

Český Fousek North America



Intermediate Hunting Dog Test

March 2024

The Intermediate Hunting Dog Test (IHDT) is based on the German Versatile Hunting Dog Association's Herbst-Zucht-Prüfung (HZP or Fall Breeding Test). It was designed and written by the Judging Committee and approved by the Board of Directors of Český Fousek North America, for testing Český Fousek and other versatile hunting dogs.

Copies may be ordered from the CFNA. Contact the club secretary for pricing and order information

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Intermediate Hunting Dog Test

Official Rules and Regulations

Hereditary characteristics that are essential for a dog to become a truly versatile hunting dog have been selected for many generations. As a breed club we want to continue to maintain these heritable traits in our dogs. In order to assess whether our breeding program is creating the desired results, we require that every puppy in our program be tested in both the Natural Ability Test (NAT) and the Intermediate Hunting Dog Test (IHDT).

The Judges' job is to evaluate each dog for the desired heritable traits and the degree to which these traits are exhibited in a "hunt like" scenario. These traits include pointing instinct, desire for game contact, cooperation, ability to discern various scents on the ground and in the air, and willingness to work in both land and water environments. These traits are the "potential" of the dog to become a satisfactory hunting dog. This "potential" can be extinguished over time if they are not nurtured, supported, developed through training, and "on the ground" experience. The IHDT tests requirements for levels of performance are less stringent than the Utility Test (UT). The IHDT is evaluating a "dog in progress" and not a finished dog, especially in the discipline of obedience.

Dogs are eligible for the IHDT from the day they reach 16 months of age until and including the day they reach 36 months of age. Dogs older than 36 months can be tested but the test will not be used in qualification for breeding. Dogs of all versatile hunting breeds are eligible.

Three Judges should officiate the test. One of them is designated Senior Judge. A Judge may not evaluate their own dog, a dog trained or bred by them, including offspring of their stud dog.

Only a single flat collar is allowed during the tests (e.g., no pinch or electronic collars).

Throughout all the tests the Judges have the prerogative of recalling any dog for a retest in any category. Usually this is done after all other dogs have been tested.

Dogs that are not under evaluation must be on a leash and should walk quietly with their handler behind the gallery so as not to interfere with the dogs that are under evaluation.

Females in season need specific approval from the Field Test Chair to be admitted. The Field Test Chair and Judges are responsible to insure that the performance of other dogs being tested will not suffer due to the presence of a female in season. Typically that female will be kept off of the testing grounds while other dogs are being evaluated and run last in the day.

Causes for exclusion or disqualification from the test, and forfeit of entry fees are:

1. Deliberately falsifying statements on entry forms or other related documents.
2. Letting a dog run loose except in designated exercise areas or when directed by the Judges.
3. Handlers leading females in season in areas not conforming to the Field Test Chair or Judges' instructions.
4. Severe punishment inflicted on a dog in a test or on the test grounds.

Exterior

All dogs will have their exterior evaluated for correct conformation, including dentition and eyes. Exterior includes both coat and conformation. Each dog will be given a score of 1 to 4 for each of those two categories, with "4" being closest to the breed standard. Handlers should prepare their dogs to be handled by Judges and train them to move at a trot while on a loose leash.

Temperament

All dogs will be evaluated for temperament and placed in one of the following categories

Shy – fearful and spooky. These dogs are skittish when approached, and do not want to be touched by strangers. They may be extremely upset by new surroundings, may bite if pushed and are untrustworthy.

Calm– demeanor is relaxed and easy going. Taking things in stride. Not easily upset or disturbed by noise, activity, new people or animals. Very easy to approach and examine. A very steady, quiet and unruffled disposition.

Lively– friendly, animated, high-energy. Very excitable when approached, but with a happy disposition. Somewhat difficult to examine only because they don't like to hold still.

Aggressive– a dog that attacks or tries to attack another dog or human. They will bite and draw blood. Very unpredictable and not to be trusted.

Aggression is NOT growling or pulling back when examined, although this should be noted on the scorecard.

Aggression is NOT growling or posturing if another dog runs up to it.

Dogs that are "difficult to handle" while under exterior examination should not be faulted unless they are shy or aggressive.

Additional notes on temperament SHOULD be made on the score cards, if the Judges deem appropriate.

