge and while moving, an attack on the handler is performed out of the back transport. Without hesitation and without any influence from the handler, the dog must defend against the attack by a strong, energetic bite. The dog may bite only the Helper's sleeve. As soon as the dog has bitten, the handler must stand still. At the Judge's signal, the Helper stops and stands quietly.

The dog must show a transition phase (2 seconds). As soon as the Helper stops, after the transition, the handler commands the dog to out. While giving the out command, the handler must stand still, without influencing the dog. Once the dog has outed, it must remain close to the Helper, guarding him intently. At the Judge's signal, at a normal pace, the handler walks directly to the dog and puts the dog into the basic position with a sit command. The handler takes the stick from the Helper.

The method of disarming the Helper is left to the discretion of the handler. For example, the handler can tell the Helper to step back, or the handler can simply heel to the right side of the Helper.

A side transport of the Helper to the Judge follows over about 20 paces. A heel/transport command is allowed. The dog must walk on the Helpers' right side, so that the dog is between the handler and the Helper. The dog must watch the Helper closely during the transport. The dog may not bother, jump on or bite the Helper. If at any point during the side transport the dog moves out of position from between the handler and the Helper the transport should be stopped. The handler is allowed EITHER: 3 verbal attempts to reposition the dog between the handler and the Helper. If the dog returns to the correct position with a minimum of 3 commands the team is allowed to continue OR the handler is allowed one time to go to the dog and heel the dog back to the side transport.

The handler, Helper and dog stop in front of the Judge. The handler is allowed to give a command to halt. The dog must sit while the handler presents the stick to the Judge and reports that the first part of protection is completed.

Evaluation - The following factors will be evaluated accordingly: a quick and powerful strike, full bite until given the out command and a close, intense guarding after outing. The guarding evaluation remains the same.

It is Faulty if:

- The dog needs a command to initiate the attack.

- Does not grip hard and full.
- Can be driven away. (termination)
- The dog is disobedient to the handler's commands.
- If the dog does not watch the Helper on the side transport.

If the dog is slightly inattentive while guarding, the exercise will be marked down by one rating. If the dog is somewhat inattentive or bothers the Helper slightly while guarding, the exercise will be marked down by two ratings. If the dog guards the Helper very inattentively or bothers the Helper, the exercise is marked down by three ratings. If the dog does not guard the Helper but stays with him or comes toward the handler as he/she approaches, the exercise is marked down by four ratings (insufficient). If the dog leaves the Helper before the Judge gives the handler the signal to approach or if the handler gives the dog a verbal command to stay with the Helper, the protection phase is ended and the dog/handler team is terminated. Other faulty behaviors include the dog not sitting, several sit commands given.

Test of Courage (20 points)

Commands - One command each to sit, defend/go, out, sit, heel

Execution of the Exercise - The dog/handler team must heel to a designated/marked spot on the centerline of the field, this spot will be approximately in line with blind one (1). After the handler and dog have heeled to that position, they must demonstrate a sit in the basic position. The handler may hold the dog by its collar but may not stimulate the dog. At the Judge's signal, the Helper steps out of the blind, carrying the stick, and runs to the centerline of the field. At the centerline, the Helper turns and runs towards the handler and dog. While still running, the Helper yells and makes threatening motions. The team is attacked head-on. As soon as the Helper has reached a point about 40-50 paces from the handler and dog, the Judge signals the handler to release the dog. If the dog breaks free before the Judge signals the handler to release the dog, automatic 5 point deduction. The handler does so with a command to "defend" against the attack. The dog must defend against the attack without hesitation demonstrating speed, a convincing attack and strong bite. The Helper must pressure the dog. The dog may only bite the Helper's protection sleeve. The handler may not move from his/her position. Once the Helper stops the attack and stands quietly, the dog must demonstrate a transition phase (2 seconds). The handler gives the out command after the transition. Once the dog has outed, it must remain close to the Helper and guard him intently. The guarding evaluation remains the same. At the Judge's signal, at a normal pace, the handler walks directly to the dog and puts the dog into the basic position with a sit command. The stick is taken from the Helper. The method of disarming the Helper is left up to the handler.

