

NZ Sheep Dog Trial Association



Judging Guidelines

Heading & Huntaway

Please remember: these are guidelines and not a rule book

GUIDE TO JUDGING

READ THE RULE BOOK

LONG HEAD

Head	48 points
Pull	48 points
Ring	4 points
Total	100 points

Runout Objectives:

The dog should run with purpose and hold the line it starts on, not wavering or tacking and should finish at 12.00 o'clock with contact on the sheep or as near as possible.

Keep the time of actual runout as this also will help in allocating points, be practical.

Over heading to the point of balance maybe acceptable providing the dog holds that position in lifting and for the initial part of the pull, but if in lifting the dog goes back then there is a penalty.

There can be more than one line on most courses but be careful in that the dictating factor defining the runout line is that the widest point of the head should be at the shoulder opposite the sheep – [refer to drawing 1 on page 3]

HEAD FAULTS (Guidelines Only)

Fault penalties

Cross Head	- 24 + penalties
Cross Line on hill	- 16 (less in early stage of runout)
Stop 1 st half course	- 2
Stop Shoulder on	- 3
Setting + stop	- 5
Over head 5 metres + coming back	- 2
Over head 10 metres + coming back	- 4
Crash head	- 10+
Short heading	- 1 -2 -3 -4 -5
Over the hill but gets there	- 3 to -20 (depending on degree of indiscretion)
Toilet stops	- 5

Judge shall not be required to award points if the dog fails to head its sheep.

PULL FAULTS (Guidelines Only)

Fast + straight	- 4 to - 6 more if dog created
Dog heading in pull	- 16
Sniff	- 5
Dive	- 3
Turntail	- 3+
Dive and bite	- 5
Biting / over rough	call off
Time called 1 st third hill	give 16 points minus penalties accrued
Time called near ring	give 30 points minus penalties accrued
Excessive dog movements	Assess at end of run and penalise accordingly

Deducting for every little fault will add up to more than a big fault.

So use the plus + and minus – and assess at end of the section.

LIFT

The lift is the introduction of the dog to the sheep. Don't penalise good stockmanship unless it's excessive.

This is a critical part of the run.

The sheep usually dictate the amount of time needed to get a good lift.

Touchy sheep need a lot of time accepting a dog.

PULL

Once sheep are lifted and clear of any fenced loop then objective should be a continuous pull with dog showing authority, pulling from the point of balance and not flopping from side to side.

Steady and flowing is better than straight and no control.

Be aware of a pull where sheep move off and come straight and dog stays back. This is where the sheep are dictating the run, not the dog pulling.

Some dogs have ability to keep control from a distance.

Use the 20 metre guide for assessing line penalties [[refer drawing 2 on page 4](#)]

Deducting for every little fault will add to more than a big fault.

So use the plus + and minus – and assess at end of section.

RING

Objective is for dog to show it has control to stop the sheep in the circle.

