

# **Regulations**

**of**

**The New Zealand  
Gundog Trial Association (Inc.)**

**for the  
Conduct of Gundog Field Trials**

March 2024

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## Administration Regulations

### Reg. Admin. 1. Classification of Gundogs

The following breeds of dogs are deemed to be gundogs for the purpose of special breed trials, are deemed to be classified in the groups hereinafter indicated, viz.:

#### **Group 1            Pointers and Setters:**

English Setters, Gordon Setters, Irish Setters, Irish Red and White Setters, Pointers, German Shorthaired Pointers, German Wirehaired Pointers, Weimaraners, Hungarian Vizslas, Brittanys, Large Munsterlanders, Italian Spinone, Bracco Italiano, Cesky Fousek, Hungarian Wire Haired Vizsla

#### **Group 2            Retrievers:**

Curly-coated Retrievers, Flat-coated Retrievers, Golden Retrievers, Labrador Retrievers, Chesapeake Bay Retrievers, Irish Water Spaniels, Nova Scotia Duck Tolling Retriever, Lagotto, Spanish Water Dog.

#### **Group 3            Spaniels:**

Cocker Spaniels, English Springer Spaniels, Clumber Spaniels, Sussex Spaniels, Welsh Springer Spaniels, American Cocker Spaniels, Field Spaniel.

Provided that the Executive may from time to time declare to be gundogs any breed or breeds of dogs for the time being recognised by the New Zealand Kennel Club as a separate breed or breeds, and such breed or breeds shall thereupon be deemed to be declared gundogs by this clause.

The term “dog” includes bitch throughout these regulations.

### Reg. Admin. 2. Championship Field Trials

#### **Club Championship Field Trials:**

Each club shall be permitted to hold Championship trials as defined in these regulations with executive approval. All trials can be run by the club or hosted on behalf of another club.

#### **Island Championship Field Trials:**

One such meeting shall be allocated per year to each Island and trials at this will include an All Breeds, Retriever, Pointer & Setter and Spaniel Championship Field Trial. The Association will donate \$300 to the clubs conducting Island Championship Field Trials to help defray expenses.

#### **New Zealand Championship Field Trials:**

One such meeting shall be allowed per year and will be held alternatively in the North and the South Islands. Trials at this will include [a minimum of an All Breeds, Retriever, Pointer & Setter and Spaniel Championship Field Trial, with a maximum of two different championship disciplines per above mentioned groups.](#)

The Association will donate \$750 to the club conducting the New Zealand Championship Field Trials to help defray expenses.

Miniature cups for all New Zealand Championships will be donated by the Association.

### Reg. Admin. 3. Challenge Points Allocation

#### **New Zealand Championship Field Trials:**

First place three challenge points, second place one challenge point.

#### **Island Championship Field Trials:**

First place two challenge points.

#### **Club Championship Field Trials:**

First place one challenge point.

### **Jubilee Club Championship Field Trials:**

Clubs may apply for elevated status of their Club Championship on the occasion of their 50th Championship and every 25 years thereafter. First place two challenge points.

### **Club Championship Natural Game Field Trials:**

First place one challenge point.

## **Reg. Admin. 4. Issuing of Challenge Points**

Challenge points will only be awarded where the placed dogs have gained a score of 75% or more of the available points.

In the event of a tie for any place for which challenge points are awarded equal challenge points will be awarded for tying dogs.

Any appointed Judge may withhold the awarding of such challenge points in any case where in the opinion of that Judge, the performance of the winning dog was not of sufficient merit to warrant the counting of the win towards the earning of a championship title.

For assessment judged Braced Field Trials both Judges must approve the awarding of challenge points in writing.

For the following assessment judged trials, judges must approve the awarding of challenge points in writing:

- Braced Pointer and Setter,
- Pointer and Setter Natural Game,
- Spaniel Simulated Natural Game,
- Spaniel Natural Game,
- Retriever Walkup,
- Retriever Natural Game,

For Natural Game Field Trials, a minimum of five dogs in separate ownership must compete in a trial before a Challenge point can be issued to the winning dog.

## **Reg. Admin. 4a. Qualification for Issuing of Spaniel Water Test Certificate**

The object of the test is to prove that the dog will enter water readily, swim and retrieve from over water.

The retrieve must be a marked retrieve of 20 to 40 metres, cold game or pigeons may be utilised.

Where a dog completes a minimum single bird novice heel retrieve water trial or an All Breeds or Spaniel water trial at a Championship event, a Water Test Certificate may be awarded at the discretion of the Judge/s.

These trials must be assessed by an Approved Judge from the All Breeds or Spaniel Heel Retrieve Panel or two Approved Spaniel Natural Game Judges.

All officiating Judges must approve in writing, to the Secretary of the Association, the awarding of a Spaniel Water Certificate to dogs they consider have completed the test to an acceptable standard.

It is the responsibility of interested clubs to organise these water tests.

## **Reg. Admin 4b. Qualification for issuing of a Retriever Walk-up/Natural Game Water Test Certificate.**

Before achieving the title of Field Trial Champion (FTCh) or Field Champion (FCh), using any challenge points achieved in a Walk-up or Natural Game trial, a retriever must show proficiency when tested across water.

The object of the water test is to prove that the dog will enter water readily, swim and retrieve from on/over water at the standard set out in the Walk-up/Natural Game regulations.

These tests must be assessed by an A Panel Judge from the Walk-up/Natural Game judging panel.

The criteria set down in the Walk-up Natural Game Retriever regulations must be used when making this assessment. The dog must have completed the water test without incurring any eliminating faults.

The assessing judge must approve in writing to the secretary of the Association, the awarding of a Retriever Water Test Certificate to dogs they consider have completed the test to an acceptable standard.

Where a dog successfully completes any of the tests described below, a water test certificate shall be awarded:

a. Retriever Walk-up Water Test

This proficiency can be achieved in one of the following ways:

- i. By successfully completing a 2 bird retrieve across water at a Retriever Walk-up trial, or
- ii. By successfully completing a 2 bird retrieve across water at a day set down by a club expressly for this purpose, or
- iii. By successfully completing the water section at an All Breeds or Retriever Championship.

b. Retriever Natural Game Water Test

This proficiency can be achieved in one of the following ways:

- i. By successfully completing a. or b. in the Retriever Walk-up Water Test requirements, or
- ii. By successfully completing a retrieve across water at a Retriever Natural Game Trial, or
- iii. By successfully completing a retrieve across water at a day set down by a club expressly for this purpose.

## **Reg. Admin. 5. Ties**

a. Allocation of Challenge Points, Merit Certificates and Sashes:

Where a tied placing eventuates the dog with the next highest score shall retain his place position.

i.e. 2 or more dogs tie for first place the next highest scoring dog is 2nd etc.

b. Trophy Distribution:

Where a tied placing eventuates and the Trophy list is to be decided by the toss of a coin, the loser of the toss moves down to the next placed trophy, next placed dog takes next trophy etc.

i.e. Two dogs are placed 1st equal. They toss for 1st and 2nd prize. 2nd placed dog takes 3rd prize, 3rd placed dog takes 4th prize etc.

## **Reg. Admin. 6. Challenge Certificates**

On receipt of the judging cards for any Championship Field Trial duly completed by the club holding the trial, the Field Trial Secretary will issue a certificate under his/her hand to the owner of any placed dogs, qualifying under Regulation Admin. 4 to have challenge points awarded, certifying to such a placing and stating the number of points won.

### **Reg. Admin. 6a. Spaniel Water Test Certificate**

On receipt of the written approval of two Approved Spaniel Natural Game Field Trial Judges or an Approved Judge from the All Breeds or Spaniel Heel Retrieve panel the Field Trial Secretary will issue a Certificate under his/her hand to the Owner of any approved dogs qualifying under Reg. Admin 4a.

### **Reg. Admin 6b. Retriever Water Test Certificate**

On receipt of the written approval of the Approved A Panel Retriever Judge the Secretary of the Association will issue a Certificate under his/her hand to the owner of any approved dogs qualifying under Reg Admin 4b.

### **Reg. Admin 7a Pre-novice training scheme suffixes**

A dog achieving an award in the Pre-novice training scheme shall be entitled to have the corresponding suffix recorded beside the dog's name:

- a. Novice Beginner Bronze (NBB),
- b. Novice Beginner Silver (NBS), this award replaces NBB,
- c. Novice Beginner Gold (NBG), this award replaces NBS.

A copy of the pass certificate must be presented to the NZGTA Field trial secretary who will lodge it with the NZKC (DogsNZ).

### **Reg. Admin. 7b Suffix FTN (Field Trial Novice) and FN (Field novice)**

A dog that has won three Novice aggregate trials shall be entitled to use the suffix FTN.

A dog that has won three Novice Natural Game Trials shall be entitled to use the suffix FN.

FTN and FN replace the novice beginner gold, silver and bronze suffixes.

### **Reg. Admin. 7c Suffix FTNadv (Field Trial Novice advanced)**

A dog that has won three Limit aggregate trials shall be entitled to use the suffix FTNadv.

FTNadv replace FTN and FN suffixes.

### **Reg. Admin. 7d Prefix FTW and FW (Field trial winner and Field winner)**

A dog that has won a challenge point in any aggregate or simulated trial shall be entitled to the prefix FTW.

A dog that has won a challenge point in any natural game trial shall be entitled to the prefix FW.

FTW and FW replace all suffixes listed in paragraphs 7a-7c.

### **Reg. Admin. 7e. Field Trial and Grand Field Trial Champion Title**

- a. A dog must win six challenge points under at least two separate Judges to entitle it to the title of Field Trial Champion (FTCh).

At least one of these challenge points must be won away from its owner's home club.

A minimum of three of these challenge points must be won in the dog's special breed trial.

For dogs in Group 2. Retrievers, if all six challenge points are won in Retriever Walk-up then the dog must hold a Water Test Certificate. The awards FTCh and/or FCh will replace all previous suffixes and FTW and FW titles

- b. A dog gaining 20 challenge points becomes a Grand Field Trial Champion (GFTCh). A minimum of 10 of these challenge points must be won in the dog's special breed trial.

### **Reg. Admin. 7f. Field and Grand Field Champion Title**

- a. For dogs in Group 1. Pointers & Setters and Group, 2. Retrievers (Reg. Admin 1.)

To be entitled to the title Field Champion, (FCh) a dog must win two natural game challenge points under at least three different Judges.

For dogs in Group 2. Retrievers, the dog must also hold a Water Test Certificate.

b. For dogs in Group 3. Spaniels (Reg. Admin 1.)

To be entitled to the title Field Champion, (FCh) a dog must win two natural game challenge points under at least three different Judges, plus hold a Spaniel Water Test Certificate (Reg. Admin 6a).

The date of awarding this Water Test certificate must be within the 12 month period directly after winning a second challenge point.

If a dog does not obtain a Spaniel Water Test Certificate within this period the two challenge points will lapse and the dog will not qualify for the title.

Compliance with this time period is the responsibility of the Owner of the dog.

A dog failing under this rule must start anew and win another two Challenge points before being eligible to attempt a further Water Test under this rule.

c. A dog gaining 8 natural game challenge points becomes a Grand Field Champion (GFCh).

### **Reg. Admin. 7g. National Champion Title**

A dog that has won a New Zealand Championship trial shall be entitled to use National (NTL) in front of its existing titles.

### **Reg. Admin. 8. Championship Certificates**

Upon gaining the requirements to qualify as Field Trial Champion, Field Champion, Grand Field Champion or Grand Field Trial Champion, the owner of the dog will be issued with a Championship Certificate by the Association at an appropriate time.

### **Reg. Admin. 9. Application for New Zealand and Island Championship Field Trials.**

Clubs desiring the allocation of the New Zealand or North or South Island Championship Field Trials shall make application in writing to the Executive in time for inclusion of the application in the notice of Remits for the Annual Meeting.

The allocation of the New Zealand, South Island and North Island Championship Field Trials shall be by simple majority of those who vote at the Annual Meeting the year preceding the Event. In the event of there being no applications for any of these events, the Executive shall be empowered to allocate the Championship at their discretion.

### **Reg. Admin. 10. Field Trial Championship Dates**

All Field Trial Championship dates shall be submitted for approval, or to be allocated by the Executive, and the same dates may not be allotted to more than one Club in each Island except by the sanction of the Executive and in the case of New Zealand and North and South Island Championships, dates shall be allotted subject to the direction of the Annual General Meeting (A.G.M.). Championship dates must be applied for and in the Secretary of the Association's hands a full 12 weeks prior to the A.G.M. The Association Executive will not accept any late applications for championship dates. The dates are to be circularised to all Club Secretaries.

Clubs that wish to enforce postal entries must advise this at time of application for trial dates. The requirement for postal entries will then be publicised in the annual schedule of championship dates. Only championships so publicised can be restricted to postal entries.

### **Reg. Admin. 11. Use of Grounds Prior to Championships**

No club or individual member shall use a ground, designated for a Championship Field Trial, for the purposes of training, exercising, and conducting a Field Trial for:

- a. 14 clear days prior to a Club Championship Field Trial.
- b. One calendar month prior to a New Zealand or Island Championship Field Trial.

### **Reg. Admin. 12. Postponement of Trials**

- a. In the event of it proving necessary or advisable to postpone a Championship Field Trial for a period not longer than six weeks the same may be postponed accordingly provided that every competitor is notified of such postponement and is given the opportunity of withdrawing their entry and entry fees paid.
- b. In the event of postponement of a Championship Field Trial for a period longer than six weeks, or in the event of its abandonment all entries shall be deemed to be withdrawn and all entry fees paid shall forthwith be refunded to the competitors.
- c. Any postponement or abandonment of a Championship Field Trial shall forthwith be notified by the Club to the Secretary of the Association.
- d. When a club calls off a Natural Game Trial and requests another date this request must be accompanied by supporting letters from the Judges of the postponed trial before any decision is made.
- e. For any postponement of a Championship Field Trial the club must send in an amended schedule to the Secretary of the Association for approval.

### **Reg. Admin. 13. Schedules**

Not less than eight weeks before the date of any Championship Field Trial the Club proposing to hold such Field Trials shall forward to the Association a proof copy of its schedule for approval and such schedule shall not be issued until approved by the Executive when it shall be marked "Schedule approved by and trials held under the Rules and the Regulations of the New Zealand Gundog Trial Association".

NB, Proof copy must be of the final schedule ready for distribution. NOT handwritten or typed roughs. Late schedules will not be approved.

### **Reg. Admin. 13a. New Zealand Schedule**

Not less than eight weeks before the date of closing of entries the club hosting the New Zealand Championship trials shall forward to the Association a proof copy of the schedule for approval and such schedule shall not be issued until approved by the Executive when it shall be marked "Schedule approved by and trials held under the Rules and the Regulations of the New Zealand Gundog Trial Association".

### **Reg. Admin. 14. Particulars to be given in the Schedule**

- a. A Club proposing to hold a Championship Field Trial shall issue a schedule, approved as per Regulation Admin. 13, which shall contain the following particulars:
  - i The date, time and place appointed for the Field Trial.
  - ii The date, time and place appointed for the closing of entries.
  - iii The restrictions imposed as to the breeds of dogs eligible for particular trials and the classes to be held.
  - iv A statement to the effect that the field trial is a Championship Field Trial, and as to which trial or trials to be held there at, is a Championship Field Trial.
  - v A statement that the schedule has been approved by and the trials held under the Rules and Regulations of the New Zealand Gundog Trial Association.
  - vi The entry fee or fees decided upon.

- vii The conditions laid down as to drawing for positions.
  - viii The trophies to be awarded (no prize-money may be given).
  - ix The name or names of the Judge or Judges.
  - x Rules and Regulations must be displayed at the Secretary's office at all Championships.
  - xi The nature of any obstacle included in a trial must be stated on the schedule.
  - xii A statement that all competitors and dogs compete at their own risk.
- b. The particulars contained in any such schedule shall be binding on the club issuing the same and may not be varied save as provided in these regulations except that such club shall be at liberty to award trophies in addition to those mentioned in such schedule, and except also that in cases of necessity such clubs may hold the Field Trial at some place other than that stated in the schedule, but in reasonable proximity thereto.

### **Reg. Admin. 15. Distribution of Championship Schedules**

A copy of the Approved Schedule for Club Championship Field Trials shall be forwarded to each Affiliated Club in the same Island and to the Secretary of the Association not less than 14 days before the date of closing of entries. A copy of the Approved Schedule for New Zealand or Island Championship Field Trials shall be forwarded to all Affiliated Clubs and to the Secretary of the Association not less than one month before the date of closing of entries.

### **Reg. Admin. 16. Postal Entry Closing Dates and Draw Number Advice**

- a. New Zealand Championship Field Trials:
  - i. The closing date for New Zealand Championship Field Trial entries shall be the 15th September each year.
  - ii. Competitors must be advised in writing of their draw numbers on or before the 1st October each year.
- b. Island and Club Championship Field Trials:
  - i. Where compulsory postal entries for Championship Field Trials have been enforced, entries must close not less than 21 days before the scheduled date of the field trial.
  - ii. Competitors must be advised in writing of their draw numbers not less than 10 days before the scheduled date of the Field Trial.

### **Reg. Admin. 17. Competitors to be Financial Members**

Every competitor in Gundog Field Trials must be a financial member of an Affiliated Club. Membership of a recognised overseas Gundog Field Trial Club will be accepted for competitors not resident in New Zealand.

### **Reg. Admin. 18. Dogs to be registered with N.Z.K.C.**

All dogs entered in Championship Field Trials must be purebred and registered with the N.Z.K.C. No.1 or No. 3 registers. Registration numbers must be submitted at the time of entering. Monorchid, chryptorchid, castrated dogs and spayed bitches can be trialled at championship level.

### **Reg. Admin. 19. Entry Fees**

- a. The entry fee for Club, Island, NZ and Natural Game Championship Field Trials shall be set by the clubs holding the trial.
- b. A \$5.00 levy shall be paid to the Association on each entry.

If a competitor does not run a dog the entry fee will be refunded automatically. This applies to Club Championship Field Trials only. In the case of Natural Game Trials, where clubs may have invested in the resource, refunds will be at the club's discretion.



### **Reg. Admin. 20. Levy on Championship Field Trials**

All Clubs shall pay to the Association a levy of \$5.00 for each entry in all Championship Field Trials which shall be forwarded by the Club within 21 days of the conclusion of the meeting.

Failure to comply within the 21 days will result in a fine of double the entry levy.

### **Reg. Admin. 21. Prizes**

- a. No cash prizes may be given for any Championship Field Trial.
- b. Clubs if they so desire may hold trophies won at Championship Field Trials for fourteen days after being won in order to verify that the winning entries conform to these rules.

### **Reg. Admin. 22. Judging Cards**

The Association will supply, at cost to the Club, Official Judging Cards for use at Championship Field Trials. In every Championship Field Trial, with the exception of Assessment Judged Field Trials, the Judge shall be furnished with one such card in respect of each competing dog, and shall enter thereon at the appropriate places the points awarded.

Competing dogs shall be indicated on such cards by distinguishing numbers only. At the conclusion of the trial, the club will complete the judging card of all placed dogs by writing thereon the date of the trial, the breed, pedigree name and N.Z. Kennel Club registered number of the dog, the name and address of the dog's owner. In Championship Field Trials which include more than one event, the place gained by the dog in the aggregate of the events shall be written on the cards. All cards of placed dogs must be signed by the club secretary and the Judge of the event then forwarded within 21 days of the completion of the Championship Field Trial to the Field Trial Secretary. If the Judge withholds the granting of a challenge certificate in any Championship Field Trial, he shall mark the card of the winning dog accordingly.

### **Reg. Admin. 23 Secretarial Championship Returns**

The following returns must be sent to the Field Trial Secretary within 21 days of the completion of the championship involved.

Club Championship Field Trials:

- a. A result sheet showing the points gained by all placed dogs, number of entries, and names of Judge/s.
- b. New Zealand and Island Championship Field Trials: A result sheet showing the points gained by all placed dogs plus a fully marked catalogue for the associations records.
- c. Championship Levies - Refer Reg. Admin. 20
- d. Judging Cards - refer Reg. Admin. 22
- e. Natural Game Championship Field Trials: A list of all competitors and dogs must be supplied with the results.

Failure to have these returns sent to the Field Trial Secretary will result in that clubs next championship trial not being approved.

### **Reg. Admin. 24. Qualifying Certificates (QC)**

The Association may issue a Qualifying Certificate to any dog which:-

- a. Gains not less than 75 percent of the available land points (Group 1, 2 & 3) and 75 percent of the available water points (Groups 2 & 3) in a Limit or Open Field Trial under an Approved Judge, provided that it has, in the Judge's opinion acquitted itself sufficiently well to merit this award.
  - a. The dog must prove it can fulfil the following requirements:



- i. Pointer and Setters: that it will hunt and find game as is expected of its breed, that it will set or point game, and that it is not gun-shy. This test must be over a minimum of two live birds. No retrieve is required.
  - ii. Spaniels: That it will hunt, find and flush game and retrieve dead game tenderly, in or through water and that it is not gun-shy. The water retrieve requirement must be gained in a two bird water trial.
  - iii. Retrievers: That it will hunt for and retrieve dead game tenderly on land and in or through water, and that it is not gun-shy. These requirements must be gained in a two bird land trial and two bird water trial.
  - b. The requirements for a Qualifying Certificate must be gained at the same Field Trial meeting.
  - c. In all Qualifying Certificate trials separate Judges must be used for each event.
  - d. Fulfills the requirements of this regulation during a Natural Game or Braced Field Trial to the satisfaction of both Judges, one of which must be an Approved Judge.
- In a Spaniel Natural Game a dog must obtain a Spaniel Water Test Certificate as required under Reg. Admin. 4a. This may be completed on the same day or within a 12 month period directly after completing the QC land section.

An official copy of the dog's NZKC registered pedigree must accompany all applications for a QC title. The owner, after receiving such certificate, may use the letters "QC" after the dog's registered pedigree name.

#### **Reg. Admin. 25. Qualifying Certificate Fee**

Whilst there shall be no charge on financial members, a fee of \$10.00 is to be levied on non-members with

\$5.00 of this being retained by the club concerned, and

\$5.00 being forwarded to the Field Trial Secretary to defray expenses incurred.

#### **Reg. Admin. 26. Merit Certificates**

A club conducting a gundog field trial may issue a certificate of merit to placed dogs.

#### **Reg. Admin. 27. Dogs Eligible to Compete**

A dog of any breed of gundog may compete in any trial (other than a Championship Trial) save insofar as the schedule issued in respect of such trial declares otherwise. In all entries for Puppy Events, date of birth must be stated at time of entry.

#### **Reg. Admin. 28. Minor Trials**

- a. Minor dogs shall be classified into the following categories:
  - i. Puppy Class:  
Means a class in which dogs under 12 months of age on the day of the trial may compete.
  - ii. Novice Class:  
Means a class in which dogs competing have not won a Limit, Championship or quota of Novice trials. Dogs may win a maximum of three Novice trials in the associated discipline before being ineligible to compete.  
  
A Spaniel Natural Game dog that has reached qualifying status shall be deemed to have won three Spaniel Natural Game Novice trials.
  - iii. Limit Class:

A class in which dogs competing have not won a Championship trial or quota of Limit trials. Dogs may win a maximum of three Limit trials in the associated discipline before being ineligible to compete.

- b. In Novice and Limit classes for a win to be accredited, the first placed dog must gain a score of 75 percent or more of the available points.
- c. In puppy trials dummies may be used. When dummies are to be used this must be stated on the schedule.
- d. For puppy and novice single bird trials each bird shall be out of a total 100 points.
- e. No dog shall compete unofficially in a class unless it has already won the required number of trials to promote it to the next class.
- f. Each class of simulated trials and natural game trials shall be regarded as separate disciplines. The rules pertaining to novice, limit and championship eligibility shall not be interchangeable between the events.

e.g. A Retriever that wins first place in a Novice or Championship Retriever Walkup still has 3 wins available in a Retriever Novice trial and 3 wins available in a Retriever Natural Game trial or vice versa.

### **Reg. Admin. 29. Guides to Competitors and Judges**

Guides to competitors and Judges are information sections only and are intended as an explanation and expansion of the general interpretation of the regulations to which they pertain. Guides are not regulations and at no point do they replace, override or negate a regulation.

### **Reg. Admin. 30. Perpetual Trophies**

The following is a list of perpetual trophies to be presented annually at the New Zealand and Island Championship Field Trials.

Name of trophy, details of donor and where necessary, details of requirements of competition must be printed on relevant schedules and catalogues.

#### **NZGTA Annual Trophies**

##### **Gundog of the Year Trophy**

Donated 1982 Anonymously

Awarded to the dog that gains the most challenge point wins (National and Association Jubilee trials not included) during trial year. AGM – AGM Club Jubilee wins will only count as one point towards this trophy. The Association will present a miniature cup annually to the winner.

##### **Bruce Brady Memorial Trophy for Retriever of the Year**

Donated 2001 by the Brady Family

Assessed over all Retriever Championship Trials throughout the year, from the Island Championship immediately preceding the New Zealand Championships to the last championship prior to this trial in the following year. 10 points for 1st place, 6 points for second place, 3 points for third place. Trophy to be presented at the New Zealand prize giving.

##### **John Gaskin Memorial Trophy for Game Trial Dog of the Year**

Donated 2007 by Robyn Gaskin

How calculated: Calculated over all Natural Game Championship Trials throughout the year from New Zealand Champs to Island Champs preceding the following New Zealand Champs.

10 points for 1st place 6 points for 2nd place 3 points for 3rd place.

At end of points calculations if there is an equal first place then the dog with the most wins (first placing) shall be the winning dog.

If a challenge is withheld from the first place winner then the points for that first place should only be counted as for a second placing.

Trophy to be presented at the New Zealand Champs Prize Giving.

### **Gordon Clarke Trophy for All Breeds Dog of the Year**

Donated in 2009 by the Clarke Family.

Assessed over all All Breeds Range, Find and Flush Championship Trials throughout the year from Island Championship immediately preceding the New Zealand Championships to the last championship prior to this trial in the following year.

Points to be awarded for All Breeds Range, Find and Flush trials only

10 points for 1st place 6 points for 2nd place 3 points for 3rd place.

Trophy to be presented at the New Zealand Champs Prize Giving

### **Coveybrooke Memorial Cup**

Donated 2016 by Graeme Palmer and Sonya Tamblyn.

Calculated over all Retriever Walk-up and Natural Game Championship Trials throughout the year, from New Zealand Champs to Island Champs preceding the following New Zealand Champs.

Natural Game: 15 points for 1st place, 10 points for 2nd place, 3 points for 3rd place.

Walk-up: 10 points for 1st place, 6 points for second place, 3 points for third place.

At end of points' calculations if there is an equal first place then the dog with the most wins (first placing) shall be the winning dog.

If a challenge is withheld then the points for that place should only be counted as for a second placing.

Trophy to be presented at the New Zealand Champs Prize Giving.

### **Andy Jones Plate**

Donated 2021 by the Jones family

To be competed for at one nominated Retriever Natural Game trial every year. The winning competitor will then nominate which trial the plate will be contested for the following year. This nomination is required prior to the publishing of the next year's calendar.

### **FTCH Levenghyl Pirate Memorial Trophy**

Donated 2017 by Richard and Sandra Buddle

Assessed on all Novice Retriever Walk-up and Novice Retriever Natural Game trials throughout the year, from the Island Championship immediately preceding the New Zealand Championships, to the last trial prior to this trial in the following year.

Natural Game: 15 points for 1st place, 10 points for 2nd place, 5 points for 3rd place.

Walk-up: 10 points for 1st place, 6 points for 2nd place, 3 points for 3rd place.

If a 1st place is withheld, then the points for placing should only be counted as for a 2nd or 3rd placing as awarded.

At end of points' calculations if there is an equal first place then the dog with the most wins (first placing) shall be the winning dog.

Trophy to be presented at the New Zealand Championship Prize Giving.

Name of trophy, details of donor and where necessary, details of requirements of competition must be printed on relevant schedules and catalogues.

### **New Zealand Championship Field Trial Trophies**

#### **New Zealand All Breeds Championship**

New Zealand Challenge Cup Donated 1935 by Mr. W.R. Hawker

#### **New Zealand Retriever Championship**

New Zealand Retriever Cup Donated 1945

#### **New Zealand Spaniel Championship**

Perpetual Challenge Cup

Donated 1941 by Clubs and Supporters

#### **New Zealand Pointer and Setter Championship**

New Zealand Pointer and Setter Trophy Donated 1964 by Dr. L.R. Mortensen

#### **NZ Field Trial Championship Limit Aggregate Shield**

Donated 1999 by D Kleeber

#### **NZ Field Trial Championship Novice Aggregate Shield**

Donated 1999 by Glenford Kennels – JW & JN Todd

#### **NZ Field Trial Championship Puppy Aggregate Shield**

Donated 1999 by Glenford Kennels – JW & JN Todd

### **New Zealand Championship Special Trophies**

#### **Thorburn Cup**

Donated 1967 by Mr. S.A. Thorburn

Highest aggregate score in All Breeds and Breed Field Trials at New Zealand Championships.

#### **Cornhill Shield**

Donated 1949 by Mr. J. Penno

Regulations for competition and control of Shield

- a. The “Cornhill Shield” was presented to the Association by the late Mr. J. Penno as a perpetual trophy for competition between Clubs at New Zealand All Breeds Championships. The competition is open to all Affiliated Clubs, each of which may nominate one team only.