A side transport of the Helper to the Judge follows over about 20 paces. A heel or transport command is allowed. The dog must walk on the Helper's right side, so the dog is between the handler and the Helper. The dog must watch the Helper closely during the transport. The dog may not bother, jump on or bite the Helper. If at any point during the side transport the dog moves out of position from between the handler and the Helper, the transport should be stopped. The handler is allowed EITHER: 3 verbal attempts to reposition the dog between the

handler and the Helper. If the dog returns to the correct position with a minimum of 3 commands the team is allowed to continue OR the handler is allowed one time to go to the dog and heel the dog back to the side transport.

When the group stops in front of the Judge, the handler is allowed a halt command. The handler presents the stick to the Judge and reports out; protection is complete. At the direction of the Judge, before the critique, the dog is put on leash.

Evaluation - Deductions will be made according to qualifying factors concerning the Judge's evaluation: energetic defense with powerful strike, a full bite until the out, the transition and tight, intense guarding of the Helper.

It is Faulty if:

- The dog appears intimidated
- Is hesitant
- If the dog does not go directly to the Helper, the rating is insufficient.
- If the dog engages the sleeve but comes off, even if he reengages, the rating is insufficient.
- If the dog misses or does not directly engage the sleeve, the dog/handler team is terminated (it is up to the discretion of the Judge if the fault is with the dog or the Helper).
- If the dog does not watch the Helper on the side transport.

As always it is up to the Judge to determine if it is a mistake on the part of the Helper or the dog.

If the dog is slightly inattentive while guarding, the exercise will be marked down by one rating. If the dog is somewhat inattentive or bothers the Helper slightly while guarding, the exercise will be marked down by two ratings. If the dog guards the Helper very inattentively or bothers the Helper, the exercise is marked down by three ratings. If the dog does not guard the Helper but stays with him or comes toward the handler as he/she approaches, the exercise is marked down by four ratings (insufficient). If the dog leaves the Helper before the Judge gives the handler the signal to approach or if the handler gives the dog a verbal command to stay with the Helper, the protection phase is ended and the dog/handler team is terminated.

AS3 – Protection

Exercise 1: Search for Helper - 5 points

Exercise 2: Hold and Bark - 10 points

Exercise 3: Prevention of Escape - 10 points

Exercise 4: Attack from Guarding - 20 points

Exercise 5: Back Transport - 5 Points

Exercise 6: Attack out of Back Transport - 10 points

Exercise 7: Test of Courage - 10 points

Exercise 8: Attack from Guarding - 20 points

Exercise 9: Call Off - 10 points

Total Points: 100 points

Search for Helper (5 points)

Commands - One command each to search, come or here (example: "Search" "Fido" "Here")

Execution of the Exercise - The Helper is in the last blind, out of sight of the dog. The handler takes a position between blind one (1) and blind two (2), so that all six (6) blinds are searched. At the Judge's signal, protection begins. With a search command in conjunction with visible signal with the right or left arm (which may be repeated), the dog must quickly leave the handler and purposefully circle the blind indicated, tightly, and alertly. As soon as the dog has searched the blind, the handler calls the dog (the dog's name may be used in conjunction with the command) and, while moving up field, sends the dog with another search command around the next blind and proceeds down the field, searching all six (6) blinds. The handler must remain in the center of the field during the blind search. The dog must cross in front of the handler at all times. When the dog reaches the blind holding the Helper, the handler must stop and stand still. No further commands are permitted.

Hold and Bark (10 points)

Commands - One command each to come and then heel (example: "Fido" "Heel" or "Come" "Heel")

Execution of the Exercise - The dogs must actively and intently confront the Helper, barking continuously. The tone and intensity of the barking should be powerful and focused. The dog's position should be close and dominant. SPECIAL MERIT IS PLACED UPON THE INTENSITY THE DOG EXHIBITS DURING THE GUARDING PHASE. The dog is not permitted to jump on or bite the Helper. After approximately 30 seconds, the Judge will signal the handler to approach. The handler will stop about 5 paces behind the dog at a designated spot. At the Judge's signal, the handler calls the dog out of the blind into basic position.

Call Out of the Blind - On a signal from the Judge, the handler calls the dog out of the blind with two commands, "Come" "Heel". The dog must come immediately and sit in basic position quietly watching the Helper.

