

Regulations for hunting dog performance tests

PART ONE

GENERAL

SECTION 1. PURPOSE OF TESTS AND TYPES OF TESTS

(1) The Hunting Act No. 449/2001 Coll., as amended, stipulates in § 44 that the user of a hunting ground is obliged to keep and use hunting dogs in the hunting ground. A hunting dog is defined as a dog of a hunting breed recognized by the International Cynological Federation (FCI) with a pedigree certificate that has passed the relevant performance test. Implementing Decree of the Ministry of Agriculture of the Czech Republic (MoA) No. 244/2002 Coll., as amended (hereinafter referred to as the "Decree"), requires hunting ground users to use hunting dogs that have passed the relevant performance test (hereinafter referred to as "hunting dogs") when exercising their hunting rights. Based on the Ministry of Agriculture's authorization No. 1/2020 to organize dog performance tests dated 31 October 2019, issued under Ref. No. 56816/2019-MZE-16233, the Czech-Moravian Hunting Union, z. s. (hereinafter referred to as "ČMMJ") is authorised to organise hunting suitability tests.

(2) The hunting suitability of dogs is defined in Section 14(1) of the Decree and is demonstrated by the completion of the disciplines specified in the test regulations for hunting dog performance tests (hereinafter referred to as "ZŘ") who perform activities that qualify them as suitable for hunting for the exercise of hunting rights.

(3) These activities include searching for, tracking down, and retrieving small game that has been killed, shot, or otherwise injured, searching for live hoofed game, tracking down hoofed game that has been killed, shot, or otherwise injured, or burrowing.

(4) In order for a dog to pass the hunting dog test, its performance in the disciplines must meet the requirements of the test regulations, namely a minimum performance in the third prize category. If the dog passes the burrowing test, it is certified as suitable for underground work. The organizer will issue a "Certificate of Passing the Test" for the dog's performance.

nd " (hereinafter referred to as " ") specified in accordance with Section 17(6) of the Decree, which is provided with a registration number. The examination certificate issued by its organizer is a public document.

(5) The ZŘ is intended for all groups of hunting breeds of pointers, hunting dogs and retrievers, dachshunds and terriers, hounds and bloodhounds (hereinafter referred to as "all hunting breeds"), and the individual tests are adapted to the characteristic innate working qualities of the individual groups of dogs. The structure of the individual disciplines tested allows, in addition to proving hunting suitability, the aptitude of hunting dogs for breeding purposes and other important qualities necessary for the practical exercise of hunting rights, such as obedience, controllability, cooperation with the handler, and so on, without which a dog could not be a good hunting dog.

(6) HUNTING DOG PERFORMANCE TESTS ARE DIVIDED INTO:

I. tests without certification of hunting suitability, which are

Aptitude tests (ZV) – these are not hunting aptitude tests, but rather tests that demonstrate innate aptitudes and serve to check heredity. They are an important test for breeding clubs. All hunting breeds can take this type of test; aptitude tests examine the natural way of hunting small game, and in the case of other breeds, other furred game, and in rare cases where there is no game, live feathered or furred game from artificial breeding is released. In very exceptional cases, game is released into the test area, but not directly in front of the dogs. The released game must be healthy, in good condition, and uninjured. Dead game is not used.

II. Tests for hunting suitability, which are

- a)** autumn tests (PZ) - qualify the dog as suitable for hunting for searching, tracking, and retrieving small game. All hunting breeds can participate in PZ. Here, the natural method of hunting small game is tested and, in rare cases where there is no game, live feathered or furred game from artificial breeding is released. In very exceptional cases, game is released into

the test area, not directly in front of the dogs. The released game must be healthy, in good condition, and uninjured. The PZ is tested on live game and on small furred and feathered game killed in advance; if a hare is not available, an adult rabbit from domestic breeding, corresponding in color to a hare, may be used.

