



AUSTRALIAN NATIONAL KENNEL COUNCIL LTD

## **UTILITY GUNDOGS**

# Rules for the conduct of Ability Tests for Utility Gundogs

(Effective from 1 January, 2009)

Approved by the  
Australian National Kennel Council Ltd  
25 October 2008

Amended  
June 2010

**Adopted by the Member Bodies of the  
Australian National Kennel Council Ltd**

**AUSTRALIAN CAPITAL TERRITORY**

Dogs ACT  
PO Box 815  
DICKSON ACT 2602  
Phone: (02) 6241 4404 Fax: (02) 6241 1129  
Email: [admin@dogsact.org.au](mailto:admin@dogsact.org.au)

**WESTERN AUSTRALIA**

Dogs West  
PO Box 1404  
CANNING VALE WA 6970  
Phone: (08) 9455 1188 Fax: (08) 9455 1190  
Email: [k9@dogswest.com](mailto:k9@dogswest.com)

**QUEENSLAND**

Dogs Queensland  
PO Box 495  
FORTITUDE VALLEY QLD 4006  
Phone: (07) 3252 2661 Fax: (07) 3252 3864  
Email: [info@dogsqueensland.org.au](mailto:info@dogsqueensland.org.au)

**NORTHERN TERRITORY**

Dogs NT  
PO Box 37521  
WINNELLIE NT 0821  
Phone: (08) 8984 3570 Fax: (08) 8984 3409  
Email: [admin@dogsnt.com.au](mailto:admin@dogsnt.com.au)

**NEW SOUTH WALES**

Dogs NSW  
PO Box 632  
ST MARYS NSW 1790  
Phone: (02) 9834 3022 Fax: (02) 9834 3872  
Email: [info@dogsnsw.org.au](mailto:info@dogsnsw.org.au)

**SOUTH AUSTRALIA**

Dogs SA  
PO Box 844  
PROSPECT EAST SA 5082  
Phone: (08) 8349 4797 Fax: (08) 8262 5751  
Email: [info@dogssa.com.au](mailto:info@dogssa.com.au)

**TASMANIA**

Dogs Tasmania  
PO Box 116  
GLENORCHY TAS 7010  
Phone: (03) 6272 9443 Fax: (03) 6273 0844  
Email: [tca@iprimus.com.au](mailto:tca@iprimus.com.au)

**VICTORIA**

Dogs Victoria  
Locked Bag K9  
CRANBOURNE VIC 3977  
Phone: (03) 9788 2500 Fax: (03) 9788 2599  
Email: [office@dogsvictoria.org.au](mailto:office@dogsvictoria.org.au)

# **RULES FOR THE CONDUCT OF ABILITY TESTS FOR UTILITY GUNDOGS**

## **OBJECTIVES**

The aim of the Ability Tests is to evaluate, recognise and award those dogs that conform to the minimum standards of performance, conformation and temperament considered acceptable in terms of the functional requirements of a Utility Gundog. All dogs participating must be listed on a Limited or Main Register of a State or Territory Governing Body.

The titles of Utility Gundog Novice (UG) will be awarded to a dog that passes all sections of the Novice Ability Test and the title of Utility Gundog Excellent (UGX) will be awarded to a dog that passes all sections of the Utility Gundog Open Ability Test. It is a requirement that the dog passes Novice before entering an Open Test.

## **GENERAL REQUIREMENTS**

The ability requirements are obvious from the functional requirements of the UG breeds, and can be tested under artificial conditions.

All dogs falling under the UG classification should exhibit the desire to range and search for game and the ability to locate and point game either on their own or working with a brace mate. They should also be tractable, capable of retrieving game from land or water and delivering tenderly to hand. They should also be able to trail wounded game and show no signs of gun shyness.

Dogs must be over 6 months of age, and should be sound representatives of their breed and free of any major defects that could detract from the functionality of the dog. As far as physical standards are concerned, dogs will be assessed to ANKC Ltd Standards for each breed without any major defects or abnormalities. Neutered dogs are allowed to participate.

## **GOOD TEMPERAMENT IS A FUNDAMENTAL ATTRIBUTE IN ANY GUNDOG**

A minimum standard of obedience is also required to test the dog's tractability or co-operation, in that only those dogs with a tendency to co-operate and respond to training can fulfil their function as hunting dogs. Intractable dogs are undesirable in the hunting field, or in other fields of endeavour.

