

International Cynological Federation (FCI)

International Rules of Mondioring Competition

ENGLISH DRAFT – Pending FCI Approval



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I – Foreword

Mondioring was created by delegates from several countries in Europe and America, in hopes of utilizing different portions of already existing national dog sports, and allowing an enriching union of all the enthusiasts of working dogs, beginners or experienced. Its goal is to be entertaining for the spectators, a game of progressive difficulties for the participants, and a competitive sport for the training enthusiasts.

To practice Mondioring, you will need a fenced field equipped with various materials, and one or two decoys, protected by a bite suit, who will be the partners of the dog, of the dog handler; and of the judge to determine the best dog and handler team of the day, under the conditions provided for by the regulations. These regulations concern trial procedures, the points allotted to the exercises, and the penalties related to faults committed.

To be accessible to the largest group of enthusiasts, Mondioring must be concise in its description, simple in its practice, and clear in its judgment. The judges must never forget the intent, which motivated the originators of this program, each time there is a discrepancy in the regulations. They must, above all, respect the spirit of these regulations and prohibit any abusive interpretation prejudicial to the dog.

The purpose of Mondioring is to highlight the aptitudes of the dog, the quality of its training, the control of its handler, and especially, the genetic inheritance of the dog.

The program consists of three disciplines, which will proceed in the following order:

1. Obedience exercises

2. Jumping exercises

3. Biting exercises.

The order of these exercises will be (can be) drawn by the competitors for each level at the beginning of each trial, and will be the same for all competitors in that level.

Note: The Mondioring regulations have been translated into several languages and differences may appear between the translations. If any discrepancy appears, the regulations translated into French will serve as reference.

II – Decoy

For a brief history, let us mention that in the past the decoy has also been called "Apache", "Malfaiteur" (lawbreaker), "Mannequin", and "Paillasse" (strawman). In America we call him "Decoy" (lure) or "Helper" (assistant). Each one of these terms carries with it a philosophy of the art of training and it will be interesting to be able to add to this list the terms used in Germany, Spain, Holland, Italy or Switzerland, if they are different. For it is the name of the decoy (lit. trans. assistant man), which for simplicity we use the initials H. A., Compared with the "hunting dog", "defense dog", "guard dog", the man is not truly "attacking", because generally he defends himself, flees, or steals an object entrusted to the dog.

What he is, as said in the preceding section, is the partner of the dogs and the handlers. He must also be an adversary, because he must collaborate with the Judge in the competitions, to help the Judge to classify the dogs by order of merit.

If the Decoy merely maintains a passive behavior, he is only a moveable puppet, good only to be bitten. If his role is to allow the Judge to evaluate the quality of the dog, he must oppose the animal. As he is protected by his bite suit, he risks exaggerating this opposition. He risks also, knowingly or not, behaving differently from one dog and another.

His is a difficult position, but he will have to always hold it in the best sporting spirit.

Without analyzing the work of the Decoy technically, we should lay down three golden rules never to be forgotten:

1. The Decoy will be absolutely impartial.
2. He will never inflict, in any manner, physical pain upon the dog.
3. He will have to behave as if he were not wearing a protective bite suit, and therefore, use promptness, deception, threats, and dodging to defend himself or impress the dog.

The Decoy will in no case strike the dog with the baton.

When he uses the revolver, he will fire in the air, at an angle of about 45°.

At the beginning of all the tests of courage, the Decoy will always place himself at a distance of 10 to 20 meters away from the dog in the middle of the field. It is forbidden for the Decoy to speak and order the dog by voice (physical gestures are allowed).

If liquid is to be used, only water is acceptable.

The Judge is responsible for the work of his Decoy, and the Decoy must conform to his regulations.

The selection of the Decoy is carried out in each participating country by methods that are determined by that country.

III – Regulations

1 – Presentation

Before entering the field, the handler will surrender his leash, collar, and muzzle to the Deputy Judge. The handler enters the field with his dog, at the invitation of the Deputy Judge of the ring. He will then follow the Deputy Judge to the Judge's table to present himself to the Judge, his dog at heel, without leash, collar, or muzzle. He will indicate the initial length and heights chosen for the jumps. He will also specify to the Judge if he is calling his dog from distance by voice or with the whistle.

If needed (Level III), he will then choose an envelope in which is stated the nature of the first Flee Attack. Without opening it, he will give it at once to the Judge who will be the only one to know, until after the departure of the dog to the attack, if it is a Flee Attack or Stopped Attack [see process in the description of the attacks].

Also if needed (Level II & III), the handler will choose the piece of numbered wood intended for the Search for an Object, and will slip it into one of his empty pockets.

2 – Instructions common to all exercises

The handler places himself at the disposal of the Deputy Judge who leads him to the starting point of each exercise, within approximately 3 meters before the line of preparation. Preparation of the dog for the exercise is allowed before the Line of Preparation, the three meters before the Line of Departure. It must be discrete, and must not be made after the sound of the horn announcing the preparation.

A first sound of the horn by the Judge signals the preparation for the exercise. The handler will then have 30 seconds, timed by the Judge, to position his dog and approach the Line of Departure. If the handler is not fully prepared within these 30 seconds, the exercise is

cancelled. The handler may give only one position command (sit, down, stand, according to the exercise). He may then give an optional stay command, example: not to move, place, stay. Any repetition of any of these commands (position or stay) is regarded as an additional command and is penalized one point. If the handler has to give 5 additional commands, the exercise is cancelled, even if the 30 seconds granted for the preparation has not passed.

As soon as the handler and his dog are in their respective places at the Line of Departure, the Judge will give another sound of the horn which indicates the start of the exercise and the handler will use the appropriate starting command, which may be preceded by the name of the dog. Any irregular command will involve a penalty.

3 – Recall commands at the end of exercise

There are two types of recall commands, the distance recall and the close recall (1 meter or closer). The close recall is regarded as a recall to heel.

