

Retrieving Trial Rules - Judge's Summary

(Please Note: - This summary has been developed for the purpose of providing judges with a ready reference on the essential elements of the rules. This document is not a complete summary of all the "rules" but rather a synopsis of rules that are relevant to a judge's functions. The ANKC published rules should be referred to for any complete interpretation or application.)

Purpose (Rules 1 to 7)	
<p>Gundog Competition</p> <p><i>Within Ambit of Equality</i></p> <p><i>So Assessment Fairly Made</i></p> <p><i>Tested On Land</i></p> <p><i>Tested In or Through Water</i></p> <p><i>Determine Relative Merits</i></p> <p><i>Emulate Hunting Conditions</i></p>	<p>Bring the work of each dog within an ambit of equality. Where assessment may be fairly made. On land and in or through water. A competition for the working of Registered Gundogs. To determine their relative merits in the field. Under conditions which emulate hunting.</p>
<p>Functions of a Retriever</p> <p><i>Sit Quietly, Walk At Heel</i></p> <p><i>Assume Designated Station</i></p> <p><i>Retrieve When Ordered To</i></p> <p><i>Seek & Retrieve Fallen Game</i></p> <p><i>Retrieve Quickly & Briskly</i></p> <p><i>Don't Unduly Disturb Ground</i></p> <p><i>Deliver Tenderly To Hand</i></p> <p><i>Await Further Orders</i></p> <p><i>Accurate Marking Paramount</i></p> <p><i>Credible Marking Includes</i></p> <p><i>Recognising Depth & Hunting</i></p> <p><i>Quickly & Systematically</i></p> <p><i>Excellent Markers May Still</i></p> <p><i>Be Penalised for Other Faults</i></p> <p><i>A Dog That Marks, Uses the</i></p> <p><i>Wind & Takes Direction is of</i></p> <p><i>Great Value</i></p>	<p>To seek and retrieve fallen game when ordered to do so. Sit quietly with the handler or in the hide, walk at heel, or assume any station designated by the handler until sent to retrieve. Retrieve quickly & briskly without unduly disturbing too much ground.</p> <p>Deliver tenderly to hand and then await further orders.</p> <p>Accurate marking/memory of falls is of paramount importance. Ability to Mark does not necessarily imply pinpointing. Missing fall but recognising depth & staying in it, hunting quickly & systematically has done a creditable & intelligent job of marking. May still be penalised for other faults</p> <p>A dog that marks the fall of a bird, uses the wind and will take direction from its handler is of great value.</p>

Definitions (Rule 8)	
Action & Style <i>Fearless/Purpose</i> <i>Enthusiasm/Movement</i>	Fearless, well trained, working with purpose, enthusiasm and good free movement
Blinking <i>Finds & Bypasses</i>	Finds or is seen to acknowledge the presence of, and deliberately passes by game.
Breaking Fence <i>Whilst Heeling</i>	When walking to heel, goes through, over or under a fence without order. Should be steady at both sides.
Breaking from Hide <i>Moves Outside Hide</i>	Breaks if it moves outside the area designated as the hide. Movement within is unsteadiness.
Breaking to Shot <i>Move Forward</i> <i>Deliberate Attempt To Retrieve</i>	Makes a forward movement which indicates a deliberate attempt to retrieve without being sent. Slight break & brought immediately under control should be penalised for unsteadiness.
Control Area <i>Control P't + Firing P't</i>	Area encompassed by the control point & firing point
Control Point <i>Starting Point – 2 Markers</i>	Control Point where dog/handler come under judge's control. Between 2 markers.
Drop, Down or Sit <i>Stops on Command</i>	Must stop on command in either the stand/sit/down position & not move until ordered.
Firing Point <i>Fire the Gun & Send From</i> <i>Penalise Moving Outside</i> <i>Minimum 2 metres wide</i>	Firing Point is where you fire gun & send dog. Handler moving outside FP may be penalized. Minimum of 2 metres wide (terrain permitting)
Control Area <i>Minimum 10mts long</i>	Distance between Control Point and Firing Point to be a minimum of 10 metres.
Game <i>Pigeon, Rabbit, Duck etc.</i>	Quail, Duck, Rabbit, Hare, Pigeon, Partridge, or Pheasant
Game Sense <i>Used to Locate Game</i>	Uses a lot of sense in locating/working game.