Gun Shyness or Sensitivity

All dogs will be evaluated for gun reactivity. Blank shots will be discharged at two different times when the dog is actively working while away from the handler. Dogs that are deemed gun sensitive or gun shy may not qualify for a prize but may complete the test.

Gun Sensitivity is present if the dog reacts to a shot with signs of fright so that it interrupts its work rhythm, returns to the handler and regains its natural work rhythm only after a while.

Gun Shyness is present if the dog reacts to a shot with signs of fright or even panic, looks to the handler or others for protection, or runs away, making further testing difficult or impossible.

Other types of shyness, such as fear of game, should be noted on the judging card. Any such sign of mental instability that is unmistakably noticed must be recorded.

Scoring in the IHDT

The performance for each dog in the categories of search, tracking, affinity for water and judged throughout categories, will be scored as follow:

Very Good	4 points
Good	3 points
Satisfactory	2 points
Poor	1 point
Failure	0 points

A score of 4H may be awarded to a dog in any particular portion of the test. However, this is purely an honorary score for outstanding performance. All three Judges must concur and the Senior Judge should note the rationale for the award on their scorecard.

Eating, attempting to eat, attempting to bury, or mutilation of game that renders the bird unfit for the table by a dog, at any time or place during the test day will disqualify the dog from any prize classification. The dog can continue the test if the owner desires. Killing birds that remain fit for the table is NOT a disqualification.

Optional test categories

Performance in optional test categories will not influence the prize classification. Prize classification will be determined only on performance of the required disciplines.

FIELD DISCIPLINES

The field portion of the test can have multiple dogs using the same ground with the exception of the Track of Live Bird. The Track of Live Bird requires a “clean” area for each dog.

Searching (index 5)

One main reason for using a dog in hunting is the dogs’ superior mobility over that of its handler. How well the dog uses this superior mobility; how well the mobility is attuned to scenting capabilities so as to thoroughly search the traversed cover; how well this mobility is geared to the quality of nose so as not to miss any spots where game has recently been by indication of its presence, are all indicative of the quality of the search.

Judging the discipline begins when the Senior Judge tells the handler to release their dog and ends when the Senior Judge tells the handler the discipline has ended after a minimum of 30 minutes. Throughout the search the dog should show interest in finding game. The dog should adapt its pace and range to suit the conditions. Ideally the Judges should direct the handler so that the search encompasses as many terrains as practicable (e.g., field vs. woodland).

The search should be efficient, purposeful, and productive, and should give the feeling that no game has been missed. The search should be active and forward and the dog should quarter the cover, turning into the wind and crossing it to best advantage. During off wind searching the dog should go out and work in a quartering fashion back toward the handler. Style of running, great speed, or excessive range should not be rewarded in judging the search. Slow, methodical, purposeful searching should not be faulted. The dog that shows joy and enthusiasm with controlled purpose should receive the highest score. The wild running dog that repeatedly passes likely cover and is not searching with purpose should be penalized. Similarly, the dog that stays at its handler’s feet and does not actively work into cover likely to hold game should be penalized. If the dog does not have a good initial search the Judges should consider giving additional time for searching after bird contact from the pointing section.

Each dog will be tested for gun reactivity during the search. A gun of conventional gauge is discharged at two different times by a gunner on the signal from one of the Judges. The firing of the gun will be done ONLY when the dog is actively searching away from the handler, or when in pursuit of a flying bird. Blank shells must be used.

Pointing (Index 4)

The point, along with the search are the two most important aspects of a dog’s work “before the shot”. A strong point allows the handler to approach and flush the game, thus providing a cleaner and safer shot.

Scoring this aspect of the dog’s work should depend only on staunchness, convincing, intensity, and productivity. Style of pointing plays no role in scoring. The scoring begins when

the dog establishes a point and the scoring ends when the dog becomes aware of the handler or anyone in the field (e.g. judges or gallery). Allowing the handler to approach the bird should be judged under cooperation.

The dog should allow the handler to approach the game. The handler is allowed to “whoa” the dog as they approach the bird. The dog turning its head toward the handler and remaining on point shows good cooperation for the flush but is not part of judging the point. However, **steadiness to flush is not required**. Obvious flushing of the bird by the dog before the handler reaches the dog requires that the dog be penalized. The penalty may be in cooperation or obedience, never in the dog’s inherited pointing ability.

