

Competitive Canine Association, LLC

Upland Series

Rev 06-22-09

Classes

Puppy, Hunter, & Pro

- Competition for one handler, one dog, and if desired a gunner.
- Flushing and Pointing breed divisions for each
- Limited to 8 shells per run
- 15 minute event
- 3 bird set
- Pro divisions have additional obedience opportunities to stop the clock

Puppy: Any dog under the age of two years on the date of the first event of the season. Documentation will be required to verify dog's age at registration for each event or the dog will be required to compete in the Hunter or Pro division.

Note: The class in which the dog is entered in will be determined by the dog's age, ability, and/or confidence level of the handler. An individual dog can compete in either the Hunter or Pro class at any one qualifying event but not both classes. If the dog competes at multiple qualifying events, and qualifies in two different divisions, the handler will have to decide which class the dog will compete in at the next level of competition.

Note: Puppies can compete in the puppy class along with either the Hunter or Pro class if the handler feels they are capable. Puppies can also compete in the Puppy class along with the Hunter or Pro class at the series championship.

Note: Any Hunter class dog that places first at a state or higher level event will not be allowed to run in the Hunter class again.

Note: The use of a gunner is for shooting purposes only and this person must do all the shooting. The gunner and handler are allowed to communicate but the gunner is not allowed to handle or assist the dog in any way. The gunner is required to stay in the same general area as the handler during the competition and any deviation from these standards will result in immediate disqualification.

General Scoring

- **Find (Flushing classes)** - Pass / Fail
- **Point (Pointing classes)** - Pass / Fail
- **Retrieve-** Pass / Fail
- **Time- (Tiebreaker)** - Time will be kept and used for tie-breaking purposes for any dog that has all passing scores. The maximum allowable Course Clock time will be 15 minutes for any division.

Awards

- All dogs that achieve a passing score will be awarded an Event Ribbon.
- All dogs that ribbon will be in the running for trophies as determined by the tie-breaker formula. Trophies will be awarded to the top three dogs in each division.

Disclaimer

It is the goal of the Upland Series to develop a set of rules that gives the handler and dog a guideline by which to conduct themselves during the competition. It is also realized that situations can arise that may not have been covered in the rules and in these situations a ruling will be made by the hosting event official. In these cases the event official will make the decision to the best of their ability in a common sense manner with quality dog work as a governing factor in the decision. Continuous improvement is the goal of the Upland Series and any situations encountered during a competition will be evaluated for permanent recognition in the Upland Series rules.

Spectators

Spectators are welcome and encouraged to ask questions of event officials and inactive competitors to gain knowledge of the Upland Series. There will be no communication of any type between the spectators and active competitors prior to or during a run. Spectators are also encouraged not to pet and/or engage with any dogs in any way.

Safety Guidelines

All competitors are required to wear blaze orange and practice safe firearms handling before, during, and after their competitive runs. Firearms should be unloaded with actions open prior to entering a course and returned to a similar state when the run is completed. Should a competitor be operating in an unsafe manner with their firearm the judge will issue a warning to correct the behavior. Should the behavior not be corrected, the run will be disqualified.

General Competition Information

Set: The set shall include three birds, two randomly set fairway birds and one bird set within a 30' radius of the course ending set area flag. The two randomly set fairway birds will be placed within 100' on either side of the theoretical "line" created between the starting circle and the third set area flag. (See sample course map)

Sequence:

- The handler, dog, and if desired gunner, report to the course.
- The handler/gunner and dog must enter the blind.
- The course will be set.
- The judge, scorekeeper, handler, dog, and gunner if used, proceed to the starting circle.
- The play and course clocks will start, under mutual agreement of the group, once the handler and dog are in the starting circle and the dog is released.
- The dog is then allowed to advance onto the fairway to find and harvest the birds.
- Once the third bird is harvested /retrieved then the clock is stopped in Puppy and Hunter divisions (Pro dogs must pass through the finish line gate). The clock cannot stop until all three birds are under physical control of the handler (bagged).
- The dog is leashed.
- The birds are counted/confirmed by the group.
- The score sheet is reviewed by the judge, scorekeeper and handler, signed, and the course is exited.

Time- (Tiebreaker) - Times will be kept in the form of a "Play Clock" and a "Course Clock" and will be used for tie-breaking purposes respectively for any dogs that have all passing scores. The maximum allowable Course Clock time will be 15 minutes.

