



WORKING GUNDOGS

POINTER & SETTER FIELD TRIALS

OFFICIAL NATIONAL RULES

Revised 2011

No. 3

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These Rules, for the conduct of National Championships, have been compiled by the Discipline Subcommittee, with amendments by the SSAA National Discipline Chairmans' Conference and approved and ratified for printing by the SSAA Inc National Board.

SSAA WORKING GUNDOGS POINTER & SETTER FIELD TRIALS

NATIONAL RULES

REVISED 2011

No. 3

SECTION 1: AIMS AND OBJECTIVES

1.1 AIMS AND OBJECTIVES

- 1.1.1** To promote the working heritage of pointers and setters.
- 1.1.2** To promote and encourage ethical and sporting behaviour in all matters pertaining to the trialling of pointers and setters.
- 1.1.3** To make awards and issue certificates that recognises excellence in the field.

SECTION 2: SSAA STANDARD RULES

Note: In this SSAA Working Gundogs Pointer and Setter Rule Book the term "Range Officer" shall refer to "Trial Manager" ; "firing range", "firing line" and "range" shall refer to "trial site" ; "Target scorer" shall refer to "Judge" ; and "shooting competitions" shall refer to "trials".

2.1 COMPETITOR'S ELIGIBILITY

A competitor who competes in a National Championship must be a financial member of the Sporting Shooters Association of Australia or an Association affiliated with the SSAA Inc or under special invitation from the SSAA Inc National Board.

A current SSAA membership card or official documentation from the SSAA National Membership Office or a SSAA State or Territory Association showing current membership details shall be accepted as proof of their financial membership, providing they are not under suspension from membership.

Members of Affiliated Associations must provide adequate documentation of their current membership of the Affiliate Association.

Any person who is unfinancial or is unable to provide proof of their financial status may pay their full membership fee for the applicable SSAA State or Territory Association, to the host Branch / Club, providing they are not under a suspension from membership.

2.2 JUNIOR COMPETITORS

A SSAA junior member is any member under the age of 18 years at the commencement of the Championships.

A Junior competitor in a National Championship shall pay no more than one half of the standard adult entry fee.

If the Discipline's National Championship includes Graded and / or Junior categories, a Junior competitor is eligible to compete for Junior, Grade and Open medals and awards. The winning of a Junior medal or award does not preclude a Junior competitor from winning any other category of medal or award.

Junior competitors are divided into two classes

- Under 15 years
- Under 18 years and 15 years and over

2.3 STUCK LIVE ROUND: MANDATORY RULE

In the event of a malfunction which results in a stuck live round which cannot be simply removed from the breech end of the barrel, the firearm is to be made safe and removed from the range to a competent person for repairs. Under no circumstance is an attempt to be made to remove the round by insertion of a cleaning rod or similar object from the muzzle end of the firearm.

2.4 COMPETITOR'S RESPONSIBILITY

2.4.1 Competitors to be familiar with the Rules

Competitors should be familiar with the Rules pertaining to National Championships.

2.4.2 Sportsmanship

Competitors shall behave in a sportsmanlike manner as befitting membership of the SSAA.

2.4.3 Behaviour

Competitors should refrain from boisterous conduct on the firing range during the conduct of an event. A competitor failing to observe this fact will be disciplined by the Range Officer. In the event of boisterous or unsportsmanlike behaviour by a competitor the Range Officer shall caution the offender once, and, if there is any repetition of the conduct, the competitor may be asked to immediately leave the firing line and may also be disqualified.

Any disqualification made under this Rule may be appealable under the procedure set down in Section 2.7 of these Rules.

2.4.4 Range Safety Rules

All competitors should familiarise themselves with the usual safety precautions observed on SSAA ranges as well as any Rules specific to the range on which a particular championship is being conducted. Unsafe practices by a competitor on a SSAA range can be grounds for disqualification.

2.4.5 Safety Equipment

It is strongly recommended that ear and eye protection be worn at all times by persons who are in the vicinity of the firing line whilst shooting is underway.