All the distance recalls can be made by voice or with the whistle. The handler must inform the Judge at the time of the presentation the type of distance recall chosen and keep to it under pain of penalization. All the close recalls must be made by voice.

Whether made by voice or with the whistle, the recalls must be short and be given without hesitation. A non-continuous recall command is regarded as an additional command and penalized as such.

Only one command for recall is allowed. Any additional recall is penalized [see exercise by exercise]. In the case of a disobedient dog, which would require additional recalls, his handler would lose extra points on General Outlook.

Similarly, if the dog continues to bite beyond 5 seconds of the end of the biting exercise, whether recalled or not, loses the 10 points to the return without counting eventually the General Outlook points at the discretion of the Judge.

The dog, which does not return to heel during the allotted time, loses the 10 points attributed at the end of the biting exercises.

In Level I, the handler may allow his dog to guard the Decoy, instead of a recall, at the end of the exercise. He must inform the Judge of this at the time of presentation.

4 – General Instructions

General Outlook

If the Judge believes the execution of an exercise leaves something to be desired, he will apply a penalty of up to 10% of the points obtainable in the exercise in question. This applies as well to any inappropriate behavior of a competitor before, during, or after its round. The severity of the penalty will be at the Judge's discretion.

All intervention of a competitor in front of the Jury during the round, other than informing them of illness of himself or his dog, is strictly forbidden. This is punishable by a penalty of 10 points in General Outlook and expulsion from competition if the violation is repeated.

The penalties toward General Outlook are applied as a deduction from the total points gained by the competitor.

In case of a serious incident, the Judge can expel the competitor and confiscate his score book. He will also furnish a report to the USMRA detailing the facts.

Conditions for participation in Mondioring competition

The handler must have a score book issued by the responsible Mondioring authority of his country. Any breed of dog is admitted. The dog must hold a pedigree issued by a canine society recognized by the International Cynological Federation (F.C.I.). To begin Mondioring competition, a dog must also be at least 12 months old.

Before being able to compete in Level III, a dog must pass the following stages:

Qualify in Level I by twice obtaining at least 160 points out of 200, and

Qualify in Level II by twice obtaining at least 240 points out of 300.

If the handler wishes, he may remain in his level as long as he desires. Also, a handler is allowed to compete in Level II as often as he deems it useful as long as the competing dog has not achieved 300 points.

A dog titled in French Ring may begin in Mondioring in the level in which it competes in French Ring in its home country. A dog that participates in national trials (selective competitions for the national championship) in its country with the highest category must begin directly in Level III of Mondioring

Following the rules of the FCI, male dogs which participate in Mondioring trials must have two testicles that appear normal and completely descended into the scrotum.

As soon as the competition field is laid out, access will be forbidden to all competitors under pain of exclusion from competition.

Organization of competition

Organizations who wish to organize competition must take the greatest care in their preparation and neglect no detail. They should inform, by all possible means, the coordinating organizations of each country, in order to benefit from foreign participation.

Jury for competition

The Jury will consist of one or more qualified Judges, aided in their functions by selected Decoys. Maximum judging time for a single Judge is 9 hours per day.

The organization must also choose a Deputy Judge, who must be current on the schedule and rules of the trial.

One or two competent secretaries are indispensable for the competition to run smoothly. A table (chart) for the Judge will be provided in such a manner for the judges to be able to reach it while continuing to watch the work executed in the ring.

The organizer should provide a minimum of 2 field helpers, for moving the various obstacles, throwing of food, setting jumps, etc.

Competition field

The dimensions of the competition field must be at least 60 m by 40 m and a maximum area of 5000 square meters. The ground must not be hard, that is, neither paved nor gravel. Care must be taken that there are no objects on the field that could injure the dog. The field must be fenced. There must be at least 2 entrances to the field, one for the handlers accompanied by their dogs, and the other for the Decoys.

The organizer is in charge of marking the field. A starting point for each exercise must be marked. For the Guard of an Object exercise, two concentric circles must be marked out, with a radius of 2 m and 5 m. For the jumps, the squares must be clearly marked on the ground by the palisade, by the long jump, and by the hurdle standards. For the Search and Escort exercise, an arc with a radius of 2 m must be marked on the ground, in front of the Decoy hiding place, in order to determine the guarding vigilance of the dog. For the Absence of Handler and Refusal of Food, an opening in the hiding area so the handler may see his dog during the exercise must be provided.

For the Send Away exercise, a line 20 m in length will be marked parallel to the starting point and marked by 2 posts (or flags) placed at each end. At 5 m inside the flags will be 2 perpendicular lines 1 m in length, which define the optimal zone of travel (see diagram below).

Competition logistics

The organizer will place at the disposal of the Judges:

6 accessories for attack

1 obstacle for attack (see rules)

6 hiding places for Search and Escort

3 jumps (according to the plans in the rules)

6 Retrieve objects (see list in the rules)

food (see rules)

wooden objects for search (10 x 2 x 2 cm) *(See amendments re: size)

2 blank guns with 6 or 9 mm ammo

flags necessary for Stopped Attack

official score sheets

1 or 2 distractions for the Absence of Handler

3 or 4 objects for Guard of an Object

The Judge will choose the retrieve object and attack accessory on the morning of the competition. During the Dog in White, the Judge must be attentive to the use of the accessory (which must never resemble the object to guard) during the Face Attack and Guard of an Object.

The organizer will also provide a Dog in White for each level and for each day of the competition. For the starting signals, the organizer will provide a horn. A whistle may not be used, being used solely by the handlers for recalls.

A resting area must be available for the Decoys to conceal themselves while they are not working with the dogs. This site should be located at least 5 m from the field, and such that the dogs cannot detect the presence of the Decoys.

No container of water may be placed on the field or on the immediate boundaries of the field. During the preparation for the search exercise, a hiding place will be provided outside the field so that the handler will be able to hide himself with his dog. A container shall be made available there, so that he may let his dog drink as much as it wants.