- **Play Clock**- Represents the time in which the dog is actively hunting and/or moving less any penalties.
- **Course Clock**- Represents the time in which the dog/group is on the course.

General Scoring

Running: Running with firearms will not be allowed at any time. Running will result in a 15 second addition to the play clock, per offense, to deter such actions.

Find: (Flushing Divisions Only) Pass / Fail

- A produced bird, where in the judges' opinion the dog's action was the primary reason for the bird being found.
- Each harvested bird must be found by the dog.

Point: (Pointing Divisions Only) Pass / Fail

- **Definition:** The stationary posture of a dog in which there must be at least one stationary foot during the 10 second count.
- The point will be evaluated once the handler has indicated to the judge that the dog is indeed "on" point.
- A point must be viewed by the judge to a count of ten consecutive seconds to be considered a passing point. If the dog "breaks point" prior to the count of ten seconds then the point must be reestablished for ten consecutive seconds in order for it to be scored as a PASS.
- Once the dog has satisfied the ten second point requirement, there will be a judge initiated automatic play clock time out called. The clock will remain stopped until the dog is released or breaks. The judge will signal that the clock is stopped by raising their arm into the air so it can be easily seen by the handler (The judge must not use any words as this could prompt the dog to break).
- A point must be initiated by the dog, not the handler, and only reinforced by the handler.
- If a gunner is used then they are allowed to position themselves anywhere to make the shot.
- The handler is required to flush a pointed bird. But, if the gunner accidentally flushes the bird trying to position themselves for the shot, while the handler is actively attempting to flush a pointed bird, it will be considered legal.
- The judge must feel that the bird produced was the same bird that the dog pointed.
- Only proven birds may be awarded a passing point.
- Each harvested bird must be pointed by the dog.

Bird Flushes During 10 Second Point Requirement- If the bird takes flight while the dog is attempting to satisfy the ten second point requirement, and the dog remains steady to wing and shot for the ten consecutive seconds, then the point will be scored a PASS. Once the ten second point requirement is finished the clock will be stopped. The dog can now be released to make the retrieve, if the bird was harvested, and the clock will be restarted upon the dog's movement.

Bird Flushes Wild- If the bird takes flight, prior to the dog establishing point; the dog still has an opportunity for a passing point score. The dog must initiate a "Point to Flush" which will be handled by the judge in the same manner as a normally pointed stationary bird. In this case the bird can be harvested at the flush and the dog can be released, once the ten second point requirement is satisfied, to make the retrieve if the bird was harvested. The dog will have one opportunity to satisfy the ten second point to flush, if the dog breaks early then the opportunity is lost for a passing point. The clock will be restarted upon the dog's movement.

Trap:

Pointing Division Definition: A dog physically touching a bird prior to a harvesting intended shot.

Flushing Division Definition: A dog having physical control of a bird prior to a harvesting intended shot.

- Once a trap is declared, the handler must remain in a fixed position to have the potential for a passing retrieve. The judge will notify the handler when a trap has been called and also when the retrieve is successful.
- A bird may not be trapped by a handler. Handlers cannot injure birds in any way prior to a trap or the bird taking flight. The intentional injuring of a bird will result in loss of a passing point or find. A handler may catch the bird and assist it to fly by throwing it with an upward motion into the air so a shot can be taken.
- There will be an addition to the play clock for any dog that traps a bird. This will vary by division as follows.
 - Flushing division - 10 seconds
 - Pointing division - 60 seconds

Note: In the case of a bird that absolutely will not take flight, in which the handler cannot catch the bird for an upward toss in a pointing division, the judge will allow the handler to release the dog's point and allow for a

retrieve. In this case a trap penalty will not be assessed but the shell will be deducted. If the bird then takes flight it will then be handled as a naturally flushed bird.

