

OBEDIENCE JUDGES ASSOCIATION

TRAINING MANUAL

Last updated: 7 July 2020

Every care has been taken to try and provide **guidance** in what might be an appropriate deduction of marks in a given situation. However, there may be occasions when a judge will see fit to deduct marks more lightly or more heavily.

Obedience Judges Association
Email: susan.sheppard46@outlook.com

1 Introduction

Goals

- i. To enable trainee judges to become conversant with the Dog Training Regulations pertaining to these tests.
- ii. To design heel courses.
- iii. To have hands on judging experience.

Materials

1. Whiteboard
2. Overhead projector
3. Worksheets
4. Video footage
5. Handlers and dogs

Method

- i. **Dog Training Regulations**

CONTENTS OF JUDGES BAGS

- **Clip Board**
- **Dog Training Regulations**
- **Heel courses**
- **Weather protector for heel courses (plastic zip folder is good) or laminate courses**
- **Pens**
- **Pencils**
- **Stopwatch**
- **Calculator**
- **Personal Score Sheets**
- **Discs or ground markers (for start of heel courses etc.) Bottle tops make good ones.**
- **Spare paper**
- **Wet weather paper**
- **Judging Sheets**
- **Challenge Certificates**
- **Stewards Instructions**
- **Scent cloth poker-in**
- **Tongs**
- **Spare plastic bags for covering heel courses, holding used articles/scent cloths**
- **Range of accessories for variations in weather, i.e. sunglasses, sunblock, disprins, gloves**
- **For Test B and C:**
 - Scent cloths (for Test C) – 2 per dog plus spares**
 - Retrieve articles**
 - Send Away markers (selection of)**
 - Distant control card or board**

DESIGNING HEEL COURSES

Beginners

Uncomplicated, plenty of room between turns – away from fence and ring entrance.

Should not contain more than 8 legs.

Balanced course, i.e. has similar number of each turn.

No more than two halts, with room to be able to halt comfortably, (i.e. not jammed on the fence).

Turns should be within 6-9 paces of each other.

Should not take longer than 1-2 minutes total to complete both on and off lead courses.

Novice

Similar to Beginners

No more than 10 legs

Turns should be within 6-9 paces of each other.

Could contain a variety of leg length (i.e. short stretches and long stretches).

Should not take longer than 1½ - 2½ minutes total to complete both on and off lead courses.

Test A

Balanced course

Should contain no more than 2 combination turns (ATRT only)

Variety of leg length

No more than 2 halts

Should not take longer than 3 minutes total to complete both on and off lead courses.

Test B

Small or large circles at any pace, but preferably not tight left circles at fast pace.

Use combination turns as permitted.

Up to 2 halts.

Should not be less than 3 minutes or more than 5 minutes.

Test C

Something interesting, which is not daunting for either steward or competitor and not an endurance test.

Some straight-line work to test adhesion without any interruption to keep them focused.

Some circles and combination turns, preferably not close together, as this can cause handler confusion re direction

Positions – should not be on first leg. Should be given with room for handler to complete comfortably (i.e. not on fence), both before and after position.

Diagonals are permitted, but need to be done at start of course, with a smooth way to exit.

Should not be less than 4 minutes or more than 7 minutes.

IMPORTANT CONSIDERATIONS

Positioning of judge -

- Judge should be consistent for each dog in the positions they stand in.
- Judge some of the heel pattern from in front and some from behind.
- Wides are easier to judge from behind or in front, not from the side.
- Most turns are easier to judge from behind or in front.
- Right turns are easier to judge from the right, on an angle slightly ahead of handler
- Left turns are easier to judge from the left on an angle slightly behind or in front of the handler
- About turns are easier to judge from the front
- Sits are easier to judge from behind but judge some from in front to check dog being too far forward, or too far back or having slewed over feet.
- Do not judge from too far away.
- Do not judge too close that you put some dogs off.
- Realise you are not superhuman and you won't see everything.

Trainees to design a Beginners and Novice course.

SETTING UP THE RING

SEND AWAY

- If possible, avoid sending towards another ring (except to the corner).
- Avoid sending adjacent to a large object eg tree, reel of ring rope.
- Avoid sending too close to the ring entrance.
- Look for economy of movement eg finish heelwork and don't have a long walk to Send Away.
- If there are distractions such as crates at a breed show, have the Send Away box short of the ropes providing there is sufficient distance or try to avoid the crates altogether if possible.
- Use ring standards and ground markings to pace out distance from Send Away box for easier marking of faults. Saves having to pace out from where dog drops.
- Be aware of the position of the sun and where it will be later in the day. Try to avoid sending the dog into the sun.

DISTANT CONTROL

- Avoid having the dog standing in the entrance to the ring with a lot of distraction behind.
- Have the steward stand where the handler halts for easier communication.
- Stand somewhere behind the dog so you can see and hear the dog, handler and steward.
- Avoid standing too close to the dog
- Be aware of the position of the sun and where it will be later in the day. Try to avoid having the dog facing into the sun.

STAYS

- Put distance between dogs and ring rope, especially when this marks off another ring.
- If raining, preferably have dogs with their backs to the rain but definitely not with the rain driving into their faces.
- Don't have handlers going out of sight behind dogs, therefore look for sensible out of sight screen before starting stays.
- Watch what is happening in next door ring, eg don't line up so that a dog is next to a Send Away area.
- Consider where you are going to do scent.
- If a large class better to split them.
- At very large shows ask ahead if stays are to be scheduled during the day.
- Try to have all dogs facing towards where the handlers are heading. Try to be fair to all.

