

NADF Level I Surprise Scenarios

Below are the five (5) NADF I Surprise Protection Scenarios. Make yourself familiar with all of them as one (1) will be chosen the morning of the trial. If it is a two (2) day trial DO NOT plan on the same scenario the second (2nd) day.

Scenario #1: Defense of Handler

- The dog and handler start at a marked start cone positioned 30 paces away from the obstruction/barrier.
- The decoy is positioned behind the obstruction/barrier.
- Upon judges' signal the decoy will step out and approach the dog and handler and engage the handler in a brief conversation/greeting while ignoring the presence of the dog.
- The dog should remain neutral to the decoy.
- The decoy will walk back to the obstruction/blind and circle around it and approach the dog and handler again.
- The decoy may pause or circle the handler but may not back up once approaching.
- The dog must maintain focus on the decoy during the approach.
- The decoy will at some point attack the handler from the front.
- The decoy's attack of the handler will be a push or light strike to the front of the handler's shoulder.
- The dog must engage the decoy once the handler is attacked.
- Failure to engage will be scored a zero (0) for the entire scenario.
- Early engagement/departure (dog leaves the handler) will result in a two (2) point deduction.
- If the dog engages/bites the decoy before the attack it will result in a loss of all ten (10) Handler Defense points, however, the dog will be given the benefit of the doubt if he is next to the handler and the decoy is in the process of attacking the handler.
- Once the dog has engaged the decoy the decoy will complete a brief drive of the dog using either a skip or run drive technique.
- Upon the judge's command, the decoy will freeze and the handler will demonstrate an out and guard or an out and return.

The Scoring

Greeting/Decoy Focus (10) deduction for nipping, aggression, or barking

Handler Defense (10) deduction for slow engagement or early engagement

Grip (10) deduction for depth of grip or chewy

Release (10) deduction for speed, extra commands

Guard or Return (10) deduction speed or correctness (return), intensity or nipping (guard)

75% of the available 50 total points required to pass this scenario. Participants must earn a minimum of 37.5 points to pass.

Scenario #2: Attack on Handler

- The dog and handler start at a marked start cone positioned 30 paces away from the obstruction/barrier.
- A decoy is positioned behind an obstruction/barrier.
- The handler will leave the dog at the start cone and approach the decoy's location.
- The handler will call the decoy to his/her location from hiding.
- The handler will search (pat down) the decoy for weapons.
- The search (pat down) must consist of the handler raising the decoys arms, and running hands from the decoys shoulders to ankles.
- The handler will disarm the decoy by taking the decoy's gun from the suit jacket.
- The dog must remain in a stay at the start cone.
- Upon being disarmed, the decoy will attack the handler.
- The dog must immediately engage the decoy to halt the attack on handler.
- Once the dog has engaged the decoy the decoy will complete a brief drive of the dog using either a skip or run drive technique.
- Upon the judge's command, the decoy will freeze and the handler will demonstrate an out and guard.
- The handler will demonstrate an escort of the decoy to the start cone and present the weapon to the judge.

The Scoring

Stay (10) deduction for shifting, moving, or position changes

Handler Defense (10) deduction for slow engagement or early engagement

Grip (10) deduction for depth of grip or chewy

Release (10) deduction for speed, extra commands

Guard and Escort (10) deductions for lack of intensity or nipping

75% of the available 50 total points required to pass this scenario. Participants must earn a minimum of 37.5 points to pass.

Scenario #3: Directed Attack

- The dog and handler start at a marked start cone.
- There is a decoy positioned 10 yards to the handler's right side and a decoy positioned 10 yards to the handler's left side.
- One (1) decoy will run to a cone in front of him/her approximately 20 yards away, stop and face the start cone. The other decoy will run to a cone in front of him/her approximately 20 yards away, stop and face the start cone.
- The decoy that fled first (1st) will remain passive.