Pointing should not be equated with quality of nose or use of nose. If the bird moves and the dog leaves the point to relocate without command it should not be faulted. However, the dog that repeatedly points unproductively and must be commanded to leave the unproductive point should be faulted. Repeated unproductive points under good conditions should be considered as an indication of poor use of the nose. This use of nose should be scored under the *search* portion of the scorecard.

Retrieve of Dragged Game (Pheasant, Index 3)

A versatile dog is expected to reliably retrieve game under all hunting conditions. The game should be retrieved directly back to the handler while the dog is outside of immediate control of the handler. The drag discipline primarily demonstrates the dog’s cooperation and obedience.

Judging begins when the handler begins the dog on the track and ends when the bird is retrieved to hand.

The drag track will be laid by a Judge. A dead cold pheasant, chukar, or duck is dragged a minimum of 120 meters (approximately 165 steps). There will be one gradual (approximately 45 degrees) bend in the drag. The handler and dog are not allowed to see the course of the drag.

Before beginning the drag, the Judge removes a few soft feathers to lay at the beginning of the drag. The game is dragged by a piece of twine or light rope tied to it. If apprentices are with the judge the dead bird should be dragged behind the person in the rear of the group. The game is dragged with or across the wind, never into the wind. Long open stretches of bare ground should be avoided. The drag should end in woods, over a hill, or out of sight of the start of the drag. At the end of the track, a cold, dead bird (other than the dragged bird) will be placed openly on the ground (not covered or in a low place such as a depression). After completion of the above procedures, the Judge will pick up the bird that was dragged and carry it while continuing to walk in the direction in which the track is laid (walking as continuation of the track) and hide in such a manner that they can not be seen by the dog working the track. At the place of hiding, the Judge will place the bird used for laying the drag track in the open. If the dog tracking the dragged game comes up to and picks up the bird in front of the Judge (instead of the one at the

end of the track) there should be no interference by the Judge. The reason for using two dead birds in this test is so that if the dragged bird gets very torn up from being dragged over and through brush, the carried bird can be laid at the end of the drag.

The dog is brought up to the start, shown the start of the drag and given a command to retrieve the dead game. The handler may guide the dog along the drag for several steps (about 10 yards) to encourage the dog and to help the dog focus on the scent. The dog should find the game willingly, and independently pick up the game without hesitation and bring it to the handler enthusiastically (see Retrieve guidelines under Obedience). A dog that finds the dragged game and refuses to acknowledge and retrieve the game, cannot receive a passing score for the test. If the dog is disturbed during the working of the drag track by some unusual occurrence, circumstances, etc., it is up to the Judges to grant a repeat (new drag track). The dog that uses the drag track to quickly locate the game and makes a fast, efficient retrieve scores high. Going off of the direct footprints and moving back on to find the game quickly will receive a high score. The dog that finds the game by searching over a large area but makes the retrieve can receive a good score. In case the dog returns to the handler without having found the game and does not pick up the track and work it on its own, the handler is permitted to set the dog on the track two more times. However, repeated attempts cannot receive highest scores even though successful. A dog that found the game by searching rather than using the drag track, but fails to acknowledge and/or retrieve it will not be allowed to restart the track of the dragged game. Scores will be determined by the efficiency and completeness of the retrieve. Each dog will be given a fresh drag. The trail left by dragged game and the “dragger” is used only to give the dog directions to where the dead game is located but is not a test of the quality of the nose.

Tracking Live Game Bird (Index 3)

This tests the dog's usefulness as a tracker of crippled game. His nose, cooperation, perseverance and concentration are all brought together to track down a crippled bird. If a dog does not have an opportunity to track a bird during the search, then a live, healthy pheasant has the outermost seven primary feathers pulled from one wing. Without the dog seeing the bird, the bird is released so it can run cross wind or with the wind, never into the wind. Some soft feathers are pulled from the bird to mark the release spot. When the bird has run a distance to satisfy the judges, and is gone from sight, the dog is brought to the starting spot and shown the feathers. The handler releases the dog on the track, giving the command of choice, while at the same time calming his dog and helping it concentrate on the track. The handler may guide the dog along the track for several steps (about 10 yards) to encourage the dog and to help the dog focus on the scent. The dog should use the track with deliberate concentration. If the scent is lost, the dog should attempt to relocate the track and move forward along it. The desire to track is evident by the manner in which the young dog approaches the tracking (his attitude) and how he works the track considering the terrain, weather conditions, etc. Therefore, crossing the track but continually moving forward can result in a high score. The crucial task for the dog is to progress along the track, always carrying it forward.

