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INTRODUCTION TO THE RING RULES

The N.V.B.K. program is divided into 3 sections:

- Obedience exercises
- Jumping exercises
- Biting exercises

This order always has to be followed

Each of the 3 divisions is subdivided into different exercises.

The order of these exercises can be changed except for the exercise “heel with leash”.

Each competition has to start with this exercise, which is used to present handler and dog to the public. The order of the other exercises is decided by the jury.

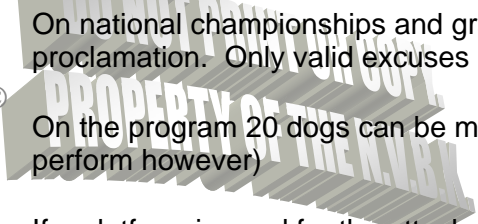
Obedience exercises however can never start with the exercise “identification of the object”. Biting exercises can never start with the exercise “search for the decoy” (first there has to be contact between dog and decoy). If the biting exercises start with the exercise “guard of the object with muzzle”, the next exercise cannot be “search for the decoy” either.

Overview:

- Normally the jury consists of 2 judges, at least one of them a national judge. The national judge who handles the bell, cannot use it on his own initiative. He always has to take his colleague’s opinion into account. The judge handling the bell always has to be close to the dog, the other judge has to follow attentively. If a competitor fails in a certain exercise it is not obligatory to ring the bell.
- The judges have to take the following points into account:
 - category of the contest
 - weather circumstances
 - factor “luck” has to be excluded (use of smoke,...)
- The relationship between handler and dog has to be watched attentively. Each brutality shall be punished severely, not only during the exercises, but also in the time between the exercises (this also counts for the test dog).
- If, during an exercise, the dog places one or more paws ON the line, he won’t be punished. It has to be OVER the line or OUT of the square to lose points. There have to be fixed lines for obedience exercises and attacks (lines made of sand or chalk are forbidden). Lines can be maximum 5cm (approximately 2 inches) wide.
- Competitors are not allowed to have noisy objects (coins, chains, keys,..) in their pockets. This can mean exclusion.
- Each competitor has to present is “competition book” and his insurance papers to the jury, prior to competing. If not, the judges decide whether he is excluded or not.
- Each ill-treatment towards to dog leads to instant exclusion and at least a month of suspension. This will be mentioned on the report of the judges. The “competition book” will be withheld

and sent to the National Secretary. No notes shall be made in the competition book. The concerned competitor won't get any points or prize, if he has to leave the field for bad behavior.

- The field where the contest takes place is under N.V.B.K. rules the whole duration (day or 2 days). Training before or after the contest is ABSOLUTELY forbidden.
- Only official N.V.B.K. forms can be used to give points. If not, this has to be mentioned on the judges' report.
- If a dog has a bandage on the neck, he isn't allowed to perform. Bandages at one of the dog's paws are allowed with a certificate of a veterinarian. If a dog has to wear a bandage for a longer period (several contests) the "Commission of Judges" will decide (Veterinarian's certificate obligatory)
- If a dog willingly or because of unforeseen circumstances, goes for one of the members of the ring personnel, the handler **MUST** call back his dog. If not, sanctions will be taken immediately. The exercise can not be done over again and the handler will get one month of suspension. The judges will immediately withdraw the handler's competition book and return it to the National Secretary.
- Dogs are removed from the field for the following reasons:
 - dangerous conduct (dog attacks a member of the ring personnel)
 - crippled dogsThis has to be mentioned on the judges' report.
If a competitor has to stop because of injury or illness (handler or dog) he isn't allowed to restart later. However he'll get the points of the already performed exercises and the prize money..
- The judges have to take care as to punish for the act of preparing a dog for an exercise. This isn't allowed except in cat 3 (can be punished in general appearance)
- All unforeseen circumstances are subject to the judges' authority. This has to be mentioned on the judges' report and discussed in the Commission of judges.
- Subscriptions have to be done on official forms, at latest one month before the contest and presented to the judges. If a competitor is absent, his subscription will be sent to the National Secretary, together with the judges' report.
- Females always have to perform last. Females in heat cannot perform.
- Mistakes made by the secretary fall under the judges' responsibility, until the end of the season. Eventual adaptations or corrections will be written in the competition book by the concerned judges. The National Secretary will also be informed.
- Official "judgment cards" only have to be used on national championships.
- All help from third persons is forbidden and the handler will lose all points for the concerned exercise (name of the helper has to be mentioned on the report).
- Judges aren't allowed to judge a contest at their own club (exception can be made for unforeseen circumstances).

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- On national championships and grand prix, all competitors have to be present at the proclamation. Only valid excuses are accepted.
 - On the program 20 dogs can be mentioned and 2 reserves (only 20 dogs are allowed to perform however)
 - If a platform is used for the attacks following dimensions have to be respected:
 - 1,5m high
 - surface: 3,5 x 4m or 4 x 4m
 - The surface has to be totally surrounded by a closed fence
 - the ramp also has to be 3,5 or 4m and a closed fence is allowed on both sides. There has to be an open fence however on both sides, to make it easy to get on the platform
 - Inclination of 22°
 - All exercises can be performed on a platform, except for the identification of an object and the search for the decoy.
 - Pools:
 - Have to be at least 7m long and 4m wide (entrance). Where the dogs have to enter and come out of the pool, there has to be a slope, made out of soft materials (inclination 22,5 to 25%). Depth may vary between 20 and 35cm.
 - Pools that don't match these measures still can be used for:
 - throwing in the object to retrieve.
 - departure for attacks (if the first line of departure isn't more than 2m away)
 - The handler is allowed to omit one exercise, if he mentions it to the judges in advance
 - Whistle signals given by another person than the handler are **ABSOLUTELY FORBIDDEN** during each exercise of the contest.
 - In cat 3 the use of staircases is forbidden in every exercise.
 - The slope of the platform can not be used for:
 - as the spot to place the dog for the retrieving of the object or the identification and returning of the object, nor for the exercises down or positions.
 - All exercises will be performed on clearly visible places for all spectators.
 - The handler is allowed to let his dog drink twice under normal weather circumstances. Once during obedience and jumping exercises and once during the biting exercises. He has to ask for it first and the spot will be clearly defined by the judges.
 - Water can be used during the exercises (towards or on the dog) but only if it is a spread stream.
 - If the weather is hot, there always has to be at least a hose and cold water to cool off the dogs. A basin or showers are optional. This has to be checked by the judges.
 - There always has to be an emergency number, where a veterinarian can be reached if necessary.

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OBEDIENCE EXERCISES:

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OVERVIEW:

1. Heel **total 10 points**
 - a) with leash (always the first exercise) **4 points**
 - b) without leash **6 points**

Presentation of handler and dog to the public is obligatory (this will always be the first exercise)
2. Refusal of baits (food refusal) **20 points**
3. Positions **total 12 points**
 - Down **4 points**
 - Sit **4 points**
 - Stand up **4 points**
4. Down one minute **8 points**
5. Retrieval of an object **10 points**
6. Sent discrimination (Identification and retrieval of an object) **10 points**
7. Straight ahead

The exercises “retrieval of an object” and “sent discrimination” will always start at ground level. It isn't allowed to make the object land or place the sticks on a staircase either.

A. HEEL (WITH AND WITHOUT LEASH): TOTAL OF 10 POINTS

WITH LEASH: 4 points

Each contest will start with this exercise. 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.

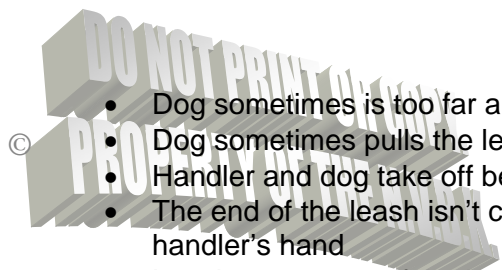
The dog is not allowed to go before his master with more than a neck's length and may not move away from him sideways either.

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).

