

# MATTERS TO CONSIDER WHEN SETTING RUNS

## GENERAL LOGISTICS

- Car parking & Holding Blind
- Exercise area – not interfere with runs
- Gallery is able to see but not distract
- Competitors driving between runs
- Interaction between runs
- Stock in paddock
- Wild game in runs
- Access to run via fences etc.

## SAFETY CONSIDERATIONS

- Water entry clear of stakes/logs/rocks
- Water exit is possible
- Fast flowing water - culvert drains etc.
- Excessive heat or cold
- Hidden hazards on the line - wire/posts/holes
- Sudden sheer drop offs
- Proximity to public roads
- Ground surface – damage to feet/legs

## MARKS – REQUIREMENTS & CONSIDERATIONS

- Dog able to see the bird in the air & as it falls
- Where possible bird should break open skyline
- Position of sun for viewing marks
- Able to achieve a consistent area of fall
- Double Mark – reasonable delay between casts unless within 20 metres of each other
- Triple mark – 1 must be at a short distance + must be a reasonable delay between casts

## BLINDS – REQUIREMENTS & CONSIDERATIONS

- Position of sun for handling on blinds
- Hide for blind from natural terrain or materials
- Possible to find on the initial line from handler
- Dog should be in sight until area of the fall

## GENERAL REQUIREMENTS

- **Distance** – Beginners/Novice maximum 100mts, Restricted/AA/CH maximum 150mts
- **Firing Point (FP)** – minimum of 2 metres wide
- **Control Point to FP** – minimum of 10 metres
- **Game Retrieved** - max of 3 in any one run
- **Consecutive Runs** – maximum of 2 runs and 4 items of game to be retrieved
- **In Line Game** – at 50 mts <10mts, at 100 mts < 20 mts, at 150 mts < 30 mts – Approx 11.5°
- **Water** – in or through swimming depth water
- **Double Rise** - maximum of 10 metres from initial game + greater distance from Firing P't
- **Two Bird** – minimum of 20 metres from game
- **Double Fall** - (AA or CH only) - marks only – minimum of 20 mts from line & 40 mts from FP
- **Diversion** - (AA or CH) - max 1 item – not “in line” with or less than 20 metres from game
- **Relocation** - max of 20 mts from initial FP + area of fall able to be observed from new FP
- **Wounded Game** – minimum drag of 20 mts