Drawing lots

The organizing club will hold a drawing to decide the order in which the competitors compete. Also there will be a drawing for the order of the exercises. This drawing will take place with the handlers present. If any competitor is not present at the time of the drawing, the Judge has the option of arranging the exercises as he desires.

The position for the start (sit, down, stand) of the Change of Positions will be chosen by a drawing. Another drawing will decide the position for the Absence of the Handler.

Dog in White

It is mandatory that a Dog in White pass through each level before the beginning of a trial.

Food

Food must be varied and of a reasonable size (maximum of fist-size). It will consist of raw or cooked meat, bone, fish head, cheese, dried cake, sugar, etc.

Baton

The baton must be made of bamboo split in quarters.

Commands

Commands are to be given according to the rules and may be given in the native language of the handler.

Score sheets

The sheets must conform to the official model and include all instructions relative to the competition. A sheet is provided for each level. At the time of the trial, 3 sheets will be provided per dog, 1 is an original and 2 are duplicates. The original is given to the Judge, a duplicate is given to the competitor when the results are announced, and the second duplicate is reserved for the organizing club.

Functions and duties of Judges

The Judges assigned to officiate a trial are designated by the official organization of each participating country. If the Jury is composed of more than one Judge, they will Judge together.

The Judges must thoroughly master the rules and conform to them. The Judges will have total control of the competition, and in particular, the ability to regulate the work of the Decoys in their function in all levels. They must apply the penal-ties described by the well-defined faults, with the strictest observance of the rules. Each penalty corresponds to a fault, to an insufficiency of the dog, or an infraction committed by the handler. All the handlers, even beginners, must know the rules and regulations, and know these penalties.

The decisions of the Judges are final in every case not described in the rules. Only the Judges have the leadership of the trials. All the exercises must be executed under their direction. With the aid of a horn, they will give the signal for the beginning and end of each exercise. The Judges must take care that all exercises proceed in the same manner for all dogs. The trial conditions must be the same for all competitors.

After each exercise the Judge will immediately announce the score to the audience. The Judges will total the points obtained by the dog and sign the score sheets. The score sheet will be posted within 15 minutes following the passage of the competitor.

IV – Obedience Exercises

Heeling without Leash 6 points

Account of the exercise

See "Instructions Common To All Exercises."

The handler will follow a pattern (the pattern must be simple) indicated by the Judge or Deputy Judge, with 3 changes of direction, a right angle or acute angle turn, an about-turn, and two stops. Any position may be taken at the stops. These changes and stops will be done at the Judge's signal. The Deputy Judge will explain the heel pattern. If the handler does not execute the pattern as explained by the Deputy Judge, there is an error on the exercise, which will be penalized in General Outlook.

Penalties

Dog forges, lags, or goes wide (whether in a straight line or on an angle, at a halt, or during an about-turn) (per mistake) -0.5

Dog abandons or does not follow the handler -6

Absence of Handler 10 points

Account of the exercise

See "Instructions Common To All Exercises."

The dog will be placed at a spot indicated by the Judge, in a "down" position for Level I and II. In Level III the position (sit or down) will be determined by a drawing. The Judge may change the position during the competition according to the condition of the field and the weather.

This exercise will last 1 minute, which starts when the handler enters the designated blind. The handler must not look back when he leaves his dog on the way to the blind, nor when entering the blind. During the Absence of the Handler, a distraction occurs, to which the dog must remain indifferent, without moving or changing position. The diversion will depend on the level. It must never take the form of aggression or provocation. Interference from the Decoy is forbidden. The distance from the distraction to the dog shall be at least 10 m in Level I and II and 5 m away from the dog in Level III.

Penalties

- Dog changes position during the 1 min. absence. -10
- Dog changes positions when handler is going to the blind. -10
- Handler looks back towards the dog while he walks to or enters the blind. -10
- Dog moves without changing position (penalty per meter) -1
- Dog changes position when the handler returns -2
- Handler shows himself during the exercise -10
- Any irregular or disallowed command -10

Send Away 12 points

Points awarded

- In the optimum zone between inside markers 12 points
- Between the outside markers and inside markers 8 points
- Outside the outside markers 4 points

Description of the exercise

The dog must cross a line, parallel to the starting line, marked by 2 outside markers placed at each end. At 5 meters inside the outside markers, there will be 2 perpendicular lines 1 meter in length to indicate the optimum zone. The distances are 20, 30, and 40 m respectively in Level I, II and III. (See the diagram with instructions.)

Account of the exercise

See "Instructions Common To All Exercises."

The dog will be placed behind the starting line, on a central point marked by a perpendicular line. At the Judge's signal, the handler will give the dog a command to go away. The dog

must go straight ahead and cross the finish line. When the dog has crossed the finish line, the handler will recall the dog back to heel. The dog must return within 20 seconds.

Penalties

Commands given by voice and gesture - 2

Any extra commands to send the dog forward (each) - 4

Dog zig-zags, for each change of direction - 1

Dog returns before command, each time - 2

Dog starts:

a) before the signal from the Judge - 4

b) after the signal from the Judge - 2

Dog does not pass the line - 12

Extra commands to recall the dog - 2

Positions Level I 10 points

Level II and III 20 points

Points awarded Levels I II & III

for the 3 (3 x 3) or 6 (3 x 6) changes of position 9 points 18 points

for the command "heel" at the end of the exercise 1 point 2 points

Example A dog in Level III

- Sit, Down, Stand good = 9

- – 1 m advanced = 8
- Down good, then return to heel = 3
- Point total = 11

Description of the exercise

The exercise will take place on the ground. The dog and the handler must be able to see each other from a distance of 5, 10 and 15m, depending on the level. It is permitted to call the dog by name before giving the positioning command, but it must be spoken only once along with the command. If not, it is a double command.

For each position, the handler is entitled to 2 additional commands. If the dog has not executed the position after the 2 additional commands, the exercise is ended and all points already awarded are kept. The dog that anticipates the position, at one position at least (that which it has just left), may eventually lose another one, if it takes the following position. To avoid a situation where the dog obeys the Deputy Judge's signal, we propose a "triangle" system of signals (the dog faces away from the Judges and each of the three positions are illustrated on a moveable three-sided board).

