



THE GUNDOG CLUB

GRADE THREE RETRIEVER

Obedience

- **HEEL:** The handler will heel the dog, off-lead, past an assistant and will remain at heel whilst the assistant rolls a ball or dummy across the path of the dog and handler (10-15 yards from the dog). The handler and dog will heel past dummies lying on the ground. The assessor will need to see the dog complete neat left and right turns and at least two 180 degree about turns, without losing heel position at any time. For max points, the dog must maintain excellent heel position throughout the turns and distractions. (20 points)
- **SIT STAY:** The dog will sit-stay whilst the handler moves away from the dog. The sit-stay lasts 4 minutes, during which time the dog will be tested as follows:
 - Steadiness to fall: An assistant will throw 2 dummies within 10 yards of the seated dog. The handler must be at least 20 yards from the dog at this time.
 - Handler out of sight: The handler must be out of sight for at least 10 seconds during the course of the stay.
 - Handler distance: The handler must walk 50 yards from the dog at some point during the stay. The dog should be able to see the handler clearly.

The order in which these distractions are presented is at the discretion of the assessor. (20 points)

Additional info:

5 points are allocated to each distraction. If the dog breaks a stay during a distraction, 0 points are scored for that distraction. The dog may be reseated and tested on the remaining distractions.

5 extra points are available for all dogs that complete the full 4 min stay.

There is no point in restarting the timer after reseating the dog.

Breaking the stay is defined as the dog's hindquarters leaving the point of stay. The dog may turn his head to watch the handler. For maximum points, he should remain otherwise motionless throughout.

- **STOP:** The dog must stop quickly to whistle whilst hunting in the area of fall: An assistant will throw a mark at 25 yards from the dog, at heel. The handler will turn the dog and walk away whilst the assistant removes the dummy. The assessor will ask the

handler to send the dog to the area of fall, and to stop him there by whistle whilst he is hunting for the now missing dummy. (20 points)

- RECALL: There are two recalls.
 - After the stay (50 yards)
 - After the stop (25 yards)

The dog should return directly to the handler and return to heel position without delay. (20 points - 10 points per recall)

TOTAL POINTS FOR OBEDIENCE - 80

Minimum points required to pass this section 48 (60%)

Retrieving

Dummies will be hand-thrown and accompanied by a single shot from a starting pistol. Cover will be deep enough to conceal the dummy and free from harsh or prickly vegetation.

- SEEN RETRIEVES (*marking; memory; nose; persistence*)
 - Two single retrieves on land at 70-80 yards. To land in cover, concealed from view as defined above, and run along a guideline such as a hedge, fence or path.
 - A simple water mark at up to 50 yards.

The dog will be scored for accurate marking and lining, effective persistent hunting, holding the area of fall, style/speed and delivery.

- BLIND RETRIEVES (*directional control on blind retrieves*)
 - BACK - single blind retrieve at 30 yards.
 - LEFT or RIGHT - single retrieve at 20 yards.

The handler is to give directions from a distance of 10 yards from the dog. Blinds will be set up using visual guidelines such as a fence or barrier.

TOTAL POINTS FOR RETRIEVES - 100 (20 points per retrieve)

Minimum required to pass this section - 60 (60%)

TOTAL MAX FOR TEST - 180

Dogs must achieve a minimum of 60% in each section and 126 (70%) overall in order to pass the test.

PASS 70% (126)

MERIT 80% (144)

DISTINCTION 90% (162)

Borderline dogs that fail, may be permitted a second attempt at the assessor's discretion.

Eliminating faults: Aggressive behaviour; physical punishment of the dog; excessive noise from the dog.