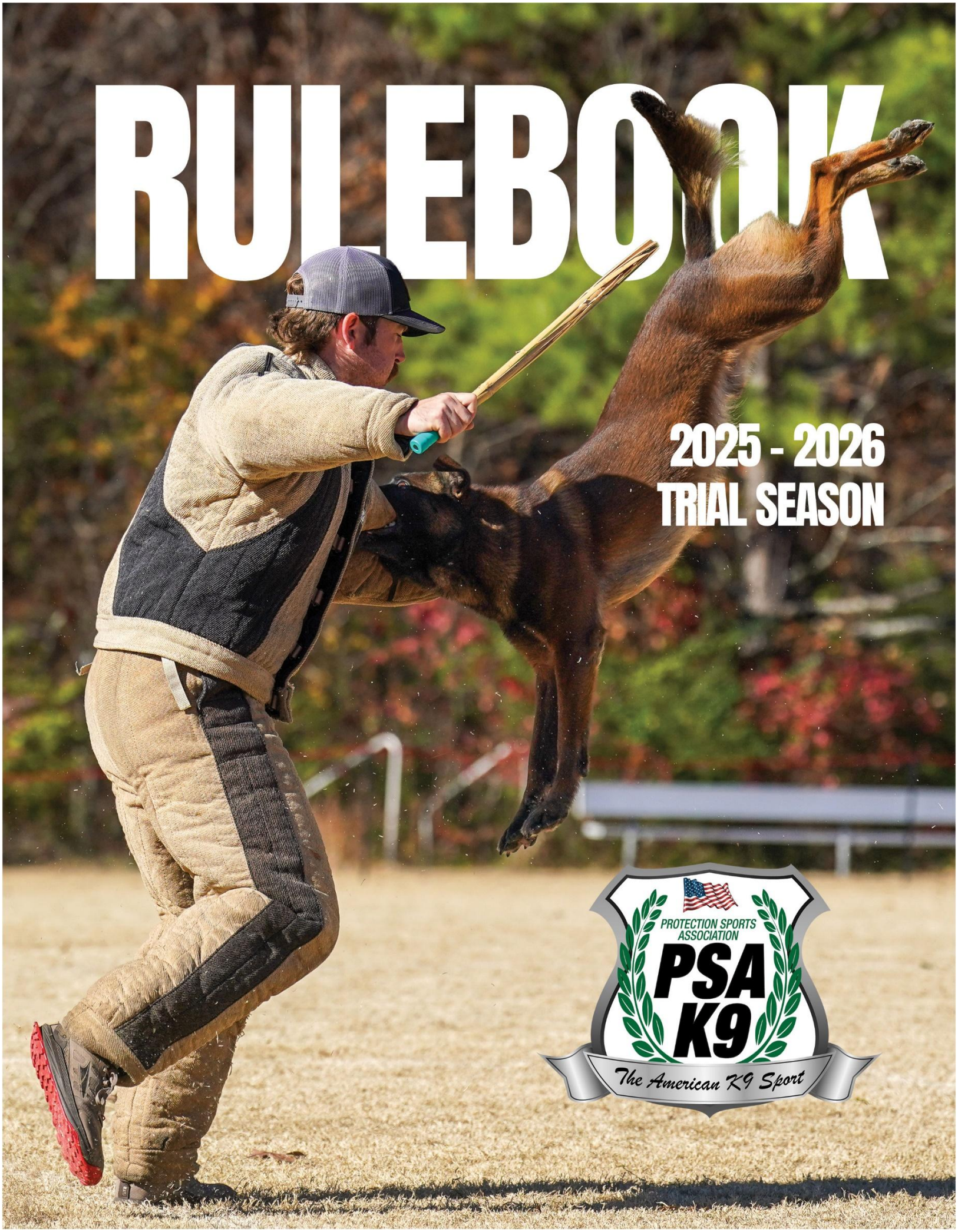
RULEBOOK

2025 - 2026
TRIAL SEASON



PROTECTION SPORTS ASSOCIATION

PSA K9

The American K9 Sport

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PSA K9
Official Rule Book (2025-2026)

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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, 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 at 230 W. Seawell Street, Sanford, NC 27330. Articles of Incorporation & Bylaws for PSA K9, Inc. are on file with the Executive Secretary: All email information for the Directors is available on the PSA website, www.psak9-as.org.

PSA K9, Inc. is administered by an Executive Board consisting of the Executive Director, Executive Secretary, Director of Decoys, and Regional Directors. Additional personnel include members of the Secretary Team, Assistant Regional Directors, and Assistant Director of Decoys. All contact information for these individuals can be found on the PSA website. The Regional Directors and Assistant Regional Directors are headquartered in 6 geographic regions: East Coast, Midwest, South, West Coast, Canada, and International. Operating officers for the 2023-2024 Season are:

Directors and Assistants for the 2024-2025 Trial Season:

Board of Directors:

- Jerry Bradshaw – Executive Director and Director of International Region
- Janet Edwards – Director of Judges and East Coast Regional Director
- Joe Parks – Midwest Regional Director
- Sean Siggins – Director of Decoys and West Coast Regional Director
- Clay Smith – South Regional Director, Mentor of New Judges
- Ashley Chmara – Canada Regional Director
- Katrina Williams – Executive Secretary

Assistant Directors:

- Pat Stuart –International - Australia
- Charles Sadler –International – South Africa
- Sanya Bhutani – International India
- April Hulme – U.K. - Northern Ireland
- Ann Quigley – East Coast
- Mike McMahon – East Coast
- Steve Roberts – East Coast
- Courtney Robbins – Midwest

- Kevin Goede – Midwest
- Khoi Pham – South
- Darrick Rose – South
- Josh Kirby – South
- Tammy Thankachen – Canada
- Jeff Riccio – Assistant Director of Decoys
- Jeremy Ciepluch – Secretary of Decoys
- Matt Taylor – Secretary of Decoys

Secretary Team

- Cindy McKinney – South
- Joi Nicholas – East Coast
- Vanessa Stalnaker – West Coast and Midwest; membership, scorebook, new clubs, and Travel secretary
- Haley Duffin – Secretary; Club renewals
- Tammy Thankachen – International (Canada)
- Kristi Reid - International
- Samantha Taylor – Secretary, events and trial logs

Judges - Deputy Judges - Apprentice Judges

Judges:

- Jerry Bradshaw
- Janet Edwards
- Katrina Williams
- Jonathan Katz
- Shawn Edwards
- Steve Roberts
- Joe Parks
- Kevin Goede
- Clay Smith
- Mike Anderson
- Ben Lepinski
- Samantha Taylor
- Courtney Robbins
- Katie Wan
- Marilé Sadler

Deputy Judges:

- Glenn Cooke
- Varun Anand
- Risa Pringle
- Chris Smith
- Kim Ciero

Apprentice Judges:

- Dustin Winn
- Josh Knowlton
- Jen Walmsley
- Adrian Rae
- Cameron Carlisle
- Dawnetta Calhoun
- Andrew Sterner

- **COMPETITIVE EVENTS**

PSA will offer the following certificates and titles, as well as the requirements and standards, 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 (not a title), 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. If the competing team does not pass obedience, they may not go on to the protection phase. The "Sleeve Division" may not be the entry level to compete in the PSA Level 1.

(2) **PSA PDC Certificate:**

"PDC" is a basic protection-dog certificate (not a title), 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 competitive levels (i.e., PSA 1, PSA 2, and PSA 3). If the competing team does not pass obedience, they may not go on to the protection phase.

(3) **PSA 1 Title:**

"PSA 1" is the entry-level protection title, where the dog must demonstrate a combination of on-leash 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 surprise scenarios can be found as an Appendix B in this Rulebook). The presiding Judge will randomly select the surprise scenario at the trial's commencement. There will be no call-off exercises. During the Nationals event, the judge will choose the surprise scenario (not random).

The PSA 1 title requires two (2) legs to be awarded the title. A leg is defined as: A minimum of 75% of available points earned in obedience and on each protection scenario. The PSA 1 title is awarded upon completing two (2) legs, each in separate trials. (See Trials, p. 11). If the competing team does not pass obedience, they may not go on to the protection phase. The only exception is at the Worlds event and at Regional Championships, where a team that does not pass obedience may be allowed to go on to protection in accordance with published Worlds and Regional regulations.

(4) **PSA 2 Title:**

"PSA 2" 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 earned in obedience

and on each protection scenario. The PSA 2 title is awarded upon completing two (2) legs, each in separate trials. (See Trials, p. 11). Each leg of a title (two legs are required to earn a title) must be earned under different judges. A competitor who earns the first leg of their title under a specific judge is ineligible to show under that judge at the same level until the title is completed. However, competitors may earn their second leg and complete a title under the same judge who awarded the first leg if the second leg is attempted at a regional or national championship event. If the competing team does not pass obedience, they may not go on to the protection phase. The only exception is at the Worlds event and at Regional Championships, where a team that does not pass obedience may be allowed to go on to protection in accordance with published Worlds and Regional regulations.

(5) **PSA 3 Title:**

"PSA 3" 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 earned in obedience and on each protection scenario. The PSA 3 title is awarded upon completing two (2) legs, each in separate trials. (See Trials, p. 11) Each leg of a title (two legs are required to earn a title) must be earned under different judges. A competitor who earns the first leg of their title under a specific judge is ineligible to show under that judge at the same level until the title is completed. However, competitors may earn their second leg and complete a title under the same judge who awarded the first leg if the second leg is attempted at a regional or national championship event. If the competing team does not pass obedience, they may not go on to the protection phase. The only exception is at the Worlds event and at Regional Championships, where a team that does not pass obedience may be allowed to go on to protection in accordance with published Worlds and Regional regulations. A team that bites in obedience **will not** be allowed to go on to protection.

Qualification, Promotion, Advancement, Eligibility

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 sport titles other than PSA titles, shall begin with the PSA PDC and compete according to the rules and standards outlined in this rulebook. Titles must be earned consecutively, starting with PSA PDC and ending with PSA 3. If sold to another handler, a dog trained by one owner/handler to a certain PSA level must continue to compete in the PSA level the dog has achieved with the previous handler/owner. However, the PDC is a non-competitive level, and dogs may be shown at any time in the PDC regardless of previously earned titles.

Required Promotion: Competitors may compete in any PSA level for which they are eligible indefinitely unless the team wins the PSA World 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 world championship.

PSA 3 is the highest level, so teams may compete in PSA 3 indefinitely without restriction based on world championship wins.

Advancement: Once a title is earned, competitors may choose to stay at that level or advance to the next level at their discretion (See Required Promotion above for the exception). Once a dog advances to the next level and attempts a showing in that level (regardless of outcome), the dog will no longer be eligible to show in the lower (previous) competitive level. Once you move up, you may not drop back down.