Penalty points:

POINTS



- Dog sometimes is too far ahead or behind **from 1 to 2**
- Dog sometimes pulls the leash **from 1 to 2**
- Handler and dog take off before the sound of the bell **2**
- The end of the leash isn't completely hidden in the handler's hand **4**
- Leash comes out of the handler's hand at the top **4**
- Handler pulls the leash **4**
- Extra command (voice or gesture) **4**
- Dog continuously pulls the leash **4**
- Dog is always too far ahead or behind **4**
- Handler doesn't walk in a natural way **4**
- Dog circles around the handler **4**
- Handler avoids dangerous point (food, square) or changes his route on purpose **4**
- Handler doesn't reach the arrival **4**
- Leash at the wrong side **4**
- Handler accidentally changes the route **judges' decide**
- Handler accidentally lets go of the leash **not punished**

WITHOUT LEASH: 6 points

Same rules as the exercise with the leash but now the dog is free. The dog can only change sides behind his master

- | Penalty points: | POINTS |
|---|-----------------------|
| • Dog sometimes is too far ahead or behind | from 1 to 2 |
| • Handler and dog take off before the sound of the bell | 2 |
| • Extra command (voice or gesture) | 6 |
| • Dog is always too far ahead or behind | 6 |
| • Handler doesn't walk in a natural way | 6 |
| • Dog circles around the handler | 6 |
| • Handler avoids dangerous point (food, square) or changes his route on purpose | 6 |
| • Handler doesn't reach the arrival | 6 |
| • Handler accidentally changes the route | judges' decide |

B. REFUSAL OF BAITS:

20 POINTS

If the bait consists of meat, the meat has to be soft and without any bones. Before the dogs enter the field, baits are placed in different places. They cannot be placed however in a distance of less than 10m from the spot where the dog has to identify the object or where the object that has to be retrieved is thrown.

During the contest 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).

- Baits can't be thrown during an exercise
- 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.
- Baits have to be placed during each contest.

Penalty points:

POINTS

- | | |
|--|-----------|
| • Dog moves away more than 1m | 2 |
| • Dog keeps moving away so that the bait can't be thrown | 10 |
| • Dog licks or eats the bait | 20 |
| • Handler feeds his dog during the contest | 20 |
| • Handler prevents his dog from taking the bait | 20 |

C. POSITIONS (DOWN, SIT, STAND)

TOTAL OF 12 POINTS

The dog will perform this exercise in a 2x2m square. The judges decide where this square is placed so that the public can't hinder the dog. Dog and master have to be completely visible to each other. Minimum-distance 15m.

The judges decide the order of the 3 commands (the same for all competitors).

The order for the start-position has to be given to the dog, while handler and dog both are in the square.

If the dog changes this position and the handler has to reposition the dog, this also has to be done while dog and handler both are in the square.

The dog has to be completely in the square, before the handler can start with giving his commands from a distance. If he is not, the judges or the ringmaster will tell the handler.

If the dog doesn't execute the first command, two additional commands are allowed. The start-position has to be continued until the judge whispers the command to the handler, who commands his dog. If the dog doesn't execute the order after 3 commands, the exercise is finished (the dog keeps the already achieved points).

If the dog leaves the square and moves towards his master more than ¼ of the total distance, while executing the orders, the exercise will be finished. Saying the dog's name before the command is regarded as an additional command. A command can consist of two words (f.i. "sit down") as long as it is said fluently and without breaks.

If a dog doesn't take the ordered position after two additional commands, the exercise will be finished. The handler keeps the already achieved points.

Commands can only be given while both are in the square.

If a handler commands before the judge tells him to, the judge will order an additional command to the original position, before the handler can give the command again.

(for instance: starting position is "sit". Handler goes to the judge who tells him the next command is "stand up". Handler orders "stand up" and then "down", without the judge telling him to. → The judge will order the handler to make his dog stand up again, before he can order "down")

Penalty points:	POINTS
• Additional command (voice or gesture) to give the order for the start-position	1
• Use of the hand to place the dog	1
• Handler out of the square while giving the order for the start position	1
• Dog changes position or comes out of the square for a moment while the handler moves toward the judge	1
• Dog with one paw out of the square	1
• Handler has to reposition the dog	1
• Dog changes position or comes out of the square for a moment while the handler moves toward the judge but corrects this before the handler reaches the judge	1
• Dog changes position and comes out of the square for a moment while the handler moves toward the judge	2
• Dog is outside the square (1point for every meter)	1/m
• Additional command during the exercise	2
• Dog changes position without command	2
• Handler says the dog's name before the command	2
• Handler doesn't wait for the judge's order to give the next command (2 additional commands)	4

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- Dog refuses to execute the start-position after 3 commands 12
 - Handler stops or looks back while moving away from the dog 12
 - Dog refuses to execute an order after 2 additional commands **loss of all points that could still be achieved**
 - Handler has to reposition his dog and does this while being out of the square 12
 - Handler out of the square during the starting command 12
 - Dog moves toward his master for more than 1/4 of the total distance **loss of all points that could still be achieved**

D. DOWN (1 MINUTE): 8 POINTS

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.

The judges can change the spot for the down exercise during the contest if necessary because of external circumstances (heat, water, other dog pies on the spot). Sniffing (more than 10 sec) won't be extra punished in General Appearance.

No abnormal noises are allowed during this exercise.

Penalty points:	POINTS
• Additional command (voice or gesture)	1
• Handler stays near his dog for too long	1
• Handler has to reposition the dog	1
• Dog barks during the exercise	2
• Sniffing continuously for more than 10 sec	2
• Sniffing from time to time (> 10 sec total)	2
• Sit up and lie down again in less than 10 sec	2
• Sit up during the last 10 sec	2
• Dog moves away crawling more than 1m	2
• Dog starts to roll over	2
• Additional command from a distance	8
• Handler looks back while moving away	8
• Dog sits up more than 10 sec	8
• Dog doesn't lie down after 3 commands	8
• Dog moves away more than 1m	8
• Handler puts his dog on the wrong spot	judged by the judges
• Dog changes position before the handler is out of sight will be punished in General Appearance	
• If a dog stays down, but moves his hind legs to the other side, he won't be punished.	

E. RETRIEVAL OF A THROWN OBJECT: 10 POINTS

Dog and handler are in a 2m square on ground level. The handler has to be behind his dog in a natural way. An object will be given to him. This object has to be as natural as possible and may under no circumstance be dangerous to the dog.

After the handler has taken the object, he is allowed to give his dog one more order to stay, before throwing the object in a certain direction (decided by the judges).

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.

It isn't allowed to let the object be thrown in one of the jumping pits. It is allowed to use a water basin, as long as this is safe for the dog and the object isn't completely under the water.

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.

Before and after the exercise, the object has to be out of reach of the dog.

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.

Penalty points:

POINTS

- Dog drops the object on the spot, on his way to his master or at his master's feet **1**
- Dog offers resistance to let go of the object **1**
- Dog plays with the object **1**
- Handler embraces the dog **1**
- Dog doesn't come back directly (doesn't take the shortest way) **1**
- Object not on the right spot (new attempt) **2**
- Dog takes off after the sound of the bell but before his master gives the command **2**
- Dog takes off at the sound of the bell **2**
- Dog drops the object in the square and the handler has to replace one foot to take it **2**
- Handler crouches to take the object **2**

• Abnormal position or direction of the handler in the square	2
• Handler gives a second command after reception of the object and before throwing it	2
• Second command to make the dog let go of the object (dog offers much resistance)	2
• Dog takes off before bell or command	4
• Dog puts two paws over the line after his master has thrown the object (object is on the right spot) and before the handler gives a command.	2
• Handler commands before the sound of the bell and before the dog takes off	4
• Dog retrieves 2 objects, one of which is the good one	5
• Dog partly destroys the object	5
• Second command for departure	10
• Dog takes off too early and handler doesn't command	10
• Handler lets the dog play with the object before the exercise (preparation)	10
• Handler isn't between the lines of the square	10
• Dog isn't between the lines while letting go of the object	10
• Handler changes his position while the dog comes back (makes the dog come to him)	10
• Third command (dog doesn't let go)	10
• Handler uses whistle	10

F. IDENTIFICATION AND RETRIEVAL OF AN OBJECT: 10 POINTS

The purpose of this exercise isn't to make the dog track an object, but making him identify it. This object is a wooden stick of about 10 cm long.

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

Spitting on the stick 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. He is allowed to go through a pool or over an obstacle, without being punished.

