



## **NL&RC OPEN OBEDIENCE COMPETITION 2013**

At the beginning of the Competition, a steward will place 2 dummies in cover for retrieval later.

### **1. THREE WAY RETRIEVE**

The dog will be left at a mark and the owner will walk forward and will throw THREE DUMMIES one left, one right, and one in the centre. Once the owner has returned to the dog, the Judge will direct the owner as to in which order the RETRIEVES should be carried out.

The Judge is looking for a clean pick up of dummies and a straightforward retrieve to hand.

Possible Points 25 (5 Points for each retrieve. 10 Points for order and manner of retrieve)

### **2. HEEL WORK, STAY AND RE-CALL**

The Handler will walk with the dog to HEEL around a number of markers. At a point directed by the Judge, the Handler will put the dog in the STAY position and continue to the next mark. The Judge will then ask the handler to CALL the dog to heel, and when told to do so by the Judge, the handler will continue to walk with the dog to HEEL around the markers and return to the Judge.

In this test the Judge is looking for good control. The dog is required to be near, but not touching, the Handler, with the dog's full attention on the handler.

Possible Points 20 (5 Points for each Walk to Heel and 5 Points each for the Stay and Re-call)

### **3. SEND BACK DOUBLE JUMP RETRIEVE & HOLD**

Two fences will be placed a distance apart, running parallel to one another. The Handler will leave the dog at a mark, then place or throw two dummies, one over each fence. The Handler will collect the dog and walk to a marker approximately 16 feet from the first fence. When told, the Handler will send the dog to RETRIEVE both dummies, one after another, not in any particular order, and jumping the fences both ways. On returning with the second dummy, the dog will be required to hold the dummy. When told to do so by the Judge, the handler will take the dummy from the dog.

In this Test points will be deducted when the dog does not jump both ways on each retrieve.

Possible Points 30 (10 Points for each Retrieve & 10 Points for Hold)

### **4. ONE MINUTE BLIND STAY**

The Handler will leave the dog in the STAY position near a marker. The Handler will then go OUT OF SIGHT of the dog. Timing will begin when the Handler is out of the dog's view. If, during the one minute, the dog changes its position e.g. 'down' to 'sit' or 'stand', points will be deducted. If the dog moves away from the marker at any time, the dog will be marked on how much time has elapsed before the dog moved. For example:- Dog moved from marker at 30 seconds lapsed – 5 points awarded.

Possible Points 15.

### **5. HIDDEN RETRIEVE**

Earlier, a Steward will have placed 2 dummies in cover. The dog and Handler will move to a marker. The Handler will remain at the marker and send the dog to FIND and RETRIEVE the first dummy. When told to do so by the Judge, the handler will send the dog to FIND and RETRIEVE the second dummy.

The dog will be marked on how efficiently it searches for the dummy; a clean pick-up and straightforward retrieve to hand. If, after two minutes have elapsed, the dog has not retrieved the dummy to hand, the Test will be over.

Possible Points 25 (15 points for Search, 5 points for each Retrieve)

## **6. SEND AWAY**

Starting at a mark as directed by the Judge, the Handler will be asked to SEND the dog to a specified mark. Once at the mark the owner will get the dog to stop and stay.

In this test the Judge is looking for good control, a straight send away and a prompt reaction to commands.

Possible Points 30

## **7. CALL OFF**

A lure will run past the dog and Handler. The dog is not to be sent to chase the lure until the lure has passed the first marker. The dog is to be stopped or called off the lure before the dog has passed a second marker. Points will be deducted if the dog does not chase the lure in a committed manner. 15 points will be awarded for the dog waiting to be sent on the lure, and a further 15 points will be awarded for the dog coming off the lure before it reaches the second marker.

Possible Points 40 (15 for restraint 10 for chase and 15 for call-off)

## **8. OVERALL CONTROL AND TEAMWORK**

Dogs are expected to be off their leads and under control throughout the entire round of Tests. The Judge is also looking for a degree of understanding and teamwork between dog and Handler.

Any dog that shows a casual awareness to commands, retrieves, etc, will be judged in the same way as a dog that performs in a clockwork manner. A dog that performs in the latter manner will not be given preference for doing so.

Points may be deducted for excessive talking to dogs during the test exercises other than when giving commands.

Possible Points 15

**TOTAL POINTS POSSIBLE OVERALL = 200**

## **THE TIE BREAK**

In the event of a TIE each Handler, in turn, will take the dog approximately 40 yards from the Judge, drop the dog at a given point and return to the Judge. The Handler will then call the dog in and drop it by a marker placed about half way. The nearest dog to the marker will be declared the winner. A coin will be tossed to decide the order of running.

### **NL&RC OPEN OBEDIENCE COMPETITION RULES 2013**

The RULES are as follows

1. This Competition is open to the type of dog known as a Lurcher. The Judge will decide what represents a Lurcher.
2. Dogs displaying aggression to any livestock e.g. ferrets, or other dogs, shall be disqualified.
3. Handlers displaying aggression, or harsh treatment of their dogs, shall be disqualified.
4. The use of food, toys or titbits is prohibited at any time in the ring.
5. Dogs will be off their leads at all times whilst in the ring.
6. Dummies used for Retrieving should be of the canvas type, with or without fur or feather. These will be provided by NL&RC but competitors may bring and use their own if they prefer.
7. The Judges decision is final.

PLEASE NOTE;

These Tests are aimed at good working practices.

All Tests are compulsory.