

RULES



1) AIMS

- a) Promote and emphasize the spirit of hunting
- b) Pay particular attention to sportsmanship, hunting ethics, and the technical aspects of the hunt
- c) Emphasise partnership between dog and hunter

2) FORMAT

- a) A draw to establish the running order of the day is done at the start of the day
- b) The hunter will present him/herself and their shotgun and cartridges to the jury before the start of their run
- c) The hunter, alone with his/her dog, gets a run of twenty (20) minutes
- d) The chief steward will, as far as possible, give each competitor a beat which allows a run without interruption. The competitor has the right to choose the ground that he/she will cover, within the stated beat
- e) Should the jury deem that there is no more useful ground before the end of the run, the time needed to transfer will not be calculated in the 20 minutes
- f) The hunter must bring a minimum of six cartridges but he/she can use only four cartridges and maximum of two cartridges loaded at any one time
- g) He/she can shoot and 'bag' a maximum of two pieces of game as detailed in section 2.j
- h) In the case that the hunter has shot a piece of game without finding it, he/she will be allowed, only once, to abandon the search to try to shoot and 'bag' the two required pieces of game, but the jury will severely mark down the loss of this wounded game. If after this first loss of wounded game the competitor wounds another piece of game, he/she cannot shoot other game before having recovered it
- i) If the hunter has shot and 'bagged' two pieces of game and still has some cartridges, he/she cannot use them, but should continue their run with a loaded gun to give the jury the possibility to evaluate his/her hunting
- j) The allowed game is anything in season and legal quarry
- k) Competitors must hold a current shotgun license and shooting sports insurance (e.g. BASC/GWCT membership insurance)

3) INTERRUPTION OF THE ROUND / ELIMINATION

- a) Should a competitor shoot unauthorized game, he/she will be eliminated. He/she will also be eliminated if he/she shoots a bird that has flown up into a tree, shoots a bird on the ground, shoots a bird that refuses to fly, or if the dog retrieves an animal that has not been shot (exception see section

- 6.a.iv)
- b)** The jury can eliminate the competitor if his/her behaviour is dangerous either to themselves and/or to others.
 - c)** In the case of a natural disaster and in the case of exceptionally bad weather, the run can be interrupted and the competition suspended as decided by the chief steward.
- 4) SCORING**
- a)** The jury has a total of 100 points at their disposal. Points will be awarded for each of three categories, observing the following procedure:
 - i)** Shooting: ability of the hunter (maximum 20 points)
 - (1) For each piece of game which is shot with only one cartridge the hunter will get 10 points, provided that the game was pointed by the dog and 'bagged'
 - (2) For each piece of game which is shot with only two cartridges the hunter will get 5 points, provided that the game was pointed by the dog and 'bagged'
 - (3) For each piece of game which is missed with one or two shots, 5 points will be deducted
 - (4) For each piece of game that has been shot (fallen dead or wounded) and that has not been put in the bag, 10 points will be deducted
 - ii)** Hunting: the jury can award a maximum of 50 points for the action of the hunter, as stated in Section 6 iii) Dog work: The jury can award a maximum of 30 points for the work of the dog, as stated in section 7
- 5) MEASURES OF JUDGEMENT**
- a)** To give a fair and equal judgement, with the emphasis on sportsmanship, the following rules must be applied:
 - i)** The competitors must finish their 20 minute run, except in the case of elimination (see section 3), so that the ability and behaviour of the competitor can be assessed. The jury can give a maximum of 50 points as set out in section 6
 - ii)** A maximum of 30 points can be assigned for the behaviour of the dog, that should be considered secondary to the hunter, as set out in section 7
 - iii)** The number of the assigned points for the pieces of shot game is the result of a numerical sum, without any other consideration, set out in section 4.a.i
 - b)** If the hunter shoots a bird that has not previously been pointed by his dog, he/she can only obtain points in the "satisfactory" bracket (see table in section 8.a), due to lack of sportsmanship. Furthermore, if the hunter puts this bird in the bag he/she cannot obtain the points for "Shooting: ability of the hunter" as set out by section 4.a.i.
 - c)** The points assigned as per 5.a.i, 5.a.ii and 5.a.iii must absolutely not be mixed; they must be distinct one from the other.
- 6) EVALUATION OF THE HUNTER**
- a)** The jury has a maximum of 50 points to assign for behaviour of the hunter during the run, as stated below:
 - i)** Accuracy and knowledge of hunting: maximum 15 points
 - (1)** the behaviour of the competitor concerning the observation of hunting rules and respect of the environment. In particular, the following rules of behaviour are to be considered:
 - (a)** The competitor must be able to estimate the distance from roads and buildings in order to safely execute a normal hunt
 - (b)** The competitor must have a sense of respect for the farmlands and property of others, taking into account how carefully the competitor tries to avoid eventual danger either for themselves or others
 - (c)** Not picking up cartridges will be considered a major fault, except if it is impossible to find them
 - (d)** The relationship between the dog and handler, and the way the hunter handles the dog will be evaluated. Any intervention in the case of their own faults or dog's faults will be evaluated.
 - ii)** Safety and ability: maximum 20 points
 - (1)** 'Safety and ability' means the hunter's observation of safety standards when carrying out his hunt so no one injured. Technical knowledge must be applied to ensure an optimal performance. In particular the following points will be carefully considered:
 - (a)** The way the shotgun is carried walking alone or close to the jury or the stewards

