

WALTER WARD'S

**38th
STREETWISE**

DOG SHOW RULES



Obedience

Phase I

Part 1. Off Lead Obedience (voice only) restriction:

No leads, correction collars, harnesses or corrections in arena when being judged.

Handler enters arena to starting point. When told, team proceeds left and to left side of weave cones and through heeling maze (figure 8) - there will be penalize for slow pace - to stop #1 (will not be told). When instructed, team proceeds around entire arena, past distraction, back to start point.

When told, handler will leave dog on sit-stay and proceed to opposite side of arena. When told handler will place dog in down position. Then when told, handler place dog in sit position.

When told handler will call dog halfway (not past halfway line) as helper walks across dogs path (with bite sleeve on for protection). When told, handler will recall dog, if dog comes in front (AKC style) that is okay, but must wait until told before they "finish" the dog. All this is done under distractions.

Part 2. Off lead Obedience (hand signal only)

Handler will repeat Part 1 but will proceed in opposite direction (right) around outside of cones. Commands will be given hand extension only. Pat on body will be considered as a command. Figure 8 will not be used weave cones will.

Faults: Double commands, arm & leg, patting body, hand & voice etc...

Phase II: FREESTYLE

1 minute is allowed to set up props, if no props are used 30 second maximum are allowed for handler & dog to enter arena between acts.

Handler is allowed to improvise for points for 1 minute (minimum) and show some aggressiveness of the dog somewhere in the act. Time will start once handler and dog have entered into arena.

BODY PROTECTION

Phase III: Part 1. Short leash protection

Handler enters arena, dog off lead and proceed to center spot. Handler will leave dog on down-stay approach judges, and give 3 attack commands for Part 2. Dog must stay while handler does this. Handler returns to dog puts dog on 6 foot lead, and puts hand through lead loop, at which time assault (no bite) will take place. After assault, handler will put dog on traffic lead and, when told, has dog to protect his person under stress for 15 seconds and 360 degrees range. Hand must be through lead loop with leash hand extended at all times, and lead foot must not leave zone. After time is called, handler is to down-stay dog in heel position and remove lead. Agitator will re-approach, (a re-enforced stay command may be given at this point), to shake handlers hand, dog must not attack.

Part 2. 6 ft. Attack on lead

Restriction: Do not cross marker while dog is being worked. Do not physically handle dog during judging. Handler is required to send dog on decoy 3 different times, on 3 different commands, 2 verbal. 1 non-verbal, and after being worked on a flag for 15 seconds. Handler is to call dog off, (dog must release within 5 seconds), and recall dog to heel position, dog must sit automatically and stay until handler is told to send dog again.

OFF LEAD ATTACK

Phase IV

Handler is to enter arena off lead to center spot and leave dog on stay (dog must stay), approach judges, give attack commands (2 verbal 1 non-verbal) and return to dog .

Handler must stay behind line at all times. Handler will be told to give attack command dog must respond to command given. Bite sleeve will be used to catch dog and dog will be worked for 15 seconds. The dogs release must be within five seconds of command, dog is to return to heel position. Dog must not be physically handled during exercise or you will be penalized or disqualified.

Part 1. Distant attack.

Agitator will be at end of arena, his job will not be to encourage your dog to attack. You will be told to send your dog, when dog bites agitator, agitator will slip sleeve and back away. Dog must re-attack.

Part 2. Obstacle attack.

Agitator will stand at end of arena with burlap in hand, as dog approaches agitator will throw burlap in direction of dog. (hitting dog is not intended).

Jump option (extra points).

Jump will be set up on dog end of arena. If dog fails to jump given points will be deducted from that exercise.

Part 3. Retreat attack.

Agitator will be positioned half distant of arena. Handler will send dog, the agitator will turn run then stop and face dog for attack. Agitator will use stick to fight dog 3 hits maximum.

Gun fire option (extra points)

Agitator will fire as dog is sent, agitator will turn, run and stop, turn and fire 2 more shots., fight dog and fire 2 more shots before dog is outed.

Dogs will not be trained for Part 1 and 2, if it lacks confidence Part 3 will be used to promote dogs training.

