



2017/2018 Rule Book

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The American K9 Sport



PSA K9 2017-2018 Official Rule Book

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Mission

The Mission of PSA is to provide an outlet for civilian competition in canine obedience and controlled protection, to recognize achievement with titles and prizes, and to promote competition with club trials and championship tournaments. PSA will endeavor to set a new standard for training excellence in the protection sports, and PSA shall encourage cross-over from other protection sports, to provide a competitive venue that will test the best against the best, encouraging excellence, sportsmanship, and integrity throughout the dog training community.

Administration

PSA K9, Inc. is a North Carolina corporation. Corporate headquarters are located at 230 W. Seawell Street, Sanford, NC 27330. Articles of Incorporation & Bylaws for PSA K9, Inc. are on file with the PSA Secretary: PSA Secretary, 7719 Leigh Road, Glen Burnie, MD 21060. All contact information for the directors is available on the PSA website, www.psak9.org.

PSA K9, Inc. is administered by five Executive Directors and nine Assistant Directors. The directors and assistant directors are headquartered in 5 geographic regions: East Coast, Midwest, South, West Coast, and Canada. Operating officers for the 2016-2017 Season are:

Executive Director, International Director, and Director of Judges: Jerry Bradshaw

Executive Secretary: Katrina Williams

East Coast Director: Janet Edwards

East Coast Assistant Directors: Jonathan Katz and Mike Wandell

Midwest Director: Joe Parks

Midwest Assistant Directors: Kevin Goede and Scott Nordgren

South Director: Darryl Richey

South Assistant Directors: Darrick Rose, Khoi Pham, and Jake Kemp

West Coast Director: Greg Williams

West Coast Assistant Director: Karin Chan

Canada Director: Ashley Chmara

International Assistant Director: Pat Stuart

Director of Decoys: Sean Siggins

Asst. Director of Decoys: Jeff Ricco

Director of Judges: Jerry Bradshaw

Co-Assistant Secretary: Haley Duffin

Co-Assistant Secretary: Cindy McKinney

Co-Assistant Secretary: Stefanie Suddeth

Co-Assistant Secretary: Rola Tseng-Pappalardo

COMPETITIVE EVENTS

PSA will offer the following certificates and titles, the requirements and standards for which are described in detail, in the corresponding section of this rulebook.

(1) PSA PDC “Sleeve Division” Certificate:

“PDC-SD” is a basic protection dog certificate, judged on a pass-fail basis to evaluate protection-trained dogs in basic obedience and controlled protection routines. The PDC-SD will be conducted with protection scenarios using a sleeve instead of a suit. The Car-Jacking Scenario will remain a hidden sleeve.

(2) PSA PDC Certificate:

“PDC” is a basic protection-dog certificate, judged on a pass-fail basis, to evaluate protection-trained dogs in basic obedience and controlled protection routines. The PDC will now be the **mandatory** entry-level division with the decoy in the suit, and must be earned before entering any of the competitive levels (i.e., PSA 1, PSA 2, and PSA 3).

(3) PSA 1 Title:

“PSA 1” This is the entry-level protection title, where the dog must demonstrate a combination of on and off leash control in pre-determined obedience and protection routines, and one surprise protection scenario taken from a list of 5 scenarios published in advance of the trial season. The presiding judge will select the surprise scenario randomly at the commencement of the trial. There will be no jumping obstacles in this division, either during protection or obedience, and no call-off exercises. This division requires 75% of available points in obedience and **each** protection scenario at one trial to pass and receive their PSA 1 Title. If the competing team scores 65 points or **less** in obedience they may go on to the protection phase, **at the judge’s discretion**. The PSA 1 is a tournament-style division.

(4) PSA 2 Title:

“PSA 2” This is the professional-level protection title, where the dog must demonstrate off-leash control in a pre-determined obedience routine, three pre-determined protection scenarios, and one surprise scenario. **The PSA 2 title requires two (2) legs to be awarded the title.** A leg is defined as: A minimum of 75% of available points in obedience, and **each** protection scenario. The PSA 2 title is awarded upon the completion of two (2) legs, each in separate trials. (See *Trials*, below). If the competing team scores 65 points or **less** in obedience they may go on to the protection phase, **at the judge’s discretion**. The PSA 2 is a tournament-style division.

(5) PSA 3 Title:

“PSA 3” This is the competition-level protection title, where the dog must demonstrate off-leash control in all surprise obedience and protection scenarios. **The PSA 3 title requires two (2) legs to be awarded the title.** A leg is defined as: A minimum of 75% of available points in obedience, and **each** protection scenario. The PSA 3 title is awarded upon the completion of two (2) legs,

each in separate trials. (See *Trials*, below). If the competing team scores 65 points or less in obedience, they may go into the protection phase, at the judge's discretion. The PSA 3 is a tournament-style Division.

Qualification, Promotion & Advancement

Age: Dogs must be at least 14 months of age to show in any level of PSA.

Qualification: Because PSA is a unique trial experience, all dogs, regardless of any previous police K9 certifications or previous sport titles other than PSA titles, shall begin in PSA PDC and compete according to the rules and standards outlined in this rulebook. Titles must be earned consecutively, beginning with PSA PDC and ending with PSA 3. A dog trained by one owner/handler to a certain PSA level, if sold to another handler, must continue to compete in the PSA level the dog has achieved with the previous handler/owner.

Required Promotion: Competitors may compete in any PSA level for which they are eligible indefinitely, unless the team wins the PSA National Championship in that level on two (2) occasions, in which case the team must move up to the next PSA level in the trial season following the second national championship. PSA 3 is the highest level, and therefore teams may compete in PSA 3 indefinitely without restriction based on national championship wins.

Advancement: Once a title is earned in a level, competitors may choose to stay in that level, or advance to the next level at their discretion (See Required Promotion above for the exception). Once a leg on the next higher level is earned, the team must then stay in that higher level of competition. However, if the team does not earn a leg after showing unsuccessfully in the next higher level, the team may drop back to the lower level in which they were competing, allowing teams to "test the waters" in the higher levels, and if unsuccessful, move back to the lower level for continued competition, until a leg on the higher level is earned.

Competitive Season: The competition season shall begin December 1st and run through the National event of the following year. The season will end with a national championship in October or November.

EVENT REGULATIONS

Membership

Individual Membership: All competitors must be members of PSA to compete in trials, to attend decoy camps, participate in PSA seminars/workshops, and to compete in championship tournaments. Membership applications shall be available on the PSA website, and can be mailed in or paid online. The dues shall be \$65 per calendar year. Dues are subject to change at the beginning of any competition year, and will not be pro-rated. Membership shall be renewed on each competitor's anniversary date. If any checks are returned due to insufficient funds, the member will have to pay with certified check or money order, and will be charged an additional \$12 returned check fee in addition to the membership fee. If no payment is received within 14 days of being notified of the returned check, membership will be voided.

Club Memberships: Training associations or clubs must be association members of PSA in order to be eligible to host trials and advertise on the PSA web site. Private training associations will not be regulated by PSA in neither their conduct of business nor their training. Renewal packets will be emailed to the contact person on record in early September, and renewals will be eligible for a discounted cost of \$100. Renewals sent in after November 1st will be \$130. A returning club is any club that was, at any time, a PSA club. If a club took a year (or years) off from being a PSA club, then returns with a new name/training director, they are considered a returning club. The returning club will need to pay \$130 for their annual dues.

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

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

New clubs must have at least three club members who are also current, individual members of PSA. The association dues for a new club are pro-rated as follows:

- If joined between October 1st – Jan 31, \$100 for 13 months (clubs will pay \$100 to join, and membership will be valid until October 31st of the following year) and \$100 every year thereafter;
- If joined between February 1 – April 30, \$75 for the first year and \$100 thereafter;
- If joined between May 1st – July 31, \$50 for the first year and \$100 thereafter;
- If joined between August 1 – September 30, \$25 for the first year and \$100 thereafter and they will need to renew by November 1st

To remain in good standing, clubs must hold at least one PSA-sanctioned event per trial season. An event must be approved by the regional director, and can include a sanctioned trial, hosting a regional or national event, a decoy camp or developmental workshop, or a seminar or workshop aimed at advancing skills fundamental to success in PSA. For questions about what qualifies as an event, contact your regional director. PSA Membership is required to participate in all PSA sanctioned events. NOTE: There shall be no trials after Nationals and before December 1st.

PSA Seminars, Workshops, Decoy Camps, Etc.:

If a club is holding a seminar, workshop or decoy camp (with the exception of the Decoy Developmental Camp) as their event for the trial season, it **MUST** be instructed by either a Director (including Director of Decoys), Assistant Director, or Judge in good standing. Apprentice judges cannot be asked to be a main instructor. **Senior Decoys and Emeritus Decoys** may instruct Decoy Developmental Camps and clubs may also charge attendees. Decoy Developmental Camps need to be approved by both the Director of Decoys and the Regional Director.

New clubs are required to host at least one mock trial before they are able to host an official trial. Mock trials must include certified PSA decoys, along with one person of stature (ie, judge, apprentice judge or a top-level competitor with the approval of the Regional Director, judge or apprentice judge).

PSA may help with sending officials to instruct seminars, workshops or decoy camps, etc., but clubs are **NOT** independently allowed to charge for people to attend these events for which PSA has helped absorb some of the expenses (except for lunch or t-shirts, etc). The field or space as to where the seminar/workshop/decoy camp is to take place is the club's responsibility; all decoy camps/certifications must be held outside on grass/turf.

Attendees for all events will need to become members of PSA or be current members. Clubs may co-host events with other clubs in their areas to help cut down the cost. A regional director may suggest that two, or more, clubs co-host an event together.

Clubs who wish to request PSA's assistance **MUST** get prior approval by submitting a written request at least four (4) weeks prior to the event, via email, to the PSA Executive Secretary.

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

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

Trial Dress: The judge shall require all PSA competitors to dress appropriately for showing their dogs, including but not limited to proper athletic wear appropriate for the weather conditions and safety of the competitors. The following attire will not be allowed: ratty or ragged clothing, flip flops, dress shoes, **open toed shoes, sandals**, skirts, or high heels while showing a dog. Competitors should be dressed in normal athletic "street attire." PSA requests that all competitors dress in a professional manner. The judge may require a competitor change their attire in order to present PSA in an appropriate manner. There shall be no training equipment, food, toys, cell phones, pouches, or training vests on the handler upon entering the field. The judge or steward may ask competitors to empty their pockets to determine

that there is nothing illegal brought on the field. Competitors that fail to empty their pockets of training equipment (e.g., food, toys, etc.) upon entering the field will lose half (50%) of the points actually earned during that phase of competition.

General Conduct: Suggestions, points of rules, and points of order can be brought up to the presiding trial chairperson (host of the event) whose sole discretion it shall be to bring such matters to the judge in order to ensure that the trial is run properly, fairly, and according to the rules. PSA's goals include fairness, rule of law, and sportsmanship. The judge retains sole discretion to interpret the rules and their application to the situation at hand. Argumentativeness on the part of competitors and/or spectators can bring immediate dismissal from the trial or expulsion from the trial grounds, and a report will be sent to the grievance committee. Judge retains absolute discretion to dismiss or expel a competitor. PSA members should conduct themselves in a professional manner at trials, and not conduct themselves in ways that bring disgrace or dishonor to the sport, or in any way that is in conflict with the mission of PSA.

Grounds for Mandatory Dismissal: Judges are required to dismiss from the field a dog/handler team that (1) is unsafe, (i.e., out of control in obedience or protection), (2) will not release in protection upon the 3rd command, requiring 4 or more commands to out, or must be taken off the grip physically, (3) refuses to engage a helper, and if in the opinion of the judge, the dog is failing to engage out of fear, (4) the dog urinates or defecates on the competition field during any part of the routine or critique, or (5) displays unsportsmanlike conduct in the opinion of the Judge. In (1) – (4) the score shall be a zero for the entire phase. In the case of (5), unsportsmanlike conduct, the judge shall dismiss or expel the competitor at his/her discretion and report the incident in writing to the grievance committee for further review or additional disciplinary action, and all scores will be a zero for each phase.

Grievance Process: There shall be a grievance committee within PSA to arbitrate issues of member conduct or disputes with regard to judging. The committee will be comprised of one director, one judge, and one member at large. Formal protests may be made by members and will carry a \$100 bond. Competitors who wish to protest will file an official protest by letter to the Regional Director, and submit a \$100 cash bond along with the official protest. If upheld, the bond will be returned to the person who filed the protest. If not upheld, the \$100 bond will be added to the general revenue fund of the organization.

