

INTERNATIONAL RULES FOR MONDIORING DECOYS

{Translation by Isai Rodriguez from the authorized Spanish version}

I. OBJECTIVE

- To set the trial rules for Decoys
- The existence of a manual for Decoys, Judges, and Competitors.

II. ROLE OF THE DECOY

To help the judge determine the level of the dog and his training. The decoy's role above all is to allow the judge to test the quality of the dog: for this he will have to confront the dog. The decoy's job is difficult, but his attitude must be fair and sportsmanlike. These rules will help the decoy be fair and honest.

- Be totally impartial
- Never cause physical pain or damage to the dog
- Must know the rules of Mondioring
- Above all, the decoy must work all dogs with the same level of difficulty

III. THE EQUIPMENT

A. The Suit

- The suit must provide adequate protection for the decoy. It must be flexible to allow for ease of movement and running.
- It must not be ridiculous or too big; it must not be so hard that it is difficult for the dog to bite.
- It must allow for a bite of no less than 7 cm. in depth, and the thickness of the material in the dog's mouth should be 3 to 5 cm.
- It is prohibited that the decoy change suits during the trial to favor certain dogs.

B. The Shoes

- Must be adequate for all types of weather and the variety of the exercises (i.e. Flees);
- Must not have metal spikes.

C. The Baton

- You cannot use just any baton to threaten the dog. The Baton **must** be made of bamboo. 60 to 80 cm. in length cut in a cross, 3/4 of the way down length wise. It should not open like a fan during the barrage.
- It will have a diameter between 2 to 3 cm.
- The decoy will grab it on the part not cut.
- It is prohibited for the decoy to leave a piece of handle sticking down from his hand when gripping the baton.

D. The Gun

- There shall be two provided by the organizing party.
- The blanks must be 9mm or 6mm double charged.

IV. DECOY ATTITUDE

Observations of the work in the attacks:

- The decoy must never touch a dog with his baton that is showing avoidance to the baton or barrage during the attack exercises. It is permitted to use all forms of opposition/threats the decoys sees fit to impress the dog, but never touching it with the baton.
- In Brevet (countries that have this level) and in Level 1, the arm must be accessible for the dog to bite.
- If by accident the decoy hits the dog with his baton, the Judge must be made aware and more care is to be taken by the decoy.
- In case the decoy hits the dog intentionally, the Judge is obligated to stop the trial immediately and take any actions deemed necessary.

- Once bitten, the decoy must work the dog. If the dog lets go of his bite, the decoy is allowed to esquivé, impress, and use barrage to keep the dog from re-biting.
- To physically hurt the dog is prohibited, but the decoy is allowed to use all his knowledge, gestures, and opposition to intimidate the dog. The decoy cannot touch the dog with his hands under any circumstances.
- Although it is the decoy's job to test the dog, his work must be sportsmanlike, and fair to the dogs.
- The decoy must be aware that he is protected by a suit; this does not permit him to be brutal or abusive to the dogs.
- In case the decoy is abusive or brutal to the dog, the Judge is obligated to inform the national organization in writing.

Prohibited:

- To make the dog stop biting due to physical force or brutality
- To bend the dog's body, arms, legs, or twist the dog's mouth with the intent of making the dog release his bite.
- To push the dog away with the baton, hands, the sleeves, or stomach. But to block the dog with the arm is permitted.
- To pick up the dog with the stick, hand, arm or leg.
- To touch or hit the dog with the baton on his back.
- To hold the baton with both hands.
- To touch the dog with the baton under his neck, stomach, or his feet.
- To throw your leg over the dog while he is biting.
- Talking to the dog

(Further observations)

During the escort, walking in zig zag, changing direction abruptly, an intentional sudden change of speed faking a flee.

- The decoy should have suitable equipment (suit, baton, and shoes)
- The decoy shall hide in the same place so that trial dogs cannot see him when his presence is not needed on the trial field
- The decoy shall make no comments, inside or outside of the trial field under the direction of the Judge.
- The decoy will not take any suggestions from the public or participants
- It is forbidden to talk to the dog.
- The decoy must pace himself (his work) so that all dogs get the same level of opposition from the first to the last dog.
- In the case of wanting to use liquids, only water is permitted.
- The changing of decoy will be made accordingly in the interest of saving time.

Rules during the work:

The Attacks

- The decoy will put himself in the same start point after the judge's signal.
- The decoy will try to focus the dog's attention on him before starting his work so the dog knows who the decoy is.
- The decoy must never esquivé a dog on his entry.
- The decoy must not remain static and must by all means catch the dog and absorb his entry without an esquivé. This is done to avoid accidents like spinal injuries or any other physical trauma that can be caused by a violent impact.
- The decoy must never touch the dog with the stick or his hand.
- If the dog does not bite on the entry, it is possible to esquivé, use a barrage to keep him away, or use opposition to keep him from biting.
- If the dog lets go of his prey before the end of the exercise, the decoy should try to keep him from biting (i.e. staying static, esquivé) depending on the dog's attitude.
- The decoy can use a barrage but without touching the dog with the baton.
- The decoy will not stop working before the command from the handler
- The decoy must stop working immediately upon the handler's command, also he must stay still until the judge signals the end of the exercise.
- If the dog bites on the arm, the decoy cannot rotate his arm more than 180 degrees