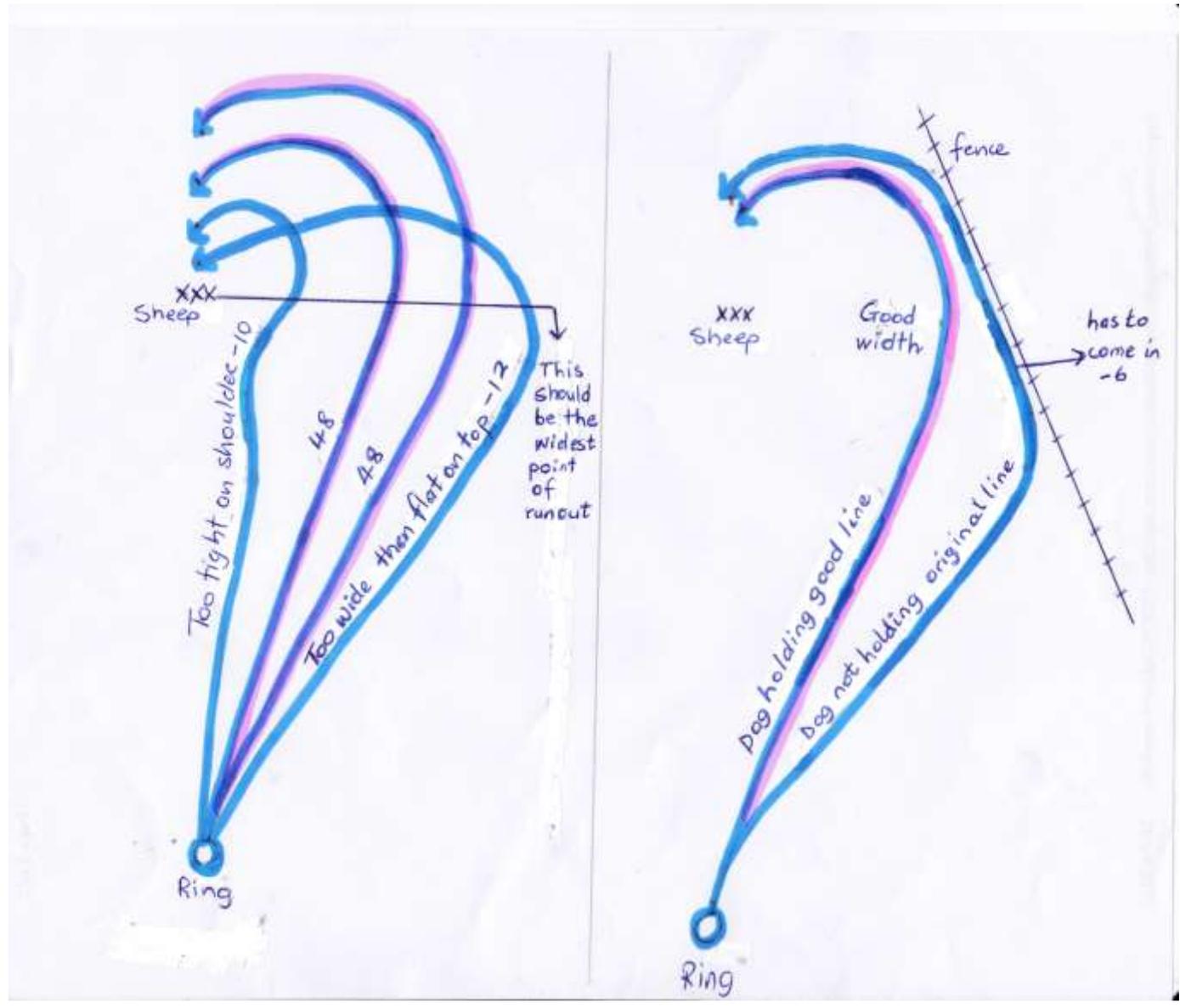
Getting a first attempt in one sweeping movement is what you look for.

Points

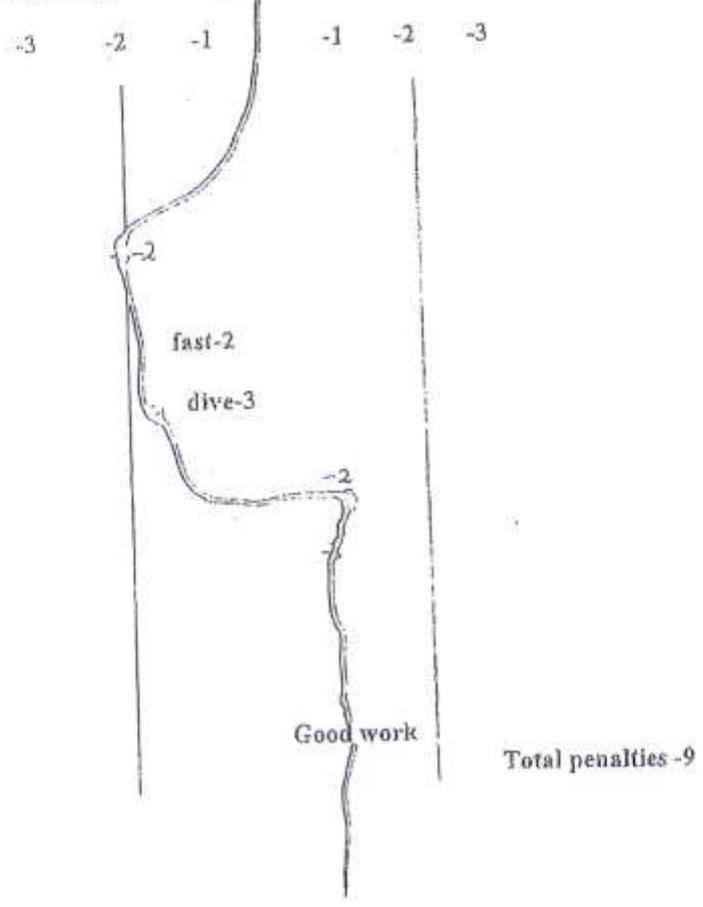
Face on 1 st attempt	4 points regardless of where they enter the ring
Side on	3+
2 movements	3+
Tail on	2.5+
Out of ring once	2
Out + out – thank you	0 points

