

**Schedule 05C(5)**  
**Regulations for Gundog Hunting Tests (2020)**  
**(Deutsch Drahthaar / German Wire-Haired Pointing Dog)**  
**(Effective 01.01.2024)**

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Within this schedule, and with due recognition to Field Trial participation, all references to "he", "him" and "his", which terms are used for convenience of writing and of reading, shall be taken as meaning "he or she", "him or her" and "his or hers", respectively.

## **A. REGULATIONS FOR THE CONDUCT OF GUNDOG HUNTING TESTS**

### **A.1 PREAMBLE**

This document takes the form of Regulations which are the rules that are binding on all those who are involved in the running of Gundog Hunting Tests. This document contains guides which assist Gundog Hunting Test Secretaries and Committees with the procedures required in setting up a Versatile Hunting Dog Test.

### **A.2 LICENSING AND HOLDING OF GUNDOG HUNTING TESTS**

The Regulations relating to licensing and to all other matters to do with Gundog Hunting Tests as set in Schedule 3 (Championship Breed Shows) and Schedule 4 (Non- Championship Breed Shows) of the Constitution of the Kennel Union of Southern Africa shall apply to Gundog Hunting Tests so far as they can be relevant to the Gundog Hunting Tests and so far as they do not conflict with the specific terms of this Schedule 05C(5).

### **A.3 DEFINITIONS**

#### **A.3.1 ABBREVIATIONS**

KUSA The Kennel Union of Southern Africa  
Fedco The Federal Council of The Kennel Union of Southern Africa  
Exco The Executive Committee of the Kennel Union of Southern Africa  
FTLC The Field Trial Liaison Council of the Federal Council of The Kennel Union of Southern Africa

#### **A.3.2 THE WORKING DEUTSCH DRAHTHAAR CLUB GUNDOG HUNTING TESTS**

##### **A.3.2.1 SA-VJP (YOUTH HUNTING TEST)**

Is for Pointing Breeds from six months and not exceeding 18 months of age, dating from and inclusive of the date of its birth on the first day of the test. It is a young dog natural ability test.

##### **A.3.2.2 SA-HZP (ADVANCED HUNTING TEST)/SA-OZP (OLDER DOG HUNTING TEST)**

The priority of the SA-HZP is the determination of the development of the natural abilities of the young dog in view of its suitability and future use as a Versatile Gundog. This test is for Pointing Breeds under 2 years of age without restriction as to previous performance.

The SA-HZP was developed to evaluate the natural abilities of a young dog, especially order to identify the best dogs for breeding and rate the breeding quality of their parents. For this reason the test is open to dogs up to an age of two years.

If dogs due to unforeseen circumstances can't be tested before turning two years, they are allowed to run the test to a maximum age of 6 years. In that case the test will be named SA-OZP (Older Dog Hunting test).

Although older dogs can be tested for the sake of breeding excellence and comparability, every effort should be made to test the young dog, before it turns two years.

##### **A.3.2.3 SA-VGP (UTILITY HUNTING TEST)**

The SA-VGP is a performance test for Pointing Breeds with the aim to produce dogs for the ethical conduct of hunting and to foster the knowledge of training and handling of these dogs in the hunting community. The dog must be a minimum of one (1) year old.

#### **A.3.2.4 SA-VPS (AFTER SHOT HUNTING TEST)**

The SA-VPS is a performance test for all Gundog breeds with the aim to produce dogs for the ethical conduct of hunting and to foster the knowledge of training and handling of these dogs in the hunting community. The dog must be a minimum of one (1) year old.

#### **A.4 QUALIFICATION TO ENTER GUNDOG HUNTING TESTS**

##### **A.4.1 ELIGIBLE BREEDS**

All KUSA-registered Gundog breeds may enter Gundog Hunting Tests as defined in A.3.2.1 to A.3.2.4. Refer to the list of breeds below:

##### **KUSA Gundog Breeds Eligible to do all the tests**

Auvergne Pointer (Braque d’Auvergne)  
Bohemian Wire-haired pointing Griffon (Cesky Fousek)  
Brittany Spaniel  
English Setter  
German Short-haired Pointer (Deutsch Kurzhaar)  
German Wire-haired Pointing Dog (Deutsch Drahthaar)  
Gordon Setter  
Hungarian Short-haired Pointing Dog (Vizsla)  
Hungarian Wire-haired Pointing Dog (Vizsla)  
Irish Red & White Setter  
Irish Setter  
Italian Pointing Dog (Bracco Italiano)  
Kleiner Munsterlander  
Large Munsterlander  
Pointer (English)  
Spinone (Italian Spinone)  
Stabijhoun  
Weimaraner Short-haired  
Weimaraner Long-haired  
Wirehaired Slovakian Pointer (Slovakian Rough-haired Pointer)

##### **KUSA Gundog Breeds Eligible to do SA-VPS**

Irish Water Spaniel  
Nederlandse Kooikerhondje  
Retriever (Chesapeake Bay)  
Retriever (Curly Coat)  
Retriever (Flat Coat)  
Retriever (Golden)  
Retriever (Labrador)  
Romagna Water Dog  
Spaniel (American)  
Spaniel (Clumber)  
Spaniel (Cocker)  
Spaniel (English Springer)  
Spaniel (Field)  
Spaniel (German)  
Spaniel (Sussex)  
Spaniel (Welsh Springer)  
Water Dog (Portuguese)

\*Other breeds registered with the KUSA may enter any Test as defined in A.3.2.1 to A.3.2.4 at the discretion of the Management Committee of the Club holding the Test.

##### **A.4.2 EXCLUSION DUE TO PREVIOUS TESTING**

A dog may not be tested more than twice in the same type of Gundog Hunting Test. Subsequent or previous participation in international tests does not count. This rule does not apply when the handler misses the test for reasons for which he is not responsible.

#### **A.5 AWARDS**

##### **A.5.1 RECORDING AND HANDLING OF TEST RESULTS AND AWARDS**

A.5.1.1 Official TEST SCORE SHEETS for each individual Test must be completed for each dog entered. These are available on the KUSA website.

- A.5.1.2 The Club Secretary and Test Director are jointly responsible for the recording of the Test results on the official Test Score Sheets. The Test Score Sheets must be completed in duplicate – one is for the Club’s use and the other for the handler.
- A.5.1.3 One copy of the completed Test Score Sheet shall be handed to the handler of each dog without delay during or after the prize-giving ceremony. The Club Secretary shall retain the other for record keeping and to include as copies along with the required reports for the KUSA and the FTLC.
- A.5.1.4 The Club shall also issue an official Certificate of Award to the handler of each dog passing the test. This should be done without delay during or after the prize-giving ceremony.
- A.5.1.5 A dog which has passed a Gundog Hunting Test will have it recorded as an affix to the dog’s registered name. The affix shall include the abbreviation of the Test.

**A.5.2 GUNDOG HUNTING TEST AWARDS**

The following abbreviations and system of indicating the Score and Prize Classification of each Award shall be followed.

- A.5.2.1 **SA-VJP (Youth Hunting Test):**      **With Track SA-VJP-T**
- A.5.2.2 **SA-HZP (Advanced Hunting Test):**    **SA-HZP**  
with track: SA-HZP-T
- SA-OZP (Older Dog Hunting Test):**    **SA-OZP**  
with track: SA-OZP-T
- A.5.2.3 **SA-VGP (Utility Hunting Test)**      **SA-VGP (Prize 1, 2 or 3)**
- A.5.2.4 **SA-VPS (After Shot Hunting Test)**    **SA-VPS (Prize 1,2 or 3)**

**A.6 PROCEDURE FOR OBTAINING AWARDS**

The Secretary of the Club holding the Test shall send a report to the KUSA and to the FTLC, incorporating the full results of the tests.

**A.7 DATES FOR GUNDOG HUNTING TESTS**

**A.7.1 MANAGEMENT OF THE TEST CALENDAR**

The FTLC shall publish a draft calendar of Test dates for the following test season on 1 July each year. This calendar will be based upon perpetual dates granted to affiliated clubs.

New dates or changes of dates for Tests may be approved upon application to the FTLC. Perpetual dates will receive preference.

Rules concerning the granting and use of perpetual dates are recorded in the standard document “FTLC Calendar Procedures”.

## **A.7.2 APPLICATION FOR DATES TO HOLD GUNDOG HUNTING TESTS**

Affiliated Clubs shall, by 1st June each year, apply to the FTLC for the dates for the following Test season. Such application must state the proposed date, and test to be run.

## **A.7.3 TEST CALENDAR FOR THE SEASON**

The official calendar, based upon applications received and approved by the FTLC, will be published on 1st October and forwarded to Fedco for approval and/or comment.

## **A.7.4 PUBLICATION IN JOURNAL**

The approved calendar for the season shall be published in the Kennel Union Journal.

## **A.8 PRE-TEST REQUIREMENTS**

### **A.8.1 THE SCHEDULE**

#### **A.8.1.1 General Requirements**

A.8.1.1.1 A club holding a Gundog Hunting Test must issue a schedule, which is to be treated as a contract between the club and the public.

A.8.1.1.2 The draft schedule with information regarding venue and dates, together with the prescribed application form to hold the test and the licence fee (payable to the KUSA) must be received by the KUSA at least three months prior to the date of the tests.

A.8.1.1.3 This schedule, which must include details of the proposed Judges, together with all Judges' Acceptance Contracts for the Tests, must be received by the KUSA not later than three months prior to the date of the test.

A.8.1.1.4 No schedule shall be issued to the public before being approved by the FTLC and the Fedco.

#### **A.8.1.2 Contents**

The schedule shall contain, inter alia:

A.8.1.2.1 The name of the club and officers thereof.

A.8.1.2.2 The type of test, the gundog breeds which may be entered, the tests to be run and the definitions thereof.

A.8.1.2.3 The date and venue of the Test. The SA-HZP and SA-OZP can be held over two consecutive days and on multiple venues according to the work required.

A.8.1.2.4 The names of the Judges for each specific Test.

A.8.1.2.5 The cost of entry fees and the cost of any KUSA levies applicable at the time.

A.8.1.2.6 The latest date for receiving entries.

A.8.1.2.7 The order in which the Tests will be run and the starting time for each one.

A.8.1.2.8 Name and contact details of Veterinarian on call.

A.8.1.2.9 Notice to exhibitors that:

A.8.1.2.9.1 Bitches in season participating in the test must be reported to the test director beforehand and must be kept separate from other dogs during the complete test. Bitches in season that are not entered into the test and pregnant bitches are forbidden in the precincts of the test grounds.

A.8.1.2.9.2 Castrated dogs and spayed bitches are eligible for entry.



- A.8.1.2.9.3 Conditions attracting immediate disqualification are set out in Regulation 31 of Schedule 3 of the KUSA Regulations for Championship Shows (Breed), subject to A.7.1.2.8.1 and A.7.1.2.8.2 above.
- A.8.1.2.9.4 The system of judging will be entirely at the discretion of the Judges in accordance with the KUSA Rules and the Versatile Hunting Dog Regulations.
- A.8.1.2.9.5 A list of prizes, if applicable.
- A.8.1.2.9.6 The time, date, venue and conditions of the draw for numbers of the running order of dogs.
- A.8.1.2.9.7 Details of any restrictions on minimum and maximum numbers to be accepted for each test. (Refer to A.12.2.3. - Maximum Number of Dogs – for the maximum number of entries that may be permitted in any Test.)

The Club running the Test reserves the right to restrict entries to Club Members only as well as Breed specific entries. If spaces are available the club may make entries available to non- club members and other breeds., i.e. The WDDC may run a specific test just for German Wire-haired Pointing Dogs.

### **A.8.1.3 Details regarding the dog to be entered**

The required details for dogs that are entered shall include:

- A.8.1.3.1 Registered name and number of dog.
- A.8.1.3.2 Name of owner.
- A.8.1.3.3 Breed of dog.
- A.8.1.3.4 Sex of dog.
- A.8.1.3.5 Date of birth of dog.
- A.8.1.3.6 Registered names of Sire and Dam.
- A.8.1.3.7 Name of breeder.
- A.8.1.3.8 Name of handler.
- A.8.1.3.9 Microchip number of dog.

## **A.8.2 THE DRAW**

### **A.8.2.1 Per the Schedule**

The draw shall take place at the time and venue and under the conditions stated in the Schedule. At the Test each dog shall be given the number according to the draw.

### **A.8.2.2 Handlers with more than one dog**

The draw must make allowance for situations when a single handler has more than one dog entered in a particular Test. No handler may enter more than two (2) dogs in any test or series of tests on a given day.

## **A.9 APPOINTMENT OF JUDGES**

### **A.9.1 LIST OF JUDGES FOR GUNDOG HUNTING TESTS**

#### **A.9.1.1 Acceptance of list by FTLC**

A club holding a Gundog Hunting Test shall appoint Judges from the List of Judges for Gundog Hunting Tests, as approved by Fedco who shall, if permanently domiciled in the KUSA area of jurisdiction be members of the KUSA both at the time of accepting an invitation and undertaking an appointment. A Senior Judge shall be appointed for each Test.

### **Guide to A.9.1.1**

*After the initial 5-year period of mentorship from International Testing Organisations such as the JGHV it is recommended that the Senior Judge be one who has judged within three calendar years prior to the date of the appointed test and that he has judged that particular Test within a prior three-year period, and has successfully handled a dog in the test to be judged. Senior judges should only be experienced handlers who qualified dogs in all Schedule 05C(5) pointing dog tests (VGP/VPS recognised as equal).*

#### **A.9.1.2 Overseas Judges**

Recognised overseas Judges, qualified in similar Versatile Hunting Dogs Tests, shall be entitled to Judge and be Senior Judge at any Gundog Hunting Test.

#### **A.9.1.3 Altering Judges' List**

The FTLC shall be entitled, subject to the approval of the Federal Council, to alter the rules and structure governing the appointment of Hunting Dog Test Judges.

#### **A.9.1.4 Qualification for Panels**

The qualifications required before any other person can be added to a panel are:

A.9.1.4.1 To qualify as a Learner Judge the candidate must be a member of the KUSA in good standing and must/should have handled and qualified a dog in minimum SA-VJP and SA-HZP or equivalent JGHV test.

A.9.1.4.2 The candidate must attend Learner Judges workshop and complete a Learner Judges multiple choice examination.

A.9.1.4.3 Once completed the candidate must learner judge at two (2) of each of the individual tests and have had the reports as to why he "passed" or "failed" dogs, providing reasons why each dog was rated with a certain score, be accepted by the Senior Judges officiating at the Test.

A.9.1.4.4 Successful candidates will have their names put forward by the FTLC as Gundog Hunting Test B Panel Judges.

A.9.1.4.5 In order to become a Senior Judge he must have acted as a Junior Judge at no less than two (2) of each of the individual tests and be recommended to be added to a panel by the Senior Judge officiating at each of those tests.

Upon acceptance by the FTLC, Judges will have their names put forward to be included on the list of A Panel Gundog Hunting Test Judges. It is advisable only to choose Senior Judges with outstanding experience as hunters and trainers as well as handlers and judges of gundogs who have successfully handled a dog in SA-HZP/OZP, and SA-VGP/VPS or the equivalent JGHV Tests.

A.9.1.4.6 Examination

A.9.1.4.6.1 The New/Aspirant Judge must pass a written test examination on Schedule 05C(5) and a written examination on both Schedule 03, the Temporary Exclusion Order (TEO) Manual and Schedule 09, Appendix B, comprising of 60-marks. Such examination shall be closed-book examinations. The pass mark for both papers will be 80%.

For standardisation, this examination is to be set by the Filed Trial Liaison Council and the Judges Education Council will set the examination for Schedule 03, the Temporary Exclusion Order (TEO) Manual and Schedule 09, Appendix B.

A.9.1.4.6.2 Judges who wish to Judge more than one field trial discipline will need to write the examination relevant to the respective discipline.

A.9.1.4.6.3 Judges that have been inactive Judges for a period of five (5) years, will be required to rewrite the examinations on both the relevant Schedule 05C(5), and Schedule 03, the Temporary Exclusion Order (TEO) Manual and Schedule 09, Appendix B, before being re-instated.

A.9.1.4.6.4 The New/Aspirant Judge must act as a Support Judge within a 12 month period after completing the Learner Judging requirements and passing the examinations as per A.9.1.4.5.1 above.

#### **A.9.1.5 Compulsory Number of Judges for Various Tests**

A.9.1.5.1 There must be at least three (3) Judges for any of the Gundog Hunting Tests, and at least one (1) Judge must be a Senior Judge or equivalent overseas Panel. The remaining Judges shall be at least a Panel or equivalent overseas Judges.

A.9.1.5.2 In exceptional cases due to an unexpected cancellation or injury of a confirmed Judge, an experienced hunter who is also a versatile dog handler may be used as a substitute. It is preferable that such Judge be at least a Learner Judge.

A.9.1.5.3 A Test Director may also be a judge at any Test at which he is officiating provided he is on the Panel for Gundog Hunting Test Judges.

#### **A.9.1.6 Test Director**

A person must be an official Learner Judge, and in addition must have assisted in Test Directing in at least two (2) of the following: SA-VJP, SA-HZP, SA-VGP or SA-VPS before being appointed as the official Test Director.

### **A.10 THE POWERS AND DUTIES OF A SENIOR JUDGE**

#### **A.10.1 EQUAL SAY**

In a Gundog Hunting Test, all the officially appointed Judges have an equal say. No Judge, including the Senior Judge, can dictate to another Judge or Judges or tell that Judge or Judges how to mark the work of a dog.

#### **A.10.2 DUTIES**

The duties of a Senior Judge shall include, inter alia:

A.10.2.1 To assist the committee of the club holding the Gundog Hunting Test to select appropriate grounds for the exercises.

A.10.2.1.1 To liaise with the Test Director regarding the efficient running of the Gundog Hunting Test.

A.10.2.2 To signal the beginning of the exercise or to delegate another Judge to do so.

A.10.2.3 To instruct handlers, when necessary, to release their dogs for their exercise or retrieve, or to delegate another Judge to do so.

- A.10.2.4 To examine all retrieved game for hard mouth, or to delegate another Judge to do so.
- A.10.2.5 To position the other Judges and to be their spokesman.
- A.10.2.6 To select or to delegate another Judge to select game to be used in retrieve exercises.
- A.10.2.7 To complete and to sign the official Judges' Report on the day of the Test and to submit this Report to the Test Secretary of the host club.
- A.10.2.8 To sign the Test Score Sheets of each dog and to ensure completion of all elements of the Test Score Sheets.
- A.10.2.9** To ensure that bird crates or game body bags are positioned well out of the area of any exercise with due consideration of the wind direction.

### **A.10.3 JUDGES' REPORT**

The Judges' Report must contain the following:

- A.10.3.1 Name of host club.
- A.10.3.2 Date of Test and type of Test(s).
- A.10.3.3 Venue and address.
- A.10.3.4 Names of Judges, Test Director and Learner Judge.
- A.10.3.5 Number of dogs entered.
- A.10.3.6 Number of dogs participating.
- A.10.3.7 A table or list of Prizes and/or Points awarded to each dog in the Test.
- A.10.3.8 Comments as desired on the overall standard of the dogs' work.
- A.10.3.9 Declaration of confirmation of results signed by all Judges and the Test Director at that Test.

### **A.11 MANAGEMENT OF A GUNDOG HUNTING TEST**

#### **A.11.1 MANAGEMENT ENTRUSTED TO THE CLUB**

The management of a Gundog Hunting Test shall be entrusted to the club holding the Test.

#### **A.11.2 PROCEDURE IN THE CASE OF PROCEDURAL IRREGULARITY**

An alleged procedural irregularity may be raised only by a handler participating in the Hunting Dog Test. Such allegation must be raised with the Test Director.

- A.11.2.1 The Test Director in turn shall notify the Club Secretary/Committee and the Judges of the alleged irregularity.
- A.11.2.2 The allegation shall be decided within thirty minutes from the time it was lodged, by a majority of the committee members present.

#### **A.11.3 USE OF GAME**

All Game is cold that has been humanely euthanised before the test day. The Jackal are acquired from Jackal hunters and kept frozen until use in the Test.

### **A.11.3.1 Keeping and transport of cold game**

As most Game used at a test is cold all cold (dead) game to be used during the Test must be transported and stored so that it cannot be contaminated by the smell of a different species.

#### ***Guide to A.11.3.1***

*Separate containers or crates should be used to ensure that the game contained therein is not contaminated in terms of the above condition.*

### **A.11.4 TEST DIRECTOR - ELECTION/DUTIES**

The club holding the Gundog Hunting Test shall elect a Test Director, who shall be a member in good standing of the Kennel Union, and who shall be responsible for:

- A.11.4.1 The execution and running of the Gundog Hunting Test.
- A.11.4.2 Assisting the committee of the club holding the Gundog Hunting Test to select appropriate grounds and water for the various Test exercises.
- A.11.4.3 Ensuring the humane treatment and culling of captive game.
- A.11.4.4 The Test Director should be experienced in the handling of dogs in the Tests and should preferably be a Judge. As a minimum, a person must be at least an official Learner Judge, and must have assisted as a Test Director in at least two (2) of the following: SA-HZP, SA-VGP and SA-VPS.
- A.11.4.5 A Test Director may also act as a Judge in any Test he is directing, provided he is on the Panel of Judges for Gundog Hunting Tests.