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

Suggestions from the Membership: PSA values contributions from its membership. Each year, at the national championship, the directors will meet to discuss the sport. Members are encouraged to voice their thoughts to their director by email **in advance of the PSA Directors' Meeting (held at PSA Nationals)** so that the ideas may be discussed at the national meeting. Rule changes can only be made prior to the start of a new trial season, unless a safety issue is discovered, which must be remedied in the rules immediately.

Trials

Club Trials, Regional Tournaments & National Championship Tournament: These events shall be facilitated by PSA. During the competitive season, paid member clubs may host trials (either one or two day events), by contacting their regional director and coordinating trial dates, judge availability, and decoy availability. PSA will also host, in association with member clubs, a national championship tournament in PSA 1, PSA 2 and PSA 3. Showing at a club trial or regional tournament is open to PSA members in good standing, on a first-come, first-serve basis. ALL PSA 3 HANDLERS WHO PLAN ON SHOWING AT A TRIAL MUST PRE-REGISTER AT LEAST 2 WEEKS PRIOR TO THE TRIAL.

Mandatory Start Times: The mandatory start time for the PDC Handler's Meeting is 8:00am. This means that registration shall be from 7:00am-7:45am ONLY. If a handler is not present when the handler meeting is called then he/she will not be allowed to show.

Qualification for PSA Nationals: Teams who receive their PDC and PSA 1 in the trial season, will be considered to have shown in two trials during the trial season and will be eligible. Title holders in PSA 1 who have shown twice in the trial season, but **MUST** pass once, will be eligible. The only exception shall be if the title holder is one of the top five (5) placements of any region passing teams at any regional event preceding the national championship of that same year.

Title holders in PSA 2 or PSA 3 or those holding one leg on a title in PSA 2 and PSA 3 (even if from any previous season) will be automatically eligible. If a team is eligible to show in PSA 2 or PSA 3 but neither have a leg or the title in the respective level, that team must have shown twice during the trial season to be eligible.

Trial Disqualification as it relates to Qualification for Nationals

If a team is (1) disqualified at a trial because the dog bit during the Obedience phase, (2) disqualified at the judge's discretion, or (3) if the team pulls, this does **NOT** count as a showing. The team may not move on to the Protection phase. Pulling a dog from the competition, whether from the Obedience or Protection phase, before the routine starts or during the routine, does **NOT** count as a showing for national qualification.

If a dog bites during obedience in ANY level at Nationals, the team may continue to show in protection.

Entry Fees & Awards

Entry Fees: PSA clubs shall charge entry fees for competition to defray the cost of hosting trials, and to reimburse judges and decoys for their travel and accommodation expenses. PSA shall receive \$10 per dog competing in the trial from the hosting club's entry fees, regardless of level. The club shall keep the remainder. For regional events, PSA shall receive \$10 per dog competing in the trial. For National events, PSA shall receive the entry fees in their entirety.

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

- **For 1- or 2-day club trials:** The trial package will consist of medals for 1st, 2nd, and 3rd places for all levels (so 9 medals for a 1-day trial; 18 medals for a 2-day trial), high obedience and high protection (one of each) for the weekend, certificates, and the trial plaques. The current price of the trial package for a 1-day trial is \$75 and for a 2-day trial is \$150.
- **For a Regional Championship only:** Regional championships require the purchase of 11 trophies (1st, 2nd, and 3rd place for each level, then a high protection and high obedience), **which are the responsibility of the hosting club** (*NOTE: the club does not have to purchase the \$150 trial package*).
- **For a Regional Championship one day with a club trial the second day:** If a club is hosting a regional championship on one day, and a club trial the second day, the club is required to purchase a trial package for \$75, but this package will consist of medals for 1st, 2nd, and 3rd places for all levels, for only one day, high obedience and high protection (one of each) for the club trial, certificates, and the trial plaques. **The club is required purchase the 11 trophies described above for the Regional Championship.**
- **National Championships:** National championships require the purchase of 15 trophies: 1st, 2nd, and 3rd place for each level, High Protection and High Obedience for each level, and participation medals for each National participant. **The club is required to purchase the medals and 15 trophies as described above** (*NOTE: the club does not have to purchase the \$150 trial package*).

PSA Plaques: PSA shall provide, at the association's expense, awards for High-in-Trial, High-Owner-Trained, and the High Owner Trained Club award, to recognize achievement at the weekend's conclusion, drawing from scores over the 2-day club event, or the 1-day club event. These plaques have been changed to commemorate PSA dogs of high excellence. The plaques will be as follows:

- High Owner Trained: Greg Williams & Asja
- High in Trial: Jerry Bradshaw & Ricardo
- High Owner Trained Club: Darryl Richey & Gabe

PSA plaques will only be handed out *if* there was a passing score in the PSA 1, PSA 2, or PSA 3 levels. If there were *no* passing scores at the trial, then no one will receive the plaques.

Trophy Eligibility: The PSA 1, PSA 2 & PSA 3 levels shall be administered as a tournament, and award to all placing competitors. The highest three scoring teams in each level, with titling teams having first priority, shall receive trophies/medals. Passing scores shall be arranged 1st to 3rd place **before** non-passing scores are considered, so that a score for a non-passing dog cannot beat a score of a passing dog. In other words, a team does not have to pass in order to place, **but may not take a higher placing than a team that has titled/passed in that level.** Only teams who pass the requirements for titling in the respective levels shall receive certificates of title. If a team is disqualified or pulls from a trial, they are not eligible for awards.

Trophies for high obedience and high protection will only be handed out *if* there was a passing score in the PSA 1, PSA 2, or PSA 3 levels. If there were *no* passing scores at the trial, then no one will receive these awards.

Trophy Eligibility in Nationals: If there are no passing scores at Nationals, trophies for high obedience and high protection shall still be awarded to the highest score.

Certificates

PSA 1, PSA 2, and PSA 3: Certificates of Title will be awarded and provided by PSA when a dog receives a PSA title at any level. Certificates for the PSA 2 and PSA 3 levels will only be awarded when the team has successfully obtained both legs. Certificates for these levels *will* not be given when teams have only obtained the first leg. Certificates will be supplied as part of the “Trial Package” purchased for each club trial. The titles/certificates will be given out at the conclusion of the trial.

The titles/certificates will be the following:

- Green Certificate – PDC level
- Red Certificate- PDC-SD level
- Bronze Outlined Title – PSA 1 level
- Silver Outlined Title – PSA 2 level
- Gold Outlined Title - PSA 3 level

Requests for these duplicate certificates must be made by filling out the form that appears on the PSA website, and paying the \$20 via PayPal. All scores will be verified before certificates are duplicated/reprinted.

Certificate Honors

The certificate of title in PSA 1, 2, and 3 shall bear the following honors if the requisite score is achieved:

- PSA 1, PSA 2, & PSA 3 Honors
 - 75% in obedience and each protection exercise are passing.
 - 85% + in obedience and each protection exercise is “With Distinction”
 - 90% + in obedience and each protection exercise is with “With Highest Distinction”

Upon verification of scores by the PSA Secretary, if a team has earned With Distinction (WD) or With Highest Distinction (WHD), a new certificate will be sent to the handler with this distinction printed on the certificate. In the Level 2 and Level 3, this certificate will only be sent if WD or WHD was earned on the second leg.

Insurance

All PSA sanctioned events must carry insurance riders through PSA’s general insurance policy. Application for insurance must be made to the PSA Treasurer/Secretary at least four (4) weeks in advance of the trial or other sanctioned event. Club dues must be paid in full in order to obtain insurance riders. Except for clubs that schedule events at the last minute, PSA clubs that do not submit this form *at least* four (4) weeks prior to the event will have to pay a \$25 penalty to PSA.

PSA Logo

Unauthorized use of the PSA Logo is strictly prohibited and is a violation of Chapter 5 of the Copyright Law of the United States of America and Related Laws Contained in Title 17 of the United States Code

and may lead to an immediate suspension from the sport. Use of the logo must be requested by submitting the Authorization for Use of Logo form located on the PSA website. Authorization will only be granted to members and clubs, who are in good standing, for personal usage, (i.e. t-shirts for a trial).

Judges

Spouses shall not judge a spouse. This also include roommates, significant others, parents, etc.

Scheduling Judges: There must be one certified judge presiding over each level of competition. One judge may preside over all levels at a given trial, or different judges may officiate at different levels to allow judges who wish to compete in the trial the ability to do so, as long as the decision is made prior to the day of competition. Obviously, a judge may not compete and judge at the same level in the same trial. Assignment of judges to trials shall be made by the regional director.

Out-of-Region Judges: The host club may bring in an out of region judge if there is a conflict. In this event, PSA *may* help with the expenses of bringing in that out-of-region judge. The host club must request assistance via email to the Secretary at least four (4) weeks in advance of the trial date.

Judge's Program: Prospective judges must apply in writing to, and complete, the apprentice judge program. Judges will be selected by PSA's Executive Directors through a review of the applicant's previous professional/sport accomplishments. Judges must also have demonstrated a history of sportsmanship and integrity in past competitions. A list of certified judges can be found on the PSA website. Judges will have an annual meeting to discuss rules, interpretation, clarification, and evaluate judging performance.

Judges' Surprise Scenarios: Judges in their first year of judging, or those requested to do so by the Director of Judges, must discuss scenarios to be used in a trial with the Director of Judges prior to the trial. The goal is to make a consistently fair evaluation in line with standard judging practice. Apprentice Judges or Certified Judges may refer to the Judging Handbook for additional judging information.

Stewards

There must be at least one steward per trial to assist the judge on the field. The steward's responsibility is to ensure proper equipment is on the dog, find out what type of "finish" the dog performs, call out the routine to the handlers, and find out whether the handler plans on doing an out/guard or out/recall (when it is handlers' choice) in the competitive levels. The judge will alert the decoys to "freeze up" or "stop fighting the dog" during protection phases. When possible, the steward should have at least showed in the level they are stewarding. Judges are not required to have a steward for the PSA Level 3.

Decoys

Decoy Developmental Camps: These camps are not for certifications, but rather for those new to decoying. The goal is to teach participants the fundamentals of catching dogs for a PSA trial and eventually go for certification at a Decoy Camp. Only 3 developmental camps are allowed per trial season. Each decoy must bring a dog who has at least a PDC to work. There must be a 1:1 decoy to dog ratio.

Decoy Camps: Decoy camps will now have two groups: Developmental Group and Certification Group. Anyone attending **MUST** be a current PSA member. In addition, PSA will charge \$50 for each attendee to attend the camp to help defray the cost of sending the Director of Decoys and Assistant Director of Decoys to the camp. Only 3 decoy camps are allowed per trial season. Each decoy must bring a dog who has at least a PDC to work. There must be a 1:1 decoy to dog ratio.

Certification: Only certified decoys may work a PSA trial. Decoys shall be required to attend a decoy camp in order to certify. Each region shall host an annual decoy camp to facilitate decoy certification. Prospective decoys may attend any regional camp to seek certification. Decoys must be paid members in good standing with PSA in order to participate in the camp. Decoys may join PSA the day of camp.

Certification Retention: Decoys shall retain their certification at the discretion of the judges and directors of the association. A certified decoy must work the number of trials as stated in the Decoy Handbook in order to keep certification current. Should a decoy lapse in certification, or have his/her certification pulled by a director or judge, the decoy must re-attend a certification camp. Decoys are certified according to their ability to perform key exercises. Once certified and those who remain certified, will receive free membership for the following year.

Requirements for Decoys: In order to certify, decoys should be prepared to catch dogs on the inside of the biceps/shoulder, in the triceps, and on the legs, including thighs, calves, and shins. Decoys who demonstrate an inability to follow the instructions of the judge on a trial day, or work dogs inconsistently, or who are unable or unwilling to catch the dogs in certain required areas of the suit shall be relieved of their duties and possibly have their certification pulled. Decoys, however, are obviously allowed to make adjustments for their own safety when warranted. **Please refer to the decoy handbook for more information on requirements for decoys.**

Scheduling Decoys: Decoys shall be scheduled in advance, in consultation with the regional director. Hosting clubs have the responsibility to make sure there will be **at least** four (4) certified decoys (one of whom should be a senior/**Emeritus** decoy and an alternate) to hold the trial. The decoys **MUST** come from the approved list of decoys. If arrangements are not made in advance, the club runs the risk of having the trial cancelled. The decoys and clubs must come to an agreement on travel as well as lodging arrangements **prior** to the trial weekend. If no such agreements are made between the club and decoy, the club will not be required to reimburse any expenses for the decoy.