SCENT

- Don't put the cloths on the line either where the dogs have been lying or handlers standing in stays.
- Check for animal droppings if appropriate and avoid.
- Avoid any area where a dog has fouled.
- Ensure there is enough room for the required distance from the handler and correct spacing between the cloths.
- Draw scent pattern on a piece of paper and give to steward to ensure the correct number of cloths are put out and to aid steward if a dog destroys the scent area!
- Be clear on the definition of scent area.
- Watch for draughts or air currents under big doors that are closed.
- Note shadows – some halls go into shadow as sun goes round.
- Avoid having a pattern where the dog is facing and moving directly towards the Send Away area or scent pattern in an adjacent ring.
- If indoors, particularly on a shiny surface, ensure that the cloths are not flat on the floor, at least folded corner to corner.

2 Heelwork

Definition

Beginners/Novice

12.1.3.1 **Heel on Lead.** The dog should be sitting straight at the handler's left side. On command the handler and dog should walk at normal pace as directed. The dog's shoulder should be approximately level with and close to the handler's left leg at all times. On command for a left, right or about turn, the handler should turn within three paces in the direction indicated. On command the handler should halt in three paces and the dog should sit. The dog should not impede the handler. The left side of the handler will be regarded as the "working side". The same course for each dog. Combination turns are not permitted.

12.1.3.2 **Heel Free** As in 12.1.3.1.

Test A

12.3.3.1 **Heel on Lead.** Course as in Beginners. Combination turn, about turn right turn, only permitted. One right- or left-hand circle may be used. Handler permitted to give one simultaneous command and signal as an order for dog to sit at each halt and when moving into a circle. When moving from each halt handler may give one simultaneous command and signal as an order for dog to heel.

12.3.3.2 **Heel Free** As in 12.3.3.1.

Test B

12.4.3.1 **Heel Free** Course at normal, slow and fast pace. Left turns, right turns, about turns, double about turns and circles permitted. Combination turns, About turn right turn, Left about turn and Left about turn left turn permitted at slow and normal pace only. Handler NOT permitted to give command as an order for dog to sit at each halt. When moving forward from each halt and at any change of pace, handler may give command as an order for dog to heel.

Test C

12.5.3.1 **Heel Free.** Course at normal, slow, and fast pace. Left turns, right turns, about turns and circles permitted. Combination turns, About turn right turn, Double about turn, Left about turn, Left about turn left turn and Double left about turn, figures of eight and weaves permitted at slow and normal pace only. Included once only in each course at normal pace an advanced stand, sit, and down - handler to walk with dog at heel, leaving dog standing (sitting or down) when steward commands, and continue forward alone without hesitation where directed by Judge. When handler returns to dog, both continue forward. Order of positions (same for each dog) at judge's discretion. Handler NOT permitted to give command as an order for dog to sit at each halt. When moving from each halt and when returning to dog in advanced stand, sit and down, handler may give command as an order for dog to heel.

13.5.1.2 Test C Heelwork

13.5.1.2.1 Markers - when markers are used in heelwork they should not be positioned to distract dogs in send away.

13.5.1.2.2 Advanced Sit-Stand-Down

A dog may not disobey a direct command and penalties should be made accordingly. Judge may consider high penalties, as dog can be said to have failed that particular part of exercise. In this composite exercise judge apportions marks for each part and if allowance is say seven for one part, then this amount may be the penalty.

13.5.1.3 Combination Turns

A Combination Turn is any combination of turns including any commands which include a turn requiring the handler to take less than two paces between commands. Only those combination turns described in these regulations are permitted.

13.5.1.2.2 Advanced Sit-Stand-Down

A dog may not disobey a direct command and penalties should be made accordingly. Judge may consider high penalties, as dog can be said to have failed that particular part of exercise. In this composite exercise judge apportions marks for each part and if allowance is say seven for one part, then this amount may be the penalty.

13.4 Faults and Disobedience

Although a fault should incur only one penalty, deliberate disobedience should be more heavily penalised, e.g. in Test B and C heelwork, dog is required to sit at each halt unless otherwise ordered. If dog fails to sit it has faulted but not disobeyed, and handler must give the command "sit", which will be penalised as for an extra command. If on receipt of command dog does not sit then it has disobeyed and there should be a double penalty.

Faults to Penalise

1. **Dog's head and body position - should stay in position.** It may not move in and out from the handler's left leg and must remain at a constant distance. If it moves out and back in again from its original position this is called a wide.

Faults	Beg/Novice	Test A	Test B	Test C
Slightly Wide	½ point	½	½ - 1	½ - 1
Obviously Wide	1	1	1	1-2

2. **Dog's body should be parallel to handler.** Back end of dog should not be slanted out or in.

Faults	Beg/Novice	Test A	Test B	Test C
Slight crabbing	½-1 per occ. 2-4 a round	½-1 per occ. 3-5 a round	½-1 per occ. 4-6 a round	½-1 per occ. 5-7 a round
Major crabbing	1 per occ. 2-4 a round	1 per occ. 3-5 a round	1 per occ. 4-6 a round	1 per occ. 5-7 a round

3. **Constant leaning** on handler that impedes the handler's progress and knocking the handler's leg.

Faults	Beg/Novice	Test A	Test B	Test C
Leaning	½-1 per occ. 2-4 a round	½-1 per occ. 3-5 a round	½-1 per occ. 4-6 a round	½-1 per occ. 5-7 a round
Knocking leg	½-1 per occ. 2-4 a round	½-1 per occ. 3-5 a round	½-1 per occ. 4-6 a round	½-1 per occ. 5-7 a round

4. **Constantly too wide**

Faults	Beg/Novice	Test A	Test B	Test C
Too wide	1 between ea command or up to 5 per round	1 between ea command or up to 5 per round	1-2 between ea command or up to 5 per round	2 between ea command or up to 10

5. **Anticipation**
Dog moves before handler's command

Faults	Beg/Novice	Test A	Test B	Test C
Very slight, e.g. just before handler's command	½ - 1	½ - 1	1	1
Obvious, e.g. on steward's command	1-2	1-2	1-2	2

6. Surging or heeling too far in front

The dog's shoulder is ahead of the handler's left leg.