- The second (2nd) decoy that fled will explain to the handler that the other decoy needs to be apprehended.
- The decoy will speak in an excited manner but not yelling.
- The handler will send the dog to engage the passive decoy.
- Once the dog has shown commitment to engage the passive decoy, the decoy may adjust to absorb the dog for safety purposes.
- Once the dog has engaged the decoy, the decoy will complete a brief drive of the dog using a skip or run drive technique.
- Upon the judge's command, the decoy will freeze and the handler will demonstrate an out and guard or out and return.
- If the dog engages the incorrect decoy, the entire exercise will be scored a zero.

The Scoring

Stay (10) deduction for early departure

Send (10) deduction speed or lack of commitment

Grip (10) deduction for depth of grip or chewy

Release (10) deduction for speed, extra commands

Guard or Return (10) deduction speed or correctness (return), intensity or nipping (guard)

75% of the available 50 total points required to pass this scenario. Participants must earn a minimum of 37.5 points to pass.

Scenario #4: Redirect Attack

- The dog and handler start at a marked start cone.
- There is a decoy in a hidden location, armed with a clatter stick, and approximately 10 yards behind the handler.
- There is a second (2nd) decoy armed with a blank gun and positioned in the open approximately 25 yards in front of the handler.
- The decoy will fire one (1) gunshot and begin walking away.
- The handler will send the dog to engage the decoy positioned in the open.
- Once the dog is on the grip, the decoy will fire another gunshot and complete a brief drive of the dog using a skip or run drive technique.
- During the drive, the hidden decoy will take position next to the handler.
- Upon the judge's command, the decoy will freeze and the handler will demonstrate an out and return.
- Once the dog has begun to return to the handler, the decoy will attack the handler.
- The dog must engage the decoy.
- Once the dog engages the decoy, the decoy will drive the dog using a skip or run drive technique.

- Upon the judge's command, the decoy will freeze and the handler will demonstrate an out and guard.

The Scoring

Send (10) deduction speed or lack of commitment

Grip (5) deduction for depth of grip or chewy

Release (5) deduction for speed, extra commands

Return (10) deduction speed or correctness (return)

Grip (5) deduction for depth of grip or chewy

Release (5) deduction for speed, extra commands

Guard (10) deduction intensity or nipping (guard)

75% of the available 50 total points required to pass this scenario. Participants must earn a minimum of 37.5 points to pass.

Scenario #5: Attack with Equipment Release

- The dog and handler start at a marked start cone positioned 30 paces away from the obstruction/barrier.
- A decoy is positioned behind an obstruction/barrier.
- The decoy will be holding a linen or jute sleeve that has no bite bar.
- The decoy will pop out and make a verbal announcement to the handler.
- After the decoys' announcement, the handler will send the dog to apprehend the decoy.
- The decoy will position the sleeve so the dog will bite it (feed the sleeve).
- The decoy will hold and tug the sleeve as the dog is biting it.
- Between 5-10 seconds the decoy will let go of the sleeve and allow the dog to have it.
- The decoy will passively walk to the handler/start cone.
- The decoy will give no vocalizations.
- The dog must either avoid biting the sleeve and apprehend the decoy or release the sleeve and apprehend the decoy.
- The handler may give the dog a release command to release the sleeve and an attack command to have the dog engage the decoy.
- Maximum points are obtained if the dog avoids biting the sleeve and engages the decoy or immediately engages the helper once the sleeve is released.
- Once the dog engages the decoy, the decoy will drive the dog using a skip or run drive technique.
- Upon the judge's command, the decoy will freeze and the handler will demonstrate an out and guard

The Scoring

Send (10) deduction speed or lack of commitment

Apprehension (10) deduction for slow sleeve release, reengagement of decoy

Grip (10) deduction for depth of grip or chewy

Release (10) deduction for speed, extra commands

Guard or Return (10) deduction speed or correctness (return), intensity or nipping (guard)

75% of the available 50 total points required to pass this scenario. Participants must earn a minimum of 37.5 points to pass.