<p>Giving Tongue <i>Barks or Emits Other Significant Noise</i></p>	Dog barks or emits other significant noise
<p>Gun Shy <i>Recoils From Sound/Sight</i></p>	Recoils from the sight or sound of the gun. Should be penalised according to the seriousness of the fault
<p>Hard Mouth <i>Unmistakable Evidence of Markings/Damage Due To Biting/Crunching</i> <i>Penalty – Maximum 10</i> Extreme Hard Mouth <i>Deliberate Squeezing Resulting In Broken bones or Badly Ripped Flesh & Unfit for Table</i> <i>May Disqualify Under Rule 68</i></p>	Unmistakable evidence of markings/damage due to biting/crunching. Penalty, as defined on the score sheet, to be relative to the marking or damage. Extreme hard mouth = Deliberate squeezing of the game so that the bones break or the flesh is badly ripped & the judge considers that the game is unfit for the table. Where there is extreme hard mouth the judge may disqualify as per Rule 68. Note game can be marked when thrown & this should be considered.
<p>Hide</p>	Area defined by judge in which to leave a dog.
<p>In Line Game <i>10mts @ 50mts</i> <i>20mts @ 100mts</i> <i>30mts @ 150mts</i> <i>Approximately 11.5°</i></p>	The lines to the game are separated by less than <ul style="list-style-type: none"> • 10 metres at 50 metres from firing point, • 20 metres at 100 metres from firing point, • 30 metres at 150mts from the firing point.
<p>Dog is No Score <i>Non Competing</i></p>	May continue at the discretion of the judge but is non-competing & must run after competing dogs.
<p>Obedience <i>Promptly Complies</i> <i>Not Cower or Cringe</i></p>	Prompt compliance with commands. Act readily & not cower/cringe at handler's signs, sounds or commands.
<p>Pottering <i>Re-Works Confined Area</i> <i>Lingers On Old Scent</i> <i>Leaves Scent But Returns</i></p>	Hunts in a confined space covering ground it has already worked, or lingers on old scent, leaves it and then comes back to it.
<p>Retrieving <i>From Send Until Delivery</i></p>	Covers performance of the dog from when ordered to retrieve until delivery to its handler.

Run <i>From Lead Off Until On</i>	From when the lead is removed until it is replaced.
Walking to Heel	Dog's head close to, or immediately behind heel.
Retrieves (Rules 9 to 32)	
Single Mark	One object of game is cast and is to be retrieved.
Walk Up <i>Not in Novice or Beginners</i> <i>Dog Is Steady to Shot</i>	Dog walking at heel, game is cast & immediately shot. When handler pauses to fire dog shall immediately sit/stand/drop & remain steady until sent. Not permitted in novice or beginners.
Wounded Bird <i>Drag Minimum of 20mts</i>	Bird thrown with line attached – then dragged at least 20mts, picked up & replaced with fresh bird.
Wounded Rabbit <i>Drag Minimum of 20mts</i>	Rabbit placed with line attached, dragged min 20mts, picked up & replaced with fresh rabbit.
Blind Find <i>Dog Cannot See Game</i> <i>May Use a Hide</i> <i>Hide To Be Close to FP</i> <i>Hide Natural if Possible</i>	Dog positioned so he cannot see flight, fall or placement of game. Judge may direct dog is placed behind a hide close to the FP. Where possible hide should be part of the natural terrain or constructed of natural materials.
Double Mark <i>Land & or Water</i> <i>Reasonable Delay</i> <i>Unless Game is Within 20metres Of Each Other</i>	Two mark retrieves and may include land and water. The game shall not be cast simultaneously and there shall be a reasonable delay between the casts (exception is where the game is cast to fall within 20mts of each other).
Double Blind <i>Separately Located</i>	Two items of game separately located & retrieved as blind retrieves.