The handler will place his stick between 3 to 5 equal sticks on a spot, defined by the jury.

The ring-master first has to place the other sticks, before the handler places his one.

No other false sticks or other objects to retrieve can be placed on the field.

The distance between the sticks has to be at least 25cm and maximum 50cm.

The sticks have to be marked by the jury with a pen or a stamp (no paint or other products).

The sticks have to be placed on the ground clearly visible in a straight line.

It is allowed to use wood, concrete, stone, glass or tissue as an underground, as long as it is placed on ground level.

Hiding the sticks behind the wooden palisade, the hedge or in the pits or a maze isn't allowed.

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

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 has to place the stick in a natural way, without standing on or rubbing the spot where he has to put it with his feet.

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 the stick, identify it 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 stick 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 stick (no matter if it is the right one or not) the handler has to take the stick. 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 stick.

If the stick 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 stick.

At the end of the exercise, the handler returns the stick to the jury or the ring-master.

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

The person that places the other sticks has to pay attention not to put the handler's stick with the others after the exercise.

If the dog doesn't let go of the stick 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 ring-master will not carry the sticks in his pocket during the contest.

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

The handler can only take scent under his arm on the spot and at the moment when he has to place the stick.

Taking an obstacle in a brutal way will be regarded as an additional command.

Penalty points:	POINTS
• Dog drops the object on the spot, on his way to his master or at his master's feet	1
• Dog offers resistance to let go of the object	1
• Dog plays with the object	1
• Handler embraces the dog	1
• Dog doesn't come back directly (doesn't take the shortest way)	1
• Handler has to resend the dog (second attempt)	2
• Dog takes off after the sound of the bell but before his master gives the command	2
• Dog takes off at the sound of the bell	2
• Handler prevents the dog from taking off or stands behind or over the dog	2
• Dog drops the object in the square and the handler has to replace one foot to take it	2
• Abnormal position or direction of the handler in the square	2
• Handler crouches while taking the object	2
• Dog takes off while the handler gives scent	2
• Handler gives scent before the sound of the bell	2
• Second command to make the dog let go of the object (dog offers much resistance)	2

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- Dog puts two paws over the line before his master gives scent and before he gives a command. **2**
 - Stick drops out of the square and handler has to give additional command **3**
 - Dog takes off before bell and command **4**
 - Dog returns 2 sticks, one of which is the good one **5**
 - Dog partly destroys the stick **5**
 - Second command for departure **10**
 - Handler looks back while moving away **10**
 - Dog crawls over the line **10**
 - Dog returns the wrong stick **10**
 - Handler is outside the square **10**
 - Handler puts his hand in his pocket while moving away **10**
 - Dog takes off too early and handler doesn't command **10**
 - Handler changes his position while the dog is searching or coming back towards him **10**
 - Additional command while the dog is out of the square **10**
 - Dog isn't between the lines while letting go of the object **10**
 - Handler shows the stick to the dog or lets him sniff it **10**
 - Handler places the stick while looking at the dog **10**
 - Handler not in the square when the dog takes off **10**
 - Handler spits on the stick or applies artificial scent **10**
 - Third command (dog doesn't let go) **10**
 - Handler stands on or rubs the spot where he has to place the stick with his feet **10**
 - Handler rubs the spot with his hands **10**
 - Handler uses a whistle **10**
 - Handler takes scent under his arms **10**
 - Handler takes an obstacle in a brutal or noisy way **10**

G. STRAIGHT AHEAD: 10 POINTS

The dog will be sent straight ahead for a distance of at least 20m. The exercise starts with the sound of the bell. When the dog passes the line of arrival, the jury will give a sign and the handler can call back his dog. The exercise is finished at that moment. Like this the handler even is allowed to go and get his dog, but this is punished in general appearance.

The line of arrival will be drawn over the complete width of the field. There has to be at least 2m of space after the line, to allow the dog to pass it.

Two flags will be placed at a distance of 4m one from the other, to mark the area of the "clear straight ahead" (maximum points). Additional flags will be placed on both sides, at a distance of at least 2m. If a dog passes the line on the left side of this flag, he will have a "sloping straight ahead". If he passes the right flag from the right side or the left flag from the left side, he'll have a "very sloping straight ahead".

The exercise starts at the sound of the bell. The handler is allowed to give one command. If the dog doesn't take off (doesn't pass the line of departure), the exercise will be finished. The handler has to stay on the same spot during the execution of the exercise. Eventual additional orders (2 allowed) all have to be the same and are allowed only if the dog already passed the line of departure. An additional command by using the voice and gesturing at the same time will be judged as being a double command and also be punished like this.

Eventual obstacles that cannot be put aside must be easy to take for the dog. If tires are used there has to be an opening of at least 60 to 80cm, so the dog doesn't have difficulty to pass.

Penalty points:

POINTS

- | | |
|--|-----------|
| • Hook (quarter of a circle) | 1 |
| • Half a circle (2 hooks) | 2 |
| • Circle (4 hooks) | 4 |
| • Sloping straight ahead | 1 |
| • Very sloping straight ahead | 2 |
| • Handler prevents his dog from taking off or stands besides or over the dog | 2 |
| • Dog takes off before the sound of the bell | 2 |
| • Dog takes off before the command | 2 |
| • Each additional command | 2 |
| • Additional order for departure | 10 |
| • Dog doesn't pass the line after 2 additional orders | 10 |
| • Dog takes off and handler doesn't command | 10 |
| • Handler gives different (not equal) orders | 10 |

If the dog takes off while the handler is positioning him (before the bell), the handler is allowed to call him back without punishment.



JUMPING EXERCISES:

© Overview:

- Jump over a wooden palisade
- Jump over a fixed hedge
- Jump over a large pit
- Jump over a hedge with a pit

Introduction:

- The jury always has to check the condition of the jumping equipment
- Between the different exercises the dog will walk unattached beside his master. If the handler forces the dog in some way to follow him (f.i. grab him), this will be punished in "general appearance" (5 points)
- For all jumping exercises the handler has to be in a 90° position.
- If the dog takes off and jumps before the handler has taken position, he'll have to start over again (second attempt = 2 points)
- If the handler has placed the dog and moves away from him, he isn't allowed to look back or he'll have to start over again (second attempt = 2 points).
- After the sound of the bell one command is allowed. An additional command will be punished.
- If the dog jumps before the command he'll have to start over again (second attempt). If he jumps back (wooden fence or fixed hedge) without command, he won't get the points for jumping back and isn't allowed to restart.
- If the dog refuses to take his place for the jump, the handler is allowed to recall him 3 times, within a reasonable amount of time. After this the exercise will be finished.
- If the handler keeps his dog in position by making a gesture, this will be punished in general appearance (1 point per attempt)
- The hooks (for placing the handler's foot) have to be applied correctly for each exercise. The handler can show these to the dog without being punished
- The judges have to see to it that all jumping equipment is placed at least 3m the one from the other, so that the dog easily can take the jumps.

A. PALISADE JUMP: **20 POINTS**

The palisade consists of two vertical, straight supports (made of concrete, iron or wood) connected by wooden planks (1,5m long, 10cm wide and 3 to 4cm thick). Those planks can be fixed until a height of 1m. They all must be unpainted, not planed and 10cm wide. The bottom side of each plank has to be planed in a small angle on both front and back. In the middle of each plank there has to be a groove on both sides to allow a good grip to the dogs. From a height of 2m onward the level has to be marked on the supports with big, clear numbers, until a level of 2,2m.

The ring-master will inform the judges of the jumped height.

No fences are allowed before or behind the palisade. The palisade has to be on a clearly visible spot, so that the judges can follow both jumps (start and return) without moving.

The dog has to climb the palisade. Level has to be minimum 2m and maximum 2,2m. Only one height can be chosen by the handler (if the dog clears the chosen level there won't be a second jump anymore)

The exercise has to be performed in both directions (there and back). The dog has to wait for the handler's command to take the jump. The handler has to wait for the sign of the jury (bell). When the dog takes his starting jump, the handler has to be in a 90° angle and isn't allowed to

touch the palisade. If he touches the palisade slightly and not on purpose, he won't be punished however.