### **A.11.5 REQUIREMENTS FOR A GUNDOG HUNTING TEST**

- A.11.5.1 All Judges, Test Directors and designated guns at a Gundog Hunting Test should be competent with a shotgun and preferably possess at least a firearms (shotgun) competency certificate.
- A.11.5.2 The maximum number of dogs to be tested in each of the Gundog Hunting Tests is limited by the time required to complete the Test.

Test groups may be organised in order to accommodate more entries, but each group must fulfil all of the requirements in these regulations for a complete Judging panel, including the number of Judges and a designated Senior Judge.

A Test group may be organised to test each dog fully through all of the exercises in a Test or may be divided into a field or water group (if applicable). If the Test is divided into field and water, then the Judges in the field group shall assess the categories of Nose and Obedience under consideration of the water work Judge's evaluation.

### **A.12 MISCELLANEOUS GENERAL PROVISIONS**

#### **A.12.1 RECORD OF ENTRIES**

The Secretary of the club holding a Gundog Hunting Test shall preserve all entry forms and all individual Test Score Sheets for twelve months after the meeting and produce any of them to any official body inquiring into an objection or dispute.

## **A.12.2 HANDLING OF DOGS**

### **A.12.2.1 Deputy Handling a Dog**

If a deputy handles a dog, the owner may not take part in the working of the dog.

### **A.12.2.2 Professional Handling**

There is no objection to professional handling of dogs in a Gundog Hunting Test.

### **A.12.2.3 Maximum Number of Dogs:**

No handler may handle more than two (2) dogs in a single Test Day.

### **A.12.2.4 Running under a Judge who is related:**

There is no objection to the immediate family of a Judge running in a Test judged by him.

There is, furthermore, no objection to a dog belonging to a Judge (the Judge being the Registered Owner) running in a Field Trial that is judged by him.

### **A.12.2.5 Switching of Handlers during a Gundog Hunting Test:**

Once a Test has begun, a handler of a dog may NOT be switched except under valid, exceptional circumstances. The Test Director and Judges will review the circumstances and make a final decision.

## **A.12.3 DOGS UNDER JUDGEMENT**

The control of all matters connected with dogs under judgement shall rest with the Judges of the Test, but they may call the Test Director to their assistance if they think fit.

The Judges are empowered to disqualify from any Test any dog whose handler does not obey them or wilfully interferes with another competitor or with his own dog.

Those dogs that are not working under judgment must be leashed. Dogs that whine or are otherwise noisy must be taken out of earshot of the working dog.

## **A.12.4 REMOVAL FROM TEST FOR VARIOUS CAUSES**

Should the members of the committee of the club, after consultation with the Judges or Veterinary Surgeon, consider a dog unfit to compete by reason of sexual causes or of any contagious disease or from an attack of hysteria occurring at the venue, or any cause which interferes with the safety, or performance of the other dogs, such dogs must be removed immediately from the venue and from the Test. Any such case is liable to be reported to the KUSA and to be dealt with under the KUSA Schedule 1.

If a dog competes which has been exposed to the risk of any contagious or infectious disease during the period of six weeks prior to the Test and/or if any dog shall be proven to be suffering at a Test from any contagious disease, including contagious results of inoculations against distemper, the owner thereof shall be liable to be dealt with under the KUSA Schedule 1.

## **A.12.5 UNPUNCTUALITY**

It is the handler's responsibility to arrive promptly with their dog when called to the test subject.

A dog which is not present within 15 minutes when required by a Judge may be disqualified by the Judges. Judges are empowered to eliminate a dog for repeated offences of unpunctuality during a Test.

#### **A.12.6 WITHDRAWAL OF DOG**

No dog that is withdrawn, once under judgement, for reason of inability or incapacity (e.g. through injury or illness) may be permitted to continue competing in that Test.

#### **A.12.7 WEATHER AND/OR VENUE CONDITIONS**

If the club considers the weather and/or venue unfit for the holding of a Test, the Test may be held at a different venue or postponed from day to day until the end of the week, when the Tests that are not completed may be abandoned and the entry fees refunded, or a new draw may be made, and a new date set for the abandoned Tests. If a Test cannot be held for reasons for which the organiser is not responsible (force majeure (e.g. floods, fires etc.), occurrence of epidemics, etc.), the organiser is entitled to withhold up to 50% of the entry fee to cover the costs.

#### **A.12.8 IMPUGNING DECISIONS**

Anyone on the venue at a Test openly impugning the decision of a Judge or Judges shall render himself liable to be reported to the KUSA under the provisions of KUSA Schedule 1, unless he is availing himself of Section A.10.3, herein.

#### **A.12.9 COLLARS/LEADS**

All dogs must be kept on a lead and under control when not testing. Dogs may not wear any form of collar that resembles training devices.

For reasons of safety, GPS collars without training function, are allowed to be worn. The device and the handheld control shall be presented to the Judges and kept by the Judges for the duration of the Test.

During water work, all collars must be removed

#### **A.12.10 GUNS USED BY JUDGES AND HANDLERS**

Only the Judges, Test Director, a designated gunner, or the handler (provided he has a shot gun competency) may use a gun with live ammunition at a Test.

Only break open type shotguns may be used during the Tests. The shotguns must be 12 or 20 gauge.

#### **A.12.11 TRAINING ON THE VENUE**

There shall be no practising or training on any part of the Test venue, from the start of the test until the conclusion, except in those areas designated by the Test Director.

#### **A.12.12 CLOTHING WORN AT A TEST**

It is preferable that Judges, handlers, Test Directors, Guns and other officials shall wear neutral coloured clothing of the type which would be worn on a natural shoot, such as khaki. If spectators are not in neutral coloured clothing, they should stay out of sight of the working dog(s).

**A.12.13 CONTINGENCIES**

Any event not provided for in these Rules and Regulations shall be decided by committee members of the club present but not competing in the Trial, assisted by the Judges and Test Director, and their decision shall be final.



## **B. EXECUTION OF THE TESTS**

### **B.1 MUST - AND SHOULD – REQUIREMENTS**

B.1.1 These test regulations contain "Must" and "Should" requirements.

B.1.2 The must requirements, including those in their negative form – e.g. “must not” - must be adhered to unconditionally and in all detail during test procedures and with regard to all other provisions of the test regulations as well. A dog that does not meet a "must" requirement has to be scored "not sufficient" (0 points) in the respective subject.

B.1.3 The non-compliance with a "should" requirement in the dog’s work results in the appropriate lowering of the evaluation.

### **B.2 PREDICATES AND WORK POINTS**

B.2.1 The Panel Judges must begin by first determining the predicate for the performance of each dog. Because a young dog often displays varying natural abilities on different occasions, the concluding judgment is determined by the overall impression upon consideration of the dog’s age and training level. Only then, is the performance classified by points within the respective predicate.

The SA-VGP and SA-VPS tests are designed for fully trained dogs. Therefore, they will be scored in predicates only. Outstanding performances can be honoured with a 4h\*. The rules for granting 12 points in the SA-VJP and SA-HZP also apply for the 4h\*.

\*4h = outstanding. It is only occasionally granted for outstanding, excellent performances. It is the equivalent to the 12 points in VJP or HZP/OZP.

B.2.1.1 Minimum scores to pass the tests are set in the regulations of any single test.

B.2.1.2 Conformation and coat may not be rated during tests. Physical defects, however, must be noted.

B.2.1.3 Provisions for the standard of awarding 11 and 12 points in the tests. The purpose of the 12-point system in the SA-VJP and SA-HZP/OZP is to achieve a credible and informative test result through a differentiating and preferably uniform standardised evaluation, and thereby spotlight dogs with especially strong natural abilities that are highly suited for breeding. “Excellent” (12 points) and, likewise the predicate of “very good” (11 points) are important aspects for breeding and genetic values, and, as intended by the KUSA regulations, breeding and the genetic value assessment, may therefore only be given for those natural abilities that are truly outstanding or above average “very good”.

The predicate “excellent” (12 points) may only be given if the dog shows a further very good performance (in the same subject) evaluated with at least 10 points. If the dog demonstrates one or more performances during the course of the test - before or after being considered for “excellent” - that are scored in a lower predicate, 12 points may not be given.

The predicate “very good” is divided into three levels with 10 points being in full compliance with the requirements of these test regulations for the individual subjects. If a dog is to receive 11 points, it must demonstrate a behaviour that is above the required standard.

In order to receive 11 points, the dog must demonstrate in the respective test at least one more performance rated in the “very good” category during this test. If the dog is scored in a predicate lower than the “very good” once during the course of the test, 11 points may not be given. It is not permissible to upgrade multiple performances of 10 points to 11 points.

### **Tracking: Scoring and “Excellent” Performance = 12 Points**

12 points may only be given if the dog works a track with concentration that is difficult due to adverse conditions (dry soil conditions, strong winds, ground without vegetation, paths, water ditches), and bearing in mind that these conditions affect the aging time making it more demanding for the dog to work the track over distance, and if the dog confirms this excellence with one more tracking performance with a score of 10 or more points.

If during the course of the test the dog demonstrates an assessable tracking performance which is scored with less than 10 points, 12 points may not be given.

### **Tracking: Scoring a “Very Good” Performance = 11 Points**

11 points may only be given for a truly concentrated tracking performance showing a high desire to track, ability to hold the track across varying ground conditions and over a distance which is appropriate for the inherent difficulties of the track.

If 11 points are to be awarded, the demonstration of this above average natural ability must be confirmed by at least one other tracking performance with a predicate not lower than the “very good” category. Lesser scored performances at any time of the test preclude the award of 11 points.

### **Use of Nose: Scoring an “Excellent” Performance = 12 Points**

11 points may only be given for extraordinary and outstanding use of nose. Valuable indicators can be the early acknowledgment – by nose - of scent of various game species, i.e. birds, old tracks etc., over a long distance. The dog must prove its excellent use of nose on several occasions. In the SA-HZP/OZP, 12 points for use of nose precondition that the dog is evaluated with at least 10 points for use of nose during the water work.

### **Use of Nose: Scoring a “Very Good” Performance = 11 Points**

11 points may only be given if the dog demonstrated convincingly its use of nose on several occasions in the field, and its use of nose during the water work (SA-HZP/OZP)\* receives the predicate “very good”.

### **Search: Scoring a “Very Good” Performance = 11 Points**

11 points may only be given if the dog demonstrates an industrious, methodical (SA-HZP/OZP)\* and persistent search with concentration during which it expressively displays its will to find game. This natural ability must be demonstrated consistently by the dog in several searches, and must span over an appropriate time period.

### **Pointing: Scoring a “Very Good” Performance = 11 Points**

Pointing is to be scored very good (10 points) if the dog points all scented tightly sitting game (game birds, hare) long enough for the handler to approach calmly (SA-HZP/OZP)\* and pick the dog up, or for the game to flush naturally. The natural pointing ability is only to be assessed higher (11 points) when especially difficult circumstances exist with game that is not sitting tightly, when the dog scents and cautiously tracks the moving game over a long distance, and finally pins it. The higher-assessed natural pointing ability must be confirmed by the dog at least one more time with a score of very good. 11 points may not be given if the dog receives a score less than “very good” at this test during another pointing opportunity.

\*Meaning there is no water work in SA-VJP, the search does not need to be methodical in SA-VJP, and the pointing does not need to be as steady in SA-VJP.

**Co-operation: Scoring a “Very Good” Performance = 11 Points**

11 points may only be given if the dog maintains a consistently very good contact with its handler during all test phases in the field and water (SA-HZP/OZP)\*, even at a distance, and displays all positive characteristics of co-operation.

**Desire to Work: Scoring a “Very Good” Performance = 11 Points**

11 points may only be given if the dog consistently demonstrates a very good desire to work in all test subjects in the field and water.

B.2.1.4 Judges must make notes on each of the dogs’ work phases. The notes on the dogs’ work must include how often a dog had the opportunity to get game contact, how often the dog worked a hare track, as well as difficulties and distances of the tracks worked.

B.2.1.5 The individual predicates correspond to the following points:

<b>Predicate</b>	<b>Points</b>
Excellent	<u>12 Points</u>
Very Good	11 Points
	10 Points
	<u>9 Points</u>
Good	8 Points
	7 Points
	<u>6 Points</u>
Sufficient	5 Points
	4 Points
	<u>3 Points</u>
Not Sufficient	2 Points
	1 Point
	<u>0 Points</u>
Not Tested	-----

B.2.1.6 It must be considered that an even “very good” without any deduction corresponds to 10 points. An even “good” results in 7 points; an even “sufficient” results in 4 points. 11 points exceed an even “very good” and may only be given if the dog has shown several convincing performances in the respective natural ability subject. Not more than 10 points in the “very good” category can be given at the SA-HZP/OZP for trained subjects.

B.2.1.7 The predicate “excellent” with 12 points may only be given as an exception for truly outstanding work which the dog demonstrated under difficult conditions. See the provisions in the SA-VJP and SA-HZP for the consistency in awarding 11 and 12 points in the SA-VJP and SA-HZP/OZP tests.

B.2.1.8 As mandated by the spirit of breed tests, the predicate “excellent” may only be given in the test subjects hare track and use of nose.

B.2.1.9 The senior judge must determine the average of the points given by all judges in this group. If the average is not a whole number, fractions below a half must be rounded down and up for fractions of a half and above.

## C. TEST REGULATIONS FOR YOUTH HUNTING TEST SA-VJP

### C.1 GENERAL PROVISIONS

C.1.1 The SA-VJP is a test for which the natural hunting abilities of the young dog should have been awakened by proper preparation to the extent that use of nose, will to track, search, pointing and co-operation can be evaluated.

C.1.2 The following subjects are to be tested at a SA-VJP

<b>Subject</b>	<b>Multiplier</b>
Tracking	2
Use of nose	2
Search	1
Pointing	1
Co-operation	1
Obedience	no multiplier
Gun Sensitivity	no multiplier

C.1.3 Manner of hunting

Scentloud, sightloud, questionable, silent, wild loud [dog barks without presence of game]. Scentloud, sightloud or silent can only be evaluated as a dog's hunting manner when demonstrated on hare.

The manner of hunting of the dog is an important aspect for its usability as a hunting dog. Therefore, every effort should be made to determine it.

Manner of hunting demonstrated by the dog on other furred game (not hare) must be entered as an additional comment on the score sheet. Silent sight chases on other furred game (not hare) must be recorded in the section for remarks.

C.1.4 The dog's temperament and behaviour must be observed closely throughout the entire test, noted and recorded in the score sheet. Temperament and behaviour characteristics must be described using the terms in the appendix to these test regulations (Appendix on Temperament and Behaviour Determinations).

C.1.5 Physical faults (bite, eye, testicular faults and other significant physical faults).  
Bite: Plier bite, cross bite, undershot bite, overshot bite, missing incisors, missing canines.  
Premolar or Molar Faults  
Testicular faults: Cryptorchidism, Microorchidism,  
Eye Faults: Entropion, Ectropion, Uneven colouring.

C.1.6 Dog's identity (check microchip or tattoo number).

C.1.7 Dogs must be tested individually in all subjects. Each dog should be given multiple opportunities to exhibit its natural abilities.

### C.2 THE SPECIFIC TEST SUBJECTS

#### C.2.1 TRACKING

C.2.1.1 Tracking is to be tested on tracks of hare and tracks of a single running game or gamebirds which the dog is able to scent via its nose, but which were not or are no longer visible to the dog. The handler is allowed to work the dog on leash for up to 30 m.

- C.2.1.2 The evaluation comprises the will to track and the ability to hold the track [reliability, i.e. how certain the dog is on the track].
- C.2.1.3 The will to track can be recognised by the way the dog adapts to the tracking work and, taking into consideration the specific conditions (ground conditions, weather, etc.), how the dog starts on the track, if the dog works the track willingly and with concentration, and whether the dog makes every effort to follow the track even under difficult conditions. The dog's will to track is also evident in how the dog searches calmly for the track and advances on it after a sight chase when the hare is no longer visible, or whether the dog terminates its tracking efforts altogether or even searches around aimlessly.
- C.2.1.4 The ability to hold the track is demonstrated in the way the dog shows its sound temperament by controlling the will to track (prey drive), i.e., how the dog follows the track at a calm pace under difficult conditions and thus advances on the track independently and confidently.
- C.2.1.5 When arriving at the final evaluation, the will to track, the ability to hold the track, and the difficulties of the track must be considered more than the length of the track. If the dog terminates its tracking efforts at the first sign of difficulties (even on a lengthy track), such a singular performance cannot be scored with "very good".
- C.2.1.6 The work on the track must be visible for the most part in its entire length.

## **C.2.2 USE OF NOSE**

- C.2.2.1 The fine nose is demonstrated during the search predominantly if the dog finds game frequently, acknowledges game scent from a long distance, briefly marks scent spots of game and by the occasional marking of songbird scent.
- C.2.2.2 During tracking, special attention must be paid to how the dog reacts when it loses, crosses and relocates the track.
- C.2.2.3 These observations form the basis for the final evaluation of the demonstrated nose work.

## **C.2.3 SEARCH**

- C.2.3.1 During the search, the main emphasis must be placed on the dog's will to find. In addition, the search should be industrious, spacious, brisk, persistent, and with an adaptation to the terrain (and cover). Dogs are not expected to search methodically at a SA-VJP. Dogs searching predominantly at a trot may not receive more than an even "good" (7 points).

## **C.2.4 POINTING**

- C.2.4.1 The natural pointing ability is evident when the dog points or lies down in front of game that it has found. A staunch point is not necessary. The difficulties arising from game that is not sitting tightly must be considered. A brief chase does not count as a fault. Dogs that are detected as blinkers cannot pass the test.
- C.2.4.2 The pointing of fur or feathered game is of equal value for the evaluation. Pointing of songbird scent can be incorporated into the evaluation if exceptional circumstances require.

## **C.2.5 CO-OPERATION AND OBEDIENCE**

C.2.5.1 Co-operation is the dog's desire to maintain contact with its handler. Among other indications, co-operation is demonstrated by the dog seeking eye contact with the handler when being leashed and unleashed, during the search, and when the dog is pointing. It is further demonstrated by the dog's desire to repeatedly maintain contact with the handler, even at a distance. The dog's behaviour after a sight chase is likewise indicative if the dog quickly seeks to re-establish contact with the handler rather than using the opportunity for extended independent hunting.

C.2.5.2 Obedience is under evaluation over the entire course of the test. Obedience is evaluated with a single predicate (very good, good, sufficient, not sufficient); work points are not given. Obedience is demonstrated in the way the dog can be handled while working, and by the fact that the dog obeys when it perceives a command (whistle and/or voice) by its handler. Obedience in conjunction with game contact is not required. Dogs which are evaluated with "not sufficient" in the subject obedience because they constantly evade their handlers' control, make their own test completion impossible, and thereby potentially disturb the execution of the entire test, cannot pass the test and are excluded from further testing.

## **C.2.6 TESTING GUN SENSITIVITY**

Gun sensitivity is generally tested when the handler fires at least 2 shotgun shots at an interval of at least 20 seconds while his dog is searching close by (within shotgun range). If the dog's behaviour cannot be assessed with certainty, the test must be repeated, but not sooner than 30 minutes from the first test. The gun sensitivity test may not be repeated after the dog has demonstrated an unmistakable behaviour.

During the gun sensitivity test in the field, the dog's reaction to the shot might be expressed in varying manners (positive/negative). The following distinctions are made when evaluating gun sensitivity:

- Gunfire Stable
- Slightly Gun Sensitive
- Gun Sensitive
- Severely Gun Sensitive
- Gunshy

C.2.6.1 Gunfire Stable: The dog is gun stable when it demonstrates no negative reaction (intimidation/fearfulness) to the shot and happily continues the search.

C.2.6.2 Slightly Gun Sensitive: The dog is slightly gun sensitive when it demonstrates not more than a generalised intimidation without allowing it to affect the continuation of its work (search).

C.2.6.3 Gun Sensitive: The dog is gun sensitive when it is visibly fearful and looks to its handler for protection, or when it, under the negative impression of the gunfire, refuses to continue to work, but then resumes the work (search) within one (1) minute. The gunfire has a negative impact on range and speed of the search.

C.2.6.4 Severely Gun Sensitive: The dog is severely gun sensitive when it is visibly fearful and looks to its handler for protection, or when it, under the negative impression of the gunfire, refuses to continue to work, but then resumes the work (search) after more than one minute. The gunfire has a negative impact on range and speed of the search.

C.2.6.5 Gunshy: The dog is gun shy when it, instead of seeking handler protection, runs away and thus removes itself from the handler's control and the work (search).

C.2.6.6 Severely gun sensitive and gunshy dogs cannot pass the test. However, they should continue to be tested in the interest of breeding.

C.2.6.7 If the handler's carrying a gun leads to the dog not leaving his side or not going far enough away (shotgun range), it is considered "not fully tested". The same applies to dogs which – without signs of fearfulness – refuse to continue to work after the first shot has been fired. In these cases, the dogs cannot pass this test. In both cases, when in doubt, a minimum of 30 minutes must have passed before it is possible to repeat the test.

## **C.2.7 DETERMINATION OF TEMPERAMENT AND BEHAVIOUR**

Temperament and behaviour are to be determined using the Appendix to the Test Regulations.