- (b) Constantly carrying the gun in shooting position with finger on the trigger is considered a major fault
 - (c) The way obstacles or unsure footing are tackled and how the hunter handles his/her gun, and where necessary, unloading the gun and checking the barrels
 - (d) Use of the shotgun to chase away game from the bushes is considered a fault
 - (e) Recognition is given to the hunter who quickly finds game, and if he/she conducts their run on difficult ground
 - (f) Credit is given for choosing the correct cartridges for the game hunted **iii) Sportsmanship:** maximum 15 points
- (1) Sporting conduct means the behaviour of the hunter in relation to the game and to his dog. In particular the following manners are considered:
- (a) It is scored negatively if the hunter breaks off the search for injured game to continue to shoot his two required birds, and afterwards searches for the injured game
 - (b) the behaviour towards the judges, the organisers and the other competitors is evaluated
 - (c) It is considered a major fault to shoot game that is out of range, as well as those which are heading towards the bystanders and the public
 - (d) The jury will examine the state of the retrieved bird to verify that it is not damaged by the shot
- iv) If a dog retrieves game that has been injured (either by another competitor or prior to competition) that should only be scored positively for the dog. This game must not be 'bagged' by the competitor, but given to the chief steward and this piece of game will be not calculated in the number ofw required pieces of game.
- v) The jury must pay particular attention to the technical rules e.g. cooperation between the competitor and his dog, his ability to choose the best ground to quickly find game; and keeping as quiet as possible to get in close to the game
- vi) In addition to these rules, the jury must consider the best approach to the ground the hunter chooses, the weather, the type of ground and the game that is hunted.

7) EVALUATION OF THE DOG

- a) The jury has 30 points at their disposal to assign for the behaviour of the dog during their run based on the following rules
 - i) Obedience. The relationship between the hunter and his dog, paying particular attention to the obedience, efficiency of the search, steadiness to flush and shot, marking, and the mouth. The dog should respect all game whether fur or feather, even if it hasn't pointed the game. Max 15 points
 - ii) Natural ability. The initiative of the dog and his game finding ability; the breed specific style with regards to pace and range, pointing, head carriage, and its adaption in pace in relation to game density, and its scenting. Max 15 points

8) SCORING TABLE

- a) To standardise the judging, the jury will observe the following parameters

	HUNTER max 50 points	DOG max30pt
UNSATISFACTORY	0 – 10	0 - 4
SATISFACTORY	11- 15	5 - 10
GOOD	16 – 29	11 - 15
VERY GOOD	30 – 40	16 - 25
EXCELLENT	41 – 50	26 - 30

9) OUTCOME

a) Scores will be totalled up and ranked

- i) First, Second and Third places will be awarded, on the proviso that all statements below are true
 - (1) A minimum of one piece of game is shot and 'bagged'
 - (2) The scoring of the hunter (detailed in section 6) is in the 'satisfactory', 'good', 'very good' or 'excellent' in the table in section 8
 - (3) The scoring of the dog (detailed in section 7) is in the 'satisfactory', 'good', 'very good' or 'excellent' bracket in the table in section 8

10) CUP FINAL

- a) First, Second and Third places from each competition all qualify for the Cup final.
- b) Also, the previous year's winner has a place in the Cup Final

11) CONDITIONS OF ENTRY

- a) The organisers reserve the right to refuse any entry
- b) Entries restricted to dogs of breeds in FCI Group 7 Section 1 (Continental Pointing Dogs)
- c) Competitors may enter more than one qualifying competition