



**SOCIETE  
CENTRALE  
CANINE**



FOR THE IMPROVEMENT OF BREEDS OF DOGS IN FRANCE  
Officially approved organisation (by decree of 28<sup>th</sup> April 1914)  
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**DECOY'S GUIDEBOOK TO  
FRENCH RINGSPOUT TRIALS  
AND BREVET PROTECTION  
EXERCICES FOR WORKING DOGS**



2008



# RINGSPORT DECOY'S GUIDEBOOK

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## **PART ONE:**

### **I. - DEFINITION**

At competition level, the Decoy is a person wearing a padded suit guaranteeing protection from the bites of a Dog whose Handler wants to enter the various biting sport competitions organised by the Société Centrale Canine or Regional authorities.

The Decoy is the Judge's auxiliary. Working under the Judge's responsibility and according to orders, the Decoy enables the Judge to differentiate between and grade the competitors: the Decoy is not there to engage in a trial of strength with the dog, but to help the Judge by showing up the qualities or defects of the competing animal.

A Decoy officiating in a competition is not allowed to enter his or her own dog, worked by some other Handler and biting on him or herself.

### **II. – SUITS**

The Decoy's suit must allow the Dog a hold on the arm and the leg to a depth of 7 centimetres, with a thickness of 3 centimetres. The suit must correspond to the specifications laid down by the French Ring Supervisory Body (G.T.R.) in conjunction with the French Sheep and Guard Dog Handling Committee (CUN-CBG). All new models of protective clothing developed by the manufacturers must be submitted for acceptance to the CUN-CBG and meet the standards of the laboratory with which the CUN-CBG has signed an agreement.

### **III. – BATONS**

Not just any kind of stick. Only regulation batons are allowed, those officially approved by the G.T.R., i.e.:

Bamboo split in 6 down to  $\frac{3}{4}$  of the length.

Diameter of the baton between 20 and 25 centimetres.

Length of the baton between 65 and 80 centimetres.

The tip of the baton when in use must split to a width of more than 20 centimetres.

There must be no cutting edges when exposed.

The Judge must check before the competition starts that the Decoy's baton is in line with regulations, and do the same for the Decoy's suit.

#### **IV. – QUALIFICATIONS**

No one can become a Decoy without training. A person wishing to play this role at competition level must first be selected at one of the contests held annually for this purpose by the Regional Handling Committees (Commission d'Utilisation Régionale).

Qualification of Ringsport Decoys is carried out by selection at the contests organised by the Regional Authorities. These contests are preceded by a compulsory training course to be followed by all candidates. Attendance at the compulsory training sessions results in the deliverance of an attendance certificate issued by the GTR. Those applying for selection must enclose this supporting document with their enrolment form.

##### **Level 1:**

**When and Where?** Selection in level 1 is held once a year under the aegis of a Regional Canine Authority.

**How?** Within any given year, frequency of application is as often as the candidate wants to compete in the selections organised by the various Regional Authorities, after written agreement between the two Presidents of the Regional Authorities in question, and providing that the selecting Judge does not belong to the same Regional Authority as the candidate. After a fail, and before being eligible for a new attempt at selection, it is the rule that the candidate must attend another preparatory training session.

**Jury: a qualified selecting Judge, chosen from outside of the organising Regional Authority, and assisted by a Handler having competed with a Dog in Echelon 3 of the discipline, and by a Level 2 Decoy.**

**Validity of the selection:** four years.

**Conditions of participation:** participants must:

- Be over 18 years of age.
- Be holders of a certificate of attendance at the compulsory preparatory training session dating back no more than one year.
- Be holders of a medical certificate signed by a sports specialist **authorising the playing of violent sports.**

- Be able to provide a copy of personal health records certifying recent tetanus vaccination.
- Have the backing of a Working Dog Club affiliated to a Regional Authority and officially authorized by the SCC to carry out biting exercises (liability for the candidate in case of accident devolving upon the risk insurance of the club the Decoy belongs to.)
- Be able to comply with the technical requirements laid down by the organisers of the selection (schedule of events, order of appearance, accompanying dogs, suit, revolver, cartridges).

A Decoy's appointment is renewable for a period of four years without undergoing the process of a new selection.

This renewal is subject to the following conditions: the Decoy must

- Have taken part within a period of two years preceding the application for renewal in six competitions (excluding Brevets) with four different Judges and favourable reports (grading equal or superior to 3).
- Address a written application to the Decoy coordinator of the GTR **before the expiry date of the applicant's selection**, enclosing the Decoy's workbook, a recent medical certificate signed by a sports specialist **authorising the playing of violent sports**, a valid Decoy's license and a self-addressed, stamped envelope for the reply.

**Range of activity: brevet, competitions in echelons 1 and 2, and as an auxiliary of the level 2 Decoy in echelon 3. A Decoy selected in level 1 is not allowed to take part in competitions held abroad or in Regional Championships.**

### **Level 2:**

**How, when and where?** All level 1 Decoys having officiated in four competitions (excluding Brevets) with three different Judges and favourable reports (grading equal or superior to 3) are eligible to apply for selection in level 2, held once a year within the regional groupings of the areas defined by the GTR.

**Frequency of application** is the same as in level 1.

**Jury:** a qualified and selecting Judge chosen from outside of the regional grouping, assisted by a Handler having competed with a dog in level 3 of the discipline and by a selected Decoy from level 2.

**Validity of the selection:** four years.

**Conditions of participation:** the administrative formalities are the same as for selection in level 1 + compulsory presentation of a valid Decoy's license.

A Decoy's appointment is renewable for a period of four years without undergoing the process of a new selection.

Renewal is subject to the following conditions: the Decoy must

- Have taken part within a period of two years preceding the application for renewal in six competitions (excluding Brevets) with four different Judges and favourable reports (grading equal or superior to 3).
- Address a written application to the Decoy coordinator of the GTR **before the expiry date of the applicant's selection**, enclosing the Decoy's workbook, a recent medical certificate signed by a sports specialist authorising **the playing of violent sports**, a valid license and a self-addressed, stamped envelope for the reply.

**Range of activity: brevet, competitions in echelons 1, 2 and 3, pre-selective heats and Regional Championships. Decoys selected in level 2 are allowed to officiate abroad with the approval of the GTR and the authorisation of the CUN-CBG.**

NB: All organisers of selections must forward a list of enrolled candidates to the Decoy coordinator for validation.

### **Level 3:**

**How and when?** All Decoys in level 2 for more than a year, having officiated within a period of two years preceding the selection at four competitions (excluding Brevets) under three different Judges and with grading equal or superior to 3, are eligible to apply for selection, held at national level, under the aegis of the French Ring Supervisory Body (GTR) to whom the applications must be submitted. Providing the above conditions are fulfilled, a level 2 Decoy is entitled to try for selection in level 3 as often as the candidate wants.

However, a Decoy officiating at a series of Selection Heats or a Final is not allowed to officiate the following year at another series of Selection Heats.

With reference to the Replacement Decoy at the Final, a Reserve who has not officiated or has officiated with less than half the contestants is allowed to take part in a series of selection Heats the following year. If it is the other way round, the Reserve is not allowed to take part the following year.

The same procedure applies to an official Decoy who has had to be replaced at any Final.

**Frequency of application:** every two years.

**Juries:** chosen by the GTR.

**Validity of selection:** two seasons or, as far as the Selection Heats are concerned, two series. Successful selection in level 3 entitles the Decoy to automatic renewal in level 2 for a period of 4 years.

**Conditions of participation: applications must be forwarded to the Decoy Coordinator of the GTR, enclosing the following supporting documents: a medical certificate signed by a sports specialist authorising the playing of violent sports, a certificate of tetanus vaccination, a photocopy of the Decoy's workbook. (A valid Decoy's license to be presented on the day of the selection).**

**Range of activity:** Decoys selected in level 3 are the sole recipients of authorisation to officiate in the Selection Heats of the French Ringsport Championship and in the Championship itself.

Concerning participation in the French Ring Championship itself, the Decoys are appointed by the GTR according to the quality of their performance during the Selection Heats.

# DECOY SELECTION PROCEDURE

## LEVELS 1 AND 2

### **I. Theory – questionnaire:**

- 20 questions on regulations.
- Time limit – 15 mins.

**Required minimum grade – 14 points** (1 point per question)

Follow-up questions may be put if the Judge requires further explanations of one or other of the exercises.

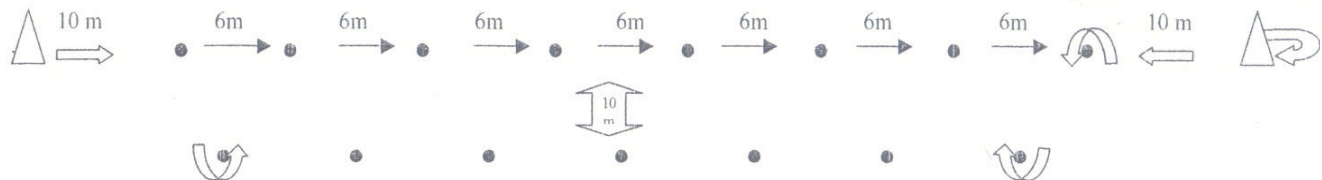
### **II. Practicals:**

#### **A. Physical fitness section:**

**NB: Failure to obtain the minimum grade of 14 points bars the candidate from access to the technique testing.**

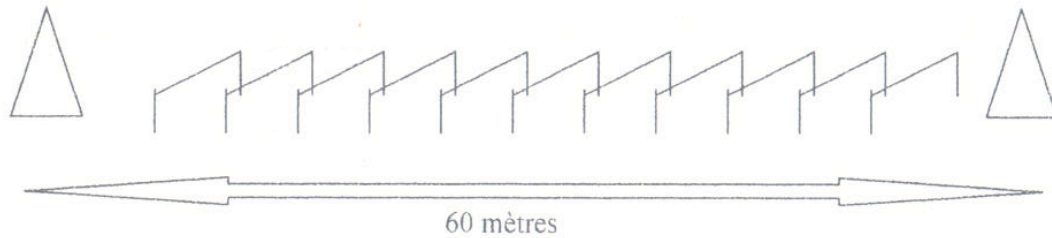
The grades obtained in the written questionnaire and the physical fitness section are only preliminaries providing access to the tests in technique and do not affect the placing, selection or non-selection of an applicant.