### **A. NOVICE TEST**

#### **1. CONFORMATION**

Dogs will be assessed to ANKC Ltd Standards for each breed. Neutered dogs are allowed. Dogs that have their show title may be exempt from this part of the Test.

#### **2. OBEDIENCE**

2.1 Heeling: One and a half (1 ½) minute on lead exercise, including turns and Sits

2.2 Dog Association: Group exercise on lead where dog and handlers are two (2) metres apart in single file facing the back of the handler in front of them – dogs to be in a sitting

position. First dog & handler to heel off, about turn and heel to the back of the line, weaving in and out of the dogs and handlers. Rest to follow in turn.  
Dogs must show no sign of excessive aggression or undue timidity/shyness.

- 2.3 Recall: Distance 20 metres off lead. Dog to be left in a sit/drop position. Handler to leave the dog and walk 20 metres, turn and command the dog to come. The dog is to either go straight to heel and sit, or, sit in front of handler and be brought to heel.
- 2.4 Sit/Drop Stay: Group exercise. Dogs to be left at sit/drop two (2) metres apart. Handlers leave their dog and walk 20 metres out in front. About turn and walk back towards the dog and continue past dog for ten (10) Metres – about turn and return to dog. Dog to remain in place for the entire exercise.

### 3. **RETRIEVE**

- 3.1 **Land:** One retrieve on land. The handler will give the steward the lead and collar and walk the dog off lead at heel to the starting point with the dog beside him/her. A pigeon will be cast at a distance of up to of 60 metres depending on terrain.

A steward will stand two metres away from the handler and fire a gun at the apex of the flight of the bird. The dog should be steady at heel until the handler instructs the dog to retrieve. Provided the handler has a current gun licence, the handler may chose to handle the gun and fire at the apex of the flight of the bird.

The dog should return and willingly deliver the bird to hand. The handler will then heel the dog back to the steward, hand over the pigeon and put the lead on the dog. This will complete the retrieve.

- 3.2 **Water:** One retrieve into water at a distance of up to a maximum of 60 metres depending on terrain. The dog must swim. Procedures as for the land retrieve.

### 4. **TRAILING (Tracking of game)**

- 4.1 Dog to be on a harness with a minimum length of 10 metres.
- 4.2 A single trail will be laid with hide or item of game
- 4.3 Distance: up to 100 metres with a minimum of two turns depending on terrain
- 4.4 Article being trailed to be placed at the end of the trail to indicate completion.
- 4.5 Trail will be well scented prior to first competitor

The dog must demonstrate:

Use of nose  
Ground scenting  
Eagerness

## 5. FIELD

The dog will be required to hunt on its own, off lead for up to ten minutes in a suitable area containing 3 or 4 items of game.

The dog must demonstrate:

Use of nose

Quartering and ground covering

Use of wind in all directions

Game finding ability – the dog must find at least two items of game

Pointing – the dog must scent point and be given the opportunity to point into the wind

## **B. OPEN TEST**

### **OBEDIENCE**

**Obedience course:** The dogs will be expected to negotiate a course approximately 40 metres square. Dogs are required to work quietly off lead. Voice or whistle commands may be given.

- 1.1 The dog and handler to weave through ten poles completing the exercise with a sit.
- 1.2 Leave the dog in a sit position and walk to next corner. Call the dog and stop it approximately 15 metres away. The handler to about turn and walk 5 paces away from the dog, turn and call the dog to heel. The dog to remain in position until called.
- 1.3 The handler to pick up item of game from table and carry it at waist height to next corner with the dog walking quietly at heel.
- 1.4 The handler to leave the dog behind a constructed hide and walk to final corner. When the handler has stopped, there will be a distraction in the form of noise, e.g. containers banging – the dog to remain in place until the handler asked to call it to heel.
- 1.5 **Recall:** Distance 20 metres off lead. The dog is to either go straight to heel and sit, or sit in front of the handler and be brought to heel. Prior to the dog being recalled, a pigeon will be thrown by the steward approximately 20 metres off line in full view of the dog. The dog must return to the handler without picking up the pigeon.

## 2. RETRIEVE

- 2.1 **Land:** A double marked retrieve on land. The handler will give the steward the lead and collar and walk the dog off lead at heel to the starting point.

Two pigeons will be cast at a distance of up to 100 metres depending on terrain. The judge will decide the order of retrieve.

A steward will stand next to the handler and fire a gun at the apex of the flight of the birds. Provided the handler has a current gun licence, the handler has the option to handle the gun and fire at the apex of the flight of the pigeons. The dog should be steady at heel until the handler instructs the dog to retrieve.

