

INTRODUCTION

This is a K9 certification designed to test K9 handler team's level of training, working ability, and the K9's courage in both personal protection dogs and police K9 (single purpose K9 Patrol, single purpose NDD/EDD detection, and dual purpose k9) work. It is designed for real North American rural and urban working K9 scenarios. Our goal is to consistently produce extreme protection dogs, single purpose detection dogs, and dual purpose police K9s. Also to raise the level of our trainers and the working ability and working bloodlines in our K9s for the real world working K9. This program is designed to start training all puppies in a foundation for a dual purpose police K9, or single purpose detection K9. In order to pass our Urban K9 Certification.

Our certification consists of real North American protection and police K9 scenarios.

CIVIL UNREST PROGRAM

DETECTION PHASE (NARCOTICS, EXPLOSIVE)

Civil Unrest offers Detection Certifications and National Championships:

Single purpose narcotics detection

Single purpose explosives detection

Dual purpose police patrol K9 and narcotics detection

Dual purpose police patrol and explosive detection

This phase of the certification format will always be first. A K9 team can opt to certify in only detection. He does not have to participate in the other phases of our program. This will be stipulated on the certification application form. Outstanding, pass, or fail scoring format. The certification will change in scenarios every time. The Certification is required to have these following five components:

Open area nose search
Indoor furniture, lockers search
Five boxes one box with odor
Three vehicles search
Multiple luggage search

Types of odors required to certify:

(Small plastic zip lock bag, nylon, or cloth bag full of high quality pseudo narcotics or explosives).

NARCOTICS:

Marijuana
Cocaine
Meth
Heroin
MDMA

EXPLOSIVES:

RDX
SEMTEX
TNT
Ammonium Nitrate
Sodium Chlorate

The odors must only be handled by the certification assistant wearing rubber gloves before he hides it for the judge. The K9 must always be behind the blind or asked to leave the room. The judge will always ask the k9 handler what type of detection training has the k9 received narcotics or explosives? Aside from the fact. It has been

declared on the certification application. To make sure. Then the judge will use the appropriate odor for each k9. Then both the K9 and the handler must place themselves in the blind, or will be asked to leave the room. They are not allowed to see where the odors will be placed. The certification attendant will hide the odors where the judge decides. The K9 handler team will be asked to come out of the blind or enter the room and take the starting position. They must wait on the judge to signal. Then the handler can send his K9 to search the room or area. If the odor is found by the K9. He must never touch the find. He must never show aggression towards the odor, or people. It has to be a passive indication. It must be a sit, or down within one yard of the odor with a stare or at least facing in the direction of the odor.

Once the K9 indicates the handler is allowed to reward his K9 with a retrieve article or food treat. Once the reward is finished. The Judge will signal the Handler to remove his K9 from the room or search area. Then the exercise will end.

All searches will have a time limit of 4 minutes. The outdoor area will be a 30 yard square. All hidden odors must out of site of the K9. It has to be a nose search. The indoor area or room must not exceed a 30 yard square. It must be at least 500 square foot room. There must be a minimum of 3 vehicles. One is required to be searched inside. The other two vehicles searches are outside. The odors will be hidden in a different area of the chosen vehicles for each K9. There must be a minimum of ten pieces of luggage. There must be a minimum of five boxes.

If the K9 finds the odors under 2 minutes with no penalty. He will be scored outstanding. If the K9 finds the odors from 2 minutes to under 4 minutes with no penalty he will pass. If he does not find the odors in any or all searches, 100% of the times, or commits a penalty, or if he exceeds the 4 minutes. He will fail.

CIVIL AGGRESSION TEST

The Civil Aggression Test will always go second. After the Detection Phase. In our program we have two certifications containing bite work: Protection K9 and Urban

K9. Before you can attempt the Protection K9 Certification, you must first prove that your K9 can focus on a man without training equipment on, to show he is street worthy.

In the Test the dog will be on leash in a sit, stand, or down next to the handler. Two yards away, the trial assistant will place a sleeve and a suit jacket or pants on the ground in front of him. The decoy with no equipment on will approach in the direction indicated by the judge. The decoy will stand one yard behind the equipment without showing aggression at all wherever the judge places him. The judge will ask the handler to give his dog the alert command. The dog must show aggression toward the decoy without trying to bite the equipment. The judge will position the decoy in different places. The Judge will then ask the handler to give his dog the be still command. When the handler gives the command, the dog must comply and go back to the same position he started from. No biting of the decoy is required. If the K9 does not try to bite or focus on the equipment, and stays focused on the civil decoy, then he/she will pass. If he bites the equipment or ignores the decoy he/she will fail. This preliminary qualification test is on leash.