- 2 x 500 metres without a suit. 3 minute rest break between the two rounds.
- 160 metres slalom without a suit.



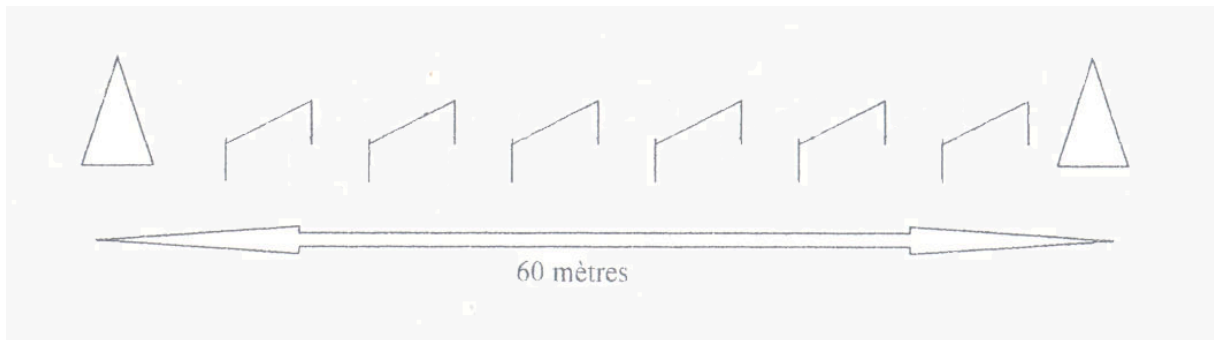
- Obstacle course (forward and back once only) with the loss of one point per fallen bar

(over hurdles wearing a suit to a distance of 60 m jumping over 11 bars 50 cm in height and 5m apart.)



- Suppleness testing (as in hurdles) forward and back once only with the loss of one point per fallen bar

(suppleness in a suit over a distance of 60 metres ducking underneath bars 1 m in height and 10 m apart.)





○ **READY RECKONER 2 X 500 m**

<u>Points</u>	<u>Time</u>
20	03.05 mins
19	03.15
18	03.25
17	03.35
16	03.45
15	03.55
14	04.05
13	04.15
12	04.25
11	04.35
10	04.45
9	04.55
8	05.05
7	05.15
6	05.25
5	05.35
4	05.45
3	05.55
2	06.05
1	06.15

**Slalom**

**Hurdle Jumping and suppleness**

<u>Points</u>	<u>Time</u>
20	01.35
19	01.36
18	01.37
17	01.38
16	01.39
15	01.40
14	01.41
13	01.42
12	01.43
11	01.44
10	01.45
9	01.46
8	01.47
7	01.48
6	01.49
5	01.50
4	01.51
3	01.52
2	01.53
1	01.54

<u>Jumping</u>	<u>Points</u>	<u>Suppleness</u>
0 :30	20	0.30
0 :31	19	0.31
0 :33	18	0.33
0 :35	17	0.35
0 :37	16	0.37
0 :39	15	0.39
0 :41	14	0.41
0 :43	13	0.43
0 :45	12	0.45
0 :47	11	0.47
0 :49	10	0.49
0 :51	9	0.51
0 :53	8	0.53
0 :55	7	0.55
0 :57	6	0.57
01 :00	5	01.00
01 :02	4	01.02
01 :04	3	01.04
01 :06	2	01.06
01 :08	1	01.08

## **B. Biting practicals:**

The tests undergone with dogs in the practicals depend on the level of selection applied for.

### ➤ **Technique testing in level 1:**

Using a dog from at least echelon 1:

Handler Defence and Facing Attack (Brevet),  
Revolver attack and Fleeing attack (echelon 1)

Using a dog in echelon 3:

Revolver attack, Handler Defence, Fleeing attack, Search, Facing attack, Object guarding and Intercepted Facing attack.

### ➤ **Technique testing in level 2:**

Using a dog from at least echelon 2:

Handler Defence and Facing attack (Brevet),  
Facing attack, Search and Revolver attack (echelon 2)

Using a dog in echelon 3:

Revolver attack, Handler Defence, Fleeing attack, Search, Facing attack, Object guarding, Intercepted Facing attack.

To be selected in level 1 or level 2, the applicant must have obtained 14 or more out of 20.

## **DECOY SELECTION PROCEDURE**

### **LEVEL 3**

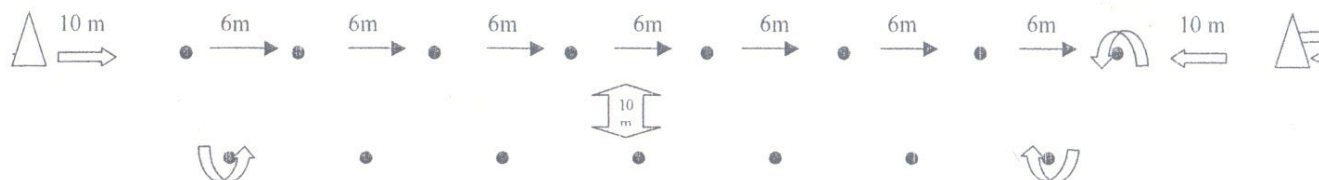
#### **I. Theory – questionnaire:**

- 20 questions on regulations.
- Time limit – 15 mins.

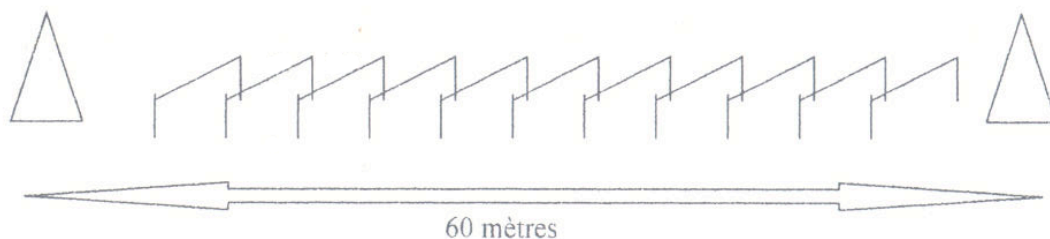
**Required minimum grade – 16 points** (1 point per question)

## II. Physical fitness tests:

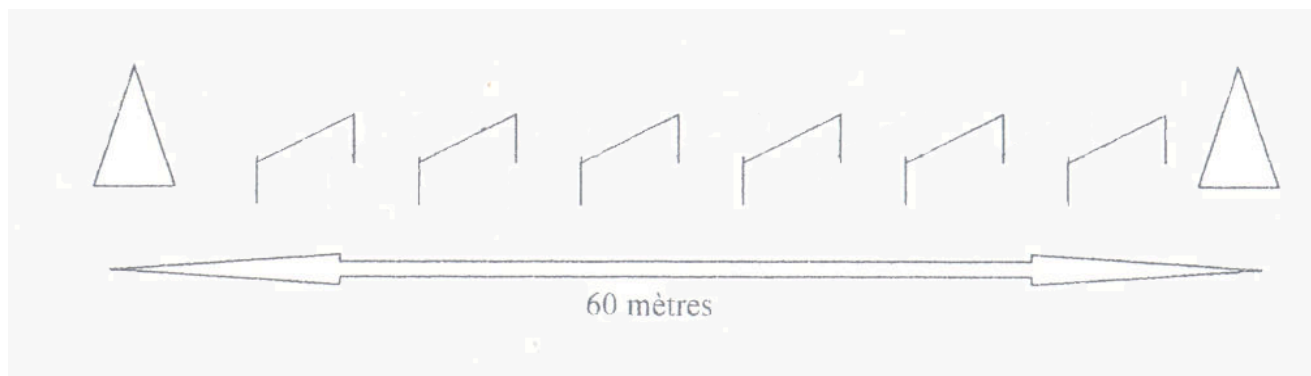
- 3 times 500 metres with a 5 min. rest break between each round. The candidate's time is obtained by adding together the time taken in each of the three rounds.
- 160 metres slalom around posts without a suit.



- Hurdle course wearing a suit to a distance of 60 m jumping over 11 bars 50 cm in height and 5 m apart to be carried out **twice** with a 30 second break between rounds. One penalty point per fallen bar.



- Suppleness in a suit over a distance of 60 metres ducking underneath bars 1 m in height and 10 m apart, to be carried out **twice** with a 30 second break between rounds. (grading and penalty points the same as in the hurdle course)



**Required minimum grade = 14 points.**

# READY RECKONER 3 X 500 m

<u>Points</u>	<u>Time</u>
20	04.00 minutes
19	04.10
18	04.20
17	04.30
16	04.40
15	04.50
14	05.00
13	05.15
12	05.30
11	05.45
10	06.00
9	06.30
8	07.00
7	07.20
6	07.40
5	08.00
4	09.00
3	09.30
2	10.00
1	10.30

## Slalom

<u>Points</u>	<u>Time</u>
20	01.35
19	01.36
18	01.37
17	01.38
16	01.39
15	01.40
14	01.41
13	01.42
12	01.43
11	01.44
10	01.45
9	01.46
8	01.47
7	01.48
6	01.49
5	01.50
4	01.51
3	01.52
2	01.53
1	01.54

## Hurdle Jumping and Suppleness

Twice Forward and Back + 30 second break

<u>Hurdles</u>	<u>Points</u>	<u>Suppleness</u>
01 :35	20	01.35
01 :36	19	01.36
01 :37	18	01.37
01 :38	17	01.38
01 :39	16	01.39
01 :40	15	01.40
01 :41	14	01.41
01 :42	13	01.42
01 :43	12	01.43
01 :44	11	01.44
01 :45	10	01.45
01 :46	9	01.46
01 :47	8	01.47
01 :48	7	01.48
01 :49	6	01.49
01 :50	5	01.50
01 :51	4	01.51
01 :52	3	01.52
01 :53	2	01.53
01 :54	1	01.54

### **III. Practicals:**

Four dogs drawn by lot by the candidate with testing carried out as follows:

#### **Jury A:**

- Dog 1: Revolver attack, Handler defence, Search,
- Dog 2: Facing attack, Object guarding, Fleeing attack.