- b) Forest trials (LZ) - qualify dogs as suitable for hunting, searching for, tracking down, and retrieving small game (except for dachshunds and terriers), mainly in forest hunting grounds, and for searching for (if permitted by law) and tracking down hoofed game. All hunting breeds can participate in the tests. LZ tests are conducted on live game and on previously killed hoofed game and previously killed small furred game, game birds, and foxes; if a hare is not available, an adult rabbit from domestic breeding, corresponding in color to a hare, may be used;
- c) tests for searching, flushing, and driving hoofed game in dogs with a height at the withers of up to 55 cm (ZVVZ) – qualify the dog as suitable for hunting live hoofed game. The tests are usually conducted in forest vegetation. All hunting breeds except pointers and dogs with a height at the withers exceeding 55 cm may participate in the tests. The tests are conducted on live game;
- d) Bloodhound tests (BZ) – qualify dogs as suitable for hunting hoofed game. The tests are conducted in forest areas. All hunting breeds can participate in the tests. The BZ tests are conducted on hoofed game that has been killed in advance;
- e) water work tests (VP) - qualify the dog as suitable for hunting to search for, find, and retrieve small game. The tests are conducted on large bodies of water. All hunting breeds can participate in the tests. VP tests are conducted on live game and on previously killed or shot small waterfowl;
- f) Hunting dog trials (BZH) - qualify the dog for tracking hoofed game with a special focus on demanding hunting and tracking of wild boar and deer. BZH trials last one day and all hunting breeds except pointers can participate. BZH tests are conducted on pre-killed game (wild boar);

- g) Versatile tests (VZ) - qualify dogs as suitable for hunting, searching for, tracking down, and retrieving small game, and for searching for (if permitted by law) and tracking down hoofed game in all natural conditions. Versatile tests are held in fields, forests, and water. VZ tests for pointing dogs last two days. All hunting breeds can participate in the tests. The tests examine the natural method of hunting small game and, in rare cases where there is no game, live feathered or furred game from artificial breeding is released. In very exceptional cases, the game is released into the test area, not directly in front of the dogs. The released game must be healthy, in good condition, and uninjured. Dogs are also tested on pre-killed cloven-hoofed game and pre-killed small furred game, game birds, and foxes; if a hare is not available, an adult rabbit from domestic breeding, corresponding in color to a hare, may be used.
- h) Hunting tests (HZ) - qualify the dog to search for and track hoofed game (deer and wild boar). HZ tests last two days and all hunting breeds except pointers and dogs whose height at the withers exceeds 55 cm may participate. The tests examine natural hunting of live game (deer, wild boar, foxes, and hares) and pre-killed wild boar;
- i) Individual hunting tests for Slovak hounds (IHZ-SK) - tested during joint hunting for wild boar. The tests consist of selected disciplines that are tested at HZ. IHZ-SK are usually one-day tests (if the willingness to work on wild boar is not demonstrated during the tests, it is possible to test it the next day in a game reserve); only individuals of the Slovak Hound breed participate in the tests; The tests examine natural hunting of live game (big game, wild boar, foxes, and hares).
- j) Preliminary bloodhound trials (Pb) – qualify dogs as suitable for tracking hoofed game. Pb trials last one day and are open to all bloodhound breeds and all other hunting breeds. The trials are conducted on pre-killed game.
- k) Individual bloodhound tests (IHb) – qualify dogs as suitable for hunting hoofed game. IHb tests are conducted during the hunt for hoofed game in cases where it is necessary to track down a shot or wounded animal. All breeds of bloodhounds that have passed the Pb test are eligible to participate in IHb tests.

I) burrowing tests

1. novice tests (ZN) - qualify the dog for working underground. ZN tests do not involve contact between the dog and the fox. The fox is physically separated from the tested dog in an artificial burrow by a metal grid or other solid partition that allows scent and sound to pass through. The organizer is required to provide a sufficient number of foxes for burrowing tests. The foxes must be healthy and comply with veterinary regulations. The use of foxes is governed by the test rules;
2. Individual Burrowing Test (IZN) - in natural and natural artificial burrows (during the practical exercise of hunting rights). Only dachshunds and terriers may participate in the tests.