TEST REPORT FOR YOUTH HUNTING TEST (SA-VJP)

Organizing Club \_\_\_\_\_  
 Test Location \_\_\_\_\_ Test Date \_\_\_\_\_  
 Handler \_\_\_\_\_  
 Dog's Name \_\_\_\_\_ Reg No \_\_\_\_\_  
 Breed \_\_\_\_\_ Date of Birth \_\_\_\_\_ M F  
 Dam \_\_\_\_\_ Reg No \_\_\_\_\_  
 Sire \_\_\_\_\_ Reg No \_\_\_\_\_

Manner of Hunting (Hare)

<input type="checkbox"/>	scents/track loud
<input type="checkbox"/>	sight loud
<input type="checkbox"/>	questionable
<input type="checkbox"/>	silent
<input type="checkbox"/>	loud no. presence of game

	points	multiplier	score
1. Tracking (Hare)		2	
2. Use of Nose		2	
3. Search		1	
4. Pointing		1	
5. Co-operation		1	
6. Gun Sensitivity <input type="checkbox"/> Stable <input type="checkbox"/> Sensitive <input type="checkbox"/> SI Sensitive <input type="checkbox"/> Severely Sensitive <input type="checkbox"/> Gun Shy			
<b>Total Score</b>			

loud on other furred game

Signature of Senior Judge \_\_\_\_\_

Obedience  Very Good  Good  Sufficient  Insufficient

Temperament and Behaviour Determination

Temperament	Self Confidence	Adaptability	Other
<input type="checkbox"/> Impassive	<input type="checkbox"/> self-confident	<input type="checkbox"/> socially adaptable	<input type="checkbox"/> Hand shy
<input type="checkbox"/> calm / even tempered	<input type="checkbox"/> timid / insecure	<input type="checkbox"/> aggressive towards people	<input type="checkbox"/> Game shy
<input type="checkbox"/> lively	<input type="checkbox"/> fearful	<input type="checkbox"/> aggressive towards dogs	
<input type="checkbox"/> restless/ nervous/ hyper excitable			

Conformation

Bite  without fault  plier bite  cross bite  undershot bite  overshot bite  
 Premolar Faults \_\_\_\_\_ Molar Faults \_\_\_\_\_ Other Dentition Faults \_\_\_\_\_  
 Eyes  without fault  entropion  ectropion other eye faults \_\_\_\_\_  
 Testicular Faults \_\_\_\_\_  
 Other Significant Physical Faults \_\_\_\_\_  
 Additional Notes \_\_\_\_\_

Not passed -Reason for Failure (details)  Passed with \_\_\_\_\_ points

\_\_\_\_\_  
 Test Director Senior Judge Judge Judge



**D. REGULATIONS FOR ADVANCED HUNTING TESTS SA-HZP**

**D.1 GENERAL REGULATIONS**

D.1.1 The priority of the SA-HZP is the determination of the development of the natural abilities of the young dog in view of its suitability and future use as a versatile hunting dog. The training of the hunting dog in field and water work should be mostly completed by this time.

D.1.2 The following subjects are to be tested at the SA-HZP:

	<b>Subject</b>	<b>Multiplier</b>
<b>Natural Ability</b>	Tracking	3
	Use of nose	3
	Pointing	2
	Co-operation	2
	Desire to work	1
	Water work	
	Search without duck in densely vegetated water	3
<b>Training</b>	Water Work	
	Blind retrieve in dense cover	1
	Retrieving of feathered game	1
	Feathered game bird drag retrieve	1
	Furred game drag retrieve	1
	Manner of retrieve	
	Rabbit or Hare	1
	Duck	1
	Feathered game	1
	Obedience	1

Furthermore, gun sensitivity must be tested during field and water work.

D.1.3 Manner of hunting scent loud, sight loud, questionable, silent, wild loud [dog barks without presence of game]. Scent loud, sight loud or silent can only be evaluated as a dog's hunting manner when demonstrated on a hare.

D.1.4 Manner of hunting demonstrated by the dog on other furred game (not hare) must be entered as an additional comment on the score sheet. Silently sight chases of other furred game (not hare) must be recorded in the section for remarks.

D.1.5 The dog's temperament and behaviour must be observed closely throughout the entire test, noted and recorded in the score sheet. Temperament and behaviour characteristics must be described using the terms in the appendix to these Test Regulations.

D.1.6 Physical faults (bite, eye, testicular faults and other significant physical faults)  
Bite: Plier bite, cross bite, undershot bite, overshot bite, missing incisors, missing canines.  
Premolar or Molar Faults  
Testicular faults: Cryptorchidism, Microorchidism,  
Eye Faults: Entropion, Ectropion, Uneven colouring.

- D.1.7 Dog's identity (check microchip or tattoo number) must be recorded.
- D.1.8 Dogs must be tested individually in all subjects. Each dog should be given multiple opportunities to exhibit its natural abilities.

## **D.2 FIELD WORK**

### **D.2.1 TRACKING**

- D.2.1.1 Tracking is not a mandatory test subject, shown tracking performances will be scored, but it will not be counted for the ranking of the dogs in this test. The demonstrated nose work can very well be considered for evaluation.
- D.2.1.2 Tracking must be tested on tracks of hare or tracks of other furred game or game birds which the dog is able to sense via its nose, but which were not or were no longer visible to the dog. The handler is allowed to work the dog on leash for up to 30m.
- D.2.1.3 The evaluation comprises the will to track and the ability to hold the track.
- D.2.1.4 The will to track can be recognised by the way the dog adapts to the tracking work and, taking into consideration the specific conditions present (ground condition, weather, etc.), how the dog starts on the track, if the dog works the track willingly and with concentration, and whether the dog makes every effort to follow the track even under difficult conditions. The dog's will to track is also evident in how the dog searches calmly for the track and advances on it after a sight chase when the hare is no longer visible, or whether the dog terminates its tracking efforts altogether or even searches around aimlessly.
- D.2.1.5 The ability to hold the track is demonstrated by the dog's demeanour in how it controls the will to track (prey drive) as an expression of a sound temperament. This is demonstrated, in particular, by calmly seeking to relocate the track under difficult conditions and in the same (calm) manner continues to independently and reliably advance on the track.
- D.2.1.6 When coming to the final evaluation, the will to track, the ability to hold the track, and the difficulties of the track must be considered more than the length of the track. A tracking performance cannot be scored "very good" if the dog terminates its tracking efforts at the first sign of difficulties (even when working a long track).
- D.2.1.7 The tracking work must be visible for the most part of the entire length of the track.

### **D.2.2 USE OF NOSE**

The use of a fine nose is demonstrated during the search predominantly when the dog finds game frequently, acknowledges game scent from a long distance, briefly marks scent spots of game and gamebird scent. During the tracking work, particular attention must be paid to how deliberately the dog takes up the track and how it reacts when it loses, crosses and relocates the track. Determinations during the water work must be included in the final evaluation.

### **D.2.3 SEARCH**

The search should be industrious, spacious, brisk, persistent, with the appropriate adaptation to the terrain (and cover), and characterised by the will to find. The search at an SA-HZP/OZP is different from that in a SA-VJP, in that the dog can be expected to search methodically. Dogs searching predominantly at a trot may not receive more than "good" (7 points). The guideline for the timeframe in the search is 20 minutes and the use of a variety of terrain is desired.

## **D.2.4 POINTING**

D.2.4.1 The dog shall point or lie down in front of game it has found. Very good pointing is demonstrated (among others) when the dog points or lies in front of found game until the handler has approached or the game has flushed. Special difficulties arising from game that is not holding tightly must be considered. A brief chase may not lower the pointing score. Dogs that are detected as blinkers cannot pass the test.

D.2.4.2 Pointing of furred or feathered game is evaluated equally.

## **D.2.5 CO-OPERATION**

Co-operation is the dog's desire to maintain contact with its handler. Among other indications, co-operation is demonstrated by the dog seeking eye contact with the handler when being leashed and unleashed, during the search, and when the dog is pointing. It is further demonstrated by the dog's desire to repeatedly seek contact with the handler, even at a distance. The dog's behaviour after chasing game is likewise indicative if the dog quickly seeks to re-establish contact with the handler rather than using the opportunity for extended independent hunting.

## **D.2.6 DESIRE TO WORK**

When evaluating the desire to work, it is important to note how much desire and willingness to work the dog demonstrates in all subjects. Desire is to be determined after intensive observations during the entire test.

## **D.3 WATER WORK**

### **(A) GENERAL PART SA-HZP/SA-OZP**

#### **D.3.1 PURPOSE OF WATER WORK**

The ethical and conservative hunting of waterfowl, demands the use of efficient hunting dogs. The purpose of water work is to prepare the hunting dog for its future task of retrieving crippled or dead waterfowl out of the water, to prove the result of this preparation in a standardised test.

#### **D.3.2 SIZE AND REQUIREMENTS OF THE TEST DAM**

A test dam, lake or river must be sufficiently large (at least 0.25 ha surface area), wide (at least 6m at any spot) and deep (to force dogs to swim), and it must have sufficient cover (ca. 500 square meters).

#### **D.3.3 RESPONSIBLE PERSONS**

D.3.3.1 The member clubs designate one person for each test who, as senior judge at the water, is responsible for the exact compliance with all of the following regulations during the water work. The senior judge of each judging team can function as the person responsible for water compliance.

D.3.3.2 In addition to the person specified in (D.3.3.1.) above, the organising club is similarly responsible for the compliance with these rules.

#### **D.3.4 DUCKS**

All ducks used are Cold Game previously Euthanised.

### **D.3.5 DOGS**

- D.3.5.1 Dogs which have demonstrated gun sensitivity and shyness of game at this test before the water phase may not continue with the water test.
- D.3.5.2 A tested, experienced dog must be available at each test for possible retrieves.

### **(B) Special Part SA-HZP /SA-OZP**

The following subjects are tested at the SA-HZP in this order:

Gun sensitivity, blind retrieve in densely vegetated water, independent search without duck in densely vegetated water, manner of retrieving the duck.

If a dog is re-tested because it did not pass in a previous examination (D.3.) the entire water work sequence must be tested again.

If a dog happens to find a wild live duck at any point during its water test, this work must be noted for the respective test. In this case, any previous scores are not copied and do not influence the results of the current test. Such an event must be recorded separately in the general test report. In that event the dog will be granted time to recover for minimum 10 min before continuing the test. If the judges decide they saw enough for the evaluation of the task "search without duck", before the dog found the living duck this task does not need to be repeated.

### **D.3.6 GUN SENSITIVITY**

- D.3.6.1 A dead duck is thrown as far as possible into open water while the dog is watching. The handler then commands the dog to retrieve. The dog must enter the water within one (1) minute after being started or it may not continue to be tested in water work.
- D.3.6.2 While the dog is swimming towards the duck, a shotgun shot (no blanks) is fired into the water into the direction of the dead duck between the duck and the other shore to ensure the safety of the dog. The dog must retrieve this duck independently (without any command from the handler when the dog behaves incorrectly). If the shot fails to hit the water, the procedure has to be repeated, even if the dog retrieved the duck.
- D.3.6.3 A dog that fails this test may not continue to be tested in water work.

### **D.3.7 BLIND RETRIEVE FROM DENSE COVER**

- D.3.7.1 The blind retrieve from dense cover is tested immediately following the gun sensitivity test.
- D.3.7.2 A dead duck is thrown into the water in such a manner that neither the fall nor the duck can be seen by the dog. The duck must be placed in such a location (island, opposite shore) that the dog must be sent across open water to reach the cover. The dog must find the duck.
- D.3.7.3 From a spot that is at least 30m from the location of the duck, the handler is informed of the approximate direction of the duck. The dog is supposed to start from this spot, search for the duck independently; it must find the duck and must retrieve this duck independently (without any command from the handler when the dog behaves incorrectly).
- D.3.7.4 The handler may help and direct his dog; however, constant influencing or a shot/ stone throw lessen the predicate.

- D.3.7.5 A dog that fails to receive at least a “sufficient” score in this subject may not continue to be tested in water work.
- D.3.7.6 The dog cannot pass the test if it fails to retrieve the duck independently (without any command from the handler when the dog behaves incorrectly) and immediately upon finding it. This subject (“Blind Retrieve in Dense Cover”) must then be scored “not sufficient”. When the dog notices the duck (by sight or scent), the dog is deemed to have found the duck.
- D.3.7.7 If the dog happens to come upon a live duck during this work, the dog’s performance is to be evaluated in the subject independent search behind duck in dense cover. If the performance is rated as at least “sufficient”, the dog shall then be tested in the blind retrieve in dense cover, after being granted a recovery time of at least 10 minutes, using the same duck that was originally placed for this dog if it is still matching the requirements. It is at the discretion of the judges to decide if the duck is still suitable for the work (floating, out of sight) or needs to be replaced (sunk in, in sight).
- D.3.8 INDEPENDENT SEARCH WITHOUT DUCK IN DENSE COVER**
- D.3.8.1 The dog should enter the water and independently search the cover upon a single command from its handler and without any further coaxing (stone, etc.).
- D.3.8.2 In this subject, the dog should show its will to find and its affinity for water, and search the assigned cover thoroughly. The handler may help his dog with hand and voice signals, but constant interfering lowers the predicate. This independent search should last maximally 10 minutes.
- D.3.8.3 If the dog encounters a live duck during its work under circumstances conforming with the test standards, in each such case, the dog’s performance must be evaluated. The score of an earlier test is not adopted under these conditions.
- D.3.9 RETRIEVING OF THE DUCK**
- D.3.9.1 The performance of the retrieve as an expression of the trained ability, i.e., the grasping, carrying (hold) and delivery is to be scored under the subject “Manner of Retrieve”.
- D.3.9.2 If the dog drops a duck, perhaps to shake, the maximum score for this retrieve is "good" (7 points). If the dog grasps the thrown duck ineffectively (e.g. by the head, wing or leg) and then improves the hold on land without shaking, and then retrieves the duck, sits down and delivers correctly, the score may be lessened for reason of improving the hold only if a live duck could have escaped.
- D.3.9.3 The dog may not be faulted for shaking if it keeps the duck firmly in the mouth.
- D.3.9.4 For the evaluation of the retrieve the following is to be taken into account: that the dog carries the duck to the handler properly, sits down and delivers correctly. For the final score, all the dog’s retrieving performances during the water work must be considered.
- D.3.9.5 If any one single duck retrieve is scored “not sufficient” or marked “not tested”, the overall score for retrieving the duck can only be “not sufficient” or “not tested”.
- D.3.9.6 The dog must independently retrieve any found or (without any command from the handler when the dog behaves incorrectly). Praising the dog or trying to get the dog’s attention is not prohibited influence by the handler as long as the dog is working correctly.
- D.3.9.7 If unusual events disturb the dog’s retrieve, the dog must be given opportunity to retrieve the duck which was placed for the dog. All water retrieves (Gun sensitivity, retrieve from deep cover can be shot, will be added and the average points will be counted for, “Manner of retrieve of duck”.

## **D.4 RETRIEVING OF FEATHERED GAME AND DRAG WORK**

### **D.4.1 RETRIEVE ON A FEATHERED GAME DRAG**

D.4.1.1 The drag must be laid by a judge immediately prior to testing the dog in vegetation, whenever possible in a downwind direction, and with two obtuse angles. The starting point must be clearly marked. The drag must be about 200m long. The distance between individual drags must be at least 80m at all points. All drags should be as similar as possible. At the end of the drag a bird of the same game species (as the dragged bird), is placed out in the open (i.e. not behind cover or in a depression). Then the judge must move in the direction of the drag and hide in such a manner that the dog arriving at the end of the drag cannot see the judge. There [at the hiding place] the judge must place the second bird of the same game species, without the drag string, freely out in the open in front of him. The judge may not deny the dog the retrieving of this bird.

D.4.1.2 The dog may not see the laying of the drag. The handler can request that the dragged bird is placed at the end of the drag for the dog to retrieve. If he wants to exercise this option, the handler must tell the judges so before the drag is laid. In this case as well, the layer of the drag must place a second bird of the same species in front of him at his hiding spot. The drag layer must remain in hiding until he is called to come out.

D.4.1.3 Upon request by the handler, drags can be laid with only one animal of the respective species. In this case, the dragged animal must be laid down at the end of the drag about 10-15m in front of the drag layer; the drag string must be removed before the dog starts the work.

D.4.1.4 The handler may work the dog on leash for the first 30m, then he must stop and let the dog continue. As soon as the dog has started on the track, the handler must return to the starting point. If the dog returns without having found the bird, and does not resume the drag again independently, the handler may restart the dog twice.

A restart is considered any handler influence on the dog. Each additional start lowers the predicate. The feathered game drag is scored based on whether the dog adapts to and complies with the task and whether it wants to find.

D.4.1.5 The dog should find the game by using its nose and by staying in connection with the drag trail. It must retrieve the game. The dog's work on the way to the bird is to be evaluated for the drag. After the dog seized the game, the handler is allowed, without lowering the predicate, to praise the dog and/or making himself noticeable to his dog as long as the dog is working correctly at that moment. Handler interference not more than two times in any of the retrieve subjects, when his dog is working incorrectly, is allowed only after the dog has seized the game and the predicate for Manner of retrieve must be lowered (first interference: predicate good, second interference: predicate sufficient). When the handler interferes more than twice when the dog is working incorrectly the dog will be evaluated in the manner of retrieve subject and in the correlating subject with a score of "not sufficient" (0 points).

D.4.1.6 A dog cannot pass the test if it finds the bird at the end of the drag, but fails to retrieve it. A dog that found the game and fails to retrieve may not be restarted. Finding one bird and retrieving the other, however, is not considered a fault.

D.4.1.7 If the dog was disturbed during the drag work or during the retrieve by extraordinary conditions, it must be given a new drag.

## **D.4.2 FURRED GAME DRAG**

D.4.2.1 The fur drag must be laid with a rabbit or hare; it must be about 300m long and have two obtuse angles. The first angle should be made approximately 100m from the start of the drag.

D.4.2.2 In addition, the same regulations as for the feathered game drag apply.

## **D.4.3 MANNER OF RETRIEVE**

D.4.3.1 In the subject manner of retrieve, the execution of the retrieve is to be scored and whether the dog wants at all to carry the game to the handler. This includes the dog's trained ability to pick up, carry (hold) and deliver the game to the handler. The dog demonstrates correct grasping and carrying by adjusting its hold to the game species and its weight. It is considered a fault if the grasp, hold and carrying are too strong or too weak. Note must be made of crushing or plucking the game and evaluated as faults. Dogs that severely crush, eat or bury game cannot pass the test.

D.4.3.2 Correct grasping and carrying are revealed in the dog's ability to adjust its grip to the type and weight of the game. It is considered to be incorrect if the grasp, hold, and carrying are either too strong or too weak. Hard mouth is a fault and must be especially noted.

D.4.3.3 The correct delivery is demonstrated if the dog comes with the found game happily and willingly to the handler, sits next to him without or with one – not loud – command, and keeps the game calmly in its mouth until the handler grasped it without haste and takes it from the dog with the appropriate command. A dog that drops the game during delivery, may not receive better than good (7 points).

Handler interference not more than two times in any of the retrieve subjects, when his dog is working incorrectly, is allowed only after the dog has seized the game and the predicate for Manner of retrieve must be lowered (first interference: predicate good, second interference: predicate sufficient). When the handler interferes more than twice when the dog is working incorrectly the dog will be evaluated in the manner of retrieve subject and in the correlating subject with a score of "not sufficient" (0 points).

D.4.3.4 The water retrieving subjects are scored as follows:

- All water retrieves are scored individually, then an average score is obtained from that.

Every single subject must be scored with at least "sufficient" – 3 points. From these points, a mean point must be established. If the product is not a whole number, the point is rounded off towards the higher or lower point. If a single "manner of retrieve" is scored not sufficient (0-2 points) then also the connected test subject must be scored not sufficient (0 points).

- The game bird and furred game retrieves are scored individually.

A dog that is rated with 0 points or not tested for one of the retrieve subjects cannot pass the test.

## **D.5 OBEDIENCE**

D.5.1 While co-operation is offered to the handler by the dog, obedience in contrast is demanded by the handler of the dog.

D.5.2 Obedience without game contact is demonstrated in the handling of the dog during its work, and in the manner in which the dog obeys each command from the handler (voice, hand, and whistle signals). It is also evident in the dog's calm behaviour while other dogs are working, which proves that the dog would not disturb its handler or fellow hunters during a hunt.

D.5.3 Obedience in contact with game is not required. Dogs which persistently withdraw themselves from their handlers' influence, are impossible to be tested thoroughly and thus might disturb the entire test, cannot pass the test and must be excluded from the continuation of the test.

## **D.6 GUN SENSITIVITY DURING FIELD WORK**

D.6.1 The test of the reaction to gunfire is to be conducted in the same manner as the SA-VJP test.

D.6.2 Severely gun sensitive and/or gun-shy dogs cannot pass the test. However, in the interest of breeding, their testing should be continued with the exception of the water work.