- b. Each team shall consist of three dogs owned and handled by members of the Club nominating it. Every dog must be entered and run in the New Zealand All Breeds Championship. A member may, if the Club so desires, own and handle more than one dog in a team.
- c. The points gained by the three dogs in a team successfully completing in both the Land and Water events of the N.Z. All Breeds Championship shall be added together and the Shield shall be awarded to the Club represented by the team gaining the highest aggregate number of points.
- d. The Shield shall be held by the winning Club (which shall be responsible for its safe custody and engraving) until the date of the next N.Z. All Breeds Championship.
- e. Nominations of teams to compete for the Shield shall be made in writing to the Club holding the N.Z. All Breeds Championship for that year, accompanied by a nomination fee of one dollar per team member, giving the name of the Club making the nomination, and stating in respect of each of the three dogs nominated, the name and address of the owner (and handler if the dog is not handled by its owner), the breed, name and Kennel Club registered number. Clubs may also nominate one reserve dog to run in case of emergency (i.e., where a dog does not start in the trial).
- f. The Shield and the competitions for it, shall at all times be under the control of the Executive of the Association, who shall decide all disputes and protests in connection therewith, and whose decisions shall be final.

### **James Reid Memorial Cup**

Donated 1963 by Mr. J. & Mrs. G. Reid

Spaniel gaining most points in All Breeds at New Zealand Championship.

### **Shadow Cup**

Donated 1983 by Mr. K.E. Helson

Retriever gaining highest aggregate score in New Zealand and Island (that is held in conjunction with New Zealand Championship) Retriever Championship.

### **Champion of Champions**

Donated 1981 by Mr. W.K. Donaldson and family Conditions of entry are as follows:

- a. Restricted to financial members owning dogs of Grand Field Trial or Field Trial Champion, Grand Field Champion or Field Champion status/ qualification. Such status must have been attained prior to the commencement of the championship field trials forming the basis of the competition.
- b. Competition is based on the aggregated results achieved by competitors in the New Zealand All Breed and Breed Championship Field Trials, with this result calculated as a percentage of the total points available to each dog for the purpose of comparison of the various breeds. The dog gaining the highest percentage score shall be declared the winner. In the event of a 'tie', the competitor gaining highest score in, firstly the 'All Breed' or, in the event of a further 'tie', the 'Breed' Championship, shall be the winner. The competitor gaining the 2nd highest score shall be deemed to be the "Runner-up". There shall be no Challenge Points awarded for this event.

Example of Comparison Score Calculation:-

A retriever gains:           200 points out of 250 in A.B.  
                                      250 points out of 300 in RET

This dogs comparison score  $450/550 = 81.82\%$

A pointer gains:            195 points out of 250 in AB  
                                     85 points out of 100 in P&S

This dogs comparison score  $280/350 = 80\%$

A spaniel gains:            210 points out of 250 in AB  
                                     215 points out of 250 in spaniel

This dogs comparison score  $425/500 = 85\%$

Therefore the winner out of these 3 would be the spaniel.

- c. Entries must be made prior to the commencement of the trials comprising the competition and a nominal fee levied on all such entries to offset expenses incurred.
- d. The Field Trial Secretary is required to co-ordinate details for the competition with the Executive of the Club hosting the New Zealand Championship.

### **Bill Streeter Memorial Trophy**

Donated 1992 by Mrs. M. Streeter

To be presented annually to the Non-Champion dog gaining the highest aggregate points in the New Zealand All Breeds and the New Zealand Retriever Championship Field Trials.

### **Jim Reid Memorial Trophy**

Donated 1997 by Jocelyn Reid

For spaniel gaining highest aggregate score in New Zealand and Island (that is held in conjunction with New Zealand Championship) Spaniel events.

### **Tom Catherall Memorial Trophy**

Donated 1999 by The Catherall Family

To be presented annually to the non-champion spaniel gaining the highest aggregate points in the New Zealand All Breeds and New Zealand Spaniel Championship Field Trials

### **New Zealand Retriever Championship Walk-Up**

Donated by Mike and Robyn Weir.

### **Inter-Island Trophy**

South Island vs North Island Donated 1988 by Mr. W.A. Streeter

Conditions of entry:

A team of four dogs and one reserve to compete at the New Zealand Championship each year.

Dogs must complete both land and water for points to count.

Dogs may run in any class: All Breeds, Retriever, Spaniel or Pointer & Setter.

To enable comparison of the various breeds the aggregate points gained by each dog shall be calculated as a percentage of the total points available. These percentages will be the comparison scores.

Assessment judged events i.e. Braced Pointer & Setter Field Trials shall not be eligible for this competition. Clubs or persons may nominate in writing any dog or dogs that have performed to their satisfaction. This nomination must be in the hands of the Field Trial Secretary one month before the

New Zealand Championship each year. The North Island Executive will pick the North Island team and the South Island Executive will pick the South Island team. In the event of a stalemate the President will have the casting vote (majority rules). Should the choice be more than the number required the team shall be decided by ballot.

### **North Island Championship Field Trials**

#### **North Island All Breeds Championship**

Donated 1965 by Chapman-Taylor Brothers Ltd.

#### **North Island Retriever Championship**

Donated 1965 by Mr. A.C. Jones - Greymist Kennels

#### **North Island Spaniel Championship**

Donated 1968 by Thorby Kennels

#### **North Island Pointer & Setter Championship**

Donated by Mr. D. O'Rourke

#### **North Island Field Trial Championship Limit Aggregate Shield**

Donated 1999 by South Auckland Gundog Club

#### **North Island Field Trial Championship Novice Aggregate Shield**

Donated 1999 by South Auckland Gundog Club

#### **North Island Field Trial Championship Puppy Aggregate Shield**

Donated 1999 by South Auckland Gundog Club

### **South Island Championship Field Trials**

#### **South Island All Breeds Championship**

Gunsmoke Rex Cup

Donated 1969 by Mr. & Mrs. A.K. McKay

#### **South Island Retriever Championship**

Donated 1975 by Lion Breweries (Organised by N.O.G.D.C.)

#### **South Island Spaniel Championship**

Donated 1976 by Mr. & Mrs. M.P. Leathem

#### **South Island Pointer and Setter Championship**

Vorstehhund Katie Shield

Donated 1973 by Mr. W.B. & Mrs. F.A. Wright

**South Island Field Trial Championship Limit Aggregate Shield**

Donated 1991 by Mr. J. Joiner.

**South Island Field Trial Championship Novice Aggregate Shield**

Donated 1991 by N.O.G.D.C.

**South Island Field Trial Championship Puppy Aggregate Shield**

Donated 1991 by N.O.G.D.C.

**Reg. Admin. 31. Hall of Fame**

Dogs may be inducted into the hall of fame and this will occur at the NZ prize giving.

Dogs inducted into the hall of fame must be of outstanding quality and have achieved extraordinary success in field trials over their trialling career.

Dogs will be inducted by group and a list of dogs will be compiled and published by the NZGTA Secretary.

Dogs may be nominated for induction by clubs or, the Executive may consider dogs without formal nomination. If nominated by a club a full career history and photo of the dog must be supplied with the nomination.



**General Regulations**

**of**

**The New Zealand  
Gundog Trial Association (Inc.)**

**for the Conduct of Gundog Field Trials**

# **NZGTA (INC)**

## **General Regulations**

### **Reg. Gen. 1. Championship Events**

In all Championship Field Trials, Championship events must have preference over all minor events.

### **Reg. Gen. 2. New Zealand Championship Trial Grounds**

All trial grounds selected by Clubs which have been allotted a New Zealand Championship Trial shall first be approved by the executive.

### **Reg. Gen. 3. Standards of Points**

The standard of points for Heel retrieve trials shall be the same for All Breed, Retriever and Spaniel field trials.

### **Reg. Gen. 4. Retrieve Trials**

In all retrieve trials (Retriever, Spaniel, Pointer & Setter, All Breeds) Judges cannot nominate the order in which game is to be retrieved.

In taking time for Retrieve trials a stop watch must be used under the direct supervision of the Judge. Where ever possible a separate time keeping steward should be used. Any time limit will be set by the Judge and this will be the same for each competitor. Time allocated must be to the pick-up of the last bird retrieved.

### **Reg. Gen. 5. Judges Decisions**

The Judges decisions shall be final in all cases except where misrepresentation or breach of these regulations is discovered.

### **Reg. Gen. 6. Judges Stewards**

Except for assessment judged field trials every Judge when judging shall be accompanied by a steward who shall mark on the Judges scoring card the points to be deducted as instructed by the Judge. No such steward shall be a competitor in the trial.

At all Championship trials Judges Stewards should be instructed not to total any scores.

### **Reg. Gen. 7. Disqualification**

- a. Competitors not obeying the instructions of the Judge may be disqualified.
- b. Any dog or the handler of any dog behaving in a manner that is not in the interest of Field Trials or that may do harm to the Club conducting the trials may be disqualified by the committee of the club or by the Judge.
- c. A dog that takes the homer out of the trap before it has been released will be disqualified.

Where a dog catches and maims or kills a homer, it will be disqualified, the Judge shall endorse the offenders score card accordingly.

Provided a Club has previously stated the intention, a monetary penalty may be imposed on the handler/ owner of the dog involved for reimbursement of the value of the homer killed or maimed.

- d. Any dog changing game whilst retrieving shall be disqualified.
- e. Any dog which retrieves more than one bird at a time will be disqualified.
- f. After three calls by the steward or judge, a competitor not being present, shall be disqualified.(see Reg Gen. 8 (b) for clarification)

## **Reg. Gen. 8. Order of Running**

For All Breeds, Retriever, Pointer & Setter, and Spaniel Field Trials.

- a. There will be a draw to decide the order of running and the first section must be conducted in the order of draw. In the second and subsequent sections the Judge may call up any dogs in any order they please, but every effort should be made by competitors to retain their places in the original order of draw.

Where a competitor has two or more dogs entered, the first dog will have its position decided as per the draw.

The remaining dogs will be placed subsequently in the order of running with, where ever possible, three dogs between each of them.

i.e. First dog draws No. 4, next dog is placed No. 8 and next dog placed No. 12 etc.

Order of Running for Braced Field Trials on simulated game, and Natural Game shall be as per their specific regulations.

- b. The Trial Captain and Judges concerned may run a dog out of order if the competitor is:
  - i. Entered in another championship trial being conducted at the same time.
  - ii. A Judge of another Championship trial being conducted on the same day.
  - iii. A person appointed to officiate for another championship event being conducted on the same day.
- c. At New Zealand and Island Championship Field Trials any dog failing to complete a section shall not be permitted to compete in any subsequent section that is part of that Field Trial.
- d. Where postal entries have been called for, competitors must be advised in writing of their draw position as per Reg. Admin. 16.

## **Reg. Gen. 9. Dogs on Leash**

Every dog attending any gundog Field Trial, while not actually engaged in competition shall be kept continually on a leash and at the place required by the club, except that a competitor may exercise his dog at the time and place and subject to such conditions as the club shall stipulate.

It shall be the duty of the club to require that every dog while not actually engaged in competition, shall be kept at such a distance from the trial course as to preclude the possibility of distraction of any dog engaged in competition.

All collars or choker chains are to be removed from dogs whilst actively engaged in a trial, with the exception of braced trials where Judges may require identifying collars to be worn.

No e-collars will be permitted at any Field Trial event conducted by any club affiliated to the NZGTA.

## **Reg. Gen. 10. Distemper and Other Diseases, Bitches in Season**

No dog which has distemper, parvovirus, kennel cough, or other communicable diseases or has been kennelled or kept on premises where such disease is known to exist shall be entered at any Championship or other gundog trial unless it has been fully recovered from said distemper or any other communicable disease for at least one month. No bitch showing signs of coming into season or being in season, and for seven clear days after being in season, shall be allowed to attend any Championship or gundog trial. Failure to comply with these rules may subject those guilty to disqualification for such period as the Executive may decide.

## **Reg. Gen. 11. Firing of Gun**

In all trials shots shall be fired in an upright position from the shoulder in a realistic hunting-like manner in the interest of gun safety.

~~Notwithstanding any other regulation, the club conducting any championship trial may, with the permission of the Executive, choose not to use guns, provided that a sound similar to a shot being fired is incorporated into each section of the trial. The schedule for the trial must include notice that guns are not being used.~~

Where any regulation makes reference to the words “gun” or “guns”, this is to be interpreted as being inclusive of alternative blank shot firing devices. Whether using a gun or an alternative blank shot firing device, all regulations must be complied with. If a club is using an alternative blank shot firing device, other than a modified shotgun, the schedule for the trial must include notice of this.”

### **Reg. Gen. 12. Catapults for Minor Trials**

In all minor trials held in conjunction with championship field trials, catapults must be used.

### **Reg. Gen. 13. Use of Whistles**

In all negatively judged trials control should be penalized. The Judge has the right to ask the competitor to remove whistles that are not audible to that Judge.

### **Reg. Gen. 14. Use of live game in trials**

Live game used in any trial will be treated with respect. Tethering, weighting, dizzying, clipping of wings or anything similar is not permitted in any trial.

Release of game is to be done using only specifically designed release traps (see Reg A.B 6 Approved traps).

Wounded game retrieved in natural game trials is to be dispatched quickly and humanely.

**All Breeds Regulations**

**of**

**The New Zealand  
Gundog Trial Association (Inc.)**

**for the conduct of  
All Breeds Field Trials**

## All Breeds Regulations

### Requirements of an All Breeds Range Find and Flushing Dog

An All Breeds trial is a trial for all breeds of gun dog where each competing dog must work within the same limits of ground and carry out the same requirements as specified for the trial irrespective of their breed. Dogs are required to quarter the ground in search of game while remaining within gun range of the handler, flush game within range of the gun, and be steady to flushed game, steady to shot, and steady to the fall if thrown game is included.

Dogs in this trial must also exhibit all the attributes of a retriever.

### Requirement of a Heel retrieve All breeds Dog

An All Breeds trial is a trial for all breeds of gun dog where each competing dog must work within the same limits of ground and carry out the same requirements as specified for the trial irrespective of their breed. It is a retrieving trial where all breeds of dogs should have the same chance of successfully completing the trial.

### Tests on Marked Retrieves

When performing a retrieve on marked thrown birds, a dog is being tested for its ability to mark the fall area, to pinpoint and locate the game. While doing this the dog should, on command, display its natural ability to go directly to the marking area and retrieve, without delay, directly to the handler.

### Tests for Blind Retrieves

When performing a blind retrieve, a dog should take the original line given to him by the handler, and continue on it until it either makes the find or is stopped by the handler and given a new directional cast. The dog should then continue in this new direction until it finds the game or is given further directions. Handling should be a demonstration of obedience and scored on the crispness of response.

Dogs should at all times, show style and keenness, enter water without hesitation, face cover boldly, deliver tenderly to hand, exhibit natural game finding ability, and not be gun-shy.

The regulations for All Breeds Championships are additional to compliance with General Regulations for Conduct of Field Trials.

### Reg. A.B. 1. Breeds Eligible to Compete

All dogs classified as Gundogs, Reg Admin 1.

### Reg. A.B. 2. Sections

All Breeds Championship Field Trials Shall Include:

- a. A minimum of two separate sections with separate Judges. Where more than two sections are included a Judge may judge more than one section.
- b. A minimum of one section shall include a minimum of a two game retrieve from on or across water; the dog must have to swim.
- c. Other sections shall include a minimum of at least one of the following:
  - i. A Range, Find and Retrieve and Range, Find and Flush, with a minimum of three game at least one of which must be a live pigeon, or
  - ii. A minimum of a two game retrieve on land.

### **Reg. A.B. 3. Grounds**

In Range and Find trials the ground shall not be shorter than 80 metres per game.

This formula should be used to calculate the minimum total length of the trial from the start position to the last game, the individual distances between the various game can be varied within this length to make the best use of the cover and terrain available.

The width of the ground to be covered should not be too restricted. Dogs should work the ground either side of the line of walk but should remain within gun range (i.e. 30 metres) of the handler.

### **Reg. A.B. 4. Line of Walk**

In Range and Find trials a line of walk may be marked using natural indicators from the surrounding countryside for handlers to walk towards.

### **Reg. A.B. 5. Game Birds**

Where game is to be flushed such game shall be a pigeon. Fresh game is to be used for each dog competing.

### **Reg. A.B. 6. Approved Traps**

(Used in all spaniel, pointer and setter, and retriever events where live birds are released). Traps may be any suitable mechanism which can humanely contain and release a live bird. The bird compartment shall not exceed 200 mm in height and 300 mm in width or length.

In all Championship Field Trials traps must be released by remote control (i.e. radio control or similar system) only in absolute emergencies will it be permissible to release traps manually by cord or chain.

### **Reg. A.B. 7. Concealment of Trap and Trapper**

In all trials where a trap is used:

- a. The trap shall be concealed.
- b. The trap shall be positioned to allow the Judge a reasonably unobstructed view of the dog approaching the trap.
- c. Where another person (or trapper) is employed to release the bird this trapper must be hidden from view of all competitors and dogs, when working down to the live bird, this position should also be chosen relative to the wind direction so that the trappers scent is not carried into the finding area of the bird.

### **Reg. A.B. 8. Releasing of Game**

The bird shall be released when, in the opinion of the Judge, the dog is in a flushing movement or position. If the bird does not fly the Judge may ask the handler to move the dog in to flush the bird.

### **Reg. A.B. 9. Missing Game**

A dog that finds game out of order from that laid down shall be disqualified.

### **Reg. A.B. 10. Dog near Game**

No Judge shall, when the competing dog is in close proximity to game, instruct the handler to call the dog to heel unless the live game is in danger.

### **Reg. A.B. 11. Steady to Game**

A dog is deemed to be steady to game when it drops or stops to game flushed. Dogs which chase or follow live game will be penalised, however, where cover obscures the dog's sight of the flushed

game, the dog may be permitted to clear cover before steadying so as to enable it to observe the flight of the game. As long as the dog steadies without command this shows game sense and should not be penalised.

#### **Reg. A.B. 12. Steady to Shot**

Dogs will be tested for steady to shot on flushed game, a dog will be deemed to be steady to shot if it remains stationary, or comes to an immediate halt when the shot is fired, and remains so until commanded to do otherwise.

Dogs may also be tested for steady to shot while quartering the ground.

#### **Reg. A.B. 13 Retrieve Distances**

In Retrieve trials no thrown birds should land more than 75 metres or less than 55 metres from the handler. Blind retrieves may be over any practical distance but should not exceed 75 metres from the position from which the dog is sent.

#### **Reg. A.B. 14. Catapults**

- a. In all Championship Field Trials catapults must be used.
- b. Catapults and operators must be concealed from the view of the dog and the handler while on the mark and from the dog in the expected working area.
- c. All throwers used on Range Find and Flush courses must have catches fitted to preventing injury to any dog which may attempt to remove game from thrower.

#### **Reg. A.B. 15. On the Mark**

In heel retrieve trials handlers are most commonly required to walk with their dog at heel from a designated back mark to a designated front mark.

These positions can be marked using a peg which the handler and dog must start beside (back mark) and a peg some distance forward (front mark) that the handler and dog must walk to and position themselves beside.

Alternatively, the back mark can be indicated by two pegs positioned approx. 2-3 metres apart and the front mark indicated similarly. The handler with dog at heel starts between the back pegs then on the instructions of the Judge walks forward with dog at heel to a position between the front pegs.

#### **Reg. A.B. 16. Walk Up Retrieve**

Walk ups to simulate jump shooting may be used, the dog and handler should start at a designated area. The handler then to walk with the dog at heel, the Judge may signal for the bird be thrown while the handler and dog are moving.

#### **Reg. A.B. 17 Blank Shots**

In all retrieve trials the handler is required to fire a blank shot towards all thrown birds while the birds are in the air. In Retrieve trials where Blind retrieves are included blank shots may be fired. The firing sequence will be as instructed by the Judge. Failure to fire such blank shots through neglect of the handler will incur a loss of up to six control points.

By permission of the Judge, the blank shots may be fired by an official of the Club provided the handler still holds a gun throughout the event.

Where a physical disability makes it impossible for a handler to hold a gun, the Judge may by prior agreement waive the necessity to do so.



**Reg. A.B. 18. Sending of Dog**

In Retrieve trials a handler must not send a dog after any game until instructed by the Judge to do so. The Judge must verbally or manually instruct the handler to send the dog at the instant the Judge wishes the dog to commence the retrieve.

In Range and Find trials a handler must not begin to work his dog until instructed by the Judge to cast the dog off.

The Judge is empowered to order the handler to send a dog to retrieve game or cast a dog in search of game.

**Reg. A.B. 19. Breaking Penalty**

In Retrieve trials a dog which breaks or partially breaks shall lose up to eight control points at the discretion of the Judge.

A dog will be deemed to have broken if he leaves the handler before being commanded to do so; if the dog can be stopped or recalled it may be deemed to have partially broken.

**Reg. A.B. 20. Cross Over**

In Retrieve trials including two or more thrown (and sighted) birds where a dog definitely commits itself on a mark towards a particular bird then leaves that line and finds and retrieves another bird the dog may be deemed to have 'crossed over' and will lose a minimum of 4 points.

**Reg. A.B. 21. Delivery of Retrieved Game**

A dog may sit or stand to deliver game; when the dog is delivering to hand, the handler shall receive the game with one hand, the gun held in the other hand in a safe position. All game must be held until taken by a steward or may be placed in a pocket or other container or game bag. Where physical disability makes it impossible for a handler to hold a gun while accepting delivery of the game, the Judge may, by prior agreement, waive the necessity to do so.

**Reg. A.B. 22. Hard Mouth**

Where a dog is judged to be guilty of extreme hard mouth the dog shall be disqualified.

**Reg. A.B. 23. Game**

Judges cannot nominate the order in which game is to be retrieved.

In all Retrieve trials dead game shall be used, such game may be any recognised by the N.Z. Fish and Game Council as available to be hunted or killed excepting paradise ducks and swans. In addition, pigeons rabbits and hares may be used.

All game shall be inspected by the Judge before and after the trial to ascertain its condition. Where game cannot be inspected directly after each handler has completed, the game must be tagged with the competitors' draw number for later inspection. Only game in good condition shall be used for dogs competing in any field trial.

**Reg. A.B. 26. Standard of Points**

The scoring for Retrieve trials is as follows:

	2 Game Points	3 Game Points	4 Game Points
Control	16	24	32
Speed	16	24	32
Marking or Line of Cast	10	15	20

Finding	18	27	36
Retrieving	16	24	32
Mouth	12	18	24
Delivery	6	9	12
Style	6	9	12
Total	100	150	200

**Note:** Judges may utilise the available points separately per individual retrieve or accumulatively over the complete section at their discretion. The decision on the splitting of points will depend on the trial layout, the degree of difficulty of individual retrieves, time allotments etc.

Single game retrieves shall be judged out of half the two game points i.e. 50 points.

The scoring for Range, Find and Retrieve, and Range, Find and Flush trials is as follows:

	2 Game Points	3 Game Point	4 Game Points
Control	14	21	28
Ranging	20	30	40
Speed	14	21	28
Finding	12	18	24
Steady to Shot	8	12	16
Flushing or Retrieving	10	15	20
Steady to Game or Mouth/Delivery	16	24	32
Style	6	9	12
Total	100	150	200

**Note:** The points to be allotted between the game at the Judge's discretion.

## Guides to Competitors and Judges

### Summary of Faults

#### a. Penalty Faults

- Unsteadiness to live game (running in and chasing)
- Poor ground treatment (poor quartering or ranging)
- Hard mouth
- Breaking
- Unsteadiness to shot and not stopping to shot
- Failing to mark fall of sighted game
- Failing to enter water
- Failing to find game
- Poor control
- Noisy handling
- Whining or barking
- Slack and un-business-like work

Poor lines of marking and retrieving

Crossing over

Poor delivery of game

Failure to face cover

Pottering on ground scent

Fouling ground

b. Disqualifying Faults

Killing or maiming of live game (see Reg. Gen. 7)

Extreme hard mouth

Handler discarding dead game on ground

Retrieving more than one game at a time

Missing game

### **Responsibilities of Judges**

- a. Judges should be conversant with the guides for all the Gundog Breeds and apply the principles where necessary in the All Breeds trials.
- b. Judges should be especially aware of the large cross section of breeds represented in this trial and set the trials and time limits so as to give all dogs entered every chance of completing.

### **Setting up Trials**

Basically the principles as laid down for the Spaniel event apply; however, the areas to be ranged are usually kept slightly lighter in cover to allow the larger dogs the opportunity to flow with their ranging and the water retrieves are normally a little more demanding than a basic Spaniel trial but not quite as demanding as a Retriever Trial.

### **Expectations of an All Breeds Dog**

The expectations are similar to that of a Spaniel in the Ranging events, and to that of a Retriever in the Retrieving events.

**Retriever Regulations**

**of**

**The New Zealand  
Gundog Trial Association (Inc.)**

**for the conduct of  
Retriever Field Trials**

# NZGTA (INC)

## Retriever Regulations

The Regulations for Retriever Championships are additional to compliance with General Regulations for Conduct of Simulated Field Trials.

### **Reg. Ret. 1. Breeds Eligible to Compete**

All dogs classified in Group 2 of Classifications of Gundogs Reg. Admin. 1

### **Reg. Ret. 2. Sections**

All Retriever Championship Field Trials Shall Include:

1. A minimum of two separate sections with separate Judges.  
Where more than two sections are included, a Judge may judge more than one event.
2. A minimum of two retrieving sections with two or more game in each.
3. A minimum of one section to include a double bird retrieve from on or across water, the dogs must have to swim.

### **Reg. Ret. 3.**

In additional sections, one or more game may be used.

### **Reg. Ret. 4. Distances**

No thrown birds to land more than 100 metres or less than 55 metres from the handler. Blind retrieves may be over any practical distance but should not exceed ~~75~~ 100 metres from the position from which the dog is sent.

### **Reg. Ret. 5. Catapults**

In all Championship Field Trials catapults must be used.

Catapults and operators must be concealed from the view of the dog and the handler while on the mark and from the dog in the expected working area.

### **Reg. Ret. 6. On the Mark**

In retrieve events handlers are most commonly required to walk with their dog at heel from a designated back mark to a designated front mark.

These positions can be marked using a peg which the handler and dog must start beside (back mark) and a peg some distance forward (front mark) that the handler and dog must walk to and position themselves beside.

Alternatively, the back mark can be indicated by two pegs positioned approx. 2-3 metres apart and the front mark indicated similarly. The handler with dog at heel starts between the back pegs then on the instructions of the Judge walks forward with dog at heel to a position between the front pegs.

### **Reg. Ret. 7. Walk Up Retrieve**

Walk ups to simulate jump shooting may be used, the dog and handler should start at a designated area. The handler then to walk with the dog at heel, the Judge may signal for the bird to be thrown while the handler and dog are moving.

### **Reg. Ret. 8. Blank Shots**

In all Retriever trials the handler is required to fire a blank shot towards all thrown birds while the birds are in the air.

In Retriever trials where blind retrieves are included blank shots may be fired. The firing sequence will be as instructed by the Judge. Failure to fire such blank shots through neglect of the handler will incur a loss of up to six control points.

By permission of the Judge, the blank shots may be fired by an official of the Club provided the handler still holds a gun throughout the trials.

Where a physical disability makes it impossible for a handler to hold a gun, the Judge may by prior agreement waive the necessity to do so.

### **Reg. Ret. 9. Sending of Dog**

A handler must not send a dog after any game until instructed by the Judge to do so. The Judge must verbally or manually instruct the handler to send the dog at the instant the Judge wishes the dog to commence the retrieve.

The Judge is empowered to order the handler to send a dog to retrieve game.

### **Reg. Ret. 10. Breaking Penalty**

In retrieve trials a dog which breaks or partially breaks shall lose up to eight control points at the discretion of the Judge.

A dog will be deemed to have broken if he leaves the handler before being commanded to do so; if the dog can be stopped or recalled it may be deemed to have partially broken.

### **Reg. Ret. 11. Cross Over**

In trials including two or more thrown (and sighted) birds where a dog definitely commits itself on a mark towards a particular bird then leaves that line and finds and retrieves another bird the dog may be deemed to have "Crossed Over" and will lose a minimum of four points.

### **Reg. Ret. 12. Delivery of Game**

A dog may sit or stand to deliver game.

When the dog is delivering to hand, the handler shall receive the game with one hand, the gun held in the other hand in a safe position.

All game must be held until taken by a steward or may be placed in a pocket or other container or game bag.

Where physical disability makes it impossible for a handler to hold a gun while accepting delivery of the game, the Judge may, by prior agreement, waive the necessity to do so.

### **Reg. Ret. 13. Game**

Judges cannot nominate the order in which game is to be retrieved.

In all Retrieve trials dead game shall be used, such game may be any recognised by the Fish and Game Council as available to be hunted or killed; in addition, pigeons and rabbits may be used. All game shall be inspected by the Judge before and after the trial to ascertain its condition.

Where game cannot be inspected directly after each handler has completed, the game must be tagged with competitor's draw number for later inspection.

Only game in good condition shall be used for dogs competing in any field trial.

**Reg. Ret. 14. Hard Mouth**

Where a dog is judged to be guilty of extreme hard mouth the dog shall be disqualified.

**Reg. Ret. 15. Standard of Points**

The scoring for Retrieve trials is as follows:

	2 Game Points	3 Game Points	4 Game Points
Control	16	24	32
Speed	16	24	32
Marking or Line of Cast	10	15	20
Finding	18	27	36
Retrieving	16	24	32
Mouth	12	18	24
Delivery	6	9	12
Style	6	9	12
Total	100	150	200

**Note:** Judges may utilise the available points separately per individual retrieve or accumulatively over the complete trial at their discretion. The decision on the splitting of points will depend on the trial layout, the degree of difficulty of individual retrieves, time allotments etc.

