



IDC 3 & IDC 5

The Triathlon and Pentathlon are events designed to test your dogs versatility as well as their endurance. These events run in rapid succession with all competitors competing in 1 event at a time then moving onto the next event. In the IDC3 competitors must compete in all 3 IDC3 events: 50 yard sprint race, hardest Hitting, and Weight Pull. In the IDC5 competitors must compete in all 5 of the IDC5 events: 50 yard sprint race, hardest Hitting, Weight Pull, Tug of War, and Hang Time. Each event is worth 10 points if you take first place, 9 points if you take second place and so on. In the case of a tie, the highest Hardest Hitting score will determine a winner.

The order that teams compete will be determined by drawing names from a hat during the handlers meeting, or some other random selection process. Dogs must be crated near the field when not competing. If a team is not ready when it's their turn, they will be ejected from the competition. An assistant judge will make sure there is a dog on deck at all times to expedite the trial. Contestants must provide their own tug toy with snaps and their own weight pull harness. Each dog must have two (2) handlers. All weight classes will compete at the same time, but scored by their weight categories. The weight categories will be as follows:

up to 30 lbs

31 to 50 lbs

51 to 70 lbs

over 70 lbs

All dogs **MUST** have a GDT or equivalent to title in IDC3 Triathlon or IDC5 Pentathlon. A dog without a GDT/DHT can compete if they have official documentation of holding a BH, Brevet, or PDC Title. A dog without a GDT/DHT or equivalent can compete but will not receive a title or be recorded as achieving an IDC3 or IDC5. When there is 5 dogs entered in the competition, the top three (3) dogs will be recorded as “RANKED”.

IDC EVENTS

SPRINT RACE – IDC3 and IDC5

Dogs will run against a stopwatch, one at a time, on a straight 50 yard course. With one (1) handler holding the dog at the start line and the second handler baiting the dog at the finish line. The assistant judge will count down the start of the run with a starters pistol or an “on your marks, get set, go”! On “GO”, the assistant judge will throw their arm down to start the timer. The assistant judge will watch the start line to make sure the handler does not cross the line before the signal. If dog crosses the start line before the “GO” he will get charged a foul and his time will not count. Bait for the race can be protection equipment, toy or food.

HARDEST HITTING – IDC3 and IDC5

Depending on the dogs training, the decoy will wear a suit or a sleeve. The competition bite will be done from a distance of at least 15 yards. All dogs will start from the same marked line. On the judges signal the decoy will prime the dog up (all dogs being primed in the same manner). The dog will be release on the decoys signal. The decoy may shout, scream, and/or use his clatter stick or padded stick to apply pressure on the dog. After impact, the decoy will drive the dog with 1 stick hit then proceed to lock up. The dog must hold his bite through the drive to complete this event. Dogs will be judged on impact and how hard they hit the decoy, i.e. how much pain they inflict through the equipment. After each bite, the decoy will give the judge a number from 1-10 (10 being the hardest hit) to rank the dogs.

Contestants may attempt to out their dog after the decoy locks up. Only 1 out command is allowed: it must come from the dog’s handler standing at the start line. After the dog outs, the handler may run to pick up their dog. A successful out is defined as the dog not re-engaging but not leaving the decoy before the handler picks the dog up. i.e. the dog must be under control in a Silent Guard or a Bark and Hold until it is picked up. A successful out adds 1 point to the Hardest Hitting score.

Weight Pull – IDC3 and IDC5

May be done with a sled, a cart, or a rail system. Track will be 16 feet. Each dog is given 5 turns in a row. There is a 60 second time limit for each of the 5 pulls. Baiting is allowed with food or protection equipment. Handler may stand anywhere on the track but may NOT touch the dog. **Leashes are NOT permitted.** There is a minimum permissible increment of 25 pounds for sled and 250 pounds for a cart. The judge may increase the minimum increment within reason, but he may not decrease it. Handler will tell the judge and the assistant how much weight to put on the sled or cart for each pull, but must abide by the minimum increment standard. The weight added to the sled or cart must increase every pull. Increases in weight must be at least 25 pound increments or multiples of 25 pounds for a sled. For a cart the increments must be at LEAST 250 pounds.

A team can earn an extra point if NO BAIT is used. The reason for the extra point is to award those exercising proper form and technique. If the dog fails to pull any amount of weight for the distance of 16ft or in the designated time allowed, that will complete their weight pull competition.

Tug of War – IDC5 only

2 dogs will tug against each other from behind an upright plywood barrier, with a hole drilled in it for the rope to pass through. Handlers MUST have a leash on the dog at all times but may not issue any corrections. Two assistant judges will be watching either dog at all times during the tug. The assistant judges may disqualify a team if the handler gives any corrections. The rope is 30 feet long and is marked in the center and 10 feet in each direction. Length of pull is 10 feet for a win. A dog wins when it pulls its opponent past the 10 ft mark through the center hole in the board.

Hang Time – IDC5 only

This event must run as the last event in the IDC5. The dog has a 3 minute time limit on the spring pole to complete this event. The clock will start when all 4 paws are off the ground. If the dog loses his grip the clock will stop, and restart once all 4 paws are off the ground again. Every time the dog loses his grip it will be offered the tug again immediately and hoisted off the ground again.

If the dog gets a single bite upon presentation of the tug toy and hangs, without re-biting for the full 3 minutes, a perfect score (10 points) will be awarded. For every time the dog loses its grip and is forced to re-bite, it will lose 2 points. Each dog will get 3 attempts to hang for the full 3 minutes. The judge may disqualify any dog before it loses its grip 4 times if he believes the grip is not solid (for the safety of the dog).

NOTE:

Throughout the IDC3 Triathlon and the IDC5 Pentathlon a team is allowed **ONLY** 1 foul. Fouls consist of False start, leaving leads on dogs during an event that requires the leash be removed, corrections and or pinch collars.

Disqualifications:

Aggressive or uncontrollable dogs (including loose dogs), aggressive gestures by handlers and or unsportsmanlike conduct.