Automatic Play Clock Time-outs:

- **Flushing Divisions:** If a dog is trained to stop its motion once the bird is encountered, i.e. sit-to-scent, point, sit-to-flush, etc., there will be a judge initiated time-out called (The judge will ask if the dog has such abilities prior to the start of the run to be prepared to stop the play clock if the dog performs said actions). These actions must be initiated by the dog, not the handler, and only reinforced by the handler. The automatic time out will start once the handler notifies the judge of, and the judge observes, the dog's action. The judge will signify that the clock is stopped by raising their arm into the air so it can be easily seen by the handler (no words will be used by the judge). The play clock will stop until the dog is released or breaks said action (moves all four feet). There will be only **ONE** opportunity for an automatic time-out per bird. If the dog is trained to sit-to-scent or point then the handler can immediately flush the bird once the automatic time out is called by the judge. If the dog remains stationary and the handler cannot locate the bird then the handler can request the ability to relocate the dog. The judge will grant the request but once the dog is released the clock will be started again. If, in the judge's opinion, the dog continues to work the same bird and becomes stationary again the judge will stop the clock immediately until the dog moves.
 - Point- See pointing definition
 - Sit-to-scent- An action in which the dog sits once it has encountered bird scent ("sitting point").
 - Sit-to-flush- A dog that sits, by command or automatically, once a bird has taken flight.
- **Pointing Divisions:** In all pointing divisions, once the dog has satisfied the ten second point requirement, there will be a judge initiated play clock time out called. The judge will signify that the clock is stopped by raising their arm into the air so it can be easily seen by the handler (no words will be used by the judge). The clock will remain stopped until the dog is released or breaks (moves all four feet). There will be one opportunity for an automatic time-out per bird. If the dog remains on point and the handler cannot locate the bird then the handler can request the ability to relocate the dog. The judge will grant the request but once the dog is released the clock will be started again. If, in the judge's opinion, the dog continues to work the same bird previously pointed and reestablishes the point then the judge will stop the clock immediately.

Shots: 8 allowed per run (no point value)

- If a gunner is used then this person is the only one allowed to use the firearm to harvest a bird.
- Handlers/gunners may use all gauges of shotguns 12 gauge or smaller, but with no shells larger than 2 3/4".
- If a bird is shot by an illegal shell then the dog will be disqualified by the judge.
- If the handler/gunner uses all eight shells then the run is considered completed. Time will be considered used up but the handler/gunner will be expected to continue with the run until time is actually used up or the third bird is produced/harvested.
- All trapped birds will be deducted one shell as if the bird was harvested with that single shot.

Called Safety:

- The individual shooting may request a safety when they feel that there is the probability of harm to a building, vehicle, gallery, or judge when harvesting a bird (**The judge must immediately respond**) but there are no safeties for handlers or gunners. When a safety is granted, a pass will be awarded for the retrieve and a shell will be deducted.
- A safety can be called on a dog in Puppy and Hunter divisions but not in Pro divisions.
- There will be a 10 second addition made to the play clock when a safety is granted if the safety occurs with the first two birds. This deduction is intended to make up for the time not utilized to retrieve a downed bird.
- If a safety is called on the last bird in Puppy and Hunter classes then the clock will not stop until the dog is under physical control of the handler. The handler must remain stationary once the safety is granted and the dog must come to the handler to stop the clocks.
- If a safety is called on the last bird in Pro classes then the clock will not stop until the handler and dog cross the finish line. The handler can temporarily stop the dog to stop the clock, if optional time-outs remain, once the safety is called. Then the clock will be started during the time that the dog is advancing to cross the finish line.
- If a shot is fired after the safety is called, the safety is off. The judge's ruling is the overriding call and therefore precedence is held.

- If a safety bird lands back on the course, the competitor cannot go directly to the bird and rework it as a new bird. If the dog continues to hunt the course thoroughly and in the process a bird is found in the same general area that the safety bird landed then it can be counted as a new bird. The judge should be consulted by the handler in this situation so the handler does not waste time on a bird that cannot count for the run.

Retrieve: Pass / Fail

- A passing retrieve will be granted when a dog picks up the bird and brings it to the handler. The handler cannot move from the point where they were when the shot was taken if he/she wishes to be awarded retrieve points (Exception: A bird trapped or harvested closer than 10 feet from the handler).
- The bird must be brought to within one step in Puppy and Hunter divisions in order for the retrieve to be given a pass.
- The bird must go directly from mouth to hand (cannot touch the ground) in Pro divisions in order for retrieve to be given a pass. If the dog drops the bird it can still earn retrieve points provided the dog picks up the bird again and it then goes into the handlers hand without touching the ground.
- The handler may use an electric training collar during the retrieve. Leads or other physical means will not be allowed.
- These rules also apply to trapped birds in which the handler must also remain stationary once the dog has made contact with the bird.
- If a dog traps, or a bird is harvested, and the dog encounters the bird closer than 10 feet from the handler, then the handler must force the dog to retrieve at least 10 feet for it to be scored a PASS (The judge will assist the handler during this situation).
- In the case of a missed / partially hit bird, the handler can advance immediately to where the bird flew but, if the bird is unable to take flight for a second shot then retrieve points will not be granted. In this case a trap deduction would not be applicable. (Justification: If the bird was wounded to the point it could not again take flight then it should have been marked and retrieved from the point where the initial shot was taken).