The dog should return and willingly deliver the birds to hand. The handler will then heel the dog back to the steward, hand over the pigeons and put the lead on the dog.

- 2.2 **Water:** A walk up retrieve through or in water at a distance of up to 70 metres depending on terrain. The dog must swim. Procedure as per the land retrieves.

## 3. TRAILING (Tracking of game)

- 3.1 Dog to be on lead, or harness with a minimum length of 10 metres.  
3.2 A single trail will be laid with hide or item of game.  
3.3 Distance: up to 300 metres with a minimum of four (4) turns and one change of terrain.  
3.4 The article being trailed will be placed at the end of the track to indicate completion.  
3.5 The trail will be well scented prior to first competitor.

The dog must demonstrate:

- Use of nose
- Ground scenting
- Eagerness

## 4. FIELD

The dogs are to be released in pairs. (Brace)

The dogs are required upon release from the starting pegs to quarter the ground allocated to them by the judge in a systematic and thorough manner, they are required to hunt on their own accord, off lead for up to ten minutes in a suitable area, containing 6 items of game (caged).

The dog is expected upon locating game to assume a pointing posture and remain staunch on point until released by the handler. This can be done physically or by voice command.

The paired dog may either assume a backing position or be brought under control by its handler.

The handlers will then be given a change of direction by the judge(s) to work on to the area containing the next item of game.

If one dog in a brace is the dominant bird finder and in the judge(s)' opinion the other dog is working adequately, that dog may be given another opportunity with different brace mate.

The dog should demonstrate:

Use of nose.

Quartering and ground covering

Use of wind in all directions

Game finding ability – the dog must find at least 3 items of game

Pointing – the dog must scent point and be given the opportunity to point into the wind

Backing: Natural is preferred. If the dog will not back, but will stop on command it shall pass the test

Style

# NOVICE ABILITY TEST

No\_\_

## Conformation

	<b>Not to type</b>	<b>Pass</b>	<b>Good</b>	<b>Excellent</b>
Body	€	€	€	€
Head	€	€	€	€
Coat	€	€	€	€
Movement	€	€	€	€

General comments

General comments

## Obedience

	<b>Non Qualifying</b>	<b>Pass</b>	<b>Good</b>	<b>Excellent</b>
Heeling	€	€	€	€
Recall	€	€	€	€
Sit Drop Stay	€	€	€	€
Dog Association	€	€	€	€

General comments



## Trailing

	<b>Non Qualifying</b>	<b>Pass</b>	<b>Good</b>	<b>Excellent</b>
Game Finding	€	€		
Tracking Ability	€	€	€	€
Style		€	€	€

General comments

## Retrieving

	<b>Non Qualifying</b>	<b>Pass</b>	<b>Good</b>	<b>Excellent</b>
Steadiness	€	€	€	€
Style Action		€	€	€
Hard mouth	€	€		
Gun-shyness	€	€		
Land Retrieve	€	€	€	€
Water Retrieve	€	€	€	€

General comments

# Field

	<b>Non Qualifying</b>	<b>Pass</b>	<b>Good</b>	<b>Excellent</b>
Ground Treatment	€	€	€	€
Game Finding	€	€	€	€
Pointing	€	€	€	€
Handling & Control	€	€	€	€
Style		€	€	€

General comments

Club President

Club Secretary

# OPEN ABILITY TEST No\_\_

## Obedience

	<b>Non Qualifying</b>	<b>Pass</b>	<b>Good</b>	<b>Excellent</b>
Heeling	€	€	€	€
Recall	€	€	€	€
Sit Drop Stay	€	€	€	€
Dog Association	€	€	€	€

General comments

## Trailing

	<b>Non Qualifying</b>	<b>Pass</b>	<b>Good</b>	<b>Excellent</b>
Game Finding	€	€		
Tracking Ability	€	€	€	€
Style		€	€	€

General comments

## Retrieving

	<b>Non Qualifying</b>	<b>Pass</b>	<b>Good</b>	<b>Excellent</b>
Steadiness	€	€	€	€
Style Action		€	€	€
Land Retrieve	€	€	€	€
Water retrieve	€	€	€	€
Hard mouth	€	€		
Gun-shyness	€	€		

General comments

## Field

	<b>Non Qualifying</b>	<b>Pass</b>	<b>Good</b>	<b>Excellent</b>
Ground Treatment	€	€	€	€
Game Finding	€	€	€	€
Pointing	€	€	€	€
Handling & Control	€	€	€	€
Style		€	€	€
Backing	€	€	€	€

General comments

President

Club Secretary

Club

## *Appendix I*

### **GUIDELINES FOR CONDUCTING THE UTILITY GUNDOG TESTS**

A minimum of five dogs must be entered and present to conduct the Test. Judges must be ANKC Ltd qualified in their respective discipline. It is desirable but not essential that:

Two Group 3 Conformation Judges judge the conformation  
Two Field or Retrieving Trial Judges to judge the field work  
Two Field or Retrieving Judges to judge the trailing work, and  
One Obedience Judge to judge the Obedience work.