Evaluation - Deductions will be made based upon limitations regarding continuous, challenging barking and intense guarding, uninfluenced by the Judge or the approach of the handler until the call out command is given. Only continuous strong and dominant barking will earn full points, any deviations will result in point deductions. Bothering the Helper, for example bumping, jumping on the Helper, results in a deduction of up to 2 points. Up to 9 points may be deducted for hard biting. If the dog leaves the Helper before the Judge signals the handler to leave the center field, the dog may be sent to the blind again. If the dog stays with the Helper this time, protection shall continue, though the hold and bark will be rated "insufficient" (6.5-0 points). If the dog will not search the blind or leaves the Helper again, the protection phase is ended and the dog/handler team is terminated. If the dog returns to the handler as the handler

approaches the blind, or the dog returns to the handler prior to receiving the call out command, partial points are given reflecting an “insufficient” rating (6.5-0 points)

Deductions will be made if the dog does not come out of the blind quickly and directly. Deductions will be made if the dog will not stay in the basic position.

Prevention of Escape (10 points)

Commands - One command each to heel, down, and out

Execution of the Exercise - The Judge’s signal, the handler orders the Helper out of the blind. The Helper moves at a normal pace to the designated location for the escape. At the Judge’s signal, with the dog heeling off leash, the handler goes to the designated down location for the escape. The dog must demonstrate a sit when the handler halts. The handler commands the dog to down and will verbally instruct the Helper to put their “Hands Up” in the air. The handler then walks to the Helper, leaving the dog in the down position, and pats down the Helper’s body. After the pat down, the handler proceeds to watch from the blind. The distance between dog and the Helper is 5 paces.

At the Judge’s signal, the Helper tries to escape. The dog must immediately and forcibly prevent the escape, by means of an energetic and strong bite. The dog may only bite the protection sleeve. On the Judge’s signal the Helper stands still. When the Helper stops, the handler gives an out command after the transition phase (2 seconds). The dog **must** demonstrate a transition. While giving the out command, the handler must stand still, without influencing the dog. Once the dog has outed, it must remain close to the Helper and guard him intently.

In the escape, if the dog is completely over the line when downed, the handler will be asked to call the dog back to basic position behind the line and down the dog correctly. If the dog in the down is not behind the line, but has contact with the line, the dog is allowed to continue. A point deduction will occur. If the dog breaks the escape position on its own (prior to the Judge’s signal) and guards or bites the Helper the dog/handler team is disqualified.

Evaluation - Deductions will be made according to qualifying factors concerning the Judge’s evaluation: rapid, energetic response and pursuit combined with a powerful grip and energetic prevention of the escape with a full bite until given the out command and an intense, tight guarding of the Helper. The dog must guard the Helper with intensity, self-confidence and attentiveness. If the dog remains in the down position or has not prevented the escape by biting and holding tightly before the Helper has taken about 20 steps, the protection phase is ended and the dog/handler team is terminated.

Examples of Faulty Behaviors:

- The dog is inattentive in the down position.
- The grip is uncertain.

- The dog slips off the sleeve and re-grips.
- Breaks from the escape position before the Helper moves and grips the sleeve (disqualified).
- If the dog does not catch the Helper within 20 paces (terminated).

If the dog is slightly inattentive while guarding, the exercise will be marked down by one rating. If the dog is somewhat inattentive or slightly bothers the Helper while guarding, the exercise will be marked down by two ratings. If the dog guards the Helper very inattentively or bothers the Helper, the exercise is marked down by three ratings. If the dog does not guard the Helper but stays with him or comes toward the handler as he/she approaches, the exercise is marked down by four ratings (insufficient). If the dog leaves the Helper before the Judge gives the handler the signal to approach or if the handler gives the dog a verbal command to stay with the Helper, the protection phase is ended and the dog/handler team is terminated.

SPECIAL MERIT IS PLACED ON THE GUARDING PHASE, ESPECIALLY IN THE AS3. THE DOG MUST GUARD WITH INTENSITY, SELF-CONFIDENCE, AND DOMINANCE.

