

Český Fousek North America

UTILITY FIELD TEST



Revised 2020

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UTILITY FIELD TEST REGULATIONS

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UTILITY FIELD TEST REGULATIONS

The Utility Field Test is based on the German Griffon Club's Verbands-Gebrauchs-Prufung (Full Versatile Test). It was designed and written by the Breeding Committee of the Bohemian Wirehaired Pointing Griffon Club of America, for testing Bohemian Griffons and other versatile hunting dogs. Modifications were made to accommodate some of the differences of hunting conditions in North America from those in Germany.

Český Fousek North America UTILITY FIELD TEST

Official Rules and Regulations

The Utility Field Test is designed to test a hunting dog's usefulness for the on-foot hunter in all phases of hunting both before and after the shot, in field, forest & marsh, and on different species of game. In this respect, cooperation and control are essential ingredients of the overall performance. The entire test should, as nearly as possible, simulate actual hunting conditions.

Versatile hunting dogs will be eligible for the Utility Field Test (UFT) from the age of 18 months onward.

Three judges should officiate, and one will be designated senior judge for the test. All dogs will be evaluated for physical faults and so marked on their official score card. This will include the temperament. All Griffons will also be assigned a number from 1 to 4 for Conformation and for Coat

Each dog's performance in each category of the test will be scored as follows:

Unsatisfactory	0 points
Passing	1 point
Satisfactory	2 points
Good	3 points
Very Good	4 points

These scores are then multiplied by the index number assigned to the specific category. The index number indicates the importance of the category or test. For example, "Nose" has the highest index number of 6, indicating that this is the most important item for a useful hunting dog. "H" for honorable may be awarded by the judges to any dog who has given a particularly outstanding performance in any test, however, the reason for this award must be given on the score card by the senior judge. The award is purely honorary. For further details on the scoring see page 12.

The owner of each dog entered in the UFT will receive by mail an official score card from the W.P.G.C.A. for the dog, a few weeks after the test has been held. For any dog that qualifies in the test, the owner will also receive a certificate of qualification with all pertinent information recorded on it.

Dogs that are evaluated as being gun shy may not qualify for a Prize classification, but may continue to complete the remaining tests. Dogs that are evaluated as being gun sensitive may still qualify for a Prize classification.

Severe punishment inflicted on a dog in a test will disqualify the handler from the test, hence the dog is also disqualified.

Any dog that severely damages any piece of game during the test may not qualify for a Prize classification.

Throughout all the tests the judges have the prerogative of recalling any dog for a retesting in any category. In most cases this is done after all other dogs have been tested.

Two categories within the UFT are optional because some owners may not wish their dogs to work in these areas. These categories are: Blood track, 400 yards; and Finding & Bringing Dead Game Without Command.

WATER WORK

Tracking Duck in Water (Index - 5)

This is a test of the dog's use of nose, concentration and perseverance to recover an escaping duck by using the track left by the duck through reeds and on the water. The pond chosen for this test is all important. The ground cover around the pond should be light weeds or grass. The water cover should be moderately dense reeds or grass or lily pads. Water cover should extend at least 15 to 20 feet into the pond. The vegetation is important to hold scent of a swimming duck. A large expanse of open water is not necessary and should be avoided. Flowing water is not satisfactory.

A live, well fed and watered duck with primary feathers pulled from one wing, is released on land 5 to 10 yards from the water's edge. Some soft feathers pulled from the duck mark the release spot. The dog being tested is kept from sight of the release spot. The duck is allowed to run or is chased to the water. The duck must enter the water and swim through the reeds until it is well hidden at least 20 to thirty yards from where it entered the water.

The dog is brought up and shown the soft feathers on land and commanded to search for the duck. Without further commands, the dog is expected to follow the track left by the duck on land and into the water. The dog receiving full score for his work must use the track in the water and through the reeds until the track leads the dog to the duck. The test ends when the dog locates the duck and begins a visual chase.

The dog that thrashes wildly without using its nose on the track or must be given repeated commands to keep the dog in the vicinity must be scored low even if it finds the duck. A dog that does use its nose on the land and water track for some distance and shows concentration and perseverance can receive a score even though the duck is not located. No retrieve of the duck is required for the scoring in tracking of the duck, and catching and retrieving the duck does not increase the dog's score on the tracking test.