At the commencement of the Test the Club running the Test will nominate a senior judge or Club official to be available to adjudicate in the case of a split decision. At all times during the conduct of the Tests, the handler and dog will be under control of the Judges.

In each Section of the Test Judges will be assisted by stewards as follows:

Conformation: One ring steward  
Obedience: One steward  
Retrieving: One Gun steward and one Game steward  
Field: One Game Steward and one Judge's steward  
Trailing: One steward

Outstanding traits as well as negative traits should be noted. For instance, if a dog has particularly good aspect of conformation or shows evidence of an outstanding nose or love of water, Judges should record it. On the other hand if a dog has conformation faults that do not necessarily warrant not qualifying or shows areas of deficiency in the field work that could be improved through training, then Judges are encouraged to record these weaknesses. In each section of the Test, it is at the Judges' discretion as to what grade is given: Non-qualifying, Pass, Good or Excellent.

Evaluation criteria have been designed to be as simple as possible to facilitate consistent and objective evaluation as follows:

#### **CONFORMATION**

Dogs will be assessed to ANKC Ltd Standards for each breed. At the discretion of the judge, dogs with major faults should not obtain a pass. Neutered dogs are allowed.

#### **OBEDIENCE**

The dog's behaviour towards other dogs in the test, strange handlers and the Judge should be observed during the course of the Tests. Excessive aggressiveness or undue timidity/shyness must be regarded as serious defects and such dogs will not pass the Tests. The dog must show willingness to accept training, this being an indication of its co-operation and tractability. The Novice Test is conducted on lead and the Open Test is conducted off lead – the collar or chain may be completely removed if desired by the handler.

## NOVICE TEST

**Heeling:** One and a half (1 ½) minute on lead exercise, including turns and sits, to indicate dog is under control.

Pass - if the dog stays by the handlers side (either side) on a loose lead while changing direction and following commands. The dog is only required to sit and handlers have choice of left or right about turns. Minimal commands may be given to the dog.

Non-qualifying –dog pulling on lead so the lead is tight throughout heeling pattern. Dog physically kept in position, commands/corrections ignored and dog not in control.

**Dog Association:** Group exercise on lead where dog and handlers are two (2) metres apart in single file facing the back of the handler in front of them, dog to be in a sitting position. First dog and handler to heel off, about turn and heel to the back of the line, weaving in and out of the dogs and handlers. Rest to follow in turn. Ideally dogs should sit throughout this section.

Dogs must show no sign of excessive aggression or undue timidity/shyness.

Pass – minimal commands and dog under control.

Non-qualifying – dog showing signs of excessive aggression or undue timidity/shyness and/or being out of control. Judge to use discretion regarding circumstances causing aggression or timidity/shyness.

**Recall:** Distance 20 metres off lead. Dog to be left in sit/drop position. Handler to leave dog walk 20 metres, turn and command the dog to come. Dog to either go straight to heel and sit, or sit in front of handler and be brought to heel.

Pass – dog willingly responding to being called by voice or whistle to handler.

Non-qualifying – dog not responding to being called, dog leaving work area.

### **Sit/Drop Stay Group Exercise:**

The dogs to be left at a sit/drop two metres apart. Handlers to leave their dog and walk 20 metres out in front. About turn and walk back towards the dog and continue past dog for ten metres – about turn and return to dog. Dog to remain in place for the entire exercise.

Pass – dog may change from sit to drop position and vice versa, or be given one additional command to keep it in position.

Non-qualifying – dog leaves position by more than half a body length.

## **OPEN TEST**

### **Heeling Course:**

Dog and handler on command of the Judge will negotiate an obedience course off lead which will test the handler and dog working together to complete a series of tasks. Judge will be assessing the handler's control of the dog enabling tasks to be completed with minimal amount of fuss. This course may be conducted on long grass or in a paddock and is to be constructed in a large square of approximately 40 metres each side.