Decoys who are booked to decoy a trial, but also want to show at that trial, must communicate with the host club to ensure there is the minimum number of decoys required at the trial. The decoy showing will be considered an “alternate” for the day he/she is showing. Decoys doing partial duty, or competing, shall not be entitled to lodging or travel expense reimbursement. However, for decoys competing, clubs may waive entry fees for each day the decoy performs essential duties.

Decoys who cancel on a trial without providing sufficient cancellation notice or do not show up at all, shall be reported to the Director of Decoys, Assistant Director of Decoys and PSA Secretary by the host club. Punishment may range from a warning, to probation, or even suspension. **Please refer to the decoy handbook for more information.**

Assigning Decoys at Trial: Every trial should have a senior/**Emeritus** decoy designated. A senior/**Emeritus** decoy is defined here as a decoy who has been certified the longest. The senior/**Emeritus** decoy shall ensure the decoys are ready to go when needed, and help the judge

determine what scenario each decoy will perform, taking account of experience and knowledge of the decoys into consideration. Each decoy shall work his role in each scenario for all the dogs in the level. Switching out of decoys is at the discretion of the judge; however, for the sake of consistency, PSA strongly recommends that the same decoy work all the dogs in the same scenario, if possible. The judge must replace a decoy for a given handler/dog team if the decoy lives with the handler and/or dog and cannot work the dog.

Decoys for Regional & National Championships: For regional championships, the Regional Director will confer with the regional judges (or out-of-region judges who judged a trial in that region) who will submit a list of decoys for consideration. The Regional Directors will choose the decoys for regionals from this list. For the National championships, the judges will nominate the decoys. The Regional Directors will then narrow down the field and send their list to the Director of Decoys for his final top 5 decision. A decoy for a Regional or National Championship will not be eligible to show at Regionals or Nationals.

Scorebooks

Official scorebooks must be purchased by members for every dog that competes in PSA. Scorebooks may be purchased at the time of applying for PSA membership, or membership renewal. Alternatively, scorebooks may be purchased by themselves. The scorebook application is available on the PSA website. Scores will be recorded in the scorebook—as well as award of title, honors, or certification—and signed for authenticity by the certified judge and trial secretary. Should a scorebook be lost, or not presented at a trial, **a \$35 replacement fee shall be collected on the spot to pay administrative costs** for filling out the replacement after the trial. There shall be no exceptions to this rule.

Trial Officers

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

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

Trial Secretary: This person shall be in charge of assisting the presiding Judge in the tabulation of score sheets, final scores, and award of titles and trophies. This person shall also make sure competitors are members of PSA in good standing. The trial secretary will be responsible for collecting the entries, payments, and setting the order of the competition, as well as tabulating all trial results and awards, and sending completed summary sheets to the PSA secretary. The PSA Secretary will provide a pre-paid USPS Priority Mail mailing label to clubs. The PSA Secretary must receive completed trial paperwork no more than 2 weeks after the trial has taken place. **If the PSA Secretary does not receive the trial paperwork within 2 weeks of the trial, the club will be charged a \$50 service charge, which will be added to the following year's club dues.**

Trial Field Set-Up

Competition Field: For safety purposes, the competition field should be separated from the spectator area by some kind of clear marker, such as a fence. The competition field should be a minimum of 60 yards long by 40 yards wide to accommodate the competition, with a proper parking area to accommodate both competitors and spectators. The field shall be set-up with three main goals in mind: (1) safety for the dogs, handlers, decoys, stewards, judges, and spectators; (2) convenience for the competitors and judges, so each dog can have the best possible showing; (3) ease of viewing for the spectators. When possible, spectators should not be behind decoys for any scenarios. In addition, decoys should completely exit the field when finished with their scenario as directed by the judge. For Nationals, the field cannot be same field where any PSA training club field.

Mandatory Equipment: Each trial must have at a minimum the following equipment: (1) a window jump, 48” wide at the base. The bottom of the window opening shall be a **maximum** of 36” from the base of the window, with a minimum 4” border around the windows sides and top. The bottom opening of the window shall be covered with carpet or other soft material to cushion the impact if a dog hits the window with his knees when jumping through, (2) a hurdle jump, also a **maximum** of 36” high, with the top 12” made of soft material like brush (the hurdle itself shall be constructed of lightweight wood or PVC), (3) tunnel, or material to construct a tunnel with a 2’ diameter minimum opening, (4) *Schutzhund-specification A-frame climbing wall*, (5) field distractions, such as balls, toys, food for refusal exercises, (6) *blank gun .38 caliber, 9 or 8mm, with ¾ or full loads* (7) hidden sleeves and body bite suits for multiple decoys. (8) distractions & anything else the judge requests to be made available for the surprise scenarios. If a hurdle jump is made out of wood, there must be protection at the top of the jump (ie, foam) in order to protect the dog’s knees. A-frame climbing walls should have no “openings” at the pinnacle or they may be stuffed in order to ensure that the dog’s feet do not get caught. **Please see Appendix A (at the end of the Rulebook) for a checklist of items needed to host a trial.**

Housing of Dogs for Competitors & Spectators: Dogs at the competition will be housed in the vehicles of the competitors or spectators in crates. **No loose dogs in vehicles will be allowed.** Areas will be designated for exercising and breaking the dogs, and obedience warm up is allowed in the area where the vehicles are parked, before the competitor comes to the on-deck position. Stewards will announce the upcoming dogs, and it is the responsibility of the handler to be on time to the right position. Spectators may bring dogs to socialize in the spectator areas, as long as they remain on leash; however, dogs should be put away during the protection phase of the trial.

Entering the Field: The judge shall set up a marked place for entering the competition field. All competitors must pass through this gate and onto the field with the proper equipment as described in the rulebook. No steward, or judge will touch any of the dogs, at any time, during check in, obedience or protection, at any trial, at any level.

On-Deck Area: The trial judge shall designate a safe on-deck area for teams to wait until called to the field for competition by the ring steward. The on-deck position will be such that the dog is not watching the action on the field, but the judge can, with minimal effort, observe the waiting team if he or she so wishes. All conduct committed in view of the judge, is subject to evaluation for unsportsmanlike behavior or general control. Any legal training equipment may be used to warm up your dog prior to the on-deck position only. There will be no training or further warming up while on deck, however the dog may wear training equipment while on deck. **All training equipment must be removed and left at the entry gate onto the field.** For the PDC, if you have the wrong equipment, you will be given 5 minutes

to resolve the issue. For all other levels, you will be automatically disqualified. A leash and chain collar in level 2 and level 3 should be given to the steward upon check in. The steward shall provide this leash and collar back to the handlers in level 2 and level 3 during the critique for safety. Handlers in PDC and Level 1 will be instructed upon completion of the last exercise prior to the critique to put their dog on leash for the critique.

Critique Area: There shall be a designated critique area. Handlers shall stand or kneel (with the dog in a down or sit) calmly during the judge's critique, and show respect for the judge during the critique. The handler shall affix a leash and a chain collar to the dog for safety purposes in all levels.

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

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

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

PSA must approve all on-field photographers/videographers. All photographers/videographers must be members of PSA (for insurance purposes). On field photographers/videographers must submit a request to have on-field access to the PSA Executive Secretary at least two weeks prior to the event, and membership to PSA will be confirmed before approval is given.

On-field photographers/videographers who wish to sell their photographs/videos to competitors must agree, in advance, to provide PSA with no fewer than 5 digital photos (or 5 minutes of video) that may be featured on the PSA website or social media groups/pages, used as the rulebook cover, etc. Photographers may only advertise their "for-sale" photographs/videos on the PSA social media pages/groups if PSA is receiving no fewer than 5 digital photos (or 5 minutes of video) for their own advertising. Credit (and posted website links, if applicable) will be given to all photographers/videographers who provide photographs/videos of events. In lieu of at least 5 digital photos (or 5 minutes of video), a photographer/videographer may pay PSA \$150 for on-field access.

Protection Warm-Up: There will be no protection warm up or any agitation activity in the parking lot, or anywhere near the competition field, or on the grounds comprising the competition venue, on the day of competition. Anyone viewing such conduct should immediately report it to the trial chairperson, or trial secretary who shall then immediately bring it to the attention of the judge or a regional director or assistant director. The presiding judge, or any director or assistant director in PSA who views such conduct, retains the right and obligation to dismiss handlers viewed engaging in such conduct. If a director or assistant views the conduct it shall be reported to the presiding judge immediately and the

judge upon this report shall summarily dismiss the members in question. There shall be no warnings and no exceptions. Once the trial is concluded for the day, the PSA event is concluded, and the hosting club may open the field for training.

Sportsmanship: All competitors are required to conduct themselves in a sportsmanlike manner. The presiding judge may dismiss a competitor from competition or expel from the trial grounds any member for unsportsmanlike conduct, at any time. Any improper conduct, including abusive treatment of a dog or cheating (as decided by the presiding judge), or abusive language directed at the trial officials, judge, decoys, or anyone associated with the trial, conducted in view of the judge or any director or assistant director, or if on the competition field, the steward, will bring summary dismissal. Any such decision is at the discretion of the presiding judge, so competitors are forewarned. No conduct will be tolerated that is abusive or brings disgrace to the sport.

Order of competition: Trial chairperson and/or trial secretary shall make the order of competition with the first to sign up and pay entry fees generally going last, and the last to sign up going first. The trial chairperson may re-arrange the order to accommodate handlers showing multiple dogs, or at his/her discretion, or the discretion of the judge. The judge may change the order of the levels to be shown, (ie, PSA 3 Obedience, followed by PSA 2 Obedience, PSA 1 Obedience, etc). If this is done, it **MUST** be publicized **2 weeks** in advance.

Number of Entries: There should be a maximum number of 25 entries for each one-day trial.

PSA SPORT RULES & REGULATIONS

Definitions & General Regulations

Basic Position: Each obedience exercise shall begin and end in a basic position. Basic position is defined as “heel position” when halted. Dogs may either sit or down in basic position according to their training. Heeling may be on the left or the right side, according to the dog’s training. Consistency must be shown throughout the routine.

Commands: Dogs must obey the commands they are given by the handler. For example, stays out of motion in PSA 1 allow for either sit, down or stand to be executed. If the handler gives a sit command to initiate the stay, and the dog lies down, no points shall be awarded.

Foreign Language Commands: Commands may be given in any language. If commands used do not conform to generally accepted usage, the handler must inform the judge prior to the inception of the obedience phase, during the report to the judge. For example, if someone trained their dog to perform a down using the command “sit,” the judge must be aware of this to properly allocate points; otherwise it would be seen as a mistake on the dog’s part. Foreign language usage is also allowed, and mixed usage is allowed, as long as the commands given correspond to commonly accepted terminology. For languages that are not common, it is the handler’s responsibility to provide a list of commands to the judge with pronunciation keys.

Distractions: Any stimulus that might attract the dog away from his trained behaviors.

Pre-Determined Scenario: The exercise is described in a general way in the rulebook in terms of what is required for the exercise (e.g. Handler Attack from Hiding). Some pre-determined exercises might be more structured than others. The judge may set up the exercise within the guidelines provided in the rulebook.

Surprise Scenario: An exercise in which the judge for the particular trial and level determines any and all elements of the exercise he is judging. There are no restrictions, unless noted in the rulebook, and those imposed by safety, and the judge's understanding of dog behavior and what is reasonable for a trained canine at a given level to perform. PSA recognizes that this is an imperfect science, and that is why we are selecting competitors to become judges. The presiding judge's decisions on trial scenarios, set ups, and performance is ultimate and final. Judges may not have anyone else write competition scenarios for their trial. Judges are responsible for this work, and shall not share scenarios with anyone other than the Director of Judges or a Senior Judge (i.e., a judge for three (3) or more years) prior to the handler meeting at the trial they are officiating.

Point Deductions: Point deductions for any exercise are at the discretion of the individual judge and should be made within the bounds of commonly accepted judging practice outlined in the Judge's Handbook.