III. Competitions and international tests and competitions, judged according to international test regulations, which meet the conditions for granting hunting suitability or without meeting the conditions for granting hunting suitability, which are in particular:

- a) Richard Knoll Memorial, Karel Podhajský Memorial, organized by ČMMJ;
- b) Spring and summer field trials (FT) - field work of pointing dogs, where the innate abilities of pointing dogs are tested, mainly searching and pointing. All breeds of pointing dogs (pointing dogs) can participate in the competition. No game is shot at these competitions, nor is dead game used (they do not meet the conditions for granting hunting suitability);
- c) Autumn field trial (PFT) – field work for pointing dogs, where their innate abilities are tested, mainly searching and pointing in combination with retrieving game. All breeds of pointing dogs (standing dogs) can participate in the competition. Only game birds are hunted in these competitions (they meet the conditions for being declared fit for hunting);
- d) Retriever Retrieval Competition (SPR) qualifies dogs as suitable for hunting all small game. The competition lasts two days and only retriever breeds may participate. The SPR tests dogs on pre-killed small furred and feathered game.

- e) Individual bloodhound competition (IHb - SOU) - qualifies dogs as suitable for hunting all types of hoofed game. IHb - SOU is tested when hunting hoofed game in cases where it is necessary to track down a shot or wounded animal; individuals who have passed the Pb may participate in the competition;
- f) other competitions and international tests and competitions (according to international testing regulations, e.g. IKP, field and water work tests, etc.), organized by breeding clubs, consisting of disciplines listed in these Rules or similar, which demonstrate the suitability of hunting dogs for hunting or breeding purposes, meeting the conditions of hunting suitability according to the decree.

(7) Competitions organized according to competition rules are judged by judges for hunting suitability tests. The competition rules determine which judge and with what approval can judge a specific competition.

(8) In competitions, only tests announced for individual groups of dogs may be combined; in such cases, aptitude tests may be held on the same day as forest tests or water work tests.

(9) If the competition rules so stipulate, a performance test intended for a group of dogs may be combined with a selected sub-discipline intended for the same group of dogs. It is strictly forbidden to combine tests for different groups of dog breeds or sub-disciplines for individual groups of dogs in a competition.

SECTION 2. INTERPRETATION OF BASIC TERMS

(1) Organizer - an authorized legal entity responsible for organizing, preparing, and conducting hunting dog performance tests and maintaining a list of organizers.

(2) Event organizer – a legal entity that, with the consent of the organizer of hunting dog performance tests, organizes the tests and appoints a specific natural person (“authorized person”) whose duties are set out below.

(3) Organization - natural persons from among the users of the hunting ground in which the tests are held with their consent, or the organizer.

(4) Test director - a natural person designated by the organizer, usually a representative of the hunting ground user, who secures the necessary number of assistants for the organizational arrangements. The test director must be a member of the organizing organization.

(5) Authorized person - a natural person designated by the organizer must have sufficient theoretical and practical knowledge of animals and game to be able to:

- a) recognize obvious signs of impaired health in hunting dogs and game,
- b) identify changes in the behavior of hunting dogs and game,
- c) determine whether the overall environment is suitable for maintaining the health and well-being of hunting dogs and game,
- d) handle hunting dogs and game in a professional manner,
- e) organize the protection of animals during public events,
- f) ensure compliance with applicable standards and regulations (Animal Protection Act, Veterinary Care Act, etc.) and with the internal regulations of the organizing body (Rules of Procedure, Rules for the Appointment and Dismissal of Hunting Dog Judges, etc.) for conducting hunting dog performance tests.

(6) Dog owner – a natural or legal person who has ownership rights to the dog and is entitled to dispose of their property freely within the limits of the legal system and to exclude other persons from doing so.