Where single game retrieves are incorporated in a Championship Field Trial they shall be judged out of half the two game points. i.e. 50 points.

**Guides to Competitors and Judges****Summary of Faults****1. Penalty Faults:**

- Hard mouth
- Breaking
- Unsteadiness to shot
- Failing to mark fall of sighted game
- Failing to enter water
- Failing to find game
- Poor control
- Disturbing ground
- Noisy handling
- Whining or barking
- Pottering
- Repositioning game while retrieving
- Poor lines of marking and retrieving
- Crossing over
- Poor delivery of game
- Fouling ground

**2. Disqualification Faults:**

Extreme hard mouth

Handler discarding dead game on ground

Retrieving more than one game at a time

## **Responsibilities of Judges**

A Judge should have a very good knowledge of the Breed group under test, and have an interest in the quality and future of those Breeds.

The task of Judges is to find the dog which performs most creditably on the day. Utilising the demerit judging system used in New Zealand, Judges should ensure that all faults observed are immediately penalised so as to give full credit to the dogs that do not transgress from what is desirable.

Judges should ensure they have a thorough knowledge of the rules relative to the trial being judged.

The standard of trial and work expectations should be of championship standard and Judges should never allow themselves the privilege of leniency simply because the standard of work on the day is poor.

A Judge should act on what happens on the day of the trial at which they are judging forgetting prior opinions and past performances.

A Judge should refrain from holding unnecessary conversation with anyone whilst a dog is actively competing.

When setting up a trial, it is the duty of a Judge to give dogs every opportunity to work well by seeing that conditions are in their favour as far as possible.

Judges should be careful for the safety of dogs and should not require them to negotiate dangerous obstacles - e.g. barbed wire fences, dangerous banks, water areas of fallen trees with any chance of staking etc.

A dog's work is affected greatly by the behaviour of the handler. Noisy and unnecessary control is a major fault and should be severely penalised. A good handler will appear to do little but watch his dog while maintaining perfect control over it at all times.

The quality of dead game used in trials is very important. Judges should take great care with the inspection of the game before the trial and also ensure that all stewards handling the game do so with considerable care. Judges must insist that only game in perfect condition is used. The ability to genuinely check for mouthing and the continued quality of our retrieving Breeds makes this a matter of paramount concern. To check for hard mouth place the bird on the palm of the hand, breast upwards, head forward, and feel the ribs with finger and thumb. They should be round and firm. If they are caved in or flat, this is definite evidence of hard mouth.

Judges should make their instructions to handlers clear and concise and ensure that handlers fully understand what is required of them before allowing them to begin the trial.

Time limits should be realistic allowing all reliable retrievers every chance to succeed.

## **Setting Up Trials**

Trials should be set up in as natural areas as possible within the limits of what is practical for completions and judging.

Trials should represent practical tests of what is required of a retriever in the field without impractical obstacles or requirements.

While 100 metres is shown as the maximum distance from the front mark to the game it should be kept in mind that this is the maximum and should only be used in exceptional cases to gain the most



effective use of a particular piece of water or ground. The more customary distance to the game should be kept to 65-80 metres.

The landing area of thrown birds and the position of planted game should have a good air movement over them to give dogs every chance to exhibit good finding.

When positioning the Heel Up pegs and the landing positions of the thrown game, Judges should endeavour to make available a possible direct line for the dog to take to the game so that their marking and retrieving abilities can be fully tested.

Similarly for planted game in Blind Retrieves this line should be available to test the ability of the handler to cast his dog directly to the game and the dog's ability to obey such control.

Where blinds are part of the test in a retriever trial, the handler should have a clear indication of the position of the game, the test is for the game to be blind for the dog not the handler.

### **Expectations of Retrievers**

Walk up - this should be executed crisply with the dog neither pulling ahead or lagging behind the handler; when the front mark is reached the dog should be either stood or sat with as few commands as possible and the handler then step clear of the dog. Any divergence from a correct heel position or any unnecessary control should be penalised.

A dog should be steady to shot and fall of game and should retrieve only when commanded to do so. Handlers must not send their dog until instructed to do so by the Judge.

Any tendency to break should be penalised and complete breaks should be severely dealt with.

Line of Marking for sighted Heel Retrieves is of all importance, dogs that deviate from a straight line of mark to the bird should be penalised immediately. Good marking is essential in retrieving dogs as they should not disturb ground unnecessarily. Judges should give full credit to a dog which goes straight to the fall and gets on with the job.

The Line of Cast in Blind Retrieves is important so that a dog does not disturb the surrounding area and spends as little time as possible getting to the finding area. The handler who can cast his dog on such a line and place his dog in a finding position quickly and with as little control as possible must be given full credit.

Judges must therefore penalise dogs that range the ground wildly and cannot be controlled by their handlers.

Dogs that do not exhibit good game finding must be penalised for Finding and Speed.

In sighted retrieves it is memory, nose, and game sense which are being tested and the longer they spend in the field, the less of each they are exhibiting. Dogs that fail to immediately find a bird they have marked and then leave that area and go hunting for another bird elsewhere should be severely penalised for "Crossing Over"; these dogs show lack of commitment along with all the other faults.

Once located the game should be cleanly picked up and retrieved quickly and directly back to the handler. Sloppy retrieving is a major fault. Any unnecessary divergence from a direct line back to the handler or any unnecessary slackening of pace should be penalised for retrieving.

Any signs of mouthing should be penalised. The repositioning of game as a dog enters water is sometimes necessary to allow the dog to close his throat; however, any further movement of the bird should be penalised. All game should be examined for signs of hard mouth where obvious evidence of hard mouth is detected severe penalty should be dealt, (in cases of extreme Hard Mouth, i.e. crushed or eaten birds, the dog shall be disqualified). Judges should always satisfy themselves that the damage observed has been caused by the dog, not by the catapult or by the fall, and in cases of doubt, the benefit should be given to the dog. "Hard Mouth" in a Retriever is unforgivable and Judges should have no sentiment when dealing with this fault.

Dogs should deliver cleanly to hand with the dog standing or sitting in front of the handler. The handler should not have to snatch or drag the game from the dogs mouth; any such action should be penalised.

The ability of a dog to handle fast water conditions should be recognised as an attribute.

## **Tips for New Handlers**

### **Heel Retrieve Trials**

1. Work around the heel up position is important, put some work into this basic obedience.
2. Before beginning the trial ensure you understand the Judges instructions.
3. All game must be held until taken by a steward or may be placed in a pocket or other container or game bag.
4. When moving forward and setting your dog up on the front mark use as few commands as possible and ensure you step away from your dog at the front mark, your dog may sit or stand.
5. You must only send your dog when instructed by the Judge to do so. This may be by voice, or signal. Make sure you understand exactly what the Judges requirements are:
6. When taking delivery do not move off the mark and remember to hold the gun broken and in a safe manner. Excessive movement around the front mark is guaranteed to arouse the displeasure of the Judge incurring penalty if not disqualification.
7. When you have the game in hand turn your dog smartly and cast him for the next retrieve.
8. When you have the last bird in hand keep your dog under control in front of you and do not move off the mark until you are released by the Judge.
9. Gun safety is very important although we only use blanks they contain, in most instances, a plastic wad which at close quarters can inflict serious injuries.

### **Blind Game Retrieves**

The test of this event is the handler's ability to control the dog into a finding position as quickly and with as few commands as possible.

To achieve this handlers must train their dogs to be capable of being sent on a line and remaining on that line until either being controlled to do otherwise or scenting the game.

To overcome the problem of dogs that do not take the perfect line, handlers must have good control to stop and redirect their dogs at a distance.

When sending your dog on a Blind retrieve remember to ensure you have marked the position of the game correctly, check the wind direction, then cast your dog so that it will pass the game on the downwind side.

This will give your dog every opportunity to find. Dogs that are simply sent off and range and hunt the ground out to the game, will waste time and disturb the surrounding area. This will incur penalty points.

Make yourself conversant with the regulations and all the guides associated with the event you have entered.

# **Retriever Walk-up/Natural Game Regulations**

**of**

**The New Zealand  
Gundog Trial Association (Inc.)**

**for the conduct of  
Retriever Walk-up/Natural Game Field Trials**

## NZGTA (INC)

### Retriever Walk-up/Natural Game Regulations

#### General

The regulations for Retriever Walkup/Natural Game Championships are additional to compliance with the General Regulations for the conduct of Field Trials.

All dogs classified in Group 2 of Reg. Admin.1 Classification of Gundogs are eligible to compete.

A walkup/natural game trial should be run as close to an ordinary days shooting as possible. The idea is that a dog is not only tested on its ability to mark and retrieve, but also on its ability to concentrate, work and behave around other dogs and shooters.

In a walkup trial, any game recognised by the Fish and Game Council Regulations as available to be hunted may be used. In addition, pigeons, geese, rabbits and hares may be used. Live homing pigeons may also be used as a distraction.

In a natural game trial, any game recognised on the Fish and Game Council regulations as available to be hunted may be used. This includes all game available on game preserves. If shot, pigeons, geese, rabbits and hares may also be used.

The Trials Captain is responsible for the layout and running of the trial.

A briefing run by the Trials Captain, will be held for all competitors, guns, stewards and Judges before the trial commences. The time and location of this briefing will be stated on the schedule. All competitors must be present at the briefing and will be issued with instructions for the trial conduct. The draw will be read out and this will be the order of running unless the Judges decide to split competitors. Competitors not present for this briefing may not compete.

A Chief Steward may be appointed and will be responsible for all competitors not directly competing and the position of the gallery.

#### Number of Competing Dogs

The number of competing dogs permitted in a competition are as follows:

- a. When there are a total of 2 or 3 Judges:
  - i. Two day open championship: maximum up to 24, minimum 12.
  - ii. One day open championship: maximum up to 12, minimum 6.
- b. When there are a total of 4 Judges:
  - i. Two day open championship: maximum up to 32, minimum 16.
  - ii. One day open championship: maximum up to 16, minimum 8.

#### Qualifying/Ballot

Dogs must qualify to compete in the following order of priority:

- a. Placed in the top 3 places of any championship walkup or natural game trial.
- b. Two 1st placings in a novice walkup trial or one 1st place in a novice natural game trial.
- c. Any dog that has not qualified as above.

When entries exceed places in a competition, a ballot must take place in order to choose which dogs will compete. This must be held publicly at a time announced in the schedule.

When a ballot is conducted, only those dogs in the lowest qualifying grade or grades will be balloted.

Any dog entered in Novice must be a minimum of 12 months old.

#### Order of Running

The draw shall determine the order of running.

It is acceptable for the order of running to be drawn during the Trials Captain's briefing.

Dogs should be split equally in numerical order between the Judges, i.e. 1-4 with the left hand Judge, 5-8 with the middle Judge and 9-12 with the right hand Judge, in a 12 dog, one day competition. For clarity, the left is taken from the direction the line is facing.

At the end of each round dogs should then rotate from left to right so that the dogs under the left hand Judge move to the centre for the next round, etc. The rotation should continue until a run-off occurs when numerical order will resume.

Each handler is permitted to enter a maximum of 2 dogs per trial. The handler will be allocated draw numbers which allow them to initially run both dogs under one Judge. The second dog must be held on a lead by a steward when not competing. The steward must be organised by the handler.

## **Judges**

A Chief Judge will be appointed to each trial and this Judge is responsible for the other Judges and the proper conduct of the trial. The Chief Judge will liaise with the Trials Captain about conduct and requirements for the trial.

For all championship trials the Chief Judge must be from the A panel. All other Judges may be from a combination of the A and B panels.

For all novice trials the Chief Judge must be from either the A or B panel. All other Judges may be from a combination of the A, B or probationary Judge's panel.

Each competitor must wear a numbered armband corresponding to their draw number. It is the Judge's responsibility to ensure they have the correct competitors in their line.

It is the chief steward's responsibility to have competitors ready in the back line and to send them forward when necessary.

Judges shall be careful for the safety of all dogs and shall not require them to negotiate dangerous hazards. It is the duty of the Judges to give dogs every opportunity to work well by seeing that conditions are, as much as possible, in favour of the dog.

Every effort must be made to send each dog as soon as possible to retrieve game. This will give dogs the best chance of completing marked retrieves.

Judges shall state the competitors number as a command for them to commence the retrieve.

Judges should refrain from moving dogs to a location different from that where the fall was observed unless it is absolutely necessary.

Judges may allow a competitor to move in order to get a better view of their dog working.

Judges shall ensure dogs are positioned so they have the best opportunity to view and mark game.

Judges shall not expect every retrieve to be exactly identical. Instead they should be looking for a consistent effort and ability throughout the day.

When setting up blinds, Judges shall be mindful of scent trails left by previous dogs so as not to advantage later dogs, especially when using large game such as hares or geese.

Judges may nominate the pickup of birds in any order.

At the end of each retrieve or run Judges must grade each dog according to its performance. This grade will take the form of an A, B or C (+ or -) according to the work done. Grades must never retrospectively be adjusted, nor should grades be summed up to create a single overall grade.

Judges should never trust memory alone and notes on each dogs run, including its grading, shall be taken for later reference. At the completion of each round when all dogs have been seen by a Judge, these notes shall be used to determine which dogs they wish to discard and retain for the next round.

When the Judges determine final placings, all previous scores/grades from all previous rounds/days shall be taken into account.

The Chief Judge, in consultation with the other Judges may decide to not award a 1st place. This would be because they deem the standard of dog work to be unsatisfactory for the awarding of a challenge point or qualification from Novice to Open.

Judges must act on what happens on the day of the trial and ignore prior opinions and past performances of competitors/dogs.

Judges shall also be aware of any special awards that are available.

All Judges must certify on the trial certificate that the trial has been conducted to satisfactory standards. This certificate will also state place getters from 1st to 3rd.

### **Trial Conduct**

In walk-up trials game may be released when competitors are stationary or moving. Blind retrieves and mobile game may also be used to test dogs as well as live birds. These tests may be used in any combination or order.

Judges may require dogs to be on a lead when not competing. When this is necessary these dogs will form a line well back from competing dogs so as not to hinder any dogs performance or judging. The Chief Steward will be responsible for the placement of this line. When dogs are required on the front line they will be called forward by number.

Dogs must not wear any form of collar when competing except where identification is necessary.

In natural game trials, birds may be driven and shot or handlers may be required to walk dogs forward in a line with birds being shot on the move.

Normally, separate guns will be used to fire at game and handlers will not be required to shoot.

In walkup trials Judges may require competitors to carry/fire a gun. In natural game trials competitors must not carry/fire guns.

All dogs shall complete at least one retrieve in the first round and one retrieve in the second round under at least 2 Judges unless they have been eliminated.

At the end of the second round Judges will announce which dogs will continue through into the next round. In Novice trials Judge's will verbally critique each dog/handler at the end of each round. This will allow handlers to understand what they have done correctly or why they have been eliminated.

### **Expectation of Handler/Dog**

The winning dog will be the dog that most pleases the Judges by the quality of its retrieving work. The idea being that this is the dog that the Judges would most like to shoot over. Marking and natural game finding are to be of prime importance, as is style and drive. Dogs will be expected to walk off lead, at heel, with the handler. The handler and dog will be under the guidance of a Judge. This may be done as an individual or as a group of competitors. Dogs shall be required to be steady at heel while game is being released/driven and shot.

A dog shall be steady to shot and fall of game and shall retrieve tenderly to hand. Handlers shall not send their dog until instructed to by the Judge.

Good marking is essential in a retriever and allows a minimum of ground to be disturbed. Full credit will be given to the dogs that go straight to the area of the fall and get on with the job of retrieving game.

A good retriever should not rely on the handler to locate marked game. It should however be obedient and respond to the handlers commands. Dogs showing marking and game finding ability as well as style and drive should be placed above those which have to be handled on to marked game. Usually the best dog requires the least handling.

A good retrieve will include a quick and unfussy pickup followed by a fast and straight return to the handler. The handler should not have to drag or snatch game from the dog's mouth.

If a dog does not find game the Judge may instruct the handler to recall the dog. The handlers of second and subsequent dogs may then be called to complete the retrieve. If any subsequent dog finds the game then all previous dogs that have failed to find will be "eye wiped". If dogs fail to find and then subsequently the Judges locate the game, all dogs that have been sent are considered eye wiped.

Dogs that are "eye wiped" must be discarded immediately.

Note: See comments under Major Faults for Eye Wipe details.

All game shall be inspected for signs of hard mouth. Judges shall always satisfy themselves that any damage done was caused by the dog. If hard mouth is suspected another Judge shall be shown the game in order to get a second opinion. Handlers must be given the opportunity of inspecting any damaged game in the presence of the Judges; however the Judge's decision will be final. There must be no leniency for hard mouth and the dog must be eliminated.

### **Credit Points**

- Marking
- Natural game-finding/nose
- Quickness in gathering game
- Retrieving and Delivery
- Drive and Style
- Control
- Quiet Handling

### **Major Faults**

- Unsteadiness at heel
- Disturbing ground
- Slack or un-businesslike work
- Noisy or inappropriate handling
- Poor control
- Failing to find game
- Sloppy retrieving or delivery
- Eye wiped

Note: The eye wipe is classed as a major fault so that a dog or dogs discarded in the final round may still be placed. In the normal course of events a dog or dogs that are eye wiped will normally be discarded immediately.

### **Eliminating Faults**

- Whining or barking
- Hard Mouth
- Breaking
- Refusal to retrieve
- Failing to enter water

Out of control

Changing game or picking incorrect game

Fighting or aggressive behaviour

### **Run-Off/Placings**

If the Judges decide to run-off the top dogs to confirm final placings, they will usually position themselves in the centre of the line where they can see all dogs working. At this stage of the trial a dog may be stretched to such a degree that it may fail and/or be eye wiped. This dog may still feature in the final placings.

All dogs placed in a Walkup Championship Trial shall have been tested on at least a 2 bird marked retrieve over land and a blind retrieve. Where possible a dog shall be tested across water however, this may not be possible due to lack of grounds.

All dogs placed in a Live Game Championship Trial shall have been tested on at least a single marked retrieve and a blind retrieve.

All dogs placed in a Novice Trial shall have been tested on at least a single marked retrieve and a blind retrieve.



# **Pointer & Setter Regulations**

**of**

**The New Zealand  
Gundog Trial Association (Inc.)**

**for the conduct of  
Pointer & Setter Field Trials  
&  
Braced Pointer and Setter Field Trials**

## **NZGTA (INC)**

### **Pointer & Setter Regulations**

The Regulations for the conduct of Pointer and Setter Championship Field Trials are additional to compliance with General Regulations for conduct of Field Trials.

#### **Requirements of a Pointer or Setter**

Dogs are required to quarter the ground with pace and style, showing regard of wind direction and cover density.

Dogs must exhibit good bird finding ability, be staunch on point, work the point out freely and be steady to the flush and shot.

Dogs must retrieve dead birds tenderly to hand and not be gun-shy.

#### **Reg. P&S. 1. Breeds Eligible to Compete**

All dogs classified in Group 1 of Classification of Gundogs Reg. Admin. 1.

#### **Reg. P&S. 2. Number of birds**

All Pointer and Setter Championships on simulated games shall include:

- a. A minimum of two live birds.
- b. A minimum of one concealed dead bird.

#### **Reg. P&S. 3. Minimum number of birds**

In all trials on simulated game a minimum of three birds must be used.

#### **Reg. P&S. 4. Sections**

If two or more sections are included in a championship a minimum of two separate Judges must be used.

#### **Reg. P&S. 5. Length of Course**

In Pointer and Setter Championship trials on simulated game the minimum length of course shall be 350 metres. Distances between birds may be varied to make the best use of the cover and terrain available. The width of the ground should be as unrestricted as possible to allow these dogs to show their wide ranging capabilities.

#### **Reg. P&S. 6. Line of Walk**

The line of walk will be decided by the Judge. No unnatural markers to be used.

#### **Reg. P&S. 7. Birds**

Live birds to be found and pointed shall be pigeons. Dead birds to be retrieved shall be an upland game bird or a pigeon. Where upland game birds are to be used the type of bird must be notified in the schedule for that field trial.

Recognised upland game birds shall be California Quail, Cock Pheasant, Chukar, Brown Quail. All dead birds shall be inspected by the Judge before and after each handler has completed to ascertain its condition.

#### **Reg. P&S. 8. Approved Traps**

See Reg A. B. 6

### **Reg. P&S. 9. Releasing of Birds**

The bird shall be released when in the opinion of the Judge the dog is on a definite point and the handler and dog are within reasonable gun range of the trap. (i.e. maximum 30 metres), or when the bird is in danger due to a deliberate upwind flush.

### **Reg. P&S. 10. Rooding**

Dogs that point outside gun range must be rooded in. The handler must stay beside or behind the dog when it finds and must not move in front of the dog during the workout.

The dog must move freely when commanded in to the bird. The handler must not touch the dog at any time while rooding in to the bird.

### **Reg. P&S. 11. Flushing**

Where a bird is released and will not fly the handler may nominate to either:

- a. move the dog in to flush the bird, or
- b. request the Judge to flush the bird.

### **Reg. P&S. 12. Dog near Game**

No Judge shall, when the competing dog is in close proximity to birds, instruct the handler to call the dog to heel unless the live bird is in danger.

### **Reg. P&S. 13. Deliberate Upwind Flushing**

When a dog finds in a downwind position from the trap, fails to establish a point and deliberately moves into what would effectively be a flushing position the Judge will disqualify the dog, whether the bird has been released or not.

### **Reg. P&S 14. Steady to Game**

A dog is deemed to be steady to game when it drops or remains stationary when a bird is flushed.

### **Reg. P&S. 15. Steady to Shot**

Dogs will be tested for steady to shot on released birds, a dog will be deemed to be steady to shot if it remains stationary when the shot is fired. A dog should not be penalised for turning to mark the flight of birds.

### **Reg. P&S. 16. Blinking**

A dog which comes to a staunch point on a bird, leaves it and does not quickly re-establish the point from another more definite position but continues hunting down the course deliberately passing the bird by, will be considered a blinker and shall be disqualified. A dog which deliberately passes a bird by and fails to establish any point or indicate game shall also be disqualified on the same grounds.

### **Reg. P&S. 17. Missing Birds**

A dog that finds birds out of order from that laid down shall be disqualified.

### **Reg. P&S. 18. Blank Shots**

Blank shots must be fired over all released birds when they are in flight and in gun range.

By permission of the Judge, the blank shots may be fired by an official of the club provided the handler still holds a gun throughout the trial.

Where a physical disability makes it impossible for a handler to hold a gun, the Judge may, by prior agreement, waive the necessity to do so.

**Reg. P&S. 19. Delivery of Retrieved Birds**

A dog may sit or stand to deliver a dead bird, when the dog is delivering to hand the handler shall receive the bird with one hand, the gun held in the other hand in a safe position. All game must be held until taken by a steward or may be placed in a pocket or other container or game bag.

Where physical disability makes it impossible for a handler to hold a gun while accepting delivery of the bird the Judge may, by prior agreement, waive the necessity to do so.

**Reg. P&S. 20 Hard Mouth**

Where a dog is judged to be guilty of extreme hard mouth the dog shall be disqualified.

**Reg. P&S 21. Standard of Points**

The scoring for Pointer and Setter Field Trials on simulated game is as follows:

	Points
Control	21
Ranging	21
Finding	15
Staunchness on Point or Set	14
Steadiness to Game and Shot	10
Retrieving, Mouth and Delivery	10
Style and Speed	9
Total	100

**Guides to Competitors and Judges****Summary of Attributes and Faults****Desirable Attributes**

- Good finding
- Ranging and quartering (good use of wind)
- Pace and style
- Steadiness and style on point

**Penalty Faults**

- Unsteadiness on Point (staunchness)
- Poor ground treatment (quartering or ranging)
- Unsteadiness to live game (chasing or breaking)
- Unsteadiness to shot
- Poor finding
- Poor control
- Noisy handling
- Stickiness on point
- Persistent false pointing
- Whining or barking
- Poor style
- Mouth

Poor lines of retrieving

Poor delivery

### **Disqualifying Faults**

Killing or maiming a live bird. (See Reg. Gen. 7)

Deliberate flushing upwind

Blinking a point

Missing birds

Extreme hard mouth

Taking a bird out of the trap

Failing to retrieve

Touching a dog during roading

Handler discarding dead game

Handler discarding gun on the ground

### **Responsibilities of Judges**

A Judge must have a very good knowledge of the breed group under test, and have interest in the quality and future of those breeds.

The task of Judges is to find the dog which performs most creditably on the day. Utilising the demerit judging system used in New Zealand, Judges should ensure that all faults observed are immediately penalised so as to give full credit to the dogs that do not transgress from what is desirable.

Judges must ensure they have a thorough knowledge of the rules relative to the event being judged.

The standard of trial and work expectation should be of championship standard and Judges must never allow themselves the privilege of lenience simply because the standard of work on the day is poor.

Judges must act on what happens on the day of the trial at which they are judging ignoring prior opinions and past performances.

A Judge must refrain from holding unnecessary conversation with anyone while a dog is actively competing. From the moment the dog starts questing, the Judge must make every effort to keep it in view at all times.

When setting up a trial it is the duty of a Judge to give dogs every opportunity to work well by seeing that conditions are in their favour as far as possible.

Judges must be careful for the safety of dogs and should not require them to negotiate dangerous obstacles e.g. barbed wire fences, dangerous banks etc.

A dog's work is affected greatly by the behaviour of the handler. Noisy and unnecessary control is a major fault and should be severely penalised. A good handler will appear to do little but watch the dog while maintaining perfect control over it at all times.

The quality of dead birds used in trials is very important. Judges must take great care with the inspection of the birds before the trial and also ensure that all stewards handling the birds do so with considerable care.

Judges must insist that only birds in perfect condition are used and no excuses by Clubs should allow the use of inferior birds. The ability to genuinely check for mouthing and the continued quality of our Pointing breeds makes this a matter of paramount concern.

To check for hard mouth place the bird on the palm of the hand, breast upwards, head forward, feel the ribs with finger and thumb. They should be round and firm. If they are caved or flat, this is definite evidence of hard mouth.

Judges should ensure that homing pigeons used for Pointing trials are all mature well conditioned birds. Very young or moulting birds often fail to fly and may cause unnecessary catching.

The bottoms of carrying cages and homer boxes should be lined with fresh newspaper or straw to prevent contamination of flight feathers by droppings. Keep homer containers under shelter or covered in wet or hot weather. Stewards should ensure that live bird carrying bags or containers are carried above ground cover to prevent scent trails being created (on shoulder or back).

Judges must make their instructions to handlers clear and concise, ensuring that all handlers are fully aware of the area that is to be hunted and given a good description of the expected beat.

### **Setting up Trials**

Trials should be set up in as natural hunting areas as possible.

The grounds should be unrestricted so as to give ample room to allow these dogs to display the wide ranging and stylish movement that they are renowned for.

Ground cover should be interesting but not too heavy, it should be kept in mind that these breeds are especially designed to cover large expanses of lightly covered and lightly stocked ground.

The line of walk and the placement of birds should be planned carefully giving considerable thought to the wind direction and the consequences of possible wind changes.

Judges should endeavour to place as much likely looking cover within the expected ranging distance and run the dogs into the wind to encourage the best work out of them. Distances between concealed birds should be as great as possible to minimise the chances of dogs accidentally finding out of order.

Placement of live birds should be such as to allow a good view from the line of walk of likely areas where a dog could be expected to find and point from.

All birds must be positioned to allow good air movement over and around them to give every opportunity for dogs to find by scenting on the wind, thereby exhibiting their air scenting capabilities.

### **Expectations of a Pointer or Setter**

The ultimate performance must be a fast moving dog suddenly breaking its cast, moving briskly forward until certain of its find, and adopting a characteristic and intense pointing stance, at a respectful distance from the bird so that there is no fear of flushing, then working the point out cleanly by roading in with the handler until the bird is released, with the dog dropping or remaining steady to the flush and staying steady to the shot while marking the line of flight.

This performance, however, is the culmination of a number of other qualities also required of these breeds. Firstly the dog should take a definite cast in the direction indicated by the handler, any tendency to potter or pull (i.e. run directly into the wind etc.) should be penalised.

The dog should then quarter the ground either side of the line of walk with pace and style making good all its ground with judgement and regularity. Working correctly to the wind particularly if downwind or cheek-wind, showing finding ability, and working naturally with the minimum of handling. If dogs are working with a tail wind they will tend to draw out to the front and quarter the ground back to the handler. This action effectively places the dog downwind of any game in this area and increases its ability to find without having birds bumped out in front.

Where a dog finds and points well out, the Judge may ask the handler to Road the dog forward so that the bird may be released within gun range. This action is conducted in the following manner, on command from the handler the dog should move forward freely but with caution, the handler may be beside or behind the dog but never in front and control should be quiet and minimal remembering you are approaching a live quarry. Any stickiness on the part of the dog or excessive or

noisy control by the handler will be penalised. The dog must lead the handler to the bird not vice versa, therefore, any wilful leading of the dog by the handler will be penalised. The dog must not be physically touched during this action.

The point is displayed by the various breeds in different fashions but in all of them it is a glorious spectacle to behold. The point must be absolutely staunch, meaning the dog is motionless, its body rigid, an absolute picture of intense concentration. In some breeds a very slight flagging of the tail may be acceptable. Any tail wagging, excessive head movement or body movement is unacceptable once the point is firmly established and will be penalised. The dog may only move again (1) on the command of the handler to Road In, or (2) to drop to the flush if the bird is released.