<p>Double Rise Mark Only Two Shots Fired</p> <p><i>2nd Maximum of 10mts but further from Firing Point</i></p> <p><i>2nd Item Retrieved Immediately After 1st Item</i></p> <p><i>May Cue But Not Treat as a Blind Once Sent</i></p>	<p>One item of game is cast for a mark retrieve & two shots are fired in quick succession. The dog is sent to retrieve. Whilst he is returning with first item of game a second item is cast or placed no further than 10 metres from the fall of the first item of game & at a greater distance from the firing point. The second item of game shall be immediately retrieved after the first item of game is delivered to hand. Handler may cue with hand & voice for second retrieve but once sent it should not be treated as a Blind.</p>
<p>Two-Bird 1st Item - Mark or Blind</p> <p><i>2nd Item Cast on Return</i> <i>2nd Min 20mts from 1st</i></p> <p><i>May Mark or Hear Fall</i></p>	<p>1st item of game cast as a Mark or placed as a Blind. Dog shall be sent to recover this item of game as per judge's instructions. Dog is returning with 1st item of game a 2nd item of game shall be cast so that the dog may mark or hear its fall. The 2nd item of game should be at least 20mts from 1st item of game.</p>
<p>Double Fall AA/Ch'SHIP Only</p> <p><i>1st Item Cast as Mark Only</i> <i>2nd Item Cast on Way Out</i></p> <p><i>May Mark or Hear Fall</i></p> <p><i>2nd Minimum of 20mts from Line to 1st & 40mts from Firing Point</i></p>	<p>1st item of game is cast as a Mark & one shot fired. Whilst the dog is on his way out to retrieve the first item a 2nd is cast & a shot fired so that the dog may mark or hear the fall of this item of game. 1st item of game is to be retrieved before 2nd. 2nd item must be cast to not land less than 20mts from the line to the 1st item of game and not less than 40mts from FP. Will not be cast when the dog is on the way to a Blind. Limited to All Age and Championship Stakes.</p>
<p>Mark & Blind</p>	<p>Consist of one Mark and one Blind Find.</p>

<p>Triple Mark 3 Separate Marks Land & or Water Must Not be "In Line" 1 Must Be Short Must Be Reasonable Delay</p>	<p>Consist of three separate Marks. Items of game may be cast at different angles, may include land and water and must be separated as per "in line game" rule. One retrieve must be at a short distance. There must be a reasonable delay between casts.</p>
<p>2 Blinds & 1 Mark</p>	<p>Consist of Double Blind Find and a Single Mark.</p>
<p>2 Marks & 1 Blind</p>	<p>Consist of a Double Mark and a Blind Find</p>
<p>Decoys Minimum of 6 Individually Anchored Dog Picks Up Must Immediately Release Without Command or No Score Entangled & Attempts to Break Free = No Penalty</p>	<p>No less than six individually anchored decoys. Any dog that picks up a decoy and does not immediately release it without command shall be marked no score. A dog which becomes entangled in the strings and attempts to break free shall not be penalised.</p>
<p>Order of Retrieves Judge May Stipulate Pick Up Order Any Reasonable Combin'n of Retrieves OK Maximum 3 Items Per Run</p>	<p>Multiple retrieves the judge may stipulate the order in which game may be retrieved. Any reasonable combination of the listed retrieves is permissible provided the dog is not required to retrieve any more than three items of game in any run.</p>
<p>"In Line" Game Judge Can't Specify Order Handler's Discretion</p>	<p>The judge shall not specify order of pick up if the game is deemed to be "In Line". This is to be left to the handler's discretion.</p>
<p>Diversion Game AA/CH'SHIP Only 1 Only – Cast or Place Not in Line Min 20Mts From Game</p>	<p>One additional item of game may be cast or placed as a diversion in All Age or Championship Stake. This item is not to be retrieved & shall not be located "In Line" with or less than 20mts from an item of game that is to be retrieved.</p>

<p>Wrong Game <i>Dog Picks Up Wrong Game In Connection with Run = Eliminated</i></p> <p><i>Dog Picks Up Wrong Game Not In Connection with Run = Re-Run Judge to Consider Dog's Prior Performance</i></p>	<p>If the dog picks up an item of game used in connection with the run, other than the nominated item of game it shall be eliminated from further competition.</p> <p>If dog picks up an item of game not being used in connection with the Run, it shall be given a re-run - judge will take into consideration the dog's performance prior to picking up this item of game.</p>
<p>Marks Visible <i>Able to See in Air & Fall Where Possible Break Open Skyline Dog Should Not Need Handling Once Sent</i></p>	<p>A Mark should be able to be seen in the air and as it falls and where possible break open skyline when viewed by the dog. A dog on a Mark retrieve should not need direction from the handler once the dog has been sent</p>
<p>Marks & Handling <i>On Send Handler Can Indicate Via Voice/Hand Once Sent Further Handling Penalised</i></p>	<p>The handler is permitted to indicate clearly via hand & or voice to the dog which bird it is being sent for. Further handling once dog has left handler's side will be penalised.</p>
<p>Blind Finds <i>Take Advantage of Natural Hazards Possible on Initial Line Planned So Dog Is In Sight To Area of Fall Blind is a Test of Control</i></p>	<p>Blinds should, if possible, be planned to take advantage of natural hazards. Should be possible for a dog to find a Blind on the initial line. Should be planned so that dog is in sight until the area of the fall. A Blind is a test of control & a dog out of sight for a considerable period of time cannot be said to be under control.</p>
<p>Thoroughly Test <i>On Land & Swimming Depth Water</i></p>	<p>All dogs to be thoroughly tested on land and in or through swimming depth water</p>
<p>Maximum Distances <i>Novice/Beginners 100mts Others 150 metres</i></p>	<p>Maximum distance for any retrieve is 150 metres. Maximum distance in Novice/Beginners 100 metres.</p>

