

**WIRESHAIR POINTING  
GRIFFON CLUB  
OF AMERICA**

**Intermediate Hunting Dog Test**



# **Wirehaired Pointing Griffon Club Of America**

## **Intermediate Hunting Dog Test Regulations**

The Intermediate Hunting Dog Test (IHDT) is based on the German Versatile Hunting Dog Association's Herbst-Zucht-Prufung (Fall Breeding Test). It was designed and written by the Board of Directors and the Breeding Committee of the Wirehaired Pointing Griffon Club of America, for testing Griffons and other versatile hunting dogs.

**Copies may be purchased for \$2.00 each, to cover printing and mailing costs. Make checks payable to the W.P.G.C.A and mail to:**

**Secretary  
W.P.G.C.A  
49625 Waldo Rd. NE  
Kelliher, MN 56650**

**[Judy.Coil@wpgca.org](mailto:Judy.Coil@wpgca.org)**

© Copyright 2006, Wirehaired Pointing Griffon Club of America Education & Research Foundation. No part may be reproduced in any form without permission in writing from the Wirehaired Pointing Griffon Club of America.

## WIREHAIRD POINTING GRIFFON CLUB OF AMERICA

### INTERMEDIATE HUNTING DOG TEST

#### Official Rules and Regulations

The Intermediate Hunting Dog Test (IHDT) is designed to test the young dog several months after he has been tested in a Natural Ability Test (NAT), but before the dog has been completely trained for the Utility Field Test (UFT). The IHDT is in reality a Breeding Test with several purposes: (1) *to evaluate the natural abilities of the dog again when he is more mature;* (2) *to determine how well the dog takes to training;* and (3) *whether or not the dog should be used for breeding. In Europe this test is called a "Fall Breeding Test," and, in most situations, no dog can be considered for breeding unless it has qualified in this test. So it is in the WPGCA.*

Dogs are eligible for the Intermediate Hunting Dog Test from the age of 16 months up until and including the day they reach 24 months of age. Dogs that are over the age limit may be entered, but the test will be called Older Hunting Dog Test (O.H.D.T.). In this case the category of "Obedience" will be judged more severely. It will be expected that the dog has had more training and therefore should be more obedient. The age of the dog will be taken into account when all judgments are made.

Dogs of all versatile hunting breeds are eligible, providing they are eligible for registration with a breed club registry, or other registry.

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. Temperament will also be evaluated and marked on the score card. Griffons will be assigned a number from 1 to 4 for conformation and for coat.

A judge may not judge his own dog or a dog trained or bred by him. This includes first generation offspring of his stud dog.

Owners and handlers subject themselves to the test regulations by submitting the completed entry form and paying the entry fee. A handler may not enter more than two dogs in a test.

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

Very Good	4 points
Good	3 points
Satisfactory	2 points
Poor	1 point
Failure	0 points

A special score of 4H may be given to a dog in a particular portion of the test. However, this is purely an honorary score for an outstanding performance. All three judges must concur, and the senior judge must give the reasons in writing on the score card.

The owner of each dog entered in the IHDT or OHDT 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 every dog that qualifies in the test, the owner will also receive a certificate of qualification.

Bitches in heat need specific approval from the Field Test Chairman to be admitted. The Field Test Chairman and the judges are responsible that the performance of the other dogs being tested will not suffer due to the presence of a bitch in heat.

Dogs that are evaluated as being gun shy or gun sensitive, may not qualify for a prize classification, but may continue to complete the remaining tests. Gun sensitivity, which excludes a dog from breeding, is present if the dog reacts to a shot with signs of fright so that he interrupts his work rhythm, returns to the handler, and regains his natural work rhythm only after some time has elapsed. Gun shyness is present if the dog reacts to a shot with signs of fright or even panic, looks to his handler or other people for protection or runs away making further testing difficult or impossible.

Other signs of shyness must also be carefully recorded, i.e., environmental, hyper-nervousness, fear of live game, etc. Any such sign of mental instability that is unmistakably noticed must be recorded since they exclude the dog from any breeding program.

The test results are entered into the dog's official record. If the dog has, or is eligible to have, a certified pedigree from the W.P.G.C.A., these test results are entered on the pedigree with the official stamp of the W.P.G.C.A., and signed by the Secretary, or Registrar of the Stud Book. Defects excluding a dog from breeding are also entered and the pedigree is stamped "NOT FOR BREEDING."