**KUSA SCHEDULE 5C(5) – GUNDOG HUNTING TESTS**  
**TEST REPORT FOR ADVANCED HUNTING TEST (SA-HZP / SA-OZP)**

Organizing Club \_\_\_\_\_  
 Test Location \_\_\_\_\_ Test Date \_\_\_\_\_  
 Handler \_\_\_\_\_  
 Dog's Name \_\_\_\_\_ Reg No \_\_\_\_\_  
 Breed \_\_\_\_\_ Date of Birth \_\_\_\_\_ M F  
 Dam \_\_\_\_\_ Reg No \_\_\_\_\_  
 Sire \_\_\_\_\_ Reg No \_\_\_\_\_

Manner of Hunting (Hare) <input type="checkbox"/> scent/track loud <input type="checkbox"/> sightloud <input type="checkbox"/> questionable <input type="checkbox"/> silent <input type="checkbox"/> loud without presence of game	Natural Ability Subjects		Work Points	Multiplier	Score points	additional points tracking
		1. Tracking (Hare)			3	
	2. Use of Nose			3		
	3. Search			2		
	4. Pointing			2		
	5. Co-operation			2		
	6. Desire to Work			1		total points for natural ability subjects without tracking
	7. Water Work					
	b) 1. Independent search for duck in dense cover			3		
	2. Copy score from previous test with independent search /duck					
	Trained Subjects					
	7. Water Work	Blind Retrieve			1	
	8. Retrieve of Feathered Game					
	a) working a winged bird (pheasant or				1	
	b) retrieving a shot bird				1	
	c) feathered game drag				1	
	9. Furred game drag				1	
	10. Manner of Retrieve		Handler interference when dog works incorrectly			
	a) hare or rabbit		<input type="checkbox"/> yes <input type="checkbox"/> no		1	Total points for trained subjects
	b) duck		<input type="checkbox"/> yes <input type="checkbox"/> no			
	c) feathered game		<input type="checkbox"/> yes <input type="checkbox"/> no			
	11. Obedience				1	
					<b>Total score incl tracking</b>	

**Signature of Senior Judge** \_\_\_\_\_

6. Gun Sensitivity  
 gunfire stable  
 gun sensitive  
 slightly gun sensitive  
 severely gun sensitive  
 gun shy  
 gun fire stable in water work?  
 Yes  No

**Temperament and Behavior Determination**

<b>Temperament</b>	<b>Self Confidence</b>	<b>Adaptability</b>	<b>Other</b>
<input type="checkbox"/> Impassive	<input type="checkbox"/> self-confident	<input type="checkbox"/> socially adaptable	<input type="checkbox"/> Hand shy
<input type="checkbox"/> calm / even tempered	<input type="checkbox"/> timid / insecure	<input type="checkbox"/> aggressive towards people	<input type="checkbox"/> Game shy
<input type="checkbox"/> lively	<input type="checkbox"/> fearful	<input type="checkbox"/> aggressive towards dogs	
<input type="checkbox"/> restless/ nervous/ hyper excitable			

**Conformation**

Bite  without fault  plier bite  cross bite  undershot bite  overshot bite

Premolar Faults \_\_\_\_\_ Molar Faults \_\_\_\_\_ Other Dentition Faults \_\_\_\_\_

Eyes  without fault  entropion  ectropion other eye faults \_\_\_\_\_

Conformation and Coat (only for breed clubs) \_\_\_\_\_

Testicular Faults \_\_\_\_\_ Other Significant Physical Faults \_\_\_\_\_

Not passed -Reason for Failure (details) \_\_\_\_\_  Passed with \_\_\_\_\_ points

Test Director \_\_\_\_\_ Senior Judge \_\_\_\_\_ Judge \_\_\_\_\_ Judge \_\_\_\_\_

## **THE SA-VGP (UTILITY HUNTING TEST AND THE SA-VPS (AFTER SHOT HUNTING TEST)**

### **E. PURPOSE OF THE UTILITY HUNTING TEST SA-VGP AND AFTER THE SHOT HUNTING TEST SA-VPS**

The SA-VGP and SA-VPS is a performance test. The main purpose of a SA-VGP and SA-VPS is “to produce dogs for the ethical conduct of hunting and to foster the knowledge of training and handling of these dogs in the hunting community. This should be the exclusive purpose of the SA-VGP and SA-VPS. A dog that has passed this test - provided it is handled correctly and has appropriate practice - must be able to perform as a truly versatile utility dog in the hunting field. And this is what is most important”.

#### **E.1 GENERAL GUIDELINES**

E.1.1 The General Guidelines of the Gundog Hunting Tests apply to all tests – see Appendix hereto.

E.1.2 These Gundog Hunting Tests are for all Gundog breeds and clubs, testing clubs and hunters that are authorised to conduct tests. SA-VPS may also be conducted by specialist Gundog breeds which include in their tests aspects of forest, water and retrieve work.

E.1.3 An entire SA-VGP should not be completed in a single day. At least four (4) subjects should be reserved for the second test day.

E.1.4 The responsible and diligent conduct of a SA-VGP is dependent on hunting grounds of a respectable size and with good amount of small game for field and forest work. There must also be available sufficient large body of water with sections of thick cover. The same applies to an SA-VPS.

E.1.5 It is the Test Organisers’ responsibility when selecting testing grounds that these requirements are met. The selected testing grounds and game presence must be appropriate for the number of dogs entered and admitted to the SA-VGP/SA-VPS. The test must be announced for a minimum of 4 dogs.

#### **E.2 ADMISSION**

E.2.1 Dogs which are younger than one year old may not enter the SA-VGP or SA-VPS test.

#### **E.3 TEST ENTRY**

E.3.1 With the submission of an entry form, the owner and the handler accept the stipulations of these Test Regulations.

E.3.2 A handler may not handle more than two dogs in a SA-VGP or SA-VPS test.

E.3.3 The owner/handler must indicate whether the dog is to be tested in the blood tracking subject in on-leash work or as a game bayer or game guide. Any later change to the type of blood tracking work must be indicated to the Test Director prior to the beginning of the test. The entry form for the SA-VPS must further indicate whether the dog is to be tested on the jackal drag retrieve.

#### **E.4 RIGHTS AND DUTIES OF THE ORGANISERS**

E.4.1 The organising Clubs must announce the planned tests with sufficient advance notice to the FTLC of the KUSA, indicating test date as per calendar and test terms. The terms must state the specifics of the blood track (game blood and dab or drip method), the type of obstacle for jackal over obstacle and the type of terrain for the independent search.

#### **E.5 JUDGES**

E.5.1 The organisers must appoint a Test Director who is responsible for the preparation and execution of the SA-VGP or SA-VPS test. The Test Director can judge as a Panel Judge in these tests.

E.5.2 The Chairman of the organising Club or, on his behalf the Test Director selects judges and senior judges.

E.5.3 Only in exceptional cases due to an unexpected cancellation of a confirmed judge, may an experienced hunter, who also is a versatile dog handler preferably a Learner Judge), be used as a substitute – “Emergency Judge” – in a judging group accompanied by two Panel Judges.

E.5.4 At least 3 Panel Judges must be present to judge all subjects.

E.5.5 The Senior Judge is responsible for his judging group. In particular, he sees to it that the rules of the test regulations are followed precisely and interpreted sensibly. The Senior Judge is the sole spokesman of the judging group. The remaining judges may give explanations concerning the test to third parties only with the Senior Judge’s permission.

E.5.6 As soon as a judging group has come to a mutual conclusion (about the performance of the dog), the Senior Judge or a judge/learner judge designated by him must deliver a preliminary evaluation of the dog’s demonstrated work to the handler and the spectators (open judging).

#### **E.6 JUDGES’ CONFERENCE**

E.6.1 At the beginning of each test, a comprehensive Judges’ Meeting, preferably in the presence of the handlers, must be conducted. The purpose is to extensively harmonise the standards of expectation of the dogs’ performance in the tests, by which the judges and learner judges evaluated the dogs.

E.6.2 After the testing of all dogs is finished, a concluding Judges’ Conference must be held if specialty judging groups were used, or the predicate “excellent (4h) was awarded, or disagreements within a judging group arose, or any other unusual events occurred. If the predicate “excellent” (4h) was awarded, the Senior Judge must state the reason for the predicate in writing.

#### **E.7 ORGANISATIONAL REGULATIONS OF THE SA-VGP/SA-VPS TESTING REGULATIONS**

E.7.1 The Organising Club and the Test Director are fully responsible for the proper execution of the test.

E.7.2 Tests that are not conducted in accordance with the guidelines and the stipulations of the SA-VGP and SA-VPS Test Regulations cannot be recognised. The results of such tests will not be recorded by KUSA on the Certificate of Registration.

E.7.3 Bitches in season that are not entered into the test and pregnant bitches are forbidden in the precincts of the test grounds. Bitches in season participating in the test must be reported to the Test Director beforehand and, if permission is granted to compete, must be kept separate from other dogs for the entire duration of the Test.

- E.7.4 Dogs must not be handled with training devices (e.g. training collars or imitations thereof). Refer Item A.12.9. Only GPS devices may be used during the independent search for safety reasons.
- E.7.5 During the test, all game must be stored and transported so that it cannot be contaminated by the smell of a different species.
- E.7.6 During the SA-VGP and SA-VPS tests, the handlers must be equipped with a firearm/shotgun and carry sufficient shells and their valid licence. Those handlers who do not own a shotgun or who do not hunt will have a “Gun” allocated to shoot on their behalf.
- E.7.7 All persons participating in the test must obey the Test Director’s, the judges’ and the field marshals’ instructions. No one is allowed to disturb the handler and dog while working nor hinder the judges engaged in the proper execution of judging the dogs.
- E.7.8 Those dogs that are not working under evaluation must be leashed. Dogs that whine or are otherwise noisy must be taken out of earshot of the working dog. It is the handler’s responsibility to arrive promptly with the dog when called to the test subject.
- E.7.9 During the work of a dog under judgment, the spectators must remain far enough behind handler and judges so that the working dog is not disturbed.
- E.7.10 VOID
- E.7.11 Dogs that do not meet the minimum requirements in a subject category or fail to achieve the necessary minimum score points, must be excluded from further testing.
- E.7.12 Any of the following conditions will automatically exclude a dog from continued testing:
- Game eater (type of game must be stated);
  - Game burrier (type of game must be stated);
  - Failure to independently retrieve small game after the dog has first found it;
  - Fur game chasers and totally disobedient dogs;
  - Gun shy, hand shy and game shy dogs and those with temperament faults;
  - Game blinker;
  - Dogs that severely pluck or hard-mouth game;
  - Dogs that fail any portion of the water test (gun sensitivity, blind retrieve in dense cover, failure to retrieve duck).
- E.7.13 Any one of the following conditions may exclude the offender from the test and forfeit the entry fee:
- E.7.14 Intentionally making false statements on the entry form or any attempt at deceiving the judges;
- E.7.15 Allowing one’s dog that is not currently under judgment to roam free;
- E.7.16 Being absent when called to a test subject;
- E.7.17 Intentionally failing to disclose the condition that one’s bitch is in heat;

- E.7.18 Failing to obey the special instructions given by the Test Director or by the judges.
- E.7.19 Dogs whose handlers behave before, during or after the test in a manner damaging to the image of the versatile hunting dog movement (i.e. handler violates ethical hunting practices and animal welfare laws, insults judges or club officers etc.).
- E.7.20 Each handler can demand information on his dog's individual scores from the Test Director as soon as the total test result has been determined.
- E.7.21 Protests against a test result are governed by the Protest Regulations.
- E.7.22 Any attempt to dispute - at a later point in time - the decision by the judges or a decision by the Protest Panel, as well as any unfounded criticism challenging the objectivity of the Judges can be penalised by the organising club with the loss of membership, or the temporary or permanent inadmissibility to future tests organised by this club. The KUSA must be notified of any such procedure.

**E.8 EXECUTION OF THE TEST**

**E.8.1 Must - and Should – Requirements**

- E.8.1.1 These Test Regulations contain "Must" and "Should" requirements.
- E.8.1.2 The MUST requirements, including those in their negative form – e.g. “must not” - must be adhered to unconditionally and in all detail during test procedures and also with regard to all other provisions of the Test Regulations.
- E.8.1.3 The non-compliance with a "SHOULD" requirement in the dog’s work results in the appropriate lowering of the evaluation.

**E.8.2 Predicates and Work Points**

- E.8.2.1 The dog's performance in a subject must be rated within a predicate of very good, good, sufficient, deficient, not sufficient.
- E.8.2.2 Work points (whole numbers) are:

Excellent	4h
Very good	4
Good	3
Sufficient	2
Deficient	1
Not sufficient	0

- E.8.2.3 The predicate “Excellent” = 4h may only be given as an exceptional score if the dog shows truly outstanding performances under difficult conditions. This predicate may not be awarded in the subjects of game drags, retrieves or obedience. If this predicate is awarded, it must be justified in words in each single case on the score sheet.

**E.8.3 Evaluation Points = Point numbers**

- E.8.3.1 The work points awarded for each subject are multiplied by a multiplying factor (MF) which corresponds to the significance and difficulty of the subject.

- E.8.3.2 From this multiplication result the score points which represent the product of the value of the performance and the significance of the subject.
- E.8.3.3 The score points are equal to the points which determine the Prize category of the dog.
- E.8.4 Overview of subject categories and test subjects with their respective multipliers. Test subjects that belong together because of the hunting nature or which are tested on similar grounds – forest, water or field – or by nature of the subject – obedience and retrieves – have been combined in the SA-VGP and SA-VPS test regulations into four test categories.

<b>I</b>	<b>FOREST WORK</b>	<b>MULTIPLYING FACTOR</b>
1.	Leash work - overnight track	MF 8
	day track	MF 5
	Additional Dead Game Baying	MF 4
	Additional Dead Game Guiding	MF 3
2.	Retrieving of Jackal over Obstacle (SA-VGP only)	MF 3
3.	Jackal Drag (optional only in SA-VPS)	MF 5
4.	Retrieving of Jackal on Drag (optional only in SA-VPS)	MF 2
5.	Hare or Rabbit Drag	MF 4
6.	Retrieving of Hare or Rabbit	MF 2
7.	Independent Search	MF 4
8.	Dense Cover Search	MF 3
<b>II</b>	<b>WATER WORK</b>	
1.	Independent Search without Duck in Dense Cover	MF 3
2.	Gun Sensitivity (not scored)	
3.	Blind Retrieve from Dense Cover	MF 3
4.	Independent Search with Duck in Dense Cover in case of a naturally occurring duck	
5.	Retrieving of Duck	MF 2
<b>III</b>	<b>FIELD WORK</b>	
1.	Use of Nose (SA-VGP only)	MF 6
2.	Search (SA-VGP only)	MF 4
3.	Pointing (SA-VGP only).	MF 4
4.	Manners Behind Game, incl. Relocating (SA-VGP only)	MF 3
5.	Feathered Game Drag	MF 3
6.	Free Search of a Placed Gamebird	MF 3
7.	Retrieving of Feathered Game	MF 2
<b>IV</b>	<b>OBEDIENCE</b>	
1.	General Behaviour – Obedience	MF 3
2.	Behaviour During Driven Hunt	MF 2
3.	Heeling on Leash	MF 1
4.	Heeling off Leash	MF 2
5.	Down Stay	MF 2
6.	Steadiness to Wing (SA-VGP only)	MF 2
7.	Steadiness to Fur (SA-VGP only)	MF 3
8.	Steadiness to Shot (SA-VGP only)	MF 2

- E.8.5 Minimum performances and minimum points:
- E.8.5.1 In some subjects, minimum performances are required for each Prize category.
  - E.8.5.2 In view of the necessary versatility of a hunting dog, each dog must show certain average point scores in all 4 subject categories (Forest, Water, Field, Obedience). Therefore, each Prize category has a certain minimum point requirement.
  - E.8.5.3 Obedience is a basic requirement for the usefulness of a dog for hunting, hence the minimum points for this subject category are set appropriately high.
  - E.8.5.4 In subject category Forest Work, possible bonus points for dead game baying or dead game guiding must not be included in calculations of minimum points for the respective Prize category.
  - E.8.5.5 The minimum points and minimum performances for the three Prize categories are listed at the end of the Test Regulations for the individual subject categories.
- E.8.6 The dog that receives the minimum points of a Prize category in every subject category and meets the required minimum performances for this Prize category receives the respective prize.
- E.8.7 Qualified dogs are ranked within the individual Prize categories according to their total point score. For this ranking, the bonus points of the Dead Game Bayer and Guide must be added if the dog received at least the predicate "Sufficient" for these performances.

## **F. TEST REGULATIONS FOR UTILITY HUNTING TEST (SA-VGP)**

Regulations for individual test subjects, in order of subject categories with minimum points and minimum requirements:

### **I FOREST WORK**

The following subjects must be tested in this subject category:

1. Blood tracking of hoofed game on leash, optionally with subsequent baying or guiding
2. Retrieving of jackal over obstacle
3. Jackal drag
4. Retrieving of jackal on the drag
5. Hare or rabbit drag
6. Retrieving of hare or rabbit
7. Independent search
8. Dense cover search

#### **F.1 BLOOD TRACKING**

##### **F.1.1 PREPARATION OF THE BLOOD TRACK**

- F.1.1.1 Artificial blood tracks must be laid by especially experienced judges.
- F.1.1.2 Blood tracks must not be laid in the same terrain on two consecutive days. The minimum length for leash work is approximately 400m, for the free work of the Dead Game Bayer and Guide approximately 200 m.
- F.1.1.3 Tracks must be laid in the forest or in densely covered b(r)ush land. It is permissible to start the track in an open field but not farther than approximately 100 m from the forest edge.
- F.1.1.4 The start of the blood track must be marked by a sign and identified with the label: "Track No...., laid at ..... (hour)" The purpose of the track (= Leash Worker, Dead Game Bayer, Dead Game Guide) must be noted on this label.
- F.1.1.5 The distance between the individual tracks must be at least 120m throughout.
- F.1.1.6 Two obtuse angles and one wound bed must be included in each blood track. The end of the track for leash work must be marked. A second wound bed must be made at that spot for Dead Game Bayer and Guide.
- F.1.1.7 For the off-leash work of the Dead Game Bayer and Guide, the track must be continued for approximately 200m from the last wound bed.
- F.1.1.8 The Test Director and the special blood tracking judge are responsible for the proper execution of the blood tracking.
- F.1.1.9 Artificial blood tracks can be prepared by dabbing or by dripping blood. The manner of the track preparation must be indicated in the announcement of the test. Dripped tracks must be laid with transparent wash bottles, dabbed tracks with a dabbing stick and a sponge (approximately 6 x 6 cm square and 2 cm high) affixed at the end, or with a special dabbing stick with internal blood container.



- F.1.1.10 he blood used for tracks must be fresh. If not sufficient game blood is available, fresh blood from domestic stock (cattle, sheep, pigs) or in mixture with game blood, can be used. The composition and origin of the blood or blood mixture must be the same across the board. It is allowed to use blood that was frozen while fresh. Chemical additives are prohibited.
- F.1.1.11 Blood tracks must be laid only in the direction from the starting point to the carcass.
- F.1.1.12 While laying a track, the judge and his assistants must walk in the same track. The layer of the track with the bottle or dabbing stick must always walk last in line.
- F.1.1.13 Wound beds are to be prepared such that they are inconspicuous (trampling, increased amount of blood).
- F.1.1.14 During the test, signs or markers must not be detectable by the handler.
- F.1.1.15 It is extremely important that the blood track actually ends at the second, or respectively, at the third wound bed, and is not continued due to carelessness. There must not be any loss of blood after that.
- F.1.1.16 A maximum of 0.25 litre (250ml) of blood may be used for the approximately 400m track and not more than 0.125 litre (125ml) of blood for the subsequent approximately 200m of the free work of the Dead Game Bayer or Guide.
- F.1.1.17 A substitute track must be prepared for every test.
- F.1.1.18 The aging period is at least 14 hours over night for the test on the overnight track and at least 2 to approximately 5 hours in the test on the day track.
- F.1.1.19 The on-leash work must always be evaluated by three judges. The additional track for Dead Game Bayer and Dead Game Guide must be laid by one judge immediately after the successful leash work, and the behaviour at the carcass must be evaluated by two judges.
- F.1.1.20 A preferably freshly shot hooped game animal (with bullet hole) is placed at the end of the artificial blood track.
- F.1.1.21 The carcass must be laid out in the open, not in a depression, behind a tree etc. Openings created by field dressing or other injuries must be carefully stitched up. This does not apply to bullet entry and exit holes.
- F.1.1.22 The carcass is to be laid at the end of the track for the leash worker, for Bayer and Guide at the end of the additional track.
- F.1.1.23 The persons carrying the carcass also move the carcass from track to track; they must always leave in the opposite direction of the track and then on the downwind side after placing the carcass.
- F.1.1.24 The carcass must be carried to the end of the blood track in such a manner that the carcass does not create any distractions for the working dog.

## **F.1.2 EXECUTION OF THE BLOOD TRACKING WORK**

- F.1.2.1 For the blood tracking work, the dog can do:
- on-leash work only;
  - on-leash work with subsequent off-leash dead game baying;
  - on-leash work and subsequent off-leash dead game guiding.

