



WORKING GUNDOGS

RETRIEVING TRIALS

OFFICIAL NATIONAL RULES

Revised 2012

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

RETRIEVING TRIALS

NATIONAL RULES

**Revised 2012
No. 3**

SECTION 1: AIMS AND OBJECTIVES

1.1 AIMS AND OBJECTIVES

The aim of a WGAA retrieving trial is for the trial to be run under conditions as close as possible to those in natural field hunting, the difference being, as well as game, artificial game can be used as the items of game to be retrieved.

SECTION 2: SSAA STANDARD RULES

Note: In this SSAA Working Gundogs Retrieving Trials 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 breach 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 sportsman like 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 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 rulebook. The rules are as follows:

Note: In the Protest and Appeals Committee of the Official Rules for Competition and Medal Awards of the Working Gundogs Association of Australia (SSAA) the term Trial Manager or Judge is interchangeable with or replaces the term Range Officer.

2.7.1 At all registered tournaments 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 or their appointed nominee will chair the Appeals Committee. But in no case shall an appellant or protester be included as a member of the Appeals Committee (not withstanding 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 his 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 or their appointed nominee 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 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: GENERAL REQUIREMENTS

- 3.1** In a WGAA retrieving trial the dog / bitch (hereinafter referred to as dog). shall be any pure breed or associate gundog and will be required to:
- be under control and quiet at all times
 - walk at heel
 - stay on command, until released
 - mark and retrieve thrown items of game, and under direction seek and retrieve hidden items of game
 - when ordered to retrieve, it should be done quickly and directly without disturbing too much ground
 - retrieve on land, across water, and in water
 - return the item of game to the handler and gently deliver to the hand.

- 3.2 Runs will be set to allow a fair assessment of the working ability of all competing dogs.
- 3.3 The shooting and game laws of all states and territories must be observed, and will govern the conduct of all trials in conjunctions with WGAA Retrieving Trial Rules.
- 3.4 All competitors have the right to attempt all set runs.

SECTION 4: JUDGING RETRIEVING TRIALS

- 4.1 The Judge will judge the dog on the following:
 - 4.1.1 Natural ability including: memory, intelligence, attention, nose, courage, perseverance, style and eagerness.
 - 4.1.2 Abilities acquired through training, including: marking, steadiness, obedience, controlled response to direction, presentation of delivery, steadiness to shot and should not be gun shy.
- 4.2 A dog should not retrieve without being ordered to do so.
- 4.3 Where a dog has not completed a retrieve the dog will be marked no score. However, the dog can continue in the stake, but will not be placed.
- 4.4 Competing dogs shall be kept in a marshalling area where they cannot see the trial in progress.
- 4.5 The judges have complete control of the stakes.
- 4.6 Prior to the run the Judge will give directions to the handler on all procedures of the run and each direction must be obeyed.
- 4.7 The Judge's decision is final. Any protest or appeal must be conducted by the Protest and Appeals Committee.

SECTION 5: DEFINITION OF TERMS

5.1 ARTIFICIAL GAME / ITEMS OF GAME

These are the items of game to be retrieved by dogs. They may include any recognised game, scented duck or similar bird, dummies which may be covered by rabbit fur and/or any other artificial item of game introduced from time to time.

5.2 BREAKING TO SHOT

If at the firing point or in a hide, or any position as directed by the Judge, and if, in the opinion of the Judge, a dog makes a deliberate attempt to retrieve on or after the shot has been fired, without being ordered to do so, the dog shall be deemed to have broken to shot.

5.3 BREAKING TO CAST OR FALL OF GAME

If at the firing point or in a hide, or any position as directed by the Judge, and if in the opinion of the Judge, a dog makes a deliberate attempt to retrieve on or after the cast or fall of game, without a shot being fired, the dog shall be deemed to have broken to cast or fall of game.