<p>Linked Runs <i>Maximum of 2 Linked Runs</i> <i>Maximum of 4 Game Items</i></p>	<p>Max of two runs linked consecutively before each competitor leaves the control area + no more than 4 items of game retrieved in total.</p>
<p>Relocated Firing Point <i>Max 20mts + Not Unduly Disadvantage Dog/Handler</i> <i>Dog & Handler See 1st Area of Fall From 2nd FP</i> <i>Permitted to Enable Better Sighted Retrieves in Run</i></p>	<p>Max relocation from original Firing Point of 20mts. The dog or handler not to be unduly disadvantaged & must be able to see the area of the fall from the new FP. Relocation retrieves permitted when they enable better sighted retrieves to be included in the run.</p>
<p>Retrieving Stakes (Rules 33 to 47)</p>	
<p>Beginners Test <i>Beginners 2 Runs - L/W</i> <i>Single Marks</i> <i>No Walk Ups</i></p>	<p>Beginners Test: - Shall consist of two single marks. 1 Land & 1 Water & No Walk Ups</p>
<p>Novice Stake <i>Single Marks – Max of 4</i> <i>No Walk Ups</i></p>	<p>Two runs, Single Mark Retrieves one on land & one in or through water. Walk-Ups not permitted.</p>
<p>Restricted Stake <i>Minimum of 3 Runs</i> <i>Minimum of 1 Blind</i> <i>Blind Picked Up Last or</i> <i>Minimum 60° Separation</i></p>	<p>Minimum one Blind - preferably picked up after Mark/Double Rise/Two Bird. If Blind to be retrieved up first = minimum angle of separation of 60° from other game</p>
<p>All Age Stake <i>Minimum of 3 Runs</i> <i>Min of 1 Blind & 1 Hide</i></p>	<p>Minimum 1 Blind & 1 test in hide Minimum of 3 Runs</p>
<p>Championship Stake <i>Minimum of 5 Runs</i> <i>Minimum of 13 Game</i> <i>Minimum of 2 Blinds/Hides</i></p>	<p>Minimum of five runs Minimum of thirteen items of game retrieved Minimum of two Blind Finds & two tests from hide</p>
<p>National Championship <i>Minimum of 8 Runs</i> <i>Minimum of 17 Game</i> <i>Minimum of 2 Blinds/Hides</i></p>	<p>Minimum of eight runs Minimum of seventeen items of game retrieved Minimum of two Blind Finds & two tests from hide</p>

Responsibility of Judges (Rules 51 to 56)	
<p>Judge Not to Advise <i>Can't Advise Handler Where The Dog is, or Game is Relative to Dog</i></p>	<p>While a dog is in competition the judge is not permitted to advise the competing handler where the dog is or where an item of game is in relation to the dog.</p>
<p>Co-Judges to Agree <i>Co-Judging Retrieve Have to Agree/Confer To Put Dog Out of Run</i></p>	<p>Where two or more judges are co-judging a retrieve no dog to be put out until all judges have conferred & agreed.</p>
<p>Withhold Prize <i>Judge Must Withhold Prize or Award For Lack of Merit or Didn't Complete Stake</i></p>	<p>Judges are empowered & instructed to withhold any prize/award, if in their opinion, the dogs do not show sufficient merit. Dog must complete a stake before it can gain a prize/award in Stake.</p>
<p>Obey Judge/Interfere <i>Judge May Eliminate If Handler Does Not Obey or Wilfully Interferes With Another Competitor or Dog</i></p>	<p>The judge is empowered to turn out of a stake any dog whose handler does not obey the judge or who wilfully interferes with another competitor or his dog.</p>
Duties of Trial Manager & Stake Managers (Rule 57)	
<p>Managers <i>Assist Judge Inspect Dogs – Sex/Other Assemble Dogs in Order Acquaint Competitors with Procedures Provide Stewards to Observe & Report</i></p>	<p>Assist the judge, inspect dogs for sexual/other causes which interfere with safety/performance of opponents, assemble & control all dogs & ensure dogs participate without delay & in their proper order, may acquaint competitors with the procedures required by the judge. Judge may request additional steward(s) to observe & report.</p>