PROTECTION K9 CERTIFICATION EXERCISES

(Personal Protection Dog Certification -
Entire Program off leash)

OBEDIENCE

1. Heeling off leash
2. Changes of Positions
3. Long Down
4. Food Refusal
5. Send Away & Call Back

BITEWORK

6. Short Attack
7. Muzzled Short Attack
8. Stop Attack
9. Defense of the Handler
10. Hidden Sleeve Attack

OUTSTANDING/PASS/FAIL

URBAN K9 CERTIFICATION

(Single Purpose Police Patrol K9 Certification)

1. Heeling off leash
2. Changes of Positions
3. Long Down
4. Food Refusal
5. Send Away & Call Back
6. Article Hunt
7. Long Attack
8. Find and Bite the Man
9. Stop Attack
10. Muzzle Attack
11. Hidden Sleeve Attack
12. Defense of the Handler
13. Hurdle with a Ditch
14. Long Jump with a Ditch
15. The Wall

OUTSTANDING/PASS/FAIL

JUMPS

The jumps will always follow the article hunt. It will be optional for the handler to decide the order of the following jumps; 1-Hurdle, 2-Hurdle with a Ditch, 3-Long Jump with ditch, 4-The Wall. The handler must inform the judge of the order change prior to the certification.

THE JUDGE

The Board of Directors as a group is a higher authority than the judge. The judge is the supreme authority in the certification and will determine when an exercise will begin and end. He will always give approval before all attacks, guards, and transports (escorts) begin and end. All handlers must look to the judge for approval as to when tests begin and end. Only the judge can certify or fail each K9 handler team with the following Certification determinations: Outstanding, Pass, or Fail. The judge must stamp all passing certifications with their seal and signature in order for the certification to be valid.

The judge must be respected at all times. He has the power to suspend members exhibiting un-sports man like behavior or disrespect. In the event of suspension an incident report must be filed to the Civil Unrest Board of Directors to determine if further action or sanctions are needed.

All Civil Unrest Members must exhibit good sportsmanship and attitude towards everyone at all times. Every member should always help other members needing assistance with training techniques. We only want members that display a good, friendly attitude toward all. We do not want trainers that are competing against other members. This is not the dog sport training. We are not here to make a name for ourselves. The main goal of Civil Unrest is to raise the level of training knowledge of our Trainers and handlers. That is the only way our K9's will raise their level. If you do not agree with this philosophy. This organization is not for you!

The judge is the only entity that can certify each decoy or suspend a decoy by submitting an incident report to the Board of Directors. The Board of Directors will determine if further action is necessary. The judge will also issue a decoy book to each selected and certified decoy. The judge must stamp the book with their seal and signature in order for the decoy book to be considered valid. The judge must also grade and critique the work of each decoy and indicate the event name, location, and date the certification was held.

There will be two levels of decoy: Regional and National. The levels will be determined by the judge at certification or after a certification. Only National Decoys can work a National Championship or Urban K9 Certification. Both National Decoys and Regional Decoys can work a Protection K9 Certification. Regional Decoys can only work a Protection K9 certification.

JUDGING RULES OF CIVIL UNREST EXERCISES

PASS OR FAIL

In order to pass the certification. The scoring is based on two sections of the program. Before bite work, and after bite work. The exercise will always be in this order:

- 1-Detection (first)
- 2-Obedience (second)
- 3-Jumps (third)
- (Dividing Line – Before bite work and after bite work)
- 4-Bite work (fourth)

In all levels and certifications. The term “before bite work” and “after bite work” is determined by the previous order of exercises. A K9 Handler team must not fail a total of more than two exercise in the Protection K9 certification. In the Urban K9 certification. No more than one fail before bite work, or two fails are allowed in the bite work phase in total to pass. Two fails before bite work fails your Certification, and three after bite work fails your certification. Three in total exercises in the Urban K9 Certification is allowed in order to pass. In all detection certifications. It must be a 100% success rate to certify. No fails are allowed.

Protection K9 Urban K9 Detection Certification
(Maximum amounts of Fails allowed to pass each level)

1	1		before Bite Work
1	2		after Bite Work (or during)
2	3	0	Total Fails

The detection certification phase is always first. The Civil Aggression Test is always second. If you pass, you can attempt the Protection K9 Certification. If you fail, you must wait to take another Civil Aggression Test during the next certification and must wait at least three months (time for additional training).

All of the obedience exercises must be executed by each K9 Handler Team in one routine, except for the food refusal and article hunt. These two tests are to be held in a separate spot on the field. Both certifications Protection K9 (Personal Protection Dog) and Urban K9 (Police Patrol K9) are completely off leash. No whistle commands allowed. In all levels of the Civil Unrest Program (Civil Aggression Test, Protection K9, and Urban K9), the handler can give up to three commands require in each part of each exercise to receive an Outstanding or Pass grade. An Outstanding award is determined by the actions of the K9, not by the number of commands given by the Handler. As in real work in the streets.

