

FIELD AND WATER CHAMPIONSHIP FOR WEIMARANERS

I. Detailed description of the tasks:

I. Field Trial – Work before shooting

Trial can be held either in solo or in couple. This information must be in the announcement of trial. During double quartering two dogs work till the end of the race. The range between the two handlers has to be 30 meters, and they have to move forward possibly against the wind. The dogs can not hinder each other. Handler should work as discreetly as possible, give as few commands and as little guidance as possible. Dog which works individually and with less command must get higher points. The handlers are not allowed to hinder each other. If Judges decide that commands are confuse the other dog, they must warn handler. The mistakes made during the first minute of quating are not counting except game pursuing. Missed game is not counted till the first direction's changing of dog after restart.

1. Evaluation of the nose (scenting ability and its use) (6)

The scenting ability of the dog is to be evaluated during the whole field trial. Criteria: how far dog perceives the game, how dog uses the wind, the terrain, the speed of the wind, humidity and temperature of air, the species of the game and the self-confident. If dog misses a hare it doesn't mean bad scenting ability. It does not have to take the distance from which the dog points the game into account. However it has to takes the range where dog perceives the game (especially when it's invisible for the dog) into account. The clearest signs of a good nose (scenting ability) are: longer range where the dog perceives the game and self-confidence in indicating and pointing the game. A good usage of scenting ability is expressed in the dog's usage of the wind, in choosing the style of seeking and the turns according to the circumstances. In that case the dog always holds its nose against the wind and adapts its speed to the scenting possibilities and the given terrain. The dog that holds its head horizontally during seeking has always a better nose than the one that is constantly scenting the ground. The evaluation of the nose during "lost game searching with scenting" task have to be taken account in the final score.

Faults:

approaching the game by good wind;

omission of game;

staunch pointing on the track, trail, resting-place, etc.,

constantly scenting the ground.

2. Quartering style (5)

The dog should work autonomously, most of the time perseveringly, trotting is required with a high head carriage, showing constant scenting and a passion for hunting. The direction of quartering (laterally traverses) is determined by the direction of the wind. The whole area should be quartering. The style should show that the dog perceives the direction and strength of the wind, the scenting possibilities and takes these into account. The breadth of quartering (the distance of the lateral traverses) is determined by the conditions of the terrain. In the case of suitable conditions the breadth of quartering is 100-140 meters, about 20-50 meters in front of the handler. Movements should be characteristic of the breed.

Duration of quartering is at least 15 minutes but Judges could extend it.

Faults:

unsystematic, non-autonomous quartering; quartering without passion;

quartering only into the wind (forward) small breadth of quartering.

Sticking, drawing to the handler; slow movement;

quartering without scenting;

sticking or hindering other dog, dogs work far away each other because of handlers.

3. Indicating the game, approaching, stalking (4)

During quartering the dog must indicate the perceived game clearly and with confidence. After the indication depending on the situation and the behaviour of the game the dog points immediately or carefully approaches the game with slow movement, afterwards points staunchly. After pointing, if the game runs in front of the dog the dog must stalk (relocate) it in a way that allows the handler to follow the dog. During stalking the dog should always work in front of the handler, independently, staying in contact with the game. Roaming the ground scent trail of the game is only acceptable if it escapes in tailwind. Evaluation should be positive if dog gets before the game and stopped it. The handler is not allowed to overtake the dog, search for the game or move between the dog and the game, except when the judge orders the rousing of the squatting game. Discreet encouragement to stalking or hushing the dog is acceptable. Handler can not touch dog during approaching, pointing, stalking.

Faults:

too fast stalking;

flushing the game without command;

refusal to stalk;

inefficient stalking.

4. Pointing (5)

During quartering the dog must point the found game steadily and calmly. Pointing should be staunch, expressive and characteristic of the breed.

Fresh resting place or track may only be pointed shortly. In the case of repeated omission of game or failure of pointing (more than twice) obtains a “0” mark and means disqualification.

Faults:

short or not confident pointing;

flushing the game too early;

false pointing.

If dog points on command, refusing the game (the dog does not point the game, turns away and leaves the found game).

If dog crosses the way of the pointing one (and game is undoubtedly there).

5. Honoring (respect the pointing of the brace mate) (2)

Optional task. A dog stops immediately in a pointing stance, when observing a brace mate on point. Brace mates must not hinder each other. There must be a distance between brace mates and dog can not cross the way of pointing brace mate. Therefore if dog doesn't respect the other one it has to make lie down or lead with string. It's not a huge fault if pointing dog moves because of the brace mate's bothering. After evaluation the honoring dog has to lead on string. Dog which honors spontaneous gets higher scores.