Attack from Guarding [Re-Attack] (20 points)

Commands - One command each to out and come to basic position

Execution of the Exercise - After guarding the Helper for about 5 seconds the Helper attacks the dog. Without any influence from the handler, the dog must defend itself by an energetic, powerful bite. The dog may only bite the Helper's protection sleeve. As soon as the dog has bitten, the Helper gives the dog two stick hits. Hits may only apply to the shoulders and area of the withers. At the Judge's command, the Helper stops and stands still. As soon as the Helper stops, the dog must show a transition phase (2 seconds). Next, the handler gives an out command. While giving the out command, the handler must stand still, without influencing the dog. Once the dog has outed, it must remain close to the Helper, guarding him intently. At the Judge's signal, at a normal pace, the handler walks directly to the dog and puts the dog into the basic position with a command to sit. The handler does not take the stick from the Helper.

Evaluation - The following factors will be evaluated accordingly: quick, strong response; full bite until given the out command; intense, tight guarding of the Helper. The dog must guard the Helper with intensity, self-confidence and attentiveness. Special merit is placed upon the amount of self-confidence and intense behavior exhibited by the dog in the guarding phase. If the dog is slightly inattentive while guarding, the exercise will be marked down by one rating. If the dog is somewhat inattentive or slightly bothers the Helper while guarding, the exercise will be marked down by two ratings. If the dog guards the Helper very inattentively or bothers the Helper, the exercise is marked down by three ratings. If the dog does not guard the Helper but stays with him or comes toward the handler as he/she approaches, the exercise is marked down by four ratings (insufficient). If the dog leaves the Helper before the Judge gives the handler the signal to approach or if the handler gives the dog a verbal command to stay with the Helper, the protection phase is ended and the dog/handler team is terminated.

Back Transport (5 points)

Commands – one command each to sit and transport

Execution of the Exercise - The back transport of the Helper is approximately 30 paces with two (2) turns. The Judge determines the direction of the back transport. The handler is ordered to directly move to his/her dog. Upon taking the basic position the handler may give a “SIT” command. The handler instructs the Helper to walk forward (EXAMPLE “HELPER, STEP BACK, TURN AROUND AND MOVE OUT”). The handler waits for the Helper to travel 8 paces, the Helper will stop. The handler will then give a “TRANSPORT” command and follow the Helper with the dog in heel position. The dog should watch the Helper closely. The distance of 8 paces must be maintained through the entire back transport.

If the dog does not remain under control, the protection phase will be ended and the dog/handler team is disqualified.

Examples: During the back transport, if the dog leaves the handler and goes to the Helper BUT does NOT grip the sleeve, the handler has one chance to call the dog back and may continue with 4 points deducted. IF the dog grips the sleeve, the dog/handler team is disqualified.

Evaluation - The following errors will be evaluated accordingly: the dog not watching the Helper attentively, incorrect heeling/transport behavior, and maintaining the required distance behind the Helper.

Attack out of Back Transport (30 points)

Commands - One command each for out and heel

Execution of the Exercise - At the signal from the Judge and while moving, an attack on the handler is performed out of the back transport. Without hesitation and without any influence from the handler, the dog must defend against the attack by a strong, energetic bite. The dog may bite only the Helper’s sleeve. As soon as the dog has bitten, the handler must stand still. At the Judge’s signal, the Helper stops and stands quietly.

The dog must show a transition phase (2 seconds). As soon as the Helper stops, after the transition, the handler commands the dog to out. While giving the out command, the handler must stand still, without influencing the dog. Once the dog has outed, it must remain close to the Helper, guarding him intently. At the Judge’s signal, at a normal pace, the handler walks directly to the dog and puts the dog into the basic position with a sit command. The handler takes the stick from the Helper.

The method of disarming the Helper is left to the discretion of the handler. For example, the handler can tell the Helper to step back, or the handler can simply heel to the right side of the Helper.

A side transport of the Helper to the Judge follows over about 20 paces. A heel/transport command is allowed. The dog must walk on the Helpers' right side, so that the dog is between the handler and the Helper. The dog must watch the Helper closely during the transport. The dog may not bother, jump on or bite the Helper. If at any point during the side transport the dog moves out of position from between the handler and the Helper the transport should be stopped. The handler is allowed EITHER: 3 verbal attempts to reposition the dog between the handler and the Helper. If the dog returns to the correct position with a minimum of 3 commands the team is allowed to continue OR the handler is allowed one time to go to the dog and heel the dog back to the side transport.

The handler, Helper and dog stop in front of the Judge. The handler is allowed to give a command to halt. The dog must sit while the handler presents the stick to the Judge and reports that the first part of protection is completed.