Faults	Beg/Novice	Test A	Test B	Test C
Slightly forward, e.g. shoulder slightly ahead	½ per occasion or 1 between ea command	½ per occasion or 1 between ea command	½ per occasion Up to 5	1 per occasion
Noticeably forward, e.g. half a body or further	1-5	1-5	1-5	1-5

7. Lagging

The dog's shoulder moves back from being opposite the handler's leg.

Faults	Beg/Novice	Test A	Test B	Test C
Slightly back, e.g. nose is level	½	½	½	1
Visibly back, e.g. gap between leg and dog	1	1	1	2
Obviously back, e.g. dog length between leg and dog	2	2	2	2
Dog not coming with handler	½ - 2	½ - 2	½ - 2	½ - 2

8. Tight Lead

Must have a noticeable loop

Faults	Beg/Novice	Test A	Test B	Test C
Each occasion the lead comes tight	1	1		

9. Dog Dropping Head or Sniffing Ground

Dog's head should be on a level or slightly inclined upwards but for some dogs when they are in the natural heel position the head is slightly down.

Faults	Beg/Novice	Test A	Test B	Test C
Dropping head	0 - ½	0 - ½	0 - ½	0 - ½
Sniffing ground	½ - 1	½ - 1	½ - 1	1

10. Turns

Dog's shoulder should remain in position. The distance from the leg should not be any different from straight heeling. The back end of dog should not go wide.

Faults	Beg/Novice	Test A	Test B	Test C
Left Turns				
Walking around dog	½ - 1	½ - 1	½ - 1	1-2
Walking into dog	½ - 1	½ - 1	½ - 1	1-2
Dog dropping back too far	½ - 1	½ - 1	½ - 1	1-2
Dog going wide, e.g. moving away from position at left leg	½ - 1	½ - 1	½ - 1	1-2
Right Turns				
Dog's shoulder position – dropping back, going wide	½ - 1	½ - 1	½ - 1	1-2
Handler stepping sideways to cover wide	½ - 1	½ - 1	½ - 1	1-2
About Turns				
Dog's shoulder position – dropping back, going wide	½ - 1	½ - 1	½ - 1	1-2
Handler stepping sideways to cover wide or not following same line coming out of turn as going in	½ - 1	½ - 1	½ - 1	1-2
About Turn Right Turn				
Dog's shoulder position – dropping back, going wide		½ - 1	½ - 1	½ - 1

Faults	Beg/Novice	Test A	Test B	Test C
Handler stepping sideways to cover wide		½ - 1	½ - 1	½ - 1
Left About Turns/ Left About Turn Left Turn				
Walking around dog			1-2	1-2
Walking into dog			½ - 1	½ - 1
Dog dropping back too far			½ - 1	½ - 1
Dog going wide, e.g. moving away from position at left leg			½ - 1	½ - 1
Double About Turn				
Dog's shoulder position – dropping back, going wide			½ - 1	½ - 1
Handler stepping sideways to cover wide			½ - 1	½ - 1
Circles				
Slightly wide			1	1
Obviously wide			2-3	2-3
Not walking in a circle			1-2	1-2
Not walking correct size as requested			1-2	1-2

11. Handler Errors

This is when the handler does not follow steward's instructions, takes more steps than the rules allow or accommodates the dog in some way.

Faults	Beg/Novice	Test A	Test B	Test C
Not following correct commands	1-2	1-2	1-2	1-2
Taking more than 3 paces before making turn	½ each time	½ each time	½ each time	1 each time
Changing pace to accommodate dog	1-2	1-2	1-2	1-2
Not walking at correct pace			1-3	1-3
Walking too slow	1-2	1-2	1-2	1-2
Slowing to prevent dog surging	1-2	1-2	1-3	1-3
Stopping in turns	½ - 1	½ - 1	½ - 1	1
Waiting for dog	1	1	1	1
Not turning square – right angle	½ - 1	½ - 1	½ - 1	½ - 1
Stepping into dog before turn	½ - 1	½ - 1	½ - 1	½ - 1
The handler should not use body movement to signal to the dog an impending halt or turn.		1-2	1-2	1-2
Extra commands		1 + fault	1 + fault	2 ea command
Double commands			1-2	1-2
The handler should change their pace sufficiently for the judge to easily tell there has been a change made. Make sure you look at the dog's pace because handlers can look like they are moving faster but the dog's pace has actually not changed			2-5	2-5

12. Test C Positions in Heeling

Faults	Test C
Failure to achieve position	7-8
Correct with 1 command	2-4
Correct with 1 command and stop	4-6
Hesitate or turn on giving command	1-2
Anticipate pick up or slow pick up	1-2
Doesn't hold position, e.g. sits up from down as handler comes back	2
Slight turn	1
Dog walking past handler during pickup	½-1
Dog slow adopting position	1
Not sitting properly	2
Not down properly	2
Walking after command	1
Excessive body movement by handler	1-2
Extended command	1-2