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

Eligibility: For PSA2 & PSA3, each leg of a title (two legs are required to earn a title) must be earned under different judges. A title will be awarded for each (2) two legs earned in the level. A competitor may earn multiple titles in each level. A competitor who earns the first leg of their title under a specific judge is ineligible to show under that judge at the same level until that title is completed under a different judge.

However, competitors may earn their second leg and earn a title under the same judge who awarded the first leg if the second leg is attempted at a regional or national championship event. This means that if a competitor already has one leg of their title they will be eligible to show and close the title at a regional or world championship event regardless of the judge for that event.

Competitors who participate in any capacity (hosting, paying, auditing, participating) in a training seminar (any unofficial PSA event) conducted by a visiting judge within 7 days before the start of a trial (1, 2, or 3-day event) are not eligible to compete under the same judge in that trial.

EVENT REGULATIONS

Membership

Individual Membership: All owners of dogs shown in trials must be members of PSA. All competitors must be members of PSA to compete in trials, attend and participate in decoy camps, handle a dog at a decoy camp, attend and participate in PSA seminars/workshops, and compete in championship tournaments. Membership applications shall be available on the PSA website and can be paid online.

The cost for all memberships may be located on the online application for membership available on the PSA website, www.psak9-as.org. Individual and family memberships shall be valid for 12 months. Family Memberships are to 2 people in the same household. Lifetime memberships are for individuals and shall be valid for the person's entire life.

Dues are subject to change at any time and will not be pro-rated. Membership shall be renewed on each competitor's anniversary date.

Please allow the Membership Secretary four weeks to process memberships and scorebooks orders within the United States (US). Suppose a membership or scorebook is needed for a trial within the US, and the form is filled out within two weeks of the event. In that case, the individual shall take a screenshot of the emailed PayPal receipt (with the date) and present it to the trial secretary as proof of payment, and the

scorebook will be issued at that trial. If a membership or scorebook is needed for a trial OUTSIDE of the US, the individual should complete the online form on the PSA website. The individual should take a screenshot of the emailed PayPal receipt (with the date) and present it to the trial secretary as proof of payment, and the scorebook will be issued at the trial.

Members will no longer receive membership cards via email. After four weeks, members may use the member lookup page on the PSA Website to check their membership status. Members should type in their last and entire first names in the search area to check.

Club Memberships: Training associations or clubs must have a club membership in good standing with PSA to be eligible to host trials and other events, to advertise events on the PSA website or other social media, and to be eligible to receive the high owner trained PSA club award. PSA will not regulate clubs affiliated with PSA in either their conduct of business or their training.

With the addition of American Schutzhund (AS) to our "family," clubs now have the option to join as solely a PSA club or as a joint PSA/AS Club.

Club renewal reminders will be posted on the website and Facebook in late September. Renewals sent in before November 1st will be eligible for a discounted fee. Renewals sent in after November 1st will be at the regular price. A renewing 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 and then returns with a new name/training director, they are considered a returning club. The returning club must pay the regular price for their annual dues.

Returning PSA clubs who wish to renew as both joint PSA/AS clubs can pay the dues for renewing as listed on the PSAK9-AS.org website and may also be published or updated via the official online social media platforms in use by PSA.

All club dues shall go toward purchasing insurance riders for club trials.

Trials, decoy camps, and seminars/workshops may only be scheduled or listed on the PSA website once the club dues are paid in full for that trial season.

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

To remain in good standing, clubs must abide by all rules and expectations as listed in the rulebook, the bylaws and code of conduct, they must complete all required event paperwork and submit in a timely manner and must pay all fees owed to PSA in the required and posted time periods. Clubs will no longer be required to host one sanctioned event per season. The Regional Director must approve all sanctioned events, which can include a sanctioned trial, a regional or world trial, a mock trial, a decoy camp or a developmental workshop. PSA will only conduct welcome to PSA seminars for new international clubs. PSA Membership is required to participate in all PSA-sanctioned events.

NOTE: No trials shall be scheduled three (3) weeks before Worlds. Events occurring between Worlds and December 1st will be approved individually and must be discussed with the Regional Director.

It is mandatory to hold a two-day trial on a weekend (Saturday and Sunday) unless it is the first event/trial for a club; in this case, the club may hold a mock trial on Saturday and a trial on Sunday. Clubs may apply

for a waiver, with a compelling reason as to why they may not be able to hold a two-day trial, by submitting a letter via email to their Regional Director (and cc'ing the PSA Executive Secretary). Clubs wishing to hold Regional events must have a two-day event (Regional trial one day, club trial the other day). Clubs will no longer be allowed to offer the PDC at a Regional trial, but they may be offered at the club trial on the same weekend.

PSA Seminars, Workshops, Decoy Camps, Etc.

An international welcome seminar 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 for decoy developmental camps, and they must be approved by the Director of Decoys and the Regional Director.

New clubs must host at least one mock trial before hosting an official one. Mock trials must include certified PSA Decoys and one person of stature (i.e., judge, apprentice judge, or a top-level competitor with the approval of the Regional Director, judge, or apprentice judge). Fees for mock trials are applicable and shall be the same as an official trial.

PSA may help send officials to instruct seminars, 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 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 unless there is prior authorization from the Director of Decoys to be held indoors.

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 costs. 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 to the Executive Secretary at least four (4) weeks before the event via email.

ALL events (trials, seminars, etc.) MUST have an "approved event secretary" responsible for checking people in, verifying memberships and applications, and returning all the paperwork to the PSA National Secretary. If the PSA National Secretary does not receive event paperwork or trial assistant within two (2) weeks of the event, the club will be charged a $50 service charge, which will be due immediately, and the club will be placed on a probationary status. Clubs placed on probationary status for financial reasons will not be allowed to host a trial the following season until: (1) all fees are paid and (2) fees for events hosted while on probationary status must be paid in full before advertising the event.

DRUG & ALCOHOL POLICY: NO ALCOHOL, MARIJUANA, OR ILLEGAL DRUG USE IS ALLOWED DURING ANY PSA SACTIONED 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 COMPLAINT COMMITTEE FOR FURTHER DISCIPLINARY ACTION.

Trial Dress: The Judge or Trial Chairperson 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, crocs, sandals, skirts, or high heels while showing a dog. Competitors should be dressed in standard athletic "street attire." PSA requests that all competitors dress professionally. Clothing with explicit language or content is prohibited. The Judge or Trial Chairperson may require a competitor to change their attire to represent PSA appropriately. Upon entering the field, there shall be no training equipment, food, toys, cell phones, pouches, or training vests on the handler. The Judge or Steward may ask competitors to empty their pockets to determine that nothing illegal is brought onto the field. Upon entering the field, competitors who fail to empty their pockets of training equipment (e.g., food, toys, etc.) will be disqualified.

Prohibited Electronic Devices: Handlers are prohibited from wearing or carrying any device on the trial field that is capable of capturing, recording, or transmitting, any audio, video, images, or data, or receiving live communications or cues while handling a dog during any routine. Violation of this may result in immediate disqualification by the judge.

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 to ensure that the trial is run properly, fairly, and according to the rules. PSA's goals include fairness, the 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 complaint committee. The 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 conflicts with the mission of PSA. The trial chairperson has the responsibility and authority to publish any rules related to access, use, or care of the trial field or trial grounds they have secured for their event. Violation of published rules may result in disciplinary action as outlined in the bylaws and code of conduct.

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, protection, or during the critique), (2) will not release in protection upon the 3rd command, requiring four or more commands to out, or must be taken off the grip physically, (3) refuses to engage a decoy, 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. All scores will be a zero for each phase.

Grievance Process: The grievance process shall follow the same procedure as outlined in the bylaws and code of conduct for the filing of official complaints.

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

Suggestions from the Membership: PSA values contributions from its membership. The Directors will meet at the World Championship each year to discuss the sport. Members are encouraged to voice

their thoughts to their Regional Director by email before the PSA Directors 'Meeting (held at the PSA World Championship) so that the ideas may be discussed at the national meeting. Rule changes can only be made before a new trial season starts unless a safety issue is discovered, which must be remedied in the rules immediately.

Trials

Club Trials, Regional Tournaments & World Championship Tournament: PSA will facilitate these events. During the competitive season, paid member clubs may host trials (two- or three-day events) by contacting their Regional Director, coordinating trial dates, judge availability, and decoy availability. PSA will also host a World Championship tournament for PSA 1, PSA 2, and PSA 3 in association with member clubs. Showing at a club trial, regional tournament, or world championship event is open to members in good standing subject to any posted pre-qualifications and/or priority of application procedures.

Three-day events may only be held if Friday is a PDC ONLY day with a separate judge from Saturday and Sunday, with Saturday and Sunday being any level. We will no longer allow mock trials to be held on the Friday before a 2-day trial (being held on Saturday and Sunday)

Club Trial (and Regional event limits): ALL PSA 3 HANDLERS WHO PLAN ON SHOWING AT A TRIAL MUST PRE-REGISTER AT LEAST 4 WEEKS BEFORE THE TRIAL, with the following competitor limit in mind:

The limit for the number of non-level 3 competitors on a given trial day will be 25. If a Level 3 competitor signs up, the limit drops to 20. This means three things:

- If 20 non-level-3 competitors have signed up to compete on a given trial day, no level-3 competitor can sign up to compete on that day. Level 3 competitors wishing to compete should contact a hosting club to find out if 20 non-level-3 competitors have signed up.
- To avoid the risk of being unable to show on a trial day, if a Level 3 competitor knows that they want to show up on a given trial, they should sign up early (possibly before the "four-week" rule).
- For trials that do not get close to the limits, Level 3 competitors must still sign up at least four weeks prior.

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

Bidding for the World Championships: The Executive Secretary will post on Facebook a call for clubs to submit a formal proposal to host Worlds, due by February 15th of the year of that World event. Proposals must be submitted via email to the Executive Secretary. The emailed proposal should be in PDF format and include the following:

- Name of hosting club and location
- Proposed dates
    - World events will be three days:
        Friday – Level 1 and 2 obedience
        Saturday – Level 3 obedience and Level 1 protection

Sunday – Level 2 and 3 protection

- Information about venue (location, size, indoor/outdoor)
- Information about the weather in that location around the proposed dates
- Travel accessibility and plan, including information about:
  - airport access (airlines serving that airport),
  - traffic considerations (congestion, etc.),
  - transport availability (for officials traveling via air who won't be renting a car and will need transport to/from the airport, field, hotel, banquet, etc.) and
  - approximate costs.
- Information about the host hotel (and alternate hotels) and approximate costs.
- Information about banquet venue and approximate costs.
- URL / World Event Website plan.

PSA may also elect to self-host this event in cooperation with local clubs at a location decided by PSA.