Causes for exclusion from the test, and forfeit of entry fees are:

1. Deliberately falsifying statements on entry forms or other related documents.
2. Letting a dog run loose except in designated exercise areas or when directed by the Judges.
3. Handlers leading bitches in heat in areas not conforming to the Test Chairman or Judges' instructions.
4. Severe punishment inflicted on a dog in a test will disqualify the handler from the test.

Eating, attempting to eat, attempting to bury, or any form of mutilation of game by a dog, making the game unfit to eat, at any time or place during the test day will disqualify the dog from any classification.

## WATER

### 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 reeds, weeds, or other herbaceous cover. The water cover should be moderately dense reeds or grass or lily pads. Emergent plant 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.

Only wild ducks, or those of a dark color, will be used in the test. White, domestic ducks are not permitted. A live, **well fed and well watered duck** with primary feathers pulled from one wing, is released

near the water's edge. Some soft feathers pulled from the duck mark 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 plant cover until it is well hidden at least 20 to 30 yards from where it entered the water. The judge can also hold one wing of the duck and "walk" the duck into the water a few feet to help get it started.

While all this is going on, the dog being tested is kept from sight of the release spot. When the senior judge is ready, the dog is brought up as quickly as possible and shown the soft feathers on land and commanded to search for the duck. (See pages 13-14 for instructions to handlers for releasing their dogs on **ANY** track- duck, wounded pheasant, and drag of dead game.) The dog is expected to follow the track left by the duck on land and into the water. The handler is permitted to assist the dog, such as walking along the shoreline, or bank of the water where the dog is swimming. He can also give hand or verbal signals to the dog. Rocks may be thrown to let the dog know what area the duck was last seen if the dog is having trouble in getting into the correct area. All of this support is at the discretion of the Senior Judge. However, the more rocks thrown or signals given to entice the dog, the lower the score will be.

Allowing the handler to assist the dog, such as walking along the bank, etc., is similar to a real hunting situation where a wounded duck is down, but out of sight to dog and hunter. The hunter must now depend on the ability of his dog to find the scent on the water and track the duck. If the dog is having difficulty finding the track of the wounded duck, the hunter must contribute any aids that can help, so that the game is not lost. The dog receiving highest score for his work must use the track on the land, in the water and through the plant cover until the track leads the dog to the duck. **The tracking portion of 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 scoring the tracking portion of the duck, and catching and retrieving the duck does not increase the

dog's score on the tracking portion of the 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 (**see retrieve of duck below**). Ideally, the duck should be shot in front of the dog. If the dog does not have the opportunity to have the duck shot in front of him, then a duck will be thrown from shore, a shot is fired on the far side of the duck while the dog is making the retrieve. The shot must be fired while the dog is in swimming depth water. Shooting is done by the senior judge or his designate, and only when the duck is a safe distance from the dog.

### **Retrieve of Duck from Deep Water (Index 3)**

This is a test of the dog's usefulness in retrieving waterfowl from water of swimming depth. If the dog can catch the duck in the tracking test, the handler commands the dog to retrieve (or, the handler does not **have** to give a command if he prefers not to do so). If the duck is shot in front of the dog, he must retrieve the duck. If he cannot catch the duck, and if the duck cannot be shot, then, a new duck will be used on the same or different body of water. The water must be swimming depth and a duck is thrown into the water and the dog must chase the duck for 1-2 minutes and the duck is shot in front of the dog when the duck is a safe distance in front of the dog. The senior judge or his designate will be the official gunner.

If the dog brings the duck quickly and efficiently to the handler, the dog can receive top score for retrieving. The dog is permitted to lay the duck down before delivering only to improve the hold. During the delivery the dog should sit or stand close to the handler and hold the duck until the handler takes it. This does not mean a quick grab as the duck is falling. A dog is not penalized for using a land route to return to his handler with the duck, if this route is equally as efficient or more than returning through water. **The water must be of swimming depth in order for the retrieve to be a valid test.**

### **Blind Retrieve of Duck from Heavy Reeds (Index 3)**

The dog and handler are out of sight and a dead duck is thrown 10 to 15 yards out into heavy plant cover. It is desirable to have water depth in the cover of wading depth so the dog can wade or lunge through the water. In the absence of water, heavy reeds along the edge of a pond or lake can be used. 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 in the direction of the duck. 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.**

## **Field**

### **Searching (index 5)**

The search in the field will be 30 minutes. Ideally, this will be broken into two separate searches of approximately 15 minutes each. When another dog is under judgment in searching, other dogs in the judging group will be kept on leash, and will walk quietly with their handler, behind the gallery.