Each dog should be required to work a minimum of 10 minutes on tracking the duck unless he tracks it out and sees it before that period of time. The dog should not be allowed more than 5 minutes of active chasing after he sees the duck. If the dog catches the duck within the allowed 5 minute period, he must make the retrieve. If the dog cannot catch the duck in the allotted time, the duck should be shot when it is a safe distance from the dog. (In this case the shooting is done by the senior judge or his designate.) The dog must then make the retrieve.

Search Without a Duck (Index -3)

In water with lots of reeds or brush cover, the dog is commanded to search the reeds in the water. The handler may walk along the shore encouraging the dog to search in the heavy water cover. The water depth should be at least to the chest of the dog so that he must work hard to do his searching and be able to show good desire and perseverance. The duration of the searching should be minimally 5 minutes of searching. If part of the time the dog simply stands or keeps coming to shore, the period must be lengthened to ensure the dog spends at least 5 minutes in searching. The judges must time this and use discretion in determining when the time is completed.

Blind Retrieve From Water With Heavy Reed Cover (Index 3)

The dog and handler are out of sight and a dead duck is thrown 10 to 15 yards out into heavy reed cover. Water depth in the cover need not be swimming depth but better to be to the dog's chest so the dog can wade or lunge through water. The handler and dog are called up and the handler is shown the area where the duck was thrown. The dog is then sent to retrieve the duck. 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. Stones may be thrown or any other means may be used. However, the more direction the dog requires to locate the duck, the lower the score. The retrieve must also be clean and delivered to the handler without putting it down except for a better grip. For passing score, the bird must be retrieved.

Steadiness At The Blind (Index -2)

The dog is told to sit or lie beside a blind without a leash. The handler is in the blind with a gun and blank ammunition. Decoys should be set in open water in front of the blind and within 10 yards of the blind. Water should be open of swimming depth. A gunner is hidden 50 to 60 yards down the shore. At a signal from the senior judge the handler fires one shot, the gunner then fires his shot. At this time a duck is thrown so it lands beyond the decoys. While the duck is in the air, the handler fires his second shot. At the signal from the senior judge the dog is sent to retrieve the duck.

The dog should be quiet with no breaking and should require no commands other than an initial command to sit or lie at the place beside the blind. Whining, moving around, breaking at the shots will all detract from the dog's score.

Retrieve Of Marked Fall From Deep Water (Index -3)

From the spot beside the blind the dog is sent to retrieve the duck thrown beyond the decoys in the Steadiness At The Blind test. The senior judge will tell the handler to send the dog when the dog has demonstrated his steadiness. The dog is expected to swim directly to the duck on command and retrieve the duck directly as possible to the handler and deliver the duck to hand. The dog should ignore the decoys, attempts to retrieve a decoy or any sloppiness in the retrieve or delivery will lower the dog's score.

FIELD WORK

Searching (Index - 5)

The search of the Utility Field dog should, from start to finish, indicate one purpose - the production of game for the gun. The search should be active and forward and the dog should quarter the cover, turning into the wind and crossing it to best advantage. Off wind search should be the same way with the dog going out and working back toward the handler.

The search should be efficient, purposeful and productive 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 his handler. How well the dog uses this superiority; how well his mobility is attuned to his scenting capabilities so as to thoroughly search the traversed cover; how all this mobility is geared to the quality of his 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, speed or excessive range should not be rewarded in the judgment of search. The dog that shows joy and enthusiasm with controlled purpose should receive the highest score.

The search in the field will be 30 minutes. Throughout the search the dog should show interest in finding game. The dog should adapt his pace and range to suit the conditions. The wild running dog that repeatedly passes likely cover and is not searching with purpose should be penalized. Similarly the dog that stays at his handler's feet and does not actively work into cover likely to hold game should be penalized.

Pointing (Index - 4)

Scoring this aspect of the dog's work should depend only on staunchness, convincing intensity and productivity. Style of pointing should play no role. The dog should point solidly and allow the handler to approach and flush the game. The test ends when the game is flushed. The pointing should not be equated with quality of nose or use of nose.

If the bird moves and the dog leaves the point to relocate

without command he should not be faulted. However, the dog that points unproductively and must be commanded to leave the unproductive point should be faulted. Repeated unproductive points should be considered as indication of poor use of nose.