6. Reaction to flushing (4)

The dog must behave calmly and stay when the game is flushed. Maximum mark may only be awarded if dog stays on no command of the handler.

Faults:

Dog jumps toward the flying game;

catching healthy gamebird.

Maximum mark is 3 if dog pursues feathered game but stop it for the handler's command.

Maximum mark is 0 if dog jumps or chases several times, or catches game.

7. Reaction to shooting (3)

Shooting the game during the trial is not allowed. The dog must behave calmly and stay after shooting. The task ends when Judges asks handler to lead the dog with string.

8. Control, obedience in the field (4)

The mark of this task represents the dog's obedience during the whole field works. The dog should react to hand or voice (spoken or whistled) signals and execute the commands of the handler. Repeating commands results lower mark.

Control is the condition of the co-operation between the dog and its handler. It is included in the mark given for obedience. Control expresses the controllability of the dog, its constant contact with the handler. Obedience is equal to good training and the base of an excellent gundog. The mark is also determined by the performance of task 5, and task 6.

II. Field work - Retrieves:

9. Searching for shot game using air scent, retrieving without command (5)

Time limit: 15 minutes. This task is about retrieving dead game to handler without command. The ground should containing vegetation. Without the command of retrieving, the handler sends his dog searching game from a distance of minimum 100 meters. Judges make handler stop when handler is about 50 meters from the game. The dog should work permanently. After the dog has perceived the game, no command may be given. If the handler gives a command between the perception and the picking up of the game, the dog may only be awarded mark 1. The dog has to retrieve the first-found game; afterwards the handler must send it with a command to the second search. If the dog does not pick up the game it should be awarded mark 0. Mark 4 should be given when the work is fast (according to the circumstances). During this task the accurate of nose is also watched.

10. Retrieving and presenting shot game (3)

Correct retrieve and presentation is required. The two retrieving works should be evaluated separately, and the average of the two marks gives the final mark. If dog finds only one game during the time limit than it's mark is only half of the works done in task 9 and 10.

11. Working out dead gamebird (4)

The drag should be trailed for 150 meters with 2 breaks in the trail.

12. Retrieving shot gamebird (3)

Correct retrieve and presentation is required.

13. Working out dead feathered game (4)

Time limit: 10 minutes.

The drag should be trailed for 300 meters with 2 breaks in the trail.

14. Retrieving and presenting shot game hare trail (4)

Correct retrieve and presentation is required.

III. Water work

15. Hunting in reeds and searching for shot game (5)

Time limit: 10 minutes. Dog should hunt in reeds of suitable breadth and depth. Aim is to shoot the flushed game. On the handler's command, the dog should work through the reeds willingly, in appropriate breadth and depth (including deep-water areas). Dog should work autonomously, keep in touch with handler. Stimulation and quiet guidance of the dog are not to be considered as faults. Handler can follow dog on the side of the reed. If the dog comes out of the reeds, on the handler's command it has to return. A separate stretch of reeds should be provided for each dog.

Faults:

not self-made work;

too loud and too much encouragement for dog;

missing contact with handler;

not searching the whole area.

16. Searching for live duck (6)

Time limit: 20 minutes. Dog should follow the trail of the falling duck into water and stimulate game to a position where handler can shoot it. Judge marks the starting point. Dog should pursue the game till the end of the task. Duck doesn't need to be caught, therefore Judge should order shooting at an appropriate time. Mark 4 should be given if dog follows the duck's trail undoubtedly then pursues it. It's not awarded if dog is yelping during pursuing. Handler can stimulate, control and follow the dog. Mark 4 should be given if dog follows the duck's trail undoubtedly, works all the time but doesn't find the duck. If dog doesn't find game or it finds without gunshot than the shooting and searching in deep-water should be done as a separate task.

Faults:

searching without passion;

unreasonably coming out of water several times.

Mark 0 should be given if dog doesn't follow the trail on water, doesn't go into the deep-water, and doesn't follow the visible duck. Mark 0 should be given if dog finds duck, follows it with eyes but goes away and dog refuses commands to follow.

17. Searching for shot duck in deep-water (3)

Time limit: 5 minutes. The wild duck is thrown in deep-water approx. 15-20 meters from the bank. The dog could see the game being thrown in. When dog swims to the duck handler should shoot next to it. Duck should be properly retrieved and presented. Dog should be disqualified if it turns back, comes out of water and refuses command to go back. If task 16 was finished with retrieving than final mark is the average of the two retrievings.

18. Taking to water, keenness in water work (5)

Handler should send the dog forward as the Judge asks it. Dog should change direction then go forward when handler orders. Dog should be fast and willing.