Prior to establishing a staunch point, a dog may “draw on” to game. i.e. move forward slowly in a pointing attitude. A dog should not be penalised for drawing on of its own accord providing that it comes to a firm point at a respectful distance from the bird so that there is no fear of flushing.

False pointing is undesirable, often a cagey old dog will exhibit false pointing by pointing likely places in the expectation of a trap being hidden there, persistent false pointing should be penalised severely.

Blinking is sometimes difficult to detect and Judges should not rush into a decision on this fault. A dog is said to have blinked the bird if it definitely finds but fails to point or points momentarily and then ignores the find and carries on quartering the ground down the course. Dogs showing blatant signs of this fault are known as “Blinkers” and should be disqualified. In this type of trialling, a dog exhibiting this fault is sometimes referred to as being “Trap Shy”.

Where a dog working into the wind (Head wind) finds the homer fails to point and instead works directly into the trap, this should be recognised as a flushing situation and wherever possible the bird released. This is classed as the “deliberate flushing of an Upwind bird” and the dog should be disqualified, however, where a dog working with a following wind suddenly comes onto a downwind trap and points staunchly at very close quarters, the dog must be given full credit and be allowed to complete the workout by releasing the bird and firing the shot.

On the release of the homer, dogs are expected to be steady to game by either remaining stationary or dropping. Where a dog is asked to flush a released bird the dog must stop or drop immediately the bird is flushed. It is considered stylish for a dog to watch the bird fly away, “slight” movement to achieve this is permissible.

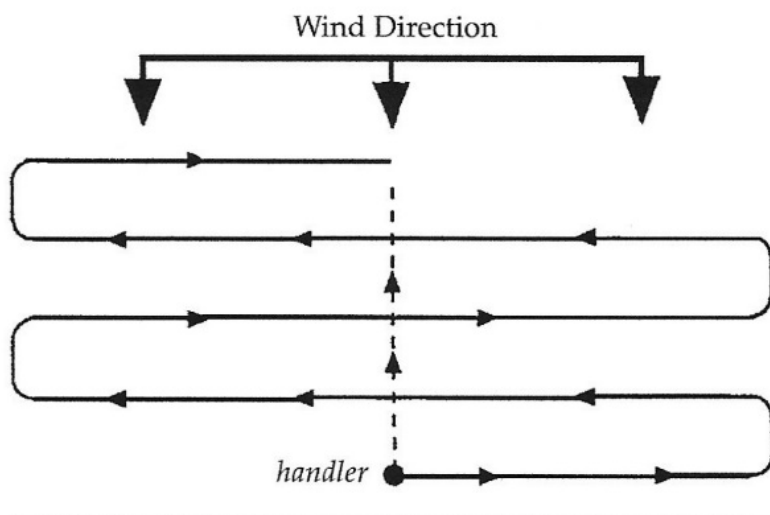
Dogs must also be steady to the shot fired at the departing homer by again remaining stationary or dropping when the shot is fired.

Dogs that show poor ground treatment by either boring into the wind or having an irregular quartering pattern will invariably miss birds. Dogs that do miss birds, and work on until they either find the next bird on the course, or reach a point where it is impractical for them to have any chance of finding the missed bird, shall be disqualified.

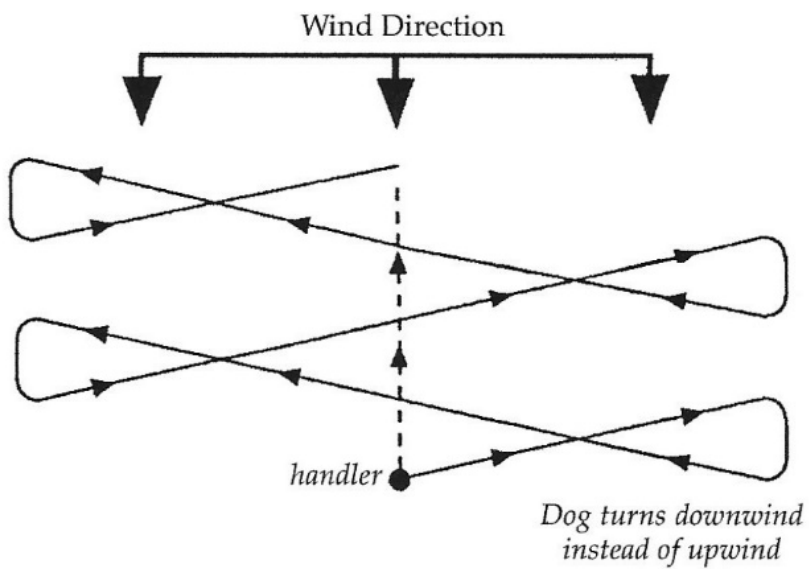
Dogs should find dead birds well and retrieve in a workmanlike manner. Once a dead bird is located it should be picked up smartly and delivered promptly to hand. Any damage to game, resulting from hard mouth, shall be penalised. Where instances of extreme hard mouth are detected the dog must be disqualified. “Pointing Dead” this term is used where a dog points the dead bird rather than automatically picking it up. This action is often observed in young dogs of good breeding with highly developed pointing traits. Not too much should be made of this action as long as the dog, when commanded to retrieve, quickly breaks its point and gets on with the job.

In short, a pointing dog should range wide and fast over the ground, head held high, catching every morsel of air scent, finding and pointing with flair and style. Exciting and a pleasure to watch.

### Classical Upwind Ground Treatment

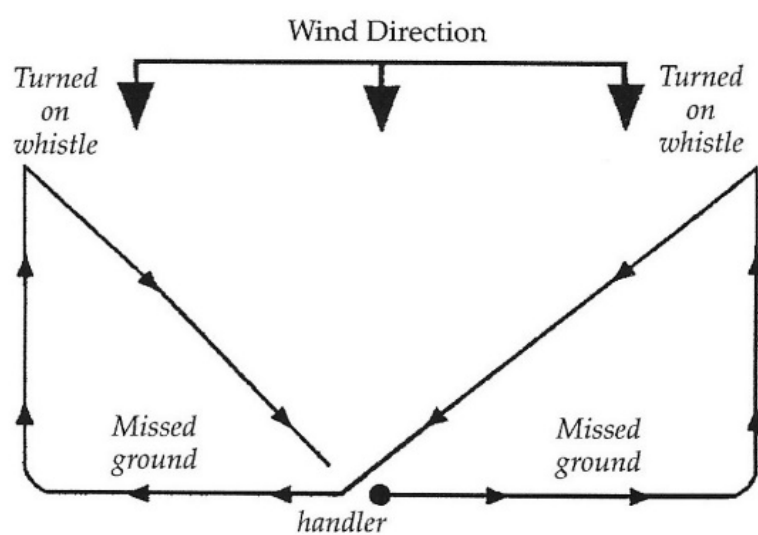
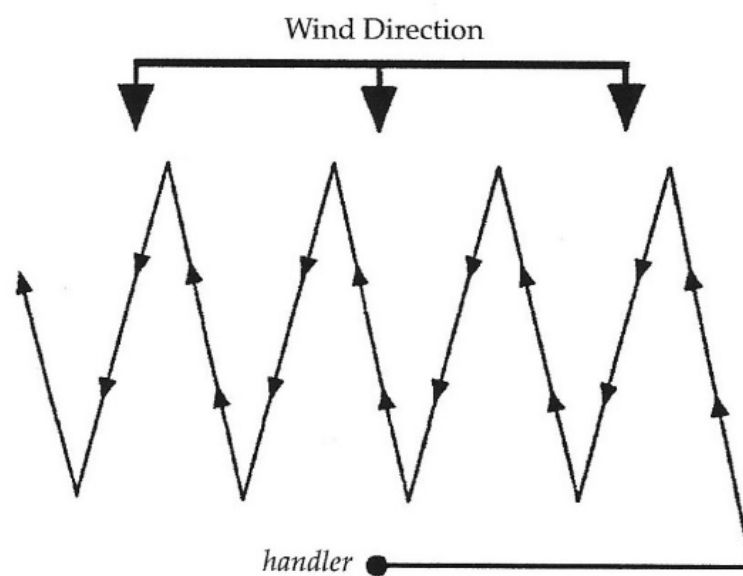


### An example of Faulty Upwind Ground Treatment

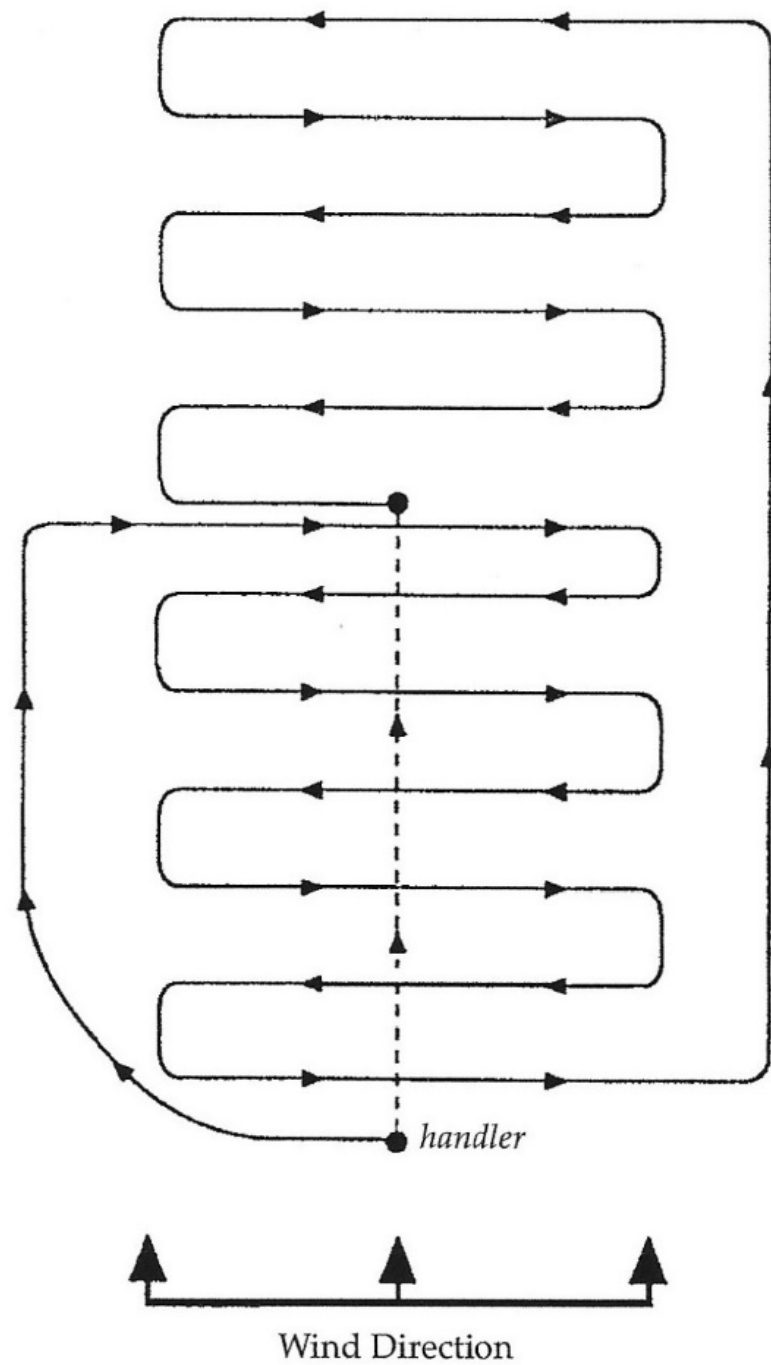




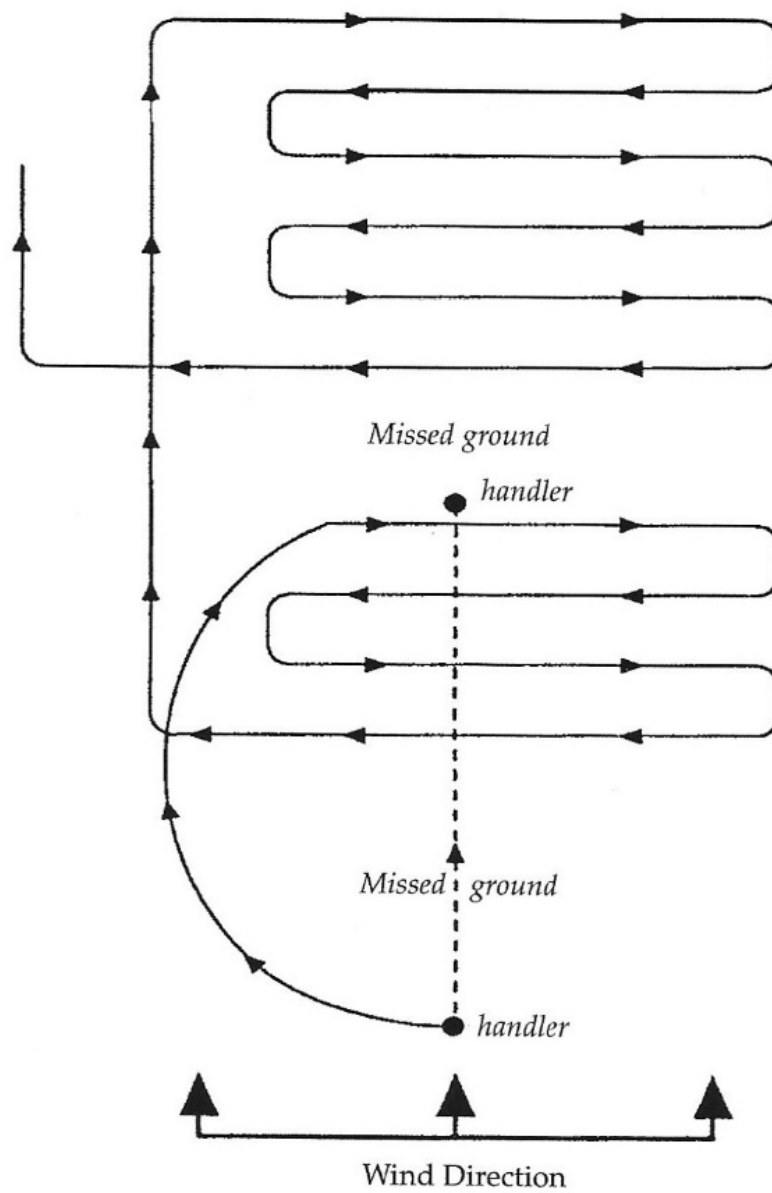
### More Examples of Faulty Upwind Ground Treatment



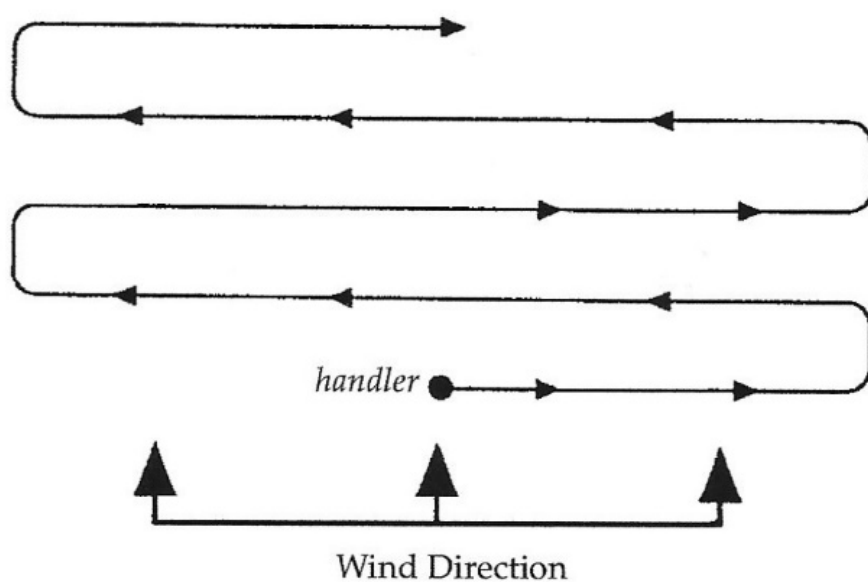
## Classical Downwind Ground Treatment



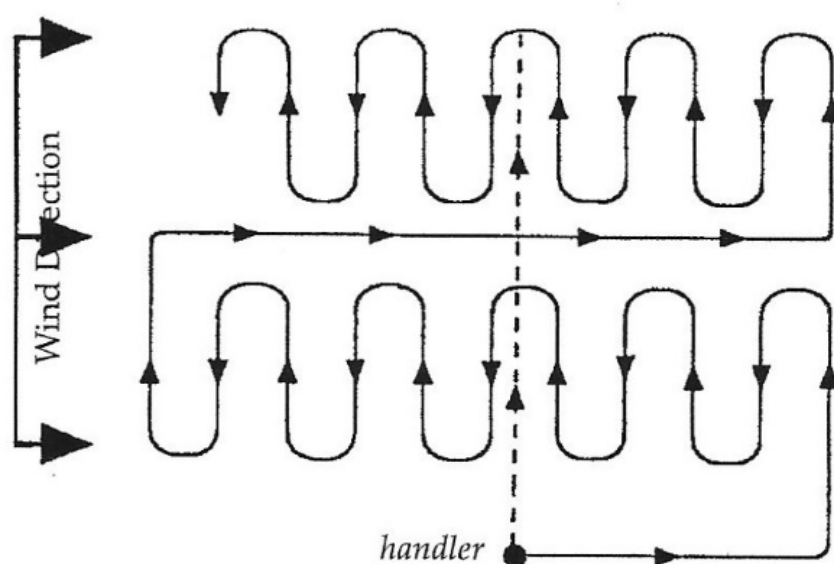
### Incorrect Downwind Ground Treatment



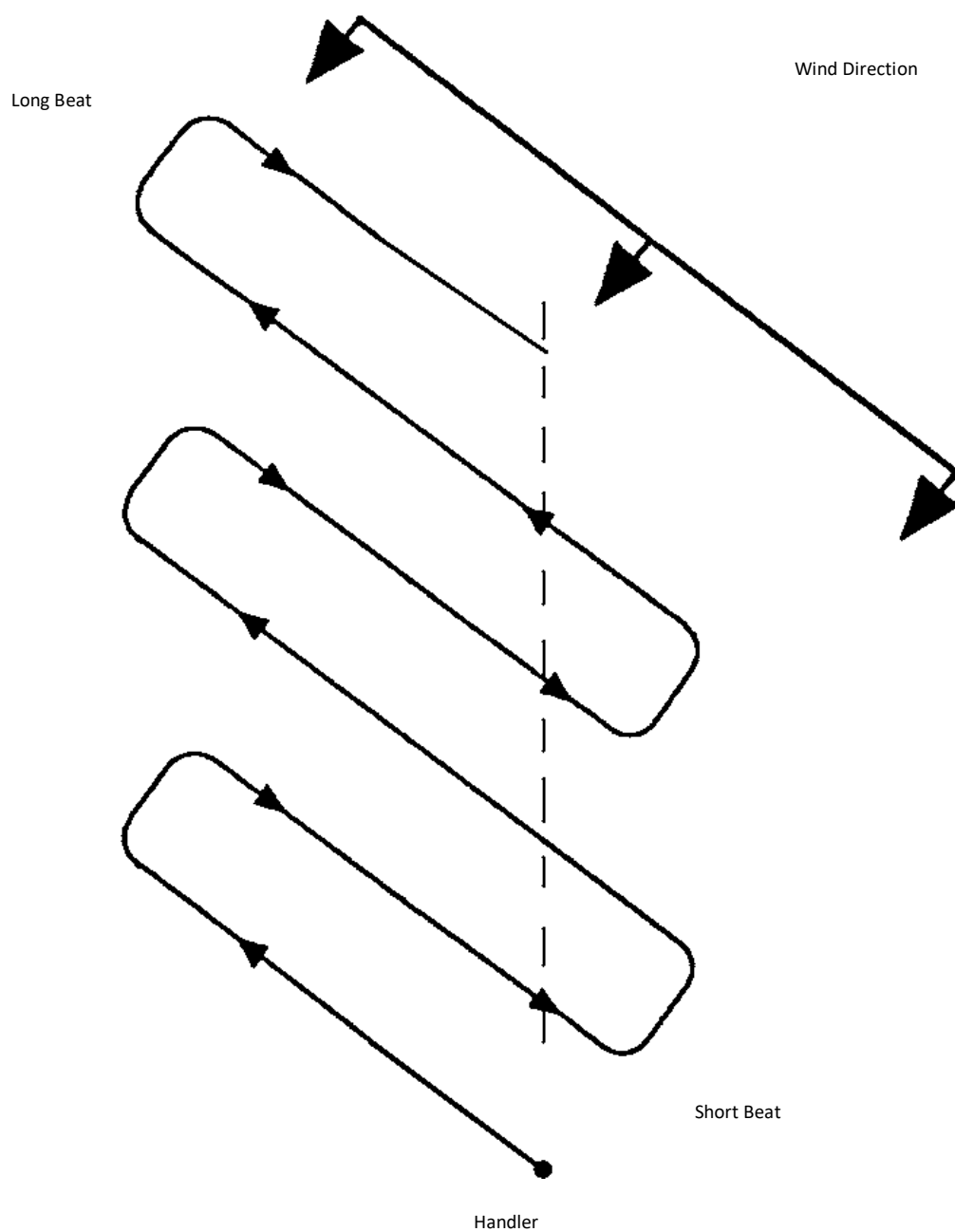
### Incorrect Downwind Ground Treatment



### Classical Crosswind Ground Treatment, Rarely Achieved



### Ground Treatment on a Cheek Wind



## **Regulations for Braced Pointer/Setter Field Trials on Simulated Game**

1. The draw, and ballot if necessary, will be held publicly at a time which will be announced in the schedule.
2. The dogs will be braced and run in the order drawn. The Judges will use a spotting system; after the first round they can call again on any or all dogs.
3. Dogs owned by the same handler will be guarded in the draw.
4. Bye dogs may be re-braced or run with any selected dog, at the discretion of the Judges.
5. Dogs absent for more than 5 minutes after they are called up may be disqualified.
6. A person handling a dog may control it as that person thinks proper but shall be called to order by the Judge/s for making unnecessary noise and if that person persists in doing so the Judge/s can order the dog out of the contest. Dogs must be worked together and handlers must walk within reasonable distance of each other.
7. Dogs may be required to wear distinguishing collars.
8. All competing dogs must be shot over before they can be awarded a prize. A starting pistol may be used.
9. Placed dogs shall be required to demonstrate their ability to retrieve tenderly to hand. Where a thrown bird is utilised the handler shall not move from the mark once the dog has been sent.  
The retrieve must be over a minimum distance of 30 metres and a maximum distance of 75 metres. The method by which the retrieve is to be tested and the type of bird to be used in the test must be stated on the schedule.
10. The two Judges are in control of all aspects of the trial, but must act in accordance with the Regulations and Guide to Judges.
11. Dogs must be excluded from further participation in the trial if they have committed an "eliminating fault". Judges may also discard dogs for "major faults".

### **Guide to Judges of Braced Pointer/Setter Field Trials on Simulated Game**

1. The task of the Judges is to find the dog which, on the day, pleases them most by the quality of its work from the shooting point of view.
2. Judges should appreciate that different breeds have different styles of working and should make themselves conversant with these styles.
3. It is the duty of the Judges to give the dogs every opportunity to work well by seeing that conditions are in their favour as far as possible and also where feasible, to demonstrate to competitors and spectators how their decisions are reached. They must make written notes and are advised to place each dog in a category such as A, B or C according to work done, at the end of each round. It is the better dogs who should be fully tried, not the dogs that have not shown merit
4. The first round, having been drawn in accordance with the regulations, should be proceeded with as rapidly as possible. Each brace, except in cases of undoubted lack of merit, should be tried for at least 15 minutes. "Undoubted lack of merit" is behaviour which convinces the Judges that no merit award can be awarded to the dog concerned. When this has been confirmed by consultation between the Judges, the brace should be picked up or a bye dog, if available, tried with the survivor.
5. Dogs shall be required to quarter ground with pace and style in search of game, making good all ground with judgement and regularity, working correctly to the wind, particularly if downwind or with cheek wind, showing game bird finding ability, working naturally with a minimum of handling and working the point out freely on command.

6. If a dog deliberately flushes game upwind it should be discarded. Chasing live game, be it fur or feather, must put a dog out.
7. Pointing fur will incur neither penalty nor credit.
8. The winner must have at least one point on simulated game birds during the trial.
9. Judges should exercise considerable control over proceedings and endeavour to get dogs running in favourable wind. They should also conserve the ground by being as decisive as possible.
10. Judges should keep up with the handlers and try to see everything that takes place at a trial.
11. Locating birds - Accurate location of game is always highly desirable.
12. Staunchness - This describes the dog while on game, indicating that it is firm on point and holds for the approach of its handler.
13. False pointing - Dogs are expected to point staunchly on body scent and are not expected to dwell on ground scent. When a dog points staunchly it is expected that its handler will find birds near the place where it has pointed. When birds are not found it shall be considered that the dog has made a false point. If a dog points and moves on without direction from its handler it shall not be held to have made a false point.
14. Steadiness - Dogs are required to remain steady after birds have been flushed until ordered to go on. Dogs that break to shot should be heavily penalised for this offence.
15. Blinking - Dogs which come to a staunch point on birds and leave them without flushing to hunt for another will be held to have blinked. Dogs which, aware of the presence of game, deliberately fail to indicate the birds are called "blinkers". Dogs which break their original point on game and swing about to point the birds from another direction will not be held to have blinked the game; indeed where such action results in better location the performance is to be considered meritorious and the dog commended. Judges are urged to use discretion in determining the nature and quality of this work.
16. Temperament - "bird sense" in the bird dog is a highly desirable quality. It is part of the dog's instinctive make-up and finds expression in dogs that appear to have the "lucky" habit of finding birds. Temperament also has to do with the right and wrong way of doing things. The dog which shows great bird sense and generally adjusts itself to the conditions deserves special recognition for such a highly desirable quality.
17. Rooding - the handler must stay beside or behind the dog when it finds and must not move in front of the dog during the workout. The dog must move freely when commanded into the game. Excessive commands and noisy handling or the wilful leading of the dog by the handler into the game will be harshly penalised. The handler must not touch the dog at any time while rooding into the game.
18. Eliminating Faults:
  - Flushing upwind
  - Out of control
  - Chasing fur or feather
  - Missing birds on the beat
  - Blinking a point
  - Refusal to retrieve
  - Whining or barking
  - Touching dog during rooding
  - Extreme hard mouth
  - Stealing a point.

Major Faults:

- Not ranging and making good ground
- Stickiness on point
- Not steady to flush downwind
- Persistent false pointing
- Noisy handling
- Unsteadiness to game and shot
- Hard mouth
- Excessive control.

Credit Points:

- Game finding
- Natural backing
- Steadiness and style on point
- Good pace and style
- Quality ranging and quartering
- Bird sense.



## Regulations for Braced Pointer/Setter Field Trials on Natural Game

Dogs must be tested on wild game in these trials. Reared game is deemed to be 'wild' only if it was released at least four weeks prior to the trial.

1. The draw, and ballot if necessary, will be held publicly at a time which will be announced in the schedule. When a ground available to a club is restricted in size, the club holding the trial may announce in the schedule the number of entries to be accepted and that a ballot will be held if entries exceed this number. Fourteen entries is the minimum permitted. Preference will be given to dogs that have won or placed in championship or open game trials or have won a novice game trial. Dogs excluded will be balloted as reserves, firstly any qualified (as above) and then those with no qualifications. These dogs may replace any scratchings. Competitors must be advised in writing of the result of the ballot and reserve ranking not less than ten days prior to the trial date.
2. The dogs will be braced and run in the order drawn. The Judges will use a spotting system; after the first round they can call again on any or all dogs, or announce the winner without further rounds.
3. Dogs owned by the same handler will be guarded in the draw.
4. Bye dogs may be re-braced or run with any selected dog, at the discretion of the Judges.
5. Dogs absent for more than 5 minutes after they are called up may be disqualified.
6. A person handling a dog may control it as that person thinks proper but shall be called to order by the Judge/s for making unnecessary noise and if that person persists in doing so the Judge/s can order the dog out of the contest. Dogs must be worked together and handlers must walk within reasonable distance of each other.
7. Dogs may be required to wear distinguishing collars or bells.
8. All competing dogs must be shot over before they can be awarded a prize. A starting pistol may be used.
9. Placed dogs shall be required to demonstrate their ability to retrieve tenderly to hand. Where a thrown bird is utilised the handler shall not move from the mark once the dog has been sent.  
The retrieve must be over a minimum distance of 30 metres and a maximum distance of 75 metres. The method by which the retrieve is to be tested and the type of bird to be used in the test must be stated on the schedule.
10. Of the two Judges officiating, at least one must be from the A panel. The two Judges are in control of all aspects of the trial, but must act in accordance with the Regulations and Guide to Judges.
11. Dogs must be excluded from further participation in the trial if they have committed an "eliminating fault". Judges may also discard dogs for "major faults".

### Guide to Judges of Braced Pointer/Setter Field Trials on Natural Game

1. The task of the Judges is to find the dog which, on the day, pleases them most by the quality of its work from the shooting point of view.
2. Judges should appreciate that different breeds have different styles of working and should make themselves conversant with these styles.
3. It is the duty of the Judges to give the dogs every opportunity to work well by seeing that conditions are in their favour as far as possible and also where feasible, to demonstrate to competitors and spectators how their decisions are reached. They must make written notes and are advised to place each dog in a category such as A, B or C according to work done, at the end of each round. It is the better dogs who should be fully tried, not the hopeless ones.