The search should be brisk, steady, and purposeful, but never hectic (wild running), lacking concentration, erratic, nor eye-dominated. **Of utmost importance is the dog's desire and ability to find game.**

The manner of searching should also be determined by the use of the nose. The wild running dog that repeatedly passes likely cover and is not searching with purpose should be penalized. Similarly the dog that stays at his handler's feet and does not actively work into cover likely to hold game should be penalized.

The dog should adapt his pace and range to suit the cover height and density. The style of the search allows conclusions as to the character, level of nerves, and inner balance of the dog.

The search should be active and forward and the dog should quarter



the cover, turning into the wind and crossing it to best advantage. Off wind search should be the same way with the dog going out and working back toward the handler.

Part of the course on which the test is conducted should be a woodlot, shelter belt, or some other dense cover. On entering this cover the dog should shorten his range to keep close contact with his handler and search the cover thoroughly. The dog that shortens his range of his own volition should be scored higher than the dog that must be repeatedly commanded to do so. A dog that requires considerable hacking in dense cover should be penalized. The ability of a dog to alter his range to suit the type of cover being hunted is an indication of good cooperation with the hunter.

During the search each dog will be tested for gun shyness. The handler will carry a shotgun and blank poppers. Or, the senior judge may designate someone to shoot for the handler, but the handler will carry a gun. When the dog points, the handler will walk in and flush the birds, and then shoot a blank as the bird flies away. (Or the designated shooter will fire the shot.) Firing a shot while birds are flying should be done at least once during the search. The handler may be asked to fire blank poppers several times during the search, sometimes without birds being flushed.

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. It is not just how much ground the dog can cover, but how well the dog uses this superior mobility; how well his mobility is attuned to his scenting capabilities so as to thoroughly search the traversed cover; how well 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.

Judgment of the dog for his searching ability, his pointing ability, and related abilities must never be based on only one opportunity. A dog must be given several opportunities to point, and should be given at least two opportunities to search for game during the field work.

### **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. Obvious flushing of the bird by the dog before the handler reaches the dog requires that the dog be penalized. **The penalty may be in cooperation and/or obedience, never in the dog's inherited pointing ability.** The test ends when the game is flushed. 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 repeatedly points unproductively and must be commanded to leave the unproductive point should be faulted. Repeated unproductive points under good conditions should be considered as an indication of poor use of nose.

Steadiness to flush is not required. However, uncontrolled chasing of flushed game shows poor cooperation.

### **Retrieve of Dragged Game (Pheasant, Index 3)**

This is a test of the dog's retrieving and of his obedience and cooperation with his handler. A dead cold pheasant, chukar or duck is dragged a minimum of 120 meters (approximately 165 steps). There will be one gradual (approximately 45 degrees) bend in the drag. The game is dragged with or across the wind, never into the wind.

Before beginning the drag, the judge removes a few soft feathers to lay at the beginning of the drag. The drag should have one slight bend not as sharp as a right angle. The game is dragged by a piece of twine or light rope tied to it. Long open stretches of bare ground should be avoided.

The drag should end in woods, over a hill or out of sight of the start of the drag. When the dog reaches the end of the drag, he should not be in sight of the handler who remains at the start of the drag. The drag track will be laid by a judge.

At the end of the track, a cold, dead bird (other than the dragged bird) will be placed **openly** on the ground (not covered or in a low

place such as a depression). After completion of the above procedures, the Judge will pick up the bird that was dragged and carry it while continuing to walk in the direction in which the track is laid ( walking as continuation of the track) and hide in such a manner that the dog working the track cannot see him. At the place of hiding, the judge **must remove** the bird used for laying the drag track from the line and place it openly in front of himself. He is not allowed to interfere, if the dog tracking the dragged game comes up to him and picks up the bird in front of him (instead of the one at the end of the track).