Qualification for PSA Worlds:

Qualification for PSA Worlds may be subject to changes published in advance of the event registration by the Board of Directors as determined to be in the best interest of PSA. Applications to show at worlds must meet posted eligibility requirements and may be ranked and accepted in order of any performance priority published in advance of the event by PSA administration. Factors that may be used to determine the order of acceptance may include but not be limited to any combination of the following (number of showings in a season, regional event performance, highest passing scores of the season, or number of legs earned). PSA will offer eligible regional winners a travel stipend to support their participation in the World Championship event.

PSA 1: To show at Worlds in the PSA 1, teams must have (1) shown two times in the trial season and (2) earned their PSA 1 title (passed two legs). The only exception shall be if a team already has one leg of their title during the previous trial season, then shows one time at a regional event before that year's Worlds, earns their 2nd leg, and is one of the top five (5) placements at the regional event preceding the Worlds championship of that same year.

PSA 2: Teams must have a PSA 2 Title and still be eligible to show in the level 2 to be eligible to show at Worlds.

PSA 3: Any team with a PSA 3 Title or Leg of a Title will be eligible to show at Worlds. If a team does not possess a leg or a title, they must have had (1) showing in the current trial season where the team received a passing score in the obedience portion of the trial (75% or above).

Trial Disqualification as it relates to Qualification for Worlds: 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 world qualification.

Entry Fees, Awards, & Certificates

Entry Fees: PSA clubs shall charge entry fees for competition to defray the cost of hosting trials and reimburse judges and Decoys for their travel and accommodation expenses. PSA shall receive $21 per dog competing in the trial from the hosting club's entry fees, regardless of level. This includes mock trials. The club shall keep the remainder. PSA shall receive $6 per dog competing in the trial for regional events. For World events, PSA shall receive the entry fees in their entirety. **There will be no refunds, under any circumstances, for individuals who sign up for regional or world events and then withdraw from the event. Competitors who must withdraw their entry should still contact the hosting club to let them know.** Clubs may set their entry fees for events. Competitors who sign up for a trial for one or both days and, for whatever reason, will not be present on one or both days of the event shall contact the host club to arrange notification or transfer of the trial slot as soon as possible.

Trophies and Awards: Regardless of whether an event is a club trial, Regional Championship, or World Championship, the hosting club must complete the Trial Insurance and Awards form at least four (4) weeks before 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 four (4) weeks before 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 title 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. Clubs will now have the option of purchasing the following trophy/medal packages (packages will always come with certificates and trial plaques):

- **Awards package:** Pricing for the awards packages for a one- or two-day trial will be available online at psak9-as.org on the awards package application forms. Packages will include medals for 1st, 2nd, and 3rd place for all levels and trophies (or other awards) for high obedience and high protection.

- **For a Regional Championship on one day with a club trial on the second day:** If a club is hosting a regional championship on one day and a club trial on the second day, the club must purchase an awards package for the club trial day of the event. This package will consist of medals for 1st, 2nd, and 3rd places for all levels for the club trial, high obedience, and high protection (one of each) for the club trial, certificates, and the trial plaques (you will receive two sets of plaques so that one set can be awarded each day). **For the regional championship, the club must design and purchase 11 trophies (1st, 2nd, and 3rd place for each level, then a high protection and high obedience).**

- **World Championships:** World 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 World participant. The hosting club does not have to purchase an awards package. PSA will provide the plaques and certificates.

PSA Plaques: PSA shall provide, at the association's expense, awards for High-in-Trial, High-Owner-Trained, and the High Owner Trained PSA 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 will change periodically to commemorate PSA dogs of high excellence. The plaques will be as follows:

- High Owner Trained: Janet Dooley Edwards & Zuko
- High in Trial: Jerry Bradshaw & Raptor
- High Owner Trained PSA Club: Joe Parks & Moses

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

ELIGIBILITY NOTE: Owner Trained shall be defined as one who has earned all titles and certificates in any dog sport or venue (including *any* certificate or title earned before PSA titles) with the same handler. A co-owned dog shown and titled by one owner initially, then the other owner is not considered owner-trained and therefore is not eligible for the High Owner Trained or High Owner Trained Club awards.

Trophy – Award Eligibility (1st, 2nd, 3rd Place):

World Championship and Regional Events:

The PSA 1, PSA 2 & PSA 3 levels in a world championship and regional championship event shall be administered as a tournament and awarded to all placing competitors who have completed obedience and all four protection scenarios. The highest three scoring teams in each level, with titling teams having 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 the score of a passing dog. In other words, a team does not have to pass to place in a world championship or regional championship event but may not get a higher ranking than a team that has titled/passed at 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. **Awards may only be handed out to qualifying teams who completed obedience and all four protection scenarios.**

All other trials except world championship events:

The PSA 1, PSA 2 & PSA 3 shall be awarded to all placing competitors who have passed obedience and all four protection scenarios. The teams with the three highest passing scores in each level shall receive trophies/medals. Non-passing scores shall not be eligible for trophies or awards. 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 (or another style of awards) for High Obedience and High Protection at club trials. will only be handed out if there is 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 would receive these awards.

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

Regional and Worlds: only the top 50% of all non-passing scores will continue to protection. Zeroes (bites or DQ's) do not count as non-passing scores for this calculation and are not eligible to continue.

Certificates of Title

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 all levels will only be awarded when the team successfully obtains both legs. Titles shall be awarded for every 2 legs a competitor earns in that level. Certificates for these levels will not be given when teams have only obtained the first leg. Certificates will be supplied as part of the "Awards 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:

- Red Certificate- PDC-SD level
- Green Certificate – PDC 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 on the PSA website and paying the applicable fees 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.

- **"With Distinction"** is earned with 85%+ in obedience **and** 85%+ in **EACH** protection scenario.
- **"With Highest Distinction"** is earned with 90%+ in obedience **and** 90%+ in **EACH** protection scenario.

Insurance

All PSA-sanctioned events must carry insurance riders through PSA's general insurance policy. Insurance applications must be made to the PSA Secretary at least four (4) weeks before the trial or other sanctioned event. Club dues must be paid in full 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 before the event will have to pay a $25 penalty to PSA. If a club requires an "Additional Insured" to be named on the insurance (e.g., if the owner of a field wants to be listed as an "Additional Insured," the club must pay $50 to cover this "Additional Insured" (this is the fee charged to PSA for adding the "Additional Insured").

PSA Logo

Unauthorized use of PSA K9 or the PSA Logo is strictly prohibited. It violates Chapter 5 of the Copyright Law of the United States of America and Related Laws Contained in Title 17 of the United States Code. It may lead to an immediate suspension from the sport. Use of the logo must be requested by submitting an email to the Executive Secretary, which includes the name of the club and what the logo will be used

for. Authorization will only be granted to members and clubs in good standing for personal usage (i.e., t-shirts for a trial).

Judges

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

Scheduling Judges: One certified Judge must preside 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 if the decision is made before the day of the competition. A Judge may not compete and judge at the same level in the same trial.

Clubs are responsible for the Judge's travel and lodging. Judges must have their own room at a hotel for a trial unless the judge and club agree on alternative arrangements before the trial weekend.

Judges for regional events will be chosen or approved by the Regional Director, taking into consideration the recommendation of the Director of Judges. Judges for National events will be selected by the Director of Judges, the Director of Decoys, and the Executive Board members.

Out-of-Region Judges: The host club may bring in an out-of-region Judge if there is a conflict or an unavailable judge in that region. 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 Executive Secretary at least four (4) weeks before the trial date.

Judge's Program: Prospective judges must apply in writing to the Director of Judges and the Executive Secretary and, once accepted, complete the apprentice judge program. The Executive Directors will select judges by reviewing 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 will be categorized into four certification levels as determined by the judging program guidelines and the Director of Judges: Deputy Judge, Junior, Intermediate, and Senior Judge.

Deputy Judge's Program: An apprentice judge program designed that allows individuals to learn how to judge the PDC and PSA 1 and then serve as Judges for trials that only offer those levels or in cooperation with Judges at events. International clubs with only a deputy judge will still be required to have a US judge at least once yearly to allow eligible competitors to show in the upper levels. International individuals will be invited by the Director of Judges/International Director to participate in the Deputy Judge program. Apprentice Judges may be granted deputy judge status before the completion of their apprentice program as determined by the Director of Judges.

Judges 'Surprise Scenarios: Junior and Intermediate level, must discuss scenarios to be used in a trial with the Director of Judges, a senior level judge, or their assigned mentor judge before the trial. The goal is to make a consistently fair evaluation per standard judging practice.

Stewards

There must be at least one Steward per trial to assist the judge on the field. The Steward's responsibility is to ensure the 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 handler's 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 shown 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 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 three developmental camps are allowed per trial season. Each decoy must bring a dog with at least a PDC to work. There must be a 1:1 decoy-to-dog ratio.

Decoy Camps: Anyone attending a decoy camp MUST be a current PSA member. In addition, PSA will charge a fee for attendance for each attendee as listed on the event registration form for the decoy camp to help defray the cost of sending the Director of Decoys and Assistant Director of Decoys to the camp. The funds collected for camps will be split with the hosting club. PSA will still collect pre-registrations. Upon completion of the decoy camp, clubs should PayPal any money collected to the PSA secretary and mail their paperwork within two weeks. After the paperwork is received, the Secretary team will figure out the amount of money to be split with the hosting club, and the club will be mailed a check with a breakdown of the total money collected and owed to the club.

The Director of Decoys will determine if more than one decoy camp will be allowed in a region. Each decoy must bring a dog that must be pre-approved by the director of decoys, the assistant director of decoys, or one of the secretaries of decoys. 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 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 to participate in the camp. Decoys may join PSA on the day of camp via the website and show purchased membership to event secretary or host.

Certification Retention: Decoys shall retain their certification at the discretion of the Judges and directors of the association. To keep certification current, a certified decoy must work the number of trials and meet any other requirements as stated in the Decoy Handbook. Should a decoy lapse in certification or have their 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, those who remain certified will receive free membership for the following year. A Decoy's year in service will go by trial season rather than the anniversary date of their certification and decoy certification levels and advancement will be determined by the decoy handbook, and the Director of Judges or their designee.

Senior Level Decoy Certification: Certifications at this level will be good for four (4) years. Senior-level eligible decoys will be invited to attend a senior decoy camp. The senior decoy camp will take place the day before a regular decoy camp at approved locations that have numerous level 2 and level 3 dogs available. During the senior decoy camp, senior eligible decoys will demonstrate proficiency with upper-level dogs and demonstrate a deep working knowledge of PSA rules and regulations. At the conclusion of the senior decoy camp, senior eligible decoys will assist the Director of Decoys with the regular decoy camp and be assigned portions of the camp to teach. At the conclusion of the decoy camps, the Director of Decoys will award senior decoy status to eligible decoys who have met the requirements and

demonstrated proficiency. Senior decoys must complete a minimum of three (3) trials during those four (4) years. At the end of the four (4) years, all senior decoys will be required to re-certify by attending a decoy certification *unless* they meet the following exemptions:

1. Having been invited to decoy *at least* one (1) Regional event (any region).
2. Having decoyed a World event.

To be considered a Senior Level decoy, one must be a decoy for at least four (4) continuous years PLUS be invited to decoy AT LEAST one Regional event (any region) OR one World Event, IN ADDITION to earning a "good" rating from senior decoys for the two years before being considered for Senior Decoy status.