Duties of Gun Stewards (Rule 58)	
<p>Gun Steward</p> <p><i>Fire - Behalf of Handler if Under Age, Incapacitated or Illegal Fire at Apex of Flight Ensure Gun is Broken Be Still</i></p>	<p>Where elected to fire on behalf of a handler fire when the bird is as near as possible to the apex of its flight. Only permitted where the handler is under age, incapacitated or prevented at law.</p> <p>Where a legal or physical disability restricts a person from carrying a mock gun they shall not be required to carry anything.</p>
Duties of Game Stewards (Rules 59)	
<p>Game Stewards/Judge</p> <p><i>Dispatch Game</i></p> <p><i>Ensure Game in Reasonable Condition & Substantially Same for Each Dog</i></p> <p><i>Fair Cast or Inform Judge Cast as Directed</i></p> <p><i>Hide & Be Still</i></p> <p><i>Keep Unused Game in Bag</i></p> <p><i>Hide Minimum of 10mts from Game</i></p> <p><i>Handler's to Run Before They Steward if Possible</i></p> <p><i>Judge's Directions To Steward So As Not to Distract Dog</i></p>	<p>Ensure game is humanely dispatched & is in a fair and reasonable condition at the start of stake.</p> <p>In any retrieve the condition of the game shall be substantially the same for every dog.</p> <p>No internal organs to be removed.</p> <p>May remove 1 leg for the purpose of identification (not rabbit or hare)</p> <p>Inform judge if game is cast into impossible position or a place substantially different from that described by the judge.</p> <p>Cast the game only when directed by the judge.</p> <p>Take precautions to ensure that unused game cannot be sighted or scented by a competing dog.</p> <p>Endeavour to be hidden from the sight of the dog or handler & refrain from unnecessary movement.</p> <p>Game to be a minimum of 10mts from the steward.</p> <p>Where possible no competitor may act as a game steward before they have run their dog(s).</p> <p>The judge's direction to cast the game shall be from a position out of sight of the handler and in a way that does not distract the dog.</p>

General Regulations for Conduct of a Trial (Rules 60 to 79)	
<p>Unacceptable Handlers <i>May Be Excluded by Committee or Stewards</i></p>	Any handler who is unacceptable to the Trial Committee/Stewards for any reasonable cause shall be excluded from the Trial.
<p>Vetting <i>Oestrus Not In Vicinity</i></p>	All dogs examined before trial starts. Oestrus not permitted to compete or in vicinity of runs.
<p>Remove Oestrus Etc. <i>2 Members of Committee + Consulted With Judge May Have Dog Removed Due to Oestrus or Other Causes That May Interfere With Opponents Safety or Chance of Winning</i></p>	Should two members of the Trial Committee, after consultation with the judge, consider any dog unfit to compete due to sexual/other causes which interfere with the safety or chances of winning of its opponents, such dog shall immediately be removed from all competing areas.
<p>Control of Trial <i>Retrieve Natural Conditions Judge & Com'tee Have Control Trial Mechanics Etc. Allows for Various Places</i></p>	Dogs are expected to retrieve under all natural working conditions. Judges & Trial Committee have complete control over the mechanics and requirements of each trial. Allows for the difference of conditions in various places.
<p>Participate Without Delay <i>Stewards in Control of Dogs Compete in Proper Turn Dog Called 3 Times = Out</i></p>	Dogs are under the control of the stewards and must be brought on leads to participate without delay in their proper turn. If absent, when called 3 times, a dog will be debarred by the stewards from participating in the stake.
<p>Encroaching Spectators <i>Only Accompany with the Judge's Permission Not Encroach on Areas Designated by Judge or Trial Manager</i></p>	Only judge and stewards allowed to accompany handlers unless granted permission by judge. Spectators not to encroach on area designated by the Trial Manager/Judge.