The reason for using two dead birds in this test is so that if the dragged bird gets very torn up from being dragged over and through brush, the carried bird can be laid at the end of the drag.

The handler and dog are not allowed to see the course of the drag. The dog is brought up to the start, shown the start of the drag and commanded to retrieve the dead game. No other commands may be given. The handler may guide the dog along the drag for 10 yards to encourage the dog and to help the dog concentrate.

The dog should find the game willingly, and independently pick up the game without hesitation and bring it to the handler enthusiastically **without any further influence by his handler**. This means no further signals or commands. The dog should sit or stand quietly by his handler and hold the game until commanded to release it.

In case the dog returns to the handler without having found the game and does not pick up the track and work it on his own, the handler is permitted to set him on the track **two more** times. Setting the dog on the track means that the handler is required to refrain from influencing the dog in any way once he is on the track, other than the initial command to retrieve.

A dog that finds the dragged game and refuses to acknowledge and retrieve the game, cannot receive a passing score for the test. A dog that found the game by searching rather than using the drag track, but fails to acknowledge and/or retrieve it will not be allowed to restart the track of the dragged game.

If the dog is disturbed during the working of the drag track by some unusual occurrence, circumstances , etc., it is up the judges to grant him a repeat (new drag track).

The dog that uses the drag track to quickly locate the game and makes a fast, efficient retrieve scores high. The dog that finds the game by searching over a large area but makes the retrieve can receive a good score. If a dog fails on his first attempt and returns to the handler without the game, he may be started again but cannot receive highest scores even though successful on the second attempt. Scores will be determined by the efficiency and completeness of the retrieve. Each dog will be given a fresh drag.

The trail left by dragged game and the dragger is used only to give the dog directions to where the dead game is located but is not a test of the quality of the nose.

### **Tracking Live Game Bird (Index 3)**

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. If a dog does not have an opportunity to track a bird during the search, then a live, healthy pheasant has the outer most 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, **never into the wind**. Some soft feathers are pulled from the bird to mark the release spot. When the bird has run a distance to satisfy the judges, and is gone from sight, the dog is brought to the starting spot and shown the feathers. The handler releases the dog on the rack, commanding him to track (or retrieve), while at the same time calming his dog and helping him to concentrate on the track.

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 desire to track is evident by the manner in which the young dog approaches the tracking (his attitude) and how he works the track considering the terrain, weather conditions, etc. *If the young dog works the track willingly with self control and **makes an effort** to follow the track even **under difficult conditions** he can be given a good score.*

The ability to stay on the track or to relocate it and continue to work it, when lost, is evident in the manner in which the dog stays on the track and makes an effort to follow the track independently and with self confidence and reliability.

If the dog is able to catch the pheasant he must make the retrieve. To receive highest score in this retrieve the dog must sit or stand by the handler and hold the bird until command to release it.

*Scoring of the tracking portion of this test ends when the bird is located, or when it is impossible for the dog to reach the bird, or if after a reasonable amount of time the dog is not able to locate the bird. If the dog locates the bird, but does not make the retrieve, the dog can still receive a qualifying score in tracking, but, depending on circumstances (i.e., a fence, the bird suddenly was able to fly 20-30 more yards, etc.) the retrieving performance will be considered under cooperation, not OBEDIENCE because no command is given after bird is located.*

#### **\*Tracking Live hare or Rabbit (index 3) (Optional)**

If a dog has an opportunity to work such a track the results will be recorded in the dog's record. Important is **how** the dog tracks: Does he work the track forward when the animal is out of sight? Does he track the animal when it is in sight? Does the dog give tongue while on the track? Is he silent on the track? Answers to these four questions must be noted on the judges scorecards.

#### **\*\*Retrieve of Dragged Game- Fur (Index 3) (Optional)**

Everything is done exactly the same as the pheasant drag, except the length of the fur drag is approximately 300 meters (about 500 steps), and there will be two bends in the drag instead of one. Handlers that choose to do the fur drag must provide their own dead fur, 2 pieces of game, usually rabbit or hare.