4. The first round, having been drawn in accordance with the regulations, should be proceeded with as rapidly as possible.  
Each brace, except in cases of undoubted lack of merit, should be tried for at least 15 minutes. "Undoubted lack of merit" is behaviour which convinces the Judges that no merit award can be awarded to the dog concerned. When this has been confirmed by consultation between the Judges, the brace should be picked up or a bye dog, if available, tried with the survivor.
5. Dogs shall be required to quarter ground with pace and style in search of game, making good all ground with judgement and regularity, working correctly to the wind, particularly if downwind or with cheek wind, showing game bird finding ability, working naturally with a minimum of handling and working the point out freely on command.
6. If a dog deliberately flushes game upwind it should be discarded, but if on the other hand, the dog is coming downwind and stops when bird/s rise this does not constitute a flush. Chasing live game, be it fur or feather, must put a dog out.
7. Pointing fur will incur neither penalty nor credit.
8. The winner must have at least one point on birds during the trial.
9. Judges should exercise considerable control over proceedings and endeavour to get dogs running in favourable wind. They should also conserve the ground by being as decisive as possible.
10. Judges should keep up with the handlers and try to see everything that takes place at a trial.
11. Locating birds - dogs which refuse to maintain a staunch point on foot scent, but move on so they have body scent in their nose, are to be rewarded for locating their birds accurately, over a dog which holds fast to its original point even when birds move beyond reach of his nose. Accurate location of game is always highly desirable.
12. Staunchness - This describes the dog while on game, indicating that it is firm on point and holds for the approach of its handler.
13. False pointing - Dogs are expected to point staunchly on body scent and are not expected to dwell on ground scent. When a dog points staunchly it is expected that its handler will find birds near the place where it has pointed. When birds are not found it shall be considered that the dog has made a false point. If a dog points and moves on without direction from its handler it shall not be held to have made a false point.
14. Steadiness - Dogs are required to remain steady after birds have been flushed until ordered to go on. Dogs that break to shot should be heavily penalised for this offence.
15. Blinking - Dogs which come to a staunch point on birds and leave them without flushing to hunt for another will be held to have blinked. Dogs which, aware of the presence of game, deliberately fail to indicate the birds are called "blinkers". Dogs which break their original point on game and swing about to point the birds from another direction will not be held to have blinked the game; indeed where such action results in better location the performance is to be considered meritorious and the dog commended. Judges are urged to use discretion in determining the nature and quality of this work.
16. Temperament - "bird sense" in the bird dog is a highly desirable quality. It is part of the dog's instinctive make-up and finds expression in dogs that appear to have the "lucky" habit of finding birds. Temperament also has to do with the right and wrong way of doing things.  
The dog which shows great bird sense and generally adjusts itself to the conditions deserves special recognition for such a highly desirable quality.
17. Rooding - the handler must stay beside or behind the dog when it finds and must not move in front of the dog during the workout. The dog must move freely when commanded into the game. The handler must not touch the dog at any time while rooding into the game.
18. Eliminating Faults:

- Flushing upwind
- Out of control
- Chasing fur or feather
- Missing birds on the beat
- Blinking a point
- Refusal to retrieve
- Whining or barking
- Touching dog during roading
- Extreme hard mouth
- Stealing a point

Major Faults:

- Not ranging and making good ground
- Stickiness on point
- Not steadying to flush downwind
- Persistent false pointing
- Noisy handling
- Unsteadiness to game and shot
- Hard mouth
- Excessive control

Credit Points:

- Game finding
- Natural backing
- Steadiness and style on point
- Good pace and style
- Quality ranging and quartering
- Bird sense

**Spaniel Regulations**

**of**

**The New Zealand  
Gundog Trial Association (Inc.)**

**for the conduct of  
Spaniel Field Trials**

### **Requirements of a Spaniel**

A spaniel's primary job is to find game and flush it within gun range and secondly to be an accomplished retriever.

Spaniels are expected to quarter the ground with style and pace in search of game while remaining within gun range of the handler and without wasting time on old ground scent.

Spaniels should face all likely game holding cover boldly, flush game within range of the gun, be steady to flushed game, steady to shot, and steady to the fall if thrown game is included.

Spaniels must also prove their ability to retrieve both on land and through water, delivering tenderly to hand and that they are not gun-shy.

### **Tests on Marked Retrieves**

When performing a retrieve on marked thrown birds, a dog is being tested for its ability to mark the fall area, to pinpoint and locate the game. While doing this the dog should, on command, display its natural ability to go directly to the marking area and retrieve, without delay, directly to the handler.

### **Tests for Blind Retrieves**

When performing a blind retrieve, a dog should take the original line given to him by the handler, and continue on it until it either makes the find or is stopped by the handler and given a new directional cast. The dog should then continue in this new direction until it finds the game or is given further directions. Handling should be a demonstration of obedience and scored on the crispness of response.

Spaniels should at all times exhibit drive and keenness while remaining biddable. They should be exciting and a pleasure to hunt over.

## Regulations for Spaniel Championship Field Trials

The regulations for Spaniel Championships are additional to compliance with General Regulations for conduct of field trials.

### Reg. Span. 1. Breeds Eligible to Compete

All dogs classified in Group 3 of Classification of Gundogs Reg. Admin. 1.

### Reg. Span. 2. All Spaniel Championship Field Trials shall include:

- (a) A minimum of two separate sections with separate Judges. Where more than two sections are included a Judge may judge more than one section.
- (b) A minimum of one trial to be a Range, Find and Retrieve and Range, Find and Flush with a minimum of one dead game and two live game.
- (c) A minimum of one section to include a double game heel retrieve from on or across water. The dog must have to swim.

### Reg. Span. 3. Grounds

In Range and Find trials the ground shall not be shorter than 80 metres per game.

This formula should be used to calculate the minimum total length of the course from the start position to the last game, the individual distances between the various game can be varied within this length to make the best use of the cover and terrain available.

The width of the ground to be covered should not be too restricted. Dogs should work the ground either side of the line of walk but should remain within gun range (i.e. 30 metres) of the handler.

### Reg. Span. 4. Line of Walk

In Range and Find trials a line of walk may be marked using natural indicators from the surrounding countryside for handlers to walk towards.

### Reg. Span. 5. Pigeons

Where game is to be flushed such game shall be a pigeon. Fresh game is to be used for each dog competing.

### Reg. Span. 6. Approved Traps

See Reg A.B.6

### Reg. Span. 7. Concealment of Trap and Trapper

In all trials where a trap is used:

- (a) The trap shall be concealed
- (b) The trap shall be positioned to allow the Judge a reasonably unobstructed view of the dog approaching the trap.
- (c) Where another person (or trapper) is employed to release the bird this trapper must be hidden from view of all competitors and dogs, when working down to the live bird.

### Reg. Span. 8. Releasing of Game

The bird shall be released when, in the opinion of the Judge, the dog is in a flushing movement or position. If the bird does not fly the Judge may ask the handler to move the dog in to flush the bird.

### **Reg. Span. 9. Missing Game**

A dog that finds game out of order from that laid down shall be disqualified.

### **Reg. Span. 10. Dog near Game**

No Judge shall, when the competing dog is in close proximity to game, instruct the handler to call the dog to heel unless the live game is in danger.

### **Reg. Span. 11. Steady to Game**

A dog is deemed to be steady to game when it drops or stops to game flushed. Dogs which chase or follow live game will be penalised, however, where cover obscures the dogs sight of the flushed game, the dog may be permitted to clear cover before steadying so as to enable it to observe the flight of the game. As long as the dog steadies without command this shows game sense and should not be penalised.

### **Reg. Span. 12 Steady to Shot**

Dogs will be tested for steady to shot on flushed game, a dog will be deemed to be steady to shot if it remains stationary, or comes to an immediate halt when the shot is fired, and remains so until commanded to do otherwise. Dogs may also be tested for steady to shot while quartering the ground.

### **Reg. Span. 13. Retrieve Distances**

In Retrieve trials no thrown birds should land more than 75 metres or less than 45 metres from the handler. Blind retrieves may be over any practical distance but should not exceed 50 metres from the position from which the dog is sent.

### **Reg. Span. 14. Catapults**

- (a) In all Championship Field Trials catapults must be used.
- (b) Catapults and operators must be concealed from the view of the dog and the handler while on the mark and from the dog in the expected working area.
- (c) All throwers used on Range Find and Flush courses must have catches fitted to prevent injury to any dog which may attempt to remove game from thrower.

### **Reg. Span. 15. On the Mark**

In Heel Retrieve trials handlers are most commonly required to walk with their dog at heel from a designated back mark to a designated front mark.

These positions can be marked using a peg which the handler and dog must start beside (back mark) and a peg some distance forward (front mark) that the handler and dog must walk to and position themselves beside.

Alternatively the back mark can be indicated by two pegs positioned approx. 2-3 metres apart and the front mark indicated similarly. The handler with dog at heel starts between the back pegs then on the instructions of the Judge walks forward with dog at heel to a position between the front pegs.

### **Reg. Span. 17. Walk Up Retrieve**

Walk ups to simulate jump shooting may be used, the

dog and handler should start at a designated area. The handler then to walk with the dog at heel, the Judge may signal for the bird to be thrown while the handler and dog are moving.

### **Reg. Span. 18. Blank Shots**

In all Retrieve trials the handler is required to fire a blank shot towards all thrown birds while the birds are in the air.

In Retrieve trials where Blind retrieves are included blank shots may be fired. The firing sequence will be as instructed by the Judge. Failure to fire such blank shots through neglect of the handler will incur a loss of up to six control points.

By permission of the Judge, the blank shots may be fired by an official of the Club provided the handler still holds a gun throughout the event.

Where a physical disability makes it impossible for a handler to hold a gun, the Judge may by prior agreement waive the necessity to do so.

### **Reg. Span. 19. Sending of Dog**

In Retrieve trials a handler must not send a dog after any game until instructed by the Judge to do so. The Judge must verbally or manually instruct the handler to send the dog at the instant the Judge wishes the dog to commence the retrieve.

In Range and Find trials a handler must not begin to work his dog until instructed by the Judge to cast the dog off.

The Judge is empowered to order the handler to send a dog to retrieve game or cast a dog in search of game.

### **Reg. Span. 20. Breaking Penalty**

In Retrieve trials a dog which breaks or partially breaks shall lose up to a maximum of eight control points at the discretion of the Judge.

A dog will be deemed to have broken if he leaves the handler before being commanded to do so; if the dog can be stopped or recalled it may be deemed to have partially broken.

### **Reg. Span. 21. Timing**

In taking time for Retrieve trials a stop watch must be used under the direct supervision of the Judge.

Where ever possible a separate time keeping steward should be used.

Any time limit will be set by the Judge and this will be the same for each competitor.

### **Reg. Span. 22. Cross Over**

In Retrieve trials including two or more thrown (and sighted) birds where a dog definitely commits itself on a mark towards a particular bird then leaves that line and finds and retrieves another bird the dog may be deemed to have 'crossed over' and will lose a minimum of four points.

### **Reg. Span. 23. Delivery of Retrieved Game**

A dog may sit or stand to deliver game; when the dog is delivering to hand, the handler shall receive the game with one hand, the gun held in the other hand in a safe position. All game must be held until taken by a steward or may be placed in a pocket or other container or game bag. Where physical disability makes it impossible for a handler to hold a gun while accepting delivery of the game, the Judge may, by prior agreement, waive the necessity to do so.

### **Reg. Span. 24. Hard Mouth**

Where a dog is judged to be guilty of extreme hard mouth the dog shall be disqualified.



**Reg. Span. 25. Game**

In all Retrieve trials dead game shall be used, such game may be any recognised by the N.Z. Fish and Game Council as available to be hunted or killed excepting paradise ducks, Canada geese and swans. In addition pigeons and rabbits may be used.

All game shall be inspected by the Judge before and after the trial to ascertain its condition. Where game cannot be inspected directly after each handler has completed, the game must be tagged with the competitors' draw number for later inspection.

Only game in good condition shall be used for dogs competing in any field trial.

**Reg. Span. 26. Standard of Points**

The scoring for Retrieve trials is as follows:

	Two Game Points	Three Game Points	Four Game Points
Control	16	24	32
Speed	16	24	32
Marking or Line of Cast	10	15	20
Finding	18	27	36
Retrieving	16	24	32
Mouth	12	18	24
Delivery	6	9	12
Style	6	9	12
Total	100	150	200

Note: Judges may utilise the available points separately per individual retrieve or accumulatively over the complete section at their discretion. The decision on the splitting of points will depend on trial layout, the degree of difficulty of individual retrieves, time allotments etc. Single game retrieves shall be judged out of half the two game points. i.e. 50 points.

The scoring for Range, Find & Retrieve, and Range, Find & Flush trials is as follows:

	Two Game Points	Three Game Points	Four Game Points
Control	14	21	28
Ranging	20	30	40
Speed	14	21	28
Finding	12	18	24
Steady to shot	8	12	16
Flushing or Retrieving	10	15	20
Steady to game or Mouth/ Delivery	16	24	32
Style	6	9	12
Total	100	150	200

Note: The points to be allotted between the game at the Judge's discretion.

## **Guides to Competitors and Judges**

### **Summary of Faults**

#### **Penalty Faults**

Unsteadiness to live game (running in and chasing)  
Poor ground treatment (poor quartering or ranging)  
Hard mouth  
Breaking  
Unsteadiness to shot and not stopping to shot  
Failing to mark fall of sighted game  
Failing to enter water  
Failing to find game  
Poor control  
Noisy handling  
Whining or barking  
Slack and un-business like work  
Poor lines of marking and retrieving  
Crossing over  
Poor delivery of game  
Failure to face cover  
Pottering on ground scent  
Fouling ground

#### **Disqualifying Faults**

Killing or maiming of live game (See Reg. Gen. 7)  
Extreme hard mouth  
Handler discarding dead game on ground  
Retrieving more than one game at a time  
Missing game

#### **Responsibility of Judges**

1. Judges should have a very good knowledge of the breed group under test, and have an interest in the quality and future of those breeds.
2. The task of Judges is to find the dog which performs most creditably on the day. Utilising the demerit judging system used in New Zealand, Judges should ensure that all faults observed are immediately penalised so as to give full credit to the dogs that do not transgress from what is desirable.
3. Judges should ensure they have a thorough knowledge of the rules relative to the event being judged.
4. The standard of trial and work expectations should be of championship standard and Judges should never allow themselves the privilege of leniency simply because the standard of work on the day is poor.

5. Judges should act on what happens on the day of the trial at which they are judging forgetting prior opinions and past performances.
6. Judges should refrain from holding unnecessary conversation with anyone while a dog is actively competing. From the moment the dog starts questing, the Judge should make every effort to know of its location at all times.
7. When setting up a trial it is the duty of a Judge to give dogs every opportunity to work well by seeing that conditions are in their favour as far as possible.
8. Judges should be careful for the safety of dogs and should not require them to negotiate dangerous obstacles e.g. barbed wire fences, dangerous banks, water areas of fallen trees with any chance of staking etc.
9. A dog's work is affected greatly by the behaviour of the handler. Noisy and unnecessary control is a major fault and should be severely penalised. A good handler will appear to do little but watch his dog while maintaining perfect control over it at all times.
10. The quality of dead game used in trials is very important. Judges should take great care with the inspection of the game before the trial and also ensure that all stewards handling the game do so with considerable care.

Judges must insist that only game in perfect condition is used and no excuses by Clubs should allow the use of inferior game.

The ability to genuinely check for mouthing and the continued quality of our Spaniel Breeds makes this a matter of paramount concern.

To check for hard mouth place the bird on the palm of the hand, breast upwards, head forward, and feel the ribs with finger and thumb. They should be round and firm. If they are caved in or flat, this is definite evidence of hard mouth.

Judges should ensure that homing pigeons used for flushing sections are all mature well conditioned birds. Very young or moulting birds often fail to fly and may cause unnecessary catching.

The bottoms of carrying cages and homer boxes should be lined with fresh newspaper or straw to prevent contamination of flight feathers by droppings.

Keep homer containers under shelter or covered in wet or hot weather. Stewards should ensure that live bird carrying bags or containers are carried above ground cover to prevent scent trails being created. (On shoulder or back).
11. Judges should make their instructions to handlers clear and concise and ensure that handlers fully understand what is required of them before allowing them to begin the trial.

For ranging sections Judges should ensure that handlers are fully aware of the area that is to be hunted and if markers are not used a good description of the expected beat is given to them.
12. When setting time limits Judges should carefully consider the types of Spaniels competing, as the Spaniel group varies considerably in size and style of movement.

The time limit set should be such as to give all reliable spaniels every chance to succeed.

### **Setting up Trials**

Trials should be set up in as natural hunting areas as possible within the limits of what is practical for completions and judging.

Trials should represent practical tests of what is required of a spaniel in the field without tricks or impractical obstacles or requirements.

### **Ranging Trials**

Ranging sections require careful planning because of the time span even a reasonable number of entries requires Judges must be very aware of possible changes in finding conditions due to altering wind direction and other climatic changes that may take place during the day.

When planning the 'Line of Walk' or 'Beat' Judges should endeavour to place as much likely looking cover within the expected ranging distance as possible to encourage the best work out of the dogs. Where ever possible the beat should not be too contained by fences or impenetrable cover so that the ability of the dogs to stay within gun range can be observed. Both live and dead game should be placed so as to allow a good movement of air over it and in cover in which the dogs can hunt and exhibit good finding ability while remaining within gun range of their handler.

### Retrieve Trials

The landing area of thrown birds and the position of planted game should also have a good air movement over them to give dogs every chance to exhibit good finding. When positioning the heel up pegs and the landing positions of the thrown game, Judges should endeavour to make available a possible direct line for dogs to take to the game so that their marking and retrieving abilities can be fully tested.

Similarly for planted game in blind retrieves this line should be available to test the ability of the handler to cast his dog directly to the game and the dog's ability to obey such control.

Where blind birds are part of the test in a Heel Retrieve section the handler should have either clear indication of its position if planted or clear sight of its fall if it is thrown. The test is for the game to be blind for the dog not the handler.

### Expectations of a Spaniel

The fundamental expectations of a spaniel is to find and flush live game within gun range and to find and retrieve dead game to hand. When working in Range and Find sections spaniels should thoroughly work the ground in front of the handler remaining within gun range and without missing any game on the course.

The direction of the wind has a considerable influence on the way the dog will work the ground. With a head on wind, the dog should systematically quarter the ground, left to right and vice versa investigating all likely game holding cover while remaining within gun range at all times.

With a following (back) wind it will be very different, experienced dogs should pull well ahead and then work the ground back to the handler.

This effectively places the dog downwind of any game in this area and increases its ability to find without having game flush while in front, when this is done in a deliberate manner by a dog both Judges and handlers should realise and appreciate the action. Handlers should also appreciate that they must slow their pace to allow the dog time to fulfil this action under these wind conditions. Where the wind direction is at an angle to the laid down course dogs will tend to work up the course on an angle to the line of walk so as they can hunt the face of the wind, this is both understandable and desirable.

Spaniels should be exciting and a pleasure to watch work, they should be lively, show drive and face cover well while remaining under control and biddable. Their fossicking nature can be appreciated but should not deteriorate into pottering or wasting time on old foot scents.

Spaniels when working live game should find well and flush vigorously without showing signs of catching. Dogs that catch game will be severely penalised. If the live game is maimed or killed the dog will be disqualified. A dog that hesitates slightly before flushing as an indication to its handler maybe classed by some as showing refinement, but must still flush with as little prompting as possible, however under existing opinion in New Zealand this action may be penalised by some Judges.

Immediately the game is flushed the dog must stop and be steady to the flushed game, the dog may sit, lie down, or simply stand but it must remain stationary. When the shot is fired at the departing game the dog must remain stationary, hence “steady to shot”.

Steady to shot may also be tested while the dog is working in the field, when upon hearing the shot the dog should stop, again the dog may sit, lie down, or stand but must remain stationary until commanded to do otherwise by the handler.

If in this situation the dogs view is obstructed, it is permissible for the dog to move slightly to observe the handler or if a thrown bird is incorporated slight movement to observe the fall is acceptable.

If at the moment the game flushes or the shot is fired the dog happens to be in dense cover it is permissible for the dog to continue moving until it clears the cover so that it can observe the flight of the game and as long as the dog immediately on clearing the cover and without command comes to a halt no penalty should be gained.

A spaniel should find dead concealed game, pick up cleanly, return quickly and deliver tenderly to hand.

Work in the field is an exhibition of the rapport between the handler and the dog and should be achieved with a minimum of control. Excessive or noisy control should be penalised severely.

In short, a top class spaniel is a fast stylish game finder.

The work expected of a spaniel in heel retrieve sections is basically the same as for a retriever and while the tests may not be as extreme with reference to distances or difficulty of water, banks etc. spaniels are efficient retrievers and should be capable of exhibiting all the attributes expected of a retriever.

Judges and handlers should be conversant with the “Expectations of a Retriever” and apply them similarly to spaniels.

## Spaniel Field Trials on Simulated Game

### Introduction

A Spaniel's primary job is to find game and flush it within gun range and secondly to be an accomplished retriever.

Spaniels are expected to quarter the ground with style and pace in search of game while remaining within gun range of the handler and without wasting time on old ground scent. Spaniels should face all likely game holding cover boldly, flush game within range of the gun, be steady to flushed game, steady to shot, and steady to the fall if thrown game is included.

Spaniels must also prove their ability to retrieve both on land and through water, delivering tenderly to hand and that they are not gun-shy.

The role of the Simulated game trial is to test the skills required for a successful hunting Spaniel. It also tests the dog's readiness for natural game (especially novice dogs), and to keep the finished dog sharp in the off season.

### Advice to Handlers

1. The draw, and ballot if necessary, will be held publicly at a time which will be announced in the schedule.
2. The dogs will be braced and run in the order drawn. The Judges will use a spotting system; after the first round they can call again on any or all dogs.
3. Dogs owned by the same handler will be guarded in the draw.
4. Bye dogs may be re-braced or run with any selected dog, at the discretion of the Judges.
5. A person handling a dog may control it as that person thinks proper but shall be called to order by the Judge/s for making unnecessary noise and if that person persists in doing so the Judge/s can order the dog out of the contest. Dogs must be worked together, where possible, and handlers must walk within reasonable distance of each other.
6. Dogs may be required to wear distinguishing collars.
7. All competing dogs must be shot over before they can
8. be awarded a prize. A starting pistol may be used.
9. Placed dogs shall be required to demonstrate their ability to flush and retrieve tenderly to hand and be shot over. Where a thrown bird is utilised the handler should not move from the mark once the dog has been sent.

The retrieve should, where possible, be over a maximum distance of 75 metres. However, depending on the position of the dog during the throwing of the game, this distance may be exceeded

10. The two Judges are in control of all aspects of the trial, but must act in accordance with the Regulations and Guide to Judges.

### Competing

Where possible dogs should be run in pairs, one dog under each Judge.

In the first round, odd numbers will run under the right-hand Judge and, unless discarded, will run in the second round under the left-hand Judge and vice-versa. After the second round of a Stake is completed the Judges may call up any dogs they please and in any order.

### Guide to Judges of Braced Spaniel Field Trials on Simulated Game

1. The task of the Judges is to find the dog which, on the day, pleases them most by the quality of its work from the shooting point of view.
2. Judges should appreciate that different breeds have different styles of working and should make themselves conversant with these styles.

3. It is the duty of the Judges to give the dogs every opportunity to work well by seeing that conditions are in their favour as far as possible and also where feasible, to demonstrate to competitors and spectators how their decisions are reached. They must make written notes and are advised to place each dog in a category such as A, B or C according to work done, at the end of each round. It is the better dogs who should be fully tried, not the dogs that have not shown merit
4. The first round, having been drawn in accordance with the regulations, should be proceeded with as rapidly as possible.
5. Dogs shall be required to quarter ground with pace and style in search of game, making good all ground with judgement and regularity, working correctly to the wind, particularly if downwind or with cheek wind, showing game bird finding ability, working naturally with a minimum of handling.
6. The winner must have at least one flush on Simulated game birds during the trial.
7. Judges should exercise considerable control over proceedings and endeavour to get dogs running in favourable wind
8. Judges should keep up with the handlers and try to see everything that takes place at a trial.

#### Qualities to look for in a winning run

1. Locating birds - Accurate location of game is always highly desirable.
2. Steadiness - Dogs are required to remain steady after birds have been flushed and shot(s) have been fired until ordered to go on. Dogs that break to shot should be penalised for this offence.
3. Temperament - "bird sense" in the bird dog is a highly desirable quality. It is part of the dog's instinctive make-up and finds expression in dogs that appear to have the "lucky" habit of finding birds. Temperament also has to do with the right and wrong way of doing things. The dog which shows great bird sense and generally adjusts itself to the conditions deserves special recognition for such a highly desirable quality.
4. Ranging distances should replicate what is desirable in a natural game trial. Because control is allowed, competitors should keep their dogs in within gun range. This should be closer than what is acceptable in a pigeon trial. (see article below from The Kennel Club)
5. Marked retrieves- When performing a retrieve on marked thrown birds, a dog is being tested for its ability to mark the fall area, to pinpoint and locate the game. While doing this the dog should, on command, display its natural ability to go directly to the marking area and retrieve, without delay, directly to the handler.
6. Blind retrieves- When performing a blind retrieve, a dog should take the original line given to him by the handler, and continue on it until it either makes the find or is stopped by the handler and given a new directional cast. The dog should then continue in this new direction until it finds the game or is given further directions. Handling should be a demonstration of obedience and scored on the crispness of response. Competitors should control their dogs to achieve success on blinds, and unsighted retrieves rather than allowing the dogs to run aimlessly to find the birds
7. Spaniels should at all times exhibit drive and keenness while remaining biddable. They should be exciting and a pleasure to hunt over.

#### Scoring the dogs

In a Simulated game trial it is important to work all dogs to the end of the trial so that competitors receive feedback from the judges at the end of the trial on the positive (and negative) qualities of their handling and the manner on which their dog has performed. The only exception to completing the run is when a dog is out of control and running on the bracement's ground. The qualities that would deny a dog a challenge are listed below under severe and major faults.

### **Severe Faults:**

- Out of control
- Chasing fur or feather
- Missing birds on the beat
- Refusal to retrieve
- Whining or barking
- Extreme hard mouth

### **Major Faults**

- Failing to find dead or wounded game
- Not quartering and not making ground good
- Not stopping or unsteadiness to shot and game
- Disturbing ground
- Noisy handling
- Poor control
- Not steady to flush
- Noisy handling
- Hard mouth
- Excessive control.
- Missing game on the beat
- Running in or chasing
- Failing to enter water
- Changing game whilst retrieving
- Where dogs have not transgressed severe and major faults looking at the credit points below can separate competing dogs

### **Credit Points:**

- Good pace and style
- Quality ranging and quartering
- Bird sense.
- Natural game-finding ability
- Nose
- Drive
- Marking ability
- Style
- Control
- Quickness in gathering game
- Good retrieving and delivery
- Quietness in handling

### **Setting out a trial**

Judges will be responsible for the setting out of trials. The Trial captain(s) can have input but the ultimate decision of the placement of throwers, game, traps etc. must lie with the judges. If helpers are in short supply it is acceptable to run 1 dog at a time completing half the course under one judge and the second half under the second judge.

The following can be used to simulate game finding conditions

- Thrown birds
- Dragged game
- Electronic traps
- Blind retrieves
- Simulated bolting rabbits
- Retrieves on or over water



- Any other devices that simulate a day's hunting

Any game commonly hunted with a Spaniel can be used, excluding geese, and swans

### **Ballot (as per natural game)**

When the ground available to a club is restricted in size, the club holding the trial may restrict the number of entries.

When entries exceed places in a competition, a ballot must take place to choose which dogs will compete.

If any restriction to entry numbers is to be imposed, then the following information must be included in the schedule:

1. Maximum number of competing dogs,
2. That a ballot will be held if entries exceed the number stated in the schedule,
3. That the ballot will be held publicly at a time/place announced in the schedule.

Fourteen entries are the minimum number permitted for a ballot to take place.

In the event of a ballot, a handler/owner may only enter 2 qualified dogs as preference. Any subsequent dogs must be placed on the reserves list below the last reserve dog.

When a ballot is conducted, only those dogs in the lowest qualifying grade or grades will be balloted. Competitors must be advised in writing of the ballot result and reserve ranking not less than 10 days prior to the trial.

### **Qualified Dogs**

The following dogs shall be known as qualified dogs and shall be given equal preference in a ballot:

- a. Won a Championship trial, or
- b. Won 3 Novice Trials, or
- c. Placed 3 times in a Championship Trial (2nd or 3rd), or
- d. Any combination of b. or c.

If a ballot is required, preference will be given to dogs in the following order:

- a. Qualified dogs,
- b. Non-qualified dogs,
- c. Dogs entered as dog 3 or more by a handler, regardless of being qualified or not.

### **Reserves**

Any dogs that are excluded during the ballot will be placed as reserves in the same priority order as that drawn for the ballot. Reserve dogs shall replace any withdrawals in the same priority order as they were balloted.

### **Substitution**

The handler or dog named on the entry form are not eligible

for substitution unless a ballot has not taken place. If a ballot has occurred and the named handler or dog cannot run they shall be replaced with the next dog from the reserves list.

### **Order of Running**

The draw shall determine the order of running and must be held publicly at a time/place stated in the schedule.