Each certification will be a different routine of exercises, patterns, and designs (healing off leash, changes of positions, long down, send away and call back). The food refusal and article hunt will always be last in the obedience portion of the K9 certification. The certification will be conducted in a certification style, not a dog sport style. All K9 Handler Teams will take turns at passing each exercise before starting the next exercise. Once all K9 Teams have finished each exercise, the next exercise will begin. This process will continue throughout the Civil Unrest Certification until the certification is completed. It will not be a dog sport format. Where a K9 Handler team starts and finishes the entire program before the next team comes on the field. There will not be first, second, or third place. No podium. No one is competing against anyone. It will be a test of your Handling and K9's level of training versus the level of training require to

pass the Civil Unrest certification. So you're competing against your own skill level, dedication and persistence.

SCORING

OUTSTANDING

Outstanding scores will be awarded to a K9 Handler Team that executes all of the Obedience and Protection Exercises without a penalty. A Penalty (actions contrary to the rules) is described in each rules section of the exercises. The Outstanding Score will be awarded if the K9 receives no penalty. The Handler can give up to three extra command in the protection phase or bite work exercises only. When commands are required by the judge in order to prevent his K9 from causing a penalty or to verbally re gain control of his K9 or verbally correct his lack of obedience within the rules of each exercise.

The Handler can give three free extra commands per exercise. It will not be considered a penalty in the handling of the protection or bite work exercise only by the handler. If the handler maintains control of the K9 and the K9 does not commit a penalty. In the bite work exercises only.

The Handler is allowed to give three verbal commands every time the Judge gives an order. Physical signals, physical commands, or touching of the K9 is not allowed during any part of each exercise. If the K9 executes the exercise without a penalty, the outstanding score will be awarded.

In the bite work exercises, each K9 Handler gets three free commands. Free commands are commands used to verbally control your K9 during a protection or bite work exercise in between and in addition to your commands required by the Judge and the rules of each bite work exercise. Only K9 Handler Teams with four of the seven bite work exercises of the Urban K9 Certification and two for the four Protection K9 Certifications will qualify for the yearly National Championship. The obedience, article hunt, and jumps only need to be a Passing score to qualify for the National Championship.

PASS

A Pass score will be awarded to all K9 handler teams that successfully completes each of the exercises in all levels of the program according to the minimum requirements of the rules of each exercise.

FAIL

A Fail score will be awarded to the K9 Handler Team that fails to execute the rules of each exercise requirements for passing each level.

This program will focus on how the K9 performs. The handling is important. What makes you pass or fail each certification will depend on what the K9 does.

JUDGES COMMANDS:

These are a maximum of three verbal commands the handler can give his K9 during each exercise in order to pass. The commands listed in each exercises rules.

FREE COMMANDS: (Bite work exercises only)

These are three free additional verbal commands each K9 handler gets in bite work exercises. In addition to his Judges Commands that he is required by the rules. He may opt to give these three free commands to regain control of his K9, or to force him verbally to execute the exercise correctly in order to pass. No verbal praising, scolding, or touching of the K9 is allowed. It will be considered a penalty.

BITE QUALITY

If the majority of the bites demonstrated by a K9 are not deep, full, and powerful. It will be a penalty. Each exercise will be judged separately.

All K9's will be leashed immediately before and after the exercise starts and ends. All K9's must be kept secured inside all vehicles. Away from the certification field until it is your turn in the next exercise.

DECOY RULES

DECOY LEVELS OF DIFFICULTY ALLOWED

PROTECTION K9 CERTIFICATION

This certification will be decoyed in a realistic fashion. The decoy is not allowed to act in a manner toward the Handler or K9 which supersedes the way a decoy would act without the protection of a suit, sleeve, or hidden sleeve. The decoy work must be a realistic test of a personal protection K9 working the streets in a live scenario. The intensity of the decoy must not exceed a medium level of decoy work for all four bite work exercises.

URBAN K9 CERTIFICATION

This certification must be a realistic test of a police K9 working in the streets in a live scenario. The level of decoy work must vary throughout all seven bite work exercises. There must be two easy bite work exercises, two bite work exercises that are of medium level of difficulty, and three bite work exercises that are of a high level of difficulty in decoy intensity and opposition.

In both the Protection K9 and Urban K9 level, every exercise in obedience and bite work must be different in design and scenario. The food refusal, article hunts, and all four jumps are always the same scenario. Each certification will also be different in how it will be decoyed. It will change from a hidden sleeve, to a Belgian sleeve (a sleeve with no bite bar), or to a suit. The equipment to be used will be announced the day before the certification by the Judge on Open Field Day.

At the Protection K9 Level, the entire certification bite work the decoy equipment must be with one of the three, except for the defense of handler. The Defense of Handler must always be in a suit. In all muzzle attacks, the K9 must wear a prong collar with a three-foot leash. The leash must not be touched by the Handler or the Decoy. It is to be used only if the muzzle comes off. It is for the safety of the decoy. The Long Attack, Find the

Man and Bite, Defense of the Handler, and the Object Guard must always be decoyed in the suit.

In the Urban K9 level, all three decoy equipment must be used. The Judge will decide which exercises will be decoyed in a hidden sleeve, Belgian sleeve, or suit. The Judges, K9 Handler Teams, and Decoys must know the entire rulebook.

