

PSA 1 PROTECTION 2016-2017 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)