Handler Help: The judge shall deduct points for handler help, which gives an advantage to one team over another team. Commands should be given during obedience without other cues to aid the dog in the performance of the command. For example, a stay in motion where the handler is looking forward, gives the command, and the dog sits immediately should be scored higher than one where the handler turns into the dog while delivering the command.

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

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

Protection Equipment: All protection scenarios where the dog is not attached to the handler by a leash (as they are in the PSA 1 Car Jacking scenario) shall be conducted with the decoy in a full body bite suit, or with the dog in an approved protection muzzle (as required in PSA 3).

Targeting requirements: Dogs showing in PSA should be taught to target commonly accepted target areas of the bite suit, such as inner arms (biceps, inside forearm) or legs (thighs and shins) from a frontal attack, or back of arms (triceps), thighs, and calves for a fleeing apprehension. Dogs shall not be taught to target the chest, stomach or back of the suit if you intend to show in PSA. Dogs that do not target these required areas must be brought to the attention of the presiding judge. This is the responsibility of the handler and must occur prior to the start of the protection routine. Failure to inform the judge that the dog does not target properly can result in dismissal from the trial.

Out in Club Trials: Three commands will be allowed in order to get the dog to release the grip. Corrections, whether verbal or physical, or any positional physical influence, will be considered by the judge to constitute extra commands. Any exercise in which the dog does not out after the third release command (as construed by the judge)—thus requiring a 4th command or physical means—shall bring dismissal from protection. The entire protection routine shall be scored a zero. If the dog fails to out after three (3) tries at a club trial, it is an automatic dismissal and will not count as a showing.

Out in Championship Tournaments: In a Championship Tournament (regional or national), should the dog fail to out after the three allowed commands, the judge shall score that particular scenario a zero, and the judge shall allow the competitor to finish other scenarios. Should the dog refuse to out a second time, whether in another scenario, or in the same scenario, the entire protection routine shall be scored a zero. If the dog fails to out after (two) 2 tries in a regional or national trial, it is an automatic dismissal and will not count as a showing.

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

Dog's Name & Out Command: The dog's name may be used prior to the out command if the dog's name and the command *out* flow as one command, and the competitor uses this command format consistently. Additional commands to recall, sit, or guard may be considered extra commands at the judge's discretion, depending on how the commands are used, whether there is a delay in giving the command, or if the commands are given inconsistently in the opinion of the judge. Reprimand commands shall be considered out commands. If a whistle is used for an out and recall, a short burst on the whistle may be used. The judge may construe an elongated burst of the whistle or an elongated verbal command to be an extra command.

Out/Guard vs. Out/Recall: If a scenario requires a dog/handler team to perform an out/guard, the handler is required to pick up the dog from the guard. The handler **may not** recall the dog from a guard, unless instructed as part of a Level 3 scenario. If the scenario requires a dog/handler team to perform an out/recall, then this should be performed in a fluid motion of releasing the decoy and returning to handler. Any sitting or lying down upon releasing the decoy, as opposed to immediately returning to the handler, will not be considered a clean demonstration of the out/recall, and points will be deducted at the discretion of the judge. For all scenarios where there is a choice between an out/guard or out/return, **prior to the scenario**, the handler will need to tell the judge/steward what the dog will be performing (out/guard or out/return).

Forearm Presentation: There shall be no forearm presentations allowed in the PDC, PSA 1, PSA 2, or PSA 3. In the PDC-SD the dog will be presented a sleeve forearm.

Engaging the Helper: The handler may command the dog three times to engage the decoy. Any exercise in which more than three commands (verbal or physical) are required to send the dog shall result in a score of zero for that exercise. The judge shall dismiss a team, and score the entire protection routine a zero as a result, if the dog is judged to be avoiding the grip out of fear and refuses to engage at all. This is undertaken to protect the integrity of the sport, and above all not cause any psychological trauma to the dog.

Disengage (in the PDC): The handler is to either heel or pull the dog away from the decoy without a correction as soon as the dog outs. In other words, the dog should be prohibited from getting dirty and taking another bite.

PSA Attacking Position:



COMPETITION RULES

Classifications: There are two classifications of events in PSA: Certificates and Titles. PSA offers certificates for the PDC (Protection Dog Certificate) on a pass-fail basis, and offers titles for three levels of competition: PSA 1, PSA 2, and PSA 3.

PDC CERTIFICATE RULES

Any protection dog over the age of 14 months is eligible for this routine. This is an entry-level certificate. This is a pass-fail evaluation in obedience and protection. There shall be two phases in the PDC, obedience and protection. The rules below describe the requirements for the PDC in those two phases.

Equipment: Metal chain or fur-saver on the dead ring, and a 3' - 6' leash. **If teams do not have the correct equipment on, teams will be given 5 minutes to resolve the issue.** Whistles for recalls are allowed, but may be put in the mouth just prior to use—not kept in the mouth more time than necessary to whistle the dog back to position. A short burst on the whistle shall be construed as one recall command, whether in obedience or protection. On-leash is mandatory.

Obedience Distractions: None

PDC/PDC SD Obedience Phase

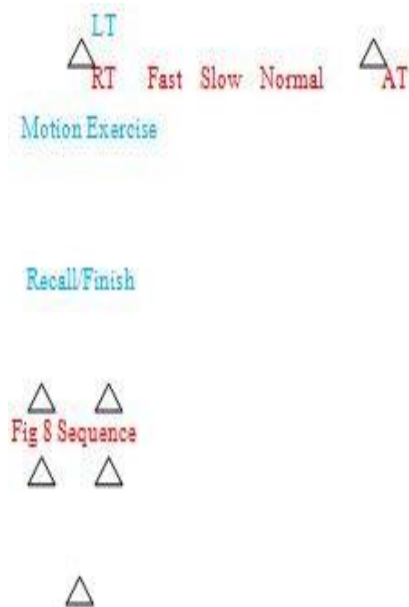
Heeling will be judged for position, but does not require attention as in the PSA competitive level. During all heeling, the leash shall be held in the competitor's left hand for a dog heeling on the left, or in the right hand for a dog heeling on the right. The leash shall be held to demonstrate "loose-leash control" between dog and handler, and the end of the leash may not drag the ground.

Competitors shall report to the judge/steward when called to the field from the on-deck area. The competitor shall give his name and dog's name to the steward, inform the steward as to the style of finish for appropriate judging, and whether they are in the sleeve division (SD) or suit division. Then, at the steward's direction, the handler shall proceed to the marked starting place.

Obedience Pattern (65 points): The handler shall follow the instructions of the obedience steward/judge as he or she calls out the obedience pattern, neither ignoring nor anticipating the steward's commands. The pattern begins at the start cone. The steward commands "Forward, Figure 8 the cones, Halt in the middle". The team proceeds into a group of cones to execute a figure-8 and a halt. The steward will command, "Down your dog," and the handler will command his dog to lie down. The steward will command the handler to "leave your dog," and the handler will drop the leash and leave the dog, walking out of the group. The steward will command the handler to "turn & face your dog," and, after a pause, to "return to your dog" in heel position. The steward will then command the handler to "sit your dog" and then to "pick up your leash". The steward will then ask the handler to heel forward. The team will complete a mandatory right turn, fast pace, slow pace, normal pace, about turn and left turn. Gunfire will occur somewhere during the normal pace heeling. After the left turn, while the team heads toward the start cone, the steward will command the handler to "leave your dog" and the handler will command the dog to perform a motion exercise. This motion exercise may be a "sit," "down" or "stand." The handler then proceeds to the finish cone and turns to face the dog. The handler may not adjust his position once the dog is recalled. Upon the steward's command to "recall your dog," the handler will

call the dog to either a front-and-finish or directly to a heel position. If your dog breaks the motion exercise, the handler may, one time, put the dog back in place, in order not to lose all recall points as well. The scoring is as follows:

Heeling	_____	(20)
Figure 8	_____	(5)
Halt	_____	(2)
Down	_____	(3)
Re-sit	_____	(2)
Right Turn	_____	(2)
Fast	_____	(3)
Slow	_____	(3)
Normal	_____	(3)
Gunfire	_____	(5)
About Turn	_____	(2)
Left Turn	_____	(2)
Leave your Dog	_____	(3)
Recall	_____	(7)
Finish	_____	(3)
Total		65 points



75% of the available points (48.75 points) shall be required to pass obedience. Teams must earn a passing score in obedience in order to move onto the protection work for the PDC.

PDC/PDC-SD Protection Phase

Protection (90 points total)

A decoy in a hidden sleeve shall perform scenario 1. Scenarios 2 and 3 shall be performed with a decoy in a full bite suit. A decoy will be in an arm sleeve and bite pants for the PDC-SD. The sleeve that is to be used shall be at the judge’s discretion. **NOTE: The decoy should NOT be wearing suit pants in the carjacking scenario for either the PDC or PDC-SC.**

All relevant rules from PSA 1 protection shall apply in regard to the administration of these tests. The judge has final authority in the administration of the PDC evaluation.

Equipment: 1.5” - 2” flat leather/nylon collar or agitation harness and metal chain collar, with the leash hooked on the dead ring on metal chain collar. If teams do not have the correct equipment on, teams will be given 5 minutes to resolve the issue. The dog/handler team can enter the field in the collar/harness, but with the leash attached to the dead ring on the metal chain collar. For the Civil Scenario (carjacking), the leash should be attached to the D-ring on the flat collar/harness AND the live ring on the metal chain collar. After the Civil Scenario (carjacking), the leash is to be removed from the D-ring on the flat collar/harness, and reattached to the dead ring of the metal chain collar. However, the flat collar/harness may remain on the dog for the remainder of the scenarios.

Scenario 1: Civil Scenario _____ (30 points)

The modified car-jacking scenario of PSA 1. Modifications: A plastic jug of rocks will be used in place of gunfire. Decoy will approach, engaging in conversation, up to a distance of three feet from the car. The dog should be actively barking out the window when the team enters the car. The decoy will then pretend to leave, and suddenly & energetically attack the dog, yelling and shaking the jug (**outside of the window**), while delivering the grip. The dog must energetically engage the decoy by biting, stopping the attack, and maintaining control of the decoy. Upon the signal of the steward to “freeze up,” the decoy will cease fighting, and the handler will be asked to command the dog to release (without physical manipulation). When the dog releases the grip, the decoy will step back three paces and put his hands up. The dog should be ready to stop another attack by barking. Scoring will be as follows:

- Defense _____(5)
- Distraction _____(10)
- Grip _____(5)
- Release _____(5)
- Alert Post-Release _____(5)

Scenario 2: Handler attack from the rear _____ (30 points)

This will be conducted similar to the PSA 1 handler attack, except that the attack must come from behind the dog while passing a hiding place, and the weapon shall be a padded stick for the PDC-SD and clatter stick for the PDC (there will be NO stick hits). When the decoy attacks, handler shall drop his leash. The dog must energetically engage the decoy and stop the attack. Decoy will threaten with the stick, make noise and drive the dog. The steward will command the decoy to “stop fighting the dog,” and the decoy will stop the drive, but continue moving backward until the handler approaches and picks up his leash. The steward will then command the decoy to “freeze up” and ask the handler to “out your dog.” The dog must release on command and the handler must complete a “disengage” by not allowing the dog to reengage the decoy. Scoring will be as follows:

- Defense _____(10)
- Drive _____(5)
- Grip _____(5)
- Release _____(5)
- Disengage _____(5)

Scenario 3: Assault of Handler & Test of Courage _____ (30 points)

Handler approaches a hiding place at a heel, on leash, and then stops at a marked place. At a distance of 25 paces the decoy jumps out and threatens in place with a weapon (which shall be a padded stick for the PDC-SD and a clatter stick for the PDC, with NO stick hits). The handler should encourage his dog to alert on the decoy. Decoy shall the advance at a walking pace towards the handler, threatening the handler. When the decoy reaches a marked place, the handler shall send his dog to stop the attack. The dog should engage the decoy and stop the attack. The decoy will threaten the dog with the stick, make noise and drive the dog. The steward will command the decoy to “stop fighting the dog,” and the decoy will stop the drive, but continue moving backward until the handler approaches and picks up his leash. The steward will then command the decoy to “freeze up” and ask the handler to “out your dog.” The dog

must release on command and the handler must complete a “disengage” by not allowing the dog to reengage the decoy. Scoring is as follows:

Alert	_____	(5)
Send	_____	(5)
Defense	_____	(5)
Grip	_____	(5)
Release	_____	(5)
Disengage	_____	(5)

Scoring for PDC & PDC SD: Teams must pass obedience with 75%, and pass **each** protection scenario with 75%.