It is acceptable for the order of running to be drawn during the pre-trial briefing and announced prior to commencement of the trial.

## **Appendix**

### **Ranging distances explained**

#### **Article by Malcolm Taylor on behalf of the Kennel Club.**

*There is a concern, which has been raised by many experienced Spaniel handlers and judges, that the current approach to judging the hunting ability of a Spaniel is often not being adapted to the conditions on the day and does not appropriately reflect the natural instincts of the dogs. Owing to this judging style, trials are now being won by dogs that have been trained to virtually ignore the wind and hunt in an almost robotic face wind pattern, being rigidly and purposely kept within only a few feet of the handler. This technique makes the dog double and treble hunt its ground as it has so little ground to work within. Loose game is often moved or flushed quite close simply by the existence and pressure from the trial line; however, handlers are expecting to be credited with a find for such a flush.*

*The procedure for judging, as expected by the Regulations, requires that during a trial Spaniels will, at all-times, cover sufficient ground with correct use of the wind in order to find game on its beat. There are two aspects to this:-*

- 1. The dog, within reason, should cover an adequate amount of ground within its two guns. How much is adequate? Depending on terrain it would be reasonable to expect a dog to cover a 10 to 15 yard beat on either side of the handler, comfortably allowing any game flushed to be well within shotgun range. A dog should be expected to work with minimum handler assistance (Regulation J(C).7 refers) with the handler remaining more or less central between the guns and the dog quartering and making good the ground on either side. Dogs are increasingly being over assisted in this and led from one side of their beat to the other with handlers doing almost as much quartering as their dog.*
- 2. The dog should also work a wind in such a manner that any game can be brought within scenting range (Regulation J(C).7 refers). A dog cannot scent game when hunting from an incorrect wind direction, therefore, when working a back (following) wind a dog must pull out from its handler and systematically work the ground back towards the handler. Pulling out fifteen to twenty yards or so downwind of the handler would be an acceptable distance. During this procedure the handler should stand still, allowing the dog to work all the ground back to the handler. This also has the benefit of trapping game between handler and dog, preventing game slipping away which can happen in any type of cover. Guns that are not experienced at shooting over Spaniels will often push on in these circumstances, therefore, Judges should at all times be aware of wind direction and if necessary request guns to stand still and allow the dog to work the ground correctly. Side and quartering winds pose a slightly different problem as dogs will appear to hunt at an angle to the handler. This again is the dog using the wind correctly but is often incorrectly judged as the dog having a ragged or uneven pattern.*

*Malcolm Taylor*

**Please follow the link to read the complete KC Ltd Field Trial News Letter - Summer 2014**

[http://www.thekennelclub.org.uk/media/351951/field\\_trials\\_summer\\_final.pdf](http://www.thekennelclub.org.uk/media/351951/field_trials_summer_final.pdf)

## **WORKING GUNDOGS**

### **SPANIEL FIELD TRIALS**

#### **OFFICIAL NATIONAL RULES SSAA**

## **HUNTING**

- 3.2.1** A Spaniel should at all times hunt within range of the handler (approx. 20 metres) with good ground treatment. A Spaniel's first job is to find and flush game within range of the handler. The direction of the wind has a considerable influence on the way a dog will work ground. With a head-on wind, the dog should quarter the ground systematically left to right and vice versa, making good all likely game-holding cover, but keeping within gunshot of the handler. With a following wind the dog will usually wish to punch well out then work back into the wind towards the handler. Judges should regulate the pace of the line to allow the dog time to do this and make good its ground.

## Regulations for Spaniel Natural Game Field Trials

### Basic Requirements

Dogs shall be required to quarter ground in quest of game, to be steady to flush, shot and fall and to retrieve game tenderly on command from land or water.

Dogs must be tested on wild game in these trials. Reared game is deemed to be 'wild' only if it was released at least four weeks prior to the trial.

### Competing

Where possible dogs should be run in pairs, one dog under each Judge.

In the first round, odd numbers will run under the right-hand Judge and, unless discarded, will run in the second round under the left-hand Judge and vice-versa. After the second round of a Stake is completed the Judges may call up any dogs they please and in any order.

### Eliminating Faults

- Hard mouth
- Whining or barking
- Missing game on the beat
- Running in or chasing
- Out of control
- Failing to enter water
- Changing game whilst retrieving

### Major Faults

- Failing to find dead or wounded game
- "eye wipe"
- Not quartering and not making ground good
- Not stopping to shot and game
- Disturbing ground
- Noisy handling
- Poor control
- Catching unwounded game

### Credit Points

- Natural game-finding ability
- Nose
- Drive
- Marking ability
- Style
- Control
- Quickness in gathering game
- Good retrieving and delivery

## **Draw and ballot**

### **Ballot**

When the ground available to a club is restricted in size, the club holding the trial may restrict the number of entries. When entries exceed places in a competition, a ballot must take place to choose which dogs will compete.

If any restriction to entry numbers is to be imposed, then the following information must be included in the schedule:

- a. Maximum number of competing dogs,
- b. That a ballot will be held if entries exceed the number stated in the schedule,
- c. That the ballot will be held publicly at a time/place announced in the schedule.

Fourteen entries are the minimum number permitted for a ballot to take place.

In the event of a ballot, a handler/owner may only enter 2 qualified dogs as preference. Any subsequent dogs must be placed on the reserves list below the last reserve dog.

When a ballot is conducted, only those dogs in the lowest qualifying grade or grades will be balloted.

Competitors must be advised in writing of the ballot result and reserve ranking not less than 10 days prior to the trial.

### **Qualified Dogs**

The following dogs shall be known as qualified dogs and shall be given equal preference will be given to dogs that have:

- a. Won a Championship trial, or
- b. Won 3 novice trials, or
- c. Placed 3 times in a Championship Trial (2<sup>nd</sup> or 3<sup>rd</sup>), or
- d. Any combination of b. or c.

If a ballot is required, preference will be given to dogs in the following order:

- a. Qualified dogs,
- b. Non-qualified dogs,
- c. Dogs entered as dog 3 or more by a handler, regardless of being qualified or not.

### **Reserves**

Any dogs that are excluded during the ballot will be placed as reserves in the same priority order as that drawn for the ballot.

Reserve dogs shall replace any withdrawals in the same priority order as they were balloted.

### **Substitution**

The handler or dog named on the entry form are not eligible for substitution unless a ballot has not taken place.

If a ballot has occurred and the named handler or dog cannot run they shall be replaced with the next dog from the reserves list.

### **Order of Running**

The draw shall determine the order of running and must be held publicly at a time/place stated in the schedule.

It is acceptable for the order of running to be drawn during the pre-trial briefing and announced prior to commencement of the trial.

## **To Be Awarded A Place**

The dog must be shot over. All dogs must have had a minimum of one flush and have retrieved shot game.

## **Shooters**

Independent shooters must be used and the handler may also shoot game.

## **Collars**

Identifying collars may be used at the discretion of the Judge.

## **Guide to Judges**

A spaniel should at all times work within range with good treatment of ground and must not pass over game on the beat it is working. A spaniel's first job is to find game and flush it within range of the gun. The direction of the wind has a considerable influence on the way a dog will work ground. With a head on wind, the dog should quarter the ground systematically left to right and vice versa, making good all likely game holding cover, but keeping within gunshot distance of the handler. With a following wind it could be very different. The dog will often want to pull well out, then work back towards the handler. Judges should regulate the pace of the line to allow the dog to do this and make good its ground. A dog should not be penalised for missing game when in fact, the line has been moving forward to fast to permit it to make good the ground. Lines and foot scents should be ignored.

Persistent "pulling on" foot scents is annoying and unprofitable, resulting in game being missed. However, the ability to take the line to a shot rabbit or hare should be credited. During this period, the Judge can assess the game finding ability, pace, drive, and possibly courage. A dog should have drive and face cover well, but at the same time, should be lively and biddable, in short, exciting and a pleasure to watch. It should show good treatment of the ground with a minimum of help from its handler. All things being equal, the stylish dog should be given credit. However, Judges should be satisfied that the fast stylish dog is also the best game finder, but one blank run should not automatically bar a dog from the final placing's.

A dog which catches un-shot game may be discarded unless in the opinion of the Judges there are extenuating circumstances.

If a dog points or hesitates slightly before flushing, this is an added refinement.

A dog should "stop" to game and shot, but if it moves in order to mark the fall, if this is obscured, this shows intelligence and should be credited. For instance in thick cover, a dog should push game into the open and check after doing so.

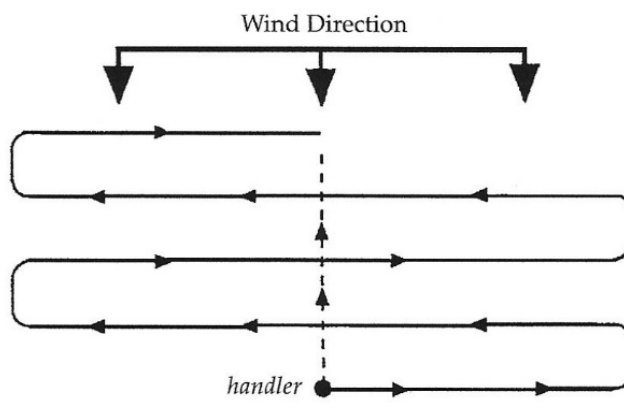
A spaniel should pick up cleanly, return quickly and deliver well up to hand. Such a retrieve is desirable, but too much should not be made of a momentary check, if the dog has had a long and gruelling hunt up to the time of flushing thus making the retrieve possible, and this should be allowed for. Whenever possible, a dog should not be sent on a long blind retrieve, but should be taken to within a reasonable distance of the fall, conditions being borne in mind. Normally it is unwise to try more than two dogs on one retrieve.

If both dogs are tried and fail to complete the retrieve and the Judges have satisfactorily searched the area, the line will continue to move forward and should any subsequent dog find dead or wounded game this cannot be considered an "eye wipe".

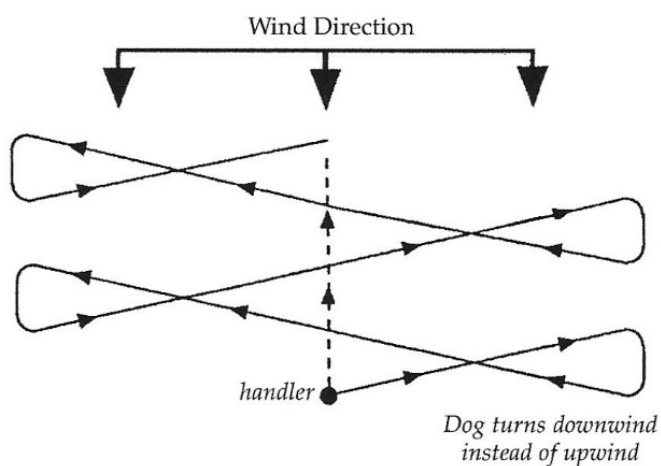
Judges should refrain from holding conversation with anyone whilst a dog is actively competing under them. From the moment the dog starts questing, he should make every effort to keep it in view and so place himself, when it is sent out for a retrieve, so that he can observe its every move until the game is delivered to hand.

Where possible dogs should run in pairs within 25-50 metres of one another, one dog under each Judge. Using the recommended method of assessing each dog, Judges should have little difficulty in getting down to the placings. Where top dogs are of equal merit, they may be further assessed by running them side by side with the Judges walking together. The main consideration should now be style, pace, ground treatment and each dog's response to the handler. At this stage, dogs will only be discarded if they commit eliminating faults.

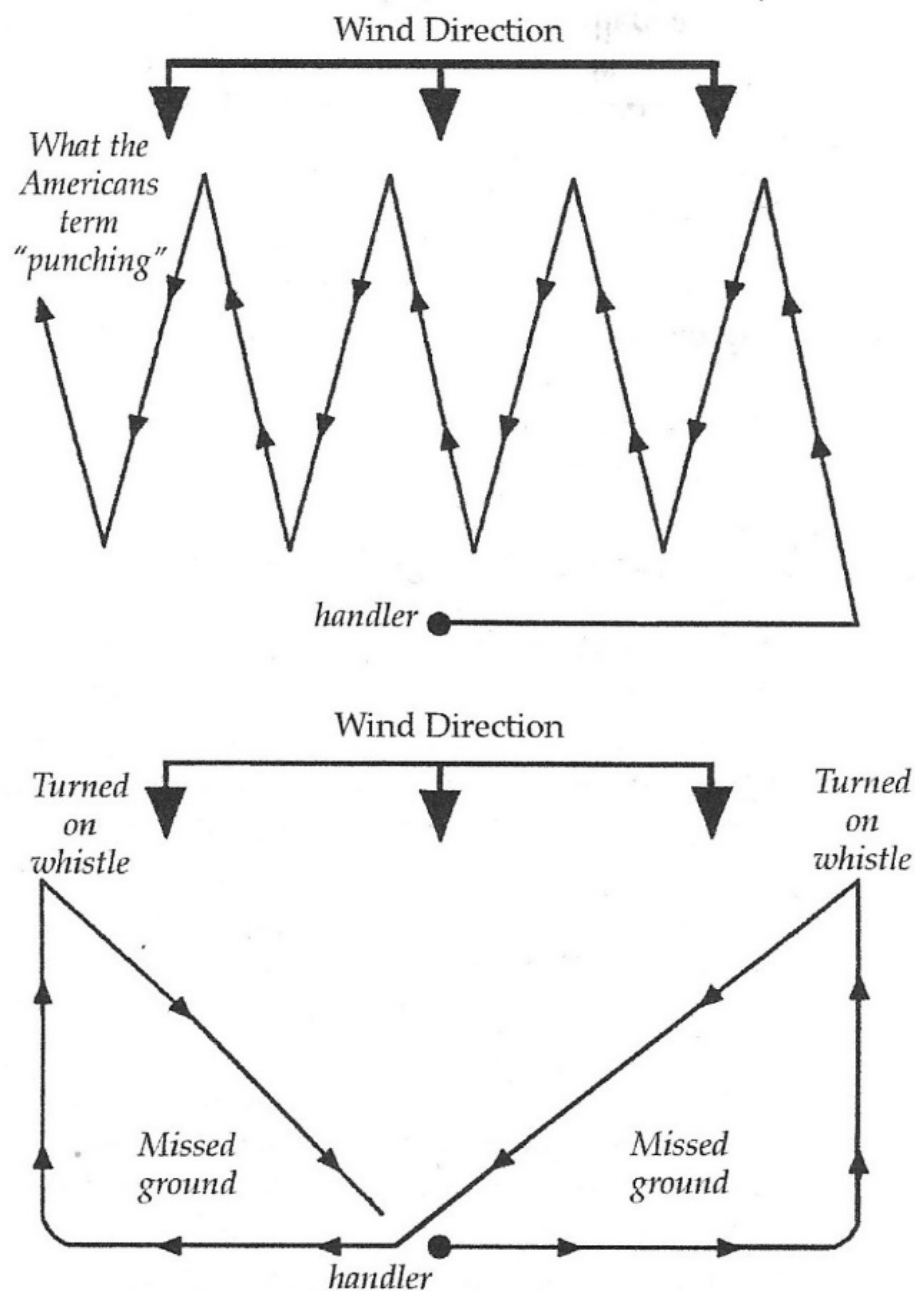
### Classical Upwind Ground Treatment



### An example of Faulty Upwind Ground Treatment

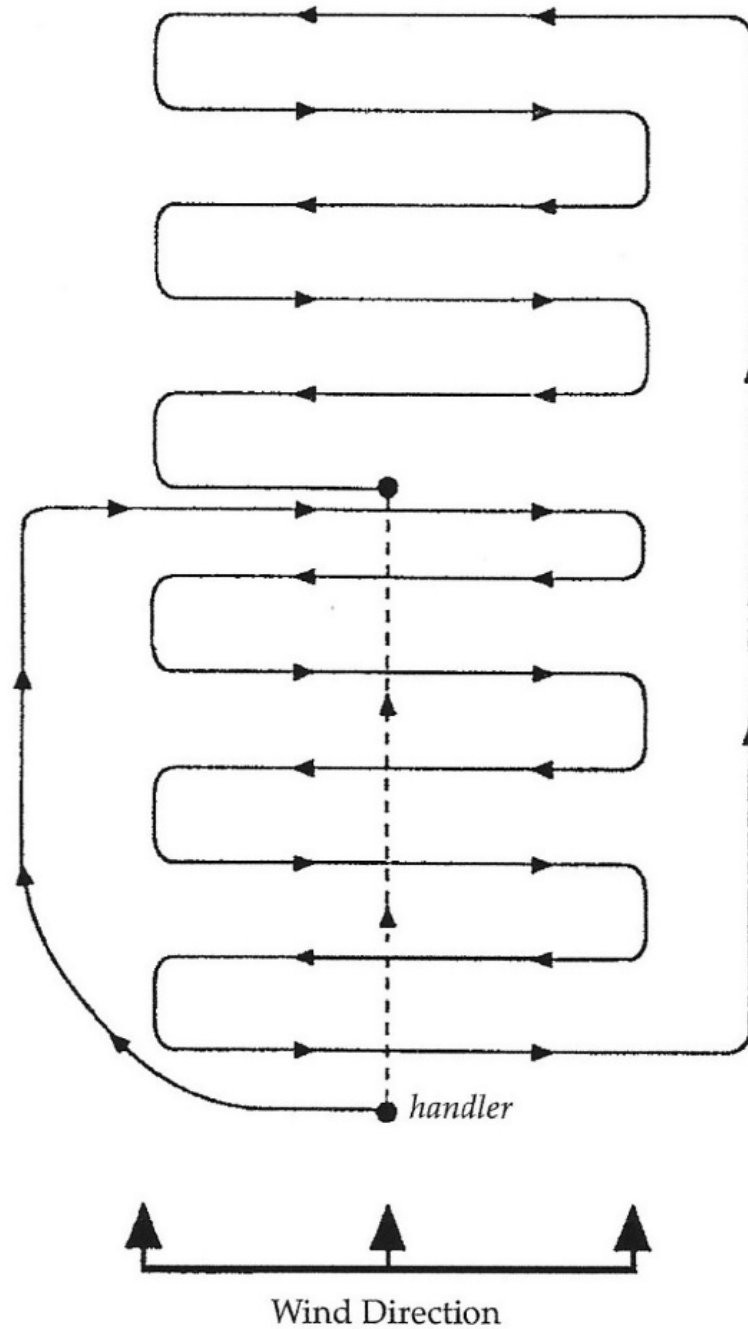


## More Examples of Faulty Upwind Ground Treatment

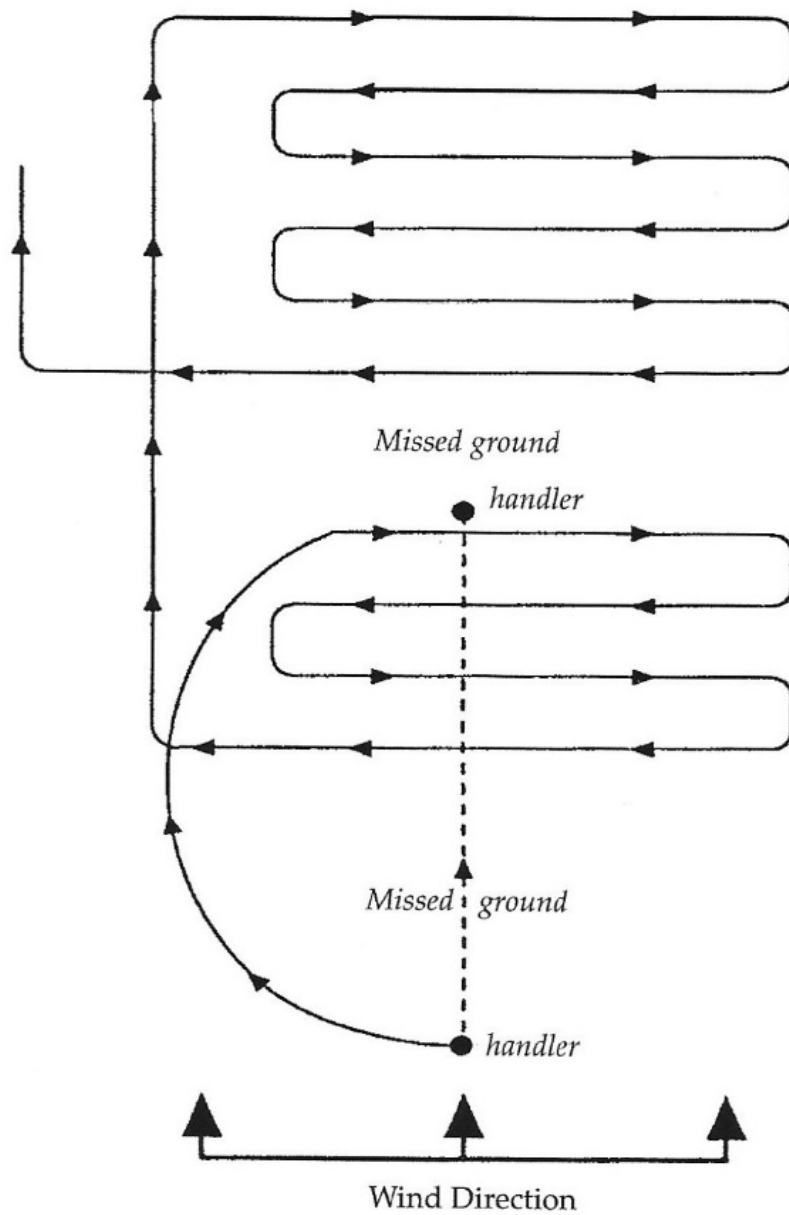




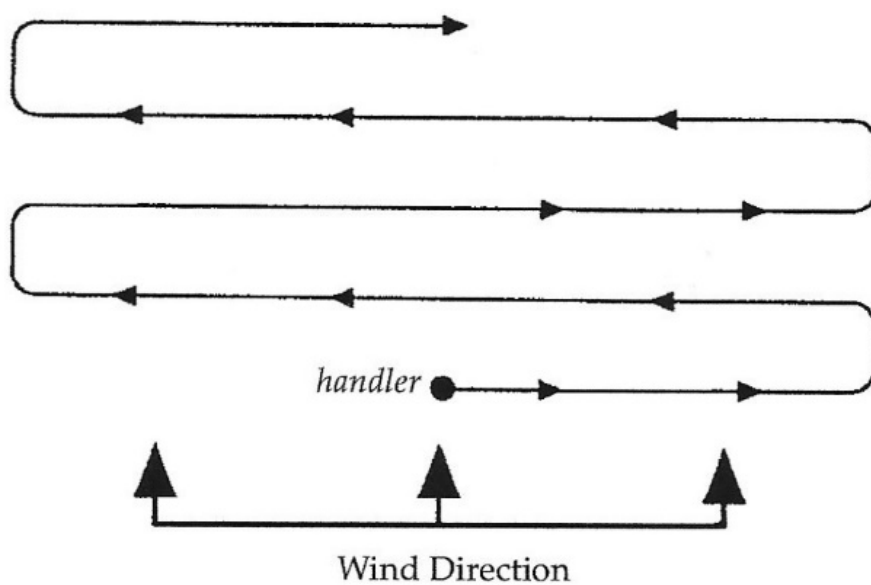
## Classical Downwind Ground Treatment



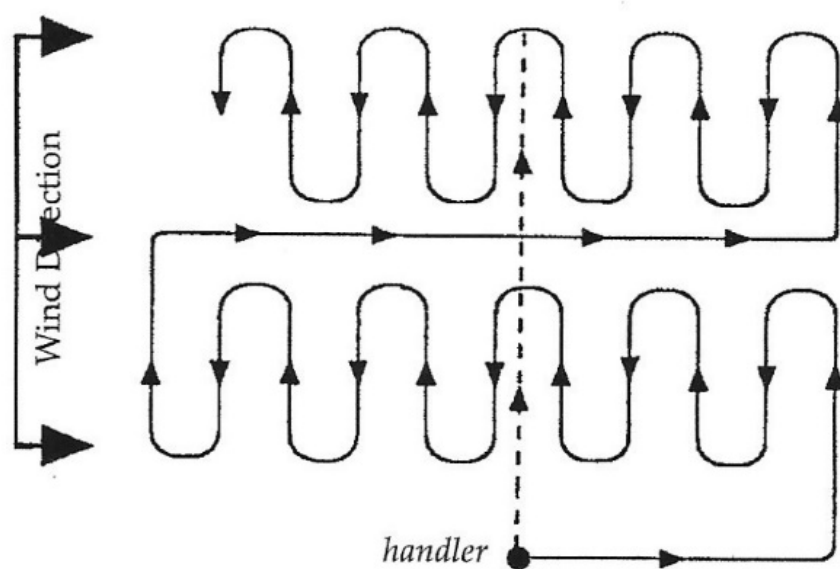
## Incorrect Downwind Ground Treatment



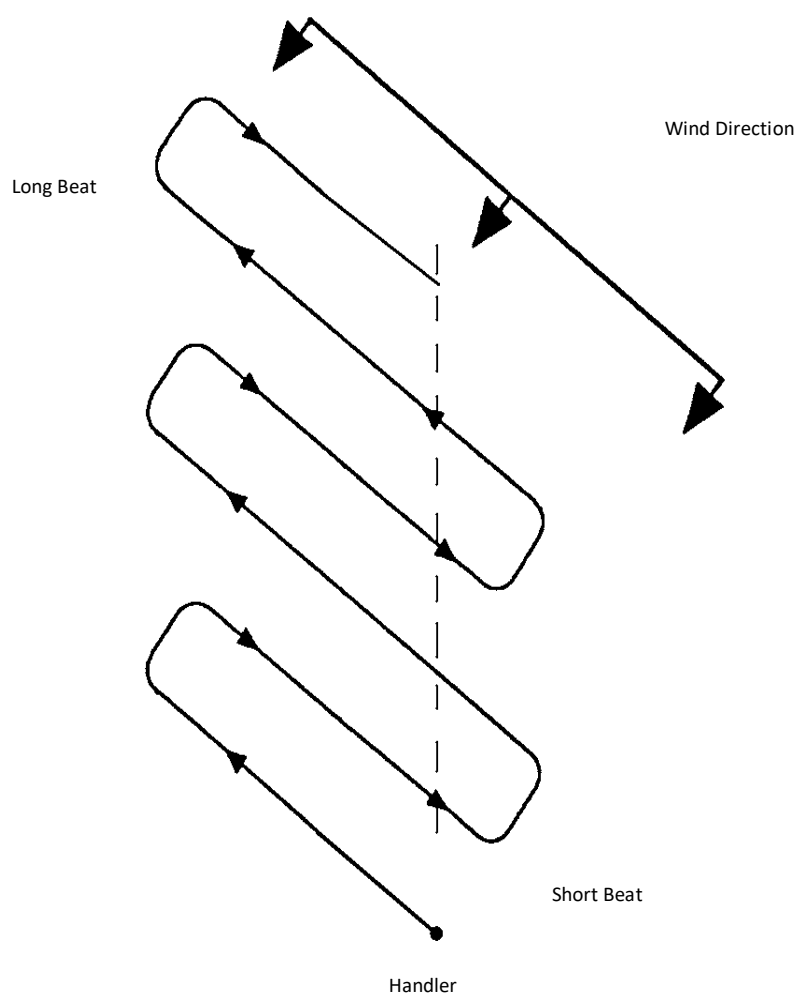
### Incorrect Downwind Ground Treatment



### Classical Crosswind Ground Treatment, Rarely Achieved



### Ground Treatment on a Cheek Wind



**Note:**

Under no circumstances must a Spaniel hunt behind the handler

# **Settlement of Disputes**

## **Regulations**

**for**

### **The New Zealand Gundog Trial Association (Inc.)**

## NZGTA (INC)

### Settlement of Disputes Regulations

#### 1. Disputes or Disqualifications

All Affiliated Clubs shall have power to adjudicate upon local matters or disputes.

#### 2. Protests

The following process must be followed for all protests:

- a. No protest shall be entertained unless lodged by a competitor, or by an official of the Association, or of the Club conducting the trial in question.
- b. No protest shall be entertained unless delivered in writing within 30 minutes after the completion of the section of the trial in respect of which protest is made to the Club conducting such trial, nor unless accompanied in the case of a protest by a competitor, by a deposit of \$5.00, which deposit shall be refunded if the protest is sustained, but otherwise shall be the property of the club.
- c. A protest duly made in accordance with this regulation shall forthwith be dealt with by the club to which the same is delivered, and the decision thereon shall immediately thereafter be communicated to the protester, and shall be final unless notice of appeal is delivered in the manner hereinafter provided.
- d. An appeal against such decision may be made to the Executive provided written notice of appeal is delivered to the Executive within seven days of the club's decision, together with a deposit of \$10, which deposit shall be refunded to the appellant if the appeal is successful, but otherwise shall be the property of the Association.
- e. The Executive shall deal with the appeal in accordance with the following procedure:

An appeal made must be accompanied by a written application by the appellant (the person(s) lodging the appeal) outlining the grounds for the appeal. The Executive in enquiring into the appeal shall give written notice to the respondent (the person(s) or club against whom the appeal is lodged).

Such a notice of appeal shall advise of:

- i. The grounds of the appeal.
- ii. Any matter relevant to the act(s) which formed the basis of the protest.
- iii. The identity of the person(s) or club who laid the protest.
- iv. The date and place when the appeal will be dealt with by the Executive.
- v. The penalties, if any, which will apply if the appeal is lost.
- vi. The steps available to the respondent.
- vii. The consequences of the respondent not taking any steps in relation to the appeal.