13. Sits

Faults	Beg/Novice		Test A		Test B		Test C	
Bum out	Slightly	½	Slightly	½	Slightly	½	Slightly	½
	Visibly	1	Visibly	1	Visibly	1	Visibly	1
	90°	2	90°	2	90°	2	90°	2
Bum in	Slightly	½	Slightly	½	Slightly	½	Slightly	½
	Visibly	1	Visibly	1	Visibly	1	Visibly	1
	90°	2	90°	2	90°	2	90°	2
Bum back	½		½		½		½	
Bum forward	½		½		½		½	
Bum wide	½		½		½		½	
Slow sit	½-1		½-1		½-1		½-1	
Shuffling	½-1		½-1		½-1		½-1	
Not sitting properly e.g. on a haunch, not square	½-1		½-1		½-1		½-1	
Won't sit – disobedience or extra command	1 + EC		1 + EC		2 + EC		2 + EC	
Stepping in	1		1		1		1	

3 Definition - Recall

Beginners/Novice

12.1.3.3 **Recall** from sit or down position at handler's choice. Dog to be recalled by handler, sit in front, go to heel - all on command of steward to handler. Handler is permitted one simultaneous command and signal as an order for dog to stay immediately after steward's command "Leave your dog". No further command permitted until steward's command "Call your dog". Distance no less than 10 paces.

13.5.2.1 **Principal Features**

The dog must stay until the handler calls the dog. There must be a prompt response to the handler's command or signal to come. The dog shall sit in front until steward's command to "finish".

Test A

12.3.3.3 **Recall.** Recall may be a circle in either direction, a square in either direction with no more than 3 ninety degree turns, or a straight line (with no turns) away from dog. Recall may be from a sit or down at handler's choice. When told to leave dog, handler to walk in direction indicated until steward issues the command "Call your dog". This command to be given only when handler is walking away from dog, handler to recall dog to heel and continue with dog until ordered to halt.

13.5.2.1 **Principal Features**

Stay until handler calls the dog
Prompt response to handler's command or signal to come

1. Slow response to come - must be faster than a walk

Faults	Beg/Novice
Walks whole way	2-3
Walks half way	1-2
Slows last three paces	½-1

2. Sit in front

Faults	Beg/Novice
Slightly crooked	½
Obviously crooked	1
Sits at 90°	1-2
Out from handler – slightly	½
Out from handler – obviously	1
Overpresenting – feet and chest stuck through handler's legs	½-1
Hits handler with force	1-2
Handler moves feet – lost balance	1-2

3. Sit Beside

Faults	Beg/Novice
Slightly crooked	½
Obviously crooked	1
Sits at 90°	1-2

4. Finish

Faults	Beg/Novice
Doesn't finish, e.g. refuses to go around	1-3
Wide – slightly at the beginning	½
Wide - the whole way round	1
Popping out or jumping usually when too far through legs	½-1
Slow	½-1
Stopping during finish	1
Sniffing ground	½-1
Sits before straight then drags bum around until straight	½-1

5. Dog Doesn't Present

Faults	Beg/Novice
Dog goes straight to heel	2-3
Dog runs around handler – helicopters	3-4

6. Dog Doesn't Finish

Faults	Beg/Novice
Handler doesn't send dog round to heel	2-4

7. Dog Sniffs Ground while waiting or during the run out

Faults	Beg/Novice
Sniffing ground while waiting	½-1
Sniffing while running to handler	1-2

8. Anticipation

Faults	Beg/Novice
Dog does not wait at all - goes all way with handler	5-7
Dog comes just after about turn and before steward's command to call dog	2-3
Dog does not wait and is told to wait - disobedience	2
Dog comes on steward's command but before handlers	1-2
Dog finishes before steward's command to finish	1-2
Dog finishes after steward's command but before handler's command	1

Test A Recall

Faults	Test A
Slow response to come – dog should go to handler at a pace faster than a walk	1-3
Anticipation – moves before ordered to do so – immediately follows handler	5
Anticipation - Just before steward's orders	1-3
Anticipation - Just after steward's orders but before handler's	½ - 2
Dog has a wide pick up	½ - 2
Dog heels in a wide position or inconsistent after pickup	1-2
Extra commands from handler	1 + fault
Dog comes to wrong side of handler	1-2
Dog has crooked sit at end	½ - 1
Handler gives extended command for dog to come	1
Sniffing ground while waiting	½-1
Sniffing while running to handler	1-2
Handler not walking in pattern as requested	1-2
Handler waiting for dog – walking slowly	1-2
Stepping into dog when dog comes alongside	½ - 2

4 Definition of Retrieve

Novice

12.2.3.4 Retrieve handler's wooden and/or plastic dumb-bell. Handler is permitted one simultaneous command signal as an order for dog to stay immediately after steward's command "Throw It".

Principal Feature

13.5.3.1 The principal feature of this exercise is for the dog to retrieve promptly.

Test A

12.3.3.4 Retrieve handler's wooden and/or plastic dumb-bell. Handler not permitted to command dog to sit when it presents dumb-bell. Handler permitted to give any word of command to release dumb-bell.

Test B

12.4.3.3 Retrieve handler's wooden and/or plastic dumb-bell. Handler's commands (voice or signal) - otherwise as in Test A retrieve.

Test C

12.5.3.3 Retrieve any one article provided by judge. Article must not be injurious to dog. Article to be picked up easily by any breed of dog and clearly visible to dog. A separate similar article to be used for each dog. Handler not permitted to give article to dog. Handler's commands permitted (voice or signal) - otherwise as in Test A retrieve.

13.2.2.1 Judges will deduct ALL POINTS if article is given to dog.

4.1.1 Additional Comments

Care should be taken that article, when thrown, will present a similar difficulty for each dog. ie use of a cup that is impossible to pick up if landing cup side down. Remember some colours are difficult for the dogs' lack of colour vision to see – ie red article on green grass.

1. Anticipation

For Test C replace the word dumb-bell with article.