(7) Dog keeper – a natural or legal person to whom the dog has been entrusted by the owner.

(8) Dog handler – a natural person who presents the dog at hunting dog performance tests, regardless of whether they are also the owner or only the keeper; the dog handler must be over 15 years of age on the day of the hunting dog performance tests.

(9) Command – any verbal command given by the dog handler, whistling, hissing, coughing, or various steps or movements by which the dog handler draws attention to himself.

(10) Referee candidate – a natural person who has fulfilled the conditions for being a referee candidate for hunting dogs as set out in the rules governing the appointment and dismissal of referees¹⁾, and whose powers and duties are set out in these test rules and the test rules for individual hunting dog performance tests.

(11) Judge – a natural person who has fulfilled the conditions for being a judge of hunting dogs as set out in the rules governing the appointment and dismissal of judges¹⁾, and whose powers and duties are set out in these test rules and the test rules for individual hunting dog performance tests.

(12) Chief judge – a natural person who has been performing the function of judge of hunting dogs for more than 5 years, is listed in the valid list of judges for the relevant year, has at least 3 years of approval required for the tests where he/she is to act as chief judge, and whose powers and duties are specified in these examination rules and the examination rules for individual hunting dog performance tests; if joint tests are held for several groups of dogs (e.g., PZ for pointers and PZ for other breeds), the chief judge must be approved for all groups for which the tests are announced.

(13) Close person – for the purposes of the test rules, a close person is a person who is related to the judge (chief judge) as a husband, wife, partner, companion, registered partner, parent, grandparent, child (biological or adopted) or child taken into permanent care replacing parental care on the basis of a decision by the competent authority, sibling, son-in-law or daughter-in-law, and person related by marriage. Furthermore, the provisions of *the Civil Code*, as amended, apply.

(14) Judge's table – a document serving as proof of the test, drawn up according to the organizer's template, in which the marks achieved by the dog in the individual disciplines are recorded and which is signed by the chief judge and all judges who assessed the dog during the test; the requirements and method of completion are specified in the Rules of Procedure.

(15) Protest – the dog handler may lodge a protest against the dog's evaluation only if the test rules were not followed during the tests. The protest must be lodged in writing immediately after the results of the individual disciplines have been announced, and the judges are obliged to immediately familiarize themselves with it and subsequently forward it.

protest to the chief referee and resolve the protest in cooperation with him. Before the protest is heard, the leader must pay a deposit of CZK 500, or CZK 1,000 at VZ and top-level or club events. The deposit is collected by a representative of the organizing body, always against a receipt, which must include a statement that in the event of an unjustified protest, the money will be forfeited to the organizer.

The chief referee shall record the resolution of the protest in the results overview.

A sample "Protest" form is attached to the test rules, **see Part Eight**, and its provision is the responsibility of the organizer.

SECTION 3. ORGANIZATION OF HUNTING DOG PERFORMANCE TESTS AND COMPETITIONS

Within the framework of the organizer, hunting dog performance tests may be organized by:

- a) branch associations created within the organizer; if a branch association organizes tests within the territorial jurisdiction of another association, it must have the written consent of the locally competent branch association. In the event of extraordinary circumstances (e.g., natural disasters, AMP, etc.), the tests may be moved to another branch association within whose jurisdiction the tests will be held, and the locally competent branch association must be notified at least 30 days in advance.
- b) the ČMMJ secretariat, if, based on a decision by the ČMMJ Hunting Council, it organizes a major national cynological event, namely the Richard Knoll Memorial and the Karel Podhajský Memorial, at which CACT and CACIT candidacy is **awarded and proposed**,
- c) the hunting dog breeders' club (hereinafter referred to as the breeders' club), in cooperation with a branch association; the breeders' club organizes tests primarily in cooperation with the locally relevant branch association (according to the location of the hunting ground); if the breeding club organizes tests with a branch association other than the locally competent one, it must notify the locally competent branch association in whose district the tests are held in writing at least 30 days before the tests take place.