It is recommended that suitable clothing, including enclosed shoes or boots, be worn at all times by a competitor whilst engaged in the competition and in the vicinity of the firing line.

A competitor may wear medical equipment which may be seen as giving support if a medical certificate confirming the competitor's need to wear such a device for health reasons is submitted to the National Discipline Chairman and or Discipline Subcommittee for approval prior to the commencement of the competition.

2.5 RULE INFRINGEMENTS

A competitor found to be infringing these Rules will be given a warning by the Range Officer. If the infringement continues the competitor may be suspended may be suspended or disqualified from the competition being contested and their scores will not be recorded.

Safety infringements or breaches may result in immediate suspension or disqualification.

2.6 DISCIPLINE CHAIRMAN'S AUTHORITY

The Discipline's Chairman shall have the power to direct the Host Branch / Club in the manner in which the Championships are to be conducted, and shall have the right to interpret the Rules and requirements to ensure the Championships are conducted in an acceptable and uniform manner.

2.7 PROTEST AND APPEALS COMMITTEE

The Rules for the Protest and Appeals Committee are common to all SSAA Disciplines and form part of each Discipline's Rule Book. The Rules are as follows:

- 2.7.1** At all registered Tournaments (Championships) there shall be a Protest and Appeals Committee (hereinafter called "Appeals Committee") which shall be formed by the National Discipline Chairman or their appointed nominee to hear and decide protests and appeals.
- 2.7.2** The Appeals Committee shall consist of a minimum of three people, including the National Discipline Chairman, any one of whom may be a competitor. The National Discipline Chairman will chair the Appeals Committee. But in no case shall an appellant or protester be included as a member of the Appeals Committee (notwithstanding any rule or rules of law to the contrary). In competitions where more than one State is represented a delegate from any of the States represented may be appointed to be a member of the said Committee and such appointments shall be at the discretion of the National Discipline Chairman or their appointed nominee.
- 2.7.3** A protest may be lodged by any competitor who feels aggrieved by a decision of the Range Officer, the target scorers, or any other organisational matters or methods of conducting the competition. A competitor may protest the conduct of another competitor(s) or that another competitor(s) has not fulfilled their obligations according to these Rules, or has not properly obeyed the Rules.
- 2.7.4** The protest must be lodged in writing and accompanied by a fee set by the National Discipline Chairman. If the protest or appeal is upheld, the applicant is to be refunded the amount of the fee. If the protest is disallowed, then the fee shall be forfeited to the organisers conducting the competition.
- 2.7.5** The protest is to be lodged with the Range Officer or other persons nominated by the National Discipline Chairman of the competition to receive appeals. A protest may be lodged during the conduct of a competition or after the competition has been completed but not later than 30 minutes after the scores for that competition have been announced or posted. When received, the protest or appeal must be given to the Chairman of the Appeals Committee as soon as possible.
- 2.7.6** The Chairman shall convene the Appeals Committee without undue delay and the Appeals Committee shall be empowered to hear evidence from the protester, the appellant and person(s) involved in the protest; to require the Range Officer, Scorers or organisers to produce targets, score sheets or other material relevant to the protest; to call evidence from any other person(s) who may be able to help the Appeals Committee and to do all such other things that the Appeals Committee believes will enable it to reach an unbiased and just decision.

2.7.7 Any accused person shall:

- 2.7.7.1 have a right to be heard before the Appeals Committee and to remain in attendance during each session of the Appeals Committee.
- 2.7.7.2 be advised of the time and place the Appeals Committee shall hear evidence of the protest or appeal.
- 2.7.7.3 be entitled to remain in attendance before the Appeals Committee until the Appeals Committee adjourns the proceedings to make its decision.
- 2.7.7.4 be informed of the evidence or allegations made.
- 2.7.7.5 be supplied the details of verbal or written statements made against that person or persons.
- 2.7.7.6 be given an opportunity before the Appeals Committee to correct or contradict any accusations or allegations made.