Requirements for Decoys: To certify, decoys should be prepared to catch dogs inside 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, work dogs inconsistently, or 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 allowed to adjust for their safety when warranted. **Please refer to the decoy handbook for more information on the requirements for decoys.**

Scheduling Decoys

Decoys shall be scheduled in advance, in consultation with the Regional Director and the designated Senior Decoy for the event. The Senior Decoy for the event shall determine if the proposed decoys are acceptable or if the host club needs to make other changes to the decoy lineup to ensure adequate coverage for the event and all levels. Hosting clubs are responsible for ensuring there will be a minimum of four (4) certified decoys to a maximum of (7) seven certified decoys (one of whom should be a Senior or 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 risks having the trial canceled. The decoys and clubs must agree on travel and lodging arrangements before the trial weekend. If no such agreements are made between the club and the decoy, the club will not be required to reimburse any expenses for the decoy.

Decoys booked to decoy a trial may not show a dog on that day of the trial. 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 shall be reported to the Director of Decoys, Assistant Director of Decoys, Secretary of Decoys, and the Executive 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 to fill the role of the senior decoy at the event. If multiple senior/emeritus decoys are working the event, one will be assigned as the one in charge of the event. 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 in a specific level if a handler/dog team competing in that level lives with the decoy or otherwise cannot work the dog.

Decoys for Regional & World Championships: For regional championships, decoy selection will be made by the Regional Director and the Director of Decoys, considering the recommendation of the Judges. Decoy selection for Worlds will be made by the Director of Decoys, considering the recommendation of the Regional Directors and Judges. A decoy for a Regional or World Championship will not be eligible to show at Regionals or Worlds.

Scorebooks

Members must purchase official scorebooks for every dog that competes in PSA. Scorebooks may be purchased when applying for PSA membership or renewal of membership. Alternatively, scorebooks may be purchased by themselves. Only PSA members may purchase scorebooks, and only the owner of a dog may purchase a scorebook for a dog. The scorebook application is available on the PSA website. Scores and an award of title, honors, or certification will be recorded in the scorebook and then signed for authenticity by the certified Judge and trial secretary.

Scorebook purchases will fall into one of 3 categories:

1. A new scorebook purchase
2. A replacement scorebook purchased at minimum 4 weeks before an event, including pics or scans of your previous scorebook,
3. A replacement scorebook within 4 weeks, including day-of-trial

The cost for each category will be available online at psak9-as.org and on the application for new or replacement scorebooks and memberships.

If you have an existing scorebook but plan on also competing in American Schutzhund, OR you want a new scorebook because it's "shiny," you have the option of taking a picture/scanning your current scorebook and uploading it when you complete the form.

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 oversee 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. The trial chairperson has the responsibility and authority to publish any rules related to access, use, or care of the trial field or trial grounds they have secured for their event. Violation of published rules may result in disciplinary action as outlined in the bylaws and code of conduct.

Trial Secretary: This person shall assist the presiding Judge in tabulating score sheets and final scores and awarding titles and trophies. This person shall also ensure that competitors are PSA members in good standing. The trial secretary will be responsible for collecting the entries and payments, setting the order of the competition, tabulating all trial results and awards, and sending completed summary sheets to the PSA secretary. Trial secretaries will be mandated to use an automated trial summary document (excel file)

to record competitors and scores. This completed Excel file shall be used to submit the official trial results to the PSA Secretaries after the event. This Excel file will automatically determine the trial order for the Trial Secretary and the amount of money owed to PSA. It will assist the Trial Secretary with figuring out recipients of weekend awards/plaques.

The PSA Secretary will provide clubs with a pre-paid USPS Priority Mail mailing label. The PSA Secretary must receive completed trial paperwork no more than two weeks (14 days) from the completion of the trial. If the PSA Secretary does not receive the trial paperwork and/or the properly completed trial assistant within two weeks (14 days) of the trial, the club will be charged a $50 service charge, which will be due immediately, the club will be placed on probationary status. Clubs placed on probationary status for financial reasons will not be allowed to host a trial the following season until: (1) all fees are paid and (2) fees for events hosted while on probationary status must be paid in full before advertising the event.

Clubs who wish to hold a trial must use an approved secretary or have a secretary trained by an approved secretary. An approved secretary is one from the national secretary team or someone approved by the Executive Secretary based on experience and past performance. Reach out to the Executive Secretary for help finding an experienced secretary to help at the event and train someone from the club to do the work in the future. Clubs will be responsible for paying for the secretary to attend the event (travel and lodging).

Trial Field Set-Up

Competition Field**:** For safety purposes, the competition field should be separated from the spectator area by a clear marker, such as a fence. The competition field should be a **minimum of 180 feet long by 120 feet wide** to accommodate the competition, with a proper parking area to accommodate 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; and (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 after finishing their scenario as directed by the Judge. For Nationals, the field cannot be the same as any PSA training club field.

Mandatory Equipment: Each trial should 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, pool noodle, 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 covered with carpet, pool noodle, or other soft material to cushion the impact if a dog hits the window with his knees when jumping through (If not using a pre-fabricated professional style adjustable hurdle, constructed hurdles shall be constructed of lightweight wood or PVC),
(3) tunnel, or material to construct a tunnel with a 2’ diameter minimum opening,
(4) field distractions, such as balls, toys, food for refusal exercises,
(5) blank gun .38 caliber, 9 or 8mm, with ¾ or full loads
(6) hidden sleeves and body bite suits for multiple Decoys.

(7) Distractions & anything else the Judge requests to be made available for the surprise scenarios. Please see Appendix A (at the end of the Rulebook) for a complete checklist of items needed to host a trial.

Housing of Dogs for Competitors & Spectators: Dogs at the competition will be housed in the competitors' vehicles or spectators in crates. No loose dogs in vehicles will be allowed. No dogs will be allowed in the spectator area during the obedience and protection portions of the trial. Areas will be designated for exercising and breaking the dogs. Obedience warm-up is permitted where the vehicles are parked before the competitor enters the on-deck position. Stewards will announce the upcoming dogs and the handler is responsible for being on time at the correct position. Spectators may bring dogs to socialize in the spectator areas if they remain on a leash, only during lunch breaks, handler meetings, etc. (any time a dog is not preparing to come on the field or is already on the field).

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 described in the rulebook. No Steward or Judge will touch any dogs at any time during check-in, obedience, or protection at any trial or level unless required for protection or safety of themselves or others

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 they so wish. All conduct committed in view of the Judge is subject to evaluation for unsportsmanlike behavior or general control. All training equipment must be removed and left at the entry gate onto the field.

For the PDC, if a competitor has the wrong equipment, they will be given 5 minutes to resolve the issue. For all other levels, this will result in an automatic disqualification. A leash and chain collar (or slip lead) 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. All dogs should be on leash for the critique.

Cooling Stations: Cooling stations for the dogs may be set up at trials to use in between the protection scenarios during extreme heat. However, the cooling area must be in view of the Judge. At the discretion of the Judge, if the cooling station is used excessively to gain control of a dog, there will be point deductions from the overall protection routine. In addition, no physical manipulation, touching of the dog, or corrections are allowed within the cooling area.

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 have a leash and fur saver/choke chain or slip lead on 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 that brings disgrace or dishonor to PSA. The

trial Judge shall determine if handler conduct is inappropriate 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, Decoys, 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). Anyone taking pictures or videos of PSA events for their own personal use is welcome.

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 Executive Secretary at least two weeks before the event, and membership in PSA will be confirmed before approval is given. All approved on-field trial photographers and videographers must sign a memorandum of understanding (MOU) that will be kept on file with PSA. MOUs will be valid for the season signed and may be updated at any time by the PSA administration. Upon an update to the MOU, a new signature from photographers and videographers will be required before being allowed on the field during events.

On-field photographers/videographers who wish to sell their photographs/videos to competitors must agree, in advance, to provide PSA with no fewer than five 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 receives no less than five digital photos (or 5 minutes of video) for their advertising. Credit (and posted website links, if applicable) will be given to all photographers/videographers who provide photographs/videos of events. Instead of providing the required digital images, a photographer/videographer may choose to pay PSA $150 for on-field access per event.

Competitors will have the right to request that photographers/videographers not be on the field during their routines. This request should be made to the Judge or Steward prior to entering the field for their routine.

Protection Warm-Up: There will be no protection warm-up or any agitation activity in the parking lot, anywhere near the competition field, or on the grounds comprising the competition venue on the day of the competition. Anyone viewing such conduct should immediately report it to the trial chairperson or the trial secretary, who shall 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. Suppose a Director or Assistant Director views the conduct. In that case, 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 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 any member from the trial grounds 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 that is abusive or brings disgrace to the sport will be tolerated.

Order of Competition: The 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 in each level. 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 (i.e., PSA 3 Obedience, followed by PSA 2 Obedience, PSA 1 Obedience, etc.). This may be done on the day of the trial but must be determined before the 8 am trial start time.

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. According to the dog's training, heeling may be on the left or right side. Consistency must be shown throughout the routine.

Commands: Dogs must obey the commands the handler gives them. 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 before 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 allocate points properly; otherwise, it would be seen as a mistake on the dog's part. Foreign language usage is also allowed, and mixed usage is permitted if 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.

Three attempt rule: In general, for each required exercise in a routine, a handler is allowed a maximum of three (3) attempts to give a command for the dog to complete that exercise. If, after three attempts, the dog has not successfully performed the required behavior, no points will be awarded for that exercise. Because of the surprise and unpredictable nature of the upper levels, failing to complete an early exercise may also result in the scenario being stopped and the team not being allowed to continue. For example, a scenario may require a send to guard, a commanded bite, and an out–return. If the dog fails to perform the initial send to guard after three attempts, the rest of the chain of behaviors cannot be demonstrated, and the judge may stop the scenario with no additional points awarded. Each additional command beyond the initial command will result in point deductions as determined by the judge.

Changing of commands (continuity of command): If a competitor begins an exercise with a specific command and needs to repeat it to get the dog to perform the behavior, they must use the same command each time. Changing the command (for example, adding a verbal correction or dogs name if not previously used) will result in a command penalty for each change of command.