The handler has to stay on the same spot (90° angle) while the dog jumps, but he is allowed to encourage his dog. When the dog comes down from the palisade and when he jumps back, the handler has to be with his back against the palisade; if not he will lose points for the return jump. It is allowed to smack the palisade while giving the order to return. From the moment the handler sees his dog on top of the palisade, he is allowed to move away and encourage his dog. When the dog jumps off and comes down on the other side of the palisade, the handler is allowed to give one additional order to make the dog position, but this has to be before the sound of the bell. He isn't allowed to show himself to the dog though.

An additional command before the sound of the bell will be punished.

After the signal of the bell, the handler can give one command to make the dog jump back, a second one will be punished.

If a dog doesn't succeed in jumping back after two additional commands, or when he shows himself to his master without jumping, the exercise will be finished.

Two attempts are allowed for jumping away and two attempts for jumping back.

If the dog keeps hanging on top of the palisade for more than 10sec, the exercise will be finished. No further attempts are allowed, but the dog keeps the already achieved points.

Points to be achieved:

Height	jumping away	jumping back	Total
2.00m	5	7	12
2.10m	7	9	16
2.20m	9	11	20

Penalty points:

	POINTS
• Dog misses, while jumping back	2
• Dog misses while jumping away	2
• Dog refuses or avoids jumping, additional order	2
• Dog takes off (there or back) before bell or command	2
• Handler looks back while moving away from the dog or isn't in a 90° angle (=attempt)	2
• Handler gives an additional order, before the sound of the bell	2
• Handler isn't with his back against the palisade	2
• Handler touches the palisade on purpose while the dog jumps away	2

Handler smacks the palisade when the dog jumps away → loses all points that still could be achieved.

Handler doesn't stay behind the palisade → loses all points that still could be achieved.

Dog shows himself to his master, without jumping → keeps the already achieved points.

Handler shows his hand on top of the palisade when the dog jumps back → loses the points for jumping back and all points that still could be achieved.

B. JUMP OVER A FIXED HEDGE: 10 POINTS

The fixed hedge consists of two linked vertical supports. The opening in between has to be completely closed. This has to be done with natural material (twigs, broom, ...) so it looks like a natural hedge.

This hedge has to be solidly fixed, 1,50m wide and 1,20m high. If a real, natural hedge is used, it has to be cut to the right size. Clubs must see to it that the dog cannot hurt himself.

The jump has to be executed in both directions (there and back).

After the first jump (there), the handler is allowed to give one additional order to make the dog position himself to jump back. This has to be done before the sound of the bell.

After two failures, refusals or missed jumps, the exercise will be finished.

If the dog returns to his master without jumping, the exercise will be finished.

The handler isn't allowed to smack the hedge or to hold his hand or arm over it. He only is allowed to show the direction of the jump.

One attempt and one additional attempt (with punishment) are allowed for both jumps (there and back).

If the dog slides over or jumps on top of the hedge, this will be punished as "leaning on the hedge".

Points to be achieved:

jumping away	jumping back	Total
4	6	10

Penalty points:

	POINTS
• Dog touches with his hind legs	1
• Dog touches with his front legs	1
• Dog takes off before the bell (there and back)	2
• Dog refuses, fails or avoids jumping	2
• Additional order for departure	2
• Dog slides over or stands on the hedge	2
• Handler has to reposition the dog (extra attempt)	2
• Handler looks back while moving away	2
• Dog comes back to his master in stead of jumping back	6
• Handler changes position for the jump back	6
• Dog fails, refuses or avoids jumping twice	10

Handler smacks the hedge or puts his hand over it → all points that still could be achieved.

C. JUMP OVER HEDGE WITH DITCH: 10 POINTS

This jumping equipment is made in the same way as the fixed hedge, but in such a way that the height can be adjusted to 1m, 1.10m or 1.20m. The top part can be moved and can be made out of a steel frame (40 to 50cm high and 1.50m wide), covered with a piece of cloth. The use of heavy iron or zinc plates for the top part is forbidden.

Before the hedge there is a ditch of 1.50m x1.50m (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).

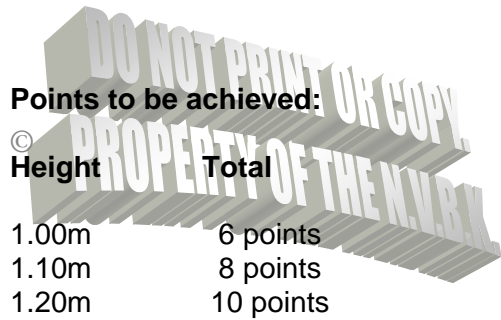
The dog has to jump over the ditch and over the adjustable hedge. It is a one-way jump.

The handler is allowed to choose the height and will get one attempt and one additional attempt (with punishment) to make the dog clear the jump.

If the dog succeeds in his first attempt, the exercise will be finished (not allowed to change the height). 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. The dog keeps the already achieved points.



Points to be achieved:

Height	Total
1.00m	6 points
1.10m	8 points
1.20m	10 points

Penalty points:

POINTS

- The same as for the fixed hedge

D. JUMP OVER A LARGE DITCH:

20 POINTS

A ditch of 3m long, 1.5m wide and 50cm deep has to be jump lengthwise. The ditch can be filled with water but only if this was caused by weather circumstances (never on purpose). There has to be a slope (soft) at the end where the dog comes down, to avoid eventual injuries. To enlarge the length of the ditch a frame will be used. This has to be 1m long, 40cm high and a little bit wider than the width of the ditch (1.50m). The frame has to be covered by a piece of cloth. If this is dark-colored, there has to be a light-colored board of at least 5cm. This frame can never be replaced by a wooden, iron or zinc panel or by any kind of system which might cause injuries to the dog.

This frame has to be placed behind the ditch, to enlarge the length to 3.50 or 4m.

It must be constructed in such a way that it can tilt if the dog jumps on it.

The exercise consists of two one-way jumps: one over the 3m ditch and one over the ditch with frame (3.5 or 4m).

The jump has to be cleared lengthwise and no lines are drawn.

Two attempts + one additional attempt are allowed.

After two missed or avoided jumps or two refusals, the exercise will be finished.

Jumping in the ditch or on the frame will be regarded as a missed jump. Jumping on the line will be regarded as a clear jump.

Points to be achieved:

Length	Total
3.00m	12
3.50m	16
4.00m	20

Penalty points:

POINTS

- Dog touches frame with his hind legs **1**
- Dog touches frame with his front legs **1**
- Dog takes off before the bell or the command **2**
- Dog refuses, fails or avoids jumping **2**
- Additional command for departure (= attempt) **2**
- Handler's foot not in a 90° angle (= attempt) **2**
- Handler looks back while moving away (= attempt) **2**
- Handler has to reposition the dog **2**

Handler always keeps the already achieved points

IV. BITING EXERCISES:

©

OVERVIEW

- Guard of the object
 - Without muzzle
 - With muzzle
- Launched attacks (two)
- Stopped attack
- Protection of the master
- Search and escort of the decoy

INTRODUCTION

Preparation of the dog is allowed only in cat 3 contests (with exception of the National Championships). This only will be punished in "General Appearance".

During the biting exercises, orders can be given by use of the voice or a whistle. The same type of command has to be used for all exercises however. If not, no points will be given for the concerned exercise. If the whistle is attached to a rope or a chain, this may in no means be a threat to the dog. In that case the whistle has to be at the handler's neck and not in his hand. If this isn't the fact, the judges will take the final decision.

The club that organizes the contest must see to it that the designed decoy is capable to perform the tasks and to adapt to all circumstances.

The decoy has to keep moving the member (arm or leg) where the dog is biting.

The decoy's suit has to be in good condition. It has to be made out of burlap or hop (not dyed) or eventually flax. The biting laps however MUST be made out of hop burlap.

The general appearance of the decoy has to be well-groomed and certainly not ridiculous.

Measures of the biting suit:

Underarm: outline of 54 to 58cm
Leg (calf): outline of 63 to 67cm
Stitching: 4 x 4cm

The laps to cover the arm must have a minimum length of 45cm, those to cover the leg 60cm.