The candidate then transfers directly to **Jury B** (rest break = time taken to go from field to field)

- Dog 3: Facing attack, Object guarding, Fleeing attack,
- Dog 4: Revolver attack, Handler defence, Facing attack and Search.

Each Judge marks independently: each Jury's average is then calculated and immediately posted up.

The overall grade is a compilation of the grades obtained in the written and physical tests according to the following ratios:

The written tests represent 10%, the fitness tests 30%, and 30% for each of the two Juries, which is 60% for the practicals.

The grade of 15 out of 20 is required for selection in level 3.

The first 16 candidates to be selected take part for the following two years in the major Ringsport events: selection heats, the DOM TOM overseas Championship and the Coupe des Clubs Cup Final.

The other level 3 appointees take part in the Regional Championships and receive a renewal of their level 2 selection for a period of 4 years.

#### **N.B.:**

It is compulsory for all candidates to arrive at the Selection contest with the two Echelon III dogs listed at enrolment. Any dropping out requires a substitute to be produced upon arrival.

The same Dog may be enrolled for no more than two Decoys, providing the two are not competing on the same day. A dog may carry out the course work no more than once per day.

**A Decoy arriving without the necessary two Dogs is not allowed to take part in the Selection.**

**Conditions of entry:** the candidate must have been in level 2 for one year or more, have carried out decoy work in four pre-selection trials (excluding Brevets) with three different Judges and have achieved a minimum score of 3 without any unfavourable reports.

# PART TWO

## DESCRIPTION OF RINGSPORT BITING EXERCICES

### DISTANCES AT WHICH THE DIFFERENT BITING ATTACKS TAKE PLACE

- a) Intercepted Facing attack: at the same distance as the Facing attack chosen for the competition.
- b) Biting Facing attack: between 30 and 50 metres.
- c) Biting Fleeing attack: between 30 and 50 metres.
- d) Biting Revolver attack: 40 metres. Invariably.

Decoys are reminded that at the start of every attack, they must be 10 to 20 metres from the Dog (a compulsory 10 metres for the Fleeing attack) and be positioned in the vertical axis of the field.

### I - BITING FACING ATTACK WITH BATON

Once Handler and Dog are in their respective places and ready for the exercise, the Ring Steward informs the Judge.

At a signal from the Judge, the Decoy starts fleeing down the vertical axis of the field, turning round at the sound of the Judge's horn, authorising the order to the Dog to set off.

If for some reason the Decoy falls before being reached by the Dog, the Judge instantly stops the action, the Handler immediately calls back the Dog and the attack has to start again.

Having turned round at the sound of the Judge's horn, the Decoy faces the Dog and prepares to bar its entry. The attitude adopted must be threatening, adapted to the Dog's behaviour, and the Decoy must never remain static.

The Decoy must always respect the instructions delivered by the Judge during the practice run of the Trial Dog.

If the Dog shows no hesitation when coming in to bite, the Decoy has the following options, depending on the adopted plan of defence:

- Either unbar the entry at the last minute to avoid injuring the animal, while allowing the Dog the least possible hold (under no circumstances may the Decoy use hands or baton to touch a Dog that has not taken hold).
- Or dodge taking a maximum of three sidesteps, using the pivoting technique, facing the Dog and still barring the entry, thus avoiding overbrutality of contact and providing the Dog with an extra difficulty by forcing it to plunge through another barred entry.

### Particular directives applicable to the exercises in Ring 3

PUSHING BACK with the arm is authorised in Ring 3 under the following conditions: PUSHING BACK with the arm (and without a baton or revolver in the hand) is authorised with a sideways movement, not to be confused with lunging, which is carried out with an up and down or down and up movement prohibited by the Regulations because it is both brutal and dangerous. PUSHING BACK with the arm must be carried out by leaning against the Dog's neck. Under no circumstances may the Dog's head be touched deliberately, nor is the Decoy allowed to crush the Dog's head as it comes in to attack.

Still on the same subject, the Decoy must not make use of PUSHING BACK with the arm as a way of preparing escapes at the Search and Escort or when under close guard at the Revolver attack.

**It is prohibited by the Regulations** and with no exceptions to push the Dog back with a leg, an arm holding a weapon, or the baton.

**Whatever the circumstances, the Decoy must absorb the impact of entry.**

If the Dog slows down or shows some hesitation, the Decoy has the following options:

- Either charge the Dog providing there is no brutality and the Decoy does not end up chasing it about the field.
- Or keep the Dog at a distance thanks to a threatening attitude.

If the Dog releases its hold during the attack, the Decoy has the following options:

- Either charge the Dog taking a maximum of three steps
- Or rebar the entry
- Or keep the Dog at a distance thanks to a threatening attitude. Whatever the option, the Decoy must keep up the provocation to show the Dog quite clearly that the exercise is not at an end.

As soon as the Dog has taken hold, the Decoy starts the baton work, while shaking the Dog without brutality.

**The strokes must only appear to be violent and only touch the Dog across the back.** The aim is to impress the Dog and not to hurt it.

The apparent violence of the strokes must be in proportion to the Echelon in which the Dog is competing.

The use of brute force must be avoided. On the other hand, the Decoy may use all the crafty moves and gestures that seem liable to influence this or that Dog, while keeping within the spirit of the Rules.

The Decoy must always behave towards the Dog in a loyal and sporting way.

A Decoy who falls while the Dog has a hold must stop moving, so that the Judge can intervene. It is accepted that a fall has taken place when:

- The Decoy has both knees and one hand on the ground.
- The Decoy is flat out on back or stomach, or lying on his or her side.

If the Decoy takes a fall, the Judge sounds the horn to signal an imperative and instant stop to the attack.

When the Handler issues the recall (by shouting the Dog's name or by beginning to blow the whistle), the Decoy must become as utterly immobile as possible.

The Dog must release its hold and return to heel within 30 seconds of the 1st recall.

In the Handler Defence, Revolver attack and Search, extra bites or delays in releasing hold are calculated after the word "Halte", and in the Facing and Fleeing attacks after the word "ped" (heel).

At cessation, when the Dog has released its hold, the Decoy must nevertheless start working the Dog again if, after cessation and on its way back, the Dog returns towards the Decoy to a distance of less than 3 metres with the intention of recommencing its biting.

If at the recall, the Dog releases its hold but then keeps the Decoy under guard or fails to return to the Handler, the Decoy must remain immobile without threatening or provoking the Dog.

If the Dog will not release its hold, the Handler again recalls the Dog to heel.

If the Dog has not released its hold 5 seconds after each recall, the Decoy goes back to work. But if the Handler again calls the Dog back before the 5 seconds are up, the Decoy must remain immobile for another 5 seconds.

While the Dog is returning to the Handler, the Decoy must remain immobile. As soon as the Dog is back to heel and itself immobile, the Judge signals the end of the exercise. The Decoy awaits the Judge's instructions for the continuation of the competition.

### **Brevet:**

The Handler has a choice between:

- Either ordering the Dog back to heel.
- Or keeping the Decoy under close guard.

In each case, the Decoy's work is the same.

Since the purpose of the Brevet is to select character, the testing must be carried out in a very thorough way.

It is standard practice for the Facing attack in the Brevet to take place in the following way: a spirited threat with one foot forward when the Dog is 10 metres from the Decoy, then the entry is barred and only opened when the Dog is less than 2 meters away. The Decoy must let the Dog take the hold that is natural to it (arm or leg) without any dodging, while also absorbing the impact. Once the Dog has taken hold, 5 or 6 non-violent strokes are delivered with the baton accompanied by a few intimidating threats. Nevertheless, the Decoy is not there to give the Dog its hold, the Dog must provide proof of its determination to bite.

## **II – BITING FLEEING ATTACK**

At the Judge's signal, the Decoy starts fleeing without turning round, in the direction indicated by the Judge and according to instructions: running in a slight curve to a maximum of 45° in order to absorb the Dog's impact, dodging according to the dictates of circumstance, or accelerating, threats with the baton etc...



If the Dog meets the suit, but misses or loses its hold because of the speed it is going at, the Decoy must continue to flee.

As long as the Dog has not got the Decoy under control, the latter must continue to flee in the opposite direction to the Dog, dodging in order to avoid getting caught. The Decoy does not turn round to face the Dog or bar its entry unless it has bitten then released its hold. The Decoy must take a minimum of two steps once the Dog has taken hold and before undertaking the baton and defence work as in the Facing attack, energetically but without brutality, always taking particular care to be able to see the Dog when bringing down the baton upon it. The strokes must never be delivered blindly.

If the Dog bites but then releases its hold, the Decoy turns round, tries to bar its entry or to dodge, and behaves in exactly the same way as during a Facing attack.

Recall procedure is identical to that in the Facing attack.

### **III – REVOLVER ATTACK AND GUARDING OF DECOY**

The Decoy starts running as in the other attacks, turning round once the line 40 metres away has been reached, firing a first shot when the Dog is about 12 metres away, a second shot at about 7 metres and the third after the Dog has caught hold.

The Decoy meets the Dog in the same way as at the Facing attack with baton, absorbing the impact or dodging the Dog, according to the Judge's instructions.

If the Decoy falls before the Dog takes hold, the Judge instantly stops the action and the exercise is begun again. If the Decoy falls once the Dog has taken hold, procedure is the same as in the other biting attacks. But once the Dog has returned to heel, and in order to allow the Guarding and Escape attempts to take place, it is once more sent to attack, and the exercise starts again as if no fall had occurred, that is, as if at the end of the normal 10 seconds of biting. At the Judge's signal, the Handler orders the cessation. The Decoy immediately becomes absolutely immobile as in the other biting attacks.

Once the Dog has released its hold, it must keep a close guard over the Decoy within a distance of 2 m, without any extra biting.

If the Dog is watchful, the Decoy must remain immobile for 10 seconds, then, upon a sign from the Judge, make a first escape attempt that the Dog must prevent. After the Judge's signal, the Handler must immediately order the cessation and the Decoy becomes immobile. Then, once the Dog has released its hold, the Handler issues the order to keep the Decoy under guard.