2.7.8 Immediately the Appeals Committee has made a decision, the Appeals Committee Chairman shall verbally announce it to a gathering of competitors summoned to hear the decision or post the decision on a notice board. The decision of the Appeals Committee shall be final and binding on the matter of the protest and on all persons concerned therein.

Note: Desirably the Appeals Committee proceedings and deliberations should be conducted out of the public gaze and free from distractions of the ongoing competition.

2.8 SUPPLEMENTARY EVENTS

State and Territory Associations or Bodies may devise their own type of shooting competitions and formulate their own Rules for the conduct of supplementary competitions, but in National Championships they will be obliged to abide by the Rules laid down from time to time by the SSAA Inc for the conduct of National Championships.

The conduct of supplementary events shall not in any way infringe on the conduct and completion of the core National events.

SECTION 3: PURPOSE AND JUDGING OF TRIALS (OVERVIEW)

The purpose of a Pointer and Setter Field Trial is to find the best hunting dog in terms of the criteria that epitomise the bird dog - class, working style, finding ability, bidability, endurance and application to its task. Such a dog

should find, quarter, range, back - if given a clear opportunity to do so, retrieve / seek dead, perform consistently in each round and not be gun-shy.

Pointers and setters use air scent to locate game, and accordingly the use of the wind in selecting beats is of paramount importance in allowing dogs to demonstrate their ability. Judges should arrange their beats to allow competing dogs to take advantage of the wind by running either directly upwind (see diagram at rule 5.28.1) or, as a second best option, into a right or left cheek wind, not a side wind (see diagram at rule 5.28.2). Such a format will help ensure equality for all dogs, make best use of time terrain and game conditions, and most importantly, encourage correct pointer and setter ground coverage.

The Judge shall ensure that every competitor is aware of the desired manner and direction of working. At the end of each round the Judge will give a summation of the trial to that point, commenting on the performance of each dog and informing competitors of the reasons why dogs have been eliminated or retained.

After the first round the Judge may work the dogs in any order.

A dog shall receive credit for correct ranging and quartering and use of the wind, working with head high, with good action, pointing or setting game in a stylish manner, marking the fall of game and quickly acknowledging a brace mate's point if given a clear opportunity to do so. No dog can receive an award unless it has filled its card to the judge's satisfaction. See Section 4 for a list of Credits.

Factors which detract from a dog's performance are lack of working ability, unsteadiness, stickiness on point, pottering, foot scenting, working in creeping or crawling manner, repeatedly dropping on point, missing game, flushing upwind, incorrect ranging and quartering, failure to obey any command or to complete any aspect of its work. See Section 4 for a list of Penalties.

Eliminating faults are blinking, severe breaking to shot or flush, chasing fur or feather, deliberate stealing, lack of working ability, mouthing game (seeking dead) / severe hard mouth (retrieving), out of control, refusal to back if given a clear opportunity to do so and repeated false pointing. See Section 4 for a list of Eliminating faults.

SECTION 4 - SCORE SHEET

The Judge shall maintain a score sheet of each dog's performance in each round. Trials shall not be knock-out competitions, and a dog must be judged on its overall work, not merely on finds. At the end of the trial the Judge shall place the top three dogs in order of merit. In the event of a tie, both dogs shall be given another run. The Judge shall have discretion to withhold awards, and if a first is not awarded, there can be no second or third.

No dog shall be entitled to a placing unless it hunts, points, retrieves or seeks dead, and has backed of its own accord if given a clear opportunity to do so. The winning dog must have had at least two finds and two retrieves or seek deads.

| Dog No: | Round 1 | Round 2 | Round 3 |
|------------------------|---------|---------|---------|
| Action and Style | | | |
| Ranging & Quartering | | | |
| Finds | | | |
| Retrieves / Seek Deads | | | |
| Backs | | | |
| Obedience, Control | | | |
| Overall Performance | | | |

Credits

Acknowledging flush
 Action & style
 Backing
 Ranging & quartering
 Drawing on & roading
 Finds
 Marking
 Obedience & control
 Retrieving / Seeking dead
 Staunchness
 Use of wind