<p>Area of Stake</p> <p><i>Trial C'ttee Select Area</i></p> <p><i>Judge Selects Runs</i></p> <p><i>C'ttee Intervene In Runs</i></p> <p><i>Only if Against Rules, Logistically Unsound or Unsafe</i></p>	<p>Area for a stake decided by the trial committee.</p> <p>Trial manager to inform the judge.</p> <p>Where possible 2 members committee to assist judge. The judge shall select his/her own runs. Committee can only intervene where runs contravene ANKC Rules, are logistically unsound or the dogs' safety is in serious question.</p>
<p>Control of Trialling Dogs</p> <p><i>Judge Has Control of All Matters for Trialling Dogs</i></p> <p><i>Judge Has Power to Turn Out of Stake if a Dog Fails to Retrieve or Works Unsatisfactorily</i></p> <p><i>Judge Will Immediately Inform Handler of No Score</i></p>	<p>All matters in connection with dogs actually under trial shall be in the hands of the judge.</p> <p>The judge may call stewards to his assistance if he considers it necessary. The judge is empowered to turn out of a stake any dog that fails to retrieve or that does not work to his satisfaction. The judge will immediately inform the handler where a dog receives a No Score.</p>
<p>Dog Handled By</p> <p><i>In Each Run</i></p> <p><i>Owner or Handler</i></p> <p><i>But Not Both</i></p>	<p>A dog may be handled by its owner or a handler approved by the Stewards only. The owner must not interfere with the dog if another person has been deputised to handle it.</p>
<p>Withdrawal From Stake</p> <p><i>Need Judges Consent</i></p> <p><i>Must Advise Steward</i></p> <p><i>Judge To Be Reasonable</i></p>	<p>No owner/ handler shall withdraw a dog from a Stake without consent of the judge & advising a steward. Consent will not be unreasonably withheld.</p>
<p>Impugning Judge Etc.</p> <p><i>Can't Openly Impugn Judge's Actions/Decisions</i></p> <p><i>Act Unsportsmanlike</i></p> <p><i>Must Be Cautioned</i></p> <p><i>2nd Offence = Debarred</i></p>	<p>Anyone taking part in a trial that openly impugns the actions or decisions of the judge or is guilty of unsportsmanlike conduct must be cautioned by the Trial Manager/official. If they re-offend they may be debarred, ordered from the grounds etc.</p>
<p>Thermal Vest/Administer</p> <p><i>No Thermal Vest To Be Worn</i></p> <p><i>Nothing to Be Administered</i></p>	<p>No thermal vest shall be worn.</p> <p>Nothing whatsoever may be administered to a dog whilst it is in the hands of the judge.</p>

<p>Handling of Dog Speak/Whistle/Handle As Handler Deems Proper Judge May Caution For Unnecessary Noise or Disorderly Conduct If Handler Persists Judge May Disqualify</p>	<p>Handler may speak, whistle, work dog by hand & use hand to indicate which item of game is to be retrieved as they deem proper. Judge may call them to order for making any unnecessary noise or any disorderly conduct. If after they have been cautioned they persist the judge may order the dog to be taken up/disqualified.</p>
<p>No Touching Dog A Handler Touching or Physically Interfering With Their Dog Is To Be Penalised</p>	<p>Any handler who touches or physically interferes with his dog will be penalised according to the seriousness.</p>
<p>Physical Punishment No Physical Punishment Permitted on Trial Grounds</p>	<p>Physical punishment of a dog during a trial or on the grounds is not permitted. Offenders may be ordered from grounds.</p>
<p>Proceeding Beyond FP Can't Proceed Beyond FP Without Judge's Direction</p>	<p>No handler may proceed beyond the Firing Point without the direction of the judge.</p>
<p>Judge's Instructions Judge Shall Instruct On Run Instruct'ns Must Be Obeyed Instructions As Per Rules</p>	<p>Judge shall give instructions on the conduct of the run. These instructions must be in compliance with the rules and must be obeyed.</p>
<p>Scoring & Eliminating Allocate/Deduct Points as Per Rules Judge Can No Score or Eliminate Only Where Specifically Stated in Rules</p>	<p>Allocation and deduction of points shall be in compliance with the rules. No scoring or eliminating a dog can only be used where it is specifically stated in the rules.</p>
<p>Dogs Marshalling Area Kept In Marshalling Area & Cannot See Retrieves</p>	<p>Competing dogs shall be kept in a marshalling area from which they cannot see retrieves in progress.</p>
<p>In Event of a Tie Committee Organise Run-Off Judge to Select Test Running Order Toss of Coin</p>	<p>In the event of a tie a separate run-off shall be arranged by the Trial Committee in co-operation with the judge. The judge shall select the test. Order of running toss of coin.</p>