If you give a hold even the rough ones, you must give some points e.g. 0.5

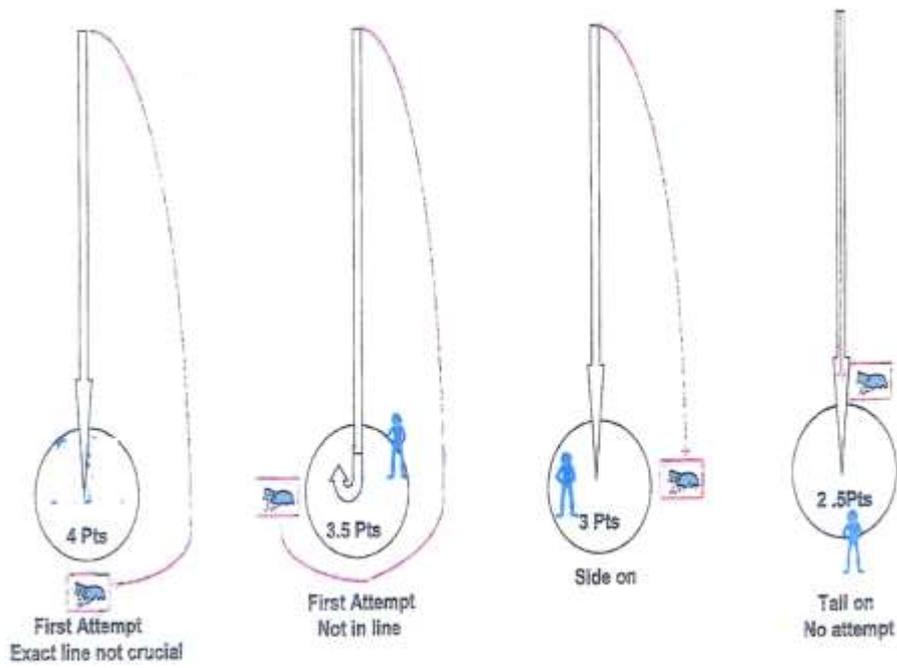
[Don't be picky in giving a hold](#)



PULLING PENALTIES
Set page up with tramlines with outside lines being your 20metre guide
for assessing penalties eg



HOLDS - Don't be picky- can get full points even if coming in from the side- the penalty is off the pull



SHORT HEAD + YARD **READ THE RULE BOOK**

HEAD	22 POINTS
PULL	22 POINTS
1 ST DRIVE	8 POINTS
HURDLES	8 POINTS
2 nd DRIVE	8 POINTS
WORK AT YARD	22 POINTS
YARD	10 POINTS
TOTAL	100 POINTS

HEAD + PULL

Refer to Long Head and adjust accordingly.

QUAD

Sheep must enter through front pegs.

Once sheep cross that line drive begins and any penalty is off the drive points.

Competitor should hold the position they took when sheep crossed into drive, then progress forward with the sheep.

DRIVE

Look for team effort and continuous movement.