## **JUDGED THROUGHOUT**

During all phases of the test the following categories are being judged in the dog: **nose, use of nose, attitude toward working, cooperation, and obedience.** Also, Judges must note and credit performances that occur at odd times throughout the day of evaluation, i.e., in addition to the regular tracking test on the live pheasant, a dog may have an opportunity during his search to track some wild game, such as a wounded bird, rabbit, hare, deer, fox, etc. During the water work a dog may have an opportunity to point a duck. All these things must be taken into account by the judges when rendering final scores. A dog that shows natural ability in tracking a wild rabbit demonstrates tracking ability. A dog that points a duck show pointing instinct. A dog that sight points any game shows pointing instinct.

**IT IS THE JUDGES' HIGHEST PRIORITY TO ADVANCE THOSE DOGS FOR BREEDING AND UTILITY PURPOSES WHO EXHIBIT FIRST RATE APTITUDES, STRONG NERVES, MATURITY, WILLINGNESS TO WORK, AND EASY HANDLING OVER THOSE DOGS EXHIBITING TENDENCIES TO SHYNESS, UNWILLINGNESS TO WORK, AND DIFFICULT HANDLING.**

### **Nose and use of Nose (index 6)**

This aspect of the dog's quality as a hunting dog is tested during searching, tracking live game, and tracking a duck in water. The dog's nose and how it is used is one of the most important attributes of the hunting dog. The quality and use of the nose determines to a great extent the quality and usefulness of the dog. The use of nose is partly an estimate of the quality of the nose. How well a dog can detect scent is dependent on many features of the environment as well as the dog's innate scenting ability. Quality can be judged in a relative sense. 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. Concentration, hard on

the track, demonstrates good use of nose as does careful working of the duck track on the water. The distance at which the dog **acknowledges, not points**, the scent of a bird in the field and the accuracy of locating the bird demonstrates quality of the nose. The dog that acknowledges spots where game has been and moves quickly on without undue sniffing at the spot shows good nose. 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.

Judgment of the nose often comes from results produced by the dog. A dog that bumps a bird one time during the test should not be faulted. Every good dog has bumped birds. However, if a dog continually bumps birds with good wind it is probably an indication of a deficient nose or a very uncooperative, difficult-to-train dog. The important point is that one case of a bumped bird should never be accepted as negative.

Decisive for the evaluation of the nose, is the field work. However, water work and tracking are also taken into consideration.

#### **Attitude Toward Working (Index 4)**

At all times during all tasks, the dog should show eagerness and enthusiasm for his work. This is well demonstrated on the tracking tests. The dog that perseveres on the track of the duck through tough cover shows a good attitude toward work. The dog should not be deterred by heavy brush, briars, or tough ground cover.

Retrieves should be joyful, intense, 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. Similarly, a dog that stays close to his handler's feet instead of seeking out likely cover to hold game does not exhibit a good attitude toward work. Running without purpose may detract from the score. **The dog should be hunting throughout the tests and show distinct and intense desire for making game contact. Any dog that turns away from game should be severely penalized.**

### **Cooperation (Index 3)**

This can be best described as teamwork between the dog and his handler. Cooperation shows in the easy handling of the dog and in the manner of cooperation between handler and dog, as well as showing an **obvious will to please his handler**. The dog should always be aware of his handler's location without showing over dependence. Deliberate flushing of game when the handler approaches, refusal to bring game to the handler on retrieves without strong or forceful commands to do so all show lack of cooperation.

Good cooperation is demonstrated by the dog that maintains good contact with the handler and is always aware of the handler's change in direction. A clearly demonstrated but unspoken communication between handler and dog indicates good cooperation.

Cooperation is the most difficult of all things to evaluate in versatile dogs. The following quotes should aid judges in scoring cooperation. From Ed Bailey's *Hello, Wired Dog-Goodbye, Cooperation*, June/July 1993 **Gun Dog**: "Obedience is a trained characteristic which can be instilled in any dog. Cooperation, however, is a genetically transmitted quality or potential for the quality of developing total rapport with the handler...A cooperative dog will be reading you and responding to your thought...at about the same time you start thinking it...The cooperative dog modifies its search to maximize production of game for the hunter; it retrieves everything it finds, whether told to or not...The cooperative dog will hold point until you get there...The most cooperative dogs will require only exposure to the situation. They do it because they work for you; they like the job and do everything to keep it."