YELLING AND TALKING

Protection K9 Level – once per bite work exercise is allowed but not mandatory. Low to medium yelling intensity or vocalization only is allowed once. No loud yelling or talking is allowed during the bite. Medium yelling and some talking is allowed before the bite.

Urban K9 Level – Loud yelling is allowed only in the three bite work exercises designated by the Judge as the three high intensity bite work exercises and is allow up to two times per exercise. The yelling must be realistic and no exaggeration is allowed. All yelling must be during a bite and no talking is allowed.

Decoy Work - All of the bites are stationary except on the fleeing attack. Touching is not allowed at any level, nor is getting out of the way (esquive).

WHEN TO STOP WORKING THE K9

The Decoy must stop working the K9 when the Handler gives the K9 the out command.

WEAPONS

Strikes on the K9s must be on the shoulder blade area. The Decoy may use different intensity looks, but the strikes always have to be safe for the K9. The weapons allowed by the decoys are as follows:

- Baton
- Soft wood or stick not thicker than ½ inch
- One gallon jugs with small rocks inside
- Five gallon jugs with small rocks inside
- Gun fire .22 caliber Protection K9 Level
- Gun fire .38 caliber Urban K9 Level

No plus P ammunition is allowed.

GUN FIRE

The Decoy must discharge all gunfire with the gun aiming in the air from the opposite arm or side of the Decoy's body from where the K9 is biting. The gun must always be discharged at the furthest point away from the K9, no exceptions.

DECOY REDLINE

The Decoy will never decoy a K9 while the K9 is engaged on the bite in an unrealistic manner. The Decoy must always realize he has the advantage over the K9 and has the protection of a suit or sleeve and the K9 is vulnerable. The K9 is only working according to its training and courage.

The Civil Unrest Certified Decoy must always remember that K9 training is not an actual fight between the K9 and the Decoy. The Decoy is actually a part of a test of the K9's training and courage level. He is an actor and must act as realistic as possible to ensure that it is a fair test of the K9's abilities and level of training. There is an imaginary redline he must never cross which is the red line of fairness to the K9.

We will not allow decoys to show off in certifications. A Decoy must always think and act as if he/she was a real suspect without a suit or a sleeve on. To the question, "Would I be doing this to the K9 in a real life situation?", if the answer is "No", you are not allowed to do it. It is not realistic decoy work. Touching will not be allowed in certifications. Touching is for training and not testing.

DECOY BOOK

Each Decoy must pass a certification in order to obtain an official civil unrest decoy book. Each certification noted, evaluated, and graded in each Decoy Book must be stamped and signed by a Civil Unrest Judge for it to be considered valid and official. The Decoy cannot participate without his Decoy Book in their position and handed to the Judge before each certification.

K9 MINIMUM AGE LIMITS FOR CERTIFICATION

A K9 must be at least 15 months old for the Protection K9 Certification.

A K9 must be at least 20 months old for the Urban K9 Certification.

SCOREBOOKS

Each K9 must have a Civil Unrest Scorebook. No K9 will be allowed to participate without one. The Scorebook must be handed to the Judge before each certification. All Certifications must be stamped and signed by a Civil Unrest Judge for it to be considered valid and official.

CERTIFICATES

Each K9 Handler Team that successfully passes a Civil Unrest Certification will be awarded an Official Civil Unrest Certificate according to each level. It must be stamped and signed by the Judge.

HEALING OFF LEASH

There will be a pre-determined 50-yard pattern where the K9 Team must heel forwards and backwards (5 yards) to include walking, jogging, and running. There must not be any separation of more than one yard in any direction. No separation is considered Outstanding, Less than one yard separation is considered a Pass, and any separation of more than one yard is considered a Fail.

The design, pattern, and decoy work for Protection K9s must be normal in difficulty. The pattern for Urban K9s will be harder than the Protection K9 level. Each certification will contain a different heeling pattern. This will be decided by the Judge. The Judge will always determine how all of the exercises will be designed. Every Certification must have an open field the day before the certification is held.

A penalty is when the K9 or handler does something outside of the rules of each exercise.

CHANGES OF POSITION

The K9 is required to change positions three times. The order of all three positions will be determined before the certification. The K9 Handler Team must place his K9 at the predetermined spot on the field and wait for the judge. The handler must be no less than 15 yards no more than 20 yards from the K9. The Judge will signal when to start the exercise. The handler will then command the K9 to execute one command. The K9 has a maximum time of 15 seconds to execute each command. If the K9 executes all three commands successfully the handler passes. The handler must wait on the Judge for each and every command until all three commands are executed (sit, stand, down) one time.

The K9 must not move more than one yard in any direction while trying to execute a change of position in order to pass. If the K9 is completely stationary during the changes an Outstanding score will be awarded. If the K9 moves more than one yard in any direction or refuses, or executes the wrong position, then it will be assessed as a Fail.