SECTION 4. PLANNING OF HUNTING DOG PERFORMANCE TESTS AND COMPETITIONS

(1) Branch associations and breeding clubs are required to report the plan for upcoming hunting dog performance tests and competitions to the organizer's secretariat and the ČMKJ no later than September 15 of the previous year. It is not permissible to organize hunting dog performance tests and competitions that are not included in the published plan of hunting dog performance tests and competitions (hereinafter referred to as the "plan of cynological events"). Only the date and place of the tests may be changed.

(2) Breeding clubs shall list their events in the plan of cynological events of the branch association under which the hunting dog performance tests will be held and which will issue them with written consent to hold the hunting dog performance tests or competitions in question.

(3) Requirements for holding the Richard Knoll Memorial and the Karel Podhajský Memorial must be submitted by the OMS to the ČMMJ no later than August 31 of the previous year.

(4) The plan of cynological events must include the type, date, and district of the tests, including a proposal for the awarding and nomination of CACT and CACIT.

(5) Hunting dog trials, at which the CACT and CACIT titles are awarded and proposed, cannot be organized by a branch association without cooperation with the breeding club or without cooperation with the ČMKJ.

(6) The organizer publishes the schedule of cynological events by January 31 on the organizer's website and submits it to the Ministry of Agriculture by the same date. At the same time, the schedule of cynological events is published in the Myslivořt magazine by March 31. The organizer is obliged to report any change of date or venue to the organizer at least 15 days in advance, who is obliged to immediately notify the Ministry of Agriculture of the change of date or venue. This provision does not apply to individual bloodhound trials (IHb), which cannot be planned, and applies mutatis mutandis to individual burrowing trials (IZN), which have different conditions.

SECTION 5. COMPETITIONS

Unless otherwise specified in these rules or in individual competition rules, the same provisions that regulate hunting dog performance tests in detail apply to competitions.

SECTION 6. PARTICIPATION OF DOGS IN HUNTING DOG PERFORMANCE TESTS

(1) All hunting dogs with a valid pedigree issued by the stud book of F.C.I. member states, which are registered in the stud books of the Czech Republic or F.C.I. member states, may participate in hunting dog performance tests and competitions after reaching the age of 10 months. Burrowing tests and bloodhound tests after reaching the age of 12 months, FT retriever and hunting tests (HZ) after reaching the age of 15 months, individual hunting tests for Slovakian hounds (IHZ-SK) after reaching the age of 24 months. Dogs must reach the required age one day before the tests take place.

(2) Dogs younger than 10 months may also participate in aptitude tests.

(3) A dog may only participate in hunting dog performance tests that are specified for the given group in the test regulations. Only if hunting dog performance tests are not specified for the given breed group in the test regulations may the dog participate in hunting dog performance tests specified for a similar breed group. FCI Group V is judged according to the test regulations for dachshunds and terriers.

(4) Only dogs that have successfully passed the autumn or forest tests may participate in the all-round tests.

(5) A dog may participate in hunting dog performance tests of the same type more than once, with the exception of the novice burrowing test, where each dog may take the test a maximum of three times.

SECTION 7. APPLICATION FOR HUNTING DOG PERFORMANCE TESTS, PROPOSALS AND NOTIFICATIONS TO STATE AND LOCAL GOVERNMENT AUTHORITIES

(1) The application is submitted by the dog owner to the organizer of the hunting dog performance tests on the prescribed form and by the deadline specified by the organizer in the conditions. A copy of the pedigree certificate is included with the application. Fees for participation in hunting dog performance tests are set by the organizer, taking into account actual costs and local conditions. Dog owners who are members of the organizer receive a discount on hunting dog performance tests organized by a branch association. The owner of the registered dog guarantees with their signature on the application that the information provided on the application is correct and true. The handlers of registered dogs must be familiar with the provisions of the test regulations and are liable for any damage caused by the dog they are presenting.

