

## **Rules to obtain:**

### **N.V.B.K. CERTIFICATE “Basis Exercises Belgian Ring”**

Obedience – Agility – Courage /daring

#### Directions

- Obtaining a certification is not a competition so there is no classement.
- All breeds may participate.
- At participation you accept the rules from the N.V.B.K.
- Obtaining a certificate costs 5 euro
- This can be judged by one judge.

#### 1. healing at leash – 4 (**this is the only exercise where the dog can have a leash or collar**)

This is done to present the handler and the dog to the public and to be able to put the leash away after this exercise.

The dog, wearing a leash of 1m ( $\pm$  3,5 feet) will follow his master, and will always keep going forward. The way that has to be followed is defined by the judges.

Only one command is allowed. A dog that circles, BEFORE his master is moving, won't be punished.

The dog is not allowed to go before his master with more than a neck's length and may not move away from him sideways either.

The dog can follow on the left or the right side and may change sides. The handler is allowed to change the leash from one hand to the other only 1 time and it has to be done behind his back. All commands by voice or gestures are forbidden.

The handler has to walk in a natural way (relaxed, with moving arms) and the route has to be followed until the end, without stopping. Walking with one or two fists clenched to the chest will be judged as unnatural. The leash has to be taken at the side, where the dog is following his master and only one end can come out of the handler's hand (bottom).

#### 2. healing with muzzle – 6

Same as above, healing at leash BUT dog has no leash or collar, only the muzzle on.

#### 3. retrieve of a object – 10

Dog and handler are in a 2m square on ground level. The handler has to be behind his dog in a natural way. After the handler has taken his object, he is allowed to give his dog one more order to stay, before throwing his object in a certain direction (decided by the judge).

The spot, where the object has to land, also has to be clearly defined. If the handler doesn't succeed in throwing on this exact spot, he'll have to do it over again (loss of 2 points). He'll get only 2 chances to do this. If unforeseen circumstances should cause the object to land on an impossible spot (not on purpose), the handler is allowed to throw again without punishment.

After a sign of the judge (bell), the handler can give only one command to make his dog retrieve the object (it is allowed to say the dog's name). When the dog takes the object, he has to bring it immediately to his master, without dropping it.

If the dog returns in the square (dog has to be completely within the borders of the square with 4 paws) with an object (no matter if it is the right object or not), the handler has to take the object from the dog and the exercise is finished. The dog doesn't have to sit down when returning the object. The commands “sit” or “let go” are allowed. Afterwards, the handler will give the object back to the jury or to the ring-master.

The exercise has to be finished within 30 sec. Time starts running from the moment when the dog passes the line to get the object onward, and stops at the moment when the handler holds the object in his hands again (as long as the dog is in the square too).

During this exercise, the leash and the muzzle of the dog have to be out of sight.

The handler isn't allowed to take an unnatural position or to let the dog sniff the object. After the sound of the bell, he isn't allowed to give scent to the dog either.

If the dog doesn't let go of the object immediately, when the handler tells him to, he'll lose 1 point for "offering resistance to let go". If the handler has to give a second order to let go, he'll lose 2 points for "offering much resistance to let go". If the handler has to give a third command, he'll lose all points "doesn't let go".

The handler isn't allowed to use a whistle to make the dog let go. If he does he'll lose all points.

#### 4. down for 1 minute with food refusal (1 piece) 8 (down) 12 (refusal)

Dog has to stay down for one minute on a spot, defined by the judges (there has to be enough room so that the dog can stay down comfortably and cannot be startled).

The dog can't be placed in one of the pits (jumping exercises). During this exercise, the handler is out of the sight of the dog.

The order to stay down has to be given near the dog. If the dog doesn't execute the order after 2 additional commands, the exercise is ended. If the dog moves away more than 1m, before his master is out of sight, he has to be repositioned. This has to be told by the judges or the ring-master. This is allowed only twice.

Sniffing (more than 10 sec) won't be extra punished in General Appearance.

No abnormal noises are allowed during this exercise.

If the bait consists of meat, the meat has to be soft and without any bones.