Obedience	_____	(65 points)
Protection	_____	(90 points)
Total Points	_____	(155 points)

If a passing score is achieved with a suited decoy, the team shall be awarded a **Protection Dog Certificate “Green.”** As this test is not a competition, there shall be no medals given. However, if a club chooses to provide medals for the PDC at their own cost, they may do so.

PDC-SD Division:

The obedience and protection routines shall be **EXACTLY** the same for the PDC-SD (sleeve division) division as in the PDC division. The **ONLY** differences shall be that the decoy will be in a sleeve and bite pants instead of a full bite suit and the weapon will be a padded stick (instead of a clatter stick). Scoring shall be the same and the team shall be awarded a **Protection Dog Certificate-SD “Red”**.

PSA 1, PSA 2, & PSA 3 SPORT COMPETITION RULES

PSA 1 Rules

There shall be two phases in the PSA 1, obedience and protection. The rules below describe the requirements for the PSA 1 in those two phases. NOTE: The decoy may NOT wear suit pants during the carjacking scenario.

Equipment: Chain collar, choke or fur-saver type, with leash hooked to the dead ring, muzzle, and a minimum 3' or maximum 6' leash shall be used. **If teams do not have the correct equipment, the teams will be automatically disqualified.** During all on-leash heeling, the leash shall be held in the competitor’s left hand for a dog heeling on the left, or in the right hand for a dog heeling on the right. The leash shall be held to demonstrate “loose-leash control” between dog and handler, and the end of the leash may not drag the ground. Whistles for recalls are allowed, but may be put in the mouth only prior to use, and not kept in the mouth for more time than necessary to whistle the dog back to position. A short burst on the whistle shall be construed as one recall command, whether in obedience or protection.

Obedience Distractions: The judge at his sole discretion can allow for familiar or strange objects lying on or about the field as distractions. One decoy, dressed in a body bite suit, and sitting in a chair to throw distractions on the recall shall be used. This decoy shall stay seated throughout the obedience

routine, and when the distractions are thrown, and may only move after the long down is complete, when the critique begins.

Exceptions: There shall be no whistles or horns (as commonly used to signal beginning and end of exercises in Ring competitions), or water hoses, sprinklers, or pools of water used as distractions.

Note: The judge has the discretion to change things in the heeling pattern within the confines of where things are supposed to occur. For example, instead of a right turn first, it can be a left turn or the paces can be slow/fast/normal after the figure 8 pattern.

PSA 1 Obedience Phase

Competitors shall report to the judge/steward when called to the field from the on-deck area. The competitors may enter with either the dog already in an approved leather protection or wire basket muzzle, or they may carry the approved muzzle to the start cone, and put it on the dog at the start cone. After putting the muzzle on the dog, the handler will demonstrate that the muzzle is on securely. The competitor shall give his name and dog’s name to the steward, and inform the steward as to the style of finish for appropriate judging. Then, at the steward’s direction, the handler shall proceed to the marked starting place.

Obedience Pattern (47 points): The handler shall follow the instructions of the obedience steward/judge as he or she calls out the obedience pattern, neither ignoring nor anticipating the steward’s commands. The obedience pattern shall consist of the following exercises done **on leash**:

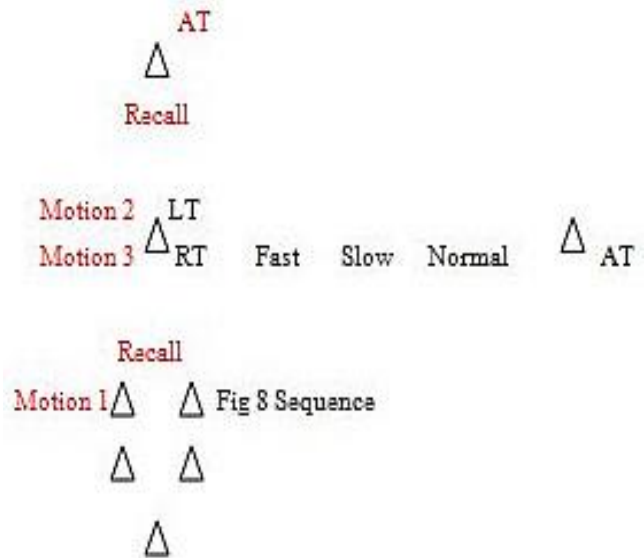


Figure 8 of Cones (12 points): This exercise shall be performed with the dog in an approved muzzle provided by the handler, and shall be performed first in the obedience portion. The muzzle will be removed at the completion of the figure-8 exercise. Handler shall heel into the cones and perform a figure-8 around two cones of the four. The handler shall then halt inside the group. Following the steward’s commands without anticipation, the handler shall place his dog in a down-stay inside the group, drop his leash, walk out of the group to a designated spot, and wait for the steward’s signal to return to and pick up the dog. The dog must remain down until the handler returns to his side. Following the steward’s commands, the handler calls the dog into a sit from the down position. The handler will not pick up the leash until the dog is sitting in heel position, and is instructed to do so by the steward. At this time the handler will remove the muzzle (the removal of the muzzle is not judged).

- Figure-8 _____(5)
- Halt _____(2)
- Down _____(3)
- Re-Sit _____(2)

Heeling (20 Points): During the exercise, the dog shall remain at the handler's side in proper heel position. Heeling shall be judged on teamwork, and how quickly, fluidly, and **attentively** the dog follows the commands of the handler. Heeling should demonstrate attention and continuous focus throughout the heeling portion. Points will be deducted for deviations from focused heeling but focused heeling is not mandatory to pass the heeling portion. The dog should be tight without crowding the handler, be neither forged nor lagging. The dog should be straight in position during heeling and at halts. Some leeway is given for minor crabbing or forging if the dog is displaying attention while walking. Heeling shall include left turns, right turns, about turns (AKC-style right about-turns, Schutzhund-style left about-turns or left about-turns), and change of pace including normal, fast and slow pace. Three gunshots will be fired at some point during the heeling exercise. A separate heel command may be given for each portion of the change-of-pace series, provided the handler is consistent.

Scoring is as follows:

Heeling	_____	(20)
Right Turn	_____	(2)
Fast	_____	(2)
Slow	_____	(2)
Normal	_____	(2)
Gunfire	_____	(3)
About Turn	_____	(2)
Left Turn	_____	(2)

The following exercises are to be done **off leash**:

Off-Leash Heeling, Stay in Motion, Return to Heel and Recall (48 points): The handler and dog will return to the starting place; the steward shall instruct the handler to remove the leash and set up for the off leash portion. The leash shall be secured on the handler's person over the shoulder, around the waist or completely in the pocket. The handler may not hold the leash in hand. The steward will ask if the team is ready, and, once acknowledged, will command the team to begin the OFF LEASH portion of the obedience by starting heeling. After several paces, the handler will be instructed to "leave your dog" and the handler may command the dog to sit, down, or stand as the handler continues forward, then told to turn and face the dog (stay in motion 1). At the steward's command, the handler will return to heel position, and continue to free heel forward. Upon the steward's command to "leave your dog", the handler shall again command the dog to stay (stay in motion 2), proceeding forward for another 10-15 paces, this time calling the dog to heel while still moving forward (Return to Heel). The team shall continue heeling forward off leash until commanded to make an about turn. The steward shall again ask the handler to "leave your dog," in front of the seated decoy, at which time the handler shall give the dog the command to stay (sit, down, or stand), and proceed forward to the start cone, turn and face the dog (stay in motion 3). If the dog breaks this motion exercise 3, the handler may put the dog back in place, one time, in order not to lose all the recall points. The handler may not move his body during or after recalling the dog. After the decoy throws the distractions, and at the signal of the steward the handler shall recall the dog, either to front position or directly to heel position. If the dog goes to front, the handler will finish the dog to heel position on the steward's signal. The handler shall now be told "exercise finished" and asked to "please put on your leash", concluding the exercise. The dog's recall is judged on speed and precision. Speed/precision in finish and returning to heel is judged. Scoring will be as follows:

Heeling Off Leash	_____	(20)
Stay in Motion 1	_____	(3)
Stay in Motion 2	_____	(3)
Return to Heel	_____	(4)
About Turn	_____	(2)
Stay in Motion 3	_____	(3)
Distraction	_____	(3)
Recall	_____	(7)
Finish	_____	(3)

Long Down Exercise (5 points): This exercise shall be performed after the team has completed the recall exercise. Team will heel on leash to the marked area for the long down and upon the signal of the judge/steward, and command his dog into the down position. When commanded by the steward, the handler drops the leash, leave the dog and proceed to a marked place, keeping his back to the dog at all times. There should be a minimum of 30 paces from the long down area to the marked place for the handler. A food distraction will also be placed five (5) paces from the designated down spot. The steward or judge shall time out a two– minute long down during which the distraction decoy shall remain on the field in the chair, and two more gunshots shall be fired. Upon completion of the two-minute period, at the direction of the judge/steward, the handler shall return to the dog in heel position, command the dog to sit, and pick up the leash, in that order. Points shall be deducted if the leash is picked up before the dog is commanded to sit. The team shall then be instructed “exercise finished” and to proceed to the critique area, where the dog shall stay on leash through the critique.

NOTE: If at any point during the obedience routine the dog breaks a stay position, the handler may bring the dog back to the original location **once**.

Judging: The dog should hold position and not be restless. Minor shifting of position is allowed in place; however sniffing, creeping, rising up briefly and returning to the down, or any other movement will result in point deductions. Moving outside the designated area will be scored as a zero. The dog should maintain the down position and behave in a neutral way with the gunshots. Barking at the gunshots is allowed as long as the dog does not move. A zero score will result if the dog leaves the long down cones. A dismissal shall result if in the judge’s opinion the dog demonstrates gun-shyness, or the dog leaves the area aggressively.

Down Exercise _____(5 points)

Total Obedience _____(100 points)

Teams must have at least 65 points or more in obedience in order to go on to the protection phase.

**PSA 1 Protection Phase
Protection (220 points total)**

Equipment: For all scenarios, the handler will need a metal choke chain (regular or fur-saver type), and 3’-6’ leash. Specific to the Carjacking scenario, handlers will need a protection harness or a flat buckle collar (1.5” to 2” thick), as well as the metal choke chain to serve as a safety collar. In this scenario, the bolt snap of the leash will need to be hooked to the live ring on the choke chain *and* to the D-ring on the

flat collar or to the top ring on the harness. If teams do not have the correct equipment on, the teams will be automatically disqualified.

Weapon & Distractions: Baton, and/or any distraction from the following list. Only distractions from this list shall be allowed:

- (1) Jugs with rocks
- (2) Gunfire
- (3) Bottle curtain
- (4) Can Curtain
- (5) Barricade of cardboard boxes
- (6) Hula-hoops & streamers
- (7) Small pom-poms
- (8) Foam fingers or pool noodles
- (9) Trash can lids (banged together on entry)
- (10) Streamers
- (11) Toss a bucket of bottles upon entry
- (12) A soft small duffle-type bag or backpack
- (13) Bucket of balls

Decoy: Civilian clothes, with hidden sleeve or hidden suit for car jacking only and full body suit for the remaining scenarios.

Car Jacking – Civil Test (50 points)

Upon entering the field, the handler shall hand the agitation collar or harness to the steward. The leash must be attached to the **dead** ring of the fur saver. The team will take position at a marked place and upon signal from the steward, shall heel forward toward the vehicle and halt when asked. Upon halting, the steward will hand the collar/harness back to the handler to put on the dog. After putting the equipment on the dog, the handler will be asked to hook the leash to the live ring of the chain collar and to the top ring on the harness or the D-Ring on the flat collar, and enter the front seat of a suitable car or truck. The handler will be on the driver's side and the dog in the passenger's seat. Passenger's seat window shall be rolled down, and a protective carpet or rubber mat will be placed over the door to protect the car from scratches. Handler shall manage the leash so as to not allow the dog to exit the car (a second handler may be used to keep the dog under control in a safe manner approved by the judge; equally, the handler can wrap the leash around the steering wheel for leverage). The dog should be able to put his paws on the doorframe, but go no farther. The exercise shall be scored a zero if the dog is allowed by the handler to exit the car once loaded inside.