LONG DOWN

The K9 Handler will place his K9 at the predetermined spot on the field. The handler will leave the K9 there and must place themselves at the predetermined hiding place, out of site from the K9 and at a minimum distance of 30 yards. The Handler must remain out of site quietly for two minutes for the Protection K9 Certification level and four minutes for the Urban K9 Certification level.

- If the K9 does not move until he has completed the exercise, the exercise will be graded as Outstanding.
- If the K9 moves less than one yard in any direction, the exercise will be graded as Pass.
- If the K9 changes his/her original position or moves in any direction in excess of one yard, the exercise will be graded as Fail.

The judge will signal the K9 Handler Team when to start, when to come out of the blind, and when to finish.

SEND AWAY AND CALL BACK

The K9 Handler Team will place themselves at the predetermined spot on the field. The K9 must start the exercise from a down or a sit position (not a stand). After the judge signals, the Handler must command his K9 to go forward at a running pace until the judge signals the handler to give the K9 the down command.

- The minimum distance for a Protection K9 level is 30 yards.
- The minimum distance for the Urban K9 level is 50 yards.

After the appropriate amount of time has passed five seconds. The Judge will signal the Handler to call back the K9.

- The K9 must execute the entire exercise and return to the same start position in order to be awarded Outstanding.
- The K9 must execute the entire exercise and return within one yard of the start position in order to be awarded Pass.

- If the K9 does not execute the entire exercise or returns more than one yard away from the start position, it is a Fail.

FOOD REFUSAL

The Food Refusal exercise will be performed on a different location of the field. The Judge will determine the location on the field. It will always be done before the Article Hunt. The exercise will be tested separately from the other four obedience exercises. The Protection K9 and Urban K9 levels will be tested with the K9 at a down position with the handler at the side of the judge. A decoy with a hidden sleeve will toss two pieces of meat toward the K9, without making contact with the K9. One piece of meat will be cooked and the other will be raw.

- Outstanding will be awarded if the K9 refuses to eat and does not move or smell the food.
- Pass will be awarded if the K9 moves less than one yard in any direction; or if the K9 touches or smells the food without eating it.
- If the K9 eats the food or moves more than one yard away from the original position, or changes position he/she will fail the exercise.

ARTICLE HUNT

This exercise is mandatory only for the Urban K9 single purpose police patrol K9 certification, and the dual purpose narcotics detection police k9 certification. It is not required exercise for single purpose detection dogs (narcotics, or explosives), or the dual purpose explosives detection K9 certification. All explosives detection K9's will never be trained on any detection work or odors other than explosives odors only. We do not want any Bomb Detection K9 hitting on anything but explosives. It is forbidden. Permitted articles include (gloves, wallets, small metal, or plastic pipes, freshly fired empty bullet casings). The handler will bring his article with his odor on the article to the certification. He will be asked to place his K9 behind the designate blind on the field. Then he will return to the designated starting position. There must be a toss of article.

The K9 Handler will return to the designated spot on the field. He will wait for the signal to proceed from the judge. Then he will toss the article into the search area. The article hunt area will be a 30 yard circle. It can be indoor, or outdoor. Indoor search areas must be open. One room scenario. The outdoor search area must not have any trees, or structures of any kind. Once the article is hid out of sight from the K9. It has to be positioned in a spot where the K9 must search using his nose to find the article and not his eyes. The Handler will stand outside of the circle. The Handler must not enter the circle. A toss is required. If the article lands in plain view where the K9 can see it, the Judge will direct a certification attendant to hide or cover the article without touching it. The certification attendant will use a 5-foot long stick to cover the article or reposition the article to a location that meets the Judge approval. The stick is required only when the article is not narcotics or gun powder. In that case he will use the lid and glass jar.

Each circle has an imaginary line in the center, parallel to the tossing position of the handler. The toss of the article must always land on the other side of the imaginary line in order for it to be considered a legal toss. Only the K9 and certification assistant are allowed to enter the Article Hunt circle before the official toss of the article by each K9 handler. The Article Hunt circle will be marked by 3-foot tall sticks. Cones will be used for indoor scenarios. The imaginary line in the center of the circle will be marked with a flag on the 3-foot sticks at the perimeter of the outdoor circle, as well as the starting position for the K9 Handler Team. Once the Judge approves a successful toss of the article, the Judge will signal to the Handler to go get his K9 from behind the designated blind, or back into the room. Once the K9 Handler Team returns to the start position the handler will wait for the judge to signal the handler to send the K9 to hunt for the article.

The K9 will have 120 seconds to find and execute a sit, stand, or down in front of the article and must do it within one yard of the location of the article. The K9 is not allowed to touch the article. Once the K9 Handler Team finds the article. The handler will be asked by the judge to remove the K9 from the search area. Once they exits the circle, the exercise ends.