In this exercise 2 pieces of bait are thrown (not presented) to the dog (in front of the dog).

This is done at a clearly defined moment, identical for all dogs.

It must be avoided that the bait is thrown in the dog's mouth. If this should happen and the dog drops it immediately, he won't be punished.

The dog is allowed to stay down, sit or stand up. If the dog keeps moving away, so that the bait can't be thrown, he'll lose half of the points.

Afterwards, the handler is allowed to get his dog or to call him (only if the dog isn't trying to get to the bait → this will be punished as preventing the dog to take the bait).

- If there accidentally is food on the field, that wasn't placed there by the judges, the dog won't be punished if he eats or licks it
- If the bait should get dried out or wet, because of the weather circumstances, it has to be replaced right after the noon break.
- The person who throws the bait, has to do this from a distance of at least 4m and in the same direction. If the dogs moves away from the first bait, he'll move toward the dog for throwing the second piece, but he has to keep the same distance.
- If the dog comes toward the person and takes the bait out of his hand, the exercise will be stopped with loss of all points.
- If the dog moves away more than 1m from the first bait (costs 2 points) and takes off when the second piece is thrown, he won't lose more than 2 points.

#### 5. searching from a object – 10

The purpose of this exercise is to make the dog track his object.

The handler isn't allowed to show his object to his dog or to let the dog smell it.

Spitting on his object or apply artificial scent is forbidden.

The dog has to stay behind in a 2m square. Before departure, the handler and the dog both have to be between the lines.

The exercise starts as soon as the handler passes the line of departure.

The handler doesn't have to follow the ring-master if this isn't the shortest way.

The handler will place his object on a spot, defined by the jury.

The handler isn't allowed to look back at his dog, while moving away or while placing the object.

He can't put his hand in his pocket either. The dog has to stay in the square, while his master is gone.

The handler isn't allowed to give scent to his dog, until after the sound of the bell. After the command of the handler, the dog has to find his object and return it to his master.

The exercise has to be finished within 60 sec. Time starts running from the moment when the dog passes the line onward, and stops at the moment when the handler holds the object in his hands again (as long as the dog is in the square too).

As soon as the dog is between the lines to return the object the commands "sit" or "let go" are allowed.

A second order (so-called second attempt) with giving scent to the dog, is allowed if the dog returns completely in the square without a object.

If the object is accidentally dropped outside the lines while the dog returns it, the handler can give a second order. On top of the normal loss of points for a second order, the handler will lose one more point for dropping the object.

If the dog doesn't let go of the object immediately, when the handler tells him to, he'll lose 1 point for "offering resistance to let go". If the handler has to give a second order to let go, he'll lose 2 points for "offering much resistance to let go".

If the handler has to give a third command, he'll lose all points "doesn't let go".

No abnormal noises or movements are allowed during the exercise.

All ring personnel has to stay away at a distance of at least 10m.

The handler isn't allowed to use a whistle to make the dog let go. If he does he'll lose all points.

#### 6. 1 jump – 10 (this is the small pit with hurdle on the height of 0.5 meter)

Before the hedge there is a ditch of 1.50m x 1.50m (50cm deep). This ditch may not be replaced by a panel or a mat. The ditch can be filled with water, but only if weather circumstances are the cause (not on purpose).

The dog has to jump over the ditch and over the adjustable hedge at least at 50 cm height. It is a one-way jump.

For small breeds the hedge can be placed in the middle of the pit, but also on 50. cm height

If the dog succeeds in his first attempt, the exercise will be finished. If the dog fails, there will be an additional attempt at the same height (costs 2 points).

If the adjustable part of the hedge falls down, this will be regarded as a missed attempt.

The construction of the hedge has to be in a way that, if the dog leans on the turning part, it will fall down easily.

#### 7. attack with stick – 35

With every attack (also the stopped attack) there must be beats of the lath till the dog is 5 m from the decoy so the dog knows the direction of the attack.

There will be two launched attacks. 1 with stick – 1 with gunfire

Dog and handler are standing between two lines, which are 2m apart.