If the young dog works the track willingly with self control and makes an effort to follow the track even under difficult conditions he can be given a good score. The ability to stay on the track or to relocate it and continue to work it, when lost, is evident in the manner in which the dog stays on the track and makes an effort to follow the track independently and with self confidence and reliability. If the dog is able to catch the pheasant he must make the retrieve. The dog should pick up the bird and deliver it to the handler (see Retrieve guidelines under Obedience).

Scoring of the tracking portion of this test ends when the bird is located, or when it is impossible for the dog to reach the bird, or if after a reasonable amount of time the dog is not able to locate the bird. If the dog locates the bird, but does not make the retrieve, the dog can still receive a qualifying score in tracking, and depending on circumstances the dog can still have a high score (e.g., a fence, the bird suddenly was able to fly 20-30 more yards, etc.). The retrieving portion will be considered under cooperation but NOT obedience because no command is given after the bird is located.

*Tracking Live hare or Rabbit (index 3) (Optional)

If a dog has an opportunity to work such a track the results will be recorded in the dog's record. Important is how the dog tracks: Does he work the track forward when the animal is out of sight? Does he track the animal when it is in sight? Does the dog give tongue while on the track? Is he silent on the track? Answers to these four questions must be noted on the judges scorecards. Typically the game is not caught and retrieved, however if it is caught it should be returned to the handler (see Retrieve guidelines under Obedience).

**Retrieve of Dragged Game- Fur (Index 3) (Optional)

Everything is done exactly the same as the game bird drag, except the length of the fur drag is approximately 300 meters (about 500 steps), and there will be two bends in the drag instead of one. Handlers that choose to do the fur drag must provide their own dead fur, 2 pieces of game, usually rabbit or hare (see Retrieve guidelines under Obedience).

WATER DISCIPLINES

Water Search (Index 5)

The purpose of the "Water Search" discipline is to evaluate the willingness and effectiveness of a dog for finding downed game in a water environment where it would be difficult or impossible for a hunter/handler to go. It is the next step in revealing how a young dog has built on its confidence and desire to swim as tested in NA, to actually working in a water environment in pursuit of game.

The test is similar to a hunting situation where a crippled duck has been lost, unseen by the dog, and the hunter must send his dog into the area where the bird was last seen. It provides an opportunity for a young dog to demonstrate its natural abilities in scenting, searching, and

desire for game contact, in addition to its present hunting and trained skills. The test also evaluates the dog's ability to work independently from the handler, while serving cooperatively with the handler, to bring downed game to the bag. This discipline is, in essence, a demonstration of a cooperative search in water.

Judging this discipline begins when the Senior Judge tells the handler to send his dog into the water to search for the lost duck, and ends when the dog either successfully locates the duck, or after the Senior Judge has determined the judges have seen enough to make a suitable evaluation of the dog's performance (typically 10 minutes or less is sufficient).

Set-up for this water test is all important because it is the site that provides the test structure. The ideal pond or marsh for the "Water Search" will have at least some swimming depth water along with considerable vegetation to hide the duck. The chosen pond or marsh should be of a sufficient size to allow the dog to demonstrate its desire, perseverance, and use of nose while searching the area for downed game. A pond or marsh that is small enough to allow a dog to run the entire perimeter shoreline without entering the water is not acceptable.

A live, well fed, and watered duck of dark coloration must be used. White domestic waterfowl cannot be used. The duck is rendered flightless. A few feathers are plucked from the duck and placed at the edge of the pond. The duck is then released into the water and harassed into cover out of sight from the dog and handler. Rocks may be used to assist the duck moving into cover quickly. Dragging a duck on a string by hand, boat or fishing pole to lay a track is not allowed.

The handler and dog team will be out of sight when the duck is released. Each dog will be given a fresh duck for their water search, regardless of the search outcome of previous dogs.

Once the duck is hidden, the handler and dog will be directed to stand at a designated starting point nearby, but not directly at the feather pile at the edge of the pond. The handler will carry an unloaded shotgun, but will not shoot. The handler can have their dog on a leash and the dog may be standing, sitting, or lying down next to the handler at the start position. The dog is expected to wait calmly by the handler's side. Although the dog is not required to remain steady at the start area, excessive barking, lunging, or whining may be penalized under obedience.