Evaluation - The following factors will be evaluated accordingly: a quick and powerful strike, full bite until given the out command and a close, intense guarding after outing. The guarding evaluation remains the same.

It is Faulty if:

- The dog needs a command to initiate the attack.
- Does not grip hard and full.
- Can be driven away. (termination)
- The dog is disobedient to the handler's commands.
- If the dog does not watch the Helper on the side transport.

If the dog is slightly inattentive while guarding, the exercise will be marked down by one rating. If the dog is somewhat inattentive or bothers the Helper slightly while guarding, the exercise will be marked down by two ratings. If the dog guards the Helper very inattentively or bothers the Helper, the exercise is marked down by three ratings. If the dog does not guard the Helper but stays with him or comes toward the handler as he/she approaches, the exercise is marked down by four ratings (insufficient). If the dog leaves the Helper before the Judge gives the handler the signal to approach or if the handler gives the dog a verbal command to stay with the Helper, the protection phase is ended and the dog/handler team is terminated. As always, guarding criteria remain the same.

****NOTE* - The Order of Exercises 7/8 and 9 will be determined by a flip of the coin performed by the Judge prior to start of the protection phase.***

Exercise 7 – Test of Courage
Exercise 8 – Attack from Guarding (Re-Attack)
Exercise 9 - Call Off

Example – Heads = Call Off First

Example – Tails = Test of Courage First

Test of Courage (10 points)

Commands - One command each to sit, defend/go, out, sit and heel

Execution of the Exercise - The dog/handler team free heel to the center line of the field, approximately in line with blind one (1). The dog must sit calmly in basic position. The handler may hold the dog by its collar but may not stimulate the dog. At the Judge's signal, the Helper steps out of blind four (4), carrying the stick, and runs to the centerline of the field. At the centerline, the Helper turns and threatens the handler and dog. The handler may yell at the Helper to stop or may remain quiet. The Helper then turns away from the handler and dog and runs in the opposite direction. Once the Helper reaches the marked spot on the centerline (at or beyond blind six (6) which will be determined by the size of the field), the Helper will pivot/turn and run towards the dog attacking head on. **THE HANDLER MUST SEND THE DOG THE MOMENT THE HELPER BEGINS TO PIVOT** (prior to the Helper facing the handler/dog). Sending the dog early or failure to send the dog before the helper turns and faces the dog/handler team, will result in the exercise being rated high insufficient.

It is important to note that there will be no signal given by the Judge for the handler to send their dog. The handler **MUST NOT SEND** their dog early. The handler must send their dog the moment the Helper begins to pivot and make his/her turn. Sending the dog early is dangerous for the helper and will cause the exercise to be rated high insufficient.

The Helper will run toward the dog while yelling and making vigorous threatening gestures. The dog must defend against the attack with intensity and without hesitation. The dog must grip energetically with a full, forceful, calm, hard grip. Once the dog grips, the Helper pressures the dog. The dog may only bite the Helper's protection sleeve. The handler may not move from his/her position. Once the Helper stops the attack, the dog must show a transition phase (2 seconds). After the transition phase the handler gives an out command.

While giving the out command, the handler must stand still, without influencing the dog. Once the dog has outed, it must remain close to the Helper and guard intently. The guarding criteria remains the same. - The following factors will be evaluated accordingly: energetic defense with a powerful strike, a full bite until the out is given and intense, tight, guarding of the Helper.

It is incorrect if the dog appears intimidated or is hesitant through the attack.

If the dog does not go directly to the Helper, the rating is insufficient. If the dog engages the sleeve but comes off, even if he reengages, the rating is insufficient. If the dog misses or does not directly engage the sleeve, the dog/handler team is terminated (it is up to the discretion of the Judge if the fault is with the dog or the Helper).

If the dog is slightly inattentive while guarding, the exercise will be marked down by one rating. If the dog is somewhat inattentive or bothers the Helper slightly while guarding, the exercise will be marked down by two ratings. If the dog guards the Helper very inattentively or bothers

the Helper, the exercise is marked down by three ratings. If the dog does not guard the Helper but stays with him or comes toward the handler as he/she approaches, the exercise is marked down by four ratings (insufficient). If the dog leaves the Helper before the Judge gives the handler the signal to approach or if the handler gives the dog a verbal command to stay with the Helper, the protection phase is ended and the dog/handler team is terminated. The Guarding Criteria remains the same.