Penalties

Boring
 Breaking
 Disobedience
 Failure to back
 False pointing
 Flushing upwind
 Following
 Foot scenting
 Incorrect ranging & quartering.
 Pottering
 Raking
 Repeatedly dropping on point
 Refusal to back
 Stickiness
 Unsteadiness

Eliminations

Blinking
 Chasing
 Stealing
 Gun shyness
 Lack of working ability
 Mouthing
 Out of control
 Repeated false pointing.
 Repeated refusal to back
 Severe breaking to shot or flush.
 Severe hard mouth

SECTION 5: DEFINITIONS

5.1 ACTION AND STYLE

These are both seen in a fearless, well trained dog that covers its ground with good, free movement, head up, tail swinging nicely from side to side. A dog that stands up well and very staunchly on point, with keen expression, and moves in decidedly on running birds, yet with great stealth and caution, head and tail outstretched. Any lethargic movement is contrary to good action and style.

5.2 BACKCASTING

This occurs when the dog turns downwind at the end of its cast. Dogs should turn into the wind at the end of their cast.

5.3 BACKING

When a dog comes on point its brace mate must honour the point if it has a clear opportunity to do so and remain in that position until the pointing dog moves on. The backing dog must neither dash nor creep up behind the pointing dog, nor in any way interfere with the work of the dog on game. Handlers should, depending on circumstances, endeavour to bring their dog quietly into a position where it is able to back. If, in the Judge's opinion, handlers fail to do this their dog may be penalised with a refusal to back. Repeated refusal to back will result in elimination. Dogs which disobey handler's instructions to be brought around to back may be eliminated for out of control.

5.4 BEAT

The direction selected by the Judge in which the handlers must proceed.

5.5 BIRD SENSE

It is apparent that some dogs are very clever in locating game and in working running game. These dogs have "bird sense".

5.6 BLINKING

A dog that finds and deliberately leaves the point, either through nervousness or bad training, is a "blinker". But the dog that finds and then moves on or backwards and forwards looking for the bird that has moved on must not be confused with the abovementioned types. Dogs can also be blinkers on the Seek Dead or Retrieve.

5.7 BORING

Dogs should be cast off to the left (red dog) and right (blue dog) respectively, unless circumstances dictate otherwise, and run flat across the wind until they reach the end of their range before turning into the wind and quartering back towards their handler. A dog that runs straight out from its handler into the wind and misses ground is deemed to be boring.

5.8 BREAKING FENCE

Is the act on the part of a dog of going through, over or under a fence, without being instructed to do so. All dogs should remain steady at both sides of the fence through or over which their handlers are crossing.

5.9 BREAKING TO SHOT OR FLUSH

If a dog breaks but is brought under control it shall be penalised in accordance with the seriousness of the offence. A severe break is grounds for elimination.

5.10 CATCHING GAME

A dog catching game may be eliminated depending on circumstances. This does not apply to dead or wounded game - see Retrieving and Seek Dead definitions.

5.11 CHASING

This is the deliberate attempt to catch game that is on the move, whether or not it has been shot at. A dog that runs in at any speed may be deemed to be chasing. A dog may seek dead or retrieve only on order from the handler.

5.12 DRAWING ON

When a dog points and the game moves on, the dog, to retain contact, may at times also move on. This may be at the order or sign of the handler, and is generally a series of quick, careful, stealthy steps. A dog shall not be penalised for drawing on of its own accord, providing that it continues to point and that it does not flush the game.

5.13 DROP / SIT / STAND

A dog should drop, sit or stand to shot, wing or running fur.

5.14 FALSE POINT

When a dog points and there is no game at the place where it points, this is regarded as a false point. However, care must be taken to make sure that there is no game or that the game has not just moved on before deciding

that the point is false. A dog that points and then moves on of its own accord shall not be penalised.

5.15 FINDING

A dog is credited with a find when it points and game is produced from the point.

5.16 FLUSHING ON COMMAND

A dog on point should flush on command to enable the handler to shoot. A handler must not move in front of a pointing dog in an attempt to flush game unless instructed to do so by the judge.