Together with the Notice required above, the Executive shall provide to the respondent, a copy of all reports and evidence that are relevant to the appeal and are in the possession of the Executive.

All notices required shall be forwarded by registered mail to the last known address of the respondent, that address being the address last provided by the respondent to the Committee of the affiliated club.

All notices must be sent not less than one month prior to the date set down by the Executive for hearing the appeal.

The respondent, after notice has been given in accordance with the procedure outlined above, may make a written submission to the Executive, not later than 14 days before the appeal hearing date nominated by the Executive, putting before the Executive a response to

the matters contained in the appeal laid, and any matters relevant to the imposition of penalty (if any).

Upon receiving such a written submission, the Executive is to provide the appellant with a copy of the submission not less than 7 days before the hearing date.

At any time prior to the hearing date such further submissions must be limited to matters raised by the appellant's written submission.

If any new evidence is brought before the Executive, by either the appellant or respondent, the other party must be given the opportunity to respond to this new information in accordance with the procedure outlined above.

The Executive, on the date selected by the Executive, shall consider the written evidence before them regarding the appeal and make a finding based on the evidence.

Upon reaching a decision as to whether or not the appeal is upheld, the parties, shall be given written notice of the Executive's decision together with the reasoning of the Executive used to reach that decision.

The Executive shall have the power:

- i. To uphold the club's decision, or
  - ii. To refer the matter back to the club for review of the club's decision, or
  - iii. To amend the club's decision, or
  - iv. To quash the club's decision and uphold the result protested against.
- f. If a winning or placed dog be disqualified for any reason, the award shall be given to the dog next in order of merit.

### **3. Discreditable Conduct**

The Executive shall have power to enquire into and deal with any charge which may be made against any member (whether the member has made any entry at a Field Trial or any registration with the New Zealand Kennel Club or not): for any action or conduct in relation to a dog or any matter connected with, or arising out of or relating to a Field Trial, or the NZGTA Rules, or any regulations made under the same which in the opinion of the Executive, is discreditable or prejudicial (or calculated to be prejudicial) to the interests of Field Trials and Gundog Clubs. The charge may be made by the Secretary of the Association on behalf of the Executive, or by an affiliated club, or by any member who is not suspended or disqualified.

Any charge made must be accompanied by:

- a. A written report by the person or persons laying the charge, outlining the circumstances surrounding and leading up to the charge being made, and
- b. If made by an individual, a deposit of \$10.00 which may be wholly or partly awarded, if the charge is dismissed, to the person charged or otherwise dealt with as the Executive shall think fit.
- c. The Executive, in enquiring into a dealing with any charge(s) which may be made against any member(s), shall give written notice, to the member(s) against whom the charge(s) is (are) laid.

Such a notice shall advise of:

- a. The nature of the charge(s).
- b. Any dates relevant to the act(s) which form the basis of the charge(s).
- c. The identity of the member(s) laying the charge.
- d. The date and place when the charge(s) will be dealt with by the Executive.
- e. The penalties, if any, for which the member is liable if the charge is proven.
- f. The steps available to the member charged.
- g. The consequences of a member charged not taking any steps in relation to the charge.

Together with the Notice required above, the Executive shall provide to the person charged, a copy of all reports and evidence that are relevant to the charge and are in the possession of the Executive.

All Notices required shall be forwarded by registered mail to the last known address of the member charged, that address being the address last provided by the member to the Committee of the affiliated club to which the member belongs.

All Notices must be sent to the member charged not less than one month prior to the date set down by the Executive for hearing the charge laid.

After notice has been given in accordance with the procedure outlined above, the member charged may make a written submission to the Executive, not later than 14 days before the hearing date nominated by the Executive, putting before the Executive a response to the matters relevant to the imposition of penalty.

Upon receiving such a written submission, the Executive is to provide the member laying the charge with a copy of the submission not less than 7 days before the hearing date.

At any time prior to the hearing date such further submissions must be limited to matters raised by the written submission presented by the member against whom the charge is laid.

If any new evidence is brought before the Executive, by either the complainant or the member against whom the charge is laid, the other party must be given the opportunity to respond to this new information in accordance with the procedure outlined above.

The Executive, on the date selected by the Executive, shall consider the written evidence before them regarding the charge and make a finding based on the evidence.

Should the Executive consider that further investigation into the charge laid is required, notice is to be given in the manner set out above and any further reports or information to be placed before the Executive be given to the member against whom the charge is laid, and that they be given the opportunity to respond to this new information in accordance with the procedure outlined above.

Upon reaching a decision as to whether or not the charge is proven, the member to whom the charge is laid against, shall be given written notice of the Executive's decision together with the reasoning of the Executive used to reach that decision.

The Executive shall have the power:

- a. To suspend the person charged from taking part in/or having any connection with/or attending of any Field Trial.
- b. To disqualify from competition all dogs owned by that member or registered in the member's name as from the date when the charge was lodged.
- c. To disqualify the member from judging at/or taking part in the management of a Field Trial.
- d. To reduce a charge under this section to a complaint under section 4.

The penalties above provided may be for life or much shorter period as the Executive shall think fit.

The Executive shall have the power from time to time to remove or modify any suspension or disqualification.

#### **4. Penalty for Default, Etc.**

The Executive shall also have power to inquire into and deal with any complaint which may be made against any person (whether he had made an entry at a Field Trial or any registration with the New Zealand Kennel Club or not) -

For any default or omission in regard to any matter in connection with or arising out of, or relating to a Field Trial, or NZGTA Rules, or any Regulations made thereunder.

The complaint may be made by the Secretary of the Association on behalf of the Association, by an Affiliated Club, or by any person who is not suspended or disqualified.



The complaint, if made by an individual, must be accompanied by a deposit of \$10 which may be wholly or partly awarded if the complaint be dismissed to the person complained of, or otherwise dealt with as the Executive shall think fit.

The Executive may, if the complaint is proved to their satisfaction, censure and/or warn any person guilty of any such default or omission and/or inflict on him/her a fine payable at such time they may determine, and if the person makes default in payment he/she shall so long as such default shall continue be liable to be dealt with as if he/she had been suspended under section 3.

A complaint lodged under this section may be deemed to be also lodged under section 3 if the Executive so decide.

The Executive shall have the same power of publication as regards complaints under this section as are provided for in section 3.

## **5. Authority of the Executive**

The Executive of the Association shall be the court of appeal or umpire in all questions or disputes of any kind whatsoever arising from the competing of any dog at any Field Trials held under NZGTA Rules and whether such dispute be between two or more Members, or between one or more Members and the Committee or Secretary, Veterinary Inspector, or Judge or Judges, of such Field Trials, or between any or more of such parties and another or others of them, and any person or persons acting in any of the capacities above mentioned in any Field Trials held under the NZGTA Rules shall be deemed thereby to agree to refer any dispute which may arise between them or any of them to the Executive of the Association whose decision shall be final and binding, subject only to the right of appeal hereinafter mentioned.

## **6. Final Court of Appeal**

The final court of appeal from any decision under section 2, 3 and 4 hereof shall be the N.Z.K.C. Executive Council, and on the hearing of any appeal the Association and Club concerned shall be represented.

# **Judges Regulations**

**for**

## **The New Zealand Gundog Trial Association (Inc.)**

# NZGTA (INC)

## Judges Regulations

### Reg Judges. 1. Judges

The Executive shall compile and make available annually to clubs, lists of persons qualified to act as Judges.

- a. There will be four main lists:
  - i. Probationary Judges Panel.  
Persons on this list shall be known as Probationary Judges and may judge any non-championship Field Trial.
  - ii. Approved Field Trial Judges Panel.  
This list will be further categorised into the following sectional panels.
    - a. All Breeds Range Find and Flush and Range Find and Retrieve.
    - b. Retriever, All Breeds Retrieve and Spaniel Retrieve.
    - c. Retriever Walkup
    - d. Spaniel Range Find and Flush and Range Find and Retrieve.
    - e. Simulated Spaniel
    - f. Pointer & Setter
    - g. Braced Pointer & SetterPersons on these lists shall be known as Approved Judges and may judge Club Championship Field Trials for which they are listed.
  - iii. Approved Natural Game Field Trial Judges Panel.  
This list will be further categorised into Breed Groups as follows:
    - a. Pointer & Setter
    - b. Spaniel
    - c. RetrieverPersons on these lists shall be known as Approved Natural Game Judges and may judge Natural Game Championship Field Trials for which they are listed.
- b. **Star Judges**  
Judges names on these lists which are marked with an asterisk shall be known as Star Judges.
  - i. Nomination for the promotion of an Approved Field Trial Judge or Approved Natural Game Field Trial Judge to the rank of a Star Judge will be made by a member of the Executive in writing clearly stating the breed group and panel nominated for.
  - ii. Nominations for promotion to the rank of Star Judge will be required to be in the hands of the Secretary of the Association not less than 3 months before the Annual General Meeting.
  - iii. Appointment to the rank of Star Judge will be at the discretion of the Executive after due consideration of the nominees experience and judging record.
- c. **Overseas Judges:**  
Affiliated Clubs may apply to the Executive for approval for Overseas Judges to judge Championship Field Trials. Date and Event must be specified.
- d. **Panel Nomination Procedure**
  - i. Probationary Judge.  
Any Affiliated Club may nominate, in writing, to the Secretary of the Association suitable members as Probationary Judges.

ii. Approved Field Trial Judge.

Any Affiliated Club may nominate for the approval of the Executive, any Probationary Judge whom such Club certifies in writing has fulfilled the following requirements to the complete satisfaction of the Clubs holding the trials:

- a. All Breeds Range Find and Flush and Range Find and Retrieve.  
Judged a minimum of three Open or Limit Range Find and Flush Field Trials and completed a minimum of three Open, Limit or Championship stewarding appointments for at least two different Approved Judges from this panel.
- b. Retriever, All Breeds Retrieve and Spaniel Retrieve.  
Judged a minimum of three Land and three Water Open or Limit Retrieve Field Trials and completed a minimum of three Open, Limit or Championship stewarding appointments for at least two different Approved Judges from this panel.
- c. Spaniel Range Find and Flush and Range Find and Retrieve.  
Judged a minimum of three Open or Limit Range Find and Flush and Range Find and Retrieve Field Trials and completed a minimum of three Open, Limit or Championship stewarding appointments for at least two different Approved Judges from this panel.
- d. Pointer & Setter.  
Have judged three Pointer and Setter Open or Limit and completed a minimum of three Open, Limit or Championship stewarding appointments for at least two different Approved Judges from this panel.
- e. Braced Pointer & Setter.  
Have judged three Braced Pointer & Setter Field Trials with at least two different Approved Judges from this panel or have judged three Pointer & Setter Natural Game Trials as an approved B panel Judge on application to this panel.

iii. Approved Natural Game Field Trial Judge.

- a. Spaniel  
Any Affiliated Club may nominate for the approval of the Executive any Probationary Judge whom such Club certifies in writing has co-judged two Natural Game Field Trials to the complete satisfaction of the Clubs holding the trials.  
The nomination must be signed by an Executive member and two Judges approved for the Breed Group being applied for.
- b. Pointer and Setter, Retriever Natural Game and Retriever Walk-up.  
Any affiliated club may nominate for approval of the executive to the B Judge panel any Probationary Judge who has co-judged at least three Natural Game trials or three Retriever Walk-up trials with at least three different A panel Judges approved for the Breed Group being applied for. The qualification for a Retriever Natural Game and Retriever Walk-up B Judge being the same.  
Any affiliated club may nominate any B panel Judge for approval to the A panel after a minimum period of three years as a B panel Judge, during which they must have co- judged at least three championship trials with different A panel Judges. The executive will seek opinions of all previous A panel co-judges in their decisions. Both A and B panel applications must be signed by two A panel Judges the nominee has co-judged with and an executive member.

e. **Panel Appointment Procedure**

i. Probationary Judge.

On acceptance by the Executive at an Executive meeting, the nominee and nominee's Club will be advised in writing of the decision.

- ii. Approved Field Trial Judge and Approved Spaniel Natural Game Field Trial Judge.
    - a. Nominees must make themselves available for a practical field assessment. Nominees Club to liaise with the Secretary of the Association, suitable event, venue, and date for the Field assessment.  
The Association Secretary will confirm in writing with the Club, the names of the appointed Examiners. The Examiners will be an Executive Member or Star Judge and an Approved Judge selected by the Executive.
    - b. If the practical field assessment is approved, a date, time and venue will be notified to the Nominee and Nominee's Club for an oral and written test before an examination panel of the Executive's choosing.
    - c. A nominee for an approved Braced Pointer and Setter Trial Judge will be exempted from any further assessments if previously approved as an A or B panel Pointer and Setter Natural Game Judge.
    - d. The Executive will consider the results of these examinations at the next Executive meeting and advise the Nominee and Nominee Club in writing of the decision.
  - iii. Approved Pointer and Setter Natural Game Field Trial Judge and Approved Retriever Natural Game and Approved Retriever Walk-up Field Trial Judge.
    - a. Upon receipt of a valid nomination for B panel approval, the Secretary of the Association will liaise with the Nominee's club to confirm a date, time, venue and examiners for an oral and written test to be conducted. The examiners will be two A panel Judges appointed by the Executive.
    - b. The Executive will consider the results of the examination and may also seek opinions of any A panel Judge the Nominee has previously co-judged with in making their decision. The Nominee and nominating club will be advised in writing of the Executive's decision.
    - c. Upon receipt of a valid nomination for A panel approval, the Executive will seek opinions of all A panel Judges who have co-judged championship trials with the Nominee. The Nominee and nominating club will be advised in writing of the Executive's decision.
  - iv. Overseas Judges.  
  
Overseas Judges may be appointed for specific Club Championship Field Trials at the discretion of the Executive.  
  
The Association Secretary will advise the applicant Club in writing of the approval specifying:  
  
The Judges Name, The Venue, The Event, The date that this event is to take place.
- f. Panel Removal Procedure**
- i. An Approved Field Trial Judge or Star Field Trial Judge who has not judged a Field Trial Championship event for two years will be struck off the list.
  - ii. An Approved Natural Game Field Trial Judge or Approved Retriever Walk-up Field Trial Judge or Star Natural Game Field Trial Judge who has not judged a Natural Game Championship or Walk-up Championship event for four years will be struck off the list.
  - iii. On application by Senior Judges or at the discretion of the Executive, Senior Judges may be placed on an Honorary Retired Judges Panel.
  - iv. By resignation in writing. Such resignation will be considered at the next available Executive meeting.

## **Reg. Judges 2. Appointment of Judges**

- a. Judges for all Championship Field Trials shall be appointed by the Club conducting such meetings.
- b. Judges must be chosen from the Approved Judges Panel relative to the particular trial as per Reg. Judges 1.
- c. Overseas judges may be appointed as per Reg. Judges 1.
- d. All Judges appointed to Judge at a Championship Field Trial shall be approved by the Executive and the Executive shall have the power to disapprove any Judge nominated by any Club to Judge a Championship Field Trial.
- e. Judges on receipt of a written request to Judge, must reply in writing within 21 days.
- f. In all New Zealand Championship Field Trials, separate Judges must be used for all sections.
- g. In all New Zealand or Island Championships, only Star or A Panel Judges may judge.

# VERSATILE HUNTING DOG TEST ASSOCIATION (NZ)

## Official Rules & Regulations for

### NATURAL ABILITY TEST

Revised 2011

Natural Ability test is an evaluation of the hereditary characteristics selected for and necessary to form a truly versatile hunting dog that will work with you and for you.

The purpose of this test is to evaluate the results of breeding as epitomized by the innate abilities of the young dog prior to much formal training.

Dogs are eligible for entry to the NA test from six months up to 16months of age.

Young dogs over this age may be tested but are not eligible for any Prize classification. Other pointing breeds may enter on request to the Test Captain. (If entry of Versatiles low, option for other breeds to fill a place)

A Test Captain will be chosen by the working committee prior to each test to organise equipment, game and test grounds.

Dogs of all Versatile/Continental breeds registered or eligible to register with NZKC and/or FCI may enter the tests.

Three judges should officiate, one being designated Senior Judge for the test. A judge may not judge his own dog nor a dog trained by him.

Judges are expected to conduct themselves in a manner befitting their position of responsibility, and promotion of the Assn's aims.

Owners and handlers subject themselves to the test regulations by submitting the completed entry form and paying the entry fee. The number of entries per handler may be limited by the Test Captain.

Failure to abide by judges directives may result in disqualification. Behaviour by a handler during a test considered detrimental to the aims and/or respectability of the VHDTA will result in disqualification from the test of handler and hence the dog.

Collars must be removed from a dog actively running in a test apart from when the dog is tracking on a line when a collar or harness may be used.

A current firearms licence holder in possession of licence should be in direct supervision of tests requiring handling a firearm.

Dogs may be evaluated with a score of 1 – 4 on both coat and conformation, and temperament to be noted on score card.

#### **Each dog's performance in each test category will be evaluated;**

<b>Very good</b>	4 points
<b>Good</b>	3 points
<b>Satisfactory</b>	2 points
<b>Poor</b>	1 points
<b>Failure</b>	0 points

Each test category has a minimum score required within each Prize category ([see page 172](#)).

Bitches in season need specific approval from the Test Committee to be admitted. The Test manager and judges are responsible that other dog's performance will not suffer in this instance. Bitches in season are otherwise forbidden at the test grounds.

It should be noted these regulations are a guideline for the tests, but a guideline to follow as closely as possible always endeavouring to set up the tests as close as possible to a natural game hunting situation as possible. Setting a test in a paddock of rushes and use of unconcealed traps to hold birds is not considered a natural game hunting situation. Every opportunity should be given for the dog to work open and heavy cover in areas where you would hunt (upland gamebirds).

**Gun sensitive:** Present if the dog reacts to a shot with signs of fright so that it interrupts it's work rhythm, returns to the handler and regains natural work rhythm only after a few minutes have elapsed.

(Gun sensitivity must show that it affects the working of the dog. A dog that is not keen to work with a gun or after a shot is fired is not a useful working dog as there may be many shots fired on a hunt).

**Gun shy:** Present if the dog reacts to a shot with signs of fright or panic, runs to handler or others for protection or runs away.

Gun sensitive or gun shy dogs may continue with the remaining tests but are not eligible for a Prize classification.

Other signs of shyness must also be carefully recorded i.e. environmental, hyper-nervousness, fear of live game etc. Any such sign of mental instability that is unmistakably noticed must be recorded since they should exclude a dog from breeding programs.

Eating, attempting to eat, burying, running off with, or any form of mutilation of the game making it unfit to eat, by a dog during the test day will disqualify a dog from a Prize classification.

Throughout all the tests the judges have the prerogative of recalling any dog for retesting in any category. Usually this is done after all other dogs have been tested.

The owner of each dog entered in the NA test will receive in the mail an Official Score Card from the VHDTA a few weeks after the test, and a Certificate of Qualification for those dogs that Prized.

## **Judging Catagories**

### **Searching:**

The search in the field should be approximately 20 minutes, ideally divided into two 10 minute runs allowing the dog two opportunities (or more) in the field. Whilst a dog is being evaluated in the searching other dogs in the group will be kept on leash and walk quietly with their handler behind the gallery. Whining or barking dogs shall be moved out of earshot, and their behaviour shall be noted by the judges. It is up to the handlers to be ready when called upon.

(Terrain and the dogs themselves govern the time required in search, also fitting in all aspects of a test day).

During the search the dog will be tested for gun shyness. The handler will carry a shotgun and blanks, or the senior judge may designate someone to shoot for the handler, but the handler will carry a gun. When game is flushed the handler (or designated shooter) will fire a shot. The handler will be asked to fire one or more shots in the course of the search. Blank shells must be used.

The search shall be efficient and purposeful, persistent, giving the feeling that no game has been missed. One main reason for using a dog in hunting is the dog's superior mobility over that of his handler. How well the dog uses this mobility and how well it is attuned to his scenting capabilities so as to thoroughly search the traversed cover; how well this mobility is geared to the quality of the dogs nose so as not to miss any spots where game has recently been by indication of its presence are all indicative of the quality of the search.

Style of running, great speed or excessive range should not be rewarded in the evaluation of the search. Also, slow, methodical purposeful searching should not be faulted. The dog that shows joy



and enthusiasm, controlled purpose, and cooperative teamwork with handler should receive the highest score.

### **Pointing**

Scoring this aspect of the dog's work should depend only on staunchness. Deliberate flushing cannot be counted as pointing. Convincing intensity, not unsure of the bird. Productivity, actual point of game.

Style of pointing should play no role. Laying down in a submissive manner should be noted, as opposed to crouching or laying down with intense attention to the game.

In judging a young dog the judges must look for the pointing instinct. Situations should be set up to initiate scent pointing. A dog may point any gamebird or fur. The judges should score the young dog on his best performance.

Sometimes a young dog has an opportunity to point a game bird at the end of the tracking test when he locates the bird. The judges should make use of this also in the pointing grading.

If the bird moves and the dog leaves point to relocate without command he should not be faulted, but a dog that false points – repeatedly points unproductively and must be commanded to leave such points should be faulted as indicating poor use of nose and questionable quality of nose. .

Judges should ascertain if a young dog is pointing a hot spot where game has sat, or false pointing

The young dog should not be faulted if he breaks his point and chases the game after it is flushed. However, judges should take into consideration pups control of its temperament, independence and cooperation in the behaviour of pup during/following the chase.

Due to constraints of humane use of birds, the dogs may be tested for pointing on caged birds. The cage should be concealed in cover, but in such a position as to allow for the best possible scenting opportunities for the dog to find and point.

Judges should take into consideration the artificiality for a dog pointing game in cages.

Ideally the dogs should be tested in areas where wild game is available to give the dogs the opportunity to point, fur or feather. If the game moves and the dog leaves point to relocate without command, it should not be faulted. However, the dog that repeatedly points unproductively and must be commanded to leave the unproductive point should be faulted. Repeated unproductive points under good conditions should be considered as an indication of poor use of nose.

Steadiness to flush is not required. However, uncontrolled chasing of flushed game shows poor cooperation.

### **Tracking Game Bird**

*(though ideally a free running pheasant should be used, Fish & Game have stipulated that no "wing clipped" birds be used as they will be unable to escape predators)*

This tests the dog's usefulness as a tracker of crippled game. His nose, cooperation, perseverance, concentration and self- control are all brought together to track down a crippled bird.

A game bird preferably pheasant, should be humanely killed immediately before the tracking.

This ensures as close to "live scent" as possible.

A few soft feathers are pulled from the bird to mark the release spot, a marker may also be placed near the start of the track. The bird should not be rubbed on the ground as this will create a 'hot spot'.

A bird track is run cross wind or with the wind, NEVER into the wind. Ideally the track should run across an open area into cover and be approximately 40 metre long with a slight curve near the end.

The bird is quickly and lightly dragged in the manner of a running pheasant, leaving the bird in cover at the end of the drag. It is essential this drag be made with the wind behind, and the persons will return in a wide cast away & downwind from the bird drag.

Each drag should be consistent throughout. The dragged bird may be replaced by a cold bird. (To ensure warm bird is re- useable, and potential retrieve bird is undamaged)

When the bird is placed from sight and whomever ran the drag has returned or hidden themselves the dog is brought to the starting point of the track. Before the dog is shown the feathers, a judge should instruct the handler to remove the leash and hold the dog's collar with one hand, with the free hand point or pat the ground at the feathers and the start of the track.

The handler should quietly and calmly give the command to track.

Further assistance, as in the judge walking the handler forward a few paces to move the young dog forward on the track, may lower the score depending on the amount of help required.

The dog should quickly concentrate on the track. If the scent is lost, the dog should attempt to relocate the track and move forward along it. The crucial task for the dog is progression along the track, going forward along the track.

The highest scores are awarded for efficient, methodical following of the track leading the dog toward the bird. Lowest scores are given for dogs that insist on ranging and ignore the track. The dog is not required to locate or retrieve the bird, the scoring of this test is for the dog to demonstrate that it has tracking ability.

How fast the dogs tracks or if the dog holds head high or low is not considered.

The dog that finds the bird by wide searching and not using the track at all cannot receive a score for tracking.

A dog retrieving the bird will have this noted on their test results.

### **Fur Track**

If by chance during the searching a dog comes upon a hare or rabbit track, where the run of the game is observed by the judges, and the dog follows this track it will be noted by the judges and may count as a tracking score.

If given the chance on a rabbit/hare track and the dog fails, the dog should be given a track to do like every other dog is given. If a dog does a good rabbit/hare track it can be counted as a track and the person need not run the drag track unless they opt to, in addition to the rabbit/hare, in which case the higher score is assigned.

### **Affinity for Water**

The truly useful versatile hunting dog should show no fear of water and no obvious hesitancy when entering water.

In normal hunting situations the dog will be expected to retrieve shot birds that have fallen in water or on the far side of a stream or ditch. The dog that fears water will cause the hunter frustration and cold wade or long walk to retrieve his shot game.

The water test area should permit the dog easy entry into water that gradually deepens to swimming depth. Sudden drop-offs into deep water not desirable. For the natural ability test a pond or gentle water is required.

The handler will bring the dog to the edge of the water and remove leash and collar.

The handler's plain dummy or other object with no fur or feather adornments, and excluding any bird or mammal, is thrown by the handler, or judge if preferred, into water of minimum swimming depth. The tossed object is just an inducement to the dog to enter the water and need not be retrieved. The dog is allowed to go into the water as soon as the object is tossed, with or without any command.

If the dog enters the water willingly and swims on his first attempt, the dog is again set up by the handler and the dummy tossed. The second toss will usually be a bit further into deeper water. Again the dog must enter the water willingly and without hesitation and must swim.

Should the dog show hesitancy on either entry, a third entry might be required by the judges. The dog that shows hesitancy on the first, but not on the second and third can receive highest scores. A dog that shows no hesitancy on the first entry but shows increasing hesitancy on the second and third will be scored lower depending on the severity of the hesitancy or amount of coaxing required. In order to receive a qualifying score a dog must swim at least two times, or more if the judges require it.

The dog that refuses to enter the water or refuses to swim will be recalled and tested with a dead game bird used as the tossed object. Dogs requiring game to be tossed cannot be given more than score **2**. Dogs that won't swim but go willingly into the water to their bellies can receive score **1** which is not a qualifying score, but does indicate that the dog would enter water.

### **Judged Throughout.**

Judges should note and credit performances that occur at odd times throughout the day of evaluation, i.e., in addition to the regular tracking test on the dragged pheasant, a dog may have an opportunity during his search to track some wild game, such as a running bird, rabbit, hare. During the water work a dog may have an opportunity to point a duck. All these things must be taken into account by the judges when rendering final scores. A dog that shows natural ability in tracking a wild rabbit demonstrates tracking ability. A dog that points a duck shows pointing instinct. A dog that sight points any game shows pointing instinct.

### **Nose and Use of Nose**

This aspect of the dog's quality as a hunting dog is tested during searching and during tracking a live game bird. The quality and use of the nose determines to a large extent the quality and usefulness of the dog. The way the dog uses its nose is partly an estimate of the quality of the nose. How well a dog can detect scent is dependent on many features of the environment as well as the dog's innate scenting ability.

The dog that repeatedly overruns his nose and bumps birds with favourable wind conditions shows poor use of nose. Overrunning the nose is particularly evident on tracking the live game bird. Concentration, hard on the track, demonstrates good use of nose. The distance at which the dog acknowledges, not points, the scent of a bird in the field and the accuracy of locating the bird demonstrates quality of nose. Also, the dog that acknowledges places where game had been and moves quickly on without undue sniffing and returning to the spot shows good nose. However, flash pointing at a spot where game has been if not overdone, should not be penalized. The final score is a composite score arrived at by combining nose and use of the nose demonstrated in searching and in the tracking.

### **Attitude toward Working**

At all times during all tasks, the dog should show happiness and enthusiasm for his work. This is well demonstrated on the tracking test. The dog that perseveres on the track of the bird shows a good attitude toward work. He should be hunting throughout the tests and show distinct desire for making game contact.

Wild running should not be confused with a good attitude toward work or with purposeful hunting. Wide ranging speed without purpose is not hunting and does not add to the dog's score in attitude toward working. The dog that enters the water without hesitation demonstrates good attitude.

### **Cooperation**

This can be best described as teamwork between the dog and handler. The dog that continuously shows his desire to please his handler without being commanded to do so is showing good cooperation. The dog should always be aware of his handler's location without showing over dependence.

The need for the handler to nag his dog in, or the need for excessive verbal commands to keep the desired contact show poor cooperation. Both excessive dependence and excessive independence are indications of poor cooperation.

A young dog that breaks and chases a flushed bird after pointing the bird, and then returns to his handler without a command shows good cooperation.

Good cooperation is demonstrated by the dog that maintains good contact with the handler and is always aware of the handlers change in direction. A clearly demonstrated but unspoken communication between handler and dog indicates excellent cooperation.

Do not mix cooperation with trained obedience, though a cooperative dog will be a biddable dog.