Once the handler and dog are in position, the judge/steward will direct a civil decoy to come from hiding and stand passively outside the passenger's window, making 'conversation' with the handler. A second innocent bystander shall stand at the hood of the car (the judge/steward can serve this role). The dog should be alerting by barking aggressively at the decoy making conversation. The decoy shall appear to leave the conversation, then suddenly attack the dog, safely firing a shot from the blank pistol as he charges. The dog should respond aggressively toward the assailant. After this first shot, the decoy shall aggressively deliver the forearm. The decoy shall then fire a second shot (above the dog's head) while the dog is on the grip. The dog should immediately grip and hold the decoy, who will fight the dog, shout and verbally assault the dog. Upon the judge or steward's command, the decoy shall slow the

fight, and assume a safe position to out the dog. The quality of the grip and out shall be judged. The handler, at the steward's signal, shall command the dog to release the bite, and the dog should attentively guard the decoy by barking, from his position, as the decoy makes three slow steps backward with hands in the air. After a brief period of guarding, the exercise is completed. The handler shall remove the harness/flat collar, put the leash on the dead ring of the chain collar, and proceed to the next start cone. Scoring is as follows:

Heeling	_____	(5)
Civil Response	_____	(10)
Defense	_____	(5)
Gunfire	_____	(5)
Grip	_____	(10)
Release	_____	(10)
Attention (Post Release)	_____	(5)

Handler Attack from Hiding (50 Points)

Presentation: Suit presented with arm(s) in the PSA attacking position.

Weapon/Distractor: Decoy shall be holding distractions according to the judge's discretion, or may include one of the distractions listed above. Distractions may be familiar or unfamiliar to the dog, but may not include any water distractions.

A realistic hiding place shall be used to conceal an assailant in a full bite suit—avoid Schutzhund blinds. The team shall heel toward the hiding place, with the heeling judged. The assailant shall frontally attack the team. The dog shall quickly leave the heel position and decisively stop the attack. The quality of the grip shall be judged. Upon successfully stopping the attack, the decoy shall be commanded to “freeze up”, and the handler asked to command his dog to release. The quality of the out shall be judged. The dog may either return to heel position or guard the decoy, but the choice must be made prior to the start of the scenario. The quality of the guard/return shall be judged. The guarding dog shall be picked up at the judge's direction, and heeled away.

Heeling	_____	(10)
Defense	_____	(5)
Drive	_____	(5)
Grip	_____	(10)
Release	_____	(10)
Guard/Return	_____	(10)

Test of Courage under Distraction (70 Points)

Handler may remove the leash prior to sending the dog, at his/her option. Upon conclusion of the exercise the leash must be replaced, and then the team shall proceed to the surprise scenario.

Weapon/Distractor: Decoy shall be carrying a weapon and a distraction. The weapon shall be a clatter stick, and the distraction shall be a soft small duffle-type bag or backpack.

The handler and dog shall begin in heel position at the designated starting line. The decoy shall stand a minimum of 45 yards downfield, in a full bite suit. The decoy shall get the attention of the dog by speaking in a threatening manner. The handler shall send the dog to stop the attack **immediately** upon the dog noticing the threat. The handler shall stay at the start line. The decoy shall run aggressively upon the charging dog, waving the weapon and bag over his head, and verbally assaulting the dog in a loud, threatening manner. When the dog reaches a designated place before reaching the decoy, the decoy shall throw the distraction across the dog's path, past the dog, or in the air over the dog's head, simulating an attack on the dog but not physically touching the dog. The decoy shall continue advancing with arms in the PSA attacking position, threatening with the baton and voice, until the dog engages the grip. The decoy will aggressively fight the dog while on the grip, first pressuring with the clatter stick, then administering two (2) strikes of the clatter stick to the shoulders or upper thighs. On the command of the steward, the decoy shall stop the attack and "freeze up". Upon the steward's command to "out your dog", the handler shall out the dog. The dog may either stay or guard, and be picked up, or return to the handler, but the choice must be made prior to the start of the scenario. The exercise shall be finished upon pick-up and heel away, or upon returning to heel in basic position. Judging is as follows:

Send	_____	(10)
Distraction	_____	(10)
Strike	_____	(10)
Grip	_____	(10)
Drive	_____	(10)
Release	_____	(10)
Guard/Return	_____	(10)

Surprise Scenario (50 Points):

One of five pre-published scenarios shall be drawn by lot prior to the competition, and run by each handler/dog team in PSA 1. The current 2017-2018 Level 1 Surprise Scenarios can be found at the end of this rulebook in Appendix B.

The handler MAY remove the leash for the surprise scenarios that indicate doing so is allowed. Upon conclusion of the surprise scenario, the dog must be put on leash for the critique.

Scoring for PSA 1: Teams must pass obedience with 75%, and pass **each** protection scenario with 75%.

Total Obedience: _____(100 points)

Total Protection: _____(220 points)

Total Score: _____(320 points)

PSA 2 RULES

There shall be two phases in the PSA2, obedience and protection. The rules below describe the requirements for the PSA2 in those two phases. The dogs at this level shall be off-leash when entering the field through the designated gate, and shall wear no collar or harness of any type. The handler shall leave a leash and collar at the gate with the steward, to be returned for the critique. No e-collars or pinch collars may be worn during the critique. The PSA level 2 obedience routine will be a set routine following the guidelines.

Distractions: The judge may allow any distractions in obedience, including water-based distractions & decoys in full dress, but decoys **may not agitate** the dogs during the obedience routine. However, light clattering with clatter sticks is allowed; decoys are allowed to toss balls to each other, speak to each other, etc. Passive bites during the obedience routine shall also be prohibited as constituting agitation. **Decoys shall not touch handlers in PSA 2, nor shall decoys be able to move during the retrieve exercise.** There shall be a maximum of two (2) decoys on the field during PSA 2 Obedience.

Exceptions: The retrieve item cannot be anything metal.

Note: The judge has the discretion to change things in the heeling pattern within the confines of where things are supposed to occur. For example, instead of a right turn first, it can be a left turn or the paces can be slow/fast/normal after the figure 8 pattern.

PSA 2 Obedience Phase:

Obedience Pattern (100 points): The handler shall follow the instructions of the steward/judge as he or she calls out the obedience pattern, neither ignoring nor anticipating the steward's commands. The team shall heel forward, perform a figure 8 around the 2 decoys, and halt in the middle. On the steward's command the handler will command the dog to "down." The steward will instruct the handler to "leave your dog," and the handler will leave the dog. At this time a decoy will attempt a food refusal. The steward will instruct the handler to "Halt. Turn and face your dog." The steward will then instruct the handler to return to the dog. The steward will instruct the handler to "sit your dog" and then heel forward. The decoys are frozen in the level 2 until the figure 8 sequence is completed. The judge may position the decoys at their discretion after the figure 8 sequence is complete. The team will demonstrate a fast, slow and normal pace heeling. At a marked point the steward will command the team to demonstrate an about turn. After the about turn, there will be another marked point where the steward will command the team to demonstrate a left turn, and then a MANDATORY "down" out of motion exercise. The handler will walk to a marked point and command the dog to demonstrate two changes of position exercises. On the steward's command, the handler will recall the dog to heel. The team will heel forward to a marked position where the steward will instruct the team to demonstrate a right turn. The team will be told to heel forward, until instructed to demonstrate a motion exercise in front of the first obstacle. At this time there will be 2 obstacles (i.e., tunnel, A-frame, window jump, hurdle jump) in front of the team. The handler will continue to a marked cone and face the dog. The handler will command the dog to complete both obstacles, and then recall the dog to the heel position. The handler will be instructed to "leave your dog" and continue to a marked position (the start cone). The steward will instruct the handler to "call your dog." The handler will down the dog at a designated location, and then call the dog to the finish position. The last exercise is the retrieve. The retrieval item may be any item except metal. If at any point the dog breaks a stay position, the handler may NOT be allowed to bring the dog back to the location. However, the handler may stop the dog once it breaks the stay.

The PSA 2 Obedience will be judged as follows:

Heeling	_____	(20)
Figure 8	_____	(5)
Halt	_____	(2)
Down	_____	(3)
Food Refusal	_____	(5)
Re-sit	_____	(2)
Fast	_____	(2)
Slow	_____	(2)
Normal	_____	(2)
About Turn	_____	(2)
Left Turn	_____	(2)
DOM	_____	(3)
COP	_____	(3)
COP	_____	(3)
Recall to Heel	_____	(5)
Right Turn	_____	(2)
Motion Exercise	_____	(3)
Obstacle	_____	(3)
Obstacle	_____	(2)
Recall	_____	(5)
Finish	_____	(3)
Recall	_____	(5)
Down	_____	(3)
Recall	_____	(5)
Finish	_____	(3)
Retrieve	_____	(5)
Total Points	_____	(100)



Teams must have at least 65 points or more in obedience in order to go on to the protection phase.

**PSA 2 Protection Phase
Protection (240 points total)**

Scenario 1: Dual Attack, Transport, and Fleeing Apprehension (65 points)

Two agitators, positioned about ten feet apart, will face the team from 40 yards away. The decoys will charge the team in unison, waving their clatter sticks, and the dog will be immediately sent to stop the attack. After the first decoy is engaged, the second decoy will proceed to attack the handler. Upon the steward's command, the dog must be called to defend the handler from the second attack. Upon successfully engaging the second decoy, at the steward's command, the dog shall release and guard this second decoy. The handler shall approach and transport the decoy towards the judge. Upon the steward's signal the team shall transport the decoy toward the initial decoy--who has remained stationary after the dog returned to defend its handler. The transport must demonstrate attention to the

decoy being transported. When within 15-20 yards of the first decoy, the judge will signal the stationary decoy to flee. The dog must make an apprehension from the transport position. The handler may leave the transported decoy and either out/guard or out/return his dog at the steward's command, but the choice must be made prior to the start of the scenario. Guard/return quality will be judged.

- Send & Strike _____(10)
- Grip _____(5)
- Release & Return _____(10)

- Grip _____(5)
- Out & Guard _____(10)

- Transport _____(10)

- Apprehension Bite _____(5)
- Release _____(5)
- Guard/Return _____(5)

Scenario 2: Call-Off (75 points + 5 Extra Points)

Marking the Field: Cones shall be placed to mark the handler's start position, minimum call off distance, extra points, and the decoy start position. The minimum distance for the call-off will be located at the halfway point which is also the point of no return cone. The extra-points area and the decoy's start position will also be clearly marked. Call-off should be a total distance of 50 – 80 yards. The extra point cone shall be 15 paces prior to the decoy.

Judging: The scenario will be Bite/Call Off or Call Off/ Bite scenario. The order of the scenario will be determined by flip of a coin. The scenario is to be judged in two separate portions. If the dog fails to engage the decoy on the bite portion, the bite portion will be scored a zero. If the dog bites the decoy on the call-off portion or anticipates the call-off exercise beyond the point of no return, without the handler calling the dog, the call-off portion is scored a zero. The dog must make the ½ way cone at minimum in order to score any points on the call off portion. Judges will deduct points accordingly for lack of commitment in both portions of the exercise. The minimum call-off cone will receive a minimum passing score of 18.5 points out of the 25 point allotment pending no other infractions. The farther the handler allows the dog to advance down the field before calling the dog off the more points shall be awarded. The following shall be the point break down for each possible scenario:

Bite Portion:

- Stay _____ (10)
- Send _____(5)
- Hit _____(5)
- Grip _____(5)
- Out/Return _____(5)

Call-Off Portion:

- Stay _____(10)
- Send _____(5)
- Call Off _____(25)

Out/Return _____ (5)
Extra Point _____ (5)

To begin the exercise, the dog shall be placed in a stay position 10-20 feet or so behind the handler in the bed of a truck, or seat of a car, or at a designated spot on the field if no vehicle is available. The handler will be approached by a decoy, who verbally indicates he was just robbed by the man standing downfield. The decoy downfield will be 15 feet behind cone that marks the “extra point’s area” (15 feet beyond the full points cone) and facing the handler in a frontal position. The handler must send the dog past the decoy claiming to have been robbed, to engage the decoy downfield. The handler shall recall the dog at or beyond the minimum distance cone which is the half way cone from the handler to the full points cone (50-80 feet total distance). The dog may not place teeth on the decoy (s). For the second portion of the scenario, the dog shall be placed in the original stay position that is 10-20 feet or so behind the handler in the bed of a truck, or rear of a car, or at a designated spot on the field if no vehicle is available.