### **Obedience (Index 3)**

The dog should obey commands 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 desire of their handlers. The dog that refuses to be calmed or to concentrate on the track but runs away, or tries to run away, from the handler, even to search for a bird, shows disobedience and must be scored low.

*The obedience of the dog in the presence of game is not evaluated in this test.* The obedience is evaluated during the search work by how the dog responds to voice, hand signal and whistle. This is demonstrated by how soon and freely the dog responds. The dog must also show he is calm and under control in the midst of other dogs and handlers. This demonstrates his expected performance in a hunting situation. During all the retrieving portions of the IHDT, obedience can easily be evaluated.

In the Intermediate Hunting Dog Test it is very important for the judges to observe throughout the tests how well the dog has responded to his training. **The compliance with any command will afford opportunities for assessing the trainability and dependability of the dog.**

## **INSTRUCTIONS AND INFORMATION FOR RELEASING AND STARTING A DOG ON A TRACKING TEST:**

### **Tracking Live Duck or Live Pheasant**

When a live duck, or live pheasant (both rendered flightless by removing the first 7 primary feathers from one side of the bird) is released, a judge will pull just a few soft feathers from the chest area. The feathers will be left on the release spot. The bird is not rubbed on the ground before the release, for this would cause an unnatural hot spot. When the handler is called to bring his dog up to the release spot, he should stop approximately 10 feet before he gets to the judge, who is standing beside the release spot. Undo the leash from the collar. Put the leash around the dog's neck as a means of holding him and keeping him under your control. About this time the judge will tell you the general direction the bird took.

Continue walking to the release spot. When you reach it, take a hold of your dog's collar with your one hand, drop the leash, and bend over, pointing to the ground with your other hand. This movement will immediately lower the dog's head, enabling him to find the beginning of the track. It is important to keep a dog calm during this exercise, but at this time, as your finger points toward the track, it's a good idea to give the dog a familiar command such as "fetch," or "dead bird," or just "get 'em" whatever your dog is used to hearing from you in a hunting situation when the two of you are trying to locate a wounded bird.

Release the dog as soon as he lowers his head and begins an active sniffing. The dog is almost always better at finding the beginning of the track than you are, and if you hang on to the dog, you will hamper his natural ability to locate the track. So release him and stand quietly, facing forward in the general direction of the track. Do not give any more commands unless the judge instructs you to do so.

### **Optional Test Categories**

Performance in optional test categories will not influence the prize classification. Prize classification will be determined only on performance of the required tests.

### **Versatile Hunting Breeds**

All versatile hunting breeds are bred to do the same tasks. Each breed does the tasks with a slightly different style. The breeds often vary as much within each breed as they do from breed to breed. The importance is that they get the job done as efficiently as possible

TEST	Index No.	Maxi- mum Possible Points	Minimum Number of Points Required for:		
			Prize I	Prize II	Prize III
<b><u>WATER</u></b>					
Tracking Duck in Water	5	20	15 (3)**	10 (2)	10 (2)
Retrieve Duck Water	3	12	9 (3)	6 (2)	6 (2)
Blind Retrieve, Reeds	4	16	12 (3)	8 (2)	8 (2)
<b><u>FIELD</u></b>					
Searching	5	20	20 (4)	15 (3)	10 (2)
Pointing	4	16	16 (4)	12 (3)	8 (2)
Retrieve Dragged Game (pheasant)	3	12	9 (3)	6 (2)	6 (2)
Tracking Live Game Bird	3	12	9 (3)	6 (2)	6 (2)
*Tracking Live Rabbit or Hare	3	12	9 (3)	6 (2)	6 (2)
*Retrieve Dragged Game (Fur)	3	12	9 (3)	6 (2)	6 (2)
<b><u>JUDGED THROUGHOUT</u></b>					
Nose and Use of Nose	6	24	24 (4)	18 (3)	18 (3)
Attitude Toward Work	4	16	16 (4)	12 (3)	8 (2)
Cooperaton	3	12	9 (3)	9 (3)	6 (2)
Obedience	3	12	9 (3)	9 (3)	6 (2)
<b>Totals</b>		<b>196</b>	<b>172</b>	<b>123</b>	<b>122</b>

\* Test is optional

\*\*Figures in brackets indicate rating need to score minimum points required

4H is an honorary award