After 5 seconds, and if the Dog has remained watchful, the Judge gives the Decoy the sign to attempt a second escape, which the Dog must prevent. The cessation in this second attempt is carried out in the same way as the first. If the Dog is not watchful or if it is more than 2 metres away, the Decoy must escape at the Judge's signal without waiting for the 10 seconds or the regulation 5 seconds to be up.

After the second escape attempt, as after the first, the Decoy remains absolutely immobile, then waits for the Handler to come and disarm.

During the escape attempts described above, it is not the Decoy's job to work the Dog, the aim of the exercise being to gage its watchfulness and not its biting capacity.

During the commands to stop biting, the Decoy will attempt as far as possible to let the Handler see the Dog.

After the Judge has signalled the end of the exercise, the Decoy awaits orders for the continuation of the competition.

#### **IV – INTERCEPTED FACING ATTACK**

It is not compulsory for this attack to be carried out by the same Decoy as in the Facing attack (conveniences and inconveniences of the draw). The Intercepted attack has got to be much like the Facing attack where the distance is concerned.

The Decoy must behave in the same way as in the Facing attack.

The Decoy must immediately become absolutely immobile at the start of the recall command and remain so until the Dog has returned to heel.

The interception distance is calculated from the beginning of the command.

According to the arrangement with the Judge at the beginning of the Competition in the event of a Dog biting, the Decoy either immediately goes to the Judge's table or waits on the spot to be consulted by the Judge.

If the Dog does not bite but turns back towards the Decoy, under no circumstances should the work of defence or entry barring be begun again.

#### **V – DEFENCE OF HANDLER**

At the Judge's signal, the Decoy sets off towards Handler and Dog without any sort of provocation and in accordance with the Judge's instructions. Both Handler and Decoy walk at an even and natural pace. When within a range of 3 metres, the Decoy hails the Handler and begins a conversation lasting about ten seconds, interrupted by a sign from the Judge. The Decoy walks on as before for another five steps, then makes an about-turn and comes back to the Handler without running or threatening. At a distance of 1 metre, the Decoy assaults from behind in a clearly defined way as if delivering a blow, using one or both hands depending on the echelon or the Brevet protection work. In Echelon 1 and 2, the assault must be made with both hands, and in Brevets with one hand, while the other forearm is raised to fire the shot. In Echelon 3, the assault must be clearly defined and may be made with only one hand, necessarily in the competitor's back. In every case, the sound of the assault must be clearly audible. The Decoy must not escape after assaulting, but is allowed to use craft or speed to avoid getting bitten. After assaulting, a dodge or a maximum of two steps backwards are allowed in order to put up an opposition. Similarly, once bitten, the Decoy is not allowed to remain static.

The Decoy must neither grab nor catch the Handler round the waist. The Dog must bite the Decoy of its own accord.

The Dog stops biting when ordered to do so by the Handler, not when the Judge sounds the horn.

The Dog must stop instantly and become immobile immediately. After the Judge sounds the horn to signal the end of the exercise, the Decoy moves away without seeking attention and awaits the Judge's orders.

In the protection work of the Brevet, the Decoy is armed with a revolver and fires two shots, the first when assaulting the Handler, the other after the Dog has taken hold. The two shots are fired in the air with the forearm or arm raised.

In Echelons I, II and III of Competitions, there are no shots fired during the Handler Defence.

## **VI - OBJECT GUARDING**

At the Judge's signal, the Decoy walks towards the object, without threatening or provoking the Dog, but with a bold step, either in a straight line towards the object, or going round the Dog depending on its position.

At no time during the exercise is the Decoy allowed to speak to the Dog or provoke or make signs to it outside of the 5 m perimeter. Once the 5 metres have been reached, attempts at intimidation are allowed, but without the use of any kind of artifice. The Decoy must be crafty enough to lull the Dog into dropping its guard, or be too quick for it given the opportunity, or cow it by adopting a certain attitude, if this seems feasible.

The Decoy's purpose is to SEIZE HOLD OF THE OBJECT, not to attack the Dog or make it lose points by getting it to move out. Advancing towards the object must stop, if the Dog leaves it to go out to meet the Decoy. The Decoy must not retreat as the Dog advances, but, providing the Decoy remains on the same concentric circle as soon as the Dog makes a move, it is of course possible to turn left or right and go on walking round while watching the Dog's reactions, if this seems a useful move.

Similarly, if close enough to catch hold, the Decoy can stop walking and nevertheless carry on trying to snatch the object.

In addition, if the Dog is coming out towards the Decoy, depending on where the Decoy is in relation to the object, depending also on what the Dog does, the Decoy can try to sidestep the Dog with a quick and skilful dodge and seize hold of the object to move it from place to place, or even carry it off depending on the Dog's watchfulness and speed in reacting.

However, if bitten, the Decoy in the act of running off with the object in a burst of speed, must imperatively put it back down as close as possible to where the Dog started biting, and not throw the object to a distance.

If bitten before having taken the object, at whatever distance, the Decoy becomes immobile and neither advances, nor retreats, nor works the Dog. As soon as the Dog has released its hold, the Decoy moves away, either sideways or backwards, depending on the Dog's position. After the Dog has bitten, the Decoy must not advance towards either the Dog or the object, which would be an intent to provoke.

If the Dog starts an escort, the Decoy must move 5 metres from the object, then await the Judge's authorisation to make an attempt to seize hold, if there are any attempts left.

If the Dog has not released its hold 5 seconds after the Decoy has become immobile, the Decoy moves away from the object, dragging the Dog along without provoking, threatening or working it until the Judge sounds the horn to signal the end of the exercise. Under no circumstances may the Decoy deliberately push the Dog back towards the object.

On the other hand, if it is the Dog pulling the Decoy, the Decoy must make no resistance to being dragged along in whatever direction the Dog takes. If the Dog bites, releases its hold, then renews it (not to be confused with a quick stop and start in the attacking exercises), the Decoy does not remain immobile for 5 seconds, but acts in the same way as above, calmly moving away dragging the Dog, or even possibly being dragged unresistingly along by it.

If the Decoy has managed to take the object, it is against the Rules to use it to threaten, bar the Dog's entry or employ it as a shield. The Decoy must try to move off as quickly as possible, so as to deliver the object to the Jury without getting bitten, which is the aim of the exercise. Once the object has been seized, the Decoy can also, according to circumstances, achieve the same result by getting the Dog to drop its guard, or cowing it by adopting a certain attitude. But if not bitten, the Decoy is not allowed to trick the Dog by putting the object back down on the ground, then picking it up again.

If the Dog bites after the object is seized, the Decoy must instantly put it back down and become immobile as described above, then move at least 5 metres away from the object. There are invariably three attempts to seize hold. They are made on the Decoy's initiative using hand or foot, in accordance with the Judge's instructions and as circumstances dictate. It is all a question of opportunity and the Decoy's perception of the Dog's watchfulness or loss of concentration. There should be no stereotyping in the Decoy's performance.

Using the appropriate behaviour, a Decoy can just as well attempt to catch the Dog off guard by speed of execution, as lull it into relaxing its wariness.

If the Dog allows the Decoy to move the object with a foot, it is up to the Decoy to decide whether to go on pushing or dragging the object with the foot, or on the contrary to bend down and seize hold with a hand, if deciding that the Dog will not react to a movement of the arm.

It is all a question of opportunity and perception of the Dog's watchfulness or indifference.

Should a Dog prevent the Decoy from seizing hold of the object without biting:

- by holding it in its mouth,
- by standing over the object and covering it with its body,
- by lying on it,
- by putting one or several paws on or in the object.

In the above cases and in order to avoid all ambiguity, it is up to the Decoy to demonstrate that the Dog's watchfulness is mechanical and not genuine.

A Decoy succeeding in touching the object with a hand for more than 5 seconds must then look at the Judge and wait for the sign to move the basket at least 20 cm. If the Dog fails to bite, the Judge will announce the end of the exercise; if the Dog does bite, the Decoy must move away to a distance of at least 5 metres.

The total amount of time allowed for the three attempts is 5 minutes: a single attempt cannot last more than 2 minutes.

**The Golden Rule is that the Decoy is there to take the object, not to get bitten.**

If the Dog succeeds in guarding the object, the Judge sounds the horn to tell the Handler to return and collect the Dog. While this is taking place, the Decoy must remain immobile on the field.

## VII – SEARCH AND PRISONER ESCORT

The Search and Escort can be carried out by a Decoy that the Dog has not yet worked on. The length of time allowed the Dog to start barking is the total amount of time allocated to the Search.

The Decoy goes to hide according to the Judge's instructions. Throughout the Dog's Search, **the Decoy must remain standing in the hide, opposite the Dog, absolutely immobile and silent.**

If the Dog does not make the discovery, the Decoy must remain immobile and wait without making a sound.

If the Dog does make the discovery, the Decoy must not provoke the Dog in the hide, either by gesture, speech or attitude.

If the Dog bites without having barked, the Decoy must wait for 5 seconds before exiting from the hide, while firing a shot, so as to allow the Dog the opportunity to bark after having bitten.

If the Dog barks then bites, the Decoy immediately exits while firing a shot, and the exercise carries on as indicated below in the description of a Dog discovering the Decoy in the normal way, and barking without biting.

If the Dog barks without biting, but fails to keep the Decoy under close guard within a range of 2 metres, the Judge will give the Decoy a sign to escape, as described above.

If the Dog does not bark, does not bite, but keeps close guard, the Decoy remains immobile in the hide until the Handler's arrival, and then proceeds as described below.

With a Dog that carries out the exercise to perfection, that is, discovers, barks without biting and keeps close guard, the Decoy does not move and awaits the Handler's arrival (or the Judge's signal announcing the arrival).

The Decoy then exits from the hide while firing one shot with forearm raised.

The Decoy is then disarmed by the Handler. If forgetting to disarm, the Handler will be told to do so by the Judge and the relevant points will be taken off. The Decoy waits for the Judge's sign in order to move away from the hide in the direction indicated by the Judge. The Decoy is accompanied by Handler and Dog.

While the latter are accompanying the Decoy, a second, third, then fourth escape attempt are made. These attempts are left to the Decoy's initiative.