It is not intention to harm or break the spirit of any dog, but the dogs will be tested and judge on teams abilities. **Walter Ward** seeks to build an understanding of the Streetwise dog.

DOG LUCK

A design of the arena is printed on back for your convenience.

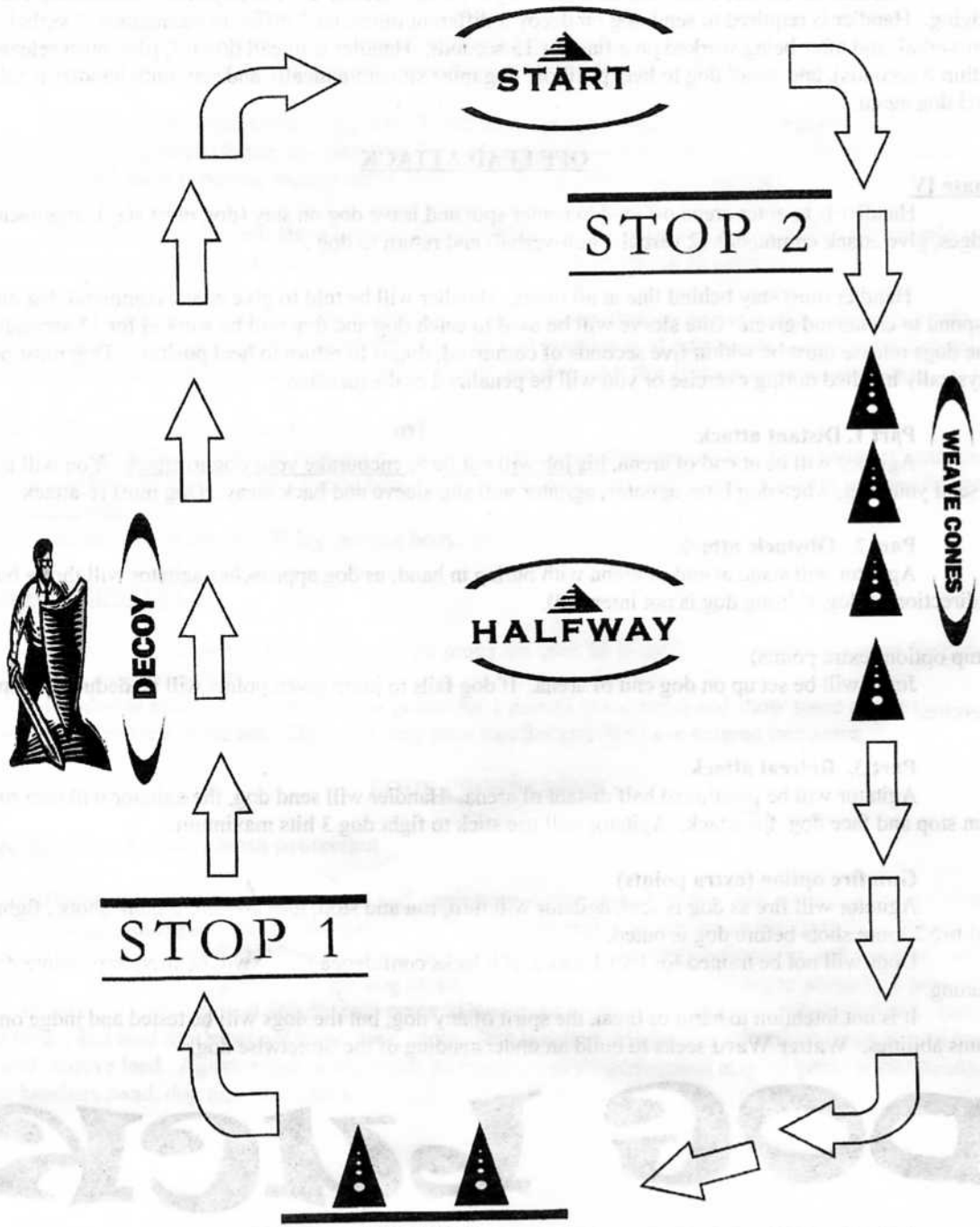


FIGURE 8