The judge shall have discretion as to the behavior of the downfield decoy, i.e., whether he is agitating minimally, fleeing, or charging briefly, or shoots a gun—keeping in mind that the dog must be able to hear the handler’s command.

Points and Distance: The call-off points should be judged on speed and commitment. The return should be judged on speed and commitment. Five extra points will be awarded if the dog is called off between the extra-point cone and the decoy’s start cone. The rule is an “at the cone” rule, i.e., these points will be awarded if the dog is “at” or beyond the cone—meaning if any of his body is even with the cone, points are awarded accordingly. Judges note that this exercise should be judged to test the handler’s control – not depth perception. The judge shall award points accordingly as long as the dog is reasonably considered to be “at the cone.”

The extra points (up to 5) may be applied to any of the protection exercises.

The dog must pass the point of no return to be eligible for any points to be awarded. If the dog hesitates **prior** to the point of no return, the handler has three (3) tries to get the dog to engage. If the dog fails to engage on the 3rd command, that portion of the exercise (bite portion or call-off portion) is scored a zero.

If in the judge’s opinion the dog proceeds downfield without commitment to the bite (at a noticeably and significantly slower speed to the bite than normal) and calls off on command after making it to the minimum distance, the judge shall have the discretion to take points or completely zero that portion of the exercise. This should be judged as anticipation as surely as the dog that turns on his own to return to the handler after the point of no return (also a zero score). If a handler mistakenly calls off his dog during the bite portion the entire exercise is scored a zero.

If the dog makes physical contact with the decoy but doesn’t bite, a point deduction shall be assessed. The rule as to whether the dog bites shall be if the dog puts his teeth on the bite suit. The decoy will assist the judge in making this determination. If the dog bites on the call-off portion, the entire call off exercise shall be scored a zero.

Note: 80 points are possible in this exercise if the dog reaches the extra points area. The full 75 points would be a perfect score without the extra points.

Scenario 3: Fended-off Attack (50 points)

The handler and dog will begin at a designated mark. A vehicle will be parked about 20 yards away. A decoy shall appear from around the vehicle and verbally engage the handler; the handler will send the dog. The handler may leave the start cone and advance half way to the car. As the dog closes, the decoy will slip around the corner. As the dog rounds the corner in pursuit, the decoy will fend off the attack using one of the following distraction methods:

- (1) Throw a bucket of water at the dog.
- (2) Dump a box of plastic bottles in front of the dog.
- (3) Hold out a barrier to block either upper body or lower body.
- (4) Spray the dog with a mist of water from a garden hose.
- (5) Offer a sleeve/bite suit for the dog to bite.

The object of this exercise is to test the dog's courage and commitment to pursue the decoy through a sudden barrier or distraction—it is NOT to test the decoy's ability to hold the dog at bay indefinitely.

The dog shall confidently engage and neutralize the decoy after a brief drive. If the dog bites one of the distractions, he must immediately release it and pursue the decoy. If the dog doesn't engage the decoy within 10 seconds of encountering the distraction, the exercise is scored as a zero. The judge shall award more of the points for the distraction based on how confidently the dog deals with it. Upon the judge/steward's signal, the decoy will "freeze up", and the handler will be asked to out his dog. Guard or return is acceptable, but the choice must be made prior to the start of the scenario, and the quality of release and either guard/return will be judged.

Pursuit	_____	(10)
Distraction	_____	(10)
Strike	_____	(10)
Drive	_____	(5)
Bite	_____	(5)
Release	_____	(5)
Guard/Return	_____	(5)

Scenario 4: Judge's Surprise Scenario (50 points)

Exceptions: There shall be no multiple call-off exercises, area searching, muzzle attack, remote transports (where the dog transports the decoy at a distance from the handler), or object guard exercises in the PSA 2 surprise scenario.

The surprise scenario shall be a variation on any one or combination of the following themes:

- (1) Directed sends on passive/agitating decoy combinations. Bites of passive decoys shall only last for a maximum of 8 seconds
- (2) Multiple decoys
- (3) Obstacles (any window jump, bar jump, fence jump, hurdle, or tunnel in any combination).
- (4) Directed jumping
- (5) Test of nerves with environmental distractions, including gunfire, water-based distractions, and other environmental distractions

- (6) Transports (side or rear)
- (7) Send to a hold & bark on a passive decoy, standing on the ground
- (8) Water distractions, including misting hoses, sprinklers, water guns, pools of water

Scoring for PSA 2: Teams must pass obedience with 75%, and pass **each** protection scenario with 75%.

Total Obedience: _____(100 points)
 Total Protection: _____(240 points)
 Total Score: _____(340 points) _____(5 extra)

PSA 3 Rules

There shall be two phases in the PSA 3, obedience and protection. The rules below describe the requirements for the PSA3 in those two phases. Teams who anticipate showing in the Level 3s **MUST** pre-register **at least two weeks prior** to the trial. **If teams do not have the correct equipment (e.g., proper fitting muzzles), the team will be automatically disqualified.**

Exceptions: There shall be no stand exercises or send out exercises. Area searches in muzzles shall not be allowed. There will be no agitation at the start cone until the handler is ready. However, the decoys may talk to the handler. In addition, the decoys shall stay approximately 3 feet away from the handler/dog team.

This level of the PSA test requires the handler and dog to perform obedience and protection exercises and routines of a surprise nature. This is the highest level of achievement in PSA and is meant to be a test of the utmost difficulty and reward the most versatile dogs and trainers. None of the exercises will be announced before the trial. The goal of the scenarios shall be to challenge the handling skills of the handler, and to challenge the training and nerves of the dog.

Dogs who figure out a way to solve the problem shall be rewarded rather than penalized for not conforming to the outcome envisioned by the judge in making up the scenario. Handlers should be afforded the ability to make sensible decisions about the use of their dog, and judges will encourage creative realistic thinking on the part of the dog and handler. For example: Snow fence is used to simulate a wall (impenetrable barrier), but the dog realizes he can crawl under or jump over it in order to neutralize the threat or apprehend the decoy. This will be rewarded, rather than penalized.

Judges shall design the exercises to challenge the dog and handler, but care must be taken to provide exercises that are reasonable and fair to all dogs entered.

Judges will also not set up scenarios that rely heavily on luck or are “doomed to fail.” Judges must not reward weakness of nerve in favor of control. Example: We will not ask a dog to out in the middle of a severe attack while the attacker is still fighting the dog successfully. A dog that is likely to perform this successfully is one who doesn’t want to be engaged in a fight from the start, versus a strong dog that is likely to continue fighting until he has reasonably neutralized the attacker.

PSA 3 Obedience Phase:

Obedience: (100 points): At this level, dressed decoys are allowed on field to serve as distractions during obedience exercises. Agitation (within reason and accepted judging standards), passive or

agitated bites are allowed during obedience. There may be a maximum of four (4) decoys on the trial field. The obedience must include at least **six** of the 10 following mandatory exercises, but is not limited to these exercises alone:

- (1) Off-leash heeling, including turns (left, right, about) and changes of pace
- (2) Window, hurdle, or tunnel obstacles.
- (3) Sit or down in motion
- (4) Food refusal
- (5) Change of position (sit or down)
- (6) Retrieve over obstacles (tunnel, hurdles, A-frame)
- (7) Sit on recall
- (8) A-frame climb
- (9) Recall to heel
- (10) Directed jumping

Teams must have at least 65 points or more in obedience in order to go on to the protection phase.

**PSA 3 Protection Phase:
Protection (200 points total)**

The protection phase will consist of four scenarios. Three of the scenarios will be based around a set skills guideline. The judge may design a scenario using all or a portion of the outlined skills. The fourth scenario will be a Judge's Choice Scenario. The Judge's Choice Scenario will be a scenario combining several skills and not held to any certain guideline. The judge may include basic skills (i.e., biting, guarding, out and recall, redirected attacks, obedience exercises, jumping/tunneling exercises, directional sending, and sending to guard) in each scenario. The judge may use as many decoys as the scenario requires. The judge is free to set-up the exercises in any context he/she wishes and order of execution. The judge may use vehicles, obstacles, mazes, fencing or any other required items to design each scenario. The following will be the skill outline used by the judge in designing scenarios:

Scenario One: Courage Test (50 points)

May include some of the following skills:

- 1) Courage test with multiple clatter stick hits
- 2) Remote Transporting w/decoy escapes
- 3) Side or rear transporting with decoy distraction
- 4) Gunfire

Scenario Two: Call-Off (50 points)

Must be designed around either of the following skills:

- 1) Call-off of multiple decoys
- 2) Multiple call-offs

Scenario Three: Environmental Test (50 points)

Must include the following skill:

- 1) Tests of nerve using heavy environmental distraction

Scenario Four: Judge's Surprise Scenario (50 points)

May include some of the following skills:

- 1) Muzzle Attack
- 2) Area searches
- 3) Return gunfire
- 4) Passive Bites (to last for a maximum of 8 seconds)
- 5) Commanded re-attack from guard
- 6) Commanded Down in the Guard
- 7) Environmental Distractions
- 8) Directed Jumping with Passive Apprehensions and Agitation Distractions.

Scoring for PSA 3: Teams must pass obedience with 75%, and pass **each** protection scenario with 75%.

Obedience _____(100 Points)

Protection _____(200 Points)

Total Score _____(300 Points)

APPENDIX A: CHECKLIST FOR TRIALS

- Event secretary
- At least 4 decoys (with one of them being a “senior decoy,”))
- Steward
- Pens/registration forms/new membership forms/renewal membership forms/extra scorebooks
- Certificates/trophies/plaques
- PSA rulebook
- Change for trial entries
- Free Hydration (e.g., water, Gatorade) for decoys/judge/stewards.
- Snow fencing or caution tape fashioned into fencing with posts (if no fencing around the trial field)
- Distraction items (these are suggested items; clubs are not required to have all these items present):
 - Jugs with rocks
 - Bottle curtain
 - Can Curtain
 - Barricade of cardboard boxes
 - Hula-hoops & streamers
 - Small pom-poms
 - Foam fingers or pool noodles
 - Trash can lids (banged together on entry)
 - Streamers
 - Bucket of bottles (to be tossed upon entry)
 - Water guns
- Mandatory Equipment (refer to Rulebook for specific measurements):
 - Blank gun & bullets
 - Padded stick & clatter stick
 - Jacket/sweatshirt/shirt and hidden sleeve for car-jacking scenario
 - Sleeves & bite suit(s)
 - window jump
 - hurdle jump (if the jump is made of out wood, must have foam on top for protection)
 - tunnel
 - IPO specification A-frame climbing wall (refer to <http://www.sportwaffenk9.com/schutzhund.information.shtml> (must have some protection at the pinnacle so that no dogs could injure itself by getting its foot stuck)
 - duffel bag/gym bag for the courage test
 - Level 2 retrieve items, such as, but not limited to:
 - Shoe
 - Bucket
 - Stuffed animal
 - Hockey stick/lacrosse stick/broom
 - Level 3 retrieved items, such as, but not limited to:
 - Aluminum food bowl
 - Blank gun
 - Metal pipe/metal crutch/metal hammer, anything metal
- Any thing that the judge may want so **MAKE SURE YOU ASK**

APPENDIX B: 2017-2018 PSA Level 1 Protection Surprise Scenarios

PSA 1 “Surprise” Scenarios:

One of the following 5 scenarios will be drawn by lot each trial day and become the 4th protection scenario in the PSA 1. Weapons and distractions allowed are the same 12 that are listed in the handler attack exercise in the PSA 1. A clatter stick is the default weapon of choice.

1. Send Through Tunnel on Passive Decoy (Guard/Return):

The dog and handler shall start at a marked cone. A regulation tunnel obstacle will be set up no closer than 10 yards from the start cone. Directly in line with the tunnel, a passive decoy shall set up 15 yards behind the tunnel. On the handler’s command, the dog shall be sent through the tunnel, and engage the passive decoy on a frontal send. The handler may have 3 opportunities to send the dog through the tunnel from the start cone. Any advance from the start cone shall result in a point deduction, depending on how far the handler advances. Each separate command to go thru the tunnel shall result in a point deduction according to the judge’s discretion. Once engaged, the decoy shall drive the dog with a distraction of the judge’s choosing. On command of the steward, the decoy shall freeze up, and the handler shall be asked to out his dog. The dog shall out on the handler’s command, and perform either an out and guard, or out and return. If the dog guards, the handler shall approach and pick his dog up on the signal of the steward, and the exercise shall be terminated once the dog heels away for a short distance. If the dog returns, the exercise shall be complete when the dog returns to heel position. Upon pick-up or return, the handler shall attach the leash. The handler may attach the leash on the dog in the guard.

