

The KNPV PH I Trial



Sjors , Alex van Nimwegen, Decoy J. Aarts.

Morning Program

1 Swimming

- a. Swim across a canal.
On command, swim 15 meters to 30 meters across canal or open water, wait & return on command.
- b. Retrieve object.
Object is stick or float about 1 meter long by 20 mm or 7/8 inch.
Distance is 80 meters.

2 Jumping Exercise

- a. Scaling wall – 1.75 meter or 5.7 ft. (1 meter = 3.25 ft.)
This is a vertical wall on the front, with a platform on back side.
Dog climbs wall.
- b. One Meter jump – 1 meter or 39 inch.
Dog must clear the jump without touching.
- c. Broad jump – 2.25 meter or 7.3 ft.
Jump and return over an open pit.
- d. Refusal of found food.
Food is placed next to jumps.

3 Small object search

Search for 3 objects one of which must be a bullet casing of 9mm diameter & 19 mm length. Other 2 objects are such things as coins or machine screws. Search area is 14 meters square of grass, all dogs using same area. The dog may have 7 minutes to search, but only 3 minutes for full points.

4 Heeling exercise

- Dog must switch sides on command in each phase.
- a. On leash heeling.
 - b. Off leash heeling.
 - c. Heeling next to bicycle.

5 Large object search

Dog must search for a large object, such as a chair or wooden box, in the woods. Upon finding object, the dog must remain at object, bark and not bite.

- 6 **Man search**
Dog searches in the woods for a man, a helper wearing the suit. Upon finding the man, the dog must guard him and bark, but not bite. Decoy remains motionless. Decoy shouts commands that the dog is to disregard. Dog may bite during the commands, but must release with no commands when he becomes silent
- 7 **Down/Stay exercise**
Dog must remain down for 3 minutes while handler goes out of sight.
- 8 **Food refusal**
Dog must refuse food offered by decoy and thrown on ground.
- 9 **Prisoner Transport**
Handler escorts a prisoner with a hand on his shoulder; "prisoner" pretends to be drunk and staggers. Prisoner drops object, such as a set of keys, which the dog must pick up and return to handler.
- 10 **Object guard**
Handler leaves dog to guard an object such as a blanket and stays out of sight. Helper approaches and tries to take object, dog must bite, but release and remain by object as helper retreats.
- 11 **Silence exercise.**
Dog & handler in woods must be silent during 9mm gun fire, dog must not bark.

The Afternoon Program

- 1 **Stick / Face attack**
The dog is sent from a distance of 110 meters or 357 feet, the helper strikes the dog with a stick about 1.5 meter or 5 ft. long before the dog engages. "Stick" is a sapling about 1 inch at base, tapering down. After the pursuit handler and dog transport the helper over a distance of approximately 25 meters, helper then flees in the opposite direction until the dog stops him.
- 2 **Gun attack.**
In response to gun shots by helper, the dog is sent the long distance. The helper flees and is apprehended by the dog biting. After the out the helper strikes the dog three times with objects that have been placed on the ground, usually a length of rubber hose about 10 inches long. Strikes means he throws the hose at the back of the dog while on the bite, the hose remains on the ground.
- 3 **Recall**
The dog is sent from 110 meters against the helper as in the Stick/Face attack described above. When the pursuing dog is 60 meters from the starting point, he is recalled and must return to the handler.
- 4 **Bicycle pursuit.**
Dog is sent after a man fleeing on a bicycle, and must stop him. Dog either goes high to bite the arm or low to bite a leg. The leg bite is preferred; arm bite will cost one point. Almost all dogs today bite the arm. Bicycle wheel spokes & chain covered to prevent injury. After the pursuit and the out, the handler searches the helper and transports the dog, during which the helper attacks the handler. The dog must bite the helper, and release on command when he becomes still.

5 False attack

Same as Stick/Face attack above, but this time at when the dog is about 40 yards away the decoy turns around, drops stick and stands still. Dog is not allowed to bite, should pass decoy in short turn and sit or stand behind decoy to guard. Followed by transport at 2 meter distance from decoy by handler and dog.

In the afternoon protection program, the exercises are done sequentially, that is, each dog does the face attack, then each dog does the gun attack and so forth until each dog has done all five exercises. There are two judges on the field at all times in these exercises, one at the starting point and one down field.

Scoring

There are 3 separate blocks of exercises:

Block 1: 65 points.

All heeling exercises, all jumping exercises, long stay/down exercise, refusal of food found/offered, being silent and the small article search.

Block 2: 20 points

The two swimming exercises.

Block 3: 335 points

Object guard, large article search, man search, transport of prisoner, refusal to follow commands from a stranger, endurance of being hit with 3 objects during the bite, stick/face attack, throw/gun attack, recall, bike attack and false attack.

In addition to the points for these exercises, there are 10 discretionary points the judges may award for general obedience and 10 points for style and presentation of dog and handler.

Total possible points: 440

Minimum points for KNPV certificate: 352

Minimum points for honors, the met lof: 402

These rules as of April, 2013.

Compiled by Alice Bezemer and Jim Engel.