The decoy will follow the judges' instructions to perform the attacks (fleeing, attacking or repelling).

It is forbidden to make the decoy lie down, stand completely motionless or run towards the dog or make the dog bite the inner side of the arm; to avoid injuries to the decoy or to the dog. The decoy must always give the dog the chance to bite.

It is not allowed to cover the decoy completely from the side or from behind.

The decoy has to perform in the same way for all competitors and like he was told to do.

While the dog bites the decoy has to keep moving the member where the dog bites (arm or leg), no matter if it is a launched attack or a stopped attack. All three attacks can be different.

If a second person gives assistance during an attack, he always has to keep a distance of minimum 3m when performing his task.

If an obstacle is used, this has to be at least 4m wide and in a straight line (not pointed).

If a pool is used there may not be any pointed sides either (could be dangerous for the dog). Every object the decoy can take in his hands is regarded as an object to repel the dog and not as an obstacle he has to pass.

If an obstacle is used, the decoy has to be right behind it or at a sufficient distance, so that a dog that bites the arm is capable to bite while he still is in the air or has sufficient space to land before biting. The decoy has to give the dog the chance to bite.

During a flee attack (decoy running away with his back to the dog), the decoy has to look over his shoulder, to see the dog coming, and keep his arms slightly spread next to his body.

At the sound of the handler's command, the dog will attack the decoy. He isn't allowed to take off before the command or the bell. If the dog passes the line of departure partly, before command or bell, he won't be punished in the points of departure (this can be done in "general appearance" however).

The decoy must use the laths or the twigs to strike the dog softly on his back. He isn't allowed to hit flanks, head or paws.

The decoy has to work in the same way for every competitor.

The handler's commands to send or to recall the dog have to be the same for each attack. Prolonged commands will be regarded as double commands and punished as such.

If the dog doesn't take off at the first command, the handler is allowed to give one additional command.

If the dog circles, before passing the line of departure, this won't be punished.

The exercise starts as soon as the dog passed the line of departure with 4 paws.

If the dog takes off before the sound of the bell, the handler has to give a command to attack before the dog is more than 5m away or he'll lose all points.

If the dog takes off too soon, but stands still within 5m he'll lose the 5 points for departure.

If the dog doesn't take the shortest way to get to the decoy or doesn't attack powerful enough he will be punished in the points for departure or the points for the quality of the bite.

**N.B.:**

If a dog stands on the brakes and stands still, he'll lose all points. This is also the fact if he stands still behind the decoy.

If a handler helps his dog by running with him or by encouraging him, he won't be allowed to execute the following attacks, except in cat 3.

If the dog partly lets go of the decoy (nibbles) the judges will decide the amount of penalty points.

The must see to it however that the dog doesn't show any fear of the laths or the twigs.

If a dog lets go too soon, the decoy isn't allowed to repel him by using his voice or his hands.

The duration of the attacks is the same for every competitor (judges count slowly from 1 to 5).

Times starts running at the moment the dog reaches the decoy.

At the sound of the handler's command to let go, the dog has to let go immediately. He'll lose 1 point for every second he keeps biting after the command. After 5 seconds all points for recall will be lost.

If the dog doesn't let go and the handler reacts in a brutal way, he'll be punished severely in "general appearance". If the reaction is violent, he'll be suspended immediately.

If the decoy falls down, the handler immediately has to recall his dog. The given bite will be judged by the jury or they will give points compared to the quality of the other bites.

While the dog is coming back, the handler has to stay motionless until he can touch his dog without replacing. The allowed time is 30sec.

If a dog stops on his way back to drink (pool) he won't lose the recall points (if he reaches his master within 30sec), but he will be punished in "general appearance".

#### 8. defense of the handler (short version, handshake + attack) – 35

The exercise starts as soon as the decoy starts moving if the judges decide so.

The handler has to wait for the sign of the jury to start the exercise. Only 1 order for departure is allowed. Starting without giving an order will result in loss of all points.