Time: Tie Breaker used for any dogs that have all passing scores

- Clocks will start under mutual agreement of the judge, scorekeeper and handler at the starting circle.
- Clocks will be stopped when the third bird is under physical control of the handler. (Exceptions: see run completion)
- When a handler and/or judge agree that there is serious confusion regarding rules interpretation then both clocks will be stopped. During this time the dog must be on lead (the clock will not stop until it is). The only items discussed must be controversial issues, and time resumes immediately following the discussion.

Run Completion: The run is complete when;

- The clocks are stopped because the third bird is under physical control of the handler in Puppy or Hunter divisions.
- The dog is under physical control of the handler after a safety is called on the last bird in Puppy and Hunter divisions.
- The finish line gate is passed through by the handler and dog after three birds are harvested in Pro divisions.
- The field clock has expired.
- **Note:** Following all competitions, the dog should be brought to lead and the group should promptly leave the course after counting the birds.
- **Note:** Judges MUST count birds while still on the course to determine that the competition is complete. If the proper number of birds is not proven to be harvested, time will immediately resume and continue until either the final bird is harvested or the field clock runs out of time.

Pro Division Specific Rules and Information

Obedience Opportunities:

Heal: There must be a show of obedience by the dog, prior to the dog and handler/gunner entering the course, to avoid a time penalty. This objective must be fulfilled by commands only and no direct physical contact. The dog must stay at heal for 5 consecutive seconds in the starting circle, while the play and course clocks are running, to gain access to the course. If the dog is unable to fulfill this obedience objective then that run will be assessed a time

penalty of 30 seconds to the play clock. **Heal Definition:** A dog that does not step over the "line", which creates the starting circle, during the five second requirement. Any dog that does not step over the "line" prior to the count of five seconds will not be assessed a time penalty. The count will be conducted by the judge and once it is met the judge will raise their hand indicating success of the objective. Once the requirement is attempted then the dog and handler/gunner can proceed onto the course.

Controlled Break- If a dog breaks the obedience circle, prior to the five second requirement being met, the handler can command the dog to return to the obedience circle and reattempt the requirement. If the dog returns to the obedience circle and satisfies the requirement, while the clock is running, the thirty second penalty will not be assessed.

Called Play Clock Time-outs: ** (OPTIONAL) ******

- The handler can direct the dog to stop the play clock by giving the dog a command to sit or whoa (number is limited by division). When the dog is stationary the handler can then call for a time-out. The play clock will stop but the course clock will continue to run during the time-out. The play clock will remain stopped until the dog moves their body to a point where all four feet have moved thus breaking the command. The number of time-outs allowed per division are as follows:
 - Pro Flusher division - 3
 - Pro Pointer division - 1
- The dog must be in bounds before a time out can be used.
- The handler and gunner are allowed to move during a called time-out. The justification for this is that the dog's obedience gives the handler the ability to move at their own pace while the dog has the clock shut off.
- The play clock time will become the first tiebreaker and the overall course clock will become the second tiebreaker.

Note: The maximum course clock time allowed will be 15 minutes per run.

Finish Line Gate: (Pro classes only) The dog and handler **MUST** pass through the finish line gate, with no physical contact between human and dog, to stop the clock after the three birds have been harvested.

General Rules

Ground swatting: Ground swatting is not allowed and will result in immediate disqualification. A bird that is harvested out of a tree is not considered ground swatting.

Courses: Courses will consist of a starting circle, fairway, designated third bird set area, finish line gate (Pro divisions) and a field boundary.

- **Starting Circle-** A 5' diameter circle, located at the beginning of the course, where the clocks are started and the dog is released.
- **Fairway-** The area, between the starting circle and the back flagged set area, where the randomly set birds are placed.
- **Third Bird Set Area-** The third bird set area will be designated by an easily visible flag located at the end of the course.
- **Finish Line Gate-** Two posts, placed three feet apart, which will be used to stop the clock in Pro divisions.