(2) For tests where the search for hoofed game is tested (HZ, ZVVZ, VZ of other breeds, and LZ of other breeds), the dog owner is required to send, along with the application, a document (a copy of the dog's pedigree, attachments to the dog's pedigree) confirming that the dog has been measured by an authorized judge and does not exceed a height of 55 cm. The dog must be measured after reaching 12 months of age. The methodological guideline of March 13, 2018, approved by the ČMMJ and ČMKJ, specifies for which breeds with borderline height at the withers measurement is necessary and under what conditions.

(3) The organizer decides on the admission of dogs to the tests. The organizer shall notify the dog owner within 14 days prior to the tests whether the dog registered by him has been included in the hunting dog performance tests or not, or whether it has been included as a substitute.

(4) The test conditions, announced in a form accessible to the public, are drawn up by the organizer and must contain the following information:

- a) date and place of the exam, including the meeting point,
- b) name of the organizer and any co-organizers,
- c) which breed groups are admitted to the tests,
- d) the test rules according to which individual dog breeds will be tested, and all dog handlers must comply with the published test rules,
- e) the deadline for applications and the fee for hunting dog performance tests,

- f) an integral part of the conditions are the veterinary requirements that must be met by the dog being presented.

(5) The organizer is obliged to:

- a) notify the regional veterinary administration and the relevant municipality of the hunting dog performance tests
 1. the place and date of the tests,
 2. the type and number of animals to be involved in the public performance,
 3. information enabling the identification of the authorized person;
- b) at the same time as the notification under point (a), submit a list of activities involving animals. The notification shall include a declaration of the validity of these Rules and a reference to the test rules according to which the dogs will be assessed.

(6) In the event that the tests are canceled due to a small number of dogs, or the date or venue of the tests is changed, the organizer shall notify all dog owners whose dogs have been entered for the tests at least 15 days in advance. Within the same period, the organizer shall notify the Ministry of Agriculture of the cancellation or change of date or venue of the hunting dog tests.

SECTION 8. START OF TESTS

(1) Before the start of the tests or competition, all registered dogs shall appear before the panel of judges or, where applicable, a veterinarian, for inspection. This includes verification of the dog's identity (tattoo, microchip) and checking that female dogs participating in the tests are not in heat. During the inspection, the dog handler must present the pedigree of the dog being presented and proof of vaccination (pet passport or vaccination card) in accordance with the requirements set out in the veterinary conditions. If the dog has a microchip, the organizer is obliged to provide a microchip reader.

(2) Before the start of the tests or competition, the chief judge shall discuss with the authorized person the results of the inspection carried out during the acceptance and, on that basis, shall exclude from the tests:

- a) dogs whose origin and identity cannot be proven by a certificate of origin,
- b) dogs suspected of being ill, injured, blind or deaf, malnourished and weak,
- c) bitches more than 30 days pregnant, bitches up to 50 days after giving birth,

- d) bitches in heat, which cannot be admitted to trials either in a special group or tested last,
- e) dogs with cropped ears,
- f) aggressive dogs,
- g) dogs that do not meet veterinary requirements.

(3) Defects and deviations of a physiological or psychological nature or deviations of instinct that adversely affect the dog's usability and that manifested themselves during the tests must be recorded by the judge in the judging table. Other external defects that do not reduce practical performance are not taken into account at the start or during the test, and dogs with defects other than those mentioned above may not be excluded from the tests for such defects.

SECTION 9. ORDER OF TESTED DOGS

(1) The chief judge shall divide the judges and candidates into individual groups or according to the disciplines being tested before drawing the order of the dogs. The division shall be announced publicly.

(2) The order in which the dogs will be tested will be determined by public draw. The division of dogs into groups according to the test rules is determined by the drawn order number. One handler may lead a maximum of two dogs in the tests. If the dogs are of the same breed and coat color, the handler is required to distinguish between the dogs (e.g., with colored collars). This does not apply