

BMA Decoy Brevet Test

Program of testing

Theory test (32 points)

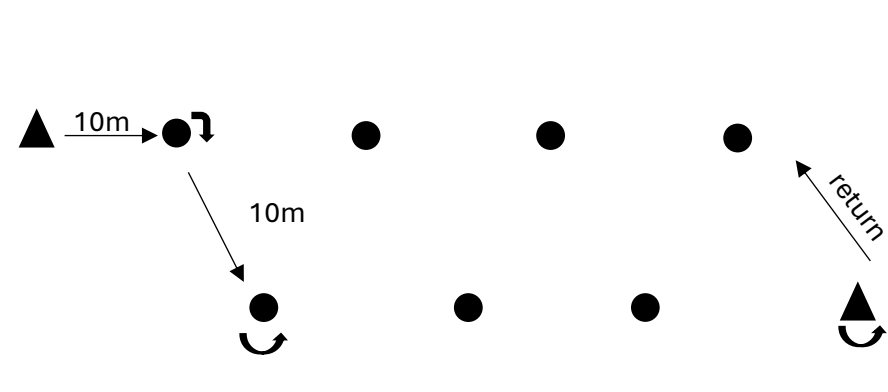
- Failure to achieve the pass mark in the theory test means that the candidate is not eligible for the practical elements and will be requested to re-apply at the next testing opportunity.
- Re-sitting of the test is not possible on the same day.

Warm up– Judges choice / discretion without costume

Running test (20 points) – 1km distance run (without costume)

Slalom Test (20 points) - Out and back (160m) with costume around cones.

Running Test	
Time	Points
03:15	20
03:25	19
03:35	18
03:45	17
03:55	16
04:05	15
04:15	14
04:25	13
04:35	12
04:45	11
04:55	10
05:05	9



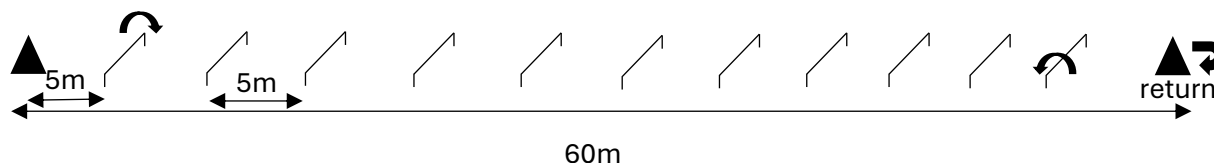
Slalom Test	
Time	Points
01:15	20
01:17	19
01:19	18
01:21	17
01:23	16
01:25	15
01:27	14
01:29	13
01:31	12
01:33	11
01:35	10
01:37	9

Category 1 (40 points) - Stick attack & Defence & Flee

1 minute rest

Hurdle test (20 points)- Out and back (120m) with costume over 11 bars at 50cm high spaced 5m apart.

Penalty of 1 point per fallen bar.



Hurdles Test	
Time	Points
0:30	20
0:33	19
0:36	18
0:39	17
0:42	16
0:45	15
0:48	14
0:51	13
0:54	12
0:57	11
1:00	10
1:03	9

Category 2 (100 points) - Stick attack, Accessories Attack, Defence, Search & Escort

Reaction test (20 points)- Candidate lies flat on his stomach with legs and arms flat on the ground in a parachute style position. When indicated by the judge the decoy is to jump up and sprint for 15m.

Reaction Test		Points
Time < 5sec		20
5sec > Time < 7sec		16
7sec > Time < 10sec		12
Time > 10sec		0

****SECOND CANDIDATE STARTS****

Category 3 (140 points)- Stick attack, Defence, Flee, Guard Object (4 passes, 2 normal and 2 with barrage), Flee, Accessories x 2 (two different accessories) and Search & Escort