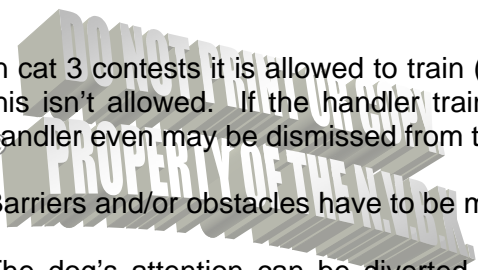
During the obedience and jumping exercises the decoy isn't allowed to move around over the field. He can be present motionless however (the same for all competitors).

The civil decoy (performs during the exercise "guard of the object with muzzle") will wear protection under his clothes (coverall), to prevent injuries caused by the punches of the dogs.

The club has to see to it that there are at least two spare laths. These can be made out of wood or synthetic material.

The club also has to see to it that there is sufficient equipment available and at least 5 normal objects to guard, that can by no means cause injuries to the dogs.

There also has to be an alarm pistol and a sufficient amount of cartridges. For cat 2 & 3 contests only 6mm cartridges are allowed (single charge), for cat 1 this can be 9mm cartridges (single charge)



In cat 3 contests it is allowed to train (will be punished in the concerned exercise). In cat 1 & 2 this isn't allowed. If the handler trains, this will be punished in "General appearance" or the handler even may be dismissed from the field.

Barriers and/or obstacles have to be mobile from the inside, to avoid injuries.

The dog's attention can be diverted while biting, by a person shouting, throwing things **that can't hurt the dog**, banging objects or throwing water.

This is forbidden in cat 3. In cat2 this is allowed if the person who performs these actions and the objects that are thrown don't come closer to the dog than 3m.

In cat 1 this is allowed, but the person performing the action always has to stay away from the dog for at least 3m so he won't be in any danger.

The decoy must always challenge the dog till hi is about within 5 meter.

A. GUARD OF THE OBJECT:

TOTAL 50 POINTS

©

General aspects:

Judges aren't allowed to bring their own objects or repelling objects for cat 2 & 3 contests. This is allowed for cat 1 contests, but the judges take all responsibility.

For the guard of the object, 3 circles will be drawn, to make it possible for the judges to determine the exact distance where the dog bites the decoy or the distance over which the decoy is able to drag the dog.

The inner circle has a 3m radius, the second one 5m and the third one 7m.

The object has to be placed in the center. The circles must be regarded only as a tool and therefore imaginary. If the dog should move the object, the imaginary circles must also be moved.

The circles are the dog's property and therefore no objects can be left or dropped from above inside the circles. Only the dog and his object can be inside the circles.

The guarding exercise in cat 2 & 3 can never start at a distance of more than 3m outside the largest circle (all attempts).

The object the dog has to guard has to be as normal and natural as possible, with a maximum height of 70cm. Stuffed animals or animal skins are forbidden.

For the exercises "guard of the object with muzzle" and "guard of the object without muzzle", different objects can be used. These objects are defined by the jury.

Unstable objects or objects where the dog could get stuck in are forbidden. This also counts for objects that could get stuck to the dog's neck.

Depending on the category, a second object can be used, to repel the dog from biting or to divert the dog.

If the dog is near the object he has to guard, the decoy has to see to it that the object always is between him and the dog, while approaching.

If the dog clearly moves away from the object he has to guard, the decoy has to go straight towards him.

If the dog stands motionless, the decoy has to enter the circles in such a way that the obstacle is between him and the dog.

If the dog lies or stands on the object the decoy has to approach in a straight line towards the dog's head.

Once the decoy gets into the inner circle (less than 1.5m from the object) he has to move straight towards the dog. In the inner circle it is never allowed to move around in circles.

If the decoy holds an obstacle, he is not allowed to leave this behind at a distance of less than 3.5m from the object the dog has to guard, during the first two attempts.

If the obstacle is completely closed, it is not allowed to hold it lower than knee level (obstacles that reach ground level, must have a sufficient opening and must not be too big). The decoy isn't allowed to use violence or to enter the circle running to get hold of the object.

After each attempt there will be a certain amount of time, before the decoy starts with the next attempt, except if the judges decide otherwise (however the decoy must always move away 3.5m from the object after each attempt).

The exact spot where the decoy stands when the dog bites will be taken to measure the distance from the object (to calculate the points).

To determine the distance a dog lets the decoy drag him, the judges will measure the distance from the spot where the dog bites until the spot where he lets go. If a dog moves towards the

decoy and returns to his object without biting, he will be punished for “dragging” over this distance. The decoy has to take a defending attitude as soon as the dog wants to attack.

If the dog attacks the decoy when he is still more than 3.5m away, this will be regarded as leaving the object and the exercise will be finished if he doesn't return within 10sec.

This goes also for a dog that let's himself drag for more than 3.5m. The 10sec start running when the dog passes the 3.5m line.

If a dog stays out of the circles for more than 10sec, the exercise will be finished (even if he is standing just outside the circles).

If the dog bites, the decoy will move away backwards, in a natural way. He is not allowed to turn around and take the dog with him. The decoy has to leave the circles (with or without dog) on the same spot where he entered.

N.B.

If a dog gets stuck in the object or if the object hangs at the dog's neck, the dog has to be repositioned. This always has to be ordered by the judges. If the dog stops biting or punching before 10sec have passed, the decoy can start his next attempt, if the dog isn't more than 3.5m away from the moved object. If the object is still hanging at the wandering dog's neck, the exercise will be finished after 10sec.

There will be three attempts to take the object without the dog wearing a muzzle and two attempts with muzzle.

The dog will get 10 points for every clear attempt. It is forbidden to perform a fake attempt.

The handler has to place the object in the middle of the inner circle with the dog beside it. The handler also has to be in the inner circle or he'll lose all points. He isn't allowed to put the dog on the object, but he can give any order he wants.

After he placed the object, the handler has to turn around in a natural way and go to the hiding place he was pointed.

If the exercise “guard without muzzle” follows the exercise “guard with muzzle” and the handler forgets to take off the muzzle, he isn't allowed to start over again.

The handler isn't allowed to look back or to return to the dog to reposition.

The purpose of this exercise is to show the dog knows what is expected of him → guard an object his master gave him, while his master is gone and defend it if necessary.

No pistols are allowed during this exercise.

If the dog, while guarding the object, accidentally gets hit, the distance will not be taken into account and the dog will not be punished for attacking too soon. The dog will only be punished for eventual bad bites or punches or dragging.

Threatening of the dog: if the decoy is ordered to throw something at the dog or to pour water, the dog won't get this advantage.

The decoy can only use his hands or feet to get hold of the object (the use of sticks or brooms is forbidden).

If a dog moves towards the decoy and returns to his object without biting or punching, he will be punished for “dragging” over this distance. This punishment can only be given once during each attempt, but if the dog does this several times, the longest distance will be taken into account for the punishment.

If the dog circles constantly around the object at a distance of more than 1.5m but less than 2.5m, he will be punished in “General Appearance”.

N.B.:

If the dog has taken position near the object and the handler is out of sight but nobody (decoy or civilian decoy) has moved already, the exercise hasn't started yet. If the dog moves towards

the decoy then (even if he punches or bites), this will only be punished in "General Appearance". He won't get punished for attacking too soon or for dragging.

The 10sec for leaving the object start counting however from the moment he passes the line.

If the dog is completely out of the circles (with his 4 paws) the decoy or the civil decoy have to cease all activity.

During the so called "double work" (decoy + one or more civilian decoys), the fake civilian decoy (or the decoy) have to go on with their work (this is only allowed in cat1).

If the dog returns in the circles (at least one paw), the activity starts again.

If he stays out of the circles for more than 10sec, the exercise will be finished.

If the attempt is continued, he will be punished for dragging.

GUARD OF THE OBJECT WITHOUT MUZZLE:

3 attempts of 10 points each. Performance with assistance of the decoy.

In cat 3 contests no objects to repel the dog are allowed. It is allowed however to use an object to frighten the dog, if this is kept aside or over the dog. It is also allowed to use a hoop or a tire, if the opening has at least a 60cm radius. **The opening may not be covered in any way (twigs, ribbons,...)** This is only allowed in the 3rd attempt and the object may not be used to repel the dog. The front side has to be completely free, so the dog is able to get to the decoy.