Attack from Guarding (20 Points)

Commands - One command each to out, sit, heel/transport (example: “Out” “Sit” “Transport”)

Execution of the Exercise - After guarding the Helper for about 5 seconds, the Helper attacks the dog. Without hesitation and without any influence from the handler the dog must defend itself by an energetic, powerful bite. The dog may only bite the Helper’s sleeve. As soon as the dog has bitten, the Helper pressures the dog with two stick hits. Hits may only be applied to the shoulders and the area of the withers. Once the Helper stops and stands still, the dog must show a transition phase (2 seconds). After the transition phase the handler gives an out command. While giving the out command, the handler must stand still, without influencing the dog in any way. Once the dog has outed, it must remain close to the Helper, guarding him intently. At the Judge’s signal, at a normal pace, the handler walks directly to the dog and puts the dog into the basic position with a “sit” command. The handler takes the stick from the Helper. THE METHOD OF DISARMING IS LEFT UP TO THE HANDLER.

IF THIS IS THE LAST EXERCISE — A side transport of the Helper to the Judge follows over a distance of about 20 paces. A heel/transport command is allowed. The dog must walk on the Helper’s right side, so that the dog is between the handler and the Helper. The handler, Helper and dog stop in front of the Judge. The handler may use a command to halt. The handler presents the stick to the Judge and reports that the second part of protection phase is completed. The handler and dog heel a distance of 5 paces away. At the Judge’s instruction, before the critique, the dog is put on leash.

IF THE LONG BITE IS BEFORE THE CALL OFF — The Judge directs the handler to pick up his/her dog and complete the side transport. Then the dog/handler team free heel to the designated spot and take basic position with a “sit” command.

Evaluation - Deductions will be made according to qualifying factors concerning the Judge’s evaluation: energetic defense with powerful strike, a full bite until the out and an intense, tight guarding of the Helper.

If the dog is slightly inattentive while guarding, the exercise will be marked down by one rating. If the dog is somewhat inattentive or bothers the Helper slightly while guarding, the exercise will be marked down by two ratings. If the dog guards the Helper very inattentively or bothers the Helper, the exercise is marked down by three ratings. If the dog does not guard the Helper but stays with him or comes toward the handler as he/she approaches, the exercise is marked down by four ratings (insufficient). If the dog leaves the Helper before the Judge gives the

handler the signal to approach or if the handler gives the dog a verbal command to stay with the Helper, the protection phase is ended and the dog/handler team is terminated.

It is Faulty if:

- The dog is hesitant through the attack.
- The dog misses or does not directly engage.
- The dog engages the sleeve but comes off, then re-engages (insufficient).
- The dog is not obedient to the handler's commands.
- If the dog does not watch the Helper on the side transport.

If at any time during the side transport the dog moves out of position between the handler and the Helper, the transport is stopped. The handler must remain in place and has three chances to call their dog into the correct position, if unsuccessful the dog/handler team is disqualified.

Call Off (10 points)

Commands - One command each to sit, defend/go, recall, and heel

The handler may use the dog's name or one recall command. Once the dog has returned to within 10 feet of the handler the command to heel is given.

—OR—

The handler may whistle or use a whistle. If using a whistle, the whistle must be in the handler's mouth after the dog leaves the handler for the attack. After the whistle is blown, it must be dropped from the handlers mouth and both hands must remain in a natural position at the handler's side. The command to heel is given once the dog has returned to within 10 feet of the handler.

Execution of the Exercise - The dog/handler team must free heel to the centerline of the field, approximately in line with blind one (1). The dog must sit in basic position. At the designated spot, the handler may hold the dog by its collar but may not stimulate the dog. At the Judge's signal, the Helper steps out of blind four (4), carrying the stick, and runs to the centerline of the field. At the centerline, the Helper turns and threatens the handler and dog. The handler may yell at the Helper to stop or may remain quiet. The Helper then turns away from the handler and dog and runs in the opposite direction. Once the Helper reaches the marked spot on the centerline (at or beyond blind six (6) which will be determined by the size of the field), he/she turns and runs towards the dog attacking head on. THE HANDLER MUST SEND THE DOG THE MOMENT THE HELPER BEGINS TO PIVOT (prior to the Helper facing the handler/dog). Sending the dog early or failure to send the dog before the helper turns and faces the dog/handler team, could result in disqualification which is up to the Judge's discretion.