During this exercise, the handler has to follow a route, decided by the jury. If he doesn't follow the exact route, the judges will decide the penalty points. During the walk the handler has to move in a natural way, with his arms moving next to his body. Walking with one or two fists clenched to the chest will be judged as unnatural. Every time he has to stand still he has to keep down his hands. Every threatening gesture (fist or hand up in the air) will mean loss of all points.

If the handler follows the wrong way the decoy has to go on with the exercise like the judges told him to.

The dog has to stay with his master. If he leaves him the decoy may change his route (to take the dog with him) or stand still, to show that the dog doesn't follow his master. If this happens the exercise will be finished (loss of all points). The handshake has to be performed in a natural way. When the handler arrives on the spot, where the handshake has to be given or where the decoy has to attack, the decoy has to give the handshake or attack, no matter at what distance the dog is. When the decoy gives the handshake, the dog has to watch attentively, without biting. If the decoy doesn't stand on the exact spot the judges decided to give the handshake and like this avoids a dangerous point, he'll lose all points.

After the handshake the decoy will effectively attack the handler, in a real fight. The decoy will be armed with laths or twigs, like during the attacks.

There has to be a real fight, clearly visible for the dog, no matter if he bites the arm or the leg. The attack also takes place on a clearly defined spot and has to be the same for every competitor. Fake attacks or movements always have to take place at more than 1m away from the handler (this could be attacking a third person, throwing objects, slamming a tree etc...). The dog will defend his master, without any order, by attacking the decoy. The decoy always has to attack in such a way that there isn't any danger for the handler of being bitten by his dog (by mistake). If the decoy doesn't attack in the right way, the handler has the right to do the exercise again (the points he already lost will be deducted).

If the handler gives an order or talks to his dog, before the dog actually bites the decoy, he'll lose all points (this goes for the whole duration of the exercise). When the dog is biting the decoy, the handler has to move away for at least 5m and is allowed to encourage his dog. If he touches the dog on purpose, he'll lose all points. If he doesn't move away immediately, he'll lose the 5 points of the recall. When the handler recalls his dog, the dog has to let go immediately and return to his master. The decoy has to stop working when the dog lets go.

While the dog is coming back, the handler has to stay motionless until he can touch his dog without replacing.

#### 9. attack (gunfire) – 35

See attack 1

#### 10. stop attack (short distance) – 20 (short distance = half from distance attack)

No firearms are allowed and the decoy isn't allowed to use his voice after the dog took off.

If a dog doesn't bite in the launched attacks, he won't get any points for the stopped attack either.

At the order of the handler, the dog will take off to attack the decoy. At the next order of the handler he'll return immediately, without biting.

If the dog doesn't take off at the first command, the handler is allowed to give one additional command.

The exercise starts as soon as the dog passed the line of departure with 4 paws.

If the dog takes off before the sound of the bell, the handler has to give a command to attack before the dog is more than 5m away or he'll lose all points.

If the dog takes off too soon, but stands still within 5m he'll lose the 5 points for departure.

If the dog bites anyway or touches the decoy with open mouth, he'll lose all points. If he touches with his mouth closed, he won't be punished.

The handler isn't allowed to recall, before the dog passes the line of the stopped attack.

The order to recall may be a shortened version of the one of the attacks.

A prolonged order will be regarded as a double command and the handler will lose all

#### 11. general attitude – 15

For general appearance the will to work and his way of enjoying it will be taken into account for the obedience and jump exercise.

For the biting exercises, it will be his drive and courage.

The relationship between dog and master is very important too. The bond between the two of them must be clearly shown.

Handlers have to perform the exercises in a natural way so this is a propaganda for the ring sport.

Points for general appearance will be regarded as the reward for an excellent performance. If the handler abuses his dog, he'll be suspended immediately. The suspension will be clearly mentioned on the judges' report. The handler will get at least a month's suspension .

#### **Exceptional penalty points for general appearance:**

- dog constantly bites his master's hands (playing attitude) 2
- Dog pies on the field 2
- Dog obeys showing fear 2
- Handler or dog not well-groomed 2
- Sloppy performance, dog doesn't stay with his master 2

**Total points: 200**