It is up to the Decoy to create approximately the same difficulties along the same distances for all the Dogs in the same Echelon of the competition. But since each Dog has its own way of working, the Decoy must study its behaviour, test its watchfulness and take advantage of the smallest loss of concentration to attempt an escape.

The Decoy must walk with a normal gait and avoid at all costs any behaviour that might provoke the Dog into a fault (no abrupt accelerating or slowing down, no changes of direction other than those decided on in the Judge's itinerary).

**The instructions given the Decoys by the Judges must be scrupulously followed:** no excessive use of the hands, no complete about-turns, no sudden changes of pace...

During the walk, a distinction is made in the Rules between the Escape attempts to be carried out at the instigation of the Decoy alone, seizing an opportunity depending on the Dog's watchfulness, while the responsibility for telling the Decoy to walk on belongs to the Judge, who takes the decision in accordance with circumstances. This equalises chances and prevents ambiguity and awkwardness.

However, should a Dog manifestly lose interest and move away from the Decoy, the latter can seize the opportunity to escape, even during a static phase after a cessation.

The Decoy must make a mental note of the nips given during the Escort and tell the Judge at the end of the exercise.

During the four escape attempts described above, it is not the Decoy's job to work the Dog, the aim of the exercise being to gage its watchfulness and not its biting capacity.

But the Decoy only stops escaping at the beginning of the Handler's command, and not at the sound of the horn authorising the command.

It is up to the Judge to distinguish between the number of metres in the escape attempts when the Decoy is running free and those when the Dog is holding on.

At the end of the exercise, the Decoy comes to a stop at about 10 metres from the Judges' table, when the Judge sounds the horn.

The Handler orders the Dog to guard the Decoy, goes and puts the revolver on the table, then comes back to stand 3 m away from the Decoy and calls the Dog to heel.

If the Dog fails to keep a close guard within a range of 2 metres, the Decoy will make an escape at a sign from the Judge and will only come to a stop if caught and held by the Dog.

At the sound of the horn signalling the end of the exercise, the Decoy moves away in preparation for the next exercise, as soon as the Dog has gone back to heel.

# **THE WORK OF A DECOY**

## **I - QUALITIES OF A DECOY**

A Decoy must be able to put up a loyal and sporting opposition to Dogs in competitions at all levels.

This ability can be seen in several ways:

- a) in the Decoy's knowledge and respect of the Rules,
- b) in the ease shown in the suit,
- c) in the skill displayed in wielding the baton when barring an entry,
- d) in the firmness (without brutality) displayed towards the dogs on the opposing side,
- e) in the steadiness of the work done from start to finish of a competition, no matter what the attitude and behaviour of the Dogs.

## **II – REMARKS CONCERNING THE DECOY'S WORK**

It is imperative for the Decoy to avoid touching a Dog with the baton if it has not taken hold and is still trying to cross the barred entry it is facing.

If the Decoy inopportunistically and involuntarily touches a Dog that has not yet taken hold, the Judge in charge of the competition will make a remark and invite the Decoy to be more careful.

If the impact is obviously deliberate, the Judge should immediately stop the exercise and take all the steps that the circumstances warrant. The Judge is even entitled if need be to send the Decoy off and appoint an immediate replacement.

As soon as the Dog has found its hold, the Decoy starts working it using even strokes. Should the Dog release its hold, the Decoy makes use of feints, dodges and entry barring to try to avoid getting caught again. For as long as the Dog is holding on, the strokes of the baton must be applied exclusively to the animal's back.

Brute force is not allowed. On the other hand, the Decoy may use all the crafty moves and gestures that seem likely to influence the Dog. But under no circumstances may the Dog be touched with the hands.

Although the work demands a certain amount of combativeness for it to be selective, the Decoy must always behave in a sporting and loyal way towards the Dog.

The Decoy must be aware of the protection afforded by the suit, but realize that this protection does not authorize brutal or immoderate behaviour.

If the strokes of the baton rain down violently on the back, or touch the Dog's head, neck, stomach, rump or tail, once the Dog has caught hold, the Judge will immediately intervene and invite the Decoy to show more restraint.

Should the Decoy offend again, the Judge has every right to take the steps judged to be necessary, from issuing a warning to expulsion.

The Judge will act in the same way towards repeated examples of awkwardness, of brutality or glaringly obvious incompetence.

All of these cases require the Judge to make mention of the irregularities deemed unacceptable in the Decoy's report.

### **III – PROHIBITIONS:**

**ACCORDING TO REGULATIONS THERE MUST BE AT ALL TIMES:**

1. No sweeping the Dog off its feet deliberately by any sort of gesture or movement.
2. No use of force to make the Dog release its hold, no matter where the hold is taken.
3. No bending the body, arms or legs so as to tauten the fabric of the suit and twist the Dog's mouth to make it let go.
4. No pushing the Dog back with the baton, hand, cuff, leg or stomach, including when dodging as the Dog comes in to attack. (On the other hand, pushing back with the arm is authorised). NB Particular instructions concerning pushing back in Echelon 3.
5. No lifting the Dog up with the baton, arm, leg or hand.
6. No pressing the baton down on the Dog or rubbing the Dog with it.
7. No holding the baton in both hands.
8. No putting the baton underneath the neck or stomach, or between the Dog's legs.
9. No stepping over a Dog that has taken hold.
10. No beating the Dog on the head, neck, rump, tail or stomach.
11. No zigzagging as prisoner during the Escort, no sudden changes of pace to fault the Dog by making it believe that an escape attempt is on its way.
12. No touching the Dog with the revolver-whether the Dog has taken hold or not – no using the revolver to bar the entry, even without firing.
13. No pretending to fire the revolver so as to impress the Dog.
14. No talking to the Dog, no making noises during the exercises.
15. No blowing in the Dog's ears.
16. No touching the Dog with the hands.
17. No rubbing the Dog between the legs of the suit.

### **IV – INSTRUCTIONS**

1 - Dodging when the Dog is coming in at the Facing attack is authorised after agreement with the Judge. The sole aims are:

- a) to avoid brutality of contact.
- b) To provide the Dog with an extra difficulty by forcing it to plunge through the barred entry without, or almost without, taking a run at it.

If there *is* dodging when the Dog is coming in, the Judge sets the stopwatch going only at the Dog's second attempt to take hold.

The dodge must be carried out either by pivoting round, or by fast sidestepping to avoid the Dog; it is carried out at the very last minute and restricted to 2 or 3 steps at the most, but always facing the Dog.



2 - All the escape attempts must be clearcut and begun if possible in the opposite direction to the Dog (about-turns on the spot and escaping backwards are to be avoided, if other options are available).

3 - Charging the dog is authorised if it can impress the animal, but on three conditions:

a) it must not be brutal.

b) it must only last a few seconds.

c) it must not under any circumstances turn into a chase about the field.

On the other hand, the Decoy is allowed to go on using certain attitudes to impress the Dog, if this keeps the Dog at bay even without charging it.

4 - In the Handler Defence, the Decoy's assault must be clearly defined, unambiguous and carried out with both hands, but never brutal. It takes place as soon as the Decoy has come back to within one metre of the Handler (NB particular instructions concerning pushing back in Echelon 3).

Under no circumstances may the Handler be grasped and used as a shield.

5 - In the Object Guarding, the Decoy's role is to attempt to carry off the object, and not to lead the Dog into a fault or provoke it in any way.

6 - In the Object Guarding, if the Dog has not released its hold after 5 seconds, the Decoy will drag it along without working it, or else allow the Dog to drag the Decoy not pushing or working it. If the Dog changes its hold, the Decoy does not wait for the five seconds to elapse.

## **V – THE DECOY'S EQUIPMENT**

### **A) The suit**

The Decoy's suit must provide efficient protection. It must be flexible, allowing the wearer to move about with ease and run in a normal way.

It must not look ridiculous or have sleeves of immoderate length, nor make it difficult for the Dog to catch hold because of its stiffness.

The Decoy's suit must allow the Dog a hold both on the arm and the leg to a depth of 7 centimetres and to a thickness of 3 centimetres. The suit must correspond to the specifications laid down by the French Ring Supervisory Body (GTR) in conjunction with the CUN-CBG.

It is forbidden for a Decoy to modify the composition or texture of a suit to cater for the characteristics of a particular Dog in a competition.

It is the Judge's duty to check that the Decoy's suit is in line with regulations.

## B) the baton

The baton used by the Decoy must be in absolute conformity with the description given in Part One.

### 1) Entry barring

By barring is meant a speeding up of the movement of the baton, held perpendicularly to the Dog in an attempt to make it difficult to seize hold by influencing the Dog's decisions.

The degree of skill possessed by the baton user is demonstrated when the barring is situated in the very spot the Dog is trying to reach.

Barring also reveals the Dog's degree of capability and shows whether it is genuinely bold, hesitant or scared.

It is absolutely imperative for the Decoy to avoid touching a Dog with the baton, while it is trying to bite, and for as long as it has not seized hold.

In addition, the Decoy will unbar the entry, if it is obvious that the Dog is clearly oblivious to being threatened with the baton.

When the opportunity arises, the Decoy is allowed to keep the Dog at bay, without really barring the entry, by holding the baton in a fixed position in one hand if it appears that this attitude is enough to impress the Dog. However, the Decoy is not allowed to remain static, so as to make the Dog believe the exercise is at an end.

Wielding the baton is one of the most difficult movements that the Decoy has to carry out.

If the entry is unbarred too late, there is a risk of injury to the Dog and an infringement of the Rules.

If the entry is unbarred too soon, it is inefficient, useless and without any effect on the Dog.

This is why Decoys must work hard at their technique, so as to become proficient without being dangerous.

In view of the fact that Decoys are particularly open to criticism when wielding the baton in entry barring, depending on whether the opposition put up to the Dog is more or less successful, Selectors will discard from selection those Decoys who have problems carrying out their entry barring properly.

### 2) Baton strokes

The Decoy's baton is used not only to bar the Dog's entry, but also during the Facing and Fleeing attacks to strike the Dog, so as to test its courage and determination, but not its resistance to pain.

This is why the strokes delivered by the Decoy must only appear to be more or less violent and only touch the Dog on the back.

The Rules absolutely prohibit touching the Dog anywhere else than on the back.

