



# IRONDOG PROTECTION

## IDCP1 - IDCP3

**IDCP1** / Novice on lead, handler can grab lead for the out. NO lead correction (lead must be loose).

**IDCP2** / Advanced off lead (except during car jacking and defense of handler) handler will have designated areas for the out and re-call.

**IDCP3** / Advanced off lead (except during car jacking and defense of handler) handler will have designated areas for the out and re-call. There will be more pressure, gunfire and distractions

**CAR JACKING** : The team will be in a vehicle with dog in the passenger seat of the vehicle where the decoy will approach in an aggressive manner. The handler may be vocal and warn the attacker to stay away. The decoy will engage. The dog must commit, as decoy will briefly drive the dog through the window then lock up, at which time the dog must out. (IDCP2: will have one gun shot before the bite. IDCP3: one gun shot before the bite and then two more during bite before decoy lock up) **20 Points**

**Note:** The decoy can use a padded stick, clatter stick, or a bottle of rocks. During all levels of the car jacking the dog remains on leash.

**Frontal Courage Attack :** Heel dog to the designated area marked 50 meters from the decoy and stop. The decoy performs an L-pattern and will become vocal and aggressive towards the team. Once the decoy becomes an attacker moving forward, handler will send the dog to engage with the attacker. Attacker will drive the dog and apply two padded stick hits and then lock up. at which time the handler will out the dog. (IDCP2: Handler will out and recall dog to designated area. IDCP3: the attacker will drive the dog with two gun shots. Handler will out and recall dog to designated area.) **20 Points**

**2-Man Attack on Handler :** The first decoy will be approximately 40 meters away from handler. The decoy will be vocal and once the decoy starts to approach the team, handler will send the dog on the judge's command. The decoy will engage and drive the dog towards the handler and stop approximately 10 meters away from handler. The handler will out the dog, dog should stay with decoy in a silent guard or a bark and hold until the handler picks dog up. The second decoy will then immediately approach aggressively from the opposite direction towards the team. Handler will then redirect the dog towards the second decoy. The second decoy will briefly drive the dog and then lock up for the out. (IDCP2: two stick hits from the first decoy. IDCP3: two stick hits from first decoy and the second decoy will use environmental items such as tarps, boxes, wading pools, bottle walls etc.) **20 Points**

**Call off :** The decoy will be approximately 40 meters away from the team. The decoy will be vocal and aggressive. The handler will send the dog to the decoy. Once the dog is sent the decoy will immediately give up throwing their hands in the air and weapons on the ground at which point handler will call off dog and re-call. **20 Points**

**NOTE:** The dog cannot bite the decoy. If a bite does take place, dog fails this exercise

**Defense of Handler:** The handler will attach a 5ft leash on the dog and heel to a designated area. The team will be approached by two decoys from opposite sides, both being vocal with either a padded stick, clatter stick, or a jug of rocks. The dog will have to keep the attackers away as they attack in a 360 degree pattern attempting to strike the handler one at a time. Handler may be vocal and redirect their dog to each attacker, keeping them at bay. (IDCP2: One decoy will use gun fire shooting one shot in the air per attack. IDCP3: the first decoy will use gunfire shooting one shot in the air per attack. The second decoy will use environmental items such as tarps, boxes, wading pools, bottle walls etc.) **20 Points**