- F.1.2.2 Prior to the beginning of the blood tracking work, every handler of a Guide must describe to the Senior Judge of the judging group how he can detect that his dog has found and how the dog should lead him to the carcass. This description is binding; subsequent changes are not permissible.
- F.1.2.3 The starting spot and the direction of the track have to be indicated to the handler by a broken twig.
- F.1.2.4 Every dog, even the Bayer and the Guide, must track on-leash a distance of at least 400m which is to be judged equally for all dogs, and independently of any subsequent off-leash track that remains to be worked.
- F.1.2.5 The whole length of the tracking leash must be available; it must measure at least 6m in length. In principle, it must be given at a length of 6m and the judges must indicate this to the handler. If the handler does not follow this regulation, the on-leash work can only be scored with “sufficient”.
- F.1.2.6 A correct collar, harness respectively, is part of the tracking lead. Other collars must be removed during blood tracking. High visibility collars are allowed as additions.
- F.1.2.7 During the on-leash work all judges in the judging group, including the special blood tracking judge, must follow the dog. How the dog follows the blood track is important for the evaluation. The dog should work it calmly, concentrated and at a good pace, but not in a frantic manner. For a “very good” score, a calm and confident work by the dog is necessary. A hastily working dog will always fail in really difficult situations. Excessive and unrestrained speed lowers the predicate.
- F.1.2.8 The primary task of the judges is to identify those dogs that show the will to track and lead on, and who make an effort to find the track by casting backwards when they temporarily lost the track.
- F.1.2.9 The handler may temporarily stop or lay down the dog to look for blood by himself; he may also help the dog by casting forward or backward or with other appropriate aids. Only under these circumstances should the judges stop; they must never wait when they realise that the dog has gone off-track without the handler noticing this. On the contrary, the judges must follow the working dog to observe its work even when it has lost the track.
- F.1.2.10 The dog may be taken back on the track and restarted twice during the on-leash work. Only if the dog is restarted by the judges after deviating far (approximately 60m) from the track, is it considered to be a true restart which lowers the predicate. It must be counted in favour of the dog if the errant dog corrects itself. The correction of the dog by the handler is not considered to be a restart. Necessary, repeatedly occurring corrections by the handler are considered a sign of lacking confidence of the dog and lower the predicate.
- F.1.2.11 The dog should find the wound beds; it is, however, not to be considered a fault if the dog works closely past the wound bed while working the direction of the blood track.
- F.1.2.12 A few spectators may follow the on-leash work, but only if the handler of the dog and the judges have no objection.
- F.1.3 BEHAVIOUR AT THE CARCASS**
- F.1.3.1 The leash worker will be left unleashed at the carcass after successfully working the on-leash track. The dog will be observed by two judges who must hide downwind so that the dog cannot see them. All other persons have to stay far and completely out of sight. The handler must not influence his dog. As soon as the judges can judge the behaviour of the dog (this should take no longer than 5 minutes), the handler can pick up his dog.

The leaving of the carcass is not considered to be a fault of the dog. Dead Game Bayers and Guides who do not find the carcass during their work have to be tested the same way. Dogs that eat from the carcass or bury it must be excluded from further testing.

#### **F.1.4 DEAD GAME BAYING AND DEAD GAME GUIDING**

- F.1.4.1 Dead Game Bayers and Guides are released at the second wound bed. They must find the carcass placed at the end of the additional track in a free search. If the dog worked the blood track to the second wound bed without demonstrating that it has found the wound bed, the on-leash tracking work is completed and the judges must show the wound bed to the dog.
- F.1.4.2 During the free work of the dog, the handler and one accompanying judge must stay at the second wound bed; the handler may not influence the dog with voice, whistle or other signals. Handler and judge must wait approximately 10 minutes for the working dog to bay or guide. If the dog is a Bayer, they should wait until the judges can determine whether the dog is baying with sufficient persistence.
- F.1.4.3 After the judges observing at the carcass have ascertained that the carcass is placed properly, they must pick a location where the dog is not able to see, scent, or otherwise detect them, the person carrying the carcass, or possible spectators. However, they must be able to observe the behaviour of the dog at the carcass (how it bays, guides, or if it eats the game, etc.)
- F.1.4.4 As soon as these judges have taken their position and have communicated this with an agreed signal, the handler must release his dog.
- F.1.4.5 If Bayer or Guide do not find the carcass during the free work, they may be restarted twice from the second wound bed.
- F.1.4.6 The performance of the Bayer or Guide includes the finding of the game and the behaviour at the carcass or the guiding to the carcass. It can only be credited if it was at least scored with "sufficient". Whatever the predicate may be, it must be entered into the score table. If it is "deficient", no points will be credited.
- F.1.4.7 The Dead Game Bayer must stay at the carcass after it has found and must start baying within 10 minutes after arrival. The dog should call its handler at least 10 minutes. The dog must demonstrate that it knows clearly not to leave the carcass.
- F.1.4.8 The baying up to 10 steps besides the carcass is not counted as leaving of the carcass, but the loss of eye-contact (line-of sight) with the game when the distance exceeds 10 steps is. If the dog exceeds this distance, but does not lose sight of the carcass, a lowering of the predicate will result. Momentary silence of the dog to catch its breath or to look into the direction where it assumes its handler to be must not be counted as a fault.
- F.1.4.9 The Dead Game Guide must leave the carcass it has found immediately in order to return to its handler and show him that it has found. The dog must lead its handler to the carcass in free guiding.
- F.1.4.10 If the dog leads the handler to the carcass by taking the stick or the end of the tracking lead into its mouth it is considered to be free guiding; however, if the dog is collared and on the tracking leash, it is not considered free guiding.
- F.1.4.11 Dead Game Bayer and guides that fail in these subjects must lead the handler on-leash to the carcass without recall, or they cannot pass the test. If a recall occurs, the entire on-leash work must be scored "not sufficient".

## **F.2 RETRIEVING OF JACKAL OVER OBSTACLE**

**It is to be noted that all furred Game is previously euthanised before the Test. The Jackal are acquired from Jackal hunters and kept frozen until use in the Test.**

- F.2.1 The retrieving of jackal over obstacle is tested at a ditch, hurdles, etc. The dog must not be able to wade through or around the obstacle.
- F.2.2 The obstacle must be located in the wild and – if possible – should be a natural obstacle, at least it should blend into the surroundings.
- F.2.3 The ditch must be at least 80cm deep and 1m wide and must have steep walls.
- F.2.4 The hurdle must be 70-80cm high and built in such a way that the dog cannot become entangled in it with its leg.
- F.2.5 The handler leaves his dog at least 5m away from the obstacle. After placing the jackal behind the hurdle, he releases the dog from this place. After the first start, the handler must not reduce the distance to the obstacle from that point.
- F.2.6 The dog should clear the obstacle after one command, pick up the jackal without any delay in a tight grip and retrieve it over the obstacle to its handler. If the dog drops the jackal while jumping over the obstacle but immediately takes it again, it is not considered to be a fault, as long as the handler did not interfere.
- F.2.7 At this test the handler may start his dog maximally three times.
- F.2.8 The retrieving performances of a dog on the jackal drag and in retrieving of jackal over obstacle must be assessed separately.
- F.2.9 A dog must retrieve at least the predicate “sufficient” in either the jackal drag, or the retrieving of jackal over obstacle. Otherwise it cannot pass the test.

## **F.3 FURRED GAME DRAGS**

**It is to be noted that all furred Game is previously euthanised before the Test. The Jackal are acquired from Jackal hunters and kept frozen until use in the Test.**

- F.3.1 The work on the furred game drag is tested with jackal and hare or rabbit. Jackal used at a SA-VGP must weigh at least 3.5 kilograms and must be in a natural state.
- F.3.2 The game is dragged on a string from the starting point, which is marked with white belly hair. The drag must include two obtuse angles and must be approximately 300m long. Then the dragged animal or another animal of the same kind is laid down (when the judge drags one animal and carries another).
- F.3.3 The handler can request the dragged animal to be placed at the end of the drag, but he must indicate this to the judges prior to the laying of the drags.
- F.3.4 If the handler desires, a drag can be prepared with only one animal of the respective species. In this case, the dragged animal must be placed at the end of the drag (approximately 10-15m in front of the dragger. The drag line must be removed from the animal before the dog begins to work.

- F.3.5 Furred game drags belong to the forest work and thus must be laid in the forest. However, it is permissible to locate the starting point and the segment up to and including the first angle in open terrain (meadows, fields, young tree plantations without brush - but not over freshly ploughed fields).
- F.3.6 For every dog, drags must be laid by a judge immediately before the dog is tested; the drags should be as similar as possible. The dog must not see the laying of the drag.
- F.3.7 The drags must not be laid repeatedly in the same area on the same day.
- F.3.8 The animal destined for retrieving must be laid at the end of the drag, not in a depression or behind a tree.
- F.3.9 After the animal has been placed, the dragger must continue walking in the direction of the drag (without dragging an animal) and hide, so that the dog cannot see him from where the animal is placed. There the dragger must place the second animal (of the same species) in front of him if the drag is made with two animals. He must not prevent the dog from retrieving the dragged game if the dog comes to him and picks it up. He must not leave the cover until the judges remaining at the starting point of the drag have given a signal or he can see that the test is completed.
- F.3.10 The distance between the individual drags must be at least 80m throughout.
- F.3.11 The furred game used for drags must be previously euthanised. Above all, the placed game should be clean and must not be unsightly.
- F.3.12 It is at the discretion of the club to allow the handler to bring a suitable jackal that weighs at least 3.5kg for this test of his dog (also for retrieving of jackal over obstacle). In this case as well, the dragger will place a second Jackal in front of him (unless the handler requested only one piece of game).
- F.3.13 The judges are required to show the handler the marked starting point.
- F.3.14 The dog may work the first 30m of the drag on leash, then the handler must release the dog and must not follow any further.
- F.3.15 The scoring of the work on the drags is based on whether and how the dog keeps connection with the scent and if it wants to find and retrieve and if it carries the game to its handler (outbound and inbound).
- F.3.16 The manner of the retrieving (inbound) as a pure training subject, that is how the dog picks up the game, carries and delivers, must be scored only under "Retrieving" in the respective column for jackal, hare or rabbit.
- F.3.17 Distractions by other scent do not warrant a replacement drag, because the SA-VGP requires finished gun dogs.
- F.3.18 The handler may start his dog on the drag three times. Every handler influence after the first start is considered to be a restart and lowers the predicate.
- F.3.19 If the dog fails on the drag, regardless of whether it arrived at the game or not, it shall receive in the score sheet the predicate "not sufficient" for the jackal drag, or the hare or rabbit drag.

## **F.4 RETRIEVING**

- F.4.1 A dog is excluded from the test if it fails to retrieve independently (i.e., without handler interference if the dog works incorrectly) at the first encounter of any small game, placed or found at the end of the drag. The finding of one and the retrieving of another game on drags is not considered to be faulty. If the dog is working correctly, it is not considered an impermissible handler interference if the handler praises his dog and makes himself noticeable to his dog during the retrieve.
- F.4.2 On the jackal drag, the dog may be started for a total of three times, even if it does not retrieve the jackal it has found.
- F.4.3 Dogs which bury game or eat game must be excluded from continuation of the test.
- F.4.4 Retrieving is the manner of picking up, carrying and delivering any kind of game at the test on the drags, during free searching or retrieving and during actual hunting at the test.
- F.4.5 The correct picking up and carrying are demonstrated in the dog's ability to adjust its grip to the kind and weight of the game. It is considered to be a fault if the grasp, hold, and carrying are either too strong or too weak.
- F.4.6 The correct delivery is demonstrated when the dog comes with the game straight to the handler, sits down next to him without or with one -not loud- command, and keeps the game calmly in its mouth until the handler has grasped it without haste and takes it from the dog with the appropriate command. Dropping the game during the delivery lowers the predicate.
- F.4.7 Hard mouth is considered a fault and lowers the predicate. Dogs that are severely hard mouthed or pluck heavily must be excluded from further testing.

## **F.5 INDEPENDENT SEARCH**

- F.5.1 For the independent search thickets and woodlots containing sufficient numbers of game must be chosen to give the dog the opportunity to show realistic independent search work behind game.
- F.5.2 Alternatively, the independent search can be tested in corn fields (> 1 ha; [2.5 acres]) or cattail marshes that have dried out (> 1 ha; [2.5 acres]). The kind of testing area for the independent search must be specified in the test announcement.
- F.5.3 The dog should search the assigned terrain thoroughly. The dog should give tongue when chasing found game.
- F.5.4 Every dog should preferably have a new area and approximately 10 minutes to independently search it.
- F.5.5 The independent search must be conducted such that the judges can arrive at a concluding evaluation of the dog's work. Above all, they have to find out whether the dog searches methodically.
- F.5.6 At this test, the judges should distribute themselves well in a given area or surround a thicket to be able to evaluate the performance of the dog. They also must note whether the dog gives tongue when encountering game.
- F.5.7 The handler can either start the dog from his assigned position, or command the dog to lie down, walk off towards his assigned position and then command the dog by hand or voice signal from a distance to independently search the cover.

- F.5.8 If the dog gives tongue while working game that it has found, it must be marked as “It”= loud in the score table.
- F.5.9 If it is confirmed that a dog remains silent while chasing visible game, it must be marked as “st” = silent in the score table. A silent dog cannot receive more than the predicate “good” in the subject “Independent Search” and not better than Prize II.
- F.5.10 If, due to a lack of game, neither loud nor silent independent manner of hunting behind game during the search can be detected, the respective dog receives the notation “?” (questionable) on the score table.
- F.5.11 The Senior Judge must ensure that notes on the manner of hunting of all tested dogs in his judging group are listed on the score table.
- F.5.12 Brief pointing during the independent search does not lower the predicate. However, if the dog points for five (5) minutes or longer the score can be lowered.
- F.5.13 If the dog captures game during the independent search and retrieves it to the handler, the performance in the independent search cannot be scored less.
- F.5.14 Such retrieving must be evaluated. The same applies to shot game which the dog retrieves. If the dog fails to retrieve captured or shot small game, it cannot pass the test.
- F.5.15 The chasing of healthy (unshot) game far out of bounds into other areas during the independent search and failure to come back after an appropriate time - even after a whistle or voice signal of its handler - must be scored as faulty.
- F.5.16 Disobedient dogs, which continue hunting independently outside the assigned search area and return only after long periods of time, do not satisfy the expectations for a dependable, versatile dog. Therefore, they must be excluded from further testing due to their continued disobedience.
- F.5.17 If, during the forest work, outside the independent search area or during other tasks, it is confirmed that the dog chases game giving tongue, it must be noted separately as: Scent loud behind the jackal or hare, Track loud behind hoofed game, Sight loud behind furred game.  
  
The loud must be persistent.

## **F.6 DENSE COVER SEARCH**

- F.6.1 Dense Cover Search must be tested in young stands of forests (pole timber), in clear cuts or brushy areas.
- F.6.2 For this subject, a sufficiently large area must be selected, which must be changed for every dog unless the nature of the test terrain and ground present insurmountable obstacles.
- F.6.3 Every dog must have the opportunity to thoroughly show the dense cover search as commonly practiced during hunting. The handler or designated gun must fire at least one (1) shot with a shotgun during the dense cover search when so ordered by the judges.
- F.6.4 The dog should search under the gun and should handle with ease and without requiring many loud commands. The dog should search the dense cover calmly and methodically, so that the handler can follow his dog easily.

- F.6.5 When evaluating this work, the judges have to especially assess the good contact between the handler and his dog.
- F.6.6 If it is possible to evaluate pointing, steadiness to wing or shot and retrieving during the dense cover search, they must be evaluated.

**Minimum Requirements and Minimum Points for the Forest Work Test Subjects:**

Blood Tracking, Retrieving of Jackal over Obstacle, Jackal Drag, Retrieving of Jackal on Drag, Furred Small Game Drag, Retrieving of Hare or Rabbit, Independent Search and Dense Cover Search.

**For Prize I:**

Minimum requirements: Blood tracking on leash “very good”, at least “sufficient” performances in the other seven (7) subjects.

Minimum points: 90

**For Prize II:**

Minimum requirements: Blood tracking on leash “good”, at least “sufficient” performances in the other seven (7) subjects.

Minimum points: 80

**For Prize III:**

Minimum requirements: At least “sufficient” performances in all subjects with the exception of jackal drag and retrieving of jackal on drag, or retrieving of jackal over obstacle.

Minimum points: 48

**Note:** Any additional points from a Dead Game Bayer or Guide performance do not count towards the minimum points of the individual Prize categories.

**II WATER WORK**

**(A) General Part SA-VGP**

The ethical and conservative hunting of waterfowl demands the use of efficient utility dogs.

The purpose of water work is to prepare the hunting dog for its future task of retrieving crippled or dead waterfowl out of the water, to prove the result of this preparation in a standardised test.

To fulfil this purpose of the water work and at the same time to conduct this test in conformity with legal regulations, the following conditions must be observed:

**F.7 GENERALLY BINDING REGULATIONS**

- F.7.1 The following rules are binding for all Member Clubs which conduct tests using live ducks.
- F.7.2 These rules must also be followed during training days organised by the clubs, and it must be guaranteed that each dog is trained with not more than 3 ducks total.
- F.7.3 Intentional or grossly negligent violations cause the immediate exclusion of the responsible persons from further training or testing activities.



## **F.8 SIZE AND REQUIREMENTS OF THE TEST DAM**

A test dam, lake or river must be sufficiently large (at least 0.25 ha surface area), wide (at least 6m at some spots) and deep (to force dogs to swim), and it must have sufficient cover (ca. 500 square meters), so that the duck can fully utilise its capability to flee.

## **F.9 RESPONSIBLE PERSONS**

F.9.1 The member clubs designate one person for each test, who, as Senior Judge at the water, is responsible for the exact compliance with all of the following regulations during the water work. The respective Senior Judge in the judging group can be that person.

F.9.2 In addition to the person specified in (F.9.1.) above, the organising club is similarly responsible for the compliance with these rules.

## **F.10 DUCKS**

Previously euthanised ducks are used for Testing.

## **F.11 DOGS**

F.11.1 Dogs which fail the subjects listed or which have demonstrated gun shyness and/or fear of live game at the given test (including during the field work) must not continue the test.

F.11.2 A tested, experienced dog must be available for possible retrieves at each test.

F.11.3 The predicate awarded for the first passed test with a living duck is copied into the score sheets of all future tests with the notation: “.... according to test on.... at”). A copy of this score sheet must be provided to the Test Director with the entry form. If the dog has already successfully passed multiple tests prior to this test, the best predicate achieved in the subject independent search with duck in dense cover will be used.

F.11.4 In addition to the total result of the respective test, every test in the subject must be entered (with the predicate and possible points) on the pedigree.

## **(B) SPECIAL PART SA-VGP**

### **F.12 GENERAL REGULATIONS**

F.12.1 The following subjects are tested in this order:

1. Independent search without duck in dense cover
2. Gun sensitivity
3. Blind retrieve in dense cover
4. Retrieving of duck

### **F.13 INDEPENDENT SEARCH WITHOUT DUCK IN DENSE COVER**

F.13.1 The dog should enter the water and independently search the cover upon a single command from its handler and without any further coaxing (stone, etc.).

F.13.2 In this subject, the dog should show its will to find and its affinity for water, and search the assigned cover thoroughly. The handler may help his dog with hand and voice signals, but constant interfering lowers the predicate. This independent search should last maximally 10 minutes.

F.13.3 If the dog encounters a live duck during its work under circumstances conforming with the test standards, in each such case, the dog's performance must be evaluated. The score of an earlier test is not adopted under these conditions. The test score will be documented on the test sheet, but not used for the ranking of the dogs in the test, except two dogs achieved the same score.

#### **F.14 GUN SENSITIVITY TEST**

F.14.1 A dead duck is thrown as far as possible into the open water while the dog is watching; then the dog is commanded with a single command to retrieve. A dog that fails to enter the water, without further handler interference, within approximately 1 minute after the command must not continue the test.

F.14.2 While the dog is swimming towards the duck, a shotgun shot (no blanks) is fired into the water into the direction of the dead duck between the duck and the other shore to ensure the safety of the dog. The dog must retrieve this duck independently (without any command from the handler when the dog behaves incorrectly). If the shot fails to hit the water, the procedure has to be repeated, even if the dog retrieved the duck.

F.14.3 A dog that fails this test may not continue the test.

#### **F.15 BLIND RETRIEVE FROM DENSE COVER**

F.15.1 The blind retrieve from dense cover is tested immediately following the gun sensitivity test.

F.15.2 A dead duck is thrown into the cover in the water in such a manner that neither the fall nor the duck can be seen by the dog. Every effort should be made to place the duck in such a location (island, opposite shore) that the dog must be sent across open water to reach the cover.

F.15.3 From a spot that is about 30m from the location of the duck, the handler is informed of the approximate direction of the duck. From this spot, the dog should search independently for the duck. The dog must find the duck and must retrieve it independently (without handler interference when the dog works incorrectly).

F.15.4 The handler may help and direct his dog, however, constant interfering or a shot/stone throw lessen the predicate.

F.15.5 A dog that fails to receive at least the predicate "sufficient" in this subject may not continue the water test.

F.15.6 If the dog encounters a live duck before it has found the duck placed for this test, then this work is to be scored. After the dog has finished this work, it must search and retrieve the previously placed duck. The dog must independently retrieve and deliver the placed duck (without handler interference when the dog works incorrectly) even if the dog encounters a live duck during its return to the handler.

F.15.7 A dog that fails to independently (without handler interference when the dog works incorrectly) retrieve the duck upon finding it for the first time cannot pass the test. In this case, the subject blind retrieve in dense cover must also be rated "not sufficient". If the dog senses the duck, it is deemed to have found it.

#### **F.16 RETRIEVING OF THE DUCK**

F.16.1 The performance of the retrieve is to be scored similarly to the rules specified in F.4.

- F.16.2 If a dog drops the duck on land, perhaps to shake, the maximum score can only be “good”. If, however, the dog improves the hold without shaking, the score may not be lessened. Similarly, the dog may not be faulted for shaking if it keeps the duck firmly in the mouth.
- F.16.3 For the final score, all retrieving performances of the dog during water work must be considered. If one individual subject during water work was scored as “not sufficient” (0 points), the total score for retrieve of the duck can only be “not sufficient” (0 points).
- F.16.4 The dog must retrieve every found or seized duck during the water work independently (without handler interference when the dog works incorrectly). If the dog is working correctly, it is not considered an impermissible handler interference if the handler praises his dog and makes himself noticeable to his dog during the retrieve.