**First Leg:** Dog and handler to weave through 10 poles completing the exercise with a sit.

**Second Leg:** Handler to leave dog in a sit position and walk to the next corner. Handler is to turn and call the dog. Approximately 15 metres from the handler the dog will be stopped, ideally in a drop position, by voice or whistle command. Handler will then about turn, walk 5 paces from the dog, turn and call the dog to heel.

**Third Leg:** Item of game to be placed on a table. Handler is to collect game and walk holding the game at waist height with dog walking quietly at heel.

**Fourth Leg:** Handler to leave dog behind a constructed hide and walk to the final corner. When handler has stopped there will be a distraction in the form of noise, e.g. containers banging. When the judge is satisfied that the dog is stable, dog to be called to heel.

Pass – dog completing the exercise without excessive commands and under control. Where the dog is left by the handler provided it stays within half a body length it will pass the Test.

Non-qualifying – dog requiring excessive commands and being out of control.

**Recall:** Distance 20 metres off lead. Dog to either go straight to heel and sit, or sit in front of handler and be brought to heel. Prior to the dog being recalled a pigeon will be thrown by the judge's steward approximately 20 metres off line in full view of the dog. The dog must return to the handler without picking up the pigeon.

Pass -dog to return to handler in an efficient manor, without excessive commands.

Non-qualifying – dog out of control and picks up pigeon.

### **RETRIEVE:**

The dog must clearly demonstrate a retrieving instinct, which generally manifests itself in an eager pickup. Dogs that do not display a retrieving instinct or that will not enter water and swim will not qualify.

During the retrieves a shot must be fired at least two metres away from the dog for the Novice Test unless the handler has a current gun licence and wishes to fire the gun him/herself. The shot will be fired from

beside the handler for the Open Test. This will determine whether the dog is gun-shy or not. A gun-shy dog will not qualify.

The aim of the water tests is to determine whether the dog will enter water with confidence and retrieve. Ideally the dog should swim straight out to the bird and return. However if the dog runs along the bank or otherwise takes a short cut either to the bird or on return, provided it does swim it will pass the Test .

Provided the handler has a current gun licence, the handler may handle the gun and fire at the apex of the flight of the pigeon.

**Hard Mouth:** Is defined as rendering the game unfit for consumption. It is indicated when the bird is deliberately damaged by the dog alone and involves the dog chewing the bird and crushing its bone structure.

**Gun Shyness:** Is indicated by a dog being easily frightened by the discharge of the gun and may display a fright response of jumping, or running away from the firing point, or becoming timid and refusing to work.

**Pass:** a dog that breaks to shot and/or fails to deliver to hand but completes the retrieve and returns to the handler with the bird

**Good:** a dog that completes the retrieve and is either steady to shot and/or delivers to hand showing strong desire.

**Excellent:** the dog that is steady to shot, take a direct line to and from the bird showing strong desire and deliver to hand.

**Non-qualifying:** a dog that fails to retrieve or fails to swim. A dog that returns with a bird that is unfit for human consumption (hard mouth)

## **Novice Test**

**Land:** One retrieve on land. Handler will give the steward the lead and collar, walk the dog off lead at heel to the starting point. A pigeon will be cast by the Game Steward to a distance of up to 60 metres depending on terrain. The Gun steward will stand two metres away from the handler and fire a gun at the apex of the flight of the bird. The dog should be steady at heel until the handler instructs the dog to retrieve. The dog should return and willingly deliver the bird to hand. The handler will then heel the dog back to the steward, hand over the pigeon and put the lead on the dog.

The area of fall is to be scented before the first dog is sent. All birds to fall within the scented area or a “no bird” will be called by the judge(s).

**Water:** One retrieve into water at a distance of up to a maximum of 60 metres depending upon terrain and conditions. The dog must swim procedure as for the land retrieve.



## **Open Test**

**Land:** A double marked retrieve on land. The game should not be cast simultaneously with the handler being given adequate opportunity to reposition the dog for the second mark. Separation should be at least 45 degrees. The judge is to specify the order of pick up.  
Procedure as for Novice Test

**Water:** A walk up retrieve through or in water at a distance of up to 70 metres depending on terrain. The dog should walk at heel until the game is cast and remain steady until ordered by the handler to retrieve. The dog must swim, procedure as for the land retrieve.