Account of the exercise

See "Instructions Common To All Exercises."

The handler positions himself with his dog sitting at the line of departure. He commands the initial position upon the Judge's signal, and then leaves his dog after a stay command.

The handler must always be able to see his dog during the execution of the exercise.

At the start, the dog will be placed in a stand, sit or down, at the direction of the Judge.

In Level I each position is taken once. In Level II and III each position will be taken twice, at the signal given by the Deputy Judge.

Penalties Levels I II & III

Dog changes the position from the start -2 -2

Dog does not change the position -3 -3

Dog moves towards the handler, each m -1 -1

Dog returns to the handler before the end of the exercise; it loses the points for recall, but keeps the points awarded for the changes of positions. -1 -2

(deduction made by the distance advanced from the point of positions)

Refusal of Food Level I 5 points

Level II and III 10 points

Description of the exercise

In Level II and III, six different kinds of food, chosen by the Judge, are placed on the ground. In Level I, nothing is placed on the ground. It is forbidden to place food closer than 5 m to the small pieces of wood during the Search for Object exercise. The same applies in the 2 m circle during the Guard of an Object exercise. The Refusal of Food is an exercise, which cannot be executed during another exercise.

Account of the exercise

See "Instructions Common To All Exercises."

In Level I, only one piece of food is thrown during the obedience exercises, at the place and moment chosen by the Judge. In Level II and III, two pieces are thrown (at the same time or separately). The food must be the same for all dogs.

Penalties Level I II & III

Dog licks, eats, or takes food in its mouth (either thrown or on the ground) -5 -10

Dog moves when food is thrown (per meter) -1 -1

Handler breaks in or interferes -5 -10

Dog moves during the throwing of the food. 1 point per meter, up to 3 me-ters; beyond that:
0 0

Moving upon the handler's return: at the discretion of the Judge -2 -2

Retrieve of a Thrown Object 12 points

Description of the exercise

The time allowed for the Retrieve of the Object is 15 seconds. The object will be chosen by a drawing, prior to the start of the trial, from a list given to the Judge (dumbbell, ninepin, cylinder, plastic bottle, small bag, stroller wheel, etc.). The dog must be able to hold it in his mouth, and the maximum weight is 1 kg. All glass or metal objects are forbidden.

Account of the exercise

See "Instructions Common To All Exercises."

On the Judge's signal, the object must be thrown at least 5 m.

After the Judge's signal, the handler may command the dog to search for the object. Only one recall command is allowed.

The handler will wait for the horn at the end of the exercise before leaving his place.

Penalties

Extra or irregular command -12

Command given by voice and gesture -2

Object is not retrieved within 15 sec -12

Dog starts:

a) before the Judge's signal

-4

b) after the Judge's signal -2

Dog plays with or chews the object -1

Dog drops the object while he returns to the handler, each time -1

Object is returned but the dog is not in sitting position when the handler takes object -1

Search for an Object Level II and III 15 points

Description of the exercise

Time allowed for the exercise: 1 minute.

The object must be a small, unused piece of wood, numbered, 15 cm long and 2 cm in diameter. (for the dogs that have a large mouth) It will be chosen by the handler from several identical pieces, all numbered. At the time of presentation at the Judge's table, the handler takes the wood and puts it into his pocket without showing it to his dog, and informs the judge of its number. All the handlers must carry the wood for the same time period. Identical, non-numbered objects are to be placed near that of the wood of the competitor. The object must be placed without showing it to the dog. The wood must be reasonably accessible. No distraction is permitted during this exercise. Non-numbered "distraction" pieces of wood, picked up by another dog, must be exchanged, and "distraction" pieces of wood are put into a plate at the end of exercise to avoid being handled too much.

Account of the exercise

See "Instructions Common To All Exercises."

Each handler puts his dog in a spot indicated by the Deputy Judge. The handler will then place the object, in view of the dog, 30 meters away in a fictitious square, 1 m x 1 m.

While the handler returns to his dog, other identical pieces of wood (non-numbered) are placed nearby the first one (min. 25 cm) inside the square. There are 3 objects for Level II and 4 for Level III.

At the Judge's signal the handler sends his dog in search of the object with the command "search and bring." A single command given by voice is allowed. The handler is allowed to let the dog sniff his hands before he gives the command, to make the dog understand the nature of the exercise.

The handler will give the returned object to the Deputy Judge, for verification by the Judge.

Penalties

Commands by voice and gesture -2

Additional send commands -15

Object not brought back or not within 1 minute -15

Dog starts:

a) before the Judge's signal

-4

b) at the Judge's signal -2

- Dog chews the object -1
- Dog drops the object during the return, each time -1
- Object is retrieved but the dog is not sitting when the handler takes the object -1
- Dog leaves his place before the return of the handler (more than radius of 2 m) -15
- Dog moves within a radius of 2 m, each m -1
- Dog selects the wrong object -15

V – Jumping Exercises

In Level I the handler must choose 1 of the 3 jumps. He must notify the Judge of his choice at the presentation. In Level II, the hurdle (20 points) is mandatory, and the handler must choose between the palisade (2.1 m = 15 points) and the long jump (3.5 m = 15 points).

See "Instructions Common To All Exercises."

The following directions are good for the 3 jumping exercises (palisade, long jump, hurdle):

The handler puts his dog into position at a convenient distance from the obstacle.

The handler takes his place immediately in the marked square, to the left or right, near the jump.

If the dog leaves his place before the start command, so that the handler must reposition the dog, he is penalized one attempt plus points.

The dog is allowed 3 attempts for all the exercises: the palisade, the long jump and the hurdle, which count only for the forward jump.

For the hurdle, the dog is allowed to try a total of 3 times, forward and return. If the dog fails or refuses to return, the handler will reposition the dog in the exact place where the dog stopped. The handler will then return to his position in front of the hurdle and wait for the signal from the Judge.

If the dog fails any jump, no matter which, the handler may not ask to raise or lower the height or length.

The jump command shall be given only by voice. Every gesture or movement of the body will be penalized, but the handler may watch his dog in a natural manner, without staring.

After each jump, the handler may give one command of his choice to recall the dog to heel or to make it stay behind the jump. If he commands the dog to stay, the handler must go to his dog. If a recall, the dog has 10 sec to come to heel, with or without a command, otherwise there will be a penalty.

There will also be a penalty if the dog does not stay behind the jump despite the command. The handler will wait for the sound of the horn announcing the end of exercise, before leaving the jump.

The handler must not show his dog the jump before the exercise.

Palisade max. 15 points

Regulation heights and points:

Height(m)	1.8	1.9	2.0	2.1	2.2	2.3
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Level I 15	-					
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Level II	12	13	14	15		
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Level III	5	7	9	11	13	15
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In Level I, only one height: 1.8 m = 15 points

Description of the exercise

The palisade is made of a fully attached panel at the bottom, up to 1 m in height; then a stack of rough boards 10 cm in height and 27 – 30 mm in thickness, unfinished. The palisade may be 1.5 m – 1.9 m in width. To allow the dog to jump down, it has an incline fixed to the posts at 1.7 m high, and on the ground about 1.2 m from the wall. Slats are placed every 30 cm to break the dog's descent. The incline also supports the palisade. In order to move it easily, the palisade is mounted on beams, in the form of a reverse T. It does not have a reverse jump, so there is no fence behind it.

Long Jump Level II and III 20 points

Level I 15 points

Regulation lengths and points:

Length (m)	3.0	3.5	4.0
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Level I 15	-	-	
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Level II	10	15	-
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Level III	12	16	20
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In Level I, only one length: 3 m = 15 points

Description of the exercise

This exercise does not involve a ditch. It is made up of a frame of 3 planks. The first is 2 m long and 100 cm high, placed in the front, connected with two boards on the sides, each 3 m long and 100 cm high in front, and 200 cm high at the other end and fastened to the ground with a metallic square, to prevent it from swaying.

This frame has colored elastic bands, which are fastened to the side boards every 30 cm along the length of the sides.

Without going into the frame, the dog shall jump over a moveable seesaw 'key', 1.95 m long and 1 m wide at the center, which can move up or down in the frame without touching the sides.

Jumps of 3 m to 3.5 m can be obtained. To create a jump of 4 m, simply detach the key from the frame. The key must be constructed so that when the low side touches the ground, the high side is 30 cm from the ground. A dog that steps within the frame is penalized 4 points, plus the loss of an attempt equivalent to a refusal. It must then restart the jump.

Hurdle	Level II and III	20 points
	Level I	15 points

Regulation heights and points:

Height(m)	1.0	1.1	1.2
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Level I	15
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Level II & III	12	16	20
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In Level I, only one height: 1 m = 15 points (7.5 + 7.5)

Description of the exercise

The hurdle is made of a moveable panel, 1.5 m wide and 60 cm high, equipped with pivots welded to the supports. The panel is topped with a turnstile of the same width and 30 cm in height. It must fall at the slightest impact and present no danger whatsoever to the dog. It must be adjustable to the required height. There will be no ditch in front of, or behind, the hurdle.

Account of the exercise

As soon as the dog clears the jump, the handler may give only one command to keep the dog in the specified position upon landing. If the command is given by voice and gesture, there will be a 2 point penalty. At the Judge's signal authorizing a return jump, the handler may

give only one command for this, though it may be given by both voice and gesture. All additional commands for the position or to keep position will be penalized.

After the return jump the handler may give one optional command to call the dog to heel.

Penalties (common to all 3 jumps)

Start before signal (plus loss of 1 attempt) 4

Start after signal 2

Command by voice and gesture 2

Refusal or going around, forward or return jump 4

Knocking down the boards, forward or return jump 2

Failure to take position behind the obstacle (if command is given) 2

Any additional command for position, placement, recall 2

Any additional send command 5

The dog does not return to heel within 10 s. 2

Any irregular command results in a penalty to the corresponding points.

Penalties (hurdle only)

Position command by both voice and gesture, after forward jump -2

Dog touches the hurdle, forward or return -1

Dog puts pressure on the hurdle, even if it does not fall -2

VI – Biting Exercises

Face Attack with Baton

Level I without obstacle

50 points

Level II with obstacle

40 points

Level III with obstacle

50 points

Breakdown of points

Start 10 points

Attack 30 points in Level I & III (20 in Level II)

End and Recall 10 points

Description of the exercise

Duration: 10 seconds

Distance: 30 m (Level I)

40 m (Level II)

50 m (Level III)

Allowed: Barrage, threats, intimidation, charging at the dog (2 steps maximum), esquiving during the attack if the dog loses its bite. An accessory may be used in place of the baton during the attack with obstacle. In Level I, the arms must be accessible for the dog to bite.

Forbidden: Esquiving at the entry, striking the dog, any gesture or behavior of the Decoy which may cause pain to the dog – if this happens, the Decoy is removed from the field immediately and may be reported.

Obstacles:

- moat or plastic water tub, maximum water depth 20 cm.

- hay bales
- tires, piled up or placed upright
- bands fastened vertically to a crossbar
- netting

Obstacles must not be more than 80 cm wide, except for water obstacles, or flat obstacles that have a maximum of 25 cm in height. The tires, hay bales, and the netting must not exceed 80 cm in height. The length of the obstacles will be 8 to 10 m and must permit the Judges to evaluate the attitude of the dog as it approaches the attack. No obstacle must injure the dog or do it any harm. In the spirit of this exercise, the obstacle is meant to slow the dog down in order to judge his courage in the face of an accessory or baton, and it should never present any danger. The Decoy places himself 3 m behind the obstacle at the midpoint of its length.

Account of the exercise

See "Instructions Common To All Exercises."

So that there will never be any confusion regarding the spirit of the dog, we ask it to attack the Decoy. If the Decoy finds himself behind the obstacle before the dog starts, he must signal his presence. If need be, the Judge will send the Decoy out 20 or 30 m, then authorize the dog to be sent out as soon as the Decoy is behind the obstacle. To take his place, the Decoy must clear the obstacle each time, whenever possible.

The Decoy should place himself between 3 to 5 m away, depending upon the dog's speed, to avoid too hard of a shock, and to maintain the spirit of the rules.

The Decoy will not stop moving until the command to end the exercise, then he must immediately become absolutely still.

Penalties Levels I& III II

Starting before the Judge's signal (plus -5 for G.O.) -10 -10

Second offense of start before Judge's signal -50 -40

Starting after the Judge's signal -5 -5

Additional commands to attack (only 1 allowed) -10 -10

Any irregular behavior before or during the exercise	-50	-40
Per second not biting	-3	-2
Per rapid change in bite	-1	-1
Per second biting after out command (1 second allowance)	-2	-2
Additional bite after end of exercise	-2	-2
Additional recall command (only one is allowed)	-5	-5
Not biting at the time of recall (plus per second not biting)	-5	-5
Failure to return within 30 seconds	-10	-10
Any irregular behavior after end of exercise	-10	-10
Dog does not attack or does not bite (the dog cannot execute a Stopped Attack or will lose the points gained in that attack if already executed)	-50	-40
Handler leaves starting line during the exercise (a lateral movement behind the line is allowed if needed to see his dog, but he must remain motionless after the out command)	-50	-40
Handler uses the course for training	-50	-40
Dog hesitates in front of the obstacle	-5	-5
Dog bypasses the obstacle (not penalized on return)	-15	-10

Face Attack with Accessories Level III 50 points

Level II 40 points

Description of the exercise

Distance: 30 meters

All the regulations for this attack are identical to those of the "Face Attack with Baton."

Allowed accessories: (these are only meant to impress or upset the dog)

- branch, rattle, cloth, newspaper
- piece of plastic or sack, plastic water bucket (empty or full)
- any noisy (but harmless) object, etc.

The accessory used for this attack must not completely cover the dog during the bite.

Account of the exercise

Identical to that of the "Face Attack with Baton."

For the Attack, the Decoy must use the accessory to test the dog's courage, but must not use it to entice the dog to miss.

Penalties

Identical to that of the "Face Attack with Baton."

Flee Attack Level II and III 30 points

 Level I 50 points

Breakdown of points

Level I II & III

Start 10 points 10 points

Attack 30 points 10 points

End and recall 10 points 10 points

Description of the exercise

Distance: 30 - 40 m

Duration: 10 seconds

Account of the exercise

See "Instructions Common To All Exercises."

The Decoy will escape without looking back or trying to esquire. He will be armed with a revolver and will fire two shots while the dog is biting.

He will defend himself vigorously, but not brutally, to test the dog's bite.

When the handler gives the end of exercise command, the Decoy will immediately remain totally motionless.

Penalties

Identical to those of the "Face Attack with Baton."

Stopped Flee Attack Level III 30 points

Breakdown of points

Start 10 points

Attack 20 points

The stopped attack will be judged on one-third of the biting points earned in the other face attacks (base total: 30 + 30 = 60 + starting points, see examples).

Description of the exercise

Distance: 30 - 40 m

Each handler will draw by lots, for his own dog, the order of the 2 flee attacks. The order will be known only by the Judge. The Decoy will not know if it is a stopped attack. If the dog does not bite on the Flee Attack with Bite, the Stopped Attack will not be executed. If the Stopped Attack has already been executed, the points earned will be revoked.

Account of the exercise

See "Instructions Common To All Exercises."

If the exercise is a Stopped Attack, at the Judge's signal, the official in charge of the food, raises a red flag after the dog has started. The Deputy Judge immediately touches the handler's shoulder who commands his dog not to bite.

In a biting attack the official raises a green flag.

The Decoy will continue to escape after the recall command; neither changing his pace, nor provoking the dog, nor firing the revolver.

Penalties

Start (see the start penalties in the other attacks)

Dog bites -30

Recall at 3 m (no deduction) -0

Per additional meter -2

Additional recall command (only one allowed)

-if the dog returns within 5 meters of the handler -5

-if the dog returns outside of a 5 meter radius

(additional recall prohibited, he retains 10 points from the start) -20

1st example:

points earned $28 + 26 = 54 / 3 = 18$

points assigned at start +10

maximum points =28

distance at recall: 5 m -4

points for Stopped Attack 24

2nd example:

points earned $30 + 30 = 60 / 3 = 20$

dog started after signal 10-5 +5

maximum points =25

distance at recall: 2 m -0

points for Stopped Attack 25

3rd example:

points earned $30 + 30 = 60 / 3 = 20$

points assigned at start +10

maximum points =30

distance at recall: 4 m -2

returned more than 5 m away -20

points for Stopped Attack 8

Search and Escort Levels II and III 40 points

Breakdown of points

Discovery 10 points

Escort 30 points

Description of the exercise

Number of hiding places: 6 fixed plus one moveable, which may be placed at the discretion of the Judge.

Time allotted for search and bark: 2 to 3 minutes at the Judge's discretion, depending on the surface of the field. It is important that the Judge or a member of the Jury is placed where he can see what happens in the blind. In effect, if the dog is not vigilant, the Judge can authorize the Decoy to flee, and the meters escaped would be penalized.

The Decoy absolutely must follow the course indicated by the Judge, to put all the dogs on an equal basis. His walk must be natural and his attitude as identical as possible toward all the dogs, without provocation on his part. He must attempt to escape three times, at his own initiative, according to the behavior and vigilance of the dog, independently of the possible escape from the blind.. In case the dog loses vigilance after the third escape, the Judge may penalize the dog and request an additional escape.

This exercise must demonstrate the dog's ability to bring a fleeing lawbreaker to bay, and the Decoy must act in this situation like a prisoner attempting to escape.

When the Dog in White appears, the Judge impresses upon the Decoy the proper attitudes and behavior, he defines the course and maintains a good balance between the spirit and execution of the exercise.

The use of jumps in order to assist in fleeing is forbidden.

Obstacles may be used as a diversion during escapes, but not in more than 2 escapes.

Stay commands at the end of escapes are forbidden. The end of exercise command consists of the dog's name, followed by the handler's choice of a command word.

At the blind, white marks on the ground must be removed. (Precision from Malaga).

Account of the exercise

See "Instructions Common To All Exercises."

The dog and his handler will leave the field accompanied by the Deputy Judge. They return at the signal of the Judge, when the Decoy has hidden. If the dog is vigilant, after the discovery of the Decoy, the handler himself will (upon the Judge's approval) call the Decoy out of the blind.. He must walk without changing his pace; if the handler runs to the blind there will be a penalty against General Outlook. Also, if the dog leaves the "zone of vigilance," marked on the ground, the Judge may allow the Decoy to attempt an escape. If the dog does not make the discovery in the allotted time, then the exercise is cancelled. If the dog makes the discovery but does not bark, he loses the discovery points; but the handler, on the Judge's signal, will return to the blind to continue the exercise. As long as the dog has not signaled the discovery of the Decoy by barking, the Judge may not allow the Decoy to leave the blind even if the dog has passed and continues his search. It will be allowed the regulation time for the search. If the dog returns to the handler, within a radius of 3 m, before the end of the allotted time, the handler may give an additional search command, which will be penalized. If the dog bites the Decoy, whether it has barked or not, it loses 5 points. If the dog alerts the handler by barking, without having discovered the Decoy, it is penalized 5 points.

During the course of the exercise, the Decoy must esquivе when he attempts to escape, and keep as far as possible from the dog. There will be a one meter allowance for the escapes. He will stop his escape attempts only when the Judge sounds the horn and the handler gives the command, about 3 seconds after the bite. The distance escaped, while the dog is biting, will not be penalized; but if the dog lets go before the handler's command, the Decoy will continue to escape. The Decoy may not resume walking after an "out" command, except on

the Judge's signal. During the entire escort, the handler must remain at least 3 m from the Decoy, behind or beside him, but never in front of him.

The Judge indicates the end of exercise by several horn blasts. The handler commands "stop" and the Decoy stops walking. When the escort stops, the dog assumes a guard in place, with the same penalties of those for Defense of the Handler. The handler recalls the dog to heel and puts himself at the disposal of the commissioner.

Penalties relating to Search and Escort

Additional search command (only one allowed) -10

Dog does not search despite the second command -40

Dog does not discover the Decoy during the allotted time -40

Dog does not bark during the allotted time -10

Dog bites within the blind -5

Dog does not guard closely at the blind, per m escape -1

Handler runs to the blind (deducted from G.O.) -2

For each bite during escort or after "out" -2

Additional command to "out" -2

Dog lets the Decoy escape, per meter -1

Handler does not maintain 3 m distance during escort -10

Handler interferes with Decoy during escape -30

Dog does not guard closely for 5 seconds -5

Dog barks without having discovered the Decoy -5

Defense of the Handler 30 points

Description of the exercise

Duration of the exercise: 10 seconds

The exercise is based upon 5 principles:

1. There will always be a preliminary meeting (a handshake) between the Decoy and handler, with or without conversation. The handler may respond to the Decoy's greeting with a very ordinary tone of voice.
2. The difficulty created for the dog will be increased progressively, according to the level.
3. At each level, the Decoy's aggression will be clear and evident, and made with both hands.
4. At the moment of aggression, the Decoy and handler will remain motionless for 2 sec. If the dog bites within 2 sec, they will resume normal work; if the dog does not bite during the 2 sec, the Judge will stop the exercise.
5. The dog must react only if his master is the aggressed upon.
6. The handshake must be made by the Decoy, who is the aggressor.
7. The scenario for Defense of the Handler, as well as off leash heel, will be explained to all competitors only once, at the passage of the Dog in White. Modifications and additional explanations may be given after the Dog in White, at the request of a handler's representative.
8. The use of accessories must not become a provocation to the dog or handler, only to protect himself or forestall the protection of the handler.

The Decoy must strike the handler and hold the strike for 2 s. during which time the dog must bite.

During the Defense of Handler, the handler must stay at least 3 m from the Decoy, until after the "out" command and return of the dog to heel.

Account of the exercise

See "Instructions Common To All Exercises."

Progress of the exercise, starting with some examples of possible situations:

Simple conversation, after the Decoy and handler meet, ending in aggression

After the conversation, the Decoy walks away and without wavering, returns to hit the handler

The same, but he tries to trick the dog's vigilance through deception

The Decoy shows aggression toward a third person, to try to provoke an untimely reaction from the dog

The third party pretends to start a fight with the handler himself

The Decoy acts aggressively toward the handler in a situation similar to daily life, etc.

The Judge will give a horn blast authorizing the "out" command. The dog must then guard the Decoy closely for 5 sec, after which the Judge will indicate the end of exercise, and the handler will recall the dog.

Penalties

Handler talks to the dog after command at the start of exercise -30

Dog bites before or during the meeting or conversation -30

Dog bites after the meeting but before the aggression, penalized per meter from the spot intended for aggression -2

Dog moves away from the handler without biting, at any time (with one meter allowance) penalty per meter -1

Dog abandons the handler, more than 10 meters -30

Dog attacks the third person -30

Dog does not defend during the 2 sec aggression -30

Handler encourages his dog, does not stay 3 m away during the Defense, or when the "out" command is given -30

Bites after the "out," per bite -2

Dog does not return within 10 seconds of the recall command -5

Dog does not guard closely for 5 seconds -5

Guarding an Object Level III 30 points

Description of the exercise

An object will be placed at the center of a 2 m radius circle. A second concentric circle of 5 m will be traced. The Judge may use one or two Decoys, but the second Decoy must stay at least 10 m away while the other Decoy works. Whatever the case, 3 attempts to steal the object are mandatory; the penalties are cumulative and identical for the 3 attempts, according to the faults committed. If the Decoy succeeds in stealing the object, on any attempt, the dog loses the 30 points of the exercise.

During any one of the 3 attempts, which are the same for all competitors, the Decoy must use certain accessories designed to divert the dog's attention. They must never serve as a shield to prevent the dog from biting. An impassible accessory is forbidden; it must permit the dog to pass through. The accessory does not have to be identical to the other accessories used in the competition. The accessory must not be dropped intentionally within the 5 m circle. In the case where the dog confuses the accessory with an object to be guarded, a third passage will be used.

Objects to guard that could be dangerous to the dog are forbidden.

Taking into account the distance at which the dog bites, without accessory, measure the distance between the dog and that part of the Decoy's body closest to the dog. With the accessory, it will be the part of the accessory closest to the dog that counts.

The Decoy must steal the object; he must have a neutral attitude until 2 m from the dog, unless the dog takes the offensive (a legitimate defense).

Definition of biting: same as that of Stopped Attack or Discovery in the blind.

The circles traced on the ground serve only as a reference point in order to evaluate the distance the object is carried away from the initial position of the object. It is therefore necessary mentally to recreate these distances as a function of the position of the object.

Example – The dog made its last bite at 4 m then let himself be dragged 6 m, the penalty is doubled.

1. Dog bites at 4m -5
2. Lets itself be dragged for 2m -2 making -7 points total.

At the end of the exercise, and at the appearance of the handler, the dog goes to him = penalty to G.O.; but if the dog moves away from the object before the horn blast allowing the return to the handler, loss of 1 point per m up to 10 meters and beyond = 0.

Account of the exercise

See "Instructions Common To All Exercises."

The handler places the object at the center of the 2 m circle and commands the dog to guard it before going into the blind.

The Decoy enters the 5 m circle in a neutral manner, without being aggressive or trying to attract the dog's attention. If the dog lets him enter the 2 m circle, the Decoy must then use all possible ruses, threats, intimidations, esquivés, which he thinks may impress and trick the dog into dropping his guard. He will have about 30 seconds to steal the object.

If the dog bites before the Decoy is able to touch or take the object, the Decoy must wait 2 seconds before moving away in a normal manner or dragging the dog if he has maintained his bite. If the dog bites after the Decoy has stolen the object, the Decoy must put the object down at his feet as soon as possible, and proceed as above.

If the dog takes the object in its mouth, or puts at least one paw on or within the object, without biting the Decoy, as it is in contact with the object, the Decoy must pull the object outside the 2 m circle before the Judge can stop the exercise, considering the object ineffectively defended.

To determine the place where the dog bites, the Judge will take into account the position of the Decoy. To determine the distance to which the dog has let itself be dragged, the Judge will take into account the position of the dog, the four paws outside of one of the circles.

The Judge will always have the right to apply a penalty against G.O. if the guarding of the object, even if effective, may not be considered as perfect.

Penalties

Dog bites the Decoy within the 2 m zone before he has touched the object no penal-ty

Dog bites the Decoy within the 2 m zone and lets itself be dragged to, but not beyond, the circle no penal-ty

Dog bites the Decoy within the 2 m zone and lets itself be dragged beyond the circle, per meter -1

Dog bites in the zone and lets itself be dragged beyond 5 m -15

Dog lets itself be dragged beyond 5 m, does not let go within 10 sec -30

Dog lets the Decoy take and move the object, then bites, regardless of the distance, inside the circles, by meter -1

Dog lets the Decoy take and move the object, then bites, at 5-10 m -15

Dog lets the Decoy take and move the object beyond 10 m -30

Dog bites the Decoy between 2 and 5 m -5

Dog bites the Decoy beyond 5 m (exercise is ended) -30

VII – Table of Points

To take into account a necessary progression and to increase the difficulties gradually, it is logical to view the organization of trials in 3 Levels, giving to each a maximum of points:

200 Points in Level I

300 Points in Level II

400 Points in Level III

The table below presents a convenient notation for the proposed totals.

Exercises	Levels I	II	III
Following without leash		6	6 6
Absence of the handler		10	10 10
Refusal of food	5	10	10
Sending out ahead	12	12	12
Retrieve of thrown object	12	12	12
Positions	10	20	20
Search for object	-	15	15
Palisade	15*	15*	15
Hurdle	15*	20	20
Long Jump	15*	15*	20
Face attack with baton (+ obstacles in II and III)	50	40	50
Flee attack	50	30	30
Defense of handler	30	30	30

Stopped flee attack	-	-	30
Search and escort	-	40	40
Face attack with accessories	-	40	50
Guard an object	-	-	30
TOTAL	200	300	400

* optional exercises

Qualifiers

0 – 299 Insufficient

300 – 319 Sufficient

320 – 339 Good

340 – 359 Very Good

360 – 400 Excellent

In case of tie scores, the dogs will be judged according to the following criteria:

1. Most points in biting exercises,
2. Most points in obedience exercises,
3. Most points in jumping exercises.

VIII – Plans of Jumps

IX – Abbreviations

G.O. General Outlook

Ech. Level

H.A. Decoy

Handler doghandler, master, conductor

Kg kilogram

m meter

Mn minute

Sec second

P point

Suppl. additional

IX – Final Provisions

1995 Provisions

The current International Rules for MONDIORING Competition (RCI-MR) were discussed and adopted by the Commission for Working Dogs in a meeting on March 17, 2001 at Nova Gorica, Slovenia.

Only the competent national association is allowed to permit tests in their country. The societies of the various nations have the right to forbid Mondioring in their countries. In case of dispute in the interpretation, the French text is applied.

The Commission For the Working Dogs FCI

President: Eberhard Strasser

March 17, 2001, Nova Gorica, Slovenia

This RCI-MR has been adopted by the General Committee of the FCI in May 2002 (Weissbad). It goes into effect on January 1, 2003.

Translated July 2003