



2019 SOUTH FLORIDA POLICE K9 COMPETITION RULES & REGULATIONS

- All K9 Teams must be pre-registered with the South Florida Police K9 Competition to participate in the events. Competition will be limited to first 30 pre-registered teams.
- All K9 teams will compete in normal working attire and equipment to include: Duty Uniform, Body Armor, Duty Belt. No Weapon or Ammunition during Obstacle/Criminal Apprehension Event, Simunition© provided.
- K9 can wear whatever equipment is used to deploy during normal deployment (i.e. E-Collar, Pinch Collar etc.)
- A pre-determined competition running order will be posted before the start of the competition. Any adjustment to the running order may only be approved by the Lead Judge.
- All K9 Teams will park in the designated parking area located on the north side of the stadium. The parking area will be secured with no public access.
- There will be a total of 5 Competition Judges, including the Lead Judge. The judges will be identified by red shirts. All judges will be current or former K9 handlers.
- There will also be 2 Firearm Instructors responsible for the Simunition portion of the event. They will be identified by red Firearms Instructor shirts.
- Penalties will be assessed as described in the event description. Should there be any discrepancies in the scoring; the Lead Judge will have the final decision.
- The Obstacle/Criminal Apprehension Event will be a timed event. Two judges will keep time via two provided stop watches. At the end of each competitor's event, the time will be compared and the lesser of the two times will be recorded as the competitors certified time.
- In the event of a tie score, the competitor without penalties will be awarded the win.
- A complete practice course has been set up for anyone wishing to practice the Obstacle/Criminal Apprehension Event. The course is located at the BBPD K9 Training Field, which is inside the gated property of Boynton Beach Publix Distribution Warehouse 5500 Park Ridge Boulevard, Boynton Beach, FL 33426-8319. There will be 24hr/7 day week access to anyone wishing to use the course. Contact Officer Chris Schalk at 954-652-9833 for more information.

- This is a timed event. K9 Team with fastest time, including additional time due to penalties (if applicable), will win. 1st, 2nd, and 3rd place will be awarded.
- Prior to designated start time, K9 Team will report to Firearms Instructor located at staging area with no firearm and no ammunition. K9 Handler will receive Simunition gun and magazine loaded with Simunition paint marking rounds.
- K9 Team will report to the starting line with K9 at heel and attached to lead. At the command “Go,” given by the judge, the K9 Team will traverse the following course:



OBSTACLE/CRIMINAL APPREHENSION COMPETITION DESCRIPTION

1. Vehicle Bailout Start : Upon arrival at the start line, K9 will be placed in rear of stationary K9 vehicle that is parked at start line. The Handler will enter the driver’s seat of the vehicle. Time on the clock will start when the handler opens front door to exit. Handler will exit vehicle and retrieve K9 via rear driver’s side door. K9 does not have to be attached to lead; however, handler must maintain control of K9, verbally or physically at all times. K9 team will then move to next station.

Penalties: +5 seconds for failure to follow directions

2. Simunition Engagement Station 1 Upon arrival at barricade, handler and K9 will take cover behind barricade and engage (1) stationary target.

Penalties: +15 seconds for every missed shot. A hit consists of any hit on the paper target. +5 seconds for failure to follow directions. +10 seconds for crossing shoot line while shooting



3. **Fence Cut:** Upon arrival at simulated 6 foot fence, the handler will locate bolt cutters located on the ground at the bottom of the fence. The handler will simulate cutting a traversable hole through the fence by locating and cutting (4) plastic tie wraps which hold the fence together. Once all 4 tie wraps have been cut, K9 team will enter through opening and exit other side of fence. Handler will drop bolt cutters at fence before continuing to next station.

**Penalties: +20 seconds for failure of handler to traverse
+20 seconds for failure of K9 to traverse**

4. **Fence Jump:** Upon arrival at simulated 4 foot fence, the K9 will jump over the top middle portion of the fence as the K9 Handler goes around one side of the fence. K9 must go over fence without knocking it down. K9 team can reattempt the obstacle until completed.

Penalties: +5 seconds for failure to traverse



5. **Box Search:** Upon arrival, there will be 3 decoy search boxes. One of the boxes will contain a concealed decoy. K9 will be directed to physically search the outside of the three boxes. K9 will be required to give an audible or physical alert at the box containing the decoy. The alert must be obvious to the judge. Before leaving, the K9 Handler must call out the number of the box the decoy is believed to be concealed in. This can be done without stopping and continuing on to next obstacle. K9 team can reattempt the obstacle until completed.

Penalties: +5 seconds for every box not searched; +10 seconds for no physical alert by K9; +10 seconds for Handler calling empty box



6. **Window Jump:** Upon arrival, there will be a simulated residential window opening. K9 will jump through window opening and land on other side of the obstacle as the Handler goes around the obstacle. K9 team can reattempt the obstacle until completed.