Correct commands: Handlers must use the appropriate command for the specific skill being requested. For example, if the judge or steward instructs the handler to demonstrate an out–guard and the handler instead recalls the dog, the dog is not demonstrating the required task and the handler has not attempted to perform the exercise as directed. In such cases, the judge may apply additional penalties as appropriate. In this situation the deduction should be more than if the dog simply demonstrated the wrong command.

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 according to the guidelines provided in the rulebook.

Surprise Scenario: An exercise in which the Judge or Apprentice Judge for the trial and level determines all elements of the exercise they are 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 this is an imperfect science, which is why we are selecting competitors to become judges. The presiding Judge's decisions on trial scenarios, setups, 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, Senior decoy, an Apprentice Judge, or Senior Judge (i.e., a judge for three (3) or more years) before the handler's 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 performing 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, the 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 mistakes the dog and handler may have made.

Physical Manipulations of Dogs: If a handler physically manipulates a dog, it will be considered handler help. This includes, but is not limited to:

- Getting a dog into a position that deviates from their basic position (center/stand on the other side) by stepping over or around the dog. A handler will be allowed to call/command a dog into that position.
- Purposely touching the dog after a scenario begins (e.g., after a competitor indicates they are ready).
- Physically manipulating a dog to get it into a vehicle for a scenario.

Protection Equipment: All protection scenarios where the dog is not attached to the handler by a leash (must not have a ring on the end of them/on the handle) (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 before 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 Trial and Championship Tournaments: Three commands will be allowed to get the dog to release the grip. Corrections, whether verbal or physical or any positional physical influence (for example coming up to the dog or in the dog's view), 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.

Five-Second Rule: A five-second rule shall be imposed on the out commands. The Steward or Judge shall tell the handler to give subsequent commands after the dog has been given five seconds to comply with each out command attempt.

Dog's Name & Out Command: The dog's name may be used before 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 as 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 the 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, before the scenario, the handler will need to tell the Judge/Steward what the dog will be performing (out/guard or out/return).

Forearm Presentation: No forearm presentations are allowed in the PDC, PSA 1, PSA 2, or PSA 3 (unless directed by the judge as part of a surprise scenario). In the PDC-SD, the dog will be presented a sleeve forearm.

Engaging the Decoy: 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 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, do 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.

Whistle: The whistle may be used interchangeably for any recall command and will be judged equally to a verbal command, using a short burst without keeping hands on the whistle; a louder/longer whistle or additional handling of the whistle will be considered handler help, and any additional uses of the whistle will be regarded as an extra command.

However, for continuity of command, any recall that is interrupted, such as the recall and down between decoys in the level 2 obedience and then finished with another recall command, must use the same command for both portions (either verbal or whistle). Specifically, for example, a dog may not be recalled by voice on the first recall, downed between decoys, and recalled to finish with a whistle. If a handler uses a whistle or verbal for the recall and the dog fails to recall, the same command (whistle or verbal) must be used on each attempt to complete that particular recall command.

Hard Cone: A hard cone is a marker that the handler may not pass at any time during the exercise. Hard cones are designated by the judge to indicate that the required task must be demonstrated without the handler moving closer to the work area. If the handler leaves or steps beyond a hard cone, the result is zero (0) points for the entire exercise.

Stay Positions: Stays are positional. The dog must maintain the position in which it was left. If the dog completely changes position (e.g., from sit to down), it will receive zero (0) points for the stay. Minor shifting, brief adjustment, or slight scooting may result in point deductions as deemed appropriate by the judge, but do not automatically zero the stay exercise. For the level 1 long down or in surprise scenarios there may be additional stipulations set by the judge such as the confines of the imaginary triangle further defining expectations of the stay.

Score Sheets: Competitors shall not be given access to, or copies of, judges' score sheets. The Trial Secretary is responsible for ensuring that all score sheets remain accessible only to authorized trial personnel.

Visual Agitation: Aggressive posturing/lingering eye contact. Anything that can be construed as a bite presentation or invitation.

Verbal Agitation: Anything above talking; Yelling/aggressive tones and sounds.

Environmental Agitation: Any use of distraction over light shaking/tapping, tossing of a ball, etc. Attempting to draw the dog into the bite with aggressive use of distractions.

PSA Attacking Position:

PDC 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

Age: Any protection dog over 14 months old 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 (must not have a metal ring on the end of them and must not have a loop or handle that could catch a dog's paw, nails, or decoy's foot). 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

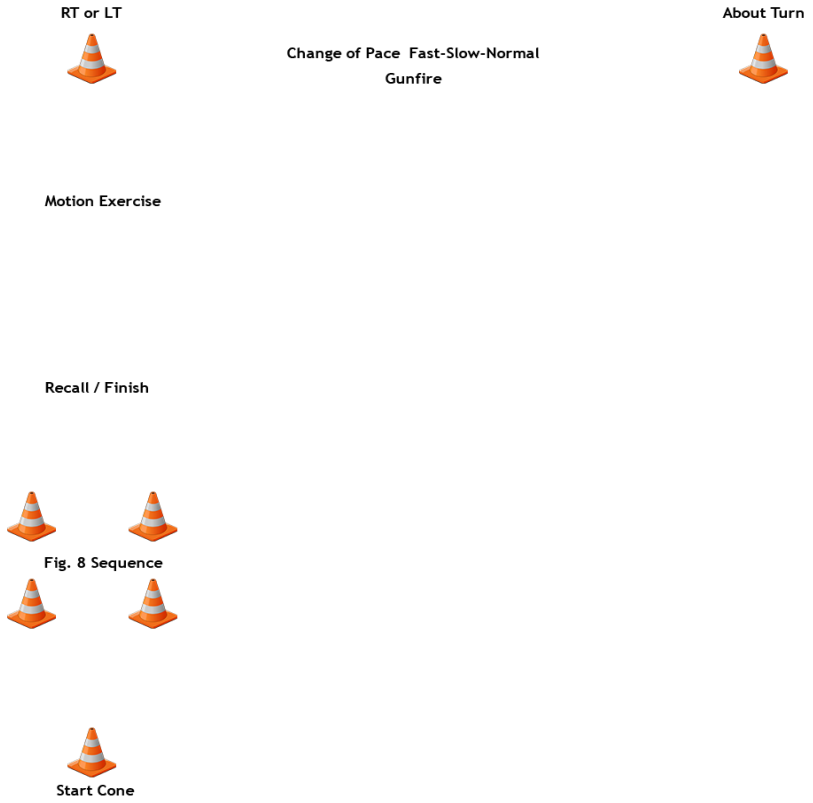
Heeling will be judged for position but does not require attention as in the PSA competitive level. During all heeling, the approved leash shall be held in the competitor's left hand for a dog heeling on the left or in the right hand for a dog heeling on the right. The leash shall be held to demonstrate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

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 of 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 then 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," 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 (AKC Style) or directly to a heel position (Service Finish). If the dog breaks the motion exercise, the handler may put the dog back in place *once* to avoid losing all the recall points. The scoring is as follows (points are in parentheses):

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 Points	(65)



75% of the available points (48.75 points) shall be required to pass obedience. Teams must earn a passing score in obedience to move on to 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 will be used shall be at the Judge's discretion. NOTE: The decoy should NOT wear suit pants for the carjacking scenario for either the PDC or PDC-SD.

All relevant rules from PSA 1 protection shall apply regarding 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 and metal chain collar, with the leash (must not have a ring on the end of them/on the handle) hooked on the dead ring on the 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 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 AND the live ring on the metal chain collar. The flat collar may remain on the dog for the remainder of the scenarios.

After the Civil Scenario (carjacking), the leash is to be removed from the D-ring on the flat collar and reattached to the dead ring of the metal chain collar, where it will remain for the attack on the handler from hiding. After completion of the handler attack and prior to the courage test, the handler may choose to go back to the D-ring of the collar and the live ring of the fur saver/choke chain.

Scenario 1: Civil Scenario (30 points)

The modified carjacking scenario of PSA 1. Modifications: A plastic jug of rocks will be used instead of gunfire. Decoy will approach, engaging in conversation, up to 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 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 like 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, the 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 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)

The handler approaches with the dog on leash and then stops at a marked place. At approximately 25 feet, the decoy at the far cone threatens with a stick (which shall be a padded stick for the PDC-SD and a clatter stick for the PDC, with NO stick hits) and begins walking closer to the marked cone (place), the handler should encourage his dog to alert on the decoy. The decoy shall advance at a walking pace toward the handler, threatening the handler. When the decoy reaches a marked cone (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 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, no medals will be given by PSA. 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 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.

NOTE: If, at any point during any routine. the dog breaks a stay position, the handler may not bring the dog back to its original location. If possible, handlers may stop the dog using a command and continue with the routine from where the dog stops.

Equipment: Chain collar, choke, or fursaver type, with leash (must not have a metal ring on the end of them and must not have a loop or handle that could catch a dog's paw, nail, or decoy's foot) 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, they 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: Judges can allow for familiar or strange objects lying on or about the field as distractions at their sole discretion. One decoy, dressed in a bite suit, shall be used. This decoy shall first appear seated along the route during which the dog/handler team does the fast/slow/normal and gunfire. After completion of the on-leash portion, the steward will ask if the handler is ready. Upon indication that the dog/handler team is ready, the steward will indicate to the decoy to move from the chair in which they were seated to the chair where the distractions will be thrown. The decoy will remain sitting in that chair throughout the off-leash obedience pattern and when the distractions are thrown. They may only move after the long down is complete, once the critique begins.

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

Judge's Discretion: The Judge has the discretion to change things in the heeling pattern within the confines of where things are supposed to occur.

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, wire basket, or Baskerville 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 of

the style of finish for appropriate judging. Then, at the Steward's direction, the handler shall proceed to the marked starting place.

On Leash 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:

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 performed first in the obedience portion. The 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 the heel position and is instructed by the Steward to do so. 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)

On Leash 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 handler's commands. 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 and 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 and hanging on the side opposite that the dog heels, around the waist, or entirely in the pocket. The handler may not hold the leash in hand. The Steward will ask if the team is ready, and once acknowledged, the Steward will indicate to the decoy to walk, without noise or agitation, to the second chair. Once the decoy is seated, the steward will command the team to begin the OFF-LEASH obedience portion 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 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 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, then turn and face the dog (stay in motion 3). 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 (AKC finish) or directly to heel position (Service finish). The dog's recall is judged on speed and precision. If the dog goes to front (AKC finish), the handler will command the dog to go to the heel position on the Steward's signal. Speed/precision in finish and returning to heel is judged. The handler shall now be told, "Exercise finished," and asked to "please put on your leash," concluding the exercise. 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): The long down area shall be designated by three cones or other markers forming an imaginary triangle. Each side of the triangle should be approximately five (5) feet in length so that each marker is approximately five (5) feet from the others.