#### **Minimum Requirements and Minimum Points for Water Work Test Subjects:**

Independent search without duck in dense cover, gun sensitivity test (not scored), blind retrieve in dense cover, retrieving of duck

##### **For Prize I:**

Minimum requirements: Gun sensitivity test passed, at least “sufficient” performances in the other four subjects.

Minimum points: 26

##### **For Prize II:**

Minimum requirements: Gun sensitivity test passed, at least “sufficient” performances in the other four subjects.

Minimum points: 20

##### **For Prize III:**

Minimum requirements: Gun sensitivity test passed, at least “sufficient” performances in the other four subjects.

Minimum points: 16

### **III FIELD WORK**

In this subject category, the following subjects are tested:

1. Use of nose
2. Search
3. Pointing
4. Manners behind game including relocation
5. Feathered Game Drag
6. Free Search of a Placed Gamebird
7. Retrieving of feathered game.

#### **F.17 GENERAL REGULATIONS FOR THE FIELD WORK**

Every dog should have the opportunity to work multiple times on naturally occurring Gamebirds, to allow the judges to arrive at an appropriate judgment about the performance of the dog, especially about its use of nose.

## **F.18 USE OF NOSE**

F.18.1 Signs of a good use of the nose during the search are, among others, the advantageous use of the wind, quick and repeated finding of game, occasional marking of songbird scent, rapid locating and “pinning” of birds while relocating and scenting far away game early while adjusting the pace to cautiously track the scent.

F.18.2 If not, all subjects are tested by the same judging group, the other judging groups have to communicate the nose performances they evaluated to the Judges’ Conference, so that the field judging group can form a complete judgment about the use of nose of the tested dogs.

## **F.19 SEARCH**

In the evaluation of the search, the main emphasis is placed on the dog’s will to find and also how systematic the search is. The search should also be swift and persevering. The search must be scored higher the more the dog adjusts to the terrain and ground cover, the prevalent type of game and to the wind, and whether the search speed is in harmony with the quality of the nose. In addition, the dog’s willingness to be handled and how it obeys handler commands that it noticed (voice, hand or whistle signal) must be considered. Every dog must be provided the opportunity to work in terrain with good cover.

## **F.20 POINTING**

F.20.1 Very good pointing is demonstrated if the dog points staunchly - by standing or lying - all tight sitting game until its handler approaches in a calm manner, arrives at the dog’s side and can shoot without haste.

F.20.2 If the dog avoids game it apparently has noticed by scent repeatedly without indicating, it reveals itself as a blinker and must be excluded.

F.20.3 Multiple incidents of intense and persistent pointing without the presence of game or game scent (dog is lying) lessen the predicate.

## **F.21 MANNERS BEHIND GAME AND RELOCATING**

F.21.1 Next to pointing, relocating and beautiful manners behind game are valuable elements of the field work.

F.21.2 Good manners are revealed in the tense but elegant movements, and the impressive carriage of the dog’s head, body and legs as soon as it scents game.

F.21.3 During the search, the dog should show relocating whenever it encounters a fresh bird track or when game birds are running ahead of him. The dog should demonstrate that it knows exactly how to produce game for the gun by calmly relocating and finally pinning the bird or by purposefully circling around the bird.

F.21.4 If the dog cannot show relocating because all encountered game is sitting tight, the predicate must not be lowered.

## **F.22 SEARCHING AND RETRIEVING OF GAME BIRDS**

F.22.1 Feathered game drag

F.22.1.1 The drag must be laid by a judge. It must be approximately 200m long, must lead across vegetated ground and must include two obtuse angles.

- F.22.1.2 Regulations for the work on furred game drags apply appropriately.
- F.22.2 Free search and retrieving of a placed dead game bird
  - F.22.2.1 The free search and retrieve of a dead game bird must be evaluated, as if a bird fell into cover, and the dog did not see the fall.
  - F.22.2.2 For this test, a judge places a bird. The terrain must have sufficiently dense cover, where the dog is forced to find the bird by using its nose and where it can only see it at a close-up distance. The cover must be at least 80m wide. The judge placing the bird must enter the cover with the wind in his back and leave it on the same trail, so that the dog cannot follow the human track. The dog must not see these preparations.
  - F.22.2.3 Not until the judge has placed the bird and has returned to the judging group, is the handler shown the approximate direction of the bird from a distance of approximately 40 - 50m against the wind.
  - F.22.2.4 Now the handler must release his dog for the free search. The dog should search the bird independently. The handler may walk behind his dog and support the dog. However, continuous interfering lowers the predicate.
  - F.22.2.5 The dog should search closely in front of the handler and demonstrate through its controlled speed and use of nose that it wants to find the bird.
  - F.22.2.6 The evaluation of this performance depends on how the dog adapts and complies with the task.
  - F.22.2.7 The judges can order the termination of the work, when they have gained the impression that the dog does not satisfy the requirements of this subject.
- F.22.3 For the “feathered game drags”, or “free search of a placed bird”, the score is based upon how the dog executes the work and whether the dog is willing to find and retrieve the bird, and if it delivers it to the handler.

## **F.23 RETRIEVING OF FEATHERED GAME**

- F.23.1 The retrieving must be evaluated according to the principles of F.4, paragraphs (F.4.3) and (F.4.4).
- F.23.2 For the evaluation, all retrieving performances of the dog with regard to feathered game during the field work have to be taken into consideration. A dog that has received a score of “not sufficient” (0) during any retrieves of feathered game can only receive a total score of “not sufficient” (0).

### **Minimum Requirements and Minimum Points for Field Work Test Subjects:**

Use of nose, search, pointing, relocating and manners behind game, work on feathered game drag, free search of (placed bird, retrieving of feathered game.

### **For Prize I:**

Minimum requirements: At least the predicate “good” in the subjects: Use of nose, search and pointing, and at least “sufficient” performances in the other four (4) subjects.

Minimum points: 85

**For Prize II:**

Minimum requirements: At least the predicate “good” in the subjects: Use of nose and pointing, and at least “sufficient” performances in the other five (5) subjects.

Minimum points: 70.

**For Prize III:**

Minimum requirements: At least the predicate “sufficient” in all subjects.

Minimum points: 55.

**IV**

**OBEDIENCE**

The following subjects have to be tested in this category:

1. General Behaviour – Obedience
2. Behaviour during driven hunt
3. Heeling on leash
4. Heeling off leash
5. Down stay
6. Steadiness to wing
7. Steadiness to fur
8. Steadiness to shot

**F.24**

**OBEDIENCE**

- F.24.1 Obedience is the expression of proper and thorough training, and is a prerequisite for using the dog in any hunting situation.
- F.24.2 The evaluation of obedience during the test therefore has the highest priority among all other performances expected of the utility dog.
- F.24.3 When testing obedience subjects, it must be considered how much the handler behaves as if he were hunting.
- F.24.4 A dog that evades the influence of the handler for a long period of time and therefore delays testing will not be tested any further.
- F.24.5 Testing by specialty judging groups
- F.24.5.1 Specialty judging groups test and judge obedience in all subjects assigned to them.

**Forest work:**

General behaviour - obedience, behaviour during drive hunt, heeling on leash, heeling off leash, down stay.

**Water work:**

General behaviour – obedience

**Field work:**

General behaviour - obedience, steadiness to wing, steadiness to fur, steadiness to shot.

- F.24.5.2 The predicate for the subject “General Behaviour - Obedience” is determined after hearing all judges at the Judges’ Conference after the test.

## **F.25 TESTING OF ALL SUBJECTS BY ONE JUDGING GROUP**

Everything that applies to the specialty judging groups in the individual subject categories applies likewise. The judges not only are to gain an impression of the dog's obedience in all test subjects, but also note occasional observations of the working and non-working dog during the test.

## **F.26 GENERAL BEHAVIOUR – OBEDIENCE**

F.26.1 Only the performance and behaviour of the dog which are related to obedience and not included in other test subjects are to be scored here, e.g. primarily the behaviour of the non-working dog.

F.26.2 Each dog's obedience is determined throughout the entire test and in all subjects of the SA-VGP; the behaviour of the current working dog and that of non-working dogs as well must be scored.

F.26.3 Obedience is also demonstrated when the dog willingly follows the command to be leashed during forest, field and water work; when it remains calm during the work of other dogs, does not pull continuously at the leash, and does not whine or howl etc., and thereby proves that it does not disturb handler and other hunters during the hunt.

## **F.27 BEHAVIOUR DURING DRIVEN HUNT**

F.27.1 To test behaviour during driven hunt, all handlers with their dogs - on or off leash - are placed around a thicket or dense stand of forest as shooters, while other persons simulate drivers (beaters) with the customary noise. During the drive, several shots have to be fired by the beaters in the woods. The handler also must fire at least twice during this drive. The order for this must be given by a judge.

F.27.2 The dog should remain silent and calm during the test; it should not whine, must not bark, pull on the leash or leave the handler without a command.

F.27.3 The leashed dog cannot receive more than the predicate "good".

## **F.28 HEELING ON LEASH**

F.28.1 The dog which is leashed to a loosely hanging shoulder lead should start out by accompanying the handler without any disturbance on a path for approximately 50m.

Over this distance, the handler must change directions several times. Thereafter, the dog should follow the handler through stands of dense forests (pole timber) or young saplings without tangling with the leash and hindering the rapid progress of the handler. Repeatedly, the handler must pass closely by several trees to the left and right, and he must stop at least once.

F.28.2 Every tangling of the dog with the leash and every pulling at the leash lower the predicate for this performance.

F.28.3 The judges' observations in all subjects and during the entire test regarding the dog's behaviour while on leash must be used when evaluating the dog's performance in this subject.

## **F.29 HEELING OFF LEASH**

F.29.1 Heeling off leash is tested on a forest road or stalking trail, where the unleashed dog should follow the handler closely at the side of or behind the handler's heel without loud commands.

F.29.2 The handler must walk a distance of at least 100m over which he must vary his walking speed and come to a stop several times, upon which the dog should immediately stop, too. At the end of the

required distance, the handler places his dog in a down position, either free or close to an object (e.g. backpack, hat, hunting pouch, folding seat, leash, etc.), so that the subject “down stay” can be tested. It is not permissible to place an object over or on top of the dog.

### **F.30 DOWN STAY**

- F.30.1 After the handler has placed his dog in a down position in the manner described above, he gives the dog a hand signal or quiet command to stay in this position. These activities must be carried out with the utmost silence.
- F.30.2 It is permissible to lay down the dog with the lead attached to the collar. In this case, however, the performance may be scored not better than “good”.
- F.30.3 The handler then walks away slowly, as if stalking, towards a previously assigned spot which is at least 30m away and positioned such that the dog cannot see him or otherwise know of his location. While walking towards this spot, the handler should not turn around or give the dog a voice signal.
- F.30.4 From there, the handler fires two shots with a shotgun, separated by at least 10 seconds.
- F.30.5 During these activities, the dog must remain at its place until the handler picks him up. If the dog leaves the place, whines or barks, the performance must be assessed with “not sufficient”. The dog may raise its head and may sit up. Moving not more than approximately 5m is not considered leaving the place, but it lowers the predicate.
- F.30.6 Hunt-like behaviour and calmness of the dog determine the predicate for this test subject.

### **F.31 STEADINESS TO WING**

The dog should not chase game birds that are flying off. The dog should abstain from chasing without any handler influence.

### **F.32 STEADINESS TO FURRED GAME**

- F.32.1 The handler should be able to stop the dog from chasing furred game by voice, whistle signals or even repetitive and sharp commands.
- F.32.2 A dog that is disobedient more than twice by chasing furred game cannot receive a Prize I.
- F.32.3 Compulsive chasers of furred game, which cannot be called back by voice or whistle signal, or which come back only after a long period of time and can therefore not be tested properly and thoroughly, have to be excluded from the testing; they are not usable for hunting.
- F.32.4 If the dog’s steadiness can only be tested on one kind of game, then this is enough. A dash must be entered in the score table for the subject that was not tested. If, however, the dog fails in one subject, the predicate “not sufficient” must be entered in the respective column.

### **F.33 STEADINESS TO SHOT**

- F.33.1 The evaluation of steadiness to shot can only be tested on flushing or fleeing game, which the dog has seen.
- F.33.2 To test steadiness to shot, a shot should be fired close to the dog during the field work, in the presence of moving game, that is visible to the dog, if necessary, by the judges.



F.33.3 Steadiness to shot is considered “very good”, when the dog does not chase flushing or running game after the shot. On birds, the handler should not interfere with the dog.

**Minimum Requirements and Minimum Points for Obedience Test Subjects:**

General behaviour - obedience, behaviour during driven hunt, heeling on leash, heeling off leash, down stay, steadiness to wing, steadiness to fur, steadiness to shot.

**For Prize I:**

At least “sufficient” predicates in the subject’s general behaviour – obedience, behaviour during drive hunt, heeling on leash, heeling off leash, down stay; at least “sufficient” in either steadiness to wing, steadiness to fur or steadiness to shot.

Minimum points: 43

**For Prize II:**

At least “sufficient” in the subjects general behaviour – obedience, behaviour during drive hunt and heeling on leash; at least “sufficient” in either steadiness to wing, steadiness to fur or steadiness to shot.

Minimum points: 40

**For Prize III:**

At least “sufficient” in the subjects general behaviour – obedience, behaviour during drive hunt and heeling on leash; at least “sufficient” in either steadiness to wing, steadiness to fur or steadiness to shot.

Minimum points: 38 points

**Utility Hunting Test SA-VGP**

Achievable Maximum Point Scores		Additional Points for Bayer or Guide	
Forest work	124	16	12
Water work	32		
Field work	104		
Obedience	68		
Total	340	356	352

Necessary minimum points and minimum requirements for the individual prize classifications are shown in the table below.

**Overview of the Classification into Prize Categories for VGP tests**

Subject	Maximum each	Required minimum points for			Minimum		
		Prize I	Prize II	Prize III	Prize I	Prize II	Prize III
Forest	124 + 16 P. for dead game bayer*	90	80	48	On-leash blood tracking "very good"; at least sufficient in the 7 other subjects	On-leash blood tracking "good"; at least "sufficient" in the 7 other subjects	At least "sufficient" performances in all subjects
Water	32	26	20	16	Gun sensitivity passed; at least Gun sensitivity passed plus at last sufficient in all subjects	Gun sensitivity passed; at least sufficient in all subjects	Gun sensitivity passed; at least sufficient in all subjects
Field	100	81	66	51	Use of nose, search and pointing at least "good"; at least sufficient in the other subjects	Use of nose and pointing at least "good"; at least sufficient in the other subjects	At least "sufficient" in all Subjects
Obedience	68	43	40	38	General behaviour – obedience, behaviour during driven hunt, heeling on leash, heeling off leash and down stay at least "sufficient"  Manners behind feathered game or furred game or steadiness to shot at least sufficient	General behaviour – obedience Behaviour during driven hunt, heeling on leash at least "sufficient":  Manners behind feathered game or furred game or steadiness to shot at least sufficient	General behaviour – obedience, behaviour during drive hunt, heeling on leash at least "sufficient"; manners behind feathered game or furred game or steadiness to shot at least sufficient
Total	324	250	216	159			

\* Neither score counts towards the minimum requirements



Kennel Union of Southern Africa

TEST REPORT FOR UTILITY HUNTING TESTS (SA-VGP)

Organizing Club \_\_\_\_\_  
 Test Location \_\_\_\_\_ Test Date \_\_\_\_\_  
 Handler \_\_\_\_\_  
 Dog's Name \_\_\_\_\_ Date of Birth \_\_\_\_\_  
 Breed \_\_\_\_\_ Reg No \_\_\_\_\_ M F  
 Dam \_\_\_\_\_ Reg No \_\_\_\_\_  
 Sire \_\_\_\_\_ Reg No \_\_\_\_\_

i. Forest Work	Work Points	Multiplier	Score Points	iii. Field Work	Work Points	Multiplier	Score Points
on leash blood tracking/overnight		8		use of nose		6	
on leash blood tracking/day track		5		Search		4	
dead game bayer Min work pts 2		4		Pointing		4	
dead game guide min work,pts 2		3		manners behind game and relocating		3	
retrieve of jackal over obstacle		3		a1 working winged bird pheasant		4	
jackal drag		5		a2 or feathered game drag		3	
retrieve of jackal on drag track		2		b1 free search + retrieve of freshly shot bird		3	
hare or rabbit drag		4		which dog did not see fall			
retrieve of hare or rabbit		2		b2 or free search and retrieve of placed		3	
independent search: lt spl wdl st ?		4		Bird			
dense cover search		3		retrieve of feathered game		2	
<b>Total Score Forest Work</b>				<b>Total Score Field Work</b>			

ii. Water Work	Work Points	Multiplier	Score Points	iv. Obedience	Work Points	Multiplier	Score Points
independent search without duck in dense cover		3		general behaviour – obedience		3	
blind retrieve from dense cover		3		behaviour during drive hunt		2	
independent search with duck in dense cover		3		heeling on leash		1	
or copy score from previously passed test		3		heeling off leash		2	
retrieve of duck		2		down stay		2	
<b>Total Score Water Work</b>				<b>Total Score Obedience</b>			
Gunfire stable at the water	<input type="checkbox"/> yes	<input type="checkbox"/> no		steadiness to wing		2	
Official hardness certificate submitted	<input type="checkbox"/> yes	<input type="checkbox"/> no		steadiness to fur		3	
Conformation Rating _____ Coat Rating _____				steadiness to shot		2	
Enter only ratings from breed shows				<b>Total Score Points i through iv</b>			

Temperament and Behaviour Determination

Temperament	Self Confidence	Adaptability	Other
<input type="checkbox"/> impassive	<input type="checkbox"/> self-confident	<input type="checkbox"/> socially adaptable	<input type="checkbox"/> Hand shy
<input type="checkbox"/> calm / even tempered	<input type="checkbox"/> timid / insecure	<input type="checkbox"/> aggressive to people	<input type="checkbox"/> Game shy
<input type="checkbox"/> lively	<input type="checkbox"/> fearful	<input type="checkbox"/> aggressive towards dogs	
<input type="checkbox"/> restless/nervous/ hyper excitable			

Conformation Faults (bite, Testicular, Eye) \_\_\_\_\_

Additional Remarks \_\_\_\_\_

\_\_\_\_\_ Prize  overnight track  day track

Not passed - reason for failure (describe in words) \_\_\_\_\_

\_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

Test Director

Senior Judge

Judge

Judge

## **G. TEST REGULATIONS FOR AFTER THE SHOT HUNTING TEST (SA-VPS)**

Regulations for individual test subjects, in order of subject categories with minimum points and minimum requirements:

## **I FOREST WORK**

The following subjects must be tested in this subject category:

1. Blood tracking of placed hooped game on leash (overnight track), optionally with subsequent baying or guiding.
2. Jackal drag (optional)
3. Retrieving of jackal on the drag (optional)
4. Hare or rabbit drag
5. Retrieving of hare or rabbit
6. Independent search
7. Dense cover search

### **G.1 BLOOD TRACKING**

#### **G.1.1 PREPARATION OF THE BLOOD TRACK**

- G.1.1.1 Artificial blood tracks must be laid by especially experienced judges – special blood tracking judges.
- G.1.1.2 Blood tracks must not be laid in the same terrain on two (2) consecutive days. The minimum length for leash work is approximately 400m, for the free work of the Dead Game Bayer and Guide approximately 200m.
- G.1.1.3 Tracks have to be laid in the forest or in densely covered brush land. It is permissible to start the track in an open field but not farther than approximately 100m from the forest edge.
- G.1.1.4 The start of the blood track must be marked by a sign and identified with the label: "Track No...., laid at (hour)". The purpose of the track (= Leash Worker, Dead Game Bayer, Dead Game Guide) must be noted on this label.
- G.1.1.5 The distance between the individual tracks must be at least 120m throughout.
- G.1.1.6 Two obtuse angles and one wound bed must be included in each blood track the end of the track for leash work must be marked. A second wound bed must be made at that spot for Dead Game Bayer and Guide.
- G.1.1.7 For the off-leash work of the Dead Game Bayer and Guide, the track must be continued for approximately 200m from the last wound bed.
- G.1.1.8 The Test Director and the special blood tracking judge are responsible for the proper execution of the blood tracking.
- G.1.1.9 Artificial blood tracks can be prepared by dabbing or by dripping blood. The manner of the track preparation must be indicated in the announcement of the test. Dripped tracks must be laid with transparent wash bottles, dabbed tracks with a dabbing stick and a sponge (approximately 6 x 6cm square and 2cm high) affixed at the end, or with a special dabbing stick with internal blood container.