5.4 CARRIAGE AND DELIVERY

The dog should hold game tenderly without mouthing it. For a perfect delivery the dog will be stationary, in front of the handler at the firing point, and in the standing or sitting position, enabling the handler to accept the item of game easily and cleanly up to hand. The handler must not step forward of the pegs to take delivery.

5.5 CONTROL POINT

Is the area where the run begins. It is identified with coloured pegs as markers. This is the area where the handler and dog come under the control of the Judge and Steward.

5.6 DROPPING GAME

A dog should at no time drop game during a retrieve. Any dog doing so shall be penalised accordingly to the seriousness of the offence. It should be taken into consideration that a dog could unintentionally drop the item of game. The retrieve is completed when the dog has delivered the item of game to the handler. The handler cannot step forward of the pegs. If the game is dropped during an attempt to deliver, the competitor will be penalised accordingly.

5.7 FAILING TO OBEY HANDLER'S COMMANDS AND DIRECTIONS

A well-trained gundog should respond to all commands and directions given by the handler, any dog that disobeys shall be penalised accordingly.

5.8 FAILING TO OBEY JUDGE'S COMMANDS AND DIRECTIONS

All instructions given by the Judge to the handler must be obeyed. Failure to do so will be penalised accordingly.

5.9 FIRING POINT

Is the position from which the handler will fire at game, give directions and commands if needed, and take delivery to hand. The distance between the marker pegs at the firing point shall not be less than 1.5 metres. The distance between the control point and firing point is to be no less than 10 metres, terrain permitting.

5.10 GIVING TONGUE

Once the dog's lead and collar are removed the dog is required to be quiet throughout the retrieve until the lead and collar are replaced on the dog. Any barking or yapping is unacceptable and will be penalised accordingly.

5.11 HIDE

Is an area clearly defined by the Judge in which to leave the dog.

5.12 HUNTING ABILITY

Is where a dog demonstrates to the Judge its use of nose to locate fallen or hidden items of game, using the wind and scenting conditions. The handler should attempt to let the dog persevere, and show his natural ability when hunting.

5.13 MAXIMUM DISTANCE

For Intermediate Retrieves the position of the thrower shall be no more than 60 metres from the firing point, and the item of game can be thrown in any direction, terrain permitting.

5.14 NO SCORE

This is the term used when a dog fails to:

5.14.1 retrieve the game required as instructed by the Judge, or fails to deliver within reach of the handler, or switches game in multiple retrieves.

5.15 NOT FIRING THE GUN FROM THE SHOULDER

The handler or gun steward shall, while the game is in the air, and as near as possible to the apex of its flight, aim at the object and fire the gun from

the shoulder in a natural shooting posture (butt neatly tucked into the shoulder), or as directed by the Judge.

5.16 OBEDIENCE

Is where a dog responds immediately to all commands and directions issued by the handler, without being held or restrained by the handler.

5.17 STYLE AND EAGERNESS

Assessment should be given to a dog which shows grace of movement and demonstrates willingness, competency and happiness in what it is doing.

5.18 UNSTEADINESS

Where a dog is placed in a hide or at the firing point, or in any position directed by the Judge, and makes any movement from the designated position before or after the shot is fired, without being ordered to do so, the dog will be deemed to be unsteady.

5.19 WALKING TO HEEL

In demonstrating walking to heel, the dog will be required to walk calmly beside the handler. The dog's shoulder should be level with the handler's leg, and be no more than a body width to the side of the handler, terrain permitting.

SECTION 6: DEFINITION OF RETRIEVES

6.1 RETRIEVING

Is to assess the performance of a dog for steadiness, to retrieve on command and delivery. The retrieve may be on land, in water, or over water.

On multiple retrieves the judge may stipulate the order of retrieving. Any reasonable combination of the listed retrieves shall be permissible, provided that a dog shall not be required to pick up more than three items of game in any retrieve.