5.17 FLUSHING – OTHER

A dog that finds and gets too close to game, forcing it to fly, may be accused of flushing. A dog working upwind has little excuse for flushing. If a circumstance arises where a dog does not have the advantage of an upwind situation, for example when being recalled, it should not be penalised for flushing. A dog should remain steady to flushed game. Dogs that deliberately flush game shall be eliminated.

5.18 FOOT SCENTING

See under Rooding

5.19 GAME: DEFINITION FOR POINTERS AND SETTERS

Any game-bird, rabbit or hare. A dog should be credited with a find on any game, even though the handler must not shoot game for which no open season exists at the time. It is recommended that wherever possible trials be conducted on quail.

5.20 HARD MOUTH

Where there is unmistakable evidence of any markings on game retrieved due to biting or crunching by the dog. (This is an elimination fault).

5.21 MARKING

Dogs are expected to mark the fall of game.

5.22 MOUTHING

A dog performing a seek dead that takes game in its mouth shall be deemed to be mouthing. (This is an elimination fault).

5.23 OBEDIENCE

The spontaneous action of obeying all commands. Dogs should act readily and not cower or cringe at their handler's signs, sounds or commands.

5.24 POINTER & SETTER FIELD TRIAL

A Pointer and Setter Field Trial in which game is shot.

5.25 POINTER & SETTER CLOSED SEASON FIELD TRIAL

A Pointer and Setter Field Trial in which no game is shot.

5.26 POINTING / SETTING

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

5.27 POTTERING

A dog that hunts around in a confined space covering ground that it has already worked or one that lingers on an old scent, leaves it, and then comes back to it is "pottering".

5.28 QUARTERING

A well trained pointer or setter should cover the ground in front of the handler in a traditional pointer and setter quartering pattern. Fast, correct quartering, has always been one of the distinguishing features of pointer and setter work, and when judging it should be rewarded. It should also be noted that under actual field conditions dogs are sometimes not able to quarter in copybook fashion, and occasional backcasting, re-checking etc. can be expected, depending on natural conditions. In light, flukey breezes, Judges should be particularly scrupulous in selecting beats that enable dogs to make best use of what wind there is. Whilst quartering dogs should always be under control and must not chase or follow a brace mate, but work their own ground.

5.28.1 Quartering upwind

The dog should cross in front of the handler, running at right angles to the wind. The range (distance) of its right and left casts will be determined by natural factors such as cover and the abundance or scarcity of game. The distance between each cast should not be so great that game is missed. At the end of each cast the well-trained dog should turn into the wind. (see diagram 1)

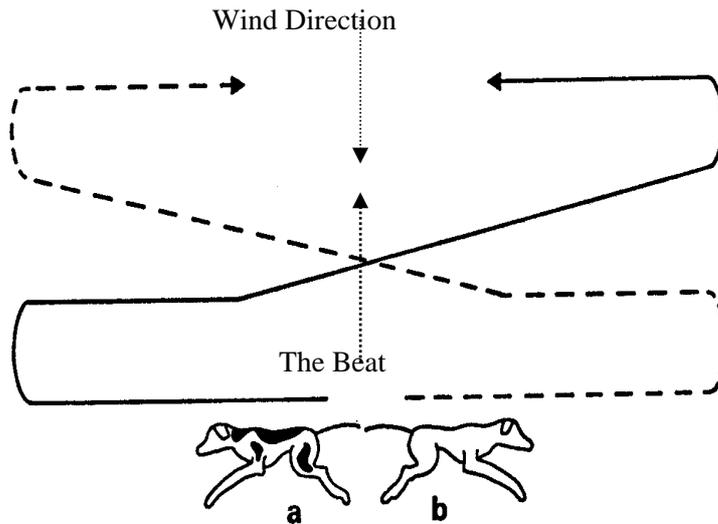


Diagram 1: Working upwind

5.28.2 Quartering into cheek winds

The traditional pattern for pointers and setters when quartering into both right and left cheek winds is for the dog to run at right angles to the wind, quartering the ground diagonally in front of the handler. The distance between each cast should not be so great that game is missed. The dog's range will vary as when quartering upwind. A left side cheek wind will generally see a longer cast to the right and vice versa. A left side cheek wind will see the dog's left cast return to a point level with and even slightly behind the handler's position and vice versa (see diagram 2)