Penalties: +5 seconds for failure to traverse



7. **A-Frame Wall:** Upon arrival at A-frame, K9 Handler and K9 must traverse the obstacle by climbing over the front side and coming down on the opposite side. K9 team can reattempt the obstacle until completed.

Penalties: +10 seconds for failure of K9 to traverse; +10 seconds for failure of handler to traverse



8. **Mystery Obstacle:** Upon arrival, there will be an obstacle that the handler and K9 must traverse. This can be reattempted until successfully traversed.

Penalties: +5 seconds for failure of Handler to traverse; +5 seconds for failure of K9 to traverse

9. **K9 Carry:** Upon arrival at starting point, which will be marked by orange safety cones, handler will pick up K9 and carry him in a safe position approximately 50 yards to finish line marked by orange safety cones. The K9 team can reattempt the obstacle until completed.

Penalties: +15 seconds if the Handler fails to carry K9 the entire length. There will be no penalty if the Handler allows the K9 to touch the ground as long as he stops and picks up the K9 before running again.



10. **Simunition© Target Engagement:** Upon arrival, the K9 Team will encounter 3 separate target engagement stations. **Handler has a total of 4 rounds to engage 3 targets.**

Note: A passive decoy will be located down range with the sole purpose of directing the K9's attention to the area of the targets. At no time will this decoy be engaged.



Station 1: K9 Handler will down K9 at barricade. K9 Handler will then engage target down range with one hit and proceed to station 2.

Station 2: K9 Handler will down K9 at barricade and proceed to a kneeling shooting position. The Handler will then engage target down range with one hit and proceed to station 3.





Station 3: K9 team will enter a shooting lane with a target approximately 25 yards down range (maximum accurate shooting distance of Simunition gun.) K9 team will then advance toward target; however, Handler can fire at any time once he enters the shooting lane and he feels that he can accurately hit the target. Once the Handler has engaged the target, he may leave the station and proceed on to the next obstacle.

Penalties: +15 seconds for every missed shot. A hit consists of any hit on the paper target. +5 seconds for failure to follow directions. +10 seconds for crossing shoot line while shooting.

11. 50-pound Lift and Lower: Upon arrival, the K9 Team will encounter an obstacle designed to simulate lifting a K9 over a wall with a long lead. K9 handler will locate lead, which has 50-lb weight already attached. K9 handler will pull lead, which will lift 50-lb bag off ground, until the bag hits bell at top of obstacle. Handler will lower bag without letting weight hit the ground hard. K9 will not participate in this obstacle and area will be safe for K9 to stay at heal or down, while handler preforms exercise.

Penalties: +15 seconds for not completing exercise; +5 seconds for letting weight fall to ground.

12. Barrel Crawl: Upon arrival, there will be a large barrel located on the ground. Both the K9 handler and K9 will enter the barrel from one side and crawl through and exit the other side. **Penalties:** +10 seconds for failure of handler to traverse, +10 seconds for failure of K9 to traverse.



14. Water Exposure Jump: Upon arrival at simulated 3 foot wall, the Handler and K9 will traverse over the top of the wall. The Handler and K9 will be exposed to water misting from the simulated wall. The K9 team can reattempt the obstacle until completed.

Penalties: +10 seconds for failure of K9 to traverse ; +10 seconds for failure of Handler to traverse



15. Criminal Apprehension: Upon arrival at starting box marked by 4 orange cones, K9 team will enter box at which time a decoy in full bite suit will appear down field. Once K9 is focused on decoy, the K9 can be sent for apprehension. Handler must not leave starting box until K9 makes physical contact with the decoy. At this point, Handler can run to K9; however, he can not call K9 back to heal position until the handler passes the orange cone located approximately 20 yards down field towards K9 and decoy. Handler will call K9 back to heal position and take control of K9 via lead and run to finish line where time will stop.

Penalties: +5 seconds if K9 is deployed before both K9 and Handler are inside starting box; +5 seconds if Handler leaves starting box before K9 makes contact with decoy down field; +5 seconds if Handler calls K9 off decoy before passing recall cone located down field.





HARDEST HITTING/FASTEST DOG COMPETITION

- This is a two part event which will be completed as one event.
- The K9 team will report to the start line with the K9 on lead, at heal.
- A decoy will be located down field in full bite suit.
- On the command “Go,” the handler will send the K9 down field for the apprehension.
- Two judges will time the K9 from the word “Go,” to a pre-determined point on the field.
- The faster of the two times will be recorded as the certified time.
- The K9 will then be judged on how hard he engages the decoy, as determined by the judges.