The Regulations clearly specify that what is involved is TOUCHING the Dog, not LEATHERING it, not BEATING it to a pulp, not INFLICTING PAIN.

In addition, the apparent violence of the strokes must be in proportion to the echelon in which the Dog is competing. A Dog in Echelon III, hardened by experience, will stand up to a greater show of aggressiveness on the Decoy's part than a young beginner in Echelon I. The ease of the gestures, the deftness in handling the baton, the adaptability of the threats and the hardness of the strokes all reveal the skill and quality of a good Decoy.

### C) The Revolver

When firing shots, the Decoy must make sure never to bring the revolver close to the Dog's head.

The shots must be fired with the arm or forearm raised. The muzzle must be pointing upwards.

If the Dog attacks the arm holding the weapon, the Decoy must not fire any shots, unless managing to transfer the revolver to the other hand.

# PART THREE

## QUESTIONNAIRE :

### GENERAL KNOWLEDGE

- 1 – Q What length must a Decoy's baton be?  
A It must be 65 to 80 cms long.
- 2 – Q What can a baton be made of?  
A The only Baton allowed is the Regulation baton, officially approved by the G.T.R. Every baton becomes dangerous when the user is heavy-handed. This is why it is prohibited to weight it down.
- 3 – Q How must the Decoy use a revolver?  
A The Decoy uses the revolver by always firing upwards. When the Dog has seized hold, the Decoy must try to fire in the opposite direction to the Dog.
- 4 – Q Is the Decoy allowed to take the initiative and use dodging when faced with a Dog hesitating to bite or having released its hold?  
A Yes. In the above examples, the Decoy must try to avoid getting caught by dodging the Dog. However, dodging at the entry of attacks is authorised with the Judge's agreement. It is compulsory for dodging to be carried out facing the Dog, except at the Fleeting attack and during escape attempts.
- 5 – Q What is meant by outing the Dog by force?  
A "Outing the Dog by force" means that the Decoy gets rid of the Dog by giving a jerky, brutal or gyrating rhythm to the movements being made. This is a method that shows poor sportsmanship on the part of the Decoy. It is one that cannot be authorised under any circumstances.
- 6 – Q What are the requirements for a Decoy's suit?  
A A Decoy's suit must fulfil certain conditions:  
a) allow a good hold no matter what the area of the suit,  
b) not be stiffened with sizing,  
c) not have sleeves that are immoderately wide or long,  
d) have a thickness of 3 to 5 cms (when laid out flat) for normal bites,  
e) allow a hold of 7 cms,  
f) the manufacturer must have obtained the approval of the testing laboratory chosen by the CUN-CBG, before putting a suit on sale or at a Decoy's disposal.

- 7 – Q In the sequence of exercises in a competition, when is the Decoy allowed to appear on the field?  
 A The Decoy can only enter the field when called by the Judge.
- 8 – Q Is a Decoy allowed to remain at the edges of the field to watch a competitor working?  
 A No. Because by being there, even without the suit, the Decoy's presence may disturb the Dog's work.
- 9 – Q What exactly is the "trial Dog" for in a competition?  
 A It is there to regulate the work of the Decoys, to make sure the exercises are carried out in the right way, and to leave its scent on the field before the first competitor's entrance.
- 10 – Q Is a Decoy allowed to behave in the same way in Echelon I, II and III?  
 A No. The work provided in I must be of moderate difficulty, in II rather more severe, and thorough-going in III, at the Selection Heats and the Ring Championship. In order to achieve these differences in intensity in the Decoy's work, the directives given by the Judge during the trial Dog's performance must be faithfully observed.
- 11 – Q Is a Decoy allowed to officiate in a competition organised by a club not affiliated to the Société Centrale Canine?  
 A No. Under no circumstances.
- 12 – Q At what distance from the departure line do the different attacks take place?  
 A a) Intercepted attack at the same distance as the Facing attack in the competition.  
 b) biting Facing attack between 30 and 50 metres.  
 c) biting Fleeing attack between 30 and 50 metres.  
 d) Facing Revolver attack always 40 metres.
- 13 – Q At what moment does the Decoy set off for an attack?  
 A When the Judge gives the sign.
- 14 – Q At what distance must the Decoy be from the Dog when setting off for an attack.  
 A Between 10 and 20 metres (necessarily 10 metres in the Fleeing attack)
- 15 – Q At what moment during an Intercepted attack or a biting Facing attack must the Decoy turn round to face the Dog?  
 A As soon as the Judge sounds the signal for the Dog's departure. The signal must coincide with the Decoy's arrival at the reception point.
- 16 – Q What attitude must be adopted during the Intercepted attack and the biting Facing attack when facing the Dog coming in towards the Decoy?  
 A The Decoy must adopt a firm and threatening attitude in each of the two attacks.
- 17 – Q At what moment during the Facing Revolver attack must the Decoy turn round?  
 A The Decoy must turn round towards the Dog on the line 40 metres away.

- 18 – Q What distance from the Dog must the shots be fired during the Revolver attack?  
A The first at 12 metres, the second at 7 metres and the last once the Dog has taken hold.
- 19 – Q What happens if the Decoy takes a fall that the Dog is not responsible for?  
A The Decoy remains on the ground until the Dog is back to heel, then gets up and the Judge begins the attack again.
- 20 – Q What must the Decoy do if it is the Dog that causes the fall?  
A The Decoy must become very obviously immobile, so as to allow the Judge to sound the cessation of the exercise, telling the Handler to call the Dog back to heel.
- 21- Q What must the Handler do when the Decoy takes a fall?  
A a) if the Dog is not responsible for the fall, the Handler will make sure the Dog stays to heel, or comes back to heel immediately to avoid accidents.  
b) if the Dog *is* responsible for the fall, the Handler will call it back to heel in the split second after the Judge has intervened to signal the end of the exercise.
- 22 – Q When in the Intercepted Attack can the Decoy go to the Judge's table?  
A a) if the Dog has not bitten, the Decoy waits until it has returned to heel.  
b) if the Dog bites, the Decoy behaves as agreed with the Judge at the start of the competition.
- 23 – Q What must the Decoy do if the Dog releases its hold before the end of the biting Facing attack and then tries to regain it?  
A When the Dog releases its hold during the biting Facing attack, the Decoy must take the initiative and try not to get caught again by putting up an opposition with a set of agile and skilful dodges, by choosing the right gestures to influence the Dog, or by using the baton as a protection, constantly attempting to keep it positioned between the suit and the Dog, without however touching the animal.
- 24 – Q What must the Decoy do when the Dog releases its hold before the end of the biting Fleeing attack, then tries to regain it?  
A The Decoy must face up to the Dog and behave as in the Facing attack.
- 25 – Q What must the Decoy do in a biting Facing attack if the Dog misses its hold when coming in to attack?  
A The Decoy faces the Dog and takes the initiative so as to avoid getting caught by putting up an opposition with a set of agile and skilful dodges etc... cf. the answer to question 23.
- 26 – Q What must the Decoy do when the Dog misses its hold when coming in to attack in the biting Fleeing attack?  
A The Decoy goes on fleeing for as long as the Dog does not bite.

- 27 – Q What must the Decoy do when the Handler recalls a Dog to heel while it is in the act of biting (Facing and Fleeing attacks, escape attempts in the Close Guarding of the Revolver attack and Handler Defence)?
- A When the Handler calls the Dog back to heel, the Decoy must become immobile for 5 seconds to allow the Dog to release its hold. (If the Dog does not let go when the 5 seconds are up, the Decoy gets back to work, then becomes immobile for another 5 seconds at each command issued by the Handler).
- 28 – Q What does the Decoy do when a Dog that the Handler recalls to heel starts on the way back, then returns to the Decoy?
- A In this specific instance, the Decoy begins the defence work over again, using the baton as soon as the Dog is at a distance of 3 metres from the Decoy.
- 29 – Q What does the Decoy do when a Dog that has started back comes to a standstill on the way, not knowing whether to keep going towards the Handler, or to return towards the Decoy?
- A In this case, the Decoy remains immobile, waiting for the Dog to make up its mind, so as to begin the defence work again, if need be.
- 30 – Q At what moment exactly in the facing attacks must the Decoy unbar the entry?
- A The Decoy must keep on barring until the very last minute, but it is imperative to unbar as soon as the Dog comes in, so as to avoid all risk of touching the animal with the baton.
- 31 – Q What parts of the Dog's body is the Decoy authorised to hit with the baton?
- A Only the back, excluding the neck, rump and of course the head, legs, tail and stomach.
- 32 – Q Is the Decoy allowed to strike the Dog immediately in the Fleeing Attack, as soon as it has taken hold?
- A No. The Decoy must take a minimum of two steps with the Dog holding on.

## **HANDLER DEFENCE**

- 33 – Q What attitude must the Decoy adopt towards an over-eager Dog that deserts its Handler to go and walk in front of the Decoy either before or after the conversation?
- A In both cases, the Decoy walks on in the normal way without trying to lead the Dog astray.
- 34 – Q Is the Decoy allowed to take the initiative and cut short the conversation in the Handler Defence?
- A No. The Decoy must wait for the Judge to make a sign.
- 35 – Q How far must the Decoy walk when leaving the Handler after the conversation in the Handler Defence?
- A After the conversation, Handler and Decoy go their respective ways, the Decoy for approximately five paces, before turning round and going back towards the Handler, without running, making a gesture or offering any kind of provocation.