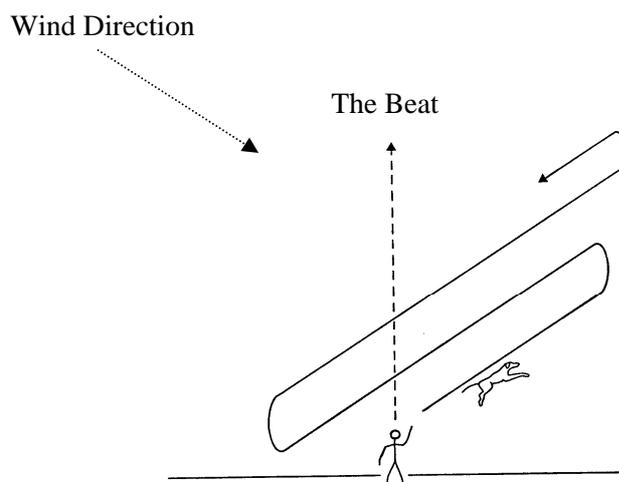


Diagram 2: Working left side cheek wind

5.29 RAKING

A dog that hunts with its nose to the ground is deemed to be raking. A pointer or setter should hunt with its head well up.

5.30 RANGING

A dog may seek game close to or wide from the handler and will work differently under the varying conditions of wind, cover and abundance or scarcity of game.

5.31 RETRIEVING

Retrieving covers the performance of the dog from when it is ordered to retrieve until it delivers the game to the handler. Game should be retrieved cleanly to hand. If game is dropped by the dog, the dog must pick up on command. A dog that comes across dead or wounded game while working shall not be penalised for either seeking dead or retrieving. (See also Seeking Dead)

5.32 ROADING

Roading is effected in much the same manner as “drawing-on”, except that it is usually done at a much faster pace, i.e. a dog points, the handler some distance away, takes time to reach the dog; in the meantime the bird may have run rapidly perhaps to the right or left across wind. A well-trained dog will then, keeping to windward of the scent, dash at high speed across wind and pick up the point again many metres to right or left. Clever roading, with head high, is one of the most spectacular phases of pointer or setter work. One of the worst faults in either pointer or setter work is to road game by foot scenting with nose to the ground.

5.33 SEEKING DEAD

A dog should remain steady to shot. When game is shot, the handler sends the dog from the steady position to find it. The dog should move steadily in a direct line close to where the game dropped and indicate that the game has been found by standing on point; meanwhile the handler should remain standing in the position from where he fired the shot. A dog should not touch game. Dogs are normally expected to stand well off the dead game and point stylishly. When a dog cannot locate the shot game, at the judge’s discretion the handler may be allowed to slowly approach the spot where it is thought the game has dropped, but never closer than approximately 10 metres. This procedure applies to a retrieving dog as well.

5.34 STAUNCHNESS

Any dog that, without moving, holds a point well is regarded as staunch on point. A dog following running birds steadily over a considerable distance so that the handler will get the shot is a staunch worker.

5.35 STEALING

Dogs are expected to back when they sight a pointing dog. A dog that deliberately moves in from a distance when it sees another dog on point or making game and takes scent is stealing. Care must be taken when judging dogs that are in close proximity as sometimes they may point the same bird; this is not stealing.

5.36 STICKINESS

A dog that goes on point and then is reluctant to flush game is sticky. A dog that is an excessively slow roader is also sticky.

SECTION 6: CONDUCT OF TRIALS

6.1 GENERAL

6.1.1 The Working Gundog Association of Australia (WGAA) Pointer and Setter Sub discipline committee in each State or Territory shall sanction Field Trials in accordance with these National rules.