- Outstanding will be awarded if the K9 finds the article with no penalties within 60 seconds.
- Pass will be awarded if the K9 finds the article with no penalties between 61 and 120 seconds.
- If there is a penalty (not able to follow the rules of the exercise for any reason) or the K9 cannot find the article within 120 seconds, or if the K9 touches the article with the mouth or nose, the K9 has failed. We do not want to contaminate the evidence with the saliva of the K9.

CIVIL UNREST JUMPS

The Hurdle with the Ditch Jump.

Ditch:

1.5 meters square

.5 meters deep

Hurdle:

1.5 meters wide

1.3 meters high

Settings:

1.0 m

1.1 m

1.2 m

1.3 m



Long Jump:

1.5 meters wide by 3 meters long

1 Meter key (not shown in picture)

.5 meter deep

Settings:

3 m

3.5 m

4 m



The Wall Jump:

2 meters wide
2.3 meters tall

Settings:

1.8 m

1.9 m

2.0 m

2.1 m

2.2 m

2.3 m



CIVIL AGGRESSION TEST

There will be two certifications. The first certification will be the Protection K9 Certification. The second certification will be the Urban K9 Certification. The entire program will be performed off leash for all phases and levels. The K9 Handler Team must first pass the Civil Aggression Test. Once a K9 Handler Team has successfully passed the Civil Aggression test, they qualify to test for the Protection K9 Certification. No one is allowed to test for the Urban K9 Certification without passing a Protection K9 Certification. Once the Protection K9 Certification is passed, the K9 Handler must present the K9's scorebook to the Judge. It must be an official Civil Unrest K9 scorebook with an official judge stamp and signature. The K9 Scorebook must show proof of passing the Protection K9 Certification in order to test for the Urban K9 Certification. Once the K9 Handler Team passes or fails the Urban K9 Certification, the Judge will stamp and sign the K9 Scorebook in order for it be an official Urban K9 Certification.

CIVIL UNREST TABLE COURAGE TEST

The Civil Unrest Table Courage Test is a prerequisite to the Urban K-9 certification. It is designed to test the canine's willingness to engage, fight, and stay forward on the decoy, even when the odds are against the canine. The canine must have the courage, fight drive, pain tolerance, and the brain capacity to solve problems quickly. The Table is taught in 4 elements: Suspicion, Threat, Danger, and Pain.

The Civil Unrest Table Courage Test must be conducted at a minimum of 30 minutes prior to the K9 participating in the Urban K9 Certification. The Handler will be asked by the Judge to bring his dog to the agitation table. The Judge will then instruct the Handler to place his dog on the table and secure the dog. Once the dog is secure and the Judge approves, the handler will be asked to stand where the Judge instructs, which must be at a minimum distance of 10 yards. At this time, the selected Decoy will be instructed, by the Judge, to begin the testing. The test will last for 5 full minutes. The judge must

inform the Decoy when each minute passes for the first 4 minutes, then at 4 minutes and 30 seconds, and count down the last 10 seconds calling an end to the test at 5 minutes.

DECOYS

Two Decoys are required for the test. One Decoy will perform the test; the other will assist. The assisting Decoy must have the tools/equipment ready and available to hand to the testing decoy. The equipment required will be no less than 2 differing sleeves, whip, clatter stick, rattle bottle, and a jug full of water.

When the Judge instructs the Decoy to begin the test, the Decoy must initially approach the table in a stalking manor. This means staring the dog directly in the eyes, show your teeth in a threatening manor, and slow intentional steps. Once at the table, this is where the real pressure begins. The decoy must understand how to read a dog's stress levels, through body language and activity of the canine. At no time, shall a Decoy go beyond a dog's breaking point. The Decoy may make contact with the dog with their own limbs (Hands), clatter stick, whip, rattle bottle, water, and sleeves. The Decoy must always keep the canine's safety in mind. Once a Decoy is certified and is determined to be a National Level Decoy, He/She will be taught the remaining elements of the table test, such as a foot squeeze, flanking, tangling; etc.

PASS/FAIL

PASS: A canine will receive a pass, if he/she attempts to stay forward on the decoy, fights constantly, and doesn't show any flightiness, shyness, or avoidance. The dog doesn't necessarily need to be comfortable, but willing to work through the stress, unsureness, and pain.

FAIL: If at any time the Judge or Decoy sees the K9 about to shut down, the test must be stopped immediately and the K9 will receive a fail. If the Decoy or Judge notices any faultiness or in the case of accidental injury, the test will immediately be stopped and the K9 will receive a fail.

Table Courage Test written by Mr. Shane Koster.

PROTECTION PHASE OF CIVIL UNREST

HIDDEN SLEEVE ATTACK

The Hidden Sleeve Attack is only for the Protection K9 Certification. The Judge can change the scenario during each certification. This exercise must have three components.