Faults	Novice	Test A	Test B	Test C
Dog does not wait at all and arrives as the dumb-bell lands	3-5	3-5	3-5	3-5
Dog retrieves just before steward's command to send dog	1-3	1-3	1-3	1-3
Dog finishes before steward's command to finish	1-2	1-2	1-3	1-3
Dog finishes after steward's command but before handler's command	1	1	1	1

2. Excessively Slow

Faults	Novice	Test A	Test B	Test C
Walks out and back	3-5	3-5	3-5	3-5
Walks whole way out or back	2-3	2-3	2-3	2-3
Walks half way	1-2	1-2	1-2	1-2
Slows last three paces	½-1	½-1	½-1	½-1

3. Excessive Mouthing

Usually allow for one adjustment in the mouth after the dog picks up the dumb-bell.

Faults	Novice	Test A	Test B	Test C
Mouths the dumb-bell all the way back including sitting in front	2-4	2-4	2-4	2-4
Mouths the dumb-bell running back	2-3	2-3	2-3	2-3
Mouths the dumb-bell while sitting in front	½-1	1-2	1-2	1-2

4. Dropping Dumb-bell

Deduct one point per occasion including a slip out of the mouth

5. Picking up Dumb-bell

Faults	Novice	Test A	Test B	Test C
Bowling Dumb-bell	1-3	1-3	1-3	1-3
Standing and looking before picking up	1-2	1-2	1-2	1-2
Pick up should be clean	1-2	1-2	1-2	1-2
Pawing Dumb-bell	1-2	1-2	1-2	1-2
Killing the article	1-3	1-3	1-3	1-3
Sniffing the ground	1-2	1-2	1-2	1-2

6. Additional Faults

Faults	Novice	Test A	Test B	Test C
Rests dumb-bell on handler	1	1	1	1
Not going directly to handler – goes to judge	1-2	1-2	1-2	1-2
Not going directly to dumb-bell	1	1	1-2	1-2
Not releasing	1-3	1-3	1-3	1-3
Extra commands (called disobedience in Beg/Novice)	1 + fault	1 + fault	1 + fault	1 + fault

7. Poor Present and Finish

Faults	Novice	Test A	Test B	Test C
Failing to present, i.e. drops dumb-bell at feet – handler picks up	5	5	5	5
Runs around handler	2	2	3	3
Doesn't finish	1 + 1 for EC None 5	1 + 1 for EC None 5	1 + 1 for EC None 5	1 + 1 for EC None 5
Wide - slightly at beginning	½	½	½-1	½-1
Wide the whole way	1	1	1-2	1-2
Slow	½-1	½-1	1-2	1-2
Extra commands	1	1	1	1

8. Sits

Faults	Novice	Test A	Test B	Test C
Slightly crooked	½	½	½-1	½-1
Obviously crooked	1	1	1	1
Sits at 90°	1-2	1-2	2	2
Out from handler – slightly	½	½-1	½-1	½-1
Out from handler – obviously	1	1-2	1-2	1-2
Overpresenting – feet and chest stuck through handler's legs	½-1	½-2	1-2	1-2
Hits handler with force	1	1-2	1-2	1-2
Handler moves feet – lost balance	1-2	2-3	2-3	2-3

Sit Beside

Faults	Novice	Test A	Test B	Test C
Slightly crooked	½	½	½-1	½-1
Obviously crooked	1	1	1	1
Sits at 90°	2	2	2	2

Minor Faults

Faults	Novice	Test A	Test B	Test C
Dog carrying dumb-bell by one end	½	½-1	1	
Handler taking dumb-bell from dog with one hand	½	½-1	1	1

5 Send Away

Definition

Test B

12.4.3.2 Send away, drop and recall. Dog to be sent away in direction indicated by judge. 1-4 markers clearly visible to dogs and handlers to be used. Markers to be placed on ground to define the send away drop area. After dog has been dropped handler will walk where directed by judge, recall dog to heel on command whilst walking away from the send away area and both will continue forward until ordered to halt. No obstacle to be placed in path of dog. Simultaneous command and signal permitted in send away.

Test C

12.5.3.2 Send away, drop and recall. Dog to be sent away in direction indicated by judge. 1-4 markers clearly visible to dogs and handlers to be used. Markers to be placed on ground to define the send away drop area. After dog has been dropped handler will walk where directed by judge, recall dog to heel on command whilst walking away from the send away area and both will continue forward until ordered to halt. No obstacle to be placed in path of dog. Simultaneous command and signal permitted in send away.

13.5.4 Principal Requirement - Send Away

The principal requirement is that the dog will go out at a pace faster than a walk and should continue directly forward without pausing or looking back. The paramount consideration should be that dog makes the distance. Judges must ensure that the direction and point at which the dog must be dropped and route handler is to walk are made clear to each handler before commencement of exercise. Handler may face dog in required direction before commencing exercise. Handler is permitted to place a hand in front of dog's head and extend their arm at the same time as they command dog to go out but there must not be any prolonged motioning. Handler may bend forward, but must stand straight as soon as verbal command has been given. If handler wishes to give dog an extra command to re-direct dog a simultaneous verbal command and a directional signal are permitted.