NADF Level II Surprise Scenarios

Below are the five (5) NADF II Surprise Protection Scenarios. Make yourself familiar with all of them as one (1) will be chosen the morning of the trial. If it is a two (2) day trial DO NOT plan on the same scenario the second (2nd) day.

Scenario #1: Defense of Handler

- The dog and handler start at a marked start cone positioned 30 paces away from the obstruction/barrier.
- The decoy is positioned behind the obstruction/barrier.
- Upon judges' signal the decoy will step out and approach the dog and handler and engage the handler in a brief conversation/greeting while ignoring the presence of the dog.
- The dog should remain neutral to the decoy.
- The decoy will walk past the handler and dog to a hidden position behind an obstruction/barrier approximately 20 paces behind the handler and dog.
- The decoy may use the obstruction/barrier or move anywhere behind the handler to attempt to draw the dog away from the handler.
- The handler will then heel the dog forward and around the obstruction/barrier the decoy came out of, then back to the start cone.
- The handler will then heel the dog again around the obstruction/barricade, this time with the decoy following.
- The dog must maintain focus on the decoy but stay with the handler.
- The decoy will attack the handler during the second heeling around the barricade.
- The decoy's attack of the handler will be a push or light strike to the rear of the handler's shoulder.
- The dog must engage the decoy once the handler is attacked.
- Failure to engage will be scored a zero (0) for the entire scenario.
- Early engagement/departure (dog leaves the handler) will result in a two (2) point deduction.
- If the dog engages/bites the decoy before the attack it will result in a loss of all ten (10) Handler Defense points, however, the dog will be given the benefit of the doubt if he is next to the handler and the decoy is in the process of attacking the handler.
- Once the dog has engaged the decoy the decoy will complete a brief drive of the dog using either a skip or run drive technique.

- Upon the judge's command, the decoy will freeze and the handler will demonstrate an out and guard or an out and return.

The Scoring

Greeting/Decoy Focus (10) deduction for nipping, aggression, or barking

Handler Defense (10) deduction for slow engagement or early engagement

Grip (10) deduction for depth of grip or chewy

Release (10) deduction for speed, extra commands

Guard or Return (10) deduction speed or correctness (return), intensity or nipping (guard)

75% of the available 50 total points required to pass this scenario. Participants must earn a minimum of 37.5 points to pass.

Scenario #2: Two Decoy Attack

- The dog and handler start at a marked start cone positioned 30 paces away from the obstruction/barrier.
- Two (2) decoys are positioned in a hidden location behind an obstruction/barricade.
- The handler will leave the dog at the start cone and approach the decoy's location.
- The handler will call the decoys to his/her location from hiding.
- The handler will search (pat down) one (1) decoy for weapons.
- The search (pat down) must consist of the handler raising the decoys arms, and running hands from the decoys shoulders to ankles.
- While performing the pat down of the decoy, the other decoy will be explaining to search good because he had a gun.
- The decoy will speak in an excited manner but not yelling.
- The dog must remain in a stay at the start cone.
- The decoy not being searched will fire a gun and flee to the original hidden location.
- The handler will call the dog and command the dog to engage the hidden decoy.
- Once the dog has engaged the decoy the decoy will complete a brief drive of the dog using either a skip or run drive technique.
- Upon the judge's command, the decoy will freeze and the handler will demonstrate an out and guard.
- The handler will disarm the decoy.
- The handler will demonstrate an escort of the decoy to the start cone and present the weapon to the judge.

The Scoring

Stay (10) deduction for shifting, moving, or position changes

Handler Defense (10) deduction for slow engagement or early engagement

Grip (10) deduction for depth of grip or chewy

Release (10) deduction for speed, extra commands

Guard and Transport (10) deductions for lack of intensity or nipping

75% of the available 50 total points required to pass this scenario. Participants must earn a minimum of 37.5 points to pass.