- G.1.1.10 The blood used for tracks must be fresh. If not sufficient game blood is available, fresh blood from domestic stock (cattle, sheep, pigs) or in mixture with game blood, can be used. The composition and origin of the blood or blood mixture must be the same for all tracks at a given SA-VPS.
- G.1.1.11 It is allowed to use blood that was frozen while fresh. Chemical additives are prohibited.
- G.1.1.12 Blood tracks must be laid only in the direction from the starting point to the carcass.
- G.1.1.13 While laying a track, the judge and his assistants must walk in the same track. The layer of the track with the bottle or dabbing stick must always walk last in line.
- G.1.1.14 Wound beds are to be prepared such that they are inconspicuous (trampling, increased amount of blood).
- G.1.1.15 During the test, signs or markers must not be detectable by the handler.
- G.1.1.16 It is extremely important that the blood track actually ends at the second, or respectively, at the third wound bed, and is not continued due to carelessness. There must not be any loss of blood after that.
- G.1.1.17 A maximum of 0.25 litres of blood may be used for the approximate 400m track and not more than 0.125 litres blood for the subsequent approximate 200m of the free work of the Dead Game Bayer or Guide.
- G.1.1.18 A substitute track must be prepared for every test.
- G.1.1.19 The aging period is at least 14 hours overnight.
- G.1.1.20 The on-leash work must always be evaluated by three (3) judges. The additional track for Dead Game Bayer and Dead Game Guide must be laid by one judge immediately after the successful leash work, and the behaviour at the carcass must be evaluated by two judges.
- G.1.1.21 A preferably freshly shot hooped game animal (with bullet hole) is placed at the end of the artificial blood track.
- G.1.1.22 The carcass must be laid out in the open, not into a depression, behind a tree etc. Openings created by field dressing or other injuries must be carefully stitched up. This does not apply to bullet entry and exit holes.
- G.1.1.23 The carcass is to be laid at the end of the track for the leash worker, for Bayer and Guide at the end of the additional track.
- G.1.1.24 The persons carrying the carcass also move the carcass from track to track; they must always leave in the opposite direction of the track and then on the downwind side after placing the carcass.
- G.1.1.25 The carcass must be carried to the end of the blood track in such a manner that the carcass does not create any distractions for the working dog.
- G.1.2 EXECUTION OF THE BLOOD TRACKING WORK**
- G.1.2.1 For the work of the blood tracking, the dog can do:
- on-leash work only;
  - on-leash work with subsequent off-leash tracking and dead game baying;
  - on-leash work and subsequent off-leash tracking and dead game guiding.

- G.1.2.2 Prior to the beginning of the blood tracking work, every handler of a Guide must describe to the Senior Judge of the judging group how he can detect that his dog has found and how the dog should lead him to the carcass. This description is binding; subsequent changes are not permissible.
- G.1.2.3 The starting spot and the direction of the track have to be indicated to the handler by a broken twig.
- G.1.2.4 Every dog, including the Bayer and the Guide, must track on-leash for at least 400m which is to be judged equally for all dogs, and separately from any subsequent off-leash track that remains to be worked.
- G.1.2.5 The whole length of the tracking leash must be available; it must measure at least 6m in length. In principle, it must be given at a length of 6m and the judges must indicate this to the handler. If the handler does not follow this regulation, the on-leash work can only be scored with "sufficient".
- G.1.2.6 A correct collar, harness respectively, is part of the tracking lead. Other collars must be removed during blood tracking. High visibility collars are allowed as additions.
- G.1.2.7 During the on-leash work all judges in the judging group, including the special blood tracking judge, must follow the dog. How the dog follows the blood track is important for the evaluation. The dog should work it calmly, concentrated and at a good pace, but not in a frantic manner. For a "very good" score, a calm and confident work by the dog is necessary. A hastily working dog will always fail in really difficult situations. Excessive and unrestrained speed lowers the predicate.
- G.1.2.8 The primary task of the judges is to identify those dogs that show the will to track and to lead on, and who make an effort to find the track by casting backwards when they temporarily lost the track.
- G.1.2.9 The handler may temporarily stop or lay down the dog to look for blood by himself, he may also help the dog by casting forward or backward or with other appropriate aids. Only under these circumstances should the judges stop; they must never wait when they realise that the dog has gone off-track without the handler noticing this. On the contrary, the judges must follow the working dog to observe its work even when it has lost the track.
- G.1.2.10 The dog may be taken back on the track and restarted twice (2) during the on-leash work. Only if the dog is restarted by the judges after deviating far (approximately 60m) from the track, is it considered to be a true restart which lowers the predicate. It must be counted in favor of the dog if the errant dog corrects itself. The correction of the dog by the handler is not considered to be a restart. Necessary, repeatedly occurring corrections by the handler are considered a sign of lacking confidence of the dog and lower the predicate.
- G.1.2.11 The dog should find the wound beds; it is, however, not to be considered a fault if the dog works closely past the wound bed while working the direction of the blood track.
- G.1.2.12 A few spectators may follow the on-leash work, but only if the handler of the dog and the judges have no objection.

### **G.1.3 BEHAVIOUR AT THE CARCASS**

Dogs that eat from the carcass or bury it must be excluded from further testing. Dogs that work the on-leash portion of the blood tracking work only do not have to pass a separate behaviour at the carcass test.

## **G.1.4 DEAD GAME BAYING AND DEAD GAME GUIDING**

- G.1.4.1 Dead Game Bayers and Guides are released at the second wound bed. They must find the carcass placed at the end of the additional track in a free search. If the dog worked the blood track to the second wound bed without demonstrating that it has found the wound bed, the on-leash tracking work is completed and the judges must show the wound bed to the dog.
- G.1.4.2 During the free work of the dog, the handler and one accompanying judge must stay at the second wound bed; the handler may not influence the dog with voice, whistle or other signals. Handler and judge must wait approximately 10 minutes for the working dog to bay or guide. If the dog is a Bayer, they should wait until the judges can determine whether the dog is baying with sufficient persistence.
- G.1.4.3 After the judges observing at the carcass have ascertained that the carcass is placed properly, they must pick a location where the dog is not able to see, scent, or otherwise detect them, the person carrying the carcass, or possible spectators. However, they must be able to observe the behaviour of the dog at the carcass (how it bays, guides, or if it eats the game, etc.)
- G.1.4.4 As soon as these judges have taken their position and have communicated this with an agreed signal, the handler must release his dog.
- G.1.4.5 If Bayer or Guide do not find the carcass during the free work, they may be restarted twice from the second wound bed.
- G.1.4.6 The performance of the Bayer or Guide includes the finding of the game and the behaviour at the carcass or the guiding to the carcass. It can only be credited if it was at least scored with "sufficient". Whatever the predicate may be, it must be entered into the score table. If it is "deficient", no points will be credited.
- G.1.4.7 The Dead Game Bayer must stay at the carcass after it has found, and must start baying within approximately 10 minutes after arrival. The dog should call its handler for approximately 10 minutes. The dog must demonstrate that it knows clearly not to leave the carcass.
- G.1.4.8 The baying up to approximately 10 steps besides the carcass is not counted as leaving of the carcass, but the loss of eye-contact (line-of sight) with the game when the distance exceeds approximately 10 steps is. If the dog exceeds this distance without losing sight of the carcass, a lowering of the predicate will result. Momentary silence of the dog to catch its breath or to look in the direction where it assumes its handler to be must not be counted as a fault.
- G.1.4.9 The Dead Game Guide must leave the carcass it has found immediately in order to return to its handler and show him that it has found. The dog must lead its handler to the carcass in free guiding.
- G.1.4.10 If the dog leads the handler to the carcass by taking the stick or the end of the tracking lead into its mouth, it is considered to be free guiding; however, if the dog is collared and on the tracking leash, it is not considered free guiding.
- G.1.4.11 Dead Game Bayer and Guides that fail in these subjects must lead the handler on-leash to the carcass without a recall, or they cannot pass the test. If a recall occurs, the entire on-leash work must be scored "not sufficient".

## **G.2 FURRED GAME DRAGS**

It is to be noted that all furred Game is previously euthanised before the Test. The Jackal are acquired from Jackal hunters and kept frozen until use in the Test.

- G.2.1 The work on the furred game drag is tested with jackal and hare or rabbit. Jackals used at a SA-VPS must weigh at least 3.5 kilograms and must be in a natural state (with complete tail, but removal of the head is permissible; gutted jackals are not permissible).
- G.2.2 Jackal drag and retrieve of jackal are optional subjects. If a handler has entered his dog for these optional subjects, they become mandatory. The respective scores – even if the dog did not pass – must be entered in the score table. If these subjects are not tested, the notation “not tested” (–) is entered. In addition, the score sheet is marked with “with jackal” or “without jackal” The “jackal drag” and the “retrieve of jackal” are test subjects of the forest work which the dog must pass with at least “sufficient” performances if tested. If the dog fails to retrieve the jackal on the jackal drag, the dog cannot pass the test.
- G.2.3 The game is dragged on a string from the starting point which is marked with white belly hair. The drag must include two obtuse angles and must be approximately 300m long. Then the dragged animal or another animal of the same kind is laid down.
- G.2.4 The handler can request the dragged animal to be placed at the end of the drag, but he must indicate this to the judges prior to the laying of the drags.
- G.2.5 If the handler desires, a drag can be prepared with only one animal of the respective species. In this case, the dragged animal must be placed at the end of the drag (approximately 10 to 15m in front of the drag layer) and not directly in front of the drag layer. The drag line must be removed from the dragged animal before the dog begins to work.
- G.2.6 Furred game drags belong to the forest work and thus must be laid in a suitable forest with enough canopy cover and leaf matter such as a wattle or eucalyptus plantation as is normally found in South Africa. However, it is permissible to locate the starting point and the segment up to and including the first angle in open terrain (meadows, fields, young tree plantations without brush - but not over freshly ploughed fields).
- G.2.7 For every dog, drags must be laid by a judge immediately before the dog is tested; the drags should be as similar as possible. The dog must not see the laying of the drag.
- G.2.8 The drags must not be laid repeatedly in the same area on the same day.
- G.2.9 The animal destined for retrieving must be laid at the end of the drag, not in a depression or behind a tree.
- G.2.10 After the animal has been placed, the dragger must continue walking in the direction of the drag (without dragging an animal) and hide, so that the dog cannot see him from where the animal is placed. There the dragger must place the second animal (of the same species) freely in front of him if the drag is made with two animals. He must not prevent the dog from retrieving the dragged game if the dog comes to him and picks it up. He must not leave the cover until the judges remaining at the starting point of the drag have given a signal or he can see that the test is completed.
- G.2.11 The distance between the individual drags must be at least 80m throughout.
- G.2.12 The furred game used for drags must be cold game previously euthanised before the test. Above all, the placed game should be clean and must not be unsightly.



- G.2.13 It is at the discretion of the club to allow the handler to bring a suitable jackal that weighs at least 3.5kg for this test of his dog (also for retrieving of jackal over obstacle). In this case as well, the dragger will place a second jackal in front of him (unless the handler requested only one piece of game).
- G.2.14 The judges are required to show the handler the marked starting point.
- G.2.15 The handler releases his dog at the starting point. The handler may not follow his dog any further.
- G.2.16 The scoring of the work on the drags is based on whether and how the dog keeps connection with the scent, if it wants to find (outbound).
- G.2.17 The manner of the retrieving (inbound) as a pure training subject, that is how the dog picks up the game, carries and delivers, must be scored only under "Retrieving" in the respective column for jackal, hare or rabbit.
- G.2.18 Distractions by other scent do not warrant a replacement drag, because the SA-VPS requires finished gun dogs.
- G.2.19 The handler may start his dog on the drag three (3) times. Every handler influence after the first start is considered to be a restart and lowers the predicate.
- G.2.20 If the dog fails on the drag, regardless of whether it arrived at the game or not, it shall receive in the score sheet the predicate "not sufficient" for the jackal drag, or the hare or rabbit drag.

### **G.3 RETRIEVING**

- G.3.1 A dog is excluded from the test if it fails to retrieve independently (i.e., without handler interference if the dog works incorrectly) at the first encounter of any small game animal that was captured live, freshly shot, placed or found at the end of the drag. The finding of one and the retrieving of another game on drags is not considered to be faulty. If the dog is working correctly, it is not considered an impermissible handler interference if the handler praises his dog and makes himself noticeable to his dog during the retrieve.
- G.3.2 On the jackal drag, the dog may be started for a total of three (3) times, even if it does not retrieve the jackal it has found.
- G.3.3 Dogs which bury game or eat game must be excluded from continuation of the test.
- G.3.4 Retrieving encompasses, aside from the act of carrying to the handler, the manner of picking up, carrying and delivering any kind of game at the test on the drags, during free searching or retrieving and during actual hunting at the test.
- G.3.5 The correct picking up and carrying is revealed in the dog's ability to adjust its grip to the kind and weight of the game. It is considered to be a fault if the grasp, hold, and carrying are either too strong or too weak.
- G.3.6 The correct delivery is demonstrated if the dog comes with the game straight to the handler, sits down next to him without or with one -not loud- command, and keeps the game calmly in its mouth until the handler has grasped it without haste and takes it from the dog with the appropriate command. Dropping the game during the delivery lowers the predicate.
- G.3.7 Hard mouth is considered a fault and lowers the predicate. Dogs that are severely hard mouthed or pluck heavily must be excluded from further testing.

## **G.4 INDEPENDENT SEARCH IN FOREST**

- G.4.1 For the independent search, thickets and woodlots containing sufficient numbers of game must be chosen to give the dog the opportunity to show realistic independent search work behind game.
- G.4.2 Alternatively, the independent search can be tested in corn fields (> 1 ha; [2.5 acres]) or cattail marshes that have dried out (> 1 ha; [2.5 acres]). The kind of testing area for the independent search must be specified in the test announcement.
- G.4.3 The dog should search the assigned terrain thoroughly. The dog should chase found game giving tongue.
- G.4.4 Every dog should preferably have a new area and approximately 10 minutes to independently search it. If the dog encounters game during the independent search, it should be allowed sufficient time to move the game from its cover.
- G.4.5 The independent search must be conducted such that the judges can arrive at a concluding evaluation of the dog's work. Above all, they have to find out whether the dog searches methodically.
- G.4.6 At this test, the judges should distribute themselves well in a given area or surround a thicket to be able to evaluate the performance of the dog. They also have to note if the dog gives tongue while searching independently.
- G.4.7 The handler can either start the dog from his assigned position, or command the dog to lie down, walk off towards his assigned position and then command the dog by hand or voice signal from a distance to independently search the cover.
- G.4.8 If the dog gives tongue while working game that it has found, it must be marked as "It" =loud in the score table.
- G.4.9 If it is confirmed that a dog remains silent while hunting visible game, it must be marked as "st" = silent in the score table. A silent dog cannot receive more than the predicate "good" in the subject "Independent Search" and not better than Prize II.
- G.4.10 If, due to a lack of game, neither loud nor silent independent search behind game can be detected, the respective dog receives the notation "?" (questionable) on the score table.
- G.4.11 The Senior Judge must ensure that notes on the manner of hunting of all tested dogs in his judging group are listed on the score table.
- G.4.12 Brief pointing during the independent search does not lower the predicate. However, if the dog points for five minutes or longer the score can be lowered.
- G.4.13 If the dog captures game during the independent search and retrieves it to the handler, the performance in the independent search cannot be scored less.
- G.4.14 Such retrieving must be assessed. The same applies to shot game which the dog retrieves. If the dog fails to retrieve captured or shot small game, it cannot pass the test.
- G.4.15 The hunting of healthy (gunshot) game far out of bounds into other areas during the independent search and failure to come back after an appropriate time - even after a whistle or voice signal of its handler - must be scored as faulty.

- G.4.16 Disobedient chasers, which continue hunting independently outside the assigned area and return only after long periods of time, do not satisfy the expectations for a dependable, versatile dog. Therefore, they must be excluded from further testing due to their continued disobedience.
- G.4.17 If, during the forest work, outside the independent search area or during other tasks, it is confirmed that the dog chases game giving tongue, it must be noted separately in the space for notations as: scent loud behind jackal or hare, track loud behind hoofed game, sight loud behind furred game. The loud must be persistent!

## **G.5 DENSE COVER SEARCH**

- G.5.1 Dense Cover Search must be tested in young stands of forests [pole timber], in clear cuts or brushy areas.
- G.5.2 For this subject, a sufficiently large area must be selected, which must be changed for every dog unless the nature of the test terrain and ground present insurmountable obstacles.
- G.5.3 Every dog must have the opportunity to thoroughly show the dense cover search as commonly practiced during hunting. The handler or designated gun must fire at least one shot with a shotgun during the dense cover search when so ordered by the judges.
- G.5.4 The dog should search under the gun and should handle with ease and without requiring many loud commands. The dog should search the dense cover calmly and methodically, so that the handler can follow his dog easily.
- G.5.5 When evaluating this work, the judges foremost are to assess the good contact between the handler and his dog.

### **Minimum Requirements and Minimum Points for the Forest Work Test subjects:**

Blood Tracking (with additional Dead Game Baying or Guiding), Furred Small Game Drag, Retrieving of Hare or Rabbit, Independent Search and Dense Cover Search.  
Optional subjects: Jackal Drag and Retrieve of Jackal.

#### **For Prize I:**

Minimum requirements: Blood tracking on leash "very good", at least "sufficient" performances in the other subjects.  
Minimum points: 71

#### **For Prize II:**

Minimum requirements: Blood tracking on leash "good", at least "sufficient" performances in the other subjects.  
Minimum points: 52

#### **For Prize III:**

Minimum requirements: At least "sufficient" performances in all subjects.  
Minimum points: 42

**Note:** Any additional points possible from a Dead Game Bayer or Guide performance as well as Jackal Drag or Retrieving of Jackal on Drag do not count towards the minimum points of the individual Prize categories.

## **II WATER WORK**

### **(A) General Part of the SA-VPS**

The ethical and conservative hunting of waterfowl demands the use of efficient utility dogs.

The purpose of water work is to prepare the hunting dog for its future task of retrieving crippled or dead waterfowl out of the water, to prove the result of this preparation in a standardised test.

### **G.6 SIZE AND REQUIREMENTS OF THE TEST DAM**

A test dam, lake or river must be sufficiently large (at least 0.25 ha surface area), wide (at least 6 m at some spots) and deep (to force dogs to swim), and it must have sufficient cover (ca. 500 square meters), so that the duck can fully utilise its capability to flee.

### **G.7 RESPONSIBLE PERSONS**

G.7.1 The Member Cubs designate one person for each test, who, as Senior Judge at the water, is responsible for the exact compliance with all of the following regulations during the water work. The respective Senior Judge in the judging group can be that person.

G.7.2 In addition to the person specified in (G.7.1) above, the organising club is similarly responsible for the compliance with these rules.

### **G.8 DUCKS**

For testing previously euthanised ducks must be used.

### **G.9 DOGS**

G.9.1 Dogs which fail the subjects listed in G.11 or which have demonstrated gun shyness or fear of game at the given test (including during the field work) may not continue the test.

G.9.2 A tested, experienced dog must be available for possible retrieves at each test.

G.9.3 The predicate awarded for the first passed test with a living duck is copied into the score sheets of all future tests with the notation: ".... according to test on... t "). A copy of this score sheet must be provided to the Test Director with the entry form. If the dog has already successfully passed multiple tests prior to this test, the best predicate achieved in the subject independent search behind duck in dense cover will be used.

G.9.4 In addition to the total result of the respective test, every test in the subject must be entered (with the predicate and possible points) on the registration certificate.

### **(B) SPECIAL PART OF THE SA-VPS**

### **G.10 GENERAL REGULATIONS**

G.10.1 The following subjects are tested in this order:

1. Independent search without duck in dense cover
2. Gun sensitivity
3. Blind retrieve in dense cover
4. Retrieving of duck

- G.10.2 If a dog is re-tested because it did not pass in a previous examination, the entire water work sequence must be tested again at a test.
- G.10.3 If a dog has passed the subject "independent search behind duck in dense cover" at a SA-HZP, SA-VGP, or SA-VPS, the notation or score points is made on all score sheets in future tests. The regarding hunting test certificate must be signed by 3 Association Judges, who are authorised to judge the subject water, with their respective judge numbers. The certificate must be submitted together with the entry form.
- G.11 INDEPENDENT SEARCH WITHOUT DUCK IN DENSE COVER**
- G.11.1 The dog should enter the water and independently search the cover upon a single command from its handler and without any further coaxing (stone, etc.).
- G.11.2 In this subject, the dog should show its will to find and its affinity for water, and search the assigned cover thoroughly. The handler may help his dog with hand and voice signals, but constant interfering lowers the predicate. This independent search should last maximally 10 minutes.
- G.11.3 If the dog encounters a wild live duck during its work under circumstances conforming with the test standards, in each such case, the dog's performance must be evaluated. The score of an earlier test is not adopted under these conditions. The test score will be documented on the test sheet, but not used for the ranking of the dogs in the test, except two dogs achieved the same score.
- G.12 GUN SENSITIVITY TEST**
- G.12.1 A dead duck is thrown as far as possible into the open water while the dog is watching; then the dog is commanded with a single command to retrieve. A dog that fails to enter the water, without further handler interference, within approximately 1 minute after the command may not continue the test.
- G.12.2 While the dog is swimming towards the duck, a shotgun shot (no blanks) is fired into the water into the direction of the dead duck between the duck and the other shore to ensure the safety of the dog. The dog must retrieve this duck independently (without any command from the handler when the dog behaves incorrectly). If the shot fails to hit the water, the procedure has to be repeated, even if the dog retrieved the duck.
- G.12.3 A dog that fails this test may not continue the test.
- G.13 BLIND RETIREVE FROM DENSE COVER**
- G.13.1 The blind retrieve from dense cover is tested immediately following the gun sensitivity test.
- G.13.2 A dead duck is thrown into cover in the water in such a manner that neither the fall nor the duck can be seen by the dog. Every effort should be made to place the duck in such a location (island, opposite shore) that the dog must be sent across open water to reach the cover.
- G.13.3 From a spot that is about 30m from the location of the duck, the handler is informed of the approximate direction of the duck. From this spot, the dog should start to search independently for the duck. The dog must find the duck and must retrieve it independently to the handler (without interference by the handler when the dog works incorrectly).
- G.13.4 The handler may help and direct his dog; however, constant interfering or shot/stone throw lessen the predicate.