Note: Courses may be altered after each day of multiple day events provided the general layout and distances involved stay the same. The goal is to be able to move the third bird set area to fresh cover but not create an unfair advantage for either day's participants.

Field Boundary- The course boundary is a marked/designated line around the course that creates the line between the in and out of bounds. It is recommended that the event organizer set field boundaries large enough to create an adequate buffer area around the course set area.

- Course boundaries will be created by event officials to create a safe hunting area. Reasons for this include protection of club neighbor property, buildings, or other competition areas. For these reasons no handler or dog is allowed to hunt out of bounds. A handler or dog may enter the out of bounds to retrieve a downed

bird but only with the judge's permission. The judge will grant permission provided it does not interfere with an adjoining course's competition.

- If a pointing dog inadvertently goes on point out of bounds, permission to retrieve the dog needs to be given by the judge. The handler can then physically retrieve the dog back in bounds while the clocks are running.
- Under no circumstances will a bird be allowed to be harvested out of bounds.

Dogs Entering Another Course: When a dog leaves its designated course and moves into another active competitive course, it is the responsibility of the handler with his voice, whistle, or training collar to regain control of the dog. If the dog flushes a bird in another competitor's course, no points will be awarded to the dog that lost control and the clock will continue running. The invaded course's judge shall take an independent dog / dogs on the course and attempt to harvest the remaining birds originally set for their run. The course will then be reset for that competitor. If the handler of the out of control dog cannot gain control of the dog, they can physically go into the course, only with permission of the judge in the invaded course, and lead or carry the dog out of the course (under no circumstances may a shot be taken in this situation).

Birds Entering the Course: When a bird enters the course, it may be found, harvested, and retrieved as if that bird were set for that competitive run. In the event that a staff error creates an unfair advantage on the course, an official ruling may require removal of birds from the course (ex. a bird crate overturns and a bird escapes onto the course thus creating an unfair advantage). The judge shall take independent dog/dogs onto the course and clear it of all birds and then have it reset for the next run.

Non Bird: Passing scores will be awarded for the species of that particular event only. If another bird species is accidentally shot, the shell will count and be deducted, but no finds or retrieves will be awarded. If a fur-bearing animal (i.e.: skunk or raccoon) is engaged by the dog, with the permission of the judge and if legal with the state, a handler / gunner may dispatch the fur-bearer from the course and the clock will continue to run. No shell will be charged. There will be no re-runs for a natural type of interference.

Firearm Malfunctions: If a gun malfunction occurs, one that makes the firearm inoperable, a handler/gunner will be allowed to leave the course and return with another gun of legal gauge while the clock is running.

Training Aids: Bells, beeper collars, and e-collars are permissible but any other devices are not. The handler is not allowed to use the e-collar in anyway deemed abusive by the judge. Should a competitor do so the judge will issue a warning to correct the behavior. Should the behavior not be corrected, the run will be disqualified.

Injured Dog: If a dog is injured and unable to continue in its run prior to producing the birds set for that run, then the judge shall take independent dog/dogs onto the course and clear it of all birds and then have it reset for the next run.

Injured Handler / Gunner: When a handler / gunner is injured on the course, it is the option of the handler to continue unless the judge determines that time must stop and all focus must be on the injured competitor. If this happens the run will be considered suspended and handled as if there were an injured dog. (See injured dog)

Sportsmanship: All competitors are required to adhere to the rules of good sportsmanship. Intimidation motives or abusive behavior towards any event staff members (stockers, judges, scorekeepers etc.) will not be tolerated. Competitors who do not comply with this requirement will receive a warning, which will be communicated to the managing event official. Only one warning will be permitted per competitor. Upon a second offense, the competitor will suffer a **complete event disqualification** of all performed runs. Individuals that receive an event disqualification are not entitled to reimbursement of their entry fees, and reruns are not permitted. In addition, scores will not be posted and prizes will not be awarded for the entire event. The competitor will then no longer be permitted to compete for the duration of that particular event.

Run Disqualification:

- When a handler receives a run disqualification the judge should encourage them to harvest the birds set. Should the team not continue to hunt, the judge shall take an independent dog / dogs on the course and attempt to harvest the birds originally set. The course will then be set for the next run.