Scoring is as follows:

Send	_____	(10)
Tunnel	_____	(5)
Hit	_____	(5)
Grip	_____	(10)
Release	_____	(10)
Guard/Return	_____	(10)

2. Attack on Motorist (Guard/Return):

Handler and dog shall begin at a marked starting place. On the signal of the judge/steward the team will heel to a vehicle and the handler will place the dog inside the vehicle in a stay, leaving the vehicle door open. The handler will proceed to either the front or rear of the vehicle (there will be a bucket of balls already in place at this designated area) and commence to “working on the vehicle.” A decoy will come from a hiding place or a seated position and move toward the handler to make conversation, past the door where the dog is in the stay. The decoy will try to speak with the handler, and the handler will tell the decoy to leave him/her alone. After no more than a 20 second interaction, the decoy will pick up the bucket of balls and attack the handler. The dog must come to the defense of the handler upon the commencement of the attack. The handler may call the dog or the dog may act on his own but only after the handler is touched. If the dog leaves the stay before the handler is touched the judge shall dock points from the stay portion commensurate with the early departure from the stay. The decoy shall then turn and attack the dog with the balls as the dog closes on him. The decoy shall drive the dog and upon command from the steward freeze up. Upon signal from the steward/judge the handler will have

the choice to out/guard or out/return. The choice must be made prior to the scenario being performed.

Scoring is as follows:

Heeling	_____	(5)
Stay	_____	(10)
Defense of handler	_____	(10)
Grip	_____	(10)
Out	_____	(10)
Guard/return	_____	(5)

3. **Redirected Attack (Guard):**

Handler and dog shall begin at a marked starting place. One decoy shall be placed at a distance of 30 yards downfield of the team. A second decoy shall be passive, and directly behind the team at a distance of at least 10 yards. Upon the command of the steward the downfield decoy shall fire the blank gun twice and flee, upon the start of the action the handler should direct his dog to apprehend the fleeing decoy. Upon engaging the decoy the decoy shall briefly drive the dog, and upon command of the steward shall freeze. The handler shall then call his dog to return, as the second decoy has advanced upon him. After the handler's command for the dog to return has been made, the second decoy shall vocally pretend to attack the handler, and the dog must return to defend the handler by engaging the second decoy. The decoy shall briefly drive the dog, and on command of the steward, freeze up, and the handler shall command his dog to out and guard, and upon signal, pick up his dog from the guard. The handler may attach the leash on the dog in the guard.

Scoring is as follows:

Send	_____	(5)
Grip	_____	(10)
Release	_____	(5)
Return Speed	_____	(5)
Defense	_____	(5)
Grip	_____	(10)
Release	_____	(5)
Guard	_____	(5)

4. **Fighting Decoys (Recall):**

Dog and handler start at a cone. The handler leaves the dog and proceeds to a hiding place (can be behind a car or blind; but must be out of sight) with the two decoys who are sitting in chairs 30-40 feet away from the dog. When the handler reaches the hiding place, the decoys will start arguing (the argument will be verbal ONLY, but it can be loud). After 20 seconds of verbal arguing, the steward will waive the handler to approach the decoys to sort out the argument, and then on the further signal of the steward one decoy will get up and jog away from the argument. This decoy running away will NOT have any distractions. After the decoy runs away, there will be a 5 second delay, and then the second decoy will attack the handler. The dog must engage the threat (at the last second, the decoy will stop attacking the handler and will advance/attack the dog). The handler must return to a designated spot near the hiding place. After the drive, the

decoy will be instructed to “freeze up”. The handler MUST perform an out and recall. The exercise is complete when the dog returns to the heel position.

Scoring is as follows:

Stay	_____	(5)
Defense	_____	(10)
Grip	_____	(10)
Drive	_____	(5)
Release	_____	(10)
Return to heel	_____	(10)

5. The Apprehension (guard):

Handler will start with the dog in the heel position at the position where the dog will be left. In front of the handler and off to the side about 15 feet away, will be a decoy who indicates verbally that he was just robbed by the man standing downfield (about 30 yards away). The decoy may only point and verbally indicate the downfield decoy. Gun fire will occur from the decoy downfield at the steward’s indication and that decoy will slowly jog away, while the other decoy near to the handler will become passive. Handler then leaves the dog in a stay and moves to the position abreast the 2nd decoy (same positioning as the Level 2 call off). The handler **must** call the dog to the heel position, and then send the dog downfield to apprehend the gun-toting decoy. The dog will apprehend the decoy. After a short drive, the decoy will be instructed to freeze up. The handler will perform a mandatory out/guard, then be instructed to go pick up the dog, walk it away about 5 feet, and put it in a stay (handler’s choice). The handler will pat down the decoy and disarm him. After disarming, the handler will pick up the dog, then perform a rear transport to the judge. In this scenario, a rear transport means the handler/dog remain approximately 10 feet behind the decoy. The perfect picture is one in which the dog is attentive to the decoy. The dog giving attention to the handler but glancing away to look at the decoy is acceptable. Pulling or dragging the handler to the decoy is unacceptable. The steward will tell the handler to command the decoy to halt. Upon halting, the exercise will be complete.

Scoring is as follows:

Stay	_____	(5)
Return to heel	_____	(5)
Send	_____	(5)
Grip	_____	(10)
Out	_____	(5)
Guard	_____	(5)
Stay/pat-down	_____	(5)
Rear transport	_____	(10)

**PSA 1 PROTECTION
2017-2018 LIST OF SURPRISE SCENARIOS**

PSA 1 “Surprise” Scenarios:

One of the following 5 scenarios will be drawn by lot each trial day and become the 4th protection scenario in the PSA 1. Weapons and distractions allowed are the same 12 that are listed in the handler attack exercise in the PSA 1. A clatter stick is the default weapon of choice.

1. Send Through Tunnel on Passive Decoy (Guard/Return):

The dog and handler shall start at a marked cone. A regulation tunnel obstacle will be set up no closer than 10 yards from the start cone. Directly in line with the tunnel, a passive decoy shall set up 15 yards behind the tunnel. On the handler’s command, the dog shall be sent through the tunnel, and engage the passive decoy on a frontal send. The handler may have 3 opportunities to send the dog through the tunnel from the start cone. Any advance from the start cone shall result in a point deduction, depending on how far the handler advances. Each separate command to go thru the tunnel shall result in a point deduction according to the judge’s discretion. Once engaged, the decoy shall drive the dog with a distraction of the judge’s choosing. On command of the steward, the decoy shall freeze up, and the handler shall be asked to out his dog. The dog shall out on the handler’s command, and perform either an out and guard, or out and return. If the dog guards, the handler shall approach and pick his dog up on the signal of the steward, and the exercise shall be terminated once the dog heels away for a short distance. If the dog returns, the exercise shall be complete when the dog returns to heel position. Upon pick-up or return, the handler shall attach the leash. The handler may attach the leash on the dog in the guard.

Scoring is as follows:

Send	_____	(10)
Tunnel	_____	(5)
Hit	_____	(5)
Grip	_____	(10)
Release	_____	(10)
Guard/Return	_____	(10)

2. Attack on Motorist (Guard/Return):

Handler and dog shall begin at a marked starting place. On the signal of the judge/steward the team will heel to a vehicle and the handler will place the dog inside the vehicle in a stay, leaving the vehicle door open. The handler will proceed to either the front or rear of the vehicle (there will be a bucket of balls already in place at this designated area) and commence to “working on the vehicle.” A decoy will come from a hiding place or a seated position and move toward the handler to make conversation, past the door where the dog is in the stay. The decoy will try to speak with the handler, and

the handler will tell the decoy to leave him/her alone. After no more than a 20 second interaction, the decoy will pick up the bucket of balls and attack the handler. The dog must come to the defense of the handler upon the commencement of the attack. The handler may call the dog or the dog may act on his own but only after the handler is touched. If the dog leaves the stay before the handler is touched the judge shall dock points from the stay portion commensurate with the early departure from the stay. The decoy shall then turn and attack the dog with the balls as the dog closes on him. The decoy shall drive the dog and upon command from the steward freeze up. Upon signal from the steward/judge the handler will have the choice to out/guard or out/return. The choice must be made prior to the scenario being performed.

Scoring is as follows:

Heeling	_____	(5)
Stay	_____	(10)
Defense of handler	_____	(10)
Grip	_____	(10)
Out	_____	(10)
Guard/return	_____	(5)

3. **Redirected Attack (Guard):**

Handler and dog shall begin at a marked starting place. One decoy shall be placed at a distance of 30 yards downfield of the team. A second decoy shall be passive, and directly behind the team at a distance of at least 10 yards. Upon the command of the steward the downfield decoy shall fire the blank gun twice and flee, upon the start of the action the handler should direct his dog to apprehend the fleeing decoy. Upon engaging the decoy the decoy shall briefly drive the dog, and upon command of the steward shall freeze. The handler shall then call his dog to return, as the second decoy has advanced upon him. After the handler's command for the dog to return has been made, the second decoy shall vocally pretend to attack the handler, and the dog must return to defend the handler by engaging the second decoy. The decoy shall briefly drive the dog, and on command of the steward, freeze up, and the handler shall command his dog to out and guard, and upon signal, pick up his dog from the guard. The handler may attach the leash on the dog in the guard.

Scoring is as follows:

Send	_____	(5)
Grip	_____	(10)
Release	_____	(5)
Return Speed	_____	(5)
Defense	_____	(5)
Grip	_____	(10)
Release	_____	(5)
Guard	_____	(5)

4. **Fighting Decoys (Recall):**

Dog and handler start at a cone. The handler leaves the dog and proceeds to a hiding place (can be behind a car or blind; but must be out of sight) with the two decoys who are sitting in chairs 30-40 feet away from the dog. When the handler reaches the hiding place, the decoys will start arguing (the argument will be verbal ONLY, but it can be loud). After 20 seconds of verbal arguing, the steward will waive the handler to approach the decoys to sort out the argument, and then on the further signal of the steward one decoy will get up and jog away from the argument. This decoy running away will NOT have any distractions. After the decoy runs away, there will be a 5 second delay, and then the second decoy will attack the handler. The dog must engage the threat (at the last second, the decoy will stop attacking the handler and will advance/attack the dog). The handler must return to a designated spot near the hiding place. After the drive, the decoy will be instructed to “freeze up”. The handler MUST perform an out and recall. The exercise is complete when the dog returns to the heel position.

Scoring is as follows:

Stay	_____	(5)
Defense	_____	(10)
Grip	_____	(10)
Drive	_____	(5)
Release	_____	(10)
Return to heel	_____	(10)

5. **The Apprehension (guard):**

Handler will start with the dog in the heel position at the position where the dog will be left. In front of the handler and off to the side about 15 feet away, will be a decoy who indicates verbally that he was just robbed by the man standing downfield (about 30 yards away). The decoy may only point and verbally indicate the downfield decoy. Gun fire will occur from the decoy downfield at the steward’s indication and that decoy will slowly jog away, while the other decoy near to the handler will become passive. Handler then leaves the dog in a stay and moves to the position abreast the 2nd decoy (same positioning as the Level 2 call off). The handler **must** call the dog to the heel position, and then send the dog downfield to apprehend the gun-toting decoy. The dog will apprehend the decoy. After a short drive, the decoy will be instructed to freeze up. The handler will perform a mandatory out/guard, then be instructed to go pick up the dog, walk it away about 5 feet, and put it in a stay (handler’s choice). The handler will pat down the decoy and disarm him. After disarming, the handler will pick up the dog, then perform a rear transport to the judge. In this scenario, a rear transport means the handler/dog remain approximately 10 feet behind the decoy. The perfect picture is one in which the dog is attentive to the decoy. The dog giving attention to the handler but glancing away to look at the decoy is acceptable. Pulling or dragging the handler to the decoy is unacceptable. The steward will tell the handler to command the decoy to halt. Upon halting, the exercise will be complete.

Scoring is as follows:

Stay	_____	(5)
Return to heel	_____	(5)
Send	_____	(5)
Grip	_____	(10)
Out	_____	(5)
Guard	_____	(5)
Stay/pat-down	_____	(5)
Rear transport	_____	(10)