Accurate marking or memory of falls is of paramount importance. However, this does not imply that dogs that excel in marking should not be penalised for other faults. Ability to mark does not necessarily imply pinpointing the fall. A dog that misses the fall on the cast item of game,

recognises the depth of the area of a fall, stays in it, and quickly and systematically hunts it out, has done a creditable and intelligent job of marking.

6.2 BLIND RETRIEVES

Where possible the course for blind retrieves should be planned in such a way that advantage is taken of natural hazards. It should be possible, at least in theory, for a dog to find a well-planned blind retrieve on the initial line from his handler. The test should be so planned that the dog should be in sight at least until directed into the area of the fall, as a blind retrieve is a test of control, and a dog that is out of sight for a considerable period cannot be said to be under control.

6.3 SINGLE MARK RETRIEVE

Shall consist of a single, well-sighted item of game cast to enable the dog to see either the flight or fall of the game. The dog should not require direction from the handler.

6.4 A WALK-UP RETRIEVE

Where the dog is walking at heel, the game is cast within 50 metres and is shot at, (preferably, straight ahead). Immediately the handler pauses to fire, the dog shall sit, drop or stand steady until ordered by the handler to retrieve.

6.5 A BLIND RETRIEVE

Shall be a retrieve where the dog is in such a position that the flight or fall of the game cannot be seen. The Judge may direct the dog to be placed in or behind a hide in close proximity to the firing point. Where possible, it is recommended that the hide be part of the natural terrain, or be constructed of natural materials.

6.6 A DOUBLE MARK RETRIEVE

Shall consist of two (2) marked retrieves and may include land and water. Game shall not be cast simultaneously and there shall be a reasonable delay between the casts.

6.7 A DOUBLE BLIND RETRIEVE

Shall consist of two (2) blind retrieves, and may include land and water.

6.8 A TWO BIRD RETRIEVE

The first item of game shall be cast from concealed cover, one shot will be fired and the dog sent to retrieve the game. Whilst the dog is returning to handler with the game, the second item of game shall be cast, and a shot fired so that the dog may mark or hear the fall of the game. The second game item should be at least twenty metres from the first game item, and not less than forty metres from the firing point.

6.9 DOUBLE FALL RETRIEVE

The first item of game shall be cast from concealed cover, one shot will be fired and the dog sent to retrieve the game. Whilst the dog is on the way out to retrieve, the second item of game shall be cast and a shot fired so the dog may mark or hear the fall of the game. The first game item must be retrieved before the second. The second game item must be cast to land not less than twenty metres from the line of the first, and not less than forty metres from the firing point.

6.10 A MARK AND BLIND RETRIEVE

Shall consist of one marked retrieve and one blind retrieve, and may include land and water.

6.11 A TRIPLE MARK RETRIEVE

Shall consist of three marked retrieves. The game items may be thrown at different angles and must be at least twenty metres apart, and include land and water, terrain permitting. One retrieve should be at a fairly short distance. Game shall not be cast simultaneously and there shall be a reasonable delay between the casts.

6.12 A TRIPLE RETRIEVE WITH TWO BLIND AND ONE MARKED RETRIEVE

Shall consist of two blind retrieves as for a double blind retrieve and one marked retrieve.

6.13 A SIMILTANEOUS DOUBLE MARK RETRIEVE

Where two items of game are cast simultaneously, preferably one on land and one on water, and land in a common area with a reasonable distance between them. Two successive shots will be fired without delay.

6.14 A DOUBLE RISE RETRIEVE

Where one item of game is cast and two successive shots are fired without delay. While the dog is returning with that item of game, a second

item of game, unsighted by the dog, is placed behind and within ten metres of the fall of the first item of game.