Competitor must not get in front of the leading sheep.

Deducting for every little fault will add to more than a big fault so use the plus+ and minus- and assess at end of the section.

DRIVE FAULTS (Guidelines Only)

Crossover	- 1 to - 2
Dog crossing between man + sheep	- 4
Dog heading + stopping them	- 2+
Sheep out of drive	- 3
Sheep weaving but not out	- 1+
Sheep down side but not out	- 1+
Multiple stops but down centre	- 1+
Minor stops use decimal point e.g. 0.1, 0.2 etc.	
Full running drive	- 4
Sheep split / open up	- 1+
Good drive but not tight	- 0.5
Sheep outside drive full length	- 6+
Man ahead of leading sheep	- 7

Man ahead of last sheep at 10m peg going into hurdles , 4pts off 1st drive and 4pts off hurdles.

Man ahead of last sheep at 10m peg going from 2nd drive to pen, 4pts off 2nd drive and 4pts off work at yard.

HURDLES

Competitor must go through

Tell competitor to go through if they miss

Penalty is - 4+

Get timekeeper to watch as well

To side of hurdle - 1

Miss + past - 2

Past and away 20metres - 4+

Milling in front - 0.5

Stop in front Use +/-

2nd DRIVE

As per 1st drive

If competitor does not wait till last sheep is over the 10metre line - take 4 points off each section involved i.e. 2nd drive and work at yard.

WORK AT YARD

Direct or progressively into yard give 22 points

Milling in mouth - 0.5

Past gate latch - 1

To back corner - 2

Around pen - 4

Away 20metres - 6+

-1 point per gate i.e. round pen -4 points (as a rough guide)

Deducting for every little fault will add to more than a big fault

So use the plus+ and minus- and assess at the end of the section.

If the competitor decides to terminate the run at the yard, no work at yard points are to be awarded.

UNPENNED RUN

Take off penalties and divide by 3 maximum 7 points (no pen points)

Competitor with stick in front of gate	0 points	} These deductions apply to work at yard and penning sections.
Competitor closing gate before sheep are fully in	0 points	
Over assisting, penalise to reflect the level of over assistance		
Letting go the gate handle	0 points	

Tell competitor if any of the above happens.

Call off if sheep distressed.

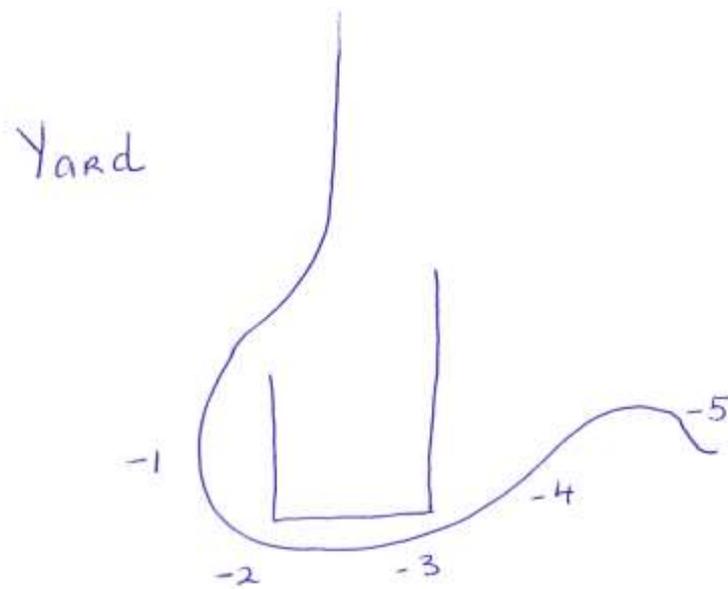
Penalties start from where the sheep end up after crossing the 10metre pegs in front of the yard.

To gain maximum points any moves from the sheep should be directly towards the pen.

Full yarding points i.e. 10pts must be awarded when sheep are yarded.

The run is not complete until the yard is shut.

Example of Work at Yard Deductions



- 1 Past gate latch
- 2 To back of yard
- 3 Fully around

HUNTS

READ THE RULE BOOK

STARTS

Be consistent with the starts.