Fault	Test B	Test C
Dog does not go out at a pace faster than a walk	2-5	2-5
Dog pauses and looks back	1-2	1-2
Dog does not make distance (short)	1-2 per pace	1-2 per pace
Dog goes to incorrect area (distance from area)	1 per pace	1 per pace
Dog does not leave handler in correct direction	½ per pace	½ per pace
Extra commands from handler	2 or 1 + fault	2 or 1 + fault
Dog anticipating send	1-2	1-2
Dog stopping	1-2	1-2
Dog anticipating down	1-2	1-2
Dog anticipating pickup	1-2	1-2
Dog does not drop on command	1 + EC	1 + EC
Dog does not go through front markers	1-2	1-2
Handler gives double command for pickup - voice and signal	1-2	1-2
Slow pickup	1-2	1-2
Wide pickup	1-2	1-2
Wide heeling after pickup	1-2	1-2
Crooked sit at end	½-1	½-1
Not upright before sending dog	2	2
Handler touching dog until sending it	2	2
Excessive barking	1-2	1-2
Extended command	1-2	1-2
Retrieving markers	2-5	2-5
Sniffing markers	½-1	½-1
Sniffing ground	½-1	½-1

6 Stays

Beginners

- 12.1.3.4 Sit one minute** Handler in sight and facing dog, at no less than 10 paces. On return to dog, handler to walk around dog to heel position. Timing commences on steward's command "Leave your dogs" and ends on steward's command "Exercise finished".
- 12.1.3.5 Down two minutes** Handler in sight and facing dog, at no less than 10 paces. Return and timing as for 12.1.3.4.

Novice

- 12.2.3.5 Sit one minute** Handler in sight and facing away from dog, at no less than 10 paces. Return and timing as in Beginners.
- 12.2.3.6 Down two minutes** Handler in sight and facing away from dog, at no less than 10 paces. Return and timing as in Beginners.

Test A

- 12.3.3.5 Sit One Minute.** Handler in sight and facing away from dog, at no less than 10 paces. Return and timing as in Beginners.
- 12.3.3.6 Down Five Minutes** Handler out of sight. Return and timing as in Beginners.

Test B

- 12.4.3.4 Stand One Minute.** Handler in sight and facing away from dog, at no less than 10 paces. Handler may give one simultaneous command and signal as an order for dog to stay immediately after steward's command "Last command". Return and timing as in Beginners.
- 12.4.3.5 Sit Two Minutes** Handler out of sight. Handler's commands permitted as in 12.4.3.4. Return and timing as in Beginners.
- 12.4.3.6 Down Five Minutes** Handler out of sight. Handler's commands permitted as in 12.4.3.4. Return and timing as in Beginners.

Test C

- 12.5.3.5 Sit two minutes.** As for Test B. Exercise commences on steward's command "Leave your dog". Return to dog as in stay exercises.
- 12.5.3.6 Down five minutes.** As in Test B.

13.5.6.1 Principal Requirement

The principal requirement is that dogs stay in position and remain in sit, down or stand. Although it is important that dog shall stay where handler left it, retention of posture is important. Fighting by dogs or some exceptional occurrence may be considered by the judge to demand special treatment.

13.5.6.2 Deduction of Points

The deduction of points shall be in proportion to the time that the fault occurred. Most judges have a "ready reckoner" to enable easy calculation of marks lost for broken stays.

13.2.2.3 Deduction of All Points

If the handler commands dog in any way during stay exercises after steward's command "Leave your dogs" all points for the stay exercise will be deducted.

13.5.6.3 Distractions

Beginners and Novice

There are no distractions in Beginners or Novice.

13.5.6.3.1 Test A

Only for Sit and Down Stay.

Distractions, if employed, shall be limited to walking past and around dogs.

13.5.6.3.2 Test B and C

Only for Sit and Down Stay. Forbidden to:

- Throw or roll any article in such a way that it can roll or strike against any dog.
- Discharge firearms, starting pistols or fire-works.
- Use commands normally employed preparatory to the commencement of the exercises, viz "Sit", "Down" or "Stand".
- Jump over or run over dogs. If umbrellas or flapping articles are employed these must first be opened or agitated in front of dogs at a point approximately equidistant from all dogs.

13.5.6.4 Set-up of Dogs for Stays

Stay exercises in all tests must be conducted with all dogs in a single straight line parallel to the ring boundary. It is recommended that adjacent dogs must be separated by at least 1.5 metres (centre to centre). Stays should be split, if necessary, to meet these requirements.

14.7.4 Stay Exercises

Dogs are brought into the ring and leave the ring on the lead. During the exercise the lead is removed until the exercise is completed.

Faults	Beg/Novice	Test A	Test B	Test C
Extended commands	1	2	2	2
Touching dog on last command, or before exercise finished	All points	All points	All points	All points
Not being in heel position when commencing/finishing exercise	2	5	5	5
Looking back at dogs during exercise	All points	All points	All points	All points
Handler that does not return to dogs when other handlers do	1	2	2	2

Decisions will have to be made on the following matters that may crop up during stays:

1. Where handler with two dogs should stand.

If stays are being held in one sitting it is usual for the handler with two dogs to start in between the two dogs and finish between the dogs as they started. If two stay sittings are being held the handler should run one dog in the first sitting and the second dog in the second sitting.

2. What to do if requested to move dogs.

Handlers may be aware that the dog which will be beside them in the stays does not get on with their own dog. It is reasonable to allow the dog to move to the end of the line and makes for stress free stays.

3. How and when to handle interference to a dog by other dogs.

Usually the judge will go and remove a dog that is interfering with another dog. If the judge is at all worried about doing this, the handler may be sent back to remove their dog in a quiet manner away from the other dog. If the dog that has been interfered with breaks their stay and would have been in a placing it is usual to rerun that particular stay with a group of dogs.

Running of Stays

1. Good idea to have the handlers all present outside the ring before they enter (in correct order even better).
2. Stewards should be present at this time. Instruct the stewards at this time of your requirements, i.e. call time on anything they think is untoward, write it down so the judge can make a decision on it later.
3. For in sight stays stewards should not get in the way of the dog's view of the handlers. Have them stand behind the handlers, not in front.