When the handler signals that they are ready, a gunner located several yards away from the dog/handler team will fire one shot into the air from a conventional gauge shotgun using blank shells. The blank shot must be directed away from the area that the duck is hidden, so as not to influence the direction of the dog's initial search. After the shot is fired, the handler will show the dog the feathers and entry point of the duck and will command their dog to search for the duck. After the search begins, the handler may hand the gun off to a judge if that is their preference.

The dog should enter the water willingly when commanded and begin to search for scent. The dog may locate the duck by searching, tracking, or a combination. As in the field search, the dog is expected to search likely spots that could hide a duck, persevere in its attempt to find the duck, and use available scent on air, water, and vegetation to expand their search area. If scent is

lost, the dog should begin systematic searching the pond or marsh to relocate scent and not mill about aimlessly.

The dog is not required to find the duck during the Water Search discipline, but does have to demonstrate it has desire to find game, be perseverant in its search for game, and be able to expand its search area away from the starting point to likely areas that might hold a wounded duck. It is emphasized that this is a test in searching and not a test for tracking, chasing of the duck or even finding the duck, though all of these things may occur.

If the duck is flushed into open water, it should be dispatched as soon as safely possible. If a duck is shot in front of the dog the dog must retrieve it and this can be considered fulfilling the discipline "Retrieve of Duck from Deep Water". If the dog manages to catch the duck without shooting, it should retrieve it to the handler. This retrieve would be scored under cooperation.

While the dog is working, the handler should stand quietly at the release spot and not interfere with the dog's search until time is called. If desired or needed, a handler is allowed to walk a short distance (10 yds/30 ft) in either direction along the bank from the start area to encourage their dog. This action however, may be construed as a command and could adversely affect the dog's score. Since this test is an evaluation of independent search and perseverance by the dog in water and not a blind retrieve, the handler should not give additional hand, whistle, or voice signals once the dog is commanded into the water. Hand and voice signals are to be avoided during the active search portion as they can interrupt the independent action of the dog. The handler will be advised that repeated hand, whistle, or voice signals, if given, will lower the dog's score. Rocks may be used at the Senior Judge's discretion to help a dog in its search, although such use will also lower a dog's score.

Retrieve of Duck from Deep Water (Index 3)

This is a test of the dog's usefulness in retrieving waterfowl from water of swimming depth.

The dog is expected to mark the fall of a duck and complete the task with enthusiasm. A body of water deep enough to allow much of the retrieve to be in swimming depth should be used for a valid test. No decoys are used as distractions. The handler will approach the water with the dog at their side. The dog can be leashed or on a slip lead.

A dead duck is thrown into open water, not into cover. As the duck is thrown a shot from a conventional gauge shotgun is discharged into the air using blanks. The handler releases the dog on the Judges instruction. A second shot is fired into the air when the dog is in the water part way to the bird.

The dog should pick up the bird and deliver it to the handler, to hand, with a minimum of commands. The handler should stand back from the edge of the water so that the dog must go onto land to finish the retrieve. The dog is permitted to lay the duck down before delivering only to improve the hold. A dog is not penalized for using a land route to return to the handler with the duck.

Blind Retrieve of Duck from Heavy Reeds (Index 4)

The dog and handler are out of sight and a dead duck is thrown 10 to 15 meters out into heavy plant cover. It is desirable to have water depth in the cover of wading depth so the dog can wade or lunge through the water. In the absence of water, heavy reeds along the edge of a pond or lake can be used. The handler and dog are called up and the handler is shown the area where the duck was thrown. The dog is then sent to retrieve the duck. If the dog gets far from the area of the duck, the judges may tell the handler to call his dog and wave or otherwise direct it into the correct area. Stones may be thrown in the direction of the duck. However, the more direction the dog requires to locate the duck, the lower the score. For passing score, the bird must be retrieved (see Retrieve guidelines under Obedience).