6.1.2 Trials shall comply with the shooting and game laws of the relevant State or Territory of Australia.

6.2 DOG ELIGIBILITY

Trials shall be open to all Pointers and Setters registered with the WGAA. A trial must have five or more dogs competing before official WGAA placings can be awarded.

6.3 TYPES OF TRIALS

The WGAA shall conduct the following events for Pointers and Setters;

6.3.1 Pointer & Setter Field Trials

6.3.2 National Pointer & Setter Field Trials (to be held not more than once per year)

6.3.3 All Pointing Breeds Field Trials (to be held where specifically scheduled, under rules for Pointers & Setters)

6.3.4 Pointer & Setter Closed Season (CS) Field Trials

6.4 SCHEDULES

Details of each event conducted under these rules shall be published in a schedule that shall include information relating to date and time, Judge, entry fees and closing date, and other relevant details. The Trial Committee

shall endeavour to ensure that all interested members are given the opportunity to enter.

6.5 AWARDS AND TITLES

- 6.5.1** Points awarded for placings at WGAA field trials shall be 5 points for first place, 3 points for second place, and 1 point for third place.
- 6.5.2** A dog that obtains 15 points in WGAA field trials including a minimum of two first place awards shall be awarded the title “WGAA Field Champion (National)”. Such title shall be added as a prefix to the dog’s registered name.
- 6.5.3** A dog that wins ten WGAA field trials shall be awarded the title “WGAA Grand Field Champion (National)”. Such title shall be added as a prefix to the dog’s registered name.
- 6.5.4** A dog that wins a National trial shall be entitled to have the initials NFTW (National Field Trial Winner) added as a suffix to its registered name.
- 6.5.5** A dog competing in its first two seasons shall be known as a Novice dog. An award for Best Novice Dog shall be made at each trial to a Novice dog that fills its card to the judge’s satisfaction. If a Novice dog wins a trial, it shall cease to be a Novice dog for future trials.
- 6.5.6** A dog that has filled its card by finding game, demonstrated correct ground coverage, backing if given a clear opportunity to do so and is not gun-shy may, at the Judge’s discretion, be awarded a Working Gundog (WG) certificate. The initials WG shall be appended as a suffix to the dog’s registered name

6.5 JUDGE

- 6.6.1** The Trial Committee will appoint a person to judge a trial who has trained a dog to a winning standard, has acted as an Assistant Judge (or an equivalent), and is fully conversant with all aspects of pointer and setter work as outlined in this Rule Book.
- 6.6.2** The Judge will have primary responsibility for the running of the trial, but should discuss decisions with the assistant judge.

6.7 ASSISTANT JUDGE

- 6.7.1** The trial committee will appoint as Assistant Judge a person who is conversant in matters relating to pointer and setter field trials as outlined in this Rule Book.
- 6.7.2** The Assistant Judge will assist the Judge in the running of the trial and may be instructed to take the place of the Judge and report to him results when, for example, two dogs come on point at the same time.

6.8 GUN STEWARD

A Gun Steward who is mutually acceptable to the Judge and the Assistant Judge may be appointed to shoot for a handler. A Gun Steward shall be a person who is a licensed shooter and experienced in pointer and setter work. The Gun Steward shall be called upon with the Judge's and Assistant Judge's permission, and shall walk between the handlers and act under instructions from the handler. A person appointed as Gun Steward must not act in any manner that would deliberately disadvantage a competitor's dog.

6.9 VETTING

The Assistant Judge shall inspect any dog for sexual or other causes that may interfere with the safety or performance of its opponents.

6.10 THE DRAW

The order in which dogs are required to compete, and the braces, shall be determined by ballot. Dogs, which are the bona fide property of the same owner, must be separated where possible. The draw for the first round must be made in public on the day of the trial. The Judge shall have discretion to decide upon the method of subsequent draws.

6.11 ROUNDS / AVAILABILITY OF GAME

6.11.1 The trial shall consist of at least two rounds, with the Judge having discretion to run a third round. If there is insufficient game to complete any round, the trial must be abandoned.