## **TRAILING**

The ability to trail wounded game is also an important characteristic of Utility Gundogs. The judge(s) must decide if the dog is actually trailing the wounded game or just hunting. Dogs that are deemed to be hunting are to be brought back once to the start of the trail and encouraged to follow the trail. If a handler has more than one dog being assessed it must have a separate trail.

Dogs that have commenced trailing and loose the trail may be brought back to the trail once. If the dog looses the trail again it will not qualify.

A single trail will be laid with skin, or game. Dog to be on lead or harness, with a minimum length of 10 metres. Turns in both tests will be a minimum of ninety degrees.

Judge(s) will be assessing:

- Use of nose
- Ground scenting
- Eagerness

## **Novice Test**

**Trail:** To be well scented prior to first competitor. The steward will drag the item of game twice the full length of the trail before the first dog attempts the trail.

Ground to be scuffed (well scented)

Judge(s) to indicate direction of trail with a peg located at the first turn.

Article being trailed to be placed at the end of the trail to indicate completion.

Distance: up to 100 metres with a minimum of two turns (change of direction) depending on terrain. The turns will be a minimum of 90 degrees.

## **Open Test**

**Trail:** Distance: up to 300 metres with a minimum of four turns and one change of terrain.  
Procedure as for Novice Test

## **FIELD**

The desire to hunt is the single most important working characteristic of a hunting dog. A dog with the required level of desire will demonstrate this in its eagerness to range and search for game and in its manner of hunting. Dogs lacking initiative and requiring considerable encouragement by the handler to hunt and cover ground will fail the Tests. Judges should be left with the impression that the dog has covered all the available ground in such a manner as to produce game for the gun and not merely aimless running. Dog's that fail to scent point or that are out of control will not qualify.

Care of caged birds: birds placed in cages must have access to water at all times. The period of confinement must not exceed 2 hours. After that time the birds are to be replaced with fresh birds. It is required that shade cloth material covering the outer cage be used. This is to help conceal the cage and give added protection for the birds from the elements.

Placement of birds: birds should be placed and concealed using any available natural cover, in such a manner as to simulate a normal day's shooting. The location of the birds is to be known by the Judge(s) and Game Steward only. This is so that the Judge(s) can give the dog every opportunity to be tested using all wind directions.

Judges should closely monitor cover around the placed game. If tracks are being formed leading to the placed game then it is recommended the Judge relocate the game to ensure dogs are scenting game and not using tracks formed by previous dogs.

Judge(s) will be assessing:

- Nose
- Quartering and ground covering
- Use of wind in all directions
- Game finding ability – dog must find at least two items of game
- Pointing – dog must scent point and be given the opportunity to point into the wind.
- Hunting Desire
- Style
- Control

## Glossary of Terms

### UTILITY GUNDOGS

Utility Breeds in the Gundog Group eligible to enter the Ability Test are those approved by ANKC Ltd and include, but are not limited to; Brittany, German Shorthaired Pointer, German Wirehaired Pointer, Italian Spinone, Large Munsterlander, Lagotto Romagnolo, Hungarian Vizsla, Weimaraner, Long Haired Weimaraner. Other Utility Gundog breeds may be added from time to time as and when they are recognised by ANKC Ltd.

### GENERAL

**Steward** – people appointed to assist the judges during each part of the test as required.

### CONFORMATION

**ANKC Ltd** - Australian National Kennel Council Ltd.

**Breed Standard**- Comprehensive descriptions of a breed by which judges/breeders refer to in judging and breeding pedigreed dogs.

**Type**. - The combination of characteristics that give a breed its unique appearance.

**Limited Register** - A dog breeder when they have bred a litter must register each puppy. When placed on the Limited Register the puppy cannot be shown at conformation shows and bred from and exported but can compete in other activities that are on offer. Only the breeder can upgrade the puppy to the main register.

**Main Register** – When a dog breeder breeds a puppy they must register each puppy. Being on the main register the new owner can show, breed, export and participate in other activities the ANKC Ltd offer.

### OBEDIENCE.

**Obedience** – Handlers ability to control the dog by means of voice and /or lead, in no circumstances is any cruelty to be demonstrated.

**On Lead** – Obedience is performed on lead in the Novice Test. Fixed collar or correction chain is allowed.

**Off Lead** –Obedience is performed off lead in the Open Test. Collar or chain may be left on if handlers desires. It is the practice of a working dog in field to have no collar or lead on which it can get caught.

**Heeling**. – A test to demonstrate that the dog can stay at the side of the handler while changing direction and following commands. Dog on or off lead depending on level, if working on lead, lead should be loose.