Judged Throughout

The “Judged Throughout” section of evaluation assesses the behavior, innate qualities, and “desire for game” of each dog throughout the testing day. The evaluation section comprises three parts on the scorecard: 1) within the Start/Stop of the actual discipline; 2) outside of the Start/Stop but still within a discipline; 3) observational notes that are not scored but contain information important for the Breeding Committee, not limited to but including movement in the field. Conformation is judged separately and is best assessed with the dog at a trot. Judged Throughout within and outside of the Start/Stop for each discipline is given a score of 0 to 4.

This is designed to give the breeding committee information about where a problem may exist, during or after the discipline. Judges must note and credit performances that occur at odd times throughout the day of evaluation, i.e., in addition to the regular tracking test on the live pheasant, a dog may have an opportunity during his search to track some wild game, such as a wounded bird, rabbit, hare, deer, fox, etc. During the water work a dog may have an opportunity to point a duck. All these things must be taken into account by the judges when rendering final scores. A dog that shows natural ability in tracking a wild rabbit demonstrates tracking ability. A dog that points a duck shows pointing instinct. A dog that “sight points” any game shows pointing instinct.

Nose and use of Nose (index 6)

This aspect of the dog’s quality as a hunting dog is tested during searching, tracking live game, and tracking a duck in water. The dog’s nose and how it is used is one of the most important attributes of the hunting dog. The quality and use of the nose determines to a great extent the quality and usefulness of the dog. The use of the nose is partly an estimate of the quality of the nose. How well a dog can detect scent is dependent on many features of the environment as well as the dog’s innate scenting ability. Quality can be judged in a relative sense. How well the dog uses its nose can be judged in a more absolute sense. The dog that

repeatedly overruns his nose and bumps birds with favorable wind conditions shows poor use of nose. Overrunning the nose is particularly evident in tracking the pheasant. Concentration, hard on the track, demonstrates good use of nose as does careful working of the duck track on the water. The distance at which the dog acknowledges, not points, the scent of a bird in the field and the accuracy of locating the bird demonstrates quality of the nose. The dog that acknowledges spots where game has been and moves quickly on without undue sniffing at the spot shows a good nose. The final score is a composite score arrived at by combining nose and use of the nose demonstrated in search and in the tracking on land and water. Judgment of the nose often comes from results produced by the dog. A dog that bumps a bird one time during the test should not be faulted. Every good dog has bumped birds. However, if a dog continually bumps birds with good wind it is probably an indication of a deficient nose or a very uncooperative, difficult-to-train dog. The important point is that one case of a bumped bird should never be accepted as negative. Decisive for the evaluation of the nose, is the field work. However, water work and tracking are also taken into consideration.

Desire (Index 4)

At all times during all tasks, the dog should show eagerness and enthusiasm for his work. This is well demonstrated on the tracking tests. The dog that perseveres on the track of the duck through tough cover shows a good attitude toward work. The dog should not be deterred by heavy brush, briars, or tough ground cover. Retrieves should be joyful, intense, and with purpose. Wild running should not be confused with a good attitude toward work or with purposeful hunting. Wide ranging speed without purpose is not hunting and does not add to the dog's score in attitude toward work. Similarly, a dog that stays close to his handler's feet instead of seeking out likely cover to hold game does not exhibit a good attitude toward work. Running without purpose may detract from the score. The dog should be hunting throughout the tests and show a distinct and intense desire for making game contact. Any dog that turns away from game should be severely penalized.

Cooperation (Index 3)

This can be best described as teamwork between the dog and his handler. Cooperation shows in the easy handling of the dog and in the manner of cooperation between handler and dog, as well as showing an obvious will to please his handler. The dog should always be aware of his handler's location without showing over dependence. Deliberate flushing of game when the handler approaches, refusal to bring game to the handler on retrieves without strong or forceful commands to do so all show lack of cooperation. Good cooperation is demonstrated by the dog that maintains good contact with the handler and is always aware of the handler's change in direction. A clearly demonstrated but unspoken communication between handler and dog indicates good cooperation. Cooperation is the most difficult of all things to evaluate in versatile dogs. The following quotes should aid judges in scoring cooperation. From Ed Bailey's Hello, Wired Dog-Goodbye, Cooperation, June/July 1993 Gun Dog: "Obedience is a trained

characteristic which can be instilled in any dog. Cooperation, however, is a genetically transmitted quality or potential for the quality of developing total rapport with the handler...A cooperative dog will be reading you and responding to your thought at about the same time you start thinking it...The cooperative dog modifies its search to maximize production of game for the hunter; it retrieves everything it finds, whether told to or not...The cooperative dog will hold point until you get there...The most cooperative dogs will require only exposure to the situation. They do it because they work for you; they like the job and do everything to keep it.”