SECTION 7: REGULATIONS FOR CONDUCTING WGAA RETRIEVING TRIALS

- 7.1** Dogs are expected to retrieve under all natural working conditions. The Judges and Retrieving Trial Committee have complete control over the mechanics and requirements of each trial. This latitude is permitted in order to allow for the difference of conditions in various places.
- 7.2** Any handler who behaves in an unsportsmanlike manner may be excluded from the trial.
- 7.3** All dogs shall be under the control of the stewards and must be brought on leads to participate without delay in their proper turn.
- 7.4** No person other than the judge or stewards shall be permitted to accompany the dog / handler on any run unless the permission of the judge is first obtained. Spectators shall not be permitted to encroach on the trial ground used for each run.
- 7.5** All matters in connection with dogs actually under trial shall be in the hands of the Judge. They may call the stewards for assistance if they consider it necessary. The Judge is empowered to withdraw out of a stake any dog that fails to retrieve or that does not work to their satisfaction. Where a dog has received a no score, the Judge will immediately inform the handler of the situation.
- 7.6** The Judge is empowered to withdraw out of a stake any dog whose handler does not obey them or who willfully interferes with another competitor or their dog.
- 7.7** Before the commencement of every trial a competent examiner shall examine all bitches. Bitches in oestrus shall not be permitted on or near the trial grounds. No preparation for concealing oestrus shall be used.
- 7.8** Anyone taking part in a trial that demonstrates unsportsmanlike conduct must be cautioned by the chief steward or other trial official; and if thereafter they further offend they shall render themselves liable to be debarred from further participation in the trial and may be ordered from the ground, and further dealt with at the discretion of the Trial Committee.
- 7.9** Physical punishment of a dog during a trial or on the trial grounds will not be permitted. Any person who physically punishes a dog on the trial

grounds may be ordered from the grounds and further dealt with at the discretion of the Trial Committee.

- 7.10.1** A handler handling a dog may speak, whistle and work it by hand directions, as they may deem proper. A handler who touches or physically interferes with their dog will be penalised according to the seriousness of the offence.
- 7.10.2** No handler may proceed beyond the firing point into the area of a retrieve without the direction of the Judge.
- 7.11.1** The Judge shall give the direction in which the dogs shall work and each direction must be obeyed. Competing dogs shall be kept in a marshalling area from which they cannot see retrieves in progress.
- 7.11.2** During a retrieve, a Judge must not advise a competing handler of the location of their dog.
- 7.12** In the event of a tie, a separate run-off shall be arranged by the retrieving trial committee entrusted with the management of the trial in co-operation with the Judge. The Judge will select their own test. The order in which the contestants will run is to be decided by the toss of a coin.

SECTION 8: PROCEDURE FOR CONDUCTING WGAA RETRIEVING TRIALS

- 8.1** In order that trials are conducted as uniformly as practicable, standardisation of objectives are essential, and therefore, all judges, contestants and officials who have a part in conducting trials should be familiar with the following:
 - 8.1.1** On the day of the trial management will instruct all competitors of the exercise area for the dogs. A catalogue will be issued, showing the dogs running order. Vetting will be conducted. Judges will be introduced and competitors will be directed to the location of their runs.
 - 8.1.2** Before commencement of a trial, all handlers will be informed of the procedure for the running of the trial. They will be taken to all runs, the judges will show all handlers the run and will give instructions, and then the trial will proceed.
 - 8.1.3** In running catalogue order the handler, with the dog on lead, will advance to the control point to commence the run. At the control point the handler shall place the dog in a sit, drop or stand position.