This exercise shall be performed after the team has completed the recall exercise. The team will heel on leash to the rear of the marked long down area and, upon the signal of the Judge/Steward, will enter the area, and halt. The Steward or Judge, will instruct the handler to down their dog, to drop their leash, to leave the dog, and proceed to the marked location keeping their 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 at any location outside the marked area no closer than three (3) feet from the marked area. The Steward or Judge shall time out a two–minute 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 minutes, at the direction of the Judge/Steward, the handler shall return to the dog in heel position, command the dog to sit, pick up the leash in that order. Points shall be deducted if the leash is picked up before the dog is commanded to sit.

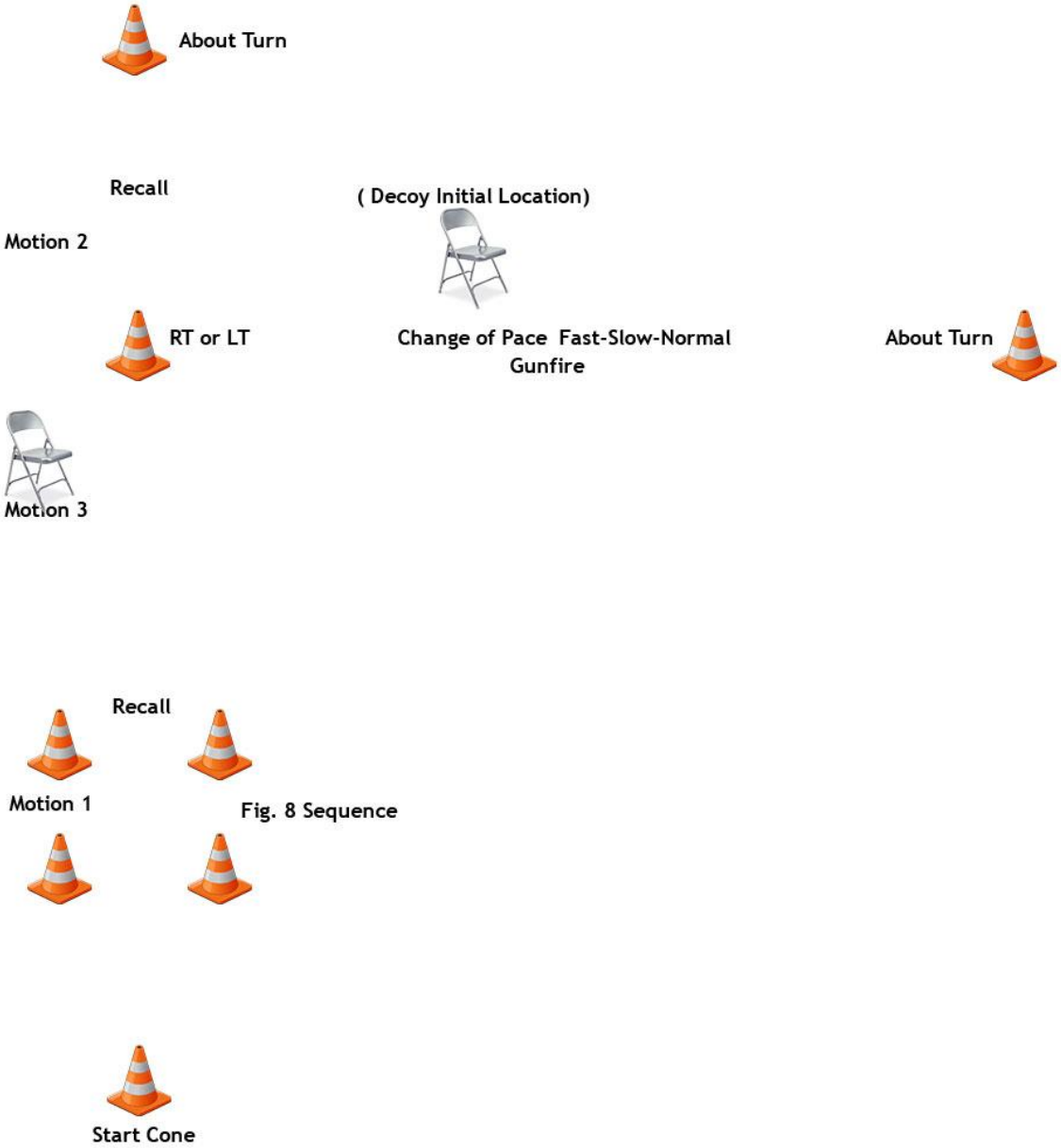
The team shall then be instructed to heel out of the long down area and, after approximately five paces, shall be instructed "exercise finished" and to proceed to the critique area, where the dog shall remain on leash through the critique.

Judging Long Down: Handlers will be allowed one attempt to position their dogs properly within the long down area. After the initial halt upon entering the long down area, the handler may not reposition the dog; any repositioning (other than the down command) of the dog after the initial halt shall result in a score of zero for the long down. The dog should hold the position and not be restless. Minor position shifting 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 if the dog does not move. A dismissal shall result if, in the Judge's opinion, the dog demonstrates gun-shyness or leaves the area aggressively.

Down Exercise	(5 points)
Total Obedience	(100 points)

Dogs must pass obedience to go on the protection phase unless otherwise outlined for championship events.

PSA1 Obedience Example Field Diagram:



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 a 3'-6 'leash (must not have a metal ring on the end of it and must not have a loop or handle that could catch a dog's paw, nail, or decoy's foot). Specific to the Carjacking scenario, handlers will need a flat buckle collar (1.5" to 2" thick) and a 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 the D-ring on the flat collar. If teams do not have the correct equipment, they will be automatically disqualified.

Weapon & Distractions: Clatter stick 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 carjacking only and full-body suit for the remaining scenarios. There will be 3 stick hits per drive.

Stick Hits: Stick hits will occur during the drive. No stick hits will occur before the drive begins (i.e., before the dog engages or while the dog is in the air). There shall only be three stick hits allowed in the Level 1s.

Car Jacking – Civil Test (50 points) (On Leash)

Upon entering the field, the handler shall hand the agitation collar 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 toward the vehicle and halt when asked. Upon halting, the Steward will hand the collar/harness back 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 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 will be in the passenger's seat. The 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. The handler shall manage the leash 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 handler allows the dog to exit the car once loaded inside.

Once the handler and dog are in position, the Judge/Steward will direct a civil decoy to approach or 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 and aggressively delivers the forearm. The dog should respond aggressively toward the assailant. 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. At the Steward's signal, the handler 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) (On Leash)

Presentation: Suit presented with arm(s) in the PSA attacking position. *Weapon/Distraction:* Decoy shall be holding distractions according to the Judge's discretion or may include one of the abovementioned distractions. 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 will be asked to command his dog to release. The quality of the out shall be judged. The dog is then required to guard the decoy. The quality of the guard shall be judged. The guarding dog shall be picked up at the Judge's direction and heeled away.

Heeling	(10)	Release	(10)
Defense	(5)	Guard	(10)
Drive	(5)		
Grip	(10)		

Test of Courage under Distraction (70 Points) (Off Leash)

The handler will remove the leash for this scenario. Upon conclusion of the exercise, the leash must be replaced, and then the team shall proceed to the surprise scenario.

Weapon/Distraction: 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 the heel position at the designated starting line. The decoy shall stand at least 45 yards (135 feet) downfield in a full bite suit. The decoy shall get the dog's attention 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 clatter stick 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 three (3) 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 handler must recall the dog in this scenario. The exercise shall be finished upon returning to the heel position. Judging is as follows:

Send	(10)
Distraction	(10)
Strike	(10)
Grip	(10)
Drive	(10)
Release	(10)
Return	(10)

Surprise Scenario (50 Points):

One of five pre-published scenarios shall be drawn at random before the start of protection and run by each handler/dog team in the protection portion of the PSA 1. The current Level 1 Surprise Scenarios are in Appendix B at the end of this rulebook. 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)

Teams must pass two (2) legs (must pass twice) to earn their PSA 1 title.

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, or slip lead at the gate with the Steward to be returned for critique. No e-collars or pinch collars may be worn during the critique. The PSA level 2 obedience routine will be a combination of a known routine and judges' surprise elements as listed below.

NOTE: If, at any point during any routine, the dog breaks a stay position, the handler may not bring the dog back to its original location. If possible, handlers may stop the dog using a command and continue with the routine from where the dog stops.

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. Bites during the obedience routine shall also be prohibited as constituting agitation. Decoys shall not touch handlers in PSA 2 (unless directed by the judge), 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.

Retrieve Items: Retrieve items may only be one of the 10 items listed below:

- PVC 1" – 2" Pipe in any configuration: Straight, curved, box, etc.,
- Rubber Mallet (wooden handle, rubber face),
- Whisk Broom or other broom with a 3' or less handle (no metal pieces),
- Rubber boot or any shoe/sneaker,
- T-Shirt,
- Sturdy Cardboard Box (replaced if a dog chews it up or it gets wet from weather or slobber),
- Paperback book up to 8.5" x 11",
- Plastic whiffle bat,
- Plastic bottle curtain (wooden or PVC handle, any plastic bottles),
- Rubber/pliable plastic bucket (slop pail type with metal handle removed) – hard 5-gallon buckets from Lowes or Home Depot are NOT allowed.

Judge's Discretion: 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.

PSA 2 Obedience Phase:

Competitors shall report to the Judge/Steward when called to the field from the on-deck area and enter the trial field with no equipment on the dog.

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 Judge will determine the start location for the routine that will allow for the inclusion of all elements in each section listed below. They may use an existing corner cone or place a start cone at or near a corner cone to mark the start location of the routine.

Retrieve (5 points): The retrieve may be incorporated at any point within the routine, on any leg, at a natural stopping point. The retrieve may be set up as it has been previously or may be written to be a handler-placed retrieve. Examples may include the handler being instructed to walk away, place the retrieve item, return to the dog, and then demonstrate a retrieve, or the handler may be instructed to place a retrieve item while walking away to a designated spot and then demonstrate the retrieve on recall.

Section A (45 points). 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, one or both decoys will attempt a food refusal exercise by offering food to the dog. 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.

Section B (18 Points). 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 or right 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. Failure of the dog to complete the first change of position successfully will result in a loss of points for both changes of positions. 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 left or right turn.

Section C. Surprise Elements

Section D. Surprise Elements

Sections C and D (32 Points) for the PSA level 2 obedience will be prepared by the judge, consisting of 32 points, which will be distributed to the included elements within the scenario (excluding any added retrieve as this may be included on any leg). Decoy placement is at the judge's discretion in sections C and D; however, neutrality requirements remain the same: light clatter, talking, etc. No presentations are allowed by the decoys, and no protection elements (side transports will be an obedience element). A protection muzzle may be used within these sections.