In cat 3 contests no "quiet" (slow) attempts are allowed, the decoy always has to move towards the dog in a straight line and a normal speed.

In cat 2 an object to repel the dog is allowed with the last attempt and this can be used to repel if the judges say so.

The decoy is NEVER allowed to "steal" an object (use his own imagination); he has to perform like the judges tell him to.

Objects used to repel:

The size of these objects may not exceed the length of the decoy's arm.

The object may never cause any harm to the dog.

If the construction is a rectangle with moving objects within (ribbons, twigs, tires etc...) the size may not exceed 1.20m (width) and 1.50m (height).

Solid obstacles, such as a frame covered by a piece of cloth or planks → if such obstacles are used there has to be an opening of at least 60cm radius, so every dog is able to get hold of the decoy (whether he bites the arm or the leg).

The decoy is allowed to take the obstacle with both hands however, so the dog has to bite the leg or the inner side of the arm or has to punch on the stomach.

The judges will decide to use this kind of attempt after consultation with the ring personnel.

Nobody, except for the decoy or civilian decoy, is allowed to use or throw obstacles or water in a distance less than 3.5m from the object.

GUARD OF THE OBJECT WITH MUZZLE:

For this exercise there will be assistance from the civilian decoy (properly dressed and protected under the coverall).

- The handler has to put on the muzzle to the dog outside of the circles before he takes the object, or he will be punished in "General Appearance" (2 points).
- If the muzzle isn't put on properly and the dog is in the circles with the object, the handler isn't allowed to put it on again.
- If the dog rips off his muzzle, the handler is allowed to put it on again. If the exercise that follows is the "guard without muzzle" and the handler forgets to take the muzzle off, he isn't allowed to start over again.
- The (civilian) decoy is allowed to take the object only with his hands or his feet. Sticks or other objects that might lengthen the arm artificially are forbidden.
- It is allowed to make the dog punch on the stomach, if this is completely safe for the decoy → if he can protect his face behind an object (for instance a large tire).

There are 2 attempts of 10 points each → total of 20 points

In cat 3 contest the civilian decoy has to go straight to the object without misleading the dog (by moving very slowly or by using a second person)

In cat 2 & 3 the decoy is not allowed to assist.

It is allowed to take a second object to frighten the dog.

It is also allowed to use a hoop or a tire, if the opening has at least a 60cm radius. **The opening may not be covered in any way (twigs, ribbons,...)** It is only allowed in the second attempt to make a dog punch through an object but the object may not be used to repel the dog in cat 3.

In cat 2 it is allowed to use an object to repel the dog in the second attempt if the judges say so.

In cat 1 this is allowed in every attempt.

Nobody, except for the decoy or civilian decoy, is allowed to use or throw obstacles or water in a distance less than 3.5m from the object.

N.B.:

If a "fake" civilian decoy assists to mislead the dog and the dog attacks this person, this will be regarded and punished as "dragging" if the dog returns immediately to the object, but the attempt with the real civilian decoy continues.

Penalty points:		POINTS
• Dog attacks at a distance of	1.5m	2
	2.5m	5
	3.5m	8
• Dog drags over a distance of	2.5m	2
	3.5m	5
	4.5m	8
• Bite or punch could be better, or dog hesitates		1 to 3
• Dog waits too long or avoids the threat		1 to 3

Penalty points for waiting too long:

→ dog waits too long in the inner circle	1
→ at a distance up to 1.5m	2
→ at a distance up to 2.5m	3

In this case he won't be punished for attacking too soon.

Dog defends in a feeble way	4
Dog defends in a very feeble way	6
Dog partly destroys the object	5
Dog destroys the object completely	Loss of the points that could still be achieved

Handler loses all points if:

- he gives an additional order (voice or gesture) on his way to the hiding place
- he turns around on his way to the hiding place
- he puts his dog on the object or isn't in the inner circle himself while positioning the dog.

Handler loses all points that could still be achieved if the dog leaves the object (if the dog is more than 3.5m away for more than 10sec).

N.B.:

- If a dog leaves the object but stays inside the circles, he will be punished for dragging for the distance from the object to the spot where he stands. The distance from the object to the spot where the dog bites will be taken into account to determine the penalty points for attacking too early.
- If the object is taken from the dog in the second or the third attempt, he will keep the points of the preceding attempts.
- Each attempt starts with the maximum points (no penalty points of the preceding attempts)
- A dog that keeps his object will always get at least 5 points, even if his penalty points exceed 15 (with muzzle) or 25 (without muzzle).
- If the handler corrects his dog by coming out of the hiding place in a brutal way (training), he isn't allowed to do the next guarding exercise, if this follows immediately (except in cat 3)
- If the dog bites in the circles the decoy will move away backwards, in a straight line. If the decoy doesn't succeed in leaving the circles (because the dog prevents this by pulling very hard) the exercise will be stopped after 20sec. The dog will keep the already achieved points, but loses all points that could still be achieved including the ones of the actual attempt.



B. ATTACKS: TOTAL 70 POINTS

LAUNCHED ATTACK: 35 points (performed twice)

With every attack (also the stopped attack) there must be at least 5 beats of the lath, so the dog knows the direction of the attack.

There will be two launched attacks.

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 first attack must always be a launched attack. It is free for the jury to decide whether the second one will be a launched attack or a stopped attack, but this has to be the same for all competitors.

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.

During the second and the third attack, the decoy isn't allowed to use his voice after the dog took off. This is only allowed in cat 1 (however not in the stopped attack).

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. This only is allowed in cat 1 & 2 contests.

If flee attacks are used in cat 3 contests, the decoy will always run away to the left or to the right side (not with his back to the dog) and he isn't allowed to put away his arms.

In cat 3 only laths or twigs are allowed to strike the dog.

The dog always has to be placed with his head in the direction of the decoy.

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 he circles after he passed the line he'll lose 1 to 5 points of the departure. If he circles twice after he passed the line, he'll lose all points.

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. They 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.

The decoy will only stop working after the dog let go, not at the sound of the bell or the command of the handler. Then he has to stand motionless until the dog has reached his master.

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".

If an attack takes place on top of a platform, the dog will get 5sec to reset, if he misses the entrance of the platform (loses 1 to 3 points for departure). The decoy will keep working. He'll stop working however if the dog overtakes him completely.

If a platform is used for the attacks following dimensions have to be respected:

- 1,5m high
- surface: 3,5 x 4m or 4 x 4m
- The surface has to be totally surrounded by a closed fence
- the ramp also has to be 3,5 or 4m and a closed fence is allowed on both sides. There has to be an open fence however on both sides, to make it easy to get on the platform
- Inclination of 22°

N.B.:

The sum of the points for departure and recall may never exceed the points for the quality of the bite.

If a dog lets go before or at the sound of the bell penalty points will be 5 or 2 points. On top of this he'll lose points for the quality of the bite and the points for recall.

Division of the points:

Departure	5 points
Very good bite	25 points
Recall	5 points

Penalty points:	POINTS
• Every second the dog keeps biting after recall	1
• Prolonged order	2
• Additional command to recall	2
• Avoiding an obstacle	2
• Dog doesn't take the shortest way to return	1 to 5
• Dog doesn't take the shortest way to get to the decoy or doesn't attack powerful enough	1 to 5
• Dog circles less than 3 times after he passed the line	1 to 5
• Additional order for departure (dog hasn't passed the line yet)	5
• Handler doesn't stand behind the dog or stands over the dog	5
• Dog isn't placed in the direction of the decoy	5
• Dog passes the line but then waits for the order	5
• Additional order after the dog passed the line	35
• Dog takes off and handler doesn't command within 5m	35
• Dog stands on the brakes and stands still	35
• Handler lets the dog take off too soon on purpose to avoid the degree of difficulty	35
• Dog is ready for departure. Ring-master gives the sign and the decoy starts working and handler still gives an additional command to stay (voice or gesture)	35
• Dog circles more than 3 times after he passed the line	35

Standing on the brakes will be punished in the points of departure.

If the dog hesitates while biting the decoy and looks for the easiest way, he'll lose points in the quality of the bite.

