



'HAVE-A-GO' FIELD OBEDIENCE FOR LURCHERS AND SIGHTHOUNDS

TEST 1 (EASY)

An easy and 'fun' test for all Lurcher owners. This competition is designed to encourage you to start training your dog to be capable of attempting a simple obedience event. If you and your dog have a go and enjoy the test, there is potential to progress to the Novice field obedience. This is not a test to trick you or show you up; just a test of manners and control that you will need when out in the field. Test 1 is an easier option than test 2.

1. HEEL WORK.

Handler to walk dog to heel on a loose lead towards a marker, walk round the marker and return to start. Put dog in a 'sit'. Dog must be attentive, under control and loosely with handler. Tight lead will be penalised.

2. RECALL.

Handler to walk dog to heel, off the lead, towards a marker. At marker, leave dog in a 'sit' and return to start. When commanded, call the dog in and put in a 'sit'.

3. DOWN STAY.

Handler to leave dog in down position, walk 6 paces away, wait 10 seconds and return to dog who should remain down and steady.

4. RETRIEVE OR 5.OVER OR UNDER OBSTACLE.

In this EASY test 1, the handler can choose to do EITHER exercise 4 OR 5.

Handler to throw a dummy out, wait, then send dog to retrieve, preferably to hand.

5. OVER OR UNDER OBSTACLE.

Handler to approach obstacle, stop and wait, then command dog to either jump OR go under. Once on the other side, the dog must remain in a position of control until the handler has walked round the obstacle to re-join the dog.

EXERCISES 1, 2 AND 3 ARE WORTH 10 POINTS EACH. 4/5 ARE WORTH 20 POINTS. TOTAL POINTS= 50

RULES;

- NO FOOD OR TOYS CAN BE USED DURING EXERCISES 1 TO 5 BUT DOGS CAN BE REWARDED AT THE END OF EACH TEST AT THE START POINT.
- ANY HARSH CORRECTION OR MAN-HANDLING OF DOGS IN THE RING WILL RESULT IN DISQUALIFICATION.
- EACH DOG AND HANDLER CAN ENTER TWICE, HIGHEST SCORE WILL BE COUNTED.
- HANDLERS CAN USE THEIR OWN RETRIEVE ARTICLE OR ONE PROVIDED.
- ANY DOG THAT HAS WON 'EASY TEST'1 CAN NO LONGER ENTER THIS BUT MUST PROGRESS TO TEST 2