Scenario #3: Directed Attack

- The dog and handler start at a marked start cone.
- There is a decoy positioned 10 yards to the handler's right side and a decoy positioned 10 yards to the handler's left side.
- One (1) decoy will run to a chair in front of him/her approximately 20 yards away and take a seat.
- The other decoy will run to a cone in front of him/her approximately 20 yards away, stop and face the start cone.
- The decoy that fled first (1st) will remain passive and seated in the chair.
- The second (2nd) decoy that fled will explain to the handler that the other decoy needs to be apprehended.
- The decoy will speak in an excited manner but not yelling.
- That decoy will then run away.
- As the decoy is running away, the handler will send the dog to engage the passive seated decoy.
- Once the dog has shown commitment to engage the passive decoy, the decoy may adjust to absorb the dog for safety purposes.
- Once the dog has engaged the decoy, the decoy will complete a brief drive of the dog using a skip or run drive technique.
- Upon the judge's command, the decoy will freeze and the handler will demonstrate an out and guard or out and return.
- If the dog engages the incorrect decoy, the entire exercise will be scored a zero (0).

The Scoring

Stay (10) deduction for early departure

Send (10) deduction speed or lack of commitment

Grip (10) deduction for depth of grip or chewy

Release (10) deduction for speed, extra commands

Guard or Return (10) deduction speed or correctness (return), intensity or nipping (guard)

75% of the available 50 total points required to pass this scenario. Participants must earn a minimum of 37.5 points to pass.

Scenario #4: Attack and Re-attack

- The dog and handler start at a marked start cone positioned 30 paces away from the obstruction/barrier.
- The decoy is positioned behind the obstruction/barrier, armed with an approved Level I distraction.
- The decoy will pop out and make a verbal announcement to the handler.
- After the decoys' announcement, the handler will send the dog to apprehend the decoy through the distraction.
- The decoy may use the distraction throughout the entire scenario or intermittently.
- The decoy will perform the scenario as a fended attack.
- Once the dog is on the grip, the decoy will complete a brief drive of the dog using a skip or run drive technique.
- Upon the judge's command, the decoy will freeze and the handler will demonstrate an out and guard.
- The judge will allow time to score the guard.
- The judge will signal to the handler to command the dog to re-attack the decoy from the guard.
- The dog must re-engage the decoy.
- Once on the grip, the decoy will complete a brief drive of the dog using a skip or run drive technique.
- Upon the judge's command, the decoy will freeze and the handler will demonstrate an out and return.

The Scoring

Send (10) deduction speed or lack of commitment

Grip (5) deduction for depth of grip or chewy

Release (5) deduction for speed, extra commands

Guard (5) deduction intensity or nipping (guard)

Re-Attack (10) deduction speed or extra commands

Grip (5) deduction for depth of grip or chewy

Release (5) deduction for speed, extra commands

Return (5) deduction speed or correctness (return)

75% of the available 50 total points required to pass this scenario. Participants must earn a minimum of 37.5 points to pass.

Scenario#5: Send to Guard/Attack

- The dog and handler start at a marked start cone positioned 30 paces away from the obstruction/barrier.
- The decoy will step out into the dog's field of view and jog to a position approximately 15 paces away from the hidden location.
- The decoy will be in the open clearly visible to the dog and handler.
- The handler will send the dog to guard the decoy.

- Once the dog has demonstrated the guard, the judge will signal to the handler to command the dog to attack the decoy from the guard.
- The dog must engage the decoy.
- Once the dog is on the grip, the decoy will complete a brief drive of the dog using a skip or run drive technique.
- Upon the judge's command, the decoy will freeze and the handler will demonstrate an out and guard.
- Once the dog has demonstrated the guard, the judge will signal to the handler to call the dog to heel from the guard.

The Scoring

Send (10) deduction speed or lack of commitment

Guard (5) deduction intensity or nipping (guard)

Attack (10) deduction speed or extra commands

Grip (5) deduction for depth of grip or chewy

Release (5) deduction for speed, extra commands

Guard (5) deduction intensity or nipping (guard)

Return (10) deduction speed or correctness (return)

75% of the available 50 total points required to pass this scenario. Participants must earn a minimum of 37.5 points to pass.