- 36 – Q If the Dog in the Handler Defence gives a quick, ill-timed nip before the assault on the Handler, must the Decoy consider this as an attack?
- A Yes, and the Decoy must instantly put up a defence, or keep the Dog at bay by cowing it, if the Dog bites then releases hold.
- 37 – Q How must the Decoy behave after making a clearly defined assault in the Handler Defence, if the Dog shows hesitation or awkwardness in taking hold?
- A In this case, the Decoy will try not to get caught and use dodging or gestures liable to impress the Dog, so as to prevent it biting.
- 38 – Q What must the Decoy do if the Dog in the Handler Defence releases hold before the cessation order?
- A The Decoy attempts not to get caught again; if the Dog releases its hold and returns to the Handler, the Decoy must consider that the exercise is at an end and so remain immobile.
- 39 – Q Explain the procedure for cessation and recall to heel in the Handler Defence.
- A a) when the Judge sounds the first signal, the Handler issues the cessation order and the Decoy becomes immobile.  
b) when the Judge sounds the second signal, the Handler recalls the Dog to heel. The Decoy remains immobile until the Judge announces that the exercise is at an end.
- 40 – Q What must the Decoy do when the Dog fails to release its hold at the cessation order in the Handler Defence?
- A In this case, the Decoy behaves in exactly the same way as in the cessations of the biting attacks. The Decoy goes back to working the Dog, but only after remaining immobile for five seconds.
- 41 – Q How do you understand the expression "clearly defined assault" in the Handler Defence? How must the assault be carried out?
- A By a clearly defined assault is meant a distinct, unambiguous gesture using both hands, leaving no doubt in the Dog's mind about the aggressor's intentions. But the Decoy must be careful not to follow too close behind so as to make sure that the Handler does not get bitten.  
It is then up to the Decoy to avoid getting bitten, but without any escape attempts.
- 42 – Q At what distance from the Handler is the Decoy allowed to begin to engage in conversation?
- A When within a range of 3 metres facing the Handler.
- 43 – Q Is the Decoy allowed to remain static when bitten after the assault?
- A No. It is compulsory for the Decoy to put up a defence.

## **OBJECT GUARDING**

- 44 – Q What is the radius of the various circles drawn on the ground for the Object Guarding?
- A The radius of each circle is as follows : 1.50m – 2m – 3m -5m.



45 – Q Explain the procedure for the Object Guarding

A Normal procedure is as follows:

- 1) Decoy first approaches the object.
- 2) Decoy attempts to take the object with the hand or the foot.
- 3) Decoy withdraws once bitten, to a distance of 5 metres from the object.
- 4) Decoy approaches the object a second time for a new attempt at taking it with the hand or the foot, depending on the Dog's behaviour.
- 5) Decoy withdraws a second time, if bitten, to a distance of 5 metres from the object.
- 6) Decoy approaches the object for the third time for another try.
- 7) Decoy withdraws for the third time, if bitten, to a distance of 5 metres and outside of the circles.

NB. a) with reference to stages 3, 5 and 7, the Decoy must pause for an interval of 5 seconds, if the Dog maintains its hold, before moving off dragging the Dog along.

b) if the Dog in this instance first releases its hold only to seize it again, it is not the Decoy's task to stop or deal with the Dog. The Decoy moves off dragging the Dog along, if it fails to release its hold.

46 – Q What is to be done when the Dog prevents the Decoy from taking the object?

A The Decoy must prove that the Dog is not fulfilling its mission. To do so, the Decoy must:

- a) Lay a hand on the basket for more than 5 seconds (timed by the Judge).
- b) Without a reaction from the Dog (and after a sign from the Judge), the Decoy moves the basket over a distance of at least 20 centimetres. Without any reaction, it is then considered that the Dog is not fulfilling its mission.

47 – Q How many attempts are allowed by the Rules to carry off the object?

A Three attempts.

48 – Q Is it possible for extra attempts to be made after the three Regulation attempts?

A None whatever.

49 – Q Must the attempts to take the object be made with the hand or the foot?

A It is according to the Judge's instructions or the Decoy's own estimate of the Dog's watchfulness.

50 – Q Is the Decoy allowed to use craft to distance the Dog from the object, if it comes out to meet the Decoy with no clear intention of biting?

A No. The Decoy is not there to provoke the Dog into abandoning the object. The Decoy must go on walking towards the object so as to take it, but not however trying to get bitten.

51 – Q To what distance must the Decoy push the object in the Object Guarding, when attempting to take it with the feet and before taking it with the hand?

A It is up to the Decoy to decide whether it is opportune to go on pushing the object with a foot or to take it with a hand, depending on the Dog's attitude.

- 52 – Q Once within the circles, is a Decoy, in the act of attempting to take the object, allowed a sudden retreat, if attacked by the Dog?
- A No. Under no circumstances may a Decoy retreat once within the circles, in order to escape getting bitten.  
However, attempts at dodging the Dog are allowed, but still keeping within the radius that the Decoy has reached.
- 53 – Q Once the object has been taken, what must the Decoy do with it?
- A Once the object has been seized, it must be removed as far away as the Decoy can manage while trying to avoid, if possible, getting bitten by the Dog.
- 54 – Q Once the object has been taken, can it be used as a protection and placed between the Decoy and the Dog?
- A No! The Decoy is not allowed to use the object as a protection against getting bitten.
- 55 – Q Is the Decoy allowed to assume an intimidating attitude before, during or after attempting to take the object?
- A Yes, providing the Decoy is within the 5 metre circle.
- 56 – Q Can craftiness and slowness be used when approaching the object?
- A Yes, craftiness and slowness are allowed, providing they are not overdone and always used with the Decoy turned in the direction of the object. A single attempt must not last more than 2 minutes and the whole of the exercise is limited to 5 minutes.
- 57 – Q To what distance from the object must the Decoy withdraw after being bitten and before making the next attempt?
- A A Decoy that is bitten during an attempt must withdraw to a distance of at least 5 metres from the object.
- 58 – Q Can the Dog be dragged off in any way the Decoy likes?
- A If the Dog is still holding on, the Decoy must try to drag it off, but without working it.  
If the Dog has released its hold, the Decoy must withdraw to a distance of 5 metres without blocking the path of the Dog wanting to return to its object and moving to one side if Dog and Decoy are in each other's way.

## **SEARCH BY TRACKING AND PRISONER ESCORT**

- 59 – Q Is there one method of concealment better than another that the Decoy should adopt in the hide, before the Dog starts tracking?
- A No. The Decoy must merely stand there, face the Dog with a natural attitude and remain immobile without provoking it.
- 60 – Q What must the Decoy do when facing a Dog that discovers, but fails to announce its discovery by barking?
- A A Decoy who is discovered, but not announced by the Dog's barks, must remain immobile and wait.

- 61 – Q What must the Decoy do when discovered and announced by the Dog's barks?  
A. When the Dog has announced its discovery by barking, the Decoy must remain completely immobile and wait in the hide for the Handler to arrive or for the Judge to give the signal ordering an escape.
- 62 – Q When the Dog makes the discovery, what must the Decoy do if attacked in the hide?  
A If the Dog gives one or several nips without barking, or launches a full-scale attack on the Decoy in the hide, the latter must wait for five seconds before escaping in order to leave open the possibility for the Dog to announce its discovery after having bitten.
- 63 – Q In the natural order of the escape attempts, which are the ones where the shots are fired?  
A In the natural order of the escape attempts, one shot must be fired as the Decoy exits from the hide.
- 64 –Q In what direction must the shot be fired?  
A It is compulsory for the Decoy to fire in the air with the arm or at least the forearm raised.
- 65 – Q During the Prisoner Escort, how and when must the escaping take place?  
A During the Prisoner Escort, the escapes must be as similar as possible for all of the Dogs.  
In the instance of Dogs that are extremely watchful, the places chosen for the escapes must be as far as possible the same, so that the distance covered in the Escort is more or less the same, thus providing all of the Dogs with an equal opportunity for nipping. On the other hand, when dealing with a Dog off its guard, lacking watchfulness, the Decoy must take advantage to escape on the very first occasion and try to get to a distance from the Dog.  
In all instances, the escapes must be clearly defined and take place obviously in the direction where the way lies open.
- 66 – Q Must a distinction be made between walking on and the escape attempts?  
A Yes. It is the Judge that gives the sign to resume walking after each escape attempt. The Judge is the only one with an overall view of the situation. On the other hand, the escape attempts are made upon the Decoy's initiative in the course of the walk. However, if it becomes clear during a static phase after an escape attempt that the Dog is dropping its guard or losing interest, the Decoy is allowed to attempt another escape, without walking on and without waiting for the Judge's signal.
- 67 – Q What does the Decoy do in the event of a Dog losing interest after the three compulsory escape attempts during the Escort?  
A The Decoy looks at the Judge in case the latter should give a sign for an escape.
- 68 – Q What must the Decoy do after each cessation?  
A The Decoy must remain immobile so that:  
a) the Handler can disarm the prisoner after the first escape.  
b) the Judge can give the signal for the Decoy to walk on.  
c) the Dog may possibly drop its guard, and the Decoy may possibly take advantage to escape.

- 69 – Q Is the Decoy allowed to give the Dog a push so as to be able to attempt an escape?  
A No. If the Decoy does this, one of the escape attempts is lost and no penalty points are handed out as a result of such an undertaking.
- 70 – Q What must the Decoy do when bitten during the various escape attempts?  
A The Decoy must keep going and become immobile when the Handler orders the cessation authorised by the Judge's signal.
- 71 – Q What must the Decoy do once the Escort part of the exercise is over and the Handler has moved away with the Dog?  
A The Decoy must immediately inform the Judge of the number of nips the Dog has given during the walk or after the Handler's cessation commands.
- 72 – Q What must the Decoy do when faced with a Dog that is unskilful at catching hold, although nevertheless impeding the escape?  
A The Decoy must try to dodge the Dog, so as to get into the right position for an escape and try to put a distance between Decoy and Dog.
- 73 – Q What must the Decoy do if the Dog clearly loses interest in its work and gives up its Close Guarding after having discovered the wrongdoer (and whether it has barked or not)?  
A In this case, the Judge gives a sign for the Decoy to escape and try to get to a distance, without firing a shot as long as the Dog has not bitten. The Decoy must abide by the instructions given on the subject beforehand by the Judge, depending on the kind of hides and their positioning.
- 74 – Q During the Searching in a competition at which two Decoys are officiating, what must be the attitude of the other Decoy if discovered instead of and in the place of the right one, who is supposed to be carrying out the exercise?  
A The second Decoy must have a Revolver at hand and behave as if discovered in the hide.
- 75 – Q What must the Decoy do during the Searching if a Dog fails to release its hold at a cessation?  
A The Decoy must remain immobile and wait for the Dog to release its hold, without starting the work again.