Dog lets go before the sound of the bell:

→ 5 penalty points

→ penalty points for the quality of the bite

→ loss of the points for recall (5 points)

Dog lets go at the sound of the bell for a moment but restarts biting immediately:

→ 2 penalty points

→ penalty points for the quality of the bite

Dog lets go at the sound of the bell and doesn't start biting again:

→ 2 penalty points

⊕ penalty points for the quality of the bite

→ loss of the points for recall (5 points)

Every time the dog circles after he passed the line: 1 to 5 points of departure.

STOPPED ATTACK: 30 points

This will never be the first 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.

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 he circles after he passed the line he'll lose 1 to 5 points of the departure. If he circles more than twice after he passed the line, he'll lose all points.

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.

This line will be drawn at a distance of 5, 6, 7 or 8m from the decoy on smaller fields.

On national championships this will **always** be 10m.

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 points.

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.

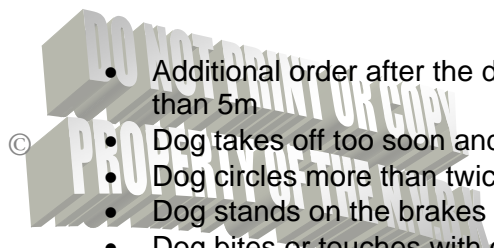
Division of the points:

Departure	5 points
Recall	25 points

These points stand apart from those of the launched attacks.

If the handler recalls his dog when the dog is in a distance of less than 1m from the decoy, he'll get the maximum of 25 points. 1 point will be deducted for every additional meter.

Penalty points:	POINTS
• Every meter the dog is away from the decoy at the command of the handler	1
• Dog stands on the brakes while pursuing the decoy	1 to 5
• Additional order for departure	5
• Dog takes off before bell or command	5
• Dog circles less than 3 times after the line of dep.	1 to 5



- Additional order after the dog passed the line for more than 5m **30**
- Dog takes off too soon and handler doesn't command **30**
- Dog circles more than twice after the line of dep. **30**
- Dog stands on the brakes and stops pursuing **30**
- Dog bites or touches with open mouth **30**
- Dog circles after he passed the line of the stopped attack **30**
- Handler moves while the dog is coming back **30**
- Dog isn't back with his master after 30sec **30**
- Prolonged order to recall **30**
- Handler lets the dog take off too soon on purpose to avoid the difficulty degree of the attack **30**
- Dog is ready for departure. Ring-master gives the sign and the decoy starts working and handler still gives an additional command to stay (voice or gesture) **30**
- If the dog doesn't take the shortest way back to his master or doesn't come back fast enough this will be punished in the 25 points (judges decide penalty points)

C. DEFENSE OF THE MASTER:

40 POINTS

Division of the points:

Departure	5 points
Notification	5 points
Defense	25 points
Recall	5 points

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.

It is forbidden to make the handler hold or push something (bike, carriage etc...) or to make him carry something (bag, suitcase, bale of straw, etc...).

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

During the walk, the dog has to warn his master that he is being followed by the decoy (barks, circles or starts walking backwards in front of the handler).

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). If the dog starts warning his master before the decoy starts to follow him, he'll get the points for the notification if he keeps warning when the decoy starts following.

After the decoy followed the handler for at least 10m, he'll shake hands with the handler on a spot decided by the judges. 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 were 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.

If the handler, no matter the circumstances, doesn't reach the spot of the handshake, he'll lose all points. If he does reach the spot of the handshake, but doesn't shake hands with the decoy (whatever the reason) he'll lose 20 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. After the handler has given the order to let go the judges will start counting slowly from 1 to 5. The dog loses an extra point every second he keeps biting after the command.

If the dog lets go for a moment and restarts biting immediately, the handler won't be punished if he keeps encouraging. The dog will get penalty points for the quality of the bite.

If the dog lets go and the decoy can repel the dog for 2 to 3 sec, before he starts biting again, the dog will get points for the bite (with penalty points) and the recall.

No matter the penalty points for the bite, the dog will get his points for departure, notification and recall (if he did this correctly). If the penalty points exceed the value of the bite (when the dog attacks too soon), he'll get 0 points for the bite.

N.B.:

If a dog attacks too soon (with the handshake or at a dangerous point) he won't get 5 points for departure. These points will be divided evenly over the whole duration of the exercise.

The judges can give the order to stand or sit in a certain direction at a certain spot. If the handler doesn't do this he'll lose 2 points of the quality of the bite each time.

If the handler stands in the wrong direction on the spot of the handshake or the attack, the decoy has to give the handshake or attack like the judges told him anyway (even from behind). He has to see to it that the handler isn't in any danger.

If the exercise was explained wrongly to the handler, by the ring-master, the handler is allowed to restart. The points he already lost will be deducted.

If the handler stands in the wrong direction on the spot of the handshake, the decoy has to give the handshake from behind. The handler has to turn around to give the handshake and will lose 2 points in the quality of the bite. If he doesn't do this he'll lose 20 points. If he doesn't reach the spot of the handshake, he'll lose all points.

If the handler looks back during the exercise (for instance if his dog doesn't follow), the judges can decide not to punish him, if he doesn't get any advantage by looking back. In all other cases he'll lose all points.

It is forbidden to let the decoy attack the handler from behind, while the handler is moving (to avoid injuries to handler and decoy).

The handshake ALWAYS has to be given while the handler stands still.

Penalty points:	POINTS
• Every second the dog keeps biting after recall	1
• Additional command to recall	2
• Dog lets go at the sound of the bell and restarts biting	2
• Handler doesn't stand in the right direction	2
• Dog could be closer to his master	1 to 5
• Dog attacks a little too soon	1 to 5
• Dog doesn't come back straight away	1 to 5
• Handler takes off before the sound of the bell	5
• Dog doesn't warn his master	5
• Dog bites one moment after notification	5
• Handler doesn't move away more than 5m when he recalls his dog	5
• Dog attacks too soon (after handshake)	1 to 10
• Dog bites one moment before notification	10
• Dog attacks at the moment of the handshake	10
• Dog attacks after notification but before handshake	15
• Dog attacks before notification	20
• Handler doesn't shake hands	20
• Additional order for departure or dog leaves master	40
• Handler give order before the dog is biting	40
• Dog leaves master (more than 5m)	40
• Handler isn't on the right spot for the handshake and avoids dangerous point	40
• Unnatural conduct of handler	40
• Handler talks during the exercise	40
• Handler avoids meeting the decoy	40
• Handler starts the exercise without giving order	40
• Handler looks back and gets advantage out of it	40
• Handler follows a wrong route	judges decide

Dog lets go before the sound of the bell:

→ 5 penalty points

→ penalty points for the quality of the bite

→ loss of the points for recall (5 points)

Dog lets go at the sound of the bell and doesn't start biting again:

→ 2 penalty points

→ penalty points for the quality of the bite

→ loss of the points for recall (5 points)



D. SEARCH AND ESCORT OF THE DECOY: 50 POINTS

Division of the points:

Departure	5 points
Barks	5 points
Doesn't bite	5 points
Discovery	10 points
Fleeing attempts	15 points
Escort	10 points

Introduction:

There will be at least 3 hiding places on the field. They don't have to be identical, but must be big enough to hide a standing decoy. The decoy can not be hidden between a bunch of people, lying in a ditch or on the floor.

The construction of the hiding places must be as such, that the dog can see the decoy when he enters (no mazes). The hiding places and the decoy have to be on ground level.

The hiding places mustn't be visible to the handler. If the dog doesn't bark, the handler has to look at his watch to decide when to leave.

The decoy, armed with a gun, will stand motionless in the hiding place and mustn't attract attention. He has to take a defending pose and eventually wear a mask.

The use of a fake decoy is forbidden.

When the handler enters the field, he can give one order before going to the spot for departure. An additional order on his way to the spot of departure will cost 25 points.

If the dog takes off before reaching the place of departure this will cost 5 points (handler has to give the order for departure immediately within 5m). If the dog isn't close enough to his master while going to the spot of departure (2, 3 or 4m away) he'll be punished (2,3 or 4 points). If the handler calls back his dog at this moment, he'll lose 25 points.

If the handler reaches the spot for departure and the dog moves away for 2, 3 or 4m and the handler follows his dog, he'll lose 25 points.