It is important to note that there will be no signal given by the Judge for the handler to send their dog. The handler MUST NOT SEND their dog early. The handler must send their dog the moment the Helper begins to pivot and make his/her turn. Sending the dog early is dangerous

for the helper and could result in disqualification which is up to the Judge's discretion.

The Judge will be standing across from blind three (3). At the Judge's signal, the handler must recall the dog. If the handler recalls the dog prior to the Judge's signal, the dog/handler team is disqualified. The command to return to basic position is given once the dog is within 10 feet of the handler.

IF THE CALL OFF IS FIRST — The handler remains in the designated position for the long bite.

IF THE CALL OFF IS THE LAST EXERCISE — Once the dog has been called back to basic position, the dog/handler team will heel to report out to the Judge. The handler may give a command to halt. The dog must demonstrate a sit. After reporting out to the Judge, the handler will heel 5 paces away before putting the leash on.

Evaluation - Deductions will be made according to qualifying factors concerning the Judge's evaluation:

- Energetic speed of the dog toward the Helper.
- Energetic speed to respond to the handler's command to return.
- Deduction of 5 points is given if the handler uses a second command.
- If the handler uses a third command, the dog/handler team is disqualified.
- If the dog engages the Helper, the protection phase is ended and the dog/handler team is disqualified.
- If the dog comes back, but does not return to basic position (to within 3 feet), the point deduction is up to the Judge's discretion.

Important Reminder for Helpers and Judges:

Consistency is crucial in executing the Test of Courage and the Call Off. Both must be executed the same by the helper. Helpers must present the sleeve for a bite in the same manner for both exercises. The sleeve is presented for a bite in the Test of Courage and must also be presented in the Call Off should the dog not quickly respond to the handler's signal to recall. Dropping the sleeve to the side or lowering it in front of the body, could help to facilitate a recall and is not permitted. This will result in a repeat of the Call Off. Verbal threats must also be identical for both exercises. If the dog engages the helper during the Call Off exercise, the protection phase is ended and the dog/handler team is disqualified. Strict adherence to these guidelines is essential for a fair and credible evaluation.

American Schutzhund – Junior Division

Participation in youth sport serves many needs and teaches great life lessons. Nobody can deny the benefit of participation. It is the intention of the Junior Division to provide a positive experience for junior handlers to participate in American Schutzhund. We are excited to bring this idea to fruition and offer Junior Division certifications.

Junior Division Rules:

The age restriction will be 7-14 years old.

All juniors must have a parent or legal guardian that is a member of PSA/AS and the junior added as a family member. All trial registrations must be completed and signed for by the parent or legal guardian.

All dogs being shown must have a PSA/AS Scorebook.

Juniors must follow the same order of progression as the American Schutzhund titles.

All achievements earned in the Junior Division will not be considered American Schutzhund titles. The rules will be modified to allow for a coach to be present to verbally assist the junior in all levels, phases and to pitch the dumbbell if needed. Juniors are not required to execute a long down or have a dog in the long down when they are performing the obedience portion of the Junior BT/BTX and the Junior AS1. All other trial routines will remain the same with the exception of the long down exclusion.

Juniors are required to attain the Junior BT/BTX first to compete in the Junior Division. The dog aggression test and the environment evaluation will be conducted and recorded in the dog's scorebook in the same manner as all other participants. Should the junior or another handler wish to attain an actual BT/BTX, the obedience (and protection) portion(s) would need to be repeated and conducted without assistance and in the same manner as all other participants.

Should the junior or another handler wish to attain American Schutzhund titles, the dog must start again with the BT/BTX. Both the dog aggression test and environmental evaluation portion, if already completed in a Junior BT/BTX, are exempt.

All American Schutzhund clubs can now offer the American Schutzhund - Junior Division certifications. All juniors who pass will receive this certificate. The cost for these certifications will be left up to the hosting club but may not exceed that of an actual BT/BTX or AS title. Additional trophies and/or medallions can be given, this will be at the host club's discretion.

The Junior Division consists of the following certifications:

- JRAS-BT
- JRAS-BTX
- JRAS-1
- JRAS-2
- JRAS-3