## **REVOLVER ATTACK**

- 76 – Q Is the Decoy allowed to use the revolver to threaten the Dog in the Revolver Attack with Close Guarding?  
A No. Not after the second shot is fired.
- 77 – Q In the attacking with Close Guarding must the Decoy escape by taking the initiative or wait for the Judge's signal?  
A The Decoy must comply with the Judge's instructions.
- 78 – Q What must the Decoy do when faced with a Dog that moves away and clearly fails to keep a close guard over the Decoy?

A In this case and on the Judge's initiative, the Decoy makes an escape and tries to get to a distance from the Dog.

79 – Q When must the Decoy become immobile in the escape attempts of the Close Guarding?

A At the beginning of the Handler's command.

80 – Q How long does the Close Guarding last after each escape attempt, providing the Dog is watchful?

A - 10 seconds at the first attempt.

- 5 seconds at the second.

81 – Q In the escape attempts of the Close Guarding, what must the Decoy do if the Dog fails to release its hold?

A The Decoy must remain immobile (not to be confused with the end of the attacking).

82 – Q When must the Decoy stop working the Dog at the end of the attacking with Revolver?

A As soon as the Handler issues the cessation command upon the signal from the Judge, as in the other biting attacks.

83 – Q In the attacking with Revolver, what must the Decoy do if the Dog fails to release its hold?

A After 5 seconds have elapsed, the Decoy resumes the defence as in the other attacks at a distance.

**84 – PROHIBITIONS: ACCORDING TO REGULATIONS, THERE MUST BE AT ALL TIMES:**

1 – No sweeping the Dog off its feet deliberately.

2 – No making the Dog release its hold by force.

3 – No twisting the Dog's mouth to make it let go.

4 – No pushing the Dog back with the baton, the hand or anything else.

5 – No lifting the Dog up with the baton, arm, leg or hand.

6 – No pressing the baton down on the Dog or rubbing the baton over it.

7 – No holding the baton with both hands.

8 – No passing the baton underneath the dog's neck, stomach or legs.

9 – No stepping over a Dog that is biting.

10 – No beating the Dog on the head or elsewhere except the back.

11 – No zigzagging or sudden changes of pace during the escort.

12 – No touching the Dog with the revolver and no using it to bar its entry.

13 – No pretending to fire a shot to impress the Dog,

14 – No talking to the Dog, no making noises during the exercises.

15 – No blowing in the Dog's ears.

16 – No touching the Dog with the hands.

17 – No rubbing the Dog between the legs of the suit.

# **APPENDIX TO ENGLISH TRANSLATION**

## **PLEASE ANSWER THE FOLLOWING QUESTIONS**

### **GENERAL KNOWLEDGE**

1 – Q What length must a Decoy's baton be?

2 – Q What can a baton be made of?

3 – Q How must the Decoy use a revolver?

4 – Q Is the Decoy allowed to take the initiative and use dodging when faced with a Dog hesitating to bite or having released its hold?

5 – Q What is meant by outing the Dog by force?

6 – Q What are the requirements for a Decoy's suit?

7 – Q In the sequence of exercises in a competition, when is the Decoy allowed to appear on the field?

8 – Q Is a Decoy allowed to remain at the edges of the field to watch a competitor working?

9 – Q What exactly is the "trial Dog" for in a competition?

- 10 – Q Is a Decoy allowed to behave in the same way in Echelon I, II and III?
- 11 – Q Is a Decoy allowed to officiate in a competition organised by a club not affiliated to the Société Centrale Canine?
- 12 – Q At what distance from the departure line do the different attacks take place?
- 13 – Q At what moment does the Decoy set off for an attack?
- 14 – Q At what distance must the Decoy be from the Dog when setting off for an attack.
- 15 – Q At what moment during an Intercepted attack or a biting Facing attack must the Decoy turn round to face the Dog?
- 16 – Q What attitude must be adopted during the Intercepted attack and the biting Facing attack when facing the Dog coming in towards the Decoy?
- 17 – Q At what moment during the Facing Revolver attack must the Decoy turn round?
- 18 – Q What distance from the Dog must the shots be fired during the Revolver attack?
- 19 – Q What happens if the Decoy takes a fall that the Dog is not responsible for?

- 20 – Q What must the Decoy do if it is the Dog that causes the fall?
- 21- Q What must the Handler do when the Decoy takes a fall?
- 22 – Q When in the Intercepted Attack can the Decoy go to the Judge's table?
- 23 – Q What must the Decoy do if the Dog releases its hold before the end of the biting Facing attack and then tries to regain it?
- 24 – Q What must the Decoy do when the Dog releases its hold before the end of the biting Fleeing attack, then tries to regain it?
- 25 – Q What must the Decoy do in a biting Facing attack if the Dog misses its hold when coming in to attack?
- 26 – Q What must the Decoy do when the Dog misses its hold when coming in to attack in the biting Fleeing attack?
- 27 – Q What must the Decoy do when the Handler recalls a Dog to heel while it is in the act of biting (Facing and Fleeing attacks, escape attempts in the Close Guarding of the Revolver attack and Handler Defence)?
- 28 – Q What does the Decoy do when a Dog that the Handler recalls to heel starts on the way back, then returns to the Decoy?



29 – Q What does the Decoy do when a Dog that has started back comes to a standstill on the way, not knowing whether to keep going towards the Handler, or to return towards the Decoy?

30 – Q At what moment exactly in the facing attacks must the Decoy unbar the entry?

31 – Q What parts of the Dog's body is the Decoy authorised to hit with the baton?

32 – Q Is the Decoy allowed to strike the Dog immediately in the Fleeing Attack, as soon as it has taken hold?

#### **HANDLER DEFENCE**

33 – Q What attitude must the Decoy adopt towards an over-eager Dog that deserts its Handler to go and walk in front of the Decoy either before or after the conversation?

34 – Q Is the Decoy allowed to take the initiative and cut short the conversation in the Handler Defence?

35 – Q How far must the Decoy walk when leaving the Handler after the conversation in the Handler Defence?

36 – Q If the Dog in the Handler Defence gives a quick, ill-timed nip before the assault on the Handler, must the Decoy consider this as an attack?

37 – Q How must the Decoy behave after making a clearly defined assault in the Handler Defence, if the Dog shows hesitation or awkwardness in taking hold?

38 – Q What must the Decoy do if the Dog in the Handler Defence releases hold before the cessation order?

39 – Q Explain the procedure for cessation and recall to heel in the Handler Defence.

40 – Q What must the Decoy do when the Dog fails to release its hold at the cessation order in the Handler defence?

41 – Q How do you understand the expression "clearly defined assault" in the Handler Defence? How must the assault be carried out?

42 – Q At what distance from the Handler is the Decoy allowed to begin to engage in conversation?

43 – Q Is the Decoy allowed to remain static when bitten after the assault?

## **OBJECT GUARDING**

44 – Q What is the radius of the various circles drawn on the ground for the Object Guarding?

45 – Q Explain the procedure for the Object Guarding

- 46 – Q What is to be done when the Dog prevents the Decoy from taking the object?
- 47 – Q How many attempts are allowed by the Rules to carry off the object?
- 48 – Q Is it possible for extra attempts to be made after the three Regulation attempts?
- 49 – Q Must the attempts to take the object be made with the hand or the foot?
- 50 – Q Is the Decoy allowed to use craft to distance the Dog from the object, if it comes out to meet the Decoy with no clear intention of biting?
- 51 – Q To what distance must the Decoy push the object in the Object Guarding, when attempting to take it with the feet and before taking it with the hand?
- 52 – Q Once within the circles, is a Decoy, in the act of attempting to take the object, allowed a sudden retreat, if attacked by the Dog?
- 53 – Q Once the object has been taken, what must the Decoy do with it?
- 54 – Q Once the object has been taken, can it be used as a protection and placed between the Decoy and the Dog?
- 55 – Q Is the Decoy allowed to assume an intimidating attitude before, during or after attempting to take the object?

56 – Q Can craftiness and slowness be used when approaching the object?

57 – Q To what distance from the object must the Decoy withdraw after being bitten and before making the next attempt?

58 – Q Can the Dog be dragged off in any way the Decoy likes?

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60 – Q What must the Decoy do when facing a Dog that discovers, but fails to announce its discovery by barking?

61 – Q What must the Decoy do when discovered and announced by the Dog's barks?

62 – Q When the Dog makes the discovery what must the Decoy do if attacked in the hide?

63 – Q In the natural order of the escape attempts, which are the ones where the shots are fired?

64 – Q In what direction must the shot be fired?

65 – Q During the Prisoner Escort, how and when must the escaping take place?

66 – Q Must a distinction be made between walking on and the escape attempts?

67 – Q What does the Decoy do in the event of a Dog losing interest after the three compulsory escape attempts during the escort?

68 – Q What must the Decoy do after each cessation?

69 – Q Is the Decoy allowed to give the Dog a push so as to be able to attempt an escape?

70 – Q What must the Decoy do when bitten during the various escape attempts?

71 – Q What must the Decoy do once the Escort part of the exercise is over and the Handler has moved away with the Dog?

72 – Q What must the Decoy do when faced with a Dog that is unskilful at catching hold, although nevertheless impeding the escape?

73 – Q What must the Decoy do if the Dog clearly loses interest in its work and gives up its Close Guarding after having discovered the wrongdoer (and whether it has barked or not)?

74 – Q During the Searching in a competition at which two Decoys are officiating, what must be the attitude of the other Decoy if discovered instead of and in the place of the right one, who is supposed to be carrying out the exercise?

75 – Q What must the Decoy do during the Searching if a Dog fails to release its hold at a cessation?

### **REVOLVER ATTACK**

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77 – Q In the attacking with Close Guarding must the Decoy escape by taking the initiative or wait for the Judge's signal?

78 – Q What must the Decoy do when faced with a Dog that moves away and clearly fails to keep a close guard over the Decoy?

79 – Q When must the Decoy become immobile in the escape attempts of the Close Guarding?

80 – Q How long does the Close Guarding last after each escape attempt, providing the Dog is watchful?

81 – Q In the escape attempts of the Close Guarding, what must the Decoy do if the Dog fails to release its hold?

82 – Q When must the Decoy stop working the Dog at the end of the attacking with Revolver?

83 – Q In the attacking with Revolver, what must the Decoy do if the Dog fails to release its hold?

84 – Q What are the 17 prohibitions listed in the Regulations?