1. The K9 Handler Team is out for a walk (sidewalk, road, park, woods, city...). The walk consists of the Handler leading his K9 for no less than 20 yards. The Decoy, wearing only a hidden sleeve, will be armed with a .22 caliber revolver or baton behind their arm according to the instruction of the Judge. The Decoy will be approaching the K9 Handler Team from a distance.
2. When the Decoy is within 10 to 20 yards from the K9 Handler Team, the Decoy will bring out the gun, firing two rounds into the air or will bring out the baton and threaten to attack the K9 Handler Team. As the Decoy charges forward, the decoy will target the forearm with the hidden sleeve.
3. The K9 Handler Team is allowed to send the K9 to protect the Handler without the command of the Judge with a 10-second bite minimum / 15-second bite maximum. The K9 Handler must wait on the Judge to give the signal to command the K9. The K9 must execute an out and recall back to the Handler. The same Judge to Handler rules apply and the Decoy pressure is medium. The Decoy wears a hidden sleeve and if the K9 refuses to bite, the K9 fails. If the K9 bites but does not out and returns, the K9 fails. If the K9 bites, outs, and returns to the Handler, but is not in a stationary position within one yard of the Handler, the K9 fails.

SHORT ATTACK

The Short Attack will be a fleeing attack at a minimum distance of 20 yards and maximum distance of 30 yards. It will only be performed for the Protection K9 level. The K9 Handler Team will be assigned a starting point. The Judge will ask the Decoy to start the fleeing attack with no line pressure. The K9 Handler can command the K9 up to three times if needed and must not separate more than one yard from the Handler. The K9 must not leave before the Judge signals the Handler to send the K9 and the Handler gives the attack command to the K9. If the K9 leaves before the Handler gives the command, the K9 fails. The K9 must engage the fleeing decoy and must stay on the bite for a minimum of 60 seconds. If the K9 comes off the bite twice, the K9 fails. After 60 seconds of biting required has expired, the Judge will signal the Handler to give the command to out and guard the Decoy. The K9 must guard within one yard of the decoy. The Handler has up to three commands to make the K9 out and guard. The K9 fails if the exercise is not completed successfully.

Once the K9 outs the bite and guards for 10 seconds the Judge will signal the Handler to either go pick up the K9 on a heel away from the Decoy or recall the K9 back to Handler. The Handler can give the command up to three times. Once the K9 is back within one yard of the handler in a stationery position, the exercise ends.

Weapons allowed include:

- 1 Gallon Bottles
- Baton
- Gun fire .22 caliber

LONG ATTACK

The Civil Unrest Long Attack will be a frontal attack (face attack) at 150 yards. It will only be in the Urban K9 level. The K9 Handler Team will be assigned a starting point. The Decoy will stand at the 100 yard distance from the K9 Handler Team. The Judge will signal to the Decoy to begin the decoy work. The Decoy must make one attempt at the 100 yard line to pressure the K9 to leave early. If the K9 leaves early, the K9 fails.

Once the attempt is made, the decoy must leave the 100 yard starting line in five seconds. When the Decoy is at the 130-yard distance, the Judge will ask the handler to send the K9. The Decoy must speed up at the 130-yard distance and must face the K9 before the K9 bites the Decoy at the 150 yard distance. The decoy may use a stick across the shoulder blades in the entry or .38 caliber gun fire at the 100 yards and 120 yards distances. The Judge will always determine which weapon are to be used.

If the K9 refuses to bite, the K9 fails. If the K9 missed or fails to engage two times on the bite, the K9 fails. If the K9 misses once and refuses to bite for 15 seconds before biting again, the K9 fails. The K9 must bite for 60 seconds. At the completion of the 60-second bite, the Judge will signal the Handler to command the K9 to out and guard the decoy. The Handler has three command attempts to make the K9 comply or the K9 fails.

The Handler must be positioned 10 yards from the K9, between the starting point and the Decoy once the K9 outs and guards. The guard must be within one yard of the Decoy and between 10 and 15 seconds long in duration. At that point, the judge will signal the Handler to come and pick up the K9 with a heel command away from the decoy. The Handler is allowed up to three commands. Then the Judge will signal the completion of the long attack. This attack will be decoyed in a suit.

STOP ATTACK

The stop attack for Protection K9 will follow the same rules as the Protection K9 short attack. The only difference will be that the K9 Handler must call back the K9 at the halfway point. At the 15-yard mark, the Handler will call back the K9 without the signal of the Judge. If the K9 bites the Decoy, the K9 fails. If the K9 returns immediately with one command, the K9 will be awarded outstanding.

The K9 handler will have three commands to make the K9 return within one yard of the Handler in a motionless position. If the K9 does not, the K9 fails.

The stop attack for Urban K9 will be exactly the same rules as the Urban K9 Long Attack with the exception of the K9 Handler calling back the K9 at 50 yards.

MUZZLE ATTACK

(PROTECTION K9 MUZZLE ATTACK)

The K9 must execute a defensive muzzle attack in the act of protecting the Handler. It is up to the Judge on the design of the exercise. The K9 Handler Team must prove they can heel and the K9 must defend the handler for 20 seconds with the muzzle on. The K9 Handler must either call back the K9 or pick the K9 up with a heel command. The same Judge and Handler rules apply. In all muzzle attacks. The K9 must wear a prong collar with a three foot tab leash. The handler is not allowed to touch the leash. It will only be used in case if the muzzle accidentally comes off.