**Dog Association**. – A test, which is devised to demonstrate dog's behaviour when in close proximity of other dogs and handlers.

**Hide** - An artificial or natural barrier behind which a dog can be left unable to see its handler without moving.

**Recall** – testing the dog’s ability to come when called over varying lengths and distractions.

**Sit/Drop Stays**– To test the dog’s ability to remain when left by the handler. Dog is to remain calm and settled.

## **RETRIEVING**

**Retrieve** – To test the dog’s ability to return with a cast game and deliver to the handler over varying distances and terrain (which includes water).

**Deliver To Hand** –Handler must be able to remove game from the dog’s mouth without the use of force.

**Blind Retrieve**- Is defined as a retrieve that the dog couldn’t see the fall or the placement of the game.

**Breaking to Shot** - Making a deliberate forward movement, with attempt to retrieve at the discharge of the gun, without being given a command to do so.

**Control Point** - is the point at which the dog and the handler come under the control of the judge and steward, and is indicated by 2 markers placed in position by the judge.

**Dog Blind**- Is an area where the dogs are placed prior to them competing, this area is selected by the judge and prevents the dogs from seeing the fall or placement of the game.

**Double Mark** – consists of two mark retrieves and may include land and water. Game shall not be cast simultaneously and there should be good separation between the fall of the birds.

**Firing Point**- is the point at which the dog is stayed sitting or standing awaiting the command to retrieve, and is indicated by 2 markers placed in position by the judge.

**Hard mouth**- Is defined as rendering the game unfit for consumption. It is indicated when the bird is damaged by the dog alone when it is deliberately chewing the bird and crushing its bone structure.

**No bird** – is when the pigeon’s cast is not according to the judge’s requirement and the judge will call the cast a ‘no bird’ and the pigeon will be recast.

**Gun shyness** –is indicated by a dog being easily frightened by the discharge of the gun and may display a fright response of jumping or running away from the firing point or becoming timid and refusing to work.

**Walk-Up Retrieve** – is one where the dog is walking at heel, the game is cast and shot at. Immediately the handler pauses to fire, the dog should remain steady until ordered by the handler to retrieve.

## **TRAILING**

**Air Scent** - the airborne scent left by the wounded animal.

**Air Scenting** - When the dog attempts to follow the track/trail by locating the airborne scent, left by the wounded animal.

**Body Scent** - the unique aroma (scent) of each individual animal. A combination of body scent and blood scent and adrenalin

**Fixed Collar** - A collar that encloses the dog’s neck that when fitted, neither loosens or tightens.

**Harness**-A correctly fitted construction made out of leather/cloth that encloses the dog's chest without interfering the dog's neck movement. A lead is attached to it.

**High Nose** - an individual dog's characteristic posture where it carries its head too high above the ground.

**Indication**- The change in the dog's behaviours that's signals to the handler that he has lost or found the track

**Lead**- In this Test the lead either attaches to the fixed collar or harness. Minimum length 10 metres.

**Quartering**- Sweeping back and forth across the track (sometimes called coursing)

**Scented Object** - Item to be trailed. This will be strong in scent and used to lay tracks in this section. And will be hide or game.

**Trailing/Tracking** – Is a scent or a disturbance on the ground that the dog can indicate and follow by using his natural ability.

## **FIELD**

**Working Ability** - ability of the dog to use his natural ability in finding and retrieving game.

**Game**-Utility Gundogs: Quail, snipe, rabbit, hare, Native Hen (Tasmania), any imported game bird which may be released from time to time, and has established itself in the wild, pigeons and duck.

**Bird sense**- This is a genetic quality some dogs possess which seems to give them a sixth sense in finding and locating game, and upon locating game keeping in contact with the game but not putting too much pressure so causing the game to take flight.

**Blinking**- is described as locating a bird but ignoring or avoiding it.

**Backing**- (Honouring) When two dogs are working and providing they are suitably placed; upon one dog coming on point, the other must immediately honour the point by adopting a pointing attitude and remaining in that position until the pointing dog moves on; the backing dog must neither dash nor creep up behind the pointing dog, nor in any way interfere with the work of the dog on game. All dogs are expected to back subject to the above conditions.

**Chasing**- A deliberate attempt to catch game that is on the move

**False Pointing**- When a dog indicates game by pointing but no evidence of game is produced from the point.

**Find**– When the dog locates game and assumes a pointing posture.

**Flush**- This is when the dog indicates the presence game (pointing) and is commanded by the handler to drive (rush) in at the game to cause the game to take flight, thus allowing the gun to take a clean shot.