- 8.1.4** On instruction from the Judge or Steward the handler shall remove the lead, it should be realised at this stage the dog and handler are under the control of the Judge, any lack of control shall be penalised accordingly. The dog must not be restrained by the handler at any time whilst in competition.
- 8.1.5** The gun steward will hand the handler the gun and blank cartridges. The handler will have the dog remain steady until instructed by the Judge, and then, with the dog at heel, will advance to the firing point.
- 8.1.6** The handler will not close the gun until they reach the firing point unless otherwise instructed by the Judge (walk-ups etc). At the firing point the handler must not wave the gun about unnecessarily before or after it has been fired, and it must be carried at all times. Gun safety should be of paramount importance.
- 8.1.7** When the Judge feels both the dog and handler are ready, the item of game will be cast or placed as previously explained by the Judge.
- 8.1.8** When the object is in the air, the handler, in a normal shooting position, (firing from the shoulder), shall fire the gun at the apex of flight of the item of game unless otherwise directed by the Judge.
- 8.1.9** After firing at the game the gun can be broken before or after sending the dog to retrieve, or as otherwise directed by the Judge.
- 8.1.10** When sent to retrieve the dog should proceed quickly and eagerly. The handler will remain at the firing point through the entire period of the retrieve, giving directions and commands as needed to the dog, or as otherwise directed by the Judge. Once the object has been located the perfect pick up should be quick with a fast return, without dropping the item of game, and the dog should deliver the object to the handler. The delivery is required at the firing point.
- 8.1.11** The retrieve is completed when the game is brought within reach of the handler, and an attempt is made to deliver without the handler stepping forward of the pegs. The dog shall be stationary in the standing or sitting position in front of the handler.
- 8.1.12** Enabling the handler to accept delivery of multiple retrieves, the handler may gently place items of game retrieved on the ground or in a game bag, and have the dog continue until all items have been retrieved.
- 8.1.13** The handler will then, holding the gun and all items of game retrieved, with the dog at heel, proceed to the gun steward at the control point. The handler will then hand over to the steward, the gun and the retrieved items

of game. The steward will hand back the dog's lead and collar, which the handler will place on the dog. This signals the completion of the exercise.

8.1.14 Handler and dog will then await further instructions from the Judge.

SECTION 9: RETRIEVING TRIAL STAKES ELIGIBILITY

9.1 TEST STAKE

9.1.1 This is a stake provided for gundogs that have never been placed in any other stake or won three test stakes. Gundogs that have won three test stakes must henceforth compete in intermediate stakes.

9.1.2 Test stakes shall consist of three runs, which will be single marked retrieves on land, and one in, or through water, terrain permitting with a maximum distance of forty metres.

9.2 INTERMEDIATE RETRIEVING TRIAL STAKE

9.2.1 This is a stake confined to gundogs that have not won any stakes other than two Intermediate Stakes.

9.2.2 Intermediate stake, may consist of three or more runs, which may be single marks, or a walk up retrieve (no blind retrieves to be included.)

9.2.3 A dog becomes ineligible after three Intermediate wins or one advanced stake win, and will be awarded the title, Intermediate Retrieving Trial Dog.

9.3 ADVANCED RETRIEVING TRIAL STAKE

9.3.1 This is a stake confined to gundogs that have not won four Advanced Retrieving Trials or one Open Retrieving Trial.

9.3.2 Advanced stake may consist of three or more runs, which may be multiple retrieves. Blind retrieves may be included.

9.3.3 A dog becomes ineligible after four Advanced Retrieving Trial wins or one Open Retrieving Trial win and will be awarded the title, Advanced Retrieving Trial Dog.

9.4 OPEN RETRIEVING TRIAL STAKE

- 9.4.1** This is a stake confined to gundogs that have been placed in an Intermediate or Advanced Stake.
- 9.4.2** Open Retrieving Trial Stake may consist of three or more runs which may be multiple retrieves. Blind retrieves must be included.

9.5 CHAMPIONSHIP RETRIEVING TRIAL

- 9.5.1** A Championship Stake is confined to Gundogs that have been placed first in an Advanced Stake or placed in an Open Stake or equivalent recognised stake.
- 9.5.2** A Championship Stake shall consist of not less than Six (6) runs, with at least nine (9) items of game to be retrieved. At least two (2) blind finds are to be included.
- 9.5.3** A dog must be tested for steadiness from behind a hide at least once.
- 9.5.4** A minimum of eight (8) bona fide exhibits and at least six (6) different owners to compete before the event can be recognized as a Championship.