Surprise elements may only include level 2 obedience skills and those skills specifically listed below. Level 3 Skills and level 2 protection skills are prohibited from being used in level 2 obedience scenarios such as send outs, send over obstacles, remote sends, and any protection element such as send to guards, etc:

- Recalls over any sequence of obstacles (up to 3)
- Directed jump/tunnel (on recall). This will be set up as an AKC-style directed jumping exercise where the dog is commanded to an obstacle to the left or right and then performing a recall. A recall command is allowed after the jump or tunnel command.
- Sits or Downs **before or after** obstacles demonstrated
- Sit on recall

- Down on recall
- Sit in motion
- Recall to heel position out of motion
- Side transports (as included in PSA2 protection) of one of the decoys. A bite during transport will zero the obedience.

Heeling included within sections C and D will be included in the overall heeling evaluation provided in section A.

The PSA 2 Obedience will be judged as follows (with points allotted in parentheses):

Heeling	(20)	Change of Position Two	(3)
Figure 8	(5)	Recall to Heel	(5)
Halt	(2)	Right/Left Turn	(2)
Down	(3)		
Food Refusal	(5)	Retrieve	(5)
Re-sit	(2)		
Fast	(2)	Surprise Elements	(32)
Slow	(2)		
Normal	(2)		
About Turn	(2)		
Left/Right Turn	(2)		
Down in Motion	(3)		
Change of Position One	(3)		

Total Points (100)

Dogs must pass obedience to go on the protection phase unless otherwise outlined for championship events.

Example PSA2 Diagram:

PSA 2 Score Sheet

Judge: _____

Team: _____

Date: _____

Leg Attempted:_____

Finish: AKC Service Primary: Arm - Leg

PSA 2 Obedience

Obedience Portion: _____ (100 Points)

Circle One: 75 – P; 85 – WD; 90 - WHD

For Trial Secretary use:

Breed of Dog: _____

Owner Trained (circle one) Y N

PSA Member Number: _____

Club Name: _____

Overall Heeling _____ **(20)**

Retrieve _____ **(5)**

Straight Portion _____ **(25)**

Figure 8 _____(5)
Halt _____(2)
Down _____(3)
Food Refusal _____(5)
Re-sit _____(2)
Fast _____(2)
Slow _____(2)
Normal _____(2)
About Turn _____(2)

COP Portion _____ **(18)**

L / R Turn _____(2)
DOM _____(3)
COP _____(3)
COP _____(3)
Recall to Heel _____(5)
L / R Turn _____(2)

Judges Custom _____ **(32)**

_____ _____(__)
_____ _____(__)
_____ _____(__)
_____ _____(__)
_____ _____(__)
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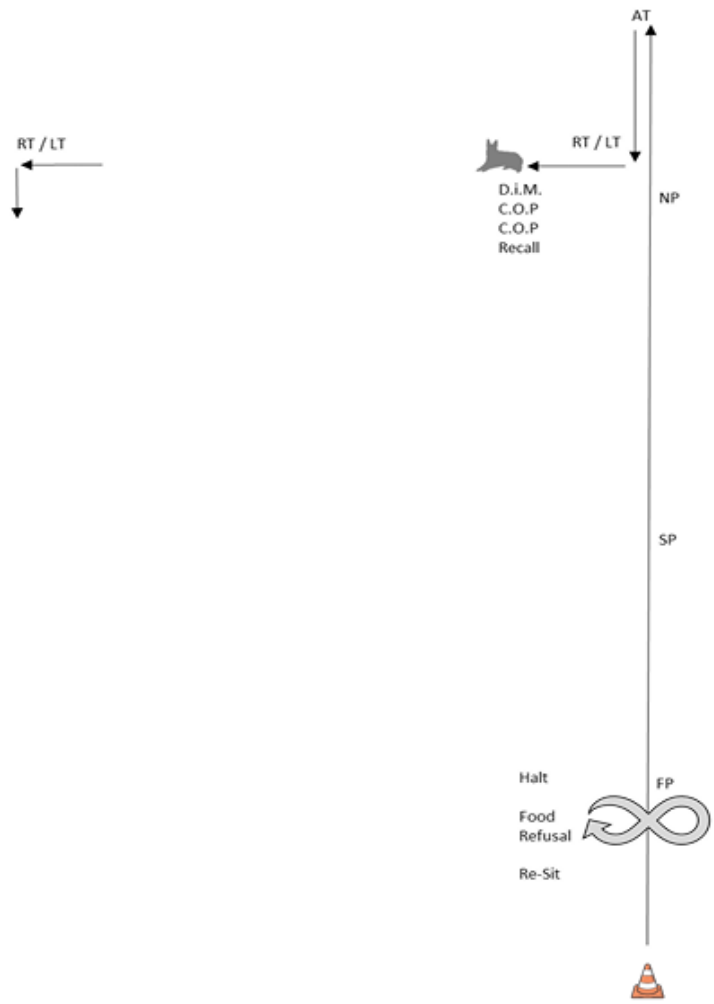


PSA 2 Protection Phase

Protection (240 points total)

There will be 3 stick hits per drive. Stick hits will occur during the drive. No stick hits will occur before the drive begins (i.e., before the dog engages or while the dog is in the air).

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

Two agitators, positioned about ten feet apart, will face the team from 40 yards (120 ft) 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 toward the Judge. Upon the Steward's signal, the team shall transport the decoy toward the initial decoy, who remains stationary after the dog returns to defend its handler. The transport must demonstrate attention to the decoy being transported. When within 15-20 yards (45-60 ft) 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 before 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 (150-240 ft). The extra point cone shall be approximately 15 ft (5 paces) prior to the decoy.

Judging: The scenario will be Bite/Call Off or Call Off/Bite. The flip of a coin or other random selection will determine the order of the scenario. The scenario is to be judged in two separate portions. If the dog fails to engage the decoy on the bite portion or self-calls off (by turning to return or face the handler at any point beyond the point of no return), 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 (by turning to return or face the handler at any point 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 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 will be awarded. The following shall be the point breakdown for each possible scenario:

Bite Portion:		**Call-Off Portion:**	
Stay	(5)	Stay	(5)
Send	(10)	Send	(10)
Hit	(5)	Call Off	(25)
Grip	(5)	Return/Finish	(5)
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 robbed by the man standing downfield. The decoy downfield will be 15 feet behind the 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 halfway 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.

Judge's Discretion: 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 if the dog is reasonably considered to be "at the cone."

The extra points (up to 5) may be applied to any one of the other 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. The handler is not permitted additional commands to get the dog to engage after the dog has passed the point of no return.

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 will be 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: The same two "send" commands must be used for the bite and call-off portions.

NOTE: for the stay portions the dog must be placed in a stay position sit or down, changing or breaking of position or leaving the vehicle shall zero the stay portion.

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, Fend-Off / Muzzle Attack

Option 1: Fended-off Attack (50 points)

The handler and dog will begin at a designated mark. A vehicle or other appropriate hiding place will be placed about 30 - 60 feet away from the start cone. A decoy shall appear from around the vehicle or other hiding place and verbally engage the handler; the handler will send the dog. The handler may leave the start cone and advance halfway to the hiding place. 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 (no objects will be larger than 3 feet in diameter (3 'by 3'):

(1) Throw a bucket of water at the dog.
(2) Dump a box of plastic bottles in front of the dog.
(3) Hold a barrier to block either the upper 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 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 their dog. This scenario has a mandatory guard which will be judged. Once the dog has demonstrated the guard, the handler will be told to pick up the dog.

Pursuit	(10)
Distraction	(10)
Strike	(10)

Drive	(5)
Grip	(5)
Release	(5)
Guard	(5)

Option 2: Suited Muzzle Attack (50 points)

The handler and dog will begin at a designated mark. At the designated mark, the handler should put a properly fitted agitation muzzle on the dog and perform a muzzle check for the steward/judge. A muzzle check requiring the handler to grab around the muzzle closer to the jaw (or underneath) and lifting the dog's front paws off the ground for 5 seconds will be expected before the scenario. A vehicle or other appropriate hiding place will be placed about 30 - 60 feet away from the start cone. A decoy shall appear from around the vehicle or other hiding place and verbally engage the handler; the handler will send the dog. As the dog comes in, the decoy will slip around the corner but will have a frontal presentation (squared up). The decoy will count to 10 after the initial "catch." (Contact of Muzzle) The first four seconds will be pushing the dog (squaring up and pushing the dog engaged in the muzzle fight). The judge will determine how the remaining 6 seconds of engagement will be performed by the decoy.

After the count of 10, the decoy will be told to stop fighting the dog. The handler may direct the dog to stop the attack by instructing the dog to sit/down/stand or recalling the dog. If the handler directs the dog to sit/down/stand, they will be instructed to pick up the dog.

The exercise will be finished after the handler heels from the guard a minimum of 5 paces or the dog returns to heel position after the recall. The muzzle shall be removed after the exercise is finished.

The object of this exercise is to test the dog's commitment to engage the decoy and fight the decoy in the muzzle. If the dog doesn't engage the decoy or does not stay in the fight, the exercise will be scored accordingly. If the muzzle comes off during the scenario, the team will 0 the scenario.

- Pursuit (10)
- Strike (10)
- Muzzle Fight (15)
- Stop Attack (5)
- Guard / Recall (10)

A dog that engages immediately and stays in the fight with intensity for the full duration will earn the maximum number of points for the muzzle attack portion of the scoring.

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

Exclusions: 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.

NOTE: Any vehicle or hiding place for the decoy must be placed 30 – 60 feet from the start cone.

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 guard on a passive decoy. The judge may mandate an active guard (Bark and Hold)
(8) Water distractions, including misting hoses, sprinklers, water guns, pools of water

There may be an additional call-off in the surprise scenario, but it may not consist of multiple call-offs or multiple decoys. If the dog bites, it will not fail the scenario, and it will only be off a passive or fleeing decoy. If the dog must be sent over a jump/through a tunnel before being called off, the decoy may make noise until the dog goes over/through, then must be quiet.

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 four weeks prior to the trial. If teams do not have the correct equipment (e.g., proper fitting muzzles), the team will be automatically disqualified.

Exclusions: 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, in addition to no decoy agitation during the retrieve exercise. However, the Decoys may talk to the handler. In addition, the Decoys shall stay approximately 3 feet away from the handler/dog team.

Retrieve Items: No food or dangerous items will be used as retrieve items. Movement of the decoys is allowed in this level during the retrieve.

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 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:

Competitors shall report to the Judge/Steward when called to the field from the on-deck area and shall enter the trial field with no equipment on the dog.

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 9 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)
(7) Sit on recall
(8) Recall to heel
(9) Directed jumping

The following exercises when included in a PSA 3 Obedience routine will be considered a "protection exercise" in obedience and therefore will result in a point reduction rather than an automatic zero if the dog bites the decoy in the routine:

1. Send to a commanded bite and any control (guard/recall) directly following the commanded bite.
2. Send to an active guard (bark and hold) and control directly following the active guard.
3. Send to a commanded bite and recall/call-off (recall or other control command directly following the commanded bite).