Obedience (Index 3)

The dog should obey commands at any distance. Quick compliance to commands shows good obedience to learned commands. Obedience should not be confused with cooperation. Obedience is following commands the dog has learned. Cooperation is expressed by teamwork without the need for commands. The obedient dog takes direction from the handler whether the direction is given by voice, whistle, or hand signals. Disobedient dogs ignore commands, will not handle easily and deliberately disregard the desire of their handlers. The dog that refuses to be calmed or to concentrate on the track but runs away, or tries to run away from the handler, even to search for a bird, shows disobedience and should be scored low.

The obedience of the dog in the presence of game is NOT evaluated in this test. The obedience is evaluated during the search work by how the dog responds to voice, hand signal, and whistle. This is demonstrated by how soon and freely the dog responds.

The dog must also show it is calm and under control in the midst of other dogs and handlers. This demonstrates expected performance in a hunting situation. During all the retrieving portions of the IHDT, obedience can easily be evaluated. The compliance with any command will afford opportunities for assessing the trainability and dependability of the dog.

Judging guidelines for retrieves: The Judges must remember this is a test for intermediate dogs and not finished hunting dogs. A single verbal retrieve command is given when the dog is sent out for the highest score, however multiple commands do not reduce the obedience score by one point per command given. Fur or feathered game should be returned to the handler without being dropped except to improve the dog's hold of the game. Upon pickup of the game the dog can be encouraged with clapping and/or “good dog” at least half way back to the handler. When the dog approaches the handler a small signal can be given to the dog to direct it to the handler's side or front. The dog should sit or stand quietly by the handler and give up the game upon command.

INSTRUCTIONS AND INFORMATION FOR RELEASING AND STARTING A DOG ON A TRACKING TEST:

When a live pheasant rendered flightless by removing the first seven primary feathers from one side of the bird is released, a Judge will pull just a few soft feathers from the chest area. The feathers will be left on the release spot. The bird is not rubbed on the ground before the release, for this would cause an unnatural hot spot. When the handler is called to bring their dog up to the release spot, they should stop approximately 10 feet before getting to the judge, who is standing beside the release spot. Undo the leash from the collar. Put the leash around the dog's neck as a means of holding him and keeping him under your control. About this time the Judge will tell you the general direction the bird took. Continue walking to the release spot. When you reach it, take a hold of your dog's collar with your one hand, drop the leash, and bend over, pointing to the ground with your other hand. This movement will immediately lower the dog's head, enabling him to find the beginning of the track. It is important to keep a dog calm during this exercise, but at this time, as your finger points toward the track, it's a good idea to give the dog a familiar command such as "fetch," or "dead bird," or just "get 'em" whatever your dog is used to hearing from you in a hunting situation when the two of you are trying to locate a wounded bird. Release the dog as soon as it has focused on the track. The dog is almost always better at finding the beginning of the track than you are, and if you hang on to the dog, you will hamper his natural ability to locate the track. So release him and stand quietly, facing forward in the general direction of the track. Do not give any more commands unless the judge instructs you to do so.

The test results are entered into the dog's official record. If the dog has, or is eligible to have, a certified pedigree from the C.F.N.A. The test results are entered on the pedigree and signed by the Senior Judge.

Scoring the Intermediate Hunting Dog Test

Minimum Number of Points Required for:

Test	Index	Prize I	Prize II	Prize III
<u>Field Portion</u>				
Searching	(5)	4	3	2
Pointing	(4)	3	3	2
Tracking Live Game Bird	(3)	4	3	2
Retrieve of Dragged Game Bird	(3)	3	2	2
Retrieve of Dragged Fur***	(3)	3	2	2
Track of Live Fur**	(3)	3	2	2
<u>Water Portion</u>				
Search for the Duck	(5)	3	3	2
Retrieve from Deep Water	(3)	3	2	2
Blind Retrieve	(4)	3	2	2
<u>Judged Throughout</u>				
Nose and Use of Nose	(6)	4	3	3
Attitude Toward Work	(4)	3	2	2
Cooperation	(3)	3	2	2
Obedience	(3)	3	3	2

* Test is optional