- Handlers / gunners who receive a run disqualification are not entitled to reimbursement of their entry fees, and reruns are not permitted. In addition, scores will not be posted and prizes will not be awarded for that run.
- A run disqualification will be assessed for any of the following reasons:
 - Violating the no-trespass rule.
 - Continually disregarding judge warnings concerning competition rules.
 - Being under the influence of alcohol or illegal drugs.
 - Getting assistance, other than shooting, from the gunner.
 - The use of an illegal shell.
 - The unsafe use of a firearm.
 - Ground swatting a bird.
 - Leaving bird parts in the field.
 - Misuse / abuse of an e-collar

Ties: In the event that there is a tie on the scoreboard (all dogs that have all passing scores) at the end of the event the tie will be broken by the following criteria:

- Lowest play clock time
- Lowest course clock time
- If a tie still exists on the scoreboard at the end of the event another trophy will be purchased by the sponsoring club and any monetary winnings will be split between the two dogs. If the runs that are tied end up being the last position for advancement to the next level of competition in the series then both dogs will proceed to the next competitive level.

Pre-Run Guidelines

Event Scheduling:

- Flushing breed divisions will run either Saturday or Sunday
- Pointing breed divisions will run the opposite day as the Flushing breed divisions.

Run Scheduling: No back-to-back runs will be allowed by any dog or handler on any course with the exception of an approved dog in heat entry. There must be a minimum of one time slot between runs to satisfy this condition. Each handler will be allowed either one first or last run of the day per event per course during qualifying events. At conference or higher events, run selection will be given to the highest qualifiers in each division. The maximum number of entries by a single dog in any one class is three.

Number of runs: The number of runs the dog is going to participate in must be determined prior to the start of the competition (max. of three per class). If, after the event is started, a competitor pulls a run for any reason other than serious injury or family emergency no refund will be given.

Dog in Heat: The event organizer may accept dog in heat entries provided they are placed at the end of the event so as not to affect other dogs in the competition. In this case an individual dog would be allowed back-to-back runs on the last day of the competition provided an honest effort was given during the first run thus not providing a bird loaded course for the second run.

Stocking:

- Stocking shall include three birds for all divisions.
- Fairway birds will be set within 100' on either side of the theoretical "line" created between the starting circle and the third bird set area flag.
- One bird shall be placed randomly within 30' of the designated last bird set area flag on the course.
- When placing/setting birds, if the bird flies off the field once it is set then it should be replaced as long as the setter is still on the course. If the bird flies once the setter has left the course then it will be considered bad luck.
- If a bird flies onto the course while stockers are stocking, three (3) birds are still set and it is considered good luck.

- If, while setting the course, the stockers flush a bird that was not part of that particular set then that bird will not be replaced.
- Stocking will be done in a “hard set” format to gain as much consistency with regard to the set as possible.
- Every effort will be made by the hosting facility to keep the same bird setter / setters on the course for the entire event.

Fairway Birds Placement-

- Fairway birds should be set in a way that is random and unknown to the competitors.
- The effect of bird placement on the run should be minimal due to the fact that the fairway width can be easily covered by an actively hunting dog and also narrow enough to be within gun range from the center to either side of the fairway.
- The first bird should be placed approximately 100’ from the starting circle to create a “gate bird” scenario.

Birds:

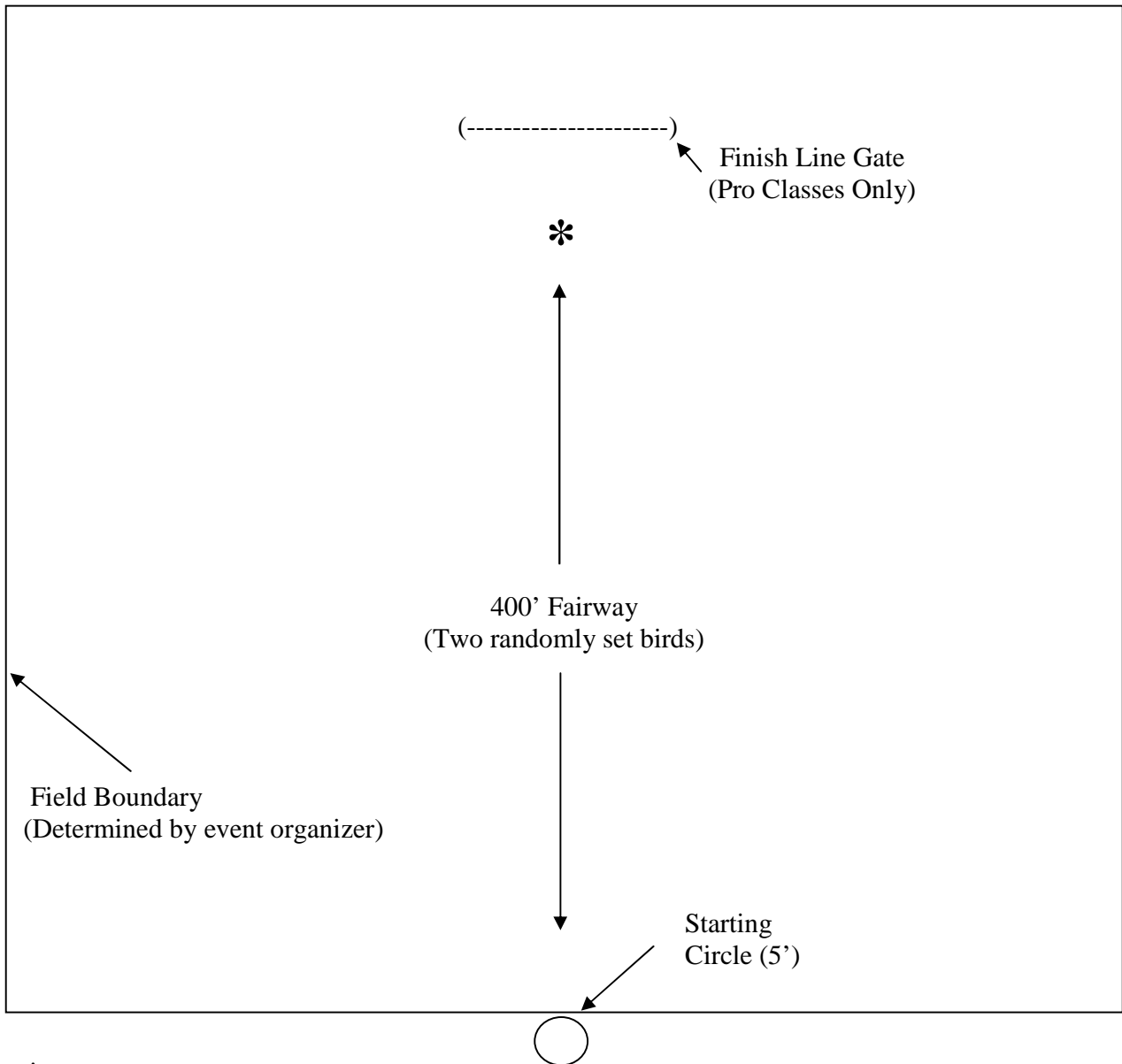
- The type of birds for all events will be determined by the event officials prior to the start of the season. A variety of birds may be used during the event provided the set remains consistent throughout the entire event (example: a set of one pheasant set first on the course and two chukars set as the second and third birds set on the course). If multiple bird species are used for the set then the birds bagged must match the birds set for the run.
- Bird Parts- Whenever bird parts are found on the course, it is the judges' and/or stockers' responsibility to remove them. Handlers should never drop or leave bird parts on the course. If they do they will receive a warning. Competitors who continue to drop or leave bird parts on the course after they have been warned will be disqualified.
- Dead Bird Found on Course- When a dog traps a bird there must be an adequate demonstration of life for the judge to rule a trap. If in the judge's estimation there is no life then it will not count toward the bird count.

Definitions

Judge- The individual that runs the play clock and makes official rulings during the competition. The judge should also notify/assist handlers that are doing something that could jeopardize their dog receiving a passing score.

Scorekeeper- The individual that runs the course clock, fills out the score sheet, and acts as a judge’s consultant.

Sample Course Layout



* A flag will be set designating the back set area on the course.

Note: The starting circle should create a “gate bird” scenario. The recommended distance could be approximately 100’ from the starting circle to a point that a dog could encounter the first bird.

Note: The course dimensions are approximate due to various terrains that will be encountered throughout the series.

Note: Courses may be altered after each day of multiple day events provided the general layout and distances involved stay the same. The goal is to be able to move the third bird set area to fresh cover if needed but not create an unfair advantage to either day.