Steadiness to Wing and Shot (Index -3)

The finished hunting dog should have control of his temperament in the field as well as at the duck blind. When the dog has pointed game and the handler flushes the game, the dog should remain steady and not chase the game. Similarly the finished dog could be expected to hold steady after the shot until the game is on the ground and then be sent for the retrieve. If the dog breaks and can be stopped by one command, the dog can still receive a "3". Many hunters prefer their dog to break on the shot to increase efficiency of the retrieve. Breaking on the shot is permissible. However, the handler must tell the judges that this is what he prefers and he must demonstrate that he can stop his dog with one command on a missed bird. To test this, a bird will be missed deliberately and the dog must be stopped on one command by the handler.

Retrieve Of Shot Bird (Index -3)

A good retriever does his job quickly, happily and eagerly. On command the dog should go directly to the fallen bird, pick it up, and return directly to the handler. The dog should sit or stand close to the handler and hold the bird until the handler takes it. He should then wait quietly for a command to go on. The dog should hold the bird firmly with a balanced grip. Damaging it should be faulted.

Whoa- Or Down At A Distance (Index - 2)

To demonstrate control over the dog and to illustrate the dog's handling and obedience, the senior judge at his discretion, will tell the handler to whoa his dog while the dog is searching in the field, with one command, whistle or voice command with or without an upheld hand. The dog should be no less than 50 yards from the handler but not more than 100 yards when the judge tells the handler to stop his dog. The handler should then without further command walk up to the dog and send him on.

Tracking Live Pheasant And Retrieve (Index -4)

This tests the dog's usefulness as a tracker of crippled game. His nose, cooperation, perseverance and concentration are all brought together to track down a crippled bird.

A live, healthy pheasant, or chuckar partridge, has 7 primary feathers pulled from one wing. Without the dog seeing the bird, the bird is released so it can run cross wind or with the wind. Some soft feathers are pulled from the bird to mark the release spot. When the bird has run a good distance and gone from sight, the dog is brought to the starting spot and shown the feathers. The handler commands the dog to track the bird (or retrieve) while calming his dog and helping him to concentrate on the track. The handler may help the dog along the track for up to 10 yards. Further assistance will lower the score.

The dog should use the track with deliberate concentration. 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 to progress along the track efficiently, always carrying it forward.

The highest scores are awarded for efficient, methodical use of the track, leading the dog toward the bird. Lowest scores are given the dog that runs wildly, completely ignoring the track. In scoring this tracking test, the dog must retrieve the pheasant unless there are very extenuating circumstances. The dog that finds the bird by wide searching but not using the track at all cannot receive a score for tracking. How fast the dog tracks or whether the dog holds its head high or low should not be considered. Efficient working along the track is the important feature of this test.

WOODS WORK

Search In Woods (Index -4)

The dog is off leash and searching for game. Because of the increased density of cover, the dog should close his pattern, maintain more contact with the handler and generally show a good cooperative search with a efficient pattern, good use of wind and adjust the pace and distance to the cover. The search should be for at least 15 minutes and the handler should give few com-

mands. The dog requiring hacking or continuous commands to stay within range reasonable for the cover will be penalized on his score.

Walking At Heel (Index -2)

At the end of the search in the woods, the dog should be called in to the handler and walk at heel for 30 yards through the woods either on leash or off leash. The dog should walk close to the handler's knee, staying always on the same side of trees and bushes as the handler. If on leash the dog should not pull on the leash or tangle in the trees or bushes. If off leash the dog should stay close to the handler without repeated commands.

Retrieve Of Dragged Game, 200 Yards (Index - 3)

This is a blind retrieve of dragged game, preferably furred game such as a rabbit or hare. Feathered game may be allowed if the handler wishes. The dead, cold animal is dragged by one of the judges for 100 yards with one gradual (grater than 90 degrees) turn left and another gradual turn right. The animal is then left, the dragger continues on from where the animal is left and then hides so he can watch the animal. The other judges then show the handler where the drag track started, marked with some fur. The handler may go along the track 10 yards with the dog and give one command to retrieve. The dog then must go out the track, find the furred animal and return it to the handler.

The dog is judged on efficiency of finding the game and on his retrieve of the game. The retrieve is the important aspect of this test, not use of nose on the track. The drag track is only a "roadway" to lead the dog to the game, not a test of the quality of the dog's nose. The dog that uses the track to find the game quickly and efficiently will get the highest scores. A dog that locates the game with wild searching and makes a good retrieve can receive a good score, but not as high as the more efficient dog who uses all clues to best advantage and cooperates with his handler.