7 Scent Discrimination

Test A

12.3.3.7

Scent Discrimination Handler's scent (not perfume) on piece of cloth no less than 150 mm x 150 mm and no more than 200 mm x 200 mm. No less than 8 or more than 12 cloths in total of varying colours and textures provided by Club. Decoy cloths not permitted. Handler permitted to see where cloth is placed but dog must be turned away from cloth. Dog must be facing cloths when steward gives command "In your own time send your dog". Handler to stand upright before giving the command to scent. After dog passes a point (scent area) defined by Judge and communicated to handler, no command is permitted until it passes scent area on the way back with correct cloth. Handler not permitted to command dog to sit when it presents cloth. Handler permitted to give any word of command as an order to dog to release cloth. Timing commences when handler commands dog to find cloth and ends when dog sits in front of handler with correct cloth. Time limit 90 seconds.

13.5.5.1

Principal Feature

The principal feature of this exercise is selection of handler's cloth from among the other cloths and prompt carrying of cloth to handler.

Test B

12.4.3.7

Scent Discrimination Handler's scent (not perfume) on piece of cloth no less than 150 mm x 150 mm and no more than 200 mm x 200 mm. One or two cloths (at handler's choice) to be given to handler on entering ring. Two decoy cloths to be used and given to decoy stewards as handler enters ring. Separate decoy and handler's cloths for each dog. Handler NOT permitted to give cloth that goes into the scent area to dog. No less than 8 or more than 12 cloths, which may be of different colours and textures, provided by club. Decoy cloth must not be cloth nearest to handler. Otherwise as for Test A Scent Discrimination. Time limit 90 seconds.

Test C

12.5.3.7

Scent Discrimination. Judge's scent (not perfume) on piece of cloth no less than 150 mm x 150 mm and no more than 200 mm x 200 mm provided by judge. Separate similar cloths to be used for each dog, and a further cloth shall be provided by judge for each dog for giving scent. Method of taking scent at handler's discretion but judge may refuse to handle dog when giving scent to dog. Two decoy cloths to be used and given to decoy stewards as handler enters ring. Separate decoy cloths for each dog. No less than 8 or more than 12 cloths which may be of different colours and textures. Decoy cloth must not be cloth nearest to handler. Cloths (except those specified above) provided by club conducting Test or Trial. Time limit 60 seconds. Otherwise as for Test A Scent Discrimination.

12.2.2.2

Scent Discrimination (Test A, B and C)

Judges will deduct ALL POINTS allocated:

- * If any command is given after dog reaches scent area and until dog passes scent area when returning to handler with correct cloth.
- * If dog brings wrong cloth out of scent area
- * If dog brings wrong cloth out of scent area in addition to correct cloth.

- * If dog fails to return and sit in front of handler with correct cloth within prescribed time limit.
- * In Test B, if the handler's cloth that goes into the scent area is given to dog.

Judge's Responsibilities

Judge must ensure that cloths are properly separated before dog is sent out. Judges should, if practicable, not go into area after cloths have been placed there.

Remember to remove any objects you have used during the heelwork/send away before doing stays and scent. It is a good idea, wherever possible to have your scent area in a place that has not been too worked on during the test. Maybe make allowance for this when planning your heel course, send away areas, stays etc. Always check that:

- (a) The cloth used in Test A is legal, as per the regulations
- (b) The correct number of cloths have been put out by your steward
- (c) That the Test B handlers cloths are not musty or damp
- (d) That the distances between cloths, scent area and handler from scent area are as per the regulations.

Provision of Cloths

All scent cloths except Test C judges and Test A handlers should be provided by the club conducting the test or trial.

Distances in Scent

The first cloth should be at least one metre from the front of the scent area, cloths should be a minimum distance of 600 mm apart and a maximum distance of 1000 mm apart and handler should be 8-10 paces from the scent area.

Faults	Test A	Test B	Test C
Anticipation - dog goes before command (if handler gives one)	1-3	1-3	1-3
Handler does not stand upright before sending dog	1	1	1
Excessively slow – out and back	2-4	2-4	2-4
Slow back whole way	2-3	2-3	2-3
Slow back half way	1-2	1-2	1-2
Slow last three or four steps	½-1	½-1	½-1
Excessive mouthing - All the way back	1-3	1-3	1-3
Only in front of the handler	1	1	1
Dropping cloth	1	1	1
Crooked sits	½-1	½-1	½-1
Poor finish	½-1	½-1	½-1
Commanding dog out of scent area, e.g. dropped cloth	1-2 + fault	1-2 + fault	1-2 + fault
Sniffing ground instead of cloths	½-1	½-1	½-1
Dog does not sit in front or beside	1 + fault	1 + fault	1 + fault
Dog does not present with scent cloth, e.g. handler has to pick up dropped cloth	3-5	3-5	3-5
Killing the cloth	1-2	1-2	1-2
Not holding cloth during present – rests on handler	1-2	1-2	1-2
Not releasing cloth	1-3	1-3	1-3
Dog runs around handler not presenting	2-5	2-5	2-5
Commanding after dog has reached scent area	30	40	50
If dog brings wrong cloth out of scent area	30	40	50
If dog fails to return and sit in front of handler with correct cloth within prescribed time limit	30	40	50

8 Distant Control

12.5.3.4 Distant Control. On command from steward to handler, dog to sit, stand or down in one place, no less than ten paces from handler. Six instructions to be given in same order for each dog. Order of positions at judge's discretion. If dog should fail to achieve the correct position, (or ignores a command) then additional commands must be given until the dog achieves the correct position and there shall be no requirement for the handler to return their dog to the original position. Other penalties as in 13.5.7.1 still apply for all required positions. Exercise commences on steward's command 'leave your dog'. Return to dog as in stay exercises.