The judge will have the discretion to assign either point deduction or mandatory failure to other "protection exercises in obedience" broadly construed, such as transports/moving transports and silent guards, for example and must make clear in the handler meeting the intended consequences of a dog biting the decoy in these circumstances, otherwise it will be understood to be scored a zero if not explained.

Dogs must pass obedience to go on the protection phase unless otherwise outlined for championship events.

PSA 3 Protection Phase:

Protection (200 points total):

The protection phase will consist of four scenarios worth a total of 50 points each. Certain skills, which are listed under "Mandatory Skills" below, *must* be included in *any* of the 4 scenarios. The Judge *may* include optional 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 they wish 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

Mandatory Skills:

- Courage test with multiple clatter stick hits
- Remote Transporting with Decoy Escapes
- Side or Rear Transporting with Decoy Distraction
- Gunfire

- Call Off (**either** multiple decoys **or** multiple call offs)
- Test of Nerve Using Heavy Environmental Distraction
- Muzzle Attack (unsuited)*

*There will be **no** area searches in the muzzle, and there will be no more than 2 muzzle attacks allowed in a protection routine. One muzzle attack must be on an unsuited decoy.

Optional Skills

- Bite (passive or active)
- Guarding
- Out and Recall
- Redirected Attacks
- Obedience Exercises
- Obstacles
- Directional Sends
- Send into Guard/Transport
- Handler Attack
- Area Search
- Active Fend Off

APPENDIX A: CHECKLIST FOR TRIALS

- Event secretary
- At least 4 Decoys (with one of them being a “senior decoy”)
- Steward
- Pens/registration 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)
- Anything that the Judge may want so MAKE SURE YOU ASK
- 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 and/or hurdle jump (the jump must have a pool noodle or other soft material at the topic to protect a dog's legs/feet)
- tunnel
- duffel bag/gym bag for the courage test
- Level 2 retrieve items (see PSA 2 rules for list of possible items)
- Level 3 retrieve items, such as, but not limited to: Aluminum food bowl, Blank Guns, metal pipe/metal crutch/metal hammer, anything metal

APPENDIX B: 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 items that are listed in the handler attack exercise in the PSA 1. A clatter stick is the default weapon of choice.

1. Obstacle with Passive Decoy: (Off Leash)

With the handler at the start cone, one decoy (Decoy 1; seated decoy) will be seated 60 feet from the handler, on either side (right or left of the handler). The handler will heel straight approximately 45 feet to a cone (turn cone on diagram), then will make a turn (can be left or right) towards an obstacle (jump or tunnel) and will halt at the next cone (halt cone on diagram). The handler will leave the dog (stay in a sit, down, or stand) and proceed to the "handler recalls" cone on the opposite side of the obstacle (see diagram). A second decoy (Decoy 2) will be standing (passive) approximately 15 feet away from the "recall" cone but in line with the seated decoy. The decoys may have distractions in their hands, but they will not be used until the drive.

Once the handler reaches the recall cone, Decoy 1 (seated decoy) will stand up and remain passive. Decoy 2 will flee approximately 45 feet (going in the direction away from the obstacle) and become passive, either facing the dog *or* facing away. *If the dog breaks on the stay, the handler may not put the dog back.*

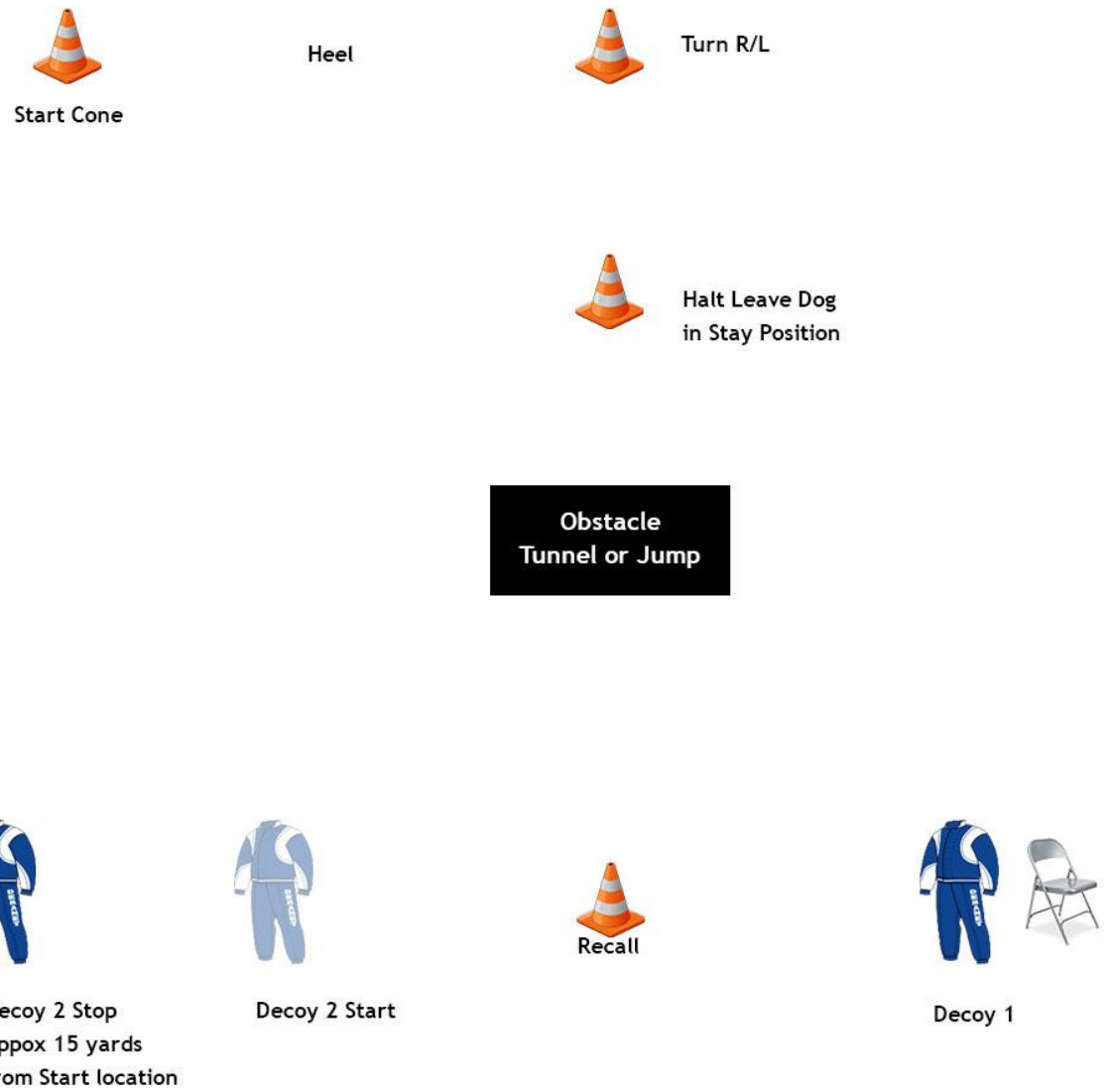
The handler will be told to recall their dog through (or over) the obstacle and into a heel position. Once in a heel position, the handler will be told to send their dog on one of the passive decoys (of the judge's choosing) for a bite. Once engaged, the decoy will drive the dog with a distraction of the judge's choosing. After the drive, the decoy will be told to "freeze up," and the handler will be instructed to perform a mandatory out/recall. Exercise will be complete once the dog returns to the heel position. The handler may reattach the leash after being told "exercise complete."

Scoring:

Heel (5)
Stay (5)
Recall (5)
Obstacle (5)
Send (10)
Grip (10)
Release (5)
Return (5)

NOTE: for the stay portions the dog must be placed in a stay position sit or down, changing, breaking of position, or leaving, shall zero the stay portion.

Obstacle with Passive Decoys Diagram:



2. Attack on Motorist (Guard/Return): (On Leash or Off Leash)

For this scenario, the handler may choose to leave the leash on or remove the leash. If the leash is removed, it should be removed and stored on their person as per level 1 obedience guidelines. If the handler chooses a guard, the dog will be picked up and heeled away. The handler may re-attach the leash after approximately 5 paces heeling away from the decoy. If the handler chooses a return, the leash may be re-attached after the dog returns to the heel at the command of the Steward.

The 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 position (either a sit of down), leaving the 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 "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 them 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 position before the handler is touched, the Judge shall zero the stay portion. (Examples of leaving the stay position include" leaving the vehicle prior to decoy attack on handler, changing positions from sit to down or down to sit, creeping / moving inside the vehicle without actually breaking the position may result in a point deduction as determined by the judge). The decoy shall then turn and attack the dog with the balls as the dog closes on them. 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)

NOTE: for the stay portions the dog must be placed in a stay position sit or down, changing, breaking of position, or leaving, shall zero the stay portion

3. Redirected Attack (Guard): (On Leash or Off Leash)

For this scenario, the handler may choose to leave the leash on or remove the leash. If the leash is removed it should be removed and stored on their person as per level 1 obedience guidelines. After the guard, the Steward will instruct the handler to pick up the dog and heel away. The handler may re-attach the leash after approximately 5 paces heeling away from the decoy.

The handler and dog shall begin at a marked starting place. One decoy shall be placed approximately 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 their 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 their dog to return as the second decoy has advanced upon them. 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 their dog to out and guard and, upon signal, pick up their dog from 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): (On Leash or Off Leash)

For this scenario, the handler may choose to leave the leash on or remove the leash. If the leash is removed, it should be removed and stored on their person as per level 1 obedience guidelines. The leash may be re-attached after the dog returns to heel at the Steward's command.

The 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 wave 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 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 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)

NOTE: for the stay portions the dog must be placed in a stay position sit or down, changing, breaking of position, or leaving, shall zero the stay portion

5. The Apprehension (Guard): (On Leash)

The 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, there will be a decoy who verbally indicates that he was just robbed by the man standing downfield (about 90 feet away). The decoy may only point and verbally indicate the downfield decoy. Gunfire 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. The handler then leaves the dog in a stay and moves to the position abreast of 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. After a short drive, the decoy will be instructed to freeze up. The handler will perform a mandatory out/guard, then be instructed to pick up the dog, walk it away about 5 feet, and put it in a stay (handler's choice of position). The handler will pat down the decoy and disarm them. After disarming, the handler will pick up the dog and perform a rear transport to the Judge. In this scenario, a rear transport means the handler/dog remains 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)

NOTE: for the stay portions the dog must be placed in a stay position sit or down, changing, breaking of position, or leaving, shall zero the stay portion