SECTION 10: AWARDS AND TITLES

- 10.1** Qualifying Certificate: A dog may be awarded this title if it scores 100 or more points in an Intermediate or Advanced retrieving trial. The letters RQC shall be added as a suffix to the dog's registered name.
- 10.2** Intermediate Retrieving Dog: A dog may be awarded this title if it wins 3 Intermediate Trials or 1 Advanced Trial. The letters IRD shall be added as a suffix to the dog's registered name. 1 point can be claimed towards that dog's Retrieving Trial Champion Dog title for each Intermediate Trial win.
- 10.3** Advanced Retrieving Dog: A dog may be awarded this title if it wins 4 Advanced Trials. The letters ARD shall be added as a suffix to the dog's registered name. 2 points can be claimed towards that dog's Retrieving Trial Champion Dog title for each Advanced Trial win.
- 10.4** Open Retrieving Dog: A dog may be awarded this title if it wins an Open Retrieving Trial. The letters ORD shall be added as a suffix to the dog's registered name. The following points can be claimed for placings in an Open Trial: First 10 points, second 4 points, third 3 points.

- 10.5** Retrieving Trial Champion Dog: A dog may be awarded this title if it wins a total of 20 points in retrieving trails, including 1 Open Trial win, or wins a Championship Retrieving Trial. The letters RTCh shall be added as a suffix to the dog's registered name.

Note. When a dog is awarded a new retrieving title the letters previously added as a suffix to that dog's registered name indicating a retrieving title shall be deleted.

SECTION 11: ADMINISTRATIVE MATTERS

11.1 AUTHORITY

While each State body may conduct supplementary events, the titles and awards prescribed in these rules can only be awarded when retrieving trials are conducted in accordance with the rules outlined herein.

11.2 GAME LAWS

The Shooting and Game Laws of each State or Territory must be observed and will govern the conduct of all Trials. The judge's steward can ask any handler of a firearm to produce applicable game or shooters' licenses, before the commencement of each trial.

11.3 SCHEDULES

Details of each event conducted under these rules will be published in a schedule that may include information relating to date and time, judge, judge's steward, entry fees and closing date, approximate trial location and any other relevant information. The trial committee shall endeavour to ensure that all interested members are given the opportunity to enter.

11.4 COMPETITOR NUMBERS

No Stake at any retrieving trial can be conducted unless there are at least six bona fide runners and at least four different owners. Wins and other qualifications shall count as from and including the date they are gained.

11.5 SCORE SHEETS

The Judge shall maintain a score sheet of each dog's performance in each run. At the end of a trial the Judge shall place the top three dogs in order of merit. In the event of a tie, dogs shall be given another run. It is at the Judge's discretion whether to show judging sheets to competitors. The Judge must retain the score sheets. A marked catalogue must be forwarded to the trial committee within one month of trial completion.

11.6 THE DRAW

The draw is the selection by ballot of the order in which dogs in a stake are required to compete. The draw is to be held in a public place.

11.7 VETTING

A competent person shall inspect any dog for sexual or other causes, which may interfere with the performance of its opponents. (See 7.7)

SECTION 12: SCORE SHEET

	RETRIEVE	MAX POINTS	RUN 1	RUN 2	RUN3
3	Steadiness	10			
3	Obedience				
4	Walking to heel				
	Style, eagerness, action	10			
5	Nose, ears, eyes	35			
6	Perseverance				
10	Marking				
6	Direction out				
4	Direction in				
4	Delivery				
	TOTAL AWARDED POINTS	55			
	<u>DEDUCTIONS</u>				
5	Not firing from shoulder				
10	Breaking to shot or fall of game				
5	Giving Tongue				
10	Failure to obey commands & directions				
5	Blinking & over running game				
5	Pottering				
5	Dropping game				
10	Hard mouth				
	TOTAL DEDUCTIONS	55			
	<u>FINAL SCORE</u>				

COMMENTS