6.11.2 Subject to circumstances, heats should be a minimum of 15 minutes duration.

6.12 BYE DOG

If there are an uneven number of dogs in any round, the Judge shall nominate a dog to run against the "bye" dog at the end of that round. However, the Judge may bring in the "bye" dog in place of a dog which has eliminated itself in the early part of the round.

6.13 COLLARS

Dogs shall be required to wear distinguishing collars - red for the first drawn, blue for the second. The red dog must be cast to the left and the blue dog must be cast to the right. No other collar may be worn. The handler of the red dog shall walk on the left and the handler of the blue dog shall walk on the right.

6.14 HANDLERS

6.14.1 A dog may be handled by a person approved by the Judge, and no other person may be permitted to interfere in the handling of that dog. No other

person shall be permitted to accompany the handlers without the approval of the Judge. Handlers shall walk together. A handler may withdraw a dog only with the consent of the Judge.

- 6.14.2** A handler shall follow the Judges' instructions in going to a dog on point and shoot or fire a blank according to directions. Gun safety must be of paramount importance at all times, and handlers should proceed at normal walking pace with no suggestion of running.
- 6.14.3** Handlers shall not touch their dogs unless instructed to do so by the Judge. Where a handler is working two dogs, when one dog finds he may ask the Assistant Judge to hold the other dog.
- 6.14.4** The handler shall nominate to the Judge and Assistant Judge at the start of the first heat whether the dog will seek dead or retrieve shot game. A dog shall seek dead or retrieve only when sent by its handler.
- 6.14.5** A handler may speak, whistle and work a dog by hand within these rules, but the Judge may call the handler to order for making any unnecessary noise or for any disorderly conduct. An opponent's dog must not be interfered with or excited. If after being cautioned a handler persists in any such behaviour, the Judge may debar both dog and handler from further participation in the trial.
- 6.14.6** Handlers must not punish a dog while in a trial or in the trial environs. Penalties may apply for breaches of this rule.
- 6.14.7** If any person impugns the actions or decisions of the Judge or officials, the Trial Manager, upon being made aware of the incident, shall immediately lodge a protest against that person under the SSAA's protest and appeals provisions. The fee charged in such cases shall be a nominal one only and shall be paid for by trial management.

SECTION 7: POINTER & SETTER CLOSED SEASON (CS) FIELD TRIALS

- 7.1** Pointer & Setter Closed Season (CS) Field Trials may be conducted under these rules. All points and awards awarded in both Pointer & Setter Field Trials and Pointer & Setter Closed Season Field Trials are specific to each type of trial.
- 7.2** The letters (CS) be added as a suffix to each of the titles and awards mentioned in 6.5.2, 6.5.3, 6.5.4, 6.5.5 & 6.5.6 under the Awards and Titles section of these rules when a dog has qualified after competing in closed season trials.
- 7.3** Retrieving: In a closed season trial a suitable dead bird will be cast at normal game shooting range. The handler will fire a blank from a shotgun when the bird is at its apex with the dog off lead at the handler's side. After the bird has hit the ground the dog will be sent to retrieve the bird.

- 7.4** Seeking Dead: In a closed season trial a suitable dead bird will be cast at normal game shooting range. The handler will fire a blank from a shotgun when the bird is at its apex with the dog off lead at the handler's side. After the bird has hit the ground the dog will be sent for the seek dead.
- 7.5** For a dog to be awarded first place it must complete a second retrieve or seek dead, which shall be a walk up. The dog will walk at heel for approximately 5 metres. While the dog is heeling a bird shall be thrown. The dog will remain steady while the bird is in the air and while the gun is fired at the bird during the apex of its flight. The dog will be sent when the bird hits the ground.

SECTION 8: RULE BOOK REVIEW

- 8.1** Rule Book reviews shall be conducted in accordance with the requirements set out in the SSAA National Disciplines Chairmans' Handbook. Participation in the Rule Book review shall be open to pointer and setter owners who have been actively involved in WGAA Pointer and Setter trials.