Give all competitors a fair start.

If in doubt – give a rerun. Call reruns quickly don't wait until you are half way into the 2nd set.

However you still have the right to call him off if you think you have disadvantaged any competitor.

Don't go home with doubt in your mind.

Be sure the competitor makes a reasonable attempt to receive their sheep.

Judges need to allow the competitor the opportunity to position their dog in a situation where he can gain control before penalties become applicable.

It is more important to have sheep leading and pointing up the course, than to push around trying to deliver on a set point of liberation. Be practical.

LIFT

Competitor should introduce the dog steadily to the sheep

HUNTING

Sheep should be hunted from liberation point steadily and evenly in a direct line up to and through each set of markers in turn, finishing through the top set. Should a drift occur the sheep should then be hunted in a straight a line as possible from where it is corrected to the centre of the next set of markers. If the sheep fail to pass between any set of markers, judging of the run will cease.

A Zig Zag Hunt is to show the ability of the dog's skill in working off balance.

A Straight Hunt is more to show the dog's authority, balance and control.

As some good hunts are over in 4 to 5 minutes judges must be vigilant and make quick decisions when deducting points, but not to the extent of over penalising good work.

Definition of Hunt A dogs ability, by positive application of noise and controlled movement to dictate to sheep, exhibiting correct style and consistent noise on approach. Example : Good strong flowing noise under good control as opposed to a mild unassuming dog that merely follows its sheep up the hill not knowing if the dog is taking the sheep or the sheep taking the dog. The dog should be proactive rather than reactive.

Drifts

When a drift occurs ask yourself why it has happened, was the dog out of position, was it applying too much pressure. If you decide it was a sheep fault penalize line only. If a dog created it, a more severe penalty applies.

The judge shall not award points unless the dog barks before the 2nd set of markers, and is not required to award points unless the sheep are hunted through the first set of markers. The judge shall call 'Right' to indicate that the sheep have completed the course.

JUDGING PENALTIES IN HUNTS

Judged out of 100 points

Straight Hunt

One section of 100 points

Zig Zag Hunt

1st set - 33 pts, 2nd set - 33 pts, 3rd set - 34 pts = 100pts**Judging Penalties**

	Minus	Suggested Abbreviation
Drift left	- 0.5 point -1-2-3	← L
Drift right	- 0.5 point -1-2-3	R →
Breaking line	- 2 points	BL
Dog lack of progress	- 1 point every 10 seconds	LP
Dog lack of contact	- 1+ point	LC
Dog chasing (not hunting)	- 3+ points	Ch
Dog being rash	- 2+ points	Rash
Dog progressing without noise	- 1 point -2 -3	NN
Dog heading sheep	- 5-10 points	Head
Dog out of position	- 1 point -2 -3	OP
Dog spin	- 3-4 points	TT
Dog relieving itself on course	- 5 points	T
Sniff	- 1 - 5 points	Sn
Dog barking off	- 1+ points	BO
Dog barking back	- 3+ points	} Style Faults
Dog scooping	- 1+ point	
Dog standing side on	- 2+ points	
Dog sits [touch it]	- 0.5 - 1 point	
Left of centre through poles	- 0.5 -1 point	LOC
Right of centre through poles	- 0.5 – 1 point	ROC
Sheep missing top flags	- 20 points plus penalties	MP
Dog did not finish run	- Deduct according to % of run not completed plus penalties incurred	DNF

[\[Refer to Drawing 6 on page 12\]](#)**USE PLUS + MINUS AND ASSESS AT THE END OF RUN**

These penalties vary in severity, depending on how and when they happen in the context of the run.

Remember we are here to encourage and promote judges and we require judges to treat the position with the honour it deserves and dress accordingly.

Don't be afraid to seek advice from respected senior judges. Judges be on time, it's your responsibility to keep the trial running smoothly and keep competitors flowing with the help of your chief steward.

