

**RULES & GUIDELINES FOR**  
**TUX NEW ZEALAND HANDY DOG SERIES**  
**AS AT JUNE 2015**

**Event Rules:**

In order to achieve uniformity all heats, all organisers and secretaries must read and clearly understand the rules for the event. They are as follows:

**Entry:** \$16.00 per dog. A levy of \$1.50 per run is to be paid to the New Zealand Association.

**Judging & Competing:**

**Time:** Suggested time for the competitor is 10 minutes. The time should be set on the trial run prior to the event. This trial run is to be used to check siting of the hurdles. Badly sited hurdles will result in a disproportionate number of incomplete runs.

**Sheep:** Where possible sheep should be worked prior to the event to the point whereby they respond but still present a challenge.

**Section One – 30 Points:**

1. Competitor to stand at starting peg or ring which can be marked on the ground with spray paint.
2. Ten sheep released to point on fence as in diagram 1.
3. Judge to call "time" to start the run. Once the dog has contacted the sheep the competitor may leave the starting point.
4. Competitor and dog move the sheep towards drenching race, "shepherding" with focus on nicely bunched sheep moving at a constant pace with a smooth turn into the obstacle. Competitor may choose to be behind or alongside the sheep during the "shepherding".
5. Competitor may assist dog to yard sheep but can only obtain full points if dog forces sheep into race unassisted. Gate cannot be shut until sheep are completely in race. There is a five point deduction for shutting the gate early.

**Notes:**

This obstacle is to have a minimum three metre wing with a gate inside it at the back of the drenching race. The drenching race should be of a size to contain ten sheep and the dog.

6. This section is complete when the gate is closed.

**Section Two – 40 Points:**

1. Sheep released from drenching race are moved towards the drafting race using the method "shepherding" as in Section One. The drafting race gate will be opened by a steward prior to the start.
2. To obtain full points the dog must move sheep out of drenching race by barking at least once.
3. Ruling for work at entrance to drafting diamond is the same as Section One.
4. At commencement of draft three options, all penalty free:
  - a. Dog left outside pen.
  - b. Dog inside pen.
  - c. Take dog to draft gate and put down race.

Sheep drafted – five for truck and five for discard pen. Two lots of two plus one each way. Two points to be deducted for each drafting error.

**Notes:**

To make up the correct numbers a drafting mistake may be corrected by the competitor lifting or walking a sheep or sheep into the correct pen.

If sheep jam in race to obtain full points the dog must be used to clear the blockage. If dog cannot clear the blockage the competitor may clear it manually with the consequent loss of points. One point to be deducted for handling sheep. The exception being General Rule 13. If sheep jam due to excessive use of force by the dog, points are to be deducted at judge's discretion. Competitor may elect to fill the race before going to the drafting gates with a standard penalty of four points. The competitor who goes directly to the drafting gates and uses the dog to fill the race is in a position to obtain full points.

If it is obvious that backing is required to fill the race the dog must be penalised if it will not do so.

If the dog has the power and ability to move sheep up the race from the outside it should NOT be penalised.

A good steady flowing run with noise used in appropriate places is ideal.

5. Load five sheep onto the truck, then recall dog and shut gate to indicate truck loaded. Minimum penalty three points for failing to shut gate. Unload sheep.

**Notes:**

There must always be a closed gate at foot of ramp to prevent sheep from loading themselves.

6. Some venues will not have access to enough sheep to use ten fresh sheep for each run. If this is the case five sheep will have to be marked prior to start and drafted according to marks and used ONCE more only.
7. Section Two ends when gate at foot of ramp is closed after truck is unloaded.

**Notes:**

For standardisation all arenas to have gates as per diagram.

**Section Three – 30 Points:**

1. Release sheep from discard pen and shepherd them through hurdles. Competitor may assist dog, but points will be deducted for over assistance. This section is a free working area with regards to the competitor.
2. Hurdles are to be set away from and at an angle to the fence. Competitor does not have to walk through the hurdles.
3. Sheep to be shepherded into put-away pen to complete run.
4. Competitor and dog gate to open inwards.
5. The section is completed when the gate is closed with the dog and competitor still in the arena.

**General Rules:**

**Noise is a requirement. "Dog must bark at least three times in each section".**

1. Rough handling of sheep is not to be tolerated. If this occurs judge must terminate run. This includes biting, except on sheep's top-not.
2. Competitors wasting time with an ineffective dog should be called off.
3. All gates to be shut as competitors go around course.
4. No sticks.
5. No collars at all.

6. If a sheep jumps out of a pen or the arena due to no fault of the dog or competitor the clock shall be stopped until it is returned or if it is impractical to return the sheep, a re-run will be given.

7. Dogs must be owned by the competitor.

8. All venues are to conduct a run-off of five minimum and ten dogs maximum. This number may be determined in proportion to the number of entries each day. The top "X" number of qualifiers from each day to be in finals "run-off".

9. Run-off dogs will start on scratch.

10. Judges to walk course with competitors prior to the event to explain rules.

11. Ovis certificates for all competing dogs as well as liberator dogs must be produced to organisers.

12. Prattley yards should be raised by using 4' x 4' blocks under bottom rail. This greatly reduces the number of sheep jumping out.

13. One point to be deducted for the handling of sheep on any part of the course.

This rule is to encourage competitors to show the skills of their dogs but NOT at the expense of rough treatment of the sheep. The exception to this rule is when sheep either jam or pile up at the actual drafting gates. A competitor may choose to use his hand to push a sheep back without penalty.

14. Any dog leaving working area at draft, load or arena shall be penalised a minimum of two points.

15. Status – Open and maiden competitors can enter dogs of any status.

**Open** – All competitors that have won a maiden event, be it Yard Dog or standard dog trial event.

**Maiden** – All competitors that have NOT won a maiden event, be it Yard Dog or standard dog trial event.

**Note** – The status is on the competitor not the dog.

To assist the sponsors' profile it is suggested a minimum of 40 dogs to contest each event.