## **SCORING THE NATUAL ABILITY TEST**

**Minimum number of points required for:**

<b>Test</b>	<b>PRIZE I</b>	<b>PRIZE II</b>	<b>PRIZE III</b>
<b>Searching</b>	<b>4</b>	<b>3</b>	<b>2</b>
<b>Pointing</b>	<b>3</b>	<b>3</b>	<b>2</b>
<b>Tracking Game bird</b>	<b>4</b>	<b>3</b>	<b>2</b>
<b>Affinity for Water</b>	<b>3</b>	<b>3</b>	<b>2</b>
<b>Nose and Use of Nose</b>	<b>4</b>	<b>3</b>	<b>3</b>
<b>Attitude Toward Work</b>	<b>3</b>	<b>2</b>	<b>2</b>
<b>Cooperation</b>	<b>3</b>	<b>2</b>	<b>2</b>

## Official Rules & Regulations for

### Intermediate Hunting Dog Test

Revised 2018

#### Versatile Hunting Breeds

All versatile hunting breeds are bred to do the same tasks. Each breed does the tasks with a slightly different style. The breeds often vary as much within each breed as they do from breed to breed. The importance is that they get the job done as efficiently as possible.

The Intermediate Hunting Dog Test (IHDT) is designed to test the young dog in regard to both hunting and breeding values, taking into account natural abilities, how well the dog takes to training, particular attention being paid to mental stability.

#### **Judges must be careful to assess natural ability over trained ability.**

Dogs are eligible for the Intermediate Hunting Dog Test from the age of 16 months. Older dogs - In this case the category of "Obedience" will be judged more severely. It will be expected that the dog has had more training and therefore should be more obedient. The age of the dog will be taken into account when all judgements are made.

Other pointing breeds may be entered on request of the Test Capt. (If entry of Versatiles low, option for other breeds to fill a place)

A Test Captain will be chosen by the working committee for each test to organise equipment, game and test grounds.

Dogs must be registered with NZKC or FCI.

Three judges should officiate, and one will be designated senior judge for the test.

Dogs may be evaluated with a score of 1 – 4 on both coat and conformation, and temperament to be noted on score card. Judges are expected to conduct themselves in a manner befitting their position of responsibility, and promotion of the Assn's aims. A judge may not judge his own dog, or a dog trained by him.

Owners and handlers subject themselves to the test regulations by submitting the completed entry form and paying the entry fee. The number of entries per handler may be limited by the Test Captain.

Failure to abide by judges directives may result in disqualification. Behaviour by a handler during a test considered detrimental to the aims and/or respectability of the VHDTA will result in disqualification from the test of handler and hence the dog.

Collars must be removed from a dog actively running in a test apart from when the dog is tracking on a line when a collar or harness may be used (hide drag only).

A current firearms licence holder in possession of licence should be in direct supervision of tests requiring handling a firearm.

Game: Ducks, quail, pheasant, rabbit, hare, pigeon, partridge. Thawed game is an accepted part of training gundogs and will be used in these tests.

Each dog's performance in each category of the test will be scored as follows:

<b>Very good</b>	4 points
<b>Good</b>	3 points
<b>Satisfactory</b>	2 points
<b>Poor</b>	1 points
<b>Failure</b>	0 points

A special score of 4H may be given a dog in a particular portion of the test. However, this is purely an honorary score for an outstanding performance. All three judges must concur, and the senior judge must give the reasons in writing on the score card.

The results of each dog entered in the IHDT or OHDT will be posted on the Assn website and if necessary posted to the owner. For every dog that qualifies in the test, the owner will also receive a certificate of qualification.

Bitches in season need specific approval from the Test Committee to be admitted. The Test Manager and judges are responsible that other dog's performance will not suffer in this instance. Bitches in season are otherwise forbidden at the test grounds.

**It should be noted that these regulations are a guideline for the tests**, but a guideline to follow as closely as possible always endeavouring to set up the tests as close as possible to a natural game hunting situation as possible. Adaptations may be made in the setup of a test, but the integrity of the test must not be compromised. Every opportunity should be given for the dog to work open and heavy cover in areas where you would hunt (game birds).

Dogs that are evaluated as being gun shy or gun sensitive, may not qualify for a prize classification, but may continue to complete the remaining tests.

Causes for exclusion from the test, and forfeit of entry fees are:

1. Deliberately falsifying statements on entry forms or other related documents
2. Behaviour by a handler during a test considered detrimental to the aims and/or respectability of the VHDTA will result in disqualification from the test of handler and hence the dog.
3. Severe punishment inflicted on a dog at a test will disqualify the handler from the test.
4. Letting a dog run loose except in designated exercise areas or when directed by the judges.
5. Handlers leading bitches in season in areas not conforming to the Test Committee's or Judges instructions.

Eating, attempting to eat, burying, running off with, or any form of mutilation of the game making it unfit to eat, by a dog during the test day will disqualify a dog from a Prize Classification.

Gun sensitive: Present if the dog reacts to a shot with signs of fright so that it interrupts its work rhythm, returns to the handler, and regains its natural work rhythm only after a few minutes have elapsed. Gun sensitivity must show that it affects the working of the dog. A dog that is not keen to work with a gun or after a shot is fired is not a useful working dog as there may be many shots fired on a hunt.

Gun Shy: Present if the dog reacts to a shot with signs of fright or even panic, looks to its handler or other people for protection or runs away.

Other signs of shyness must be carefully recorded, i.e. environment, hyper-nervousness, fear of live game, etc. Any such sign of mental instability that is unmistakably noticed must be recorded since they should exclude a dog from breeding programs.

### **Retrieving**

In all tests involving retrieving the bird must be retrieved to the handler.

For a score of Satisfactory and higher the game must be retrieved to hand, the game to be taken from the dog's mouth and not off the ground. The game must be in good condition.

### **Tracking**

The handler is called to bring his dog to the release spot where a few soft feather or fur from the chest area have been left on the ground.

The handler should stop about 10ft before he gets to the judge who is standing beside the release spot. Put the leash around the dog's neck as a means of holding him and keeping him under your control. About this time the judge will tell you the general direction of the track.

Continue walking to the release spot. When you reach it, take a hold of your dog's leash with your one hand and bend over, pointing to the ground with your other hand. This movement will immediately lower the dog's head, enabling him to find the beginning of the track.

**It is important to keep a dog calm during this exercise**, but at this time, as our finger points toward the track, it's a good idea to give the dog a familiar command such as "fetch", or "dead bird", or whatever your dog is used to hearing from you in a hunting situation when the two of you are trying to locate a wounded bird.

Release the dog as soon as he lowers his head and begins an active sniffing. The dog is almost always better at finding the beginning of the track than you are, and if you hang on to the dog, you will hamper his natural ability to locate the track. So release him and stand quietly, facing forward in the general direction of the track. Do not give any more commands unless the judge instructs you to do so.

## Test Schedule

### WATER

#### Track & Retrieve of Duck in Water (Index 5) Option 1:

This is a test of the dog's use of nose, concentration and ability to control its temperament and shift gear. Dogs on land can gallop on a track, but suddenly must slow to a crawl when the track is on water. The dog must also be independent enough to do this without help from the handler and still know exactly where the handler is and bring the duck back the shortest way taking into account sensible use of river currents and avoidance of hindering obstructions.

The duck is dragged on land by rope through light reeds or other herbaceous cover at least 20 metres to water, across a pond, or along a slow stream with weeds and rushes, and then a further 20 metres on land out of sight of the handler, a minimum of a 40 metre drag, not exceeding 75 metres. This is not a test of swimming, the water can be shallow. Adaptations may be made if necessary, provided the purpose of the test; that a dog can track on both land and water, and retrieve, is retained.

At the end of the track a duck, other than the dragged game, should be placed openly on the ground (not covered or in a low place such as a depression). After completion of the above procedures, the judge will pick up the game that was dragged and carry it while continuing to walk in the direction in which the track is laid (walking as a continuation of the track) and hide in such a manner that the dog working the track cannot see him, but he can observe the end of the track. At the place of hiding the judge must remove the game used for laying the drag from the line and place it openly in front of themselves. They may not interfere if the dog tracking the dragged game comes up to them and picks up that bird, instead of the one at the end of the track. If a non judge lays the track, a judge must be able to observe the end of the track. Remember the track **must not** be laid into the wind.

The reason for using two dead game in this test is so that if the dragged game gets very torn up from being dragged over and through brush, the carried game can be laid at the end of the drag. If deemed necessary the dragged game can be left at the end of the track if it is in good condition.

Ideally each track is set out some distance from the previous making sure any wind will blow the old track scent away from the newly laid track. The tracks should **not** be laid into the wind but across or downwind.

The dogs are kept out of sight until called up. Once the track is laid the handler is called to bring their dog to the release spot, where a few soft breast feathers of the duck have been left to mark for the dog the start of the track.

The dog is commanded to retrieve the dead game. Extra commands will result in lower scores. The handler may guide the dog along the drag for up to 5 metres to encourage the dog and help the dog concentrate.

For the dog to receive the highest score for his work it must use the track on the land, in the water, and through the plant cover until the track leads the dog to the duck which is picked up without hesitation and retrieved enthusiastically to hand.



During tracking, it must be noted especially the reaction of the dog when it loses, crosses and relocates the track.

A dog returning without the duck may be sent two more times, but cannot receive highest score even though successful. The judge may assist the handler to encourage the dog to move forward on the track by walking a few steps along the track if necessary.

The dog that does not track but searches over a large area, NOT being drawn back to the track, and finds and retrieves the duck cannot score more than **Poor (1)** (in this instance whilst the dog did achieve a retrieve, it was by luck and not using the drag to draw it to the game).

For a score of Satisfactory and higher the game must be retrieved to hand, the game to be taken from the dogs mouth and not off the ground. The game must be in good condition. \*\*\*

**Or**

### **(option 2)**

The duck is dragged on land by rope through grass, light reeds or other herbaceous cover for approximately 20 metres or further and then into quiet water, preferably near swimming depth. Ideally the duck should be dragged a further 20 metres past the far bank, or can be left in the water in available cover. The dog is commanded to retrieve the dead game. Extra commands will result in lower scores. The handler may guide the dog along the drag for up to 5 metres to encourage the dog and help the dog concentrate.

For the dog to receive the highest score for his work it must use the track on the land, in the water, and through the plant cover until the track leads the dog to the duck which is picked up without hesitation and retrieved enthusiastically to hand.

During tracking, it must be noted especially the reaction of the dog when it loses, crosses and relocates the track.

A dog returning without the duck may be sent two more times, but cannot receive highest score even though successful. The judge may assist the handler to encourage the dog to move forward on the track by walking a few steps along the track if necessary.

The dog that does not track but searches over a large area, NOT being drawn back to the track, and finds and retrieves the duck cannot score more than **Poor (1)** (in this instance whilst the dog did achieve a retrieve, it was by luck and not using the drag to draw it to the game).

For a score of Satisfactory and higher the game must be retrieved to hand, the game to be taken from the dogs mouth and not off the ground. The game must be in good condition.

### **Retrieve of Duck From Deep Water: (Index 3)**

The dogs coat may be evaluated after this test.

This is a test of the dog's usefulness in retrieving waterfowl from water of swimming depth. Handler steadies dog and a duck is thrown into deep water at least 10 metres from the dog,. The handler must then send the dog to retrieve the thrown duck. Whilst the dog is swimming for the duck a blank shot is fired.

If the dog brings the duck quickly and efficiently to the handler, the dog can receive top score in this test for retrieving.

The dog should not hesitate to enter the water; some dogs charge or leap into water, others enter deliberately. The dog should enter the water willingly, showing no uncertainty about swimming.

If the dog gets far from the area of the duck, the judges may tell the handler to call his dog and wave or otherwise direct it into the correct area. All of this support is at the discretion of the senior judge.

However the more direction the dog requires to locate the duck, the lower the score.

A dog returning without the duck may be sent two more times, but cannot receive highest score even though successful.



The retrieve must be clean and delivered to the handler without putting it down except for a better grip. For a score of Satisfactory and higher the game must be retrieved to hand, the game to be taken from the dogs mouth and not off the ground. The game must be in good condition.

## **LAND**

### **Blind Retrieve of Bird from Heavy Cover (Index 3)**

A barricade is set up the dog cannot see over, through, or around without moving from its handlers side; or handler and dog are out of sight behind thick cover.

Whilst the dog and handler are out of sight a dead bird is put a distance into heavy plant cover. This cover should extend over enough ground to give the dog a large search area.

The handler then positions the dog behind the barricade/cover. On direction from the judge a blank shot is fired toward the bird by the handler or nearby shooter. The dog is then heeled from behind the cover a short distance to a marking peg, and sent to find and retrieve the bird. The bird may be any gamebird, or pigeon.

The dog's behaviour in the blind and at heel is judged under obedience.

The dogs search should be purposeful and persistent. (see Attitude Toward Work)

If the dog gets far from the area of the bird, the judges may tell the handler to call his dog and direct it into the correct area. However, the more direction the dog requires to locate the bird the lower the score. The retrieve must also be clean and delivered to the handler without putting it down except for a better grip.

A dog returning without the bird may be sent two more times, but cannot receive highest score even though successful.

For a score of Satisfactory and higher the game must be retrieved to hand, the game to be taken from the dogs mouth and not off the ground. The game must be in good condition.

## **FIELD**

### **Searching (index 5)**

The search in the field should ideally be two separate searches of approximately 15 minutes each. While each dog is being evaluated in the searching, other dogs in the group will be kept on leash, and will walk quietly with their handler behind the gallery ready to be called up in any order.

The search should be brisk, steady, and purposeful, but never hectic (wild running), lacking concentration, erratic, nor eye- dominated. Of utmost importance is the dog's desire and ability to find game.

The manner of searching should also be determined by the use of the nose. The wild running dog that repeatedly passes likely cover and is not searching with purpose should be penalized. Similarly should the dog that stays at his handler's feet, and does not actively work into cover likely to hold game be penalized. The dog that uses the wind intelligently near cover to determine the presence or absence of game shows good use of nose. The dog that acknowledges spots where game has been and moves quickly on without undue sniffing at the spot shows good nose. (See Nose & Use of Nose).

The dog should adapt his pace and range to suit the cover height and density. The style of the search allows conclusions as to the character, level of nerves, and inner balance of the dog.

The search should be active and forward and the dog should quarter the cover, turning into the wind and crossing it to best advantage. Back wind search should be the same way with the dog going out and working back toward the handler. Dog should be given the opportunity to work into the wind, across wind and downwind.

The search should be efficient and purposeful and should give the feeling that no game has been missed. One main reason for using a dog in hunting is the dog's superior mobility over that of its handler. It is not just how much ground the dog can cover, but how well the dog uses its superior

mobility; how well this mobility is geared to the quality of the dogs nose so as not to miss any spots where game has recently been by indication of its presence are all indicative of the quality of search.

Style of running, speed or excessive range should not be rewarded in the judgement of search. The dog that shows joy and enthusiasm with controlled purpose should receive a high score.

Ideally, part of the course on which the test is conducted should be woodlot, shelter belt or some other dense cover. On entering this cover the dog should shorten its range to keep close contact with the handler and search the cover thoroughly. The dog that shortens its range of its own volition should be scored higher than the dog that must be repeatedly commanded to do so. A dog that requires considerable hacking in dense cover should be penalized. The ability of the dog to alter its range to suit the type of cover being hunted is an indication of good cooperation with the hunter.

During the search the dog will be tested for gun shyness. The handler will carry a shotgun and blanks. Or, the senior judge may designate someone to shoot for the handler, but the handler will carry a gun. When game is flushed, the handler (or designated shooter) will fire a shot. The handler will be asked to fire one or more shots in the course of the search.

#### **Pointing (index 4)**

Scoring this aspect of the dogs work should depend only on staunchness, and convincing intensity. Style of pointing should play no role. The dog should point solidly and allow the handler to approach; the dog that jumps in to flush the bird before the handler reaches the dog requires that the dog be penalized. That penalty may be in cooperation and/or obedience, never in the dog's inherent pointing ability.

Pointing should not be equated with quality or use of nose.

Due to constraints of humane use of birds, the dogs may be tested for pointing on caged birds. The cage should be concealed in cover, but in such a position as to allow for the best possible scenting opportunities for the dog to find and point.

Judges should take into consideration the artificiality for a dog pointing game in cages.

Ideally the dogs should be tested in areas where wild game is available to give the dogs the opportunity to point, fur or feather. If the game moves and the dog leaves point to relocate without command, it should not be faulted. However, the dog that repeatedly points unproductively and must be commanded to leave the unproductive point should be faulted. Repeated unproductive points under good conditions should be considered as an indication of poor use of nose.

Steadiness to flush is not required. However, uncontrolled chasing of flushed game shows poor cooperation, refusal to come to call reflects on obedience.

**EITHER (A) OR (B) It will be the judge's decision which test, A or B, will be run.**

#### **(A) Track & Retrieve of Dragged Dead Gamebird \* or fur (rabbit/hare) (Index 3)**

**If the handler chooses to use fur, he must supply 2 game for the drag.**

This is a test of the dog's tracking, retrieving and of its obedience and cooperation with its handler. A dead, cold pheasant (or fur) is dragged 75 to 100 metres (around 130 steps). There will be one gradual bend in the drag. The game is dragged with or across the wind, **never** into the wind.

Before beginning the drag, the judge removes a few soft feathers/fur to lay at the beginning of the drag, and a marker is placed just back from the start. The drag should have one slight bend, not as sharp as a right angle. The game is dragged by a piece of twine or light rope tied to it. Ground devoid of cover should be avoided i.e. hard grazed paddocks.

The drag should end in trees or heavier cover over a hill, or out of sight of the start of the drag. The dog should not be in sight of the handler who remains at the start of the drag.

At the end of the track a cold dead game bird/fur, other than the dragged game, should be placed openly on the ground (not covered or in a low place such as a depression). After completion of the above procedures, the judge will pick up the game that was dragged and carry it while continuing to

walk in the direction in which the track is laid (walking as a continuation of the track) and hide in such a manner that the dog working the track cannot see him, but he can observe the end of the track. At the place of hiding the judge must remove the game used for laying the drag from the line and place it openly in front of themselves. They may not interfere if the dog tracking the dragged game comes up to them and picks up that bird, instead of the one at the end of the track. Remember the track **must not** be laid into the wind.

The reason for using two dead game in this test is so that if the dragged game gets very torn up from being dragged over and through brush, the carried game can be laid at the end of the drag. If deemed necessary the dragged game can be left at the end of the track if it is in good condition.

The handler and dog are not allowed to see the course of the drag. The dog is brought up to the start of the drag and commanded to retrieve the dead game. Setting the dog on the track means that the handler is required to refrain from influencing the dog in any way once he is on the track, other than the initial command to retrieve.

Extra commands will result in lower scores. The handler may guide the dog along the drag for 10 up to 5 metres to encourage the dog and to help the dog concentrate.

The dog should pick up the game without hesitation and bring it to the handler enthusiastically. The dog should sit or stand quietly by its handler and hold the game until commanded to release it. For a score of Satisfactory and higher the game must be retrieved to hand, the game to be taken from the dogs mouth and not off the ground. The game must be in good condition.

A dog that finds the dragged game and refuses to retrieve the game, cannot receive a passing score for the test. A dog that has found the game by searching rather than using the drag track, but fails to retrieve it will not be allowed to restart the track of the dragged game.

If a dog is disturbed during the working of the drag track by some unusual occurrence, circumstances etc. it is up to the judges to grant him a repeat (new drag track).

The dog that uses the drag track to quickly locate the game and makes a fast, efficient retrieve scores high.

The dog that does not track but searches over a large area, NOT being drawn back to the track, and finds and retrieves the duck cannot score more than **Poor (1)**

A dog returning without the game may be sent two more times, but cannot receive highest score even though successful

Scores will be determined by the efficiency and completeness of the retrieve.  
Each dog will be given a fresh drag.

### **(B) Tracking of dragged game - deer hide: (index 3)**

This test is set up the same as the pheasant drag, except the length of the deer hide drag is at least 200 metres, and there will be two bends in the drag, and the judge will stand out of sight to observe the dog. The deer hide will be left at the end of the drag, and must be made unretrievable. The dog is not expected to retrieve the deer hide.

Setting the dog on the track means that the handler is required to refrain from influencing the dog in any way once he is on the track, extra commands will result in lower scores.

During tracking, it must be noted especially the reaction of the dog when it loses, crosses and relocates the track.

The handler may follow the dog or run the dog on a tracking leash.

The observing judge will indicate to the other judges the dog has found the hide, and the handler then recalls the dog.

**Optional: \*\*****\*\* Tracking live game (fur or gamebird) (index 3 )**

If a dog has an opportunity to work such a track the results will be recorded in the dog's record. Important is **how** the dog tracks: Does he work the track forward when the animal is out of sight? Does he track the animal when it is in sight? Does the dog give tongue while on fur track or silent on the track?

**JUDGED THROUGHOUT**

During all phases of the test the following categories are being judged in the dog: **nose, use of nose, attitude toward working, cooperation, and obedience.**

Also, judges must note and credit performances that occur at odd times throughout the day of evaluation, i.e., in addition to the regular tracking test on the dragged pheasant, a dog may have an opportunity during his search to track some wild game, such as a running bird, rabbit, hare. During the water work a dog may have an opportunity to point a duck. All these things must be taken into account by the judges when rendering final scores. A dog that shows natural ability in tracking a wild rabbit demonstrates tracking ability. A dog that points a duck shows pointing instinct. A dog that sight points any game shows pointing instinct.

**It is the judge's highest priority to acknowledge those dogs who exhibit first rate aptitudes, strong nerves, maturity, willingness to work, and easy handling over those dogs exhibiting tendencies to shyness, unwillingness to work, and difficult handling.**

**Nose and Use of Nose (index 6)**

This aspect of the dog's quality as a hunting dog is tested during the searching and tracking on both land and water. The dog's nose and how it is used is one of the most important attributes of the hunting dog. The quality and use of the nose determines to a great extent the quality and usefulness of the dog. The use of nose is partly an estimate of the quality of the nose. How well a dog can detect scent is dependent on many features of the environment as well as the dog's innate scenting ability. Quality can be judged in a relative sense.

The dog that repeatedly overruns his nose and bumps birds with favourable wind conditions shows poor use of nose. Concentration, hard on the track, demonstrates good use of nose as does careful working of the duck track on the water. The distance at which the dog **acknowledges, not points**, the scent of a bird in the field and the accuracy of locating the bird demonstrates quality of the nose. The dog that acknowledges spots where game has been and moves quickly on without undue sniffing at the spot shows good nose.

Judgement of the nose often comes from results produced by the dog. A dog that bumps a bird one time during a test should not be faulted. Every good dog has bumped birds. However, if a dog continually bumps (flushes) birds with good wind is probably an indication of a deficient nose or, a very uncooperative, difficult to train dog. The important point is that one case of a bumped bird should never be accepted as negative.

**Attitude Toward Working (index 4)**

At all times during all tasks, the dog should show eagerness and enthusiasm for his work. This is well demonstrated on the tracking tests. The dog that perseveres on the track of the duck through tough cover shows a good attitude toward work. The dog should not be deterred by heavy brush, briars or tough ground cover.

Wild running should not be confused with a good attitude toward work or with purposeful hunting. Wide ranging speed without purpose is not hunting and does not add to the dog's score in attitude toward work. Similarly, a dog that stays close to his handler's feet instead of seeking out likely cover to hold game does not exhibit a good attitude toward work. Running without purpose may detract from the score. A dog should be hunting throughout the tests and show distinct and intense desire for making game contact. Any dog that turns away from the game should be severely penalized.

Retrieves should be joyful, intense, and with purpose.

### **Retrieving (index 3)**

Retrieving should be joyful, intense and with purpose. The retrieve must be clean and game delivered to the handler without putting it down except for a better grip. The dog should not display any hard mouth, or play with the game. For a score of Satisfactory and higher the game must be retrieved to hand, the game to be taken from the dogs mouth and not off the ground. The game must be in good condition. A dog that eats or buries game will be disqualified from that test section.

### **Cooperation (index 3)**

This can be best described as teamwork between the dog and his handler. Cooperation shows in the easy handling of the dog and in the manner of cooperation between handler and dog, as well as showing an **obvious will to please his handler**. The dog should always be aware of his handler's location without showing over dependence. Deliberate flushing of game when the handler approaches, refusal to bring game to the handler on retrieves without strong or forceful commands to do so all show lack of cooperation.

Good cooperation is demonstrated by the dog that maintains good contact with the handler and is always aware of the handler's change in direction. A clearly demonstrated but unspoken communication between handler and dog indicates good cooperation.

Do not confuse obedience with cooperation. Obedience is following commands the dog has learned. **Cooperation is expressed by teamwork without the need for commands.**

### **Obedience (index 3)**

The dog should obey commands at any distance. Quick compliance to commands shows good obedience to learned commands.

The obedient dog takes direction from the handler whether the direction is given by voice, whistle or hand signals. Disobedient dogs ignore commands, will not handle easily and deliberately disregard the desire of their handlers. The dog that refuses to be calmed or to concentrate on the track but runs away, or tries to run away, from the handler, even to search for a bird, shows disobedience and must be scored low.

***The obedience of the dog in the presence of game is not evaluated in this test.***

The obedience is evaluated during the search work by how the dog responds to voice, hand signal and whistle. This is demonstrated by how soon and freely the dog responds. The dog must also show it is calm and under control in the midst of other dogs and handlers. This demonstrates his expected performance in a hunting situation. During all the retrieving portion of the Int. Hunting Dog Test, obedience can easily be evaluated.

### **Optional Test Categories \*\***

Performance in optional test categories will not influence the prize classification. Prize classification will be determined only on performance of the required tests.

Evaluation for bad faults of conformation will take part at the end of the tests, apart from coat which will be evaluated immediately after the water retrieve.

All dogs will be given a score of 1 to 4 on both coat and conformation. Temperament will also be evaluated and noted on score card.

**Do not grade each section of the dogs test by points. The grading is; Very Good, Good, Satisfactory, Poor, Failure.**

Test	Index No.	Maximum points possible	Minimum number of Points Required for:		
			Prize I	Prize II	Prize III
<b>Water</b>					

Tracking duck in water	5	20	15 (3)	10 (2)	10 (2)
Retrieve duck in water	3	12	9 (3)	6 (2)	6 (2)
<b>Land</b>					
Blind retrieve, cover	4	16	12 (3)	8 (2)	8 (2)
<b>Field</b>					
Searching	5	20	20 (4)	15 (3)	10 (2)
Pointing	4	16	16 (4)	12 (3)	8 (2)
A)Retrieve dragged bird/fur	3	12	9 (3)	6 (2)	6 (2)
B)Tracking dragged hide	3	12	9 (3)	6 (2)	6 (2)
** Tracking live rabbit/hare	3	12	9 (3)	6 (2)	6 (2)
<b>Judged Throughout</b>					
Nose and Use of Nose	6	24	24 (4)	18 (3)	18 (3)
Attitude Toward Work	4	16	16 (4)	12 (3)	8 (2)
Retrieving overall	3	12	9 (3)	6 (2)	6 (2)
Tracking overall	3	12	9 (3)	6 (2)	6 (2)
Cooperation	3	12	9 (3)	9 (3)	6 (2)
Obedience	3	12	9 (3)	9 (3)	6 (2)
<b>Totals</b>		<b>196</b>	<b>157</b>	<b>117</b>	<b>98</b>

(new section added to give clear indication of tracking)

\*\* Test is optional

() Figures in brackets indicate rating needed to score minimum points required

4H is an honorary award.

Coat	1–4
Conformation	1 – 4
Including movement & bite	
Temperament	1 – 4

## Document Change Register

Revision – January – March 2024		
Reference	Revision Details	Approved
Reg Gen 2c	Clarification around NZ champs – One such meeting shall be allowed per year and will be held alternatively in the North and the South Islands. Trials at this will include <b>a minimum of an All Breeds, Retriever, Pointer &amp; Setter and Spaniel Championship Field Trial, with a maximum of two different championship disciplines per above mentioned groups.</b>	NZGTA Exec Mar 2024
Reg Admin 23	Updated to reflect related Reg numbers from when All Breeds Qualification was removed	NZGTA Exec Jan 2024
Reg Gen 11	“Delete the paragraph “Notwithstanding any other regulation, the club conducting any championship trial may, with the permission of the Executive, choose not to use guns, provided that a sound similar to a shot being fired is incorporated into each section of the trial. The schedule for the trial must include notice that guns are not being used.” Replace with the following paragraph “Where any regulation makes reference to the words “gun” or “guns”, this is to be interpreted as being inclusive of alternative blank shot firing devices. Whether using a gun or an alternative blank shot firing device, all regulations must be complied with. If a club is using an alternative blank shot firing device, other than a modified shotgun, the schedule for the trial must include notice of this.” “	NZGTA Exec Jan 2024
Whole Document	Reformatted for A4 paper “Intentionally Blank” pages removed Added headers, footers, index with links Reason – as the document is no longer printed for the small black folders, have standardised the format	NZGTA Exec Jan 2024
Trophies	Insert - "New Zealand Retriever Championship Walk-Up" donated by Mike and Robyn Weir.	NZGTA AGM 2023

Revision 1 – 6 Jan 2023		
Reference	Revision Details	Approved
Reg.Admin.7a	FTNB, FTNS and FTNG suffix changed to NBB, NBS and NBG. This alleviates the use of the words ‘Field Trial’ in the suffix.	NZGTA Exec 2022
Reg.Admin.7g	Inclusion of NTL Title.	NZGTA Exec 2022

Reg.Gen.11	Inclusion of new clause for clubs to be able to apply to not use guns in trials.	Approved in general business at the 2021 AGM and wording approved by Executive Dec 2022 meeting.
Reg Admin 31	Inclusion of the Hall of Fame.	NZGTA Exec 2022
Reg.Judges.1.b.iv	Deleted clause and moved to Reg.Judges.2.g	NZGTA Exec 2022
Reg.Judges.2.g	Moved from Reg.Judges.1.b.iv A Panel Judges added so they can judge positive judged trials at a NZ Championship.	NZGTA Exec 2022