***Finding & Bringing Dead Game Without Command (Index - 3)**

A dead, cold pheasant or similar sized bird or a rabbit or hare is placed in the woods in the area the dog will be searching before the dog is released to search the woods. The dog is expected to find the game and with no command from the handler, to pick up and carry the game to the handler. Dogs that do the task with no command and with speed and efficiency receive the highest scores. Dogs requiring commands to bring the game must be penalized in their score.

***Blood Track on Line, 400 Yards (Index -4)**

The total length of the blood track should be 400 yards with turns of close to right angle at each 100 yards. The track is laid 3 hours ahead of time with blood from a domestic animal (cow, etc.) treated with an anticoagulant such as "Heparin" with one to three drops of blood at each yard along the track. At the start and at each turn several dozen drops are placed to form a puddle or pool. The dog is on a long line (30 feet) and is expected to use his nose to lead the handler along the track. The dog with the least amount of searching to left or right of the track will earn the highest scores. The dog should carefully pick his way along the track with maximum self control and concentration on the track.

JUDGED THROUGHOUT

Nose and Use of Nose (Index-6)

This aspect of the dog's quality as a hunting dog is tested during searching in field and forest. Tracking a live game bird, blood tracking and tracking a duck in water. The dog's nose and how it is used is the most important attribute of the hunting dog. The quality and use of the nose determine 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. How well the dog uses its nose can be judged in a more absolute sense.

The dog that repeatedly overruns his nose and bumps birds with favorable wind conditions shows poor use of nose. Overrunning the nose is particularly evident on tracking the pheasant and blood tracking. Concentration, hard on the track, demonstrates good use of nose as does distance at which the dog acknowledges scent of a bird in the field and the accuracy of locating the bird demonstrates quality of the nose. Also, the dog that acknowledges spots where game has been and moves quickly on without undue sniffing at the spot shows good nose. The final score is a composite score arrived at by combining nose and use of the nose demonstrated in search and in the tracking on land and water.

Attitude Toward Working (Index -4)

At all times during all tasks, the dog should show happiness 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. He should be hunting throughout the tests and show distinct desire for making game contact.

Retrieves should be joyful and with purpose. 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

Cooperation (Index -4)

This can be best described as teamwork between the dog and his handler. The dog that shows continuously 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. 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 low cooperation.

The need for the handler to hack his dog in, or the need for excessive handling to keep the desired contact also show poor cooperation. Both excessive dependence and excessive independence are indications of poor 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.

Obedience (Index 3)

The dog should obey commands quickly at any distance. Quick compliance to commands shows good obedience to learned commands. Obedience should not be confused with cooperation. Obedience is following commands the dog has learned. Cooperation is expressed by teamwork without the need for 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 desires 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 show disobedience and must be scored low.

SCORING SYSTEM FOR UTILITY FIELD TEST

Test	Index Number	Maximum Points Possible	Prize I	Prize II	Prize III
<u>WATER</u>					
Tracking Duck	5	20	20(4)**	15(3)	10(2)
Search W/O Duck	3	12	9(3)	6(2)	3(1)
Blind Retrieve	3	12	9(3)	6(2)	6(2)
Steadiness at Blind	2	8	6(3)	4(2)	2(1)
Ret. Marked Fall	3	12	9(3)	6(2)	6(2)
<u>FIELD</u>					
Searching	5	20	20(4)	15(3)	10(2)
Pointing	4	16	16(4)	12(3)	8(2)
Steady Wing/Shot	3	12	9(3)	6(2)	3(1)
Ret. Shot Bird	3	12	9(3)	6(2)	3(1)
Whoa or Down	3	12	9(3)	6(2)	3(1)
Track Live Bird	4	16	16(4)	12(3)	8(2)
<u>WOODS</u>					
Search in Woods	4	16	16(4)	12(3)	8(2)
Walk at Heel	2	8	6(3)	4(2)	2(1)
Ret. Dragged Game	3	12	9(3)	6(2)	6(2)
*Find/Ret. Dead Game	3	12	9(3)	6(2)	3(1)
*Blood Track	4	16	16(4)	12(3)	8(2)
<u>JUDGED THROUGHOUT</u>					
Nose and Use of Nose	6	24	24(4)	18(3).	18(3)
Attitude	4	16	16(4)	12(3)	8(2)
Cooperation	4	16	16(4)	12(3)	8(2)
Obedience	3	12	9(3)	9(3)	6(2)
TOTAL		284	253	185	129

*Test is optional, not required for qualification.

**Figures in brackets indicate rating needed to score minimum points required.