13.5.7 Distant Control

- 13.5.7.1** For each of the six changes of position penalties shall be as follows:
Failure of dog to achieve correct position on first command including penalty for extra command - up to 4 points (total)
Failure of dog to achieve correct position after two or more commands - 8 points (total)
- 13.5.7.2** The permissible distance of movement in total forwards or backwards is half the body length of the dog.
- 13.5.7.3** A handler that steps off the spot before the six positions have been successfully completed will lose 50 points.

Additional comments

Commands may be given by voice or signal.

Handler may look away between commands, but should not use excessive body movement when giving a command.

Minor variations of the dogs name can be used ie 'Bon' 'Bonny' 'Bonner'

Faults	8.1 Test C
Dog assuming incorrect position or not moving on first command, and requires one extra command to attain correct position.	1-4
Dog assuming incorrect position or not moving on first command, and requires two or more commands to attain correct position	8
Dog anticipating next position	Up to 5
Movement more than half a body length forward/backward	1 per body length
Extended command, by voice or hand	1-2
Excessive delay between dog's name and command	1-2
Handler moving off point where steward has halted him i.e. back towards dog	50
Dog walks with handler or moves when handler walking away	5 per body length
Dog changes position when handler is walking away – anticipation	Up to 5
Dog changes position when handler is returning to dog	2
Dog attains incorrect position and handler brings dog back to the position the dog had prior to the command	1
Excessive body or head movements by handler	1-2

9 Miscellaneous Rules

13.2.1.1 Minimum

The minimum penalty for any fault is at the judge's discretion.

13.2.1.2 Fouling

Ring fouling of any description by a dog shall be penalised by the loss of 30 points off its total score for that test.

13.2.1.3 Extra command

Extra commands and/or signals must be penalised unless otherwise specified.

13.2.1.4 Food or Training aids

The judge will disqualify the dog from that test if the handler uses or carries into the ring or working area in any test food, manufactured whistle, clicker, squeaky toy or other related training aid other than those required to complete the test.

13.2.1.5 Man-Handling Dog

Forcibly and manually placing or controlling a dog during an exercise shall be penalised by the loss of a minimum of 50 per cent of the points allocated to the exercise. Judges may however consider a lesser penalty for dogs competing in Beginners and Novice at **Ribbon Trial** level.

13.3 Discretionary Penalties

13.3.1 Judge's Discretion

All non-mandatory penalties are at the judge's discretion.

13.3.2 Quantum of Points

Judges will vary penalties upwards from the minimum mark according to magnitude of fault and, at the judge's discretion, penalties will be more severe in higher grades than in Beginners and Novice.

13.4 Faults and Disobedience

Although a fault should incur only one penalty, deliberate disobedience should be more heavily penalised, e.g. in Test B and C heelwork, dog is required to sit at each halt unless otherwise ordered. If dog fails to sit it has faulted but not disobeyed, and handler must give the command "sit", which will be penalised as for an extra command. If on receipt of command dog does not sit then it has disobeyed and there should be a double penalty.

14.1 Commencement

At the commencement of the following exercises in all classes, handler stands with dog sitting at heel:

- * Heelwork
- * Retrieve
- * Scent Discrimination
- * Send Away

At the commencement of the following exercise, handler stands with dog at

heel in either sitting or down position

* Recall

In all other exercises, exercise commences with dog in position determined by judge.

14.2 Definition of "Command"

Talking to dog by handler, snapping the fingers, slapping the side, stamping the feet, or whistling are regarded as commands. Handlers should refrain from head and body movements as these can be interpreted as commands except in Beginners and Novice.

14.3 Commands or Signals

Before commencing any exercise handler may give any commands or signals to dog that he wishes. Handler may praise dog between exercises.

14.4 Use of Name

Handler may use dog's name once with each command or signal.

14.5 Man-handling Dog

Forcibly and manually placing or controlling dog in any exercise is subject to penalty.

14.6 Entering and exiting the ring

All dogs must be brought into the ring and leave the ring under control. They must be either on lead, held by the collar/choker, or in the heel position. This control must be maintained until well clear of the ring entrance.

14.7 Use of Leads, Muzzles and Halties

14.7.1 Exercises Without Lead

In exercises without a lead, collar or choker must be left on at all times.

14.7.2 Placement of Leads

Where the lead is not required in exercises, it may be left with the steward, or left outside the ring or placed completely in the handlers pocket until the exercises are finished, but never worn outside the handler's clothing.

14.7.3 Other equipment

Muzzles, halties and footwear are not permitted. Exhibitor could be granted exemption from this prohibition by the Show Manager upon production of proof by the exhibitor that footwear was a veterinary requirement.

14.7.4 Stay Exercises

Dogs are brought into the ring and leave the ring on the lead. During the exercise the lead is removed until the exercise is completed.

14.8 Handling of Lead

The lead must be held but whether in the right or left hand is a matter of choice for the handler.

14.9 Talking to Dog

In Beginners and Novice, handlers are permitted to avoid faults by talking to

14.10 and encouraging their dogs except where laid down in these Regulations. Handlers are advised to take full advantage of this privilege.

14.11 **Definition of “Finish”**

Dog to move behind handler from handler’s right to left and sit at heel position. No command or signal for sit to be given except in Beginners and Novice.

14.12 **Run Offs**

14.11.1 Must be Held

Run-offs must be held if more than one dog obtains the same points on any placing for which prizes, trophies, awards or sashes are to be contested.

14.11.2 Composition

Run-offs shall consist of one or more exercises pertaining to that test.

14.13 **Walking the Course**

Prior to the commencement of each test the judge, or any other person not entered in that test and nominated by the judge, must walk the heel course following the steward’s commands. Where the on and off lead work are not the same, both patterns must be walked. A dog may accompany the person walking the course provided the dog is not entered in any test on that day. At the conclusion of walking the course the test may commence after an interval of at least 5 minutes or as mutually agreed between the first handler and the judge.