**Deliberate Flushing** – A dog indicating game and then rushing in, without command, causing the game to take flight before the gun is in position to take the game cleanly.

**Refusal to Flush** - When the dog indicates the presence of game but shows great hesitation, reluctance or refusal to flush the game.

**Game Finding Ability** - The ability of the dog to find game in varying conditions and terrains. Blinking, false pointing, pottering, bumping birds, use of the wind, bird

sense, quartering, stamina, and ranging are all taken into consideration when assessing game finding.

**Ground Covering-**Dog is covering all the area in the hunted area at a reasonable speed.

**Ground Treatment-** Is how the dog works the allotted ground, and how it adapts to the varying conditions. Thoroughness of the search, speed, pottering, quartering, ranging, bird sense, and control are to be considered when assessing ground treatment.

**Hunting Desire:** The desire to hunt is the single most important working characteristic of a hunting dog. A dog with the required level of desire will demonstrate this in its eagerness to range and search for game and in its manner of hunting covering all the available ground in such a manner as to produce game for the gun.

**Nose:** A Utility gundog cannot function adequately without an extraordinary sense of smell. This will be evident in its finding of hidden game while hunting and retrieving

**Out of control-** Is when the dog fails to respond to commands by the handler. And also may be displayed as lack of self-control by the dog. E.g.: working an excessive beat, deliberate flushing, breaking to shot, failing to enter water, blinking of game

**Pointing-**A dog seeking game should, upon finding, immediately become rigid and retain this rigid pose until either the game has moved on or until ordered by the handler to move forward. Dogs may come to a point in practically any natural attitude or position, but an upright stance is preferable to a crouching pose.

This is the most distinctive characteristic of a Utility Gundog. The point must be clear and unmistakable as such, and must be a natural point induced by scent (not sight) of the game. A lack of pointing instinct is often indicated by a dog's lack of intensity and/or by its tail, which will be held limply instead of rigidly.

**Pottering-** A dog that lingers on old scent or returns to an area already worked.

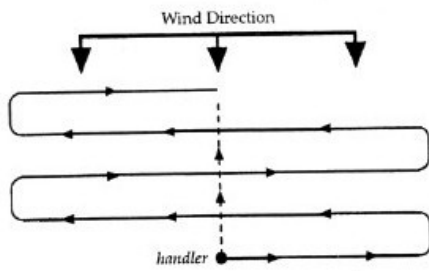
**Quartering-** when the dog is working both sides of the ground in front of the handler. Thus the dog in the paddock will hunt in a methodical and orderly manner according to the wind and the country over which they are working. The dog when working is expected to cast approximately 70 to 120 metres either side of the handler and at the end of the beat, turn into the wind The dog must remain under control at all times and work in front of the handler.

**Ranging-** A dog may seek game close to or far from the handler, either fast or slow, and will work differently under the varying conditions of wind, cover and abundance or scarcity of game.

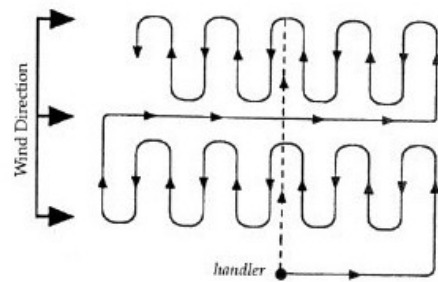
**Style –** Like beauty it is in the eye of the beholder, but one would expect to see enjoyment and desire, and air of confidence and superiority in every aspect of the dogs work. Upon coming on point the dog should be standing in an upright manner. If the dog draws on to the point this should be done with stealth and caution. Any stickiness, timidity or lethargic movement is contrary to good style.

# DESIRED HUNTING PATTERNS

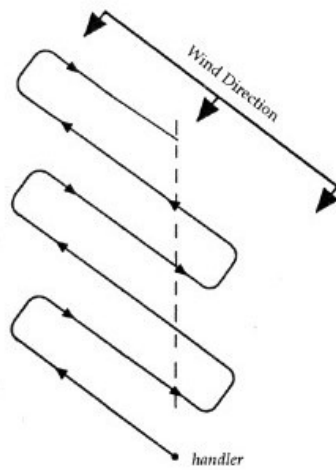
Classical Upwind Ground Treatment



Classical Crosswind Ground Treatment, Rarely Achieved



Ground Treatment on a Cheek wind



Classical Downwind Ground Treatment