Procedure for Conducting Trials (Rules 80 to 93)	
<p>Handler To Control Point <i>Dog on Lead Until Control Pt Under Judge's Control From Time Lead/Collar Removed Lack of Control is Penalised</i></p>	<p>Handler + dog on lead shall proceed to the control point. Handlers are under the control of the judge from the time they remove the lead/collar & lack of control will be penalised.</p>
<p>Take Gun At Control Point <i>Dog to Sit, Stand or Drop Handler to Take the Gun & Approved Inserts</i></p>	<p>After removing the lead the handler shall place the dog in the stand, sit or drop position & will be handed the gun & approved inserts by the gun steward.</p>
<p>Proceed to Firing P't <i>On Instruction From Judge Heel Dog to Firing Point Dog to Sit, Stand or Drop Handler Not to Close Gun Before FP Unless a Walk Up</i></p>	<p>The dog and handler shall remain in position until instructions from the judge to proceed to the firing point. The dog shall walk at heel and again stand, sit or drop at the firing point. The handler will not close the gun until he reaches the firing point (exception is a Walk-Up).</p>
<p>Game Is Cast as Directed <i>Steward to Cast Game As Directed by Judge Including Time, Area & Manner Game Steward Out of Sight of Handler & Not to Distract No Radio Comm'ns Whilst Retrieving Unless Problem</i></p>	<p>Game steward will cast the game as directed by the judge, from a position out of sight of the handler and in a way that does not distract the dog. As far as possible no radio communication is to take place whilst the dog is retrieving & outside the control area. Exceptions would be incorrect cast, injured dog or a situation which interferes with the run for that dog.</p>
<p>Fire at Game <i>Fire at Game In Air & Apex Fire From Shoulder In Normal Shooting Posture Standing Unless Directed</i></p>	<p>Handler or Gun Steward shall while the game is in the air and as near as possible to the apex of its flight, aim at the game and fire the gun from the shoulder and in the normal shooting posture (standing unless otherwise directed).</p>
<p>Break the Gun <i>Must Be Broken Immediately Before or After Sending</i></p>	<p>After firing at the game the gun must be broken before or immediately after the dog has been sent to retrieve.</p>

<p>Don't Wave the Gun About Gun Not to Be Waved About Carry Gun at All Times</p>	<p>The handler must not wave the gun about unnecessarily before/after firing it & must carry it at all times unless otherwise instructed.</p>
<p>Send Your Dog As Per Judge's Instructions Given Prior to Starting Run Dog Not to be Held or Restrained Whilst in Competition</p>	<p>On instruction from the judge the handler shall order his dog to retrieve. To avoid interference the judge should give this instruction to all handlers prior to the commencement of a retrieve. The dog must not be held or forcibly restrained whilst in competition.</p>
<p>Dog to Retrieve With Style & Freedom As Quickly & Efficiently As Terrain Permits Handler to Remain at FP</p>	<p>The dog shall then proceed to retrieve the game with style and freedom as quickly and efficiently as the terrain permits. Handler to remain at & handle from Firing Point unless otherwise directed by judge.</p>
<p>Delivery of Game Retrieve Game Cleanly & Without Delay Shall Return Direct to Handler Deliver to Hand in Front Stationary Sit or Stand</p>	<p>The dog shall retrieve the game cleanly and without delay shall return direct to the handler and deliver straight to hand in front of the handler from a standing or sitting position and as instructed by the judge. The dog shall be stationary at delivery.</p>
<p>Handler Takes Game Do Not Step Towards Dog Take Delivery With 1 Hand Deliver Tenderly/Soft Mouth If 2 or More Items of Game Then Handler Must Carry Or Place Gently on Ground Once Complete Then Heel to CP, Hand Over Gun & Game & Receive Lead & Collar</p>	<p>Handler, without stepping towards the dog, shall take the game with one hand. It is important that the dog deliver tenderly with a soft mouth. If more than 1 item of game is to be retrieved the handler must carry all game or place gently on the ground. When all game is retrieved the handler shall move back to the CP with the dog at heel & hand over the gun & all game to the steward. The handler will then receive & place the collar & lead back on dog.</p>