- G.13.5 A dog that fails to receive at least the predicate “sufficient” in this subject may not continue the water test.
- G.13.6 If the dog encounters a live duck before it has found the duck placed for this test, then this work is to be scored. After the dog has finished this work, it must search and retrieve the previously placed duck. The dog must independently retrieve and deliver the placed duck (without handler interference when the dog works incorrectly) even if the dog encounters a live duck during its return to the handler.
- G.13.7 A dog that fails to independently (without handler interference when the dog works incorrectly) retrieve the duck upon finding it for the first time cannot pass the test. In this case, the subject blind retrieve in dense cover must also be rated “not sufficient”. If the dog senses the duck, it is deemed to have found it.

#### **G.14 RETRIEVING OF THE DUCK**

- G.14.1 If a dog drops the duck on land, perhaps to shake, the maximum score can only be “good”. If, however, the dog improves the hold without shaking, the score may not be lessened. Similarly, the dog may not be faulted for shaking if it keeps the duck firmly in the mouth.
- G.14.2 For the final score, all retrieving performances of the dog during water work must be considered. If one individual subject during water work was scored as “not sufficient” (0 points), the total score for retrieve of the duck can only be “not sufficient” (0 points).
- G.14.3 The dog must retrieve every found or seized duck during the water work independently (without handler interference when the dog works incorrectly). If the dog is working correctly, it is not considered an impermissible handler interference if the handler praises his dog and makes himself noticeable to his dog during the retrieve.

#### **Minimum Requirements and Minimum Points for Water Work Test Subjects:**

Independent search without duck in dense cover, gun sensitivity test (not scored), blind retrieve in dense cover, independent search with duck in dense cover, retrieving of duck

#### **For Prize I:**

Minimum requirements: Gun sensitivity test passed, at least “sufficient” performances in the other four subjects.

Minimum points: 26

#### **For Prize II:**

Minimum requirements: Gun sensitivity test passed, at least “sufficient” performances in the other four subjects.

Minimum points: 20

#### **For Prize III:**

Minimum requirements: Gun sensitivity test passed, at least “sufficient” performances in the other four subjects.

Minimum points: 16

### **III FIELD WORK**

In this subject category, the following subjects are tested: Free search and retrieve of feathered game:

1. Feathered game drag
2. Free search and retrieve of a placed game bird Retrieving of feathered game.

#### **G.15 SEARCHING AND RETRIEVING OF DEAD GAME BIRDS**

G.15.1 Feathered game drag

G.15.2 The drag must be laid by a judge. It must be approximately 200m long, must lead across vegetated ground and must include two obtuse angles.

G.15.3 Regulations for the work on furred game drags applies.

G.15.4 Free search and retrieving of a placed bird.

G.15.5 For this test, a judge places a bird. The terrain must have sufficiently dense cover, where the dog is forced to find the bird by using its nose and where it can only see it at a close-up distance. The cover must be at least 80m wide. The judge placing the bird must enter the cover with the wind in his back and leave it on the same trail, so that the dog cannot follow the human track. The dog must not see these preparations.

G.15.6 Not until the judge has placed the bird and has returned to the judging group, is the handler shown the approximate direction of the bird from a distance of approximately 40-50m against the wind.

G.15.7 Now the handler must release his dog for the free search. The dog should search the bird independently. The handler may walk behind his dog and support the dog. However, continuous interfering lowers the predicate.

G.15.8 The dog should search closely in front of the handler and demonstrate through its controlled speed and use of nose that it wants to find the bird.

G.15.9 The evaluation of this performance depends on how the dog adapts and complies with the task.

G.15.10 The judges can order the termination of the work, when they have gained the impression that the dog does not satisfy the requirements of this subject.

G.15.11 For the “feathered game drag” and “free search of a placed bird”, the score is based upon how the dog executes the work and whether the dog is willing to find and retrieve the bird, and if it delivers it to the handler.

#### **G.16 RETRIEVING OF FEATHERED GAME**

For the evaluation, all retrieving performances of the dog with regard to feathered game during the field work (subjects feathered game drag and free search of a placed game bird) have to be taken into consideration. A dog that has received a score of “not sufficient” (0) during any retrieves of feathered game can only receive a total score of “not sufficient” (0).

### **Minimum Requirements and Minimum Points for Field Work Test Subjects:**

Feathered game drag, free search of a placed bird, retrieving of feathered game.

#### **For Prize I:**

Minimum requirements: At least the predicate "sufficient" in all subjects.  
Minimum points: 29.

#### **For Prize II:**

Minimum requirements: At least the predicate "sufficient" in all subjects.  
Minimum points: 24.

#### **For Prize III:**

Minimum requirements: At least the predicate "sufficient" in all subjects.  
Minimum points: 16

## **IV OBEDIENCE**

The following subjects have to be tested in this category:

1. General Behaviour - Obedience
2. Behaviour during drive hunt
3. Heeling on leash
4. Heeling off leash
5. Down stay
6. Gun sensitivity and coming to handler upon voice and/or whistle command

### **G.17 OBEDIENCE**

- G.17.1 Obedience is the expression of proper and thorough training, and is a prerequisite for using the dog in any hunting situation.
- G.17.2 The evaluation of obedience during the test therefor has the highest priority among all other performances expected of the utility dog.
- G.17.3 When testing obedience subjects, it must be considered how much the handler behaves as if he/she were hunting.
- G.17.4 A dog that evades the influence of the handler for a long period of time and therefor delays testing has no right to be tested any further.
- G.17.5 Speciality judging groups test and judge obedience in all subjects assigned to them.

#### **Forest work:**

General behaviour – obedience, obedience during drive hunt, heeling on leash, heeling off leash, down stay.

#### **Water work:**

General behaviour – obedience



**Field work:**

General behaviour - obedience, gun sensitivity and coming to handler upon voice and/ or whistle command

G.17.6 The predicate for the subject "General Behaviour - Obedience" is determined after hearing all judging groups at the Judges' Conference after the test.

**G.18 TESTING OF ALL SUBJECTS BY ONE JUDGING GROUP**

Everything that applies to the specialty judging groups in the individual subject categories applies likewise. The judges not only are to gain an impression of the dog's obedience in all test subjects, but also note occasional observations of the working and non-working dog during the test.

**G.19 GENERAL BEHAVIOUR – OBEDIENCE**

G.19.1 Only the performance and behaviour of the dog which are related to obedience and not included in other test subjects are to be scored here, e.g. primarily the behaviour of the non-working dog.

G.19.2 Each dog's obedience is determined throughout the entire test and in all subjects of the SA-VPS; the behaviour of the currently working dog and that of non-working dogs must be scored.

G.19.3 Obedience is also demonstrated if the dog willingly follows the command to be leashed during forest, field and water work; if it remains calm during the work of other dogs, does not pull continuously at the leash, and does not whine or howl etc., and thereby proves that it does not disturb handler and other hunters during the hunt.

**G.20 BEHAVIOUR DURING DRIVEN HUNT**

G.20.1 To test behaviour during drive hunt, all handlers with their dogs - on or off leash - are placed around a thicket or dense stand of forest as shooters, while other persons simulate drivers (beaters) with the customary noise. During the drive, several shots must be fired by the beaters in the woods. The handler also must fire at least twice during this drive. The order for this must be given by a judge.

G.20.2 The dog should remain silent and calm during the test; it should not whine, must not bark, pull on the leash or leave the handler without a command.

G.20.3 The leashed dog cannot receive more than the predicate "good".

**G.21 HEELING ON LEASH**

G.21.1 The dog which is leashed to a loosely hanging shoulder lead should start out by accompanying the handler without any disturbance on a path for approximately 50m. Over this distance, the handler must change directions several times. Thereafter, the dog should follow the handler through stands of dense forests [pole timber] or young saplings without tangling with the leash and hindering the rapid progress of the handler. Repeatedly, the handler must pass closely by several trees to the left and right, and he must stop at least once.

G.21.2 Every tangling of the dog with the leash and every pulling at the leash lower the predicate for this performance.

G.21.3 The judges' observations in all subjects and during the entire test regarding the dog's behaviour while on leash must be used in the evaluation of the dog's performance in this subject.

## **G.22 HEELING OFF LEASH**

- G.22.1 Heeling off leash is tested on a forest road or stalking trail, where the unleashed dog should follow the handler closely at the side of or behind the handler's heel without loud commands.
- G.22.2 The handler must walk a distance of at least 100m over which he must vary his walking speed and come to a stop several times, upon which the dog should immediately stop, too. At the end of the required distance, the handler places his dog in a down position, either free or close to an object (e.g. backpack, hat, hunting pouch, folding seat, leash, etc.), so that the subject "down stay" can be tested. It is not permissible to place an object over or on top of the dog.

## **G.23 DOWN STAY**

- G.23.1 After the handler has placed his dog in a down position in the manner described above, he gives the dog a hand signal or quiet command to stay in this position. These activities must be carried out with the utmost silence.
- G.23.2 It is permissible to lay down the dog with the lead attached to the collar. In this case, however, the performance may be scored not better than "good".
- G.23.3 The handler then walks away slowly, as if stalking, towards a previously assigned spot which is at least 30m away and positioned such that the dog cannot see him or otherwise know of his location. While walking towards the judge, the handler should not turn around or give the dog a voice signal.
- G.23.4 From there, upon instruction by the judge, the handler or designated Gun fires two shots with a shotgun, separated by at least 10 seconds.
- G.23.5 During these activities, the dog must remain at its place until the handler picks him up. If the dog leaves the place, whines or barks, the performance must be assessed with "not sufficient". The dog may raise its head and may sit up. Moving not more than approximately 5m is not considered leaving the place, but it lowers the predicate.
- G.23.6 Hunt-like behaviour and calmness of the dog determine the predicate for this test subject.

## **G.24 GUN SENSITIVITY**

- G.24.1 To test sensitivity to gunfire, the handler unleashes the dog. While the dog is searching at a distance of at least 30m to 50m from the handler, the handler has to fire 2 shotgun shots at an interval of at least 20 seconds. If the behaviour of the dog cannot be determined with certainty, the test is to be repeated after at least 30 minutes have lapsed.
- G.24.2 Gun sensitivity is a reaction to the noise of the gunshot. This negative reaction can manifest itself in various degrees. If only a slight intimidation can be noticed without showing that the dog is disturbed in its work, "slight gun sensitivity" is evident. If the dog seeks protection at its handler's side, showing signs of fearfulness, but continues to work within a minute, then gun sensitivity is present. If the duration of refusal to work and the impression on the dog exceed one (1) minute, the gun sensitivity is considered "severe". The scope of "severe gun sensitivity" is defined from one to five (5) minutes. If the dog refuses to work longer than five (5) minutes, it is considered gun shy.
- G.24.3 Gun shyness is present when the dog under evaluation evades its handler instead of seeking his protection and hence removes itself from the handler's influence.

G.24.4 Severely gun sensitive, gun shy and shy, as well as game shy dogs cannot pass the test.

G.24.5 When instructed by the judges, the handler must call and/or whistle his dog to come and leash the dog. A dog that does not come to the handler when called and/or whistled cannot pass the test.

**Minimum Requirements and Minimum Points for Obedience Test Subjects:**

General behaviour - obedience, behaviour during drive hunt, heeling on leash, heeling off leash, down stay, gun sensitivity and coming to handler upon voice and/or whistle command.

**For Prize I:**

At least “sufficient” predicates in all subjects; gun sensitivity and coming to handler upon voice and/or whistle command “passed”.

Minimum points: 36

**For Prize II:**

At least “sufficient” predicates in the subjects general behaviour – obedience, behaviour during drive hunt, heeling on leash; gun sensitivity and coming to handler upon voice and/or whistle command “passed”.

Minimum points: 27

**For Prize III:**

At least “sufficient” predicates in the subjects general behaviour – obedience, behaviour during drive hunt, heeling on leash; gun sensitivity and coming to handler upon voice and/or whistle command “passed”.

Minimum points: 18

Necessary minimum points and minimum requirements for the individual Prize classifications are shown in the table below.

**SA-VPS Achievable Maximum Point Scores**

SA-VPS		Additional Points for		
		Bayer:	Guide:	Fox Subjects:
Forest Work	84	16	12	28
Water Work	32			
Field Work	32			
Obedience	40			
Total without Jackal	188	214	200	
Total with Fox	216	232	228	

**Overview of the Classification into Prize Categories for SA-VPS Tests**

Subject	Maximum each	Required minimum points for			Minimum		
		Prize I	Prize II	Prize III	Prize I	Prize II	Prize III
Forest	84 + 16 P. for dead game bayer*	71	52	42	On-leash blood tracking "very good"; at least "sufficient" in the other subjects	On-leash blood tracking "good"; at least "sufficient" in all other subjects	At least "sufficient" performances in all subjects
Water	44	26	20	16	Gun Sensitivity passed At least sufficient in all other subjects	Gun Sensitivity passed At least sufficient in all other subjects	Gun Sensitivity passed At least sufficient in all other subjects
Field	32	29	24	16	At least "sufficient" in all subjects	At least "sufficient" in all subjects	At least "sufficient" in all Subjects
Obedience	40	36	27	18	General behaviour – obedience behaviour during driven hunt, heeling on leash, at least "sufficient; gun sensitivity and coming to handler upon voice and/or whistle command passed with at least sufficient	General behaviour – obedience behaviour during driven hunt, heeling on leash, at least "sufficient; gun sensitivity and coming to handler upon voice and/or whistle command passed with at least sufficient	General behaviour – obedience behaviour during driven hunt, heeling on leash, at least "sufficient; gun sensitivity and coming to handler upon voice and/or whistle command passed with at least sufficient
Total Without Jackal	188	162	123	92			

\* Neither of the extra points counts towards the minimum requirements



TEST REPORT FOR AFTER SHOT HUNTING TEST (SA-VPS)

Organizing Club \_\_\_\_\_  
 Test Location \_\_\_\_\_ Test Date \_\_\_\_\_  
 Handler \_\_\_\_\_  
 Dog's Name \_\_\_\_\_ Date of Birth \_\_\_\_\_  
 Breed \_\_\_\_\_ Reg No \_\_\_\_\_ M F  
 Dam \_\_\_\_\_ Reg No \_\_\_\_\_  
 Sire \_\_\_\_\_ Reg No \_\_\_\_\_

i. Forest Work				iii. Field Work			
Work Points	Multiplier	Score Points		Work Points	Multiplier	Score Points	
on leash tracking/overnight	8			free search and retrieve of feathered game			
dead game bayer min work pts 2	4			feathered game drag	3		
dead game guide min work, pts 2	3			free search + retrieve of freshly shot bird	3		
hare or rabbit drag	4			retrieve of feathered game	2		
retrieve of hare or rabbit	2			<b>Total Score Field Work</b>			
independent search: lt spl wdl st ?	4						
dense cover search	3			iv. Obedience			
jackal drag	5			Work Points	Multiplier	Score Points	
retrieve of jackal on drag track	2			general behavior - obedience	3		
<b>Total Score Forest Work</b>				behavior during drive hunt	2		
				heeling on leash	1		
				heeling off leash	2		
				down stay	2		
ii. Water Work				coming to handler on voice or whistle commands			
Work Points	Multiplier	Score Points		yes no			
independent search without duck in dense cover	3						
blind retrieve from dense cover	3			<b>Total Score Obedience</b>			
independent search with duck in dense cover	3			<b>Total Score Points i through iv</b>			
or copy score from previously passed test	3						
retrieve of duck	2						
<b>Total Score Water Work</b>							

**Gun Sensitivity during Field or Water Work**

gunfire stable       severely gun sensitive  
 gun sensitive       gun shy  
 slightly gun sensitive  
 gun fire stable in water work?  
 Yes      No     

Official hardness certificate submitted  yes  no

Conformation Rating \_\_\_\_\_

Coat Rating \_\_\_\_\_

Temperament and Behavior Determination

<b>Temperament</b>	<b>Self Confidence</b>	<b>Adaptability</b>	<b>Other</b>
<input type="checkbox"/> Impassive	<input type="checkbox"/> self-confident	<input type="checkbox"/> socially adaptable	<input type="checkbox"/> Hand shy
<input type="checkbox"/> calm / even tempered	<input type="checkbox"/> timid / insecure	<input type="checkbox"/> aggressive to people	<input type="checkbox"/> Game shy
<input type="checkbox"/> lively	<input type="checkbox"/> fearful	<input type="checkbox"/> aggressive towards dogs	
<input type="checkbox"/> restless/nervous/hyper excitable			

Conformation Faults (Bite, Testicular, Eye) \_\_\_\_\_

Additional Remarks \_\_\_\_\_

Prize  with fox  without fox

Not passed - reason for failure (describe in words) \_\_\_\_\_

\_\_\_\_\_  
 Test Director                      Senior Judge                      Judge                      Judge

## APPENDIX:

### OBSERVATIONS ON TEMPERAMENT DURING COURSE OF TEST

Next to the determination of the natural abilities and performance of our versatile hunting dogs, it is the awareness and documentation of characteristics in temperament and behaviour that are of utmost importance for the efficient and mentally stable versatile hunting dogs. This task is a great responsibility for our Judges. Terminology respective of temperament and behaviour characteristics is listed below. These terms must be considered and used for evaluating temperament and behaviour.

Temperament and behaviour of each dog in the test must be observed, in detail as much as possible, over the entire course of the test. Observations must be noted and entered in the score sheet.

To that end, observations must be made while the microchip/tattoo numbers are checked, while the dog is examined for bite, eyes and testicles faults, and other severe irregularities; and over the entire course of the test.

Any display of fear and skittishness or aggression towards people and other dogs, as well as nervousness and hyper-excitability, but also indifference must be noted. In contrast, display of all positive characteristics, such as calmness, even temperedness, self-confidence and social compatibility must be recorded.

When physical examinations for faults cannot be performed because the dog shows fearfulness, aggression etc., it cannot pass the test. The same applies to dogs which are hand-shy or game-shy. However, these dogs are to continue with testing in the interest of breeding, with the exception of the water work. Aggressive dogs (aggressive towards people and other dogs) can be excluded from continued testing.

The below listed multiple-choice terminology details the definitions to be used in the score sheet for determining a dog's temperament. More than one choice is possible and necessary for a more accurate description.

#### Temperament

- a) impassive / phlegmatic
- b) calm / even tempered
- c) lively / passionate
- d) restless / nervous / hyper-excitabile

#### Self-Confidence

- e) self-confident
- f) timid / insecure
- g) fearful

#### Adaptability

- h) social adaptability
- i) aggressive towards people
- j) aggressive towards other dogs

#### Other

- k) hand-shy
- l) game-shy Temperament

#### a) **impassive / phlegmatic**

Versatile hunting dogs are considered impassive / phlegmatic when they fail to show signs of excitement at the sight or scent of game and, hence, are without detectable passion.

#### b) **calm / even-tempered**

Calm and even-tempered dogs watch with interest the world around them while always remaining disciplined, focused and anxiety-free. They experience excitement at the sight and/or scent of game.

Leashed or in line waiting to be called, they always remain calm, and don't whine or howl – without handler influence.

**c) lively / passionate**

Versatile hunting dogs are considered lively / passionate when they watch the world around them with mental and physical intensity. Even during resting periods in the test or when they are waiting to be called, they remain tense and want to be in motion. They experience great excitement at the sight and/or scent of game. Leashed or in line waiting to be called, they nonetheless remain calm, don't whine or howl with brief and tactile handler interference.

**d) restless / nervous / hyper-excitabile**

Dogs are considered restless / nervous / hyper-excitabile when minor/few stimuli from the environment cause them extreme excitement. Restlessness and nervousness can manifest themselves in panting, drooling, whining and barking. These dogs often appear unfocused and under great physical tension. Even during resting periods in the test or while waiting to be called, they remain excited and unable to relax. They experience great excitement at the sight and/or scent of game, for some even the sight of working dogs. Leashed or, respectively, waiting in line to be called, they cannot remain calm, despite verbal or brief tactile handler influence, and instead whine and howl incessantly, or do so intermittently.

### **Self-Confidence**

**e) self-confident**

Versatile hunting dogs are considered self-confident when they master every situation in the normal course of the test fearlessly, independently and with self-confidence.

**f) timid / insecure**

Versatile hunting dogs are considered timid / insecure when they do not independently and self-confidently master extraordinary, not foreseeable and sudden situations and instead need a brief acclimatisation phase and/or handler support before they again appear to be secure and relaxed.

**g) fearful**

Versatile hunting dogs are considered fearful when they allow environmental stimuli to create in them a level of insecurity and fearfulness greater than that of dogs in the timid / insecure category in that they discontinue their work and continue to appear insecure and tense despite an acclimatisation phase and/or handler support.

### **Adaptability**

**h) socially adaptable**

Socially adaptable dogs behave without signs of aggression towards other non-threatening dogs and people.

**i) aggressive towards people**

Dogs are considered aggressive when they show aggression towards people - including strangers - who are neutral or friendly towards them. Included herein are dogs which bite (or try to bite) people without warning. Such dogs are defined as man-sharp.

**j) aggressive towards other dogs**

Dogs are considered aggressive when they show aggression towards other dogs which behave neutral or friendly toward them. Included herein are dogs which bite or try to bite other dogs without warning.

## Other Characteristics

**k) hand-shy**

Dogs are considered hand-shy when they show fear of their handler and his touch; they step back fearfully when the handler approaches. This is evident, in particular, when the dog is leashed.

**l) game-shy**

Dogs are considered game-shy when they avoid contact with live game showing signs of fearfulness and/or blink game. The cause for avoiding dead game is often found to be a training mistake, therefore the term “game-shy” may be used only in conjunction with live game.



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