The Judge must order the Decoy and the Handler as to when to start, when to stop muzzle fighting with the Decoy, and when to out and guard or out and return. The Handler gets three commands every time the Judges gives an order. The Decoy work is always done with a hidden sleeve and one decoy. The decoy will not be allowed to use any weapons.

(URBAN K9 MUZZLE ATTACK)

The rules are exactly the same as the Protection K9 Muzzle Attack with the exception of being a short search scenario. It will be an offensive use of the K9. The K9 must be used as a Police K9 working an actual search in the streets, wooded area or building while wearing a secured muzzle. Each scenario will change according to the Judge.

The Decoy rules are the same, except the decoy can use the 5-gallon bottles or multiple 1-gallon bottles as weapons. The bottles can be used during the 20-second muzzle fight. The Decoy's redline must not be crossed while using all weapons.

FIND AND BITE THE MAN

The Judge will design a scenario that is realistic to searching and tracking of the decoy and they will consist of three types of realistic police K9 find and bite the man scenarios.

1. Vehicle Pursuit and Vehicle Abandonment; a fleeing suspect (decoy) into a track, into a wooded area search not to exceed two acres, but not less than one acre of land. The track is not to exceed 100 yards. Five minutes time limit.
2. A wooded area search no less than one acre and not to exceed two acres. Five minutes time limit.
3. A window jump of 4' or 6' to enter the building search with the lights turned off using .38 caliber gunfire. Five minutes time limit.

One of the three scenarios will be chosen by the Judge. The K9 must search intensely to find the man and engage him with no hesitation. Once the K9 bites the Decoy, he must bite for a minimum of 60 seconds. The K9 must demonstrate he can out and guard on command from the Handler.

The same Judge and Handler rules apply. The Decoy must always wear a suit. The Judge will only use gun fire in the building search scenario. The other two scenarios will not use weapons. For all of the find and bite the man scenarios, the level of opposition from the decoys will be minimal. Gunfire will only be used once after the bite in the building search with minimal opposition. The decoy can moan and groan in pain. If the

K9 cannot find the man, or find the man within the allotted time, and refuses to bite or comes off the bite twice, the K9 fails.

DEFENSE OF HANDLER

(PROTECTION K9 LEVEL)

The K9 must demonstrate that it can be social and protect the Handler in a basic conversation scenario, working defensively as a personal protection K9. The decoy will always be in a suit. The Judge will change the scenario for every certification. The scenarios must have four components.

1. A conversation with a departure between the K9 Handler Team and the Decoy.
2. A short walk, no longer than 20 yards, with a sit down greeting and departure of the decoy.
3. The Decoy Attack on the K9 Handler Team with a 30-second bite to include an out and guard (5-second guard).
4. An option to call back the K9 at a distance of 10 yards or pick up the K9 with a heel command.

The same Judge and K9 Handler rules apply. The Decoy level of opposition is medium. The Decoy weapons allowed are the one-gallon bottles. If the K9 refuses bite or protect the Handler when the Decoy attacks, or if the K9 bites when it is not supposed to bite, the K9 fails.

(URBAN K9 LEVEL)

The K9 must demonstrate that it can protect the Handler in two police K9 scenarios.

1. The Police K9 Officer (K9 Handler) is attacked during a vehicle stop.
2. The Police K9 Officer (K9 Handler) is attacked during a suspect arrest scenario.

The Judge will choose one of the two scenarios and will change the scenario during every certification. The scenario must have four basic components.

1. The K9 Officer interviews the suspect (decoy) and the suspect is told he is under arrest. Suspect (decoy) must refuse to be arrested.
 - a. Vehicle stop scenario – K9 must remain in vehicle. Until the K9 Officer (handler) is attacked.
 - b. Suspect arrest scenario – The K9 is placed on a down position five yards away from the suspect (decoy).
2. The suspect (decoy) attacks the K9 Handler. The K9 must engage the suspect (decoy).
3. The K9 must bite for a minimum of 60 seconds. Then the K9 will be commanded to out and guard (10 seconds).
4. The suspect (decoy) must escape. The K9 must engage and bite the escaping suspect (decoy) for 15 seconds on the bite, execute an out and guard for 10 seconds, then execute a transport (escort) for 20 yards with no bite. At the end of the transport (escort), the exercise will end.

The decoy will always use a suit. The decoy may also use the baton. The opposition level is medium to high.

The K9 must always protect the Handler. If the K9 refuses to bite, if the k9 comes of the bite 3 times the K9 fails.

The same Judge and K9 Handler rules apply.

This K9 training program was created 12-30-2017 by Gus Artiles, Danny Artiles, Troy Artiles, and Shane Koster.