<p>Inspecting Game <i>Game Inspected Immediately By Judge or Delegate Judge to Advise Handler of Any Penalty for Hard Mouth</i></p>	<p>All game must be inspected by the judge or his authorized delegate immediately the handler completes the run and the handler will be advised by the Judge of any penalty made for Hard Mouth.</p>
<p>Dropping of Game <i>Penalise for Dropping Game</i> <i>Dropping of Game During Attempt to Deliver Within Reach is Penalised for Dropping Game</i></p>	<p>The dog should at no time drop the game during a retrieve until ordered to deliver. Dropping of game should be penalized according to the seriousness of the offence. If the game is dropped during an attempt to deliver within reach of the handler, the penalty is for dropping game.</p>
<p>Retrieve Complete <i>Retrieve is Complete When Game Brought Within Reach of Handler & Attempt Made to Deliver Without Handler Stepping Towards Dog</i></p>	<p>The dog will have completed the retrieve when the game is brought within reach of the handler & an attempt is made to deliver without the handler stepping towards the dog.</p>
<p>Allocation of Points (Rules 94 to 96)</p>	
<p>Points to Consider <i>In Assessing Performance Principal Points to Consider Marking, Sagacity, Nose, Steadiness, Dash, Control, Perseverance, Attention, Courage, Style, Retrieving & Delivery Retrieve to Be With Tender Mouth Up To Hand Don't Drop/Injure Game, Retrieve Decoys, or Break</i></p>	<p>Principal points to be considered by the judge are ability to mark, sagacity, use of nose, steadiness, dash, perseverance, attention, control, courage, style, retrieving and cleanness of delivery.</p> <p>Retrieving to which supreme importance must always be accorded should be with tender mouth and right up to hand. The dog must not injure game, retrieve decoys, drop the game, or retrieve without being ordered to do so. Points should be allocated for each retrieve.</p>

<p>Judging Sheets</p> <p><i>Judge Must Retain & Not Show Sheets To Unauthorised Persons Judge and Chief Steward To Check & Sign</i></p> <p><i>Must Announce Aggregate Points for All Places</i></p> <p><i>All Competitors Run By Run Points Made Available</i></p> <p><i>Judge Has Discretion to Show a Competitor Their Sheets</i></p>	<p>Judges shall retain and not show their judging sheets to unauthorized persons. Judging sheets must be checked and signed by the judge and chief steward at the conclusion of the trial and the aggregate points shall be announced for all place awards. As a minimum, at the conclusion of the presentation of trophies, the run by run scores of all dogs completing the trial shall be made available. Should any competitor failing to complete the trial request details of how they were scored on any run, the judge shall make this information available to that competitor. The judge may, at his discretion, show a competitor his judging sheet.</p>
<p>Awards (Rules 97 to 113)</p>	
<p>Judge To Sign</p> <p><i>Completion Judge to Sign Certificate(s) or Catalogue Indicating Places Awards</i></p>	<p>On completion of Trial complete and sign a Judge's Certificate or Official Catalogue indicating placegetters & awards.</p>
<p>Worthy of C'ship Points</p> <p><i>Only Dogs Worthy of Championship Points to Be Placed in AA or CH'SHIP</i></p>	<p>Only dogs worthy of championship points may be shown as 1st, 2nd or 3rd in Stakes carrying Championship points.</p>
<p>Gun Shy = No Award</p> <p><i>Must Be Shot Over & Not Gun Shy for Award/Prize</i></p>	<p>Competing dogs must be shot over and satisfy the judge they are not gun shy before they gain a prize or award.</p>
<p>If Winner is Disqualified</p> <p><i>If Prize Winner is Disqualified then Dogs Move Up In Order If Worthy</i></p>	<p>If a prize winner is disqualified, the dogs next in consecutive order of merit, if so placed by the judge move up, subject to the judge certifying they are worthy of the position.</p>

<p>Certificate of Merit All Age Stakes Only At Judge's Discretion If Completed Stake & Acquits With Exceptional Merit In All Runs</p>	<p>Certificate of Merit – is not a prize – may be awarded at discretion of judge to dogs in All Age Stakes, completed the stake &, in the opinion of the judge, acquitted themselves with exceptional merit in all runs. Can use C.M. in name - carries no championship points.</p>
<p>Diploma of Merit Championships Only At Judge's Discretion Completed Stake & Acquits Themselves With Exceptional Merit In All Runs</p>	<p>Diploma of Merit – is not a prize – may be awarded at discretion of judge to dogs in Championship or National Championship Stakes, completed the stake &, in the opinion of the judge have acquitted themselves with exceptional merit in all runs. Can use D.M. in name - carries no championship points</p>
<p>Qualifying Certificate Any Stake At Judge's Discretion Dog Completed Stake Minimum of 3 Retrieves Reasonable Control, Not Hard Mouthed or Gun Shy</p>	<p>Qualifying Certificate may be awarded at Judges discretion in any stake consisting of a least 3 retrieves to dogs who have completed the stake & shown they are under reasonable control, not hard mouthed or gun shy.</p>