Drawing 6

Example - Straight Hunt (100 points)

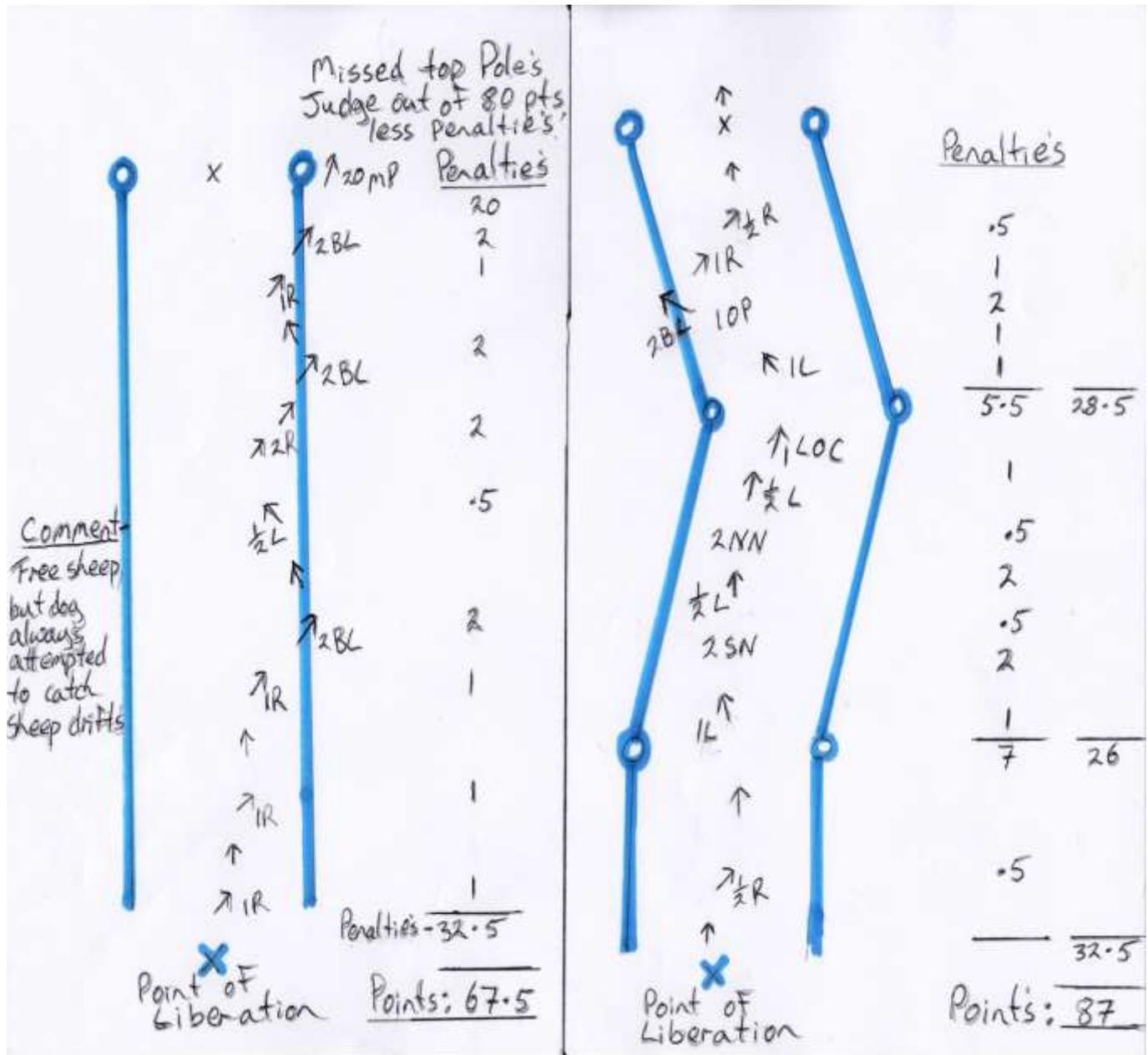
Example - Zigzag Hunt

Top Set 34 pts

2nd Set 33 pts

1st Set 33 pts

100 pts



* Remember Dog Must Hunt to Centre of Poles