On the spot of departure, the handler is allowed to choose the direction in which he'll stand. If the dog doesn't take off at the first command, he is allowed to give an additional order.

After the dog took off, the handler isn't allowed to give an additional command, if the dog should return to him.

If the dog doesn't find the decoy, the handler will go to the hiding place at the sign of the jury. This costs 25 points but the exercise can continue.

The allowed time for the dog to find the decoy normally is 1 minute, but the judges can decide to give 1.5 minute on neutral or difficult fields or at the National Championships.

If the dog barks to let his master know he found the decoy, the handler will go to the hiding place to escort the decoy. If the dog chooses a wrong hiding place and starts barking, he'll lose 25 points, but the exercise may continue. If the dog keeps barking all the time while searching for the decoy and doesn't stop at a wrong hiding place, he won't be punished.

If the dog finds the decoy but doesn't bark, the handler has to move towards his dog before the allowed time (1 minute) has passed (loses 5 points for not barking). If he doesn't do this, he'll lose 25 points.

If the handler goes to his dog and sees his dog doesn't stay with the decoy, he isn't allowed to slow down to win time and give the dog the chance to recover. This costs 25 points.

If a dog barks and then bites, he'll get the points for barking, but lose the points for not biting.

After discovery of the decoy, the dog has to stay within a distance of 5m from the decoy, until his master arrives. If he moves away for more than 5m, he'll lose 25 points. This will only happen after the dog barked or after the handler started moving towards his dog.

If the dog moves away after discovery, but stays within a distance of 5m, this will be punished by deducting 1 to 4 points from the points for discovery.

Together with his master, the dog will escort the decoy and prevent the fleeing attempts.

During the escort, it isn't allowed to throw objects or to make the decoy and the handler sit down. Standing still is allowed. During the escort the handler isn't allowed to give orders.

During the escort the handler has to walk beside the decoy (left or right side) with his hand on the decoy's shoulder. If he doesn't do this he'll get 25 penalty points for unnatural conduct.

In Cat 2 & 3 contests, the escort can not start immediately with a flee attempt.

If the dog doesn't stay close enough to the decoy or doesn't pay attention sufficiently, he'll get penalty points for the escort (1 to 10).

If the handler escorts the decoy from the hiding place and the dog starts biting and keeps biting without any reason for 10 sec, he'll lose 25 points (this goes for the whole duration of the escort).

The decoy will perform 3 fleeing attempts, during one of which he'll fire the pistol (never during the first attempt). If a dog lets go at the sound of the pistol, but starts biting again immediately, he'll lose 3 points. If he can't take the sound of the pistol, he'll be suspended from the contest. In case of doubt, there will be an additional fleeing attempt, but the handler never is allowed to encourage the dog.

The decoy will flee and the dog will attack him. The handler has to stand still immediately if the decoy flees, or he'll lose 25 points. If the decoy succeeds in fleeing more than 5m without the dog biting him, the dog will lose 25 points and the exercise will be stopped.

The handler has to recall his dog at the sign of the jury. The jury will let the dog bite for approximately 3 seconds. The dog has to let go when the handler commands, but he has to stay with the decoy. The commands have to be equal for each attempt.

If the dog keeps biting for more than 5sec after the command of the handler, he'll lose 25 points. Penalty points will count for all 3 fleeing attempts. Fleeing attempts won't be judged separately.

If the dog attacks one more time after the third attempt, the decoy will keep working until the judge rings the bell. The dog will lose the 10 points for the escort.

If the dog leaves the decoy and his master (more than 5m), he'll lose 25 points, even after the three fleeing attempts.

N.B.:

It is not allowed for the decoy to flee right from the hiding place. In cat 1 there can be a fleeing attempt after the handler reaches the decoy and they come out of the hiding place together with the dog.

In cat 2 & 3 the handler must be back with the decoy and hold him, before the decoy is allowed to flee again. There will always be a couple of meters of escort before the next attempt.

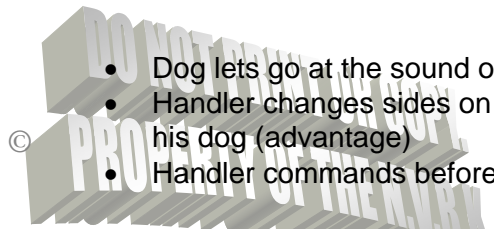
If the dog runs away from the field and doesn't come back, he'll be suspended.

If the dog gets off the field because of unforeseen circumstances, he won't be punished.

Penalty points:

POINTS

- Every second the dog keeps biting after recall **1**
- Dg doesn't attack fast enough **1 to 5**
- Additional command to recall **2**
- Handler moves while recalling the dog **2**



- Dog lets go at the sound of the bell 2
- Handler changes sides on purpose, to position his dog (advantage) 2
- Handler commands before the sound of the bell **2 + quality of the bite**
- Dog lets go at the sound of the pistol but starts biting again immediately 3
- Dog lets go and bites again 1 to 2
- Commands to recall not equal 2
- Dog could be closer to handler at departure 2 to 4
- Dog takes off too soon 5
- Dog takes off at the sound of the bell 5
- Not at the right spot for departure 5
- Additional order for departure 5
- Dog doesn't bark 5
- Dog bites at discovery 5
- Dog could be closer to the hiding place **1 to 4 (from points of discovery)**
- Dog bites and keeps biting for more than 10sec after the 3 fleeing attempts 10
- Dog takes off, handler forgets to command 25
- Two additional orders for departure 25
- Order or additional order during the exercise 25
- Dog at wrong hiding place 25
- Dog doesn't find the decoy in time 25
- Wrong escort 25
- Handler prevents the decoy from fleeing 25
- Decoy succeeds in fleeing more than 5m 25
- Dog attacks and handler makes fake fleeing attempt by letting go of the decoy 25
- Handler commands during fleeing attempt 25
- Dog gives more than 5 additional bites during the fleeing attempts 25
- Dog bites, lets go and doesn't restart biting 25
- Handler pushes the decoy away (makes fake fleeing attempt) 25
- Dog lets go at the sound of the pistol **25 + suspension**
- Dog doesn't bark at discovery and handler doesn't move towards the dog within 1 minute 25
- Handler uses whistle and voice commands 25
- Dog leaves the decoy (more than 5m) after the third fleeing attempt 25
- Dog more than 5m away from the hiding place while handler moves towards the dog 25
- Dog lets go too soon and handler gives command to recall 25
- Handler moves while the dog is biting, during the fleeing attempt 25
- Bite could be better, or dog hesitates 1 to 3



E. GENERAL APPEARANCE:

20 POINTS

**Achieved points without
General appearance**

**points for
general appearance**

0 – 229	5
230 – 239	6
240 – 249	7
250 – 259	8
260 – 269	9
270 – 279	10
280 – 289	11
290 – 299	12
300 – 309	13
310 – 319	14
320 – 329	15
330 – 339	16
340 – 349	17
350 – 359	18
360 – 369	19
370 – 380	20

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

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 and his competition book will be withdrawn.

All cases will be discussed in the Commission of Judges.

If additional points are deducted from the ones in the table mentioned above, the reason has to be mentioned on the dog's contest report.

Exceptional penalty points for general appearance:

- dog constantly bites his master's hands (playing attitude) 2
- Dog pies on the field 2
- Handler puts on the muzzle in the circles (guard of the object) 2
- Handler doesn't return the thrown object or the stick to the jury 2
- Dog obeys showing fear 2
- Handler or dog not well-groomed 2
- Sloppy performance, dog doesn't stay with his master 2

If the handler omits an exercise (has to tell the judges in advance), he'll always be punished in general appearance.

Will also be punished:

- rude, brutal orders. 5
- Handler grabs or pulls his dog 5
- Handler isn't polite towards the ring personnel. 5
- Dog relieves on the field (feces) 5
- Handler curses 5
- Handler trains (once) in cat 1 & 2 5

If the dog pies or relieves on the field several times, or if the handler curses several times, he'll get 10 penalty points.

If the handler prepares an exercise, this may lead to loss of all points for this exercise.

If, after the contest, the handler is checking the contest form with his points, and behaves impolitely or brutally, the judges may change the points for general appearance (he'll lose all points for general appearance).

The secretary will only fill in the points in the competition book afterwards.