- If the dog bites the leg or knee, he must be a minimum of 30cm from the floor.
- The decoy can take a maximum of 2 steps towards the dog during a face attack.
- In the face attack with accessories, if the dog bites the accessory for more than 1 second, the decoy must drop the accessory and continue to oppose the dog with esquives and threats. If the dog rebites, the decoy can pick up the accessory and use it for the remainder of the time left that is left for the attack.
- If the decoy falls, the decoy must get up as fast as possible, unless the judge intervenes.
- During the flee, once the dog has bitten, the decoy will fire twice into the air in a 45 degree angle.
- If the dog bites the arm that holds the gun, the decoy must switch the gun with the other hand before firing.
- In the flee, the decoy must run in a straight line until the dog bites.
- If the decoy falls before firing, he must first get up before firing.
- The decoy should absorb the entry of the dog.

Stopped Attack

- The decoy will run in a straight line always, including after the stopped attack.
- The decoy will not fire the gun during his flee, until the dog bites.

Barrage

- This is the rapid movement the decoy does with his baton or accessory with the intention of intimidating or impressing the dog.
- The barrage is used to:
 1. Impress the dog.
 2. Test courage.
 3. To demonstrate that the dog is not afraid.

This is why the decoys need to practice their technique with the baton, so they can be effective.

Judges must stop the decoy selection for those who aren't proficient with the baton or cannot perform a correct barrage.

The Revolver

- The decoy must be careful not to fire next to the dog's head
- The gun shot will take place with the arm or forearm pointing up
- The barrel of the gun must always point up
- If the dog bites the arm that holds the gun, the decoy must switch hands before firing
- If the decoy falls before he uses the pistol, he is not allowed to fire it before he stands up.

The Accessories

- The accessories used during the trial should have the same objective as the baton: to impress and evaluate the dog's courage.
- Accessories cannot cause physical injury or pain to the dog.
- Accessories cannot be used as a shield; the possibility for the dog to pass through them and bite should always be there.
- For the attack, the decoy should use the accessories to test the dog's courage, but it should not be used to entice the dog to miss (esquive).
- The accessories can touch the dog always but must never cause pain or physical injury.
- The Judge will decide the way in which accessories should be used by the decoy for work that is selective yet sportsman like.
- Just like in the use of the baton, if the decoy is not proficient at using accessories, or uses brutality, he will be penalized.

Defense of Handler

- The aggression must be definite and with both hands.
- After the aggression, the handler and the decoy should remain still for 2 seconds until the dog bites or the Judge intervenes.
- When the command to stop is given, the decoy will stop working and remain still until the Judge signals end of exercise. (Consecutive horn honks)
- The handshake will be initiated by the decoy and should be natural with no aggression.

The Search and Escort

- The decoy must follow the path set by the Judge with all the dogs
- For all dogs, the walk should be natural, identical, and without provocations.
- The decoy will make 3 attempts to escape. These will be done at his discretion in accordance with the vigilance of the dog. During the attempts, he will try to gain meters on the dog before he is bitten (using esquivés for example)
- The decoy must flee or work until the handler commands the dog to stop.
- If the dog releases the bite before being commanded to stop, the decoy will continue to escape.
- After each attempt to escape, the decoy will remain still awaiting the judge's orders to resume his walk
- At the end of the exercise, the judge will sound the horn, the handler will give his dog a command, and the decoy will stop immediately.
- In the hiding place the decoy will remain still, looking at the judge. He cannot provoke the animal in any way.
- If the dog does not guard the decoy in the hiding spot, on the judge's signal, the decoy must flee. In this case there will be 4 flee attempts.
- At the end of the escort, during the guarding phase, if the dog is not vigilant, at the judge's signal, the decoy will make another escape.
- If the dog bites without provocation during the escort, the decoy will keep walking without fleeing.
- The judge, depending the circumstances, can ask the decoy for the number of rebites.
- The decoy that is not participating in the escort should remain in an area outside of the field and at least 5 meters from the fence. If the dog still finds him, the decoy must now start the escort.

Guard of the Object

- The main objective of the exercise is, above all, to steal the object.
- When 2 decoys execute the exercise, the second decoy shall remain 10 meters minimum from the object.
- The decoy must come into the 5 meter circle in a neutral manner, without provocation or aggression towards the dog.
- When you get to the 2 meter circle, the decoy will do everything that he can to remove the object (menacing, intimidations, esquivés, etc.)
- When the decoy has entered the 2 meter circle, he must try to steal the object within 30 seconds.
- When using an accessory, you cannot utilize it like a shield. The dog must be able to pass through it to bite.
- During the bite the decoy will remain still for 2 seconds before leaving, using the shortest route away from the object. It is not your problem if the dog has let go or not.
- If the dog bites after the decoy has taken the object, the decoy should drop the object immediately and respect the 2 second rule. (See above rule)
- IF the dog has the object in his mouth, his feet in or on it, all the decoy has to do is move the object 2 meters without the dog biting so the Judge can stop the exercise.
- If the dog doesn't bite when the decoy picks up the object, he should try to steal the object at least 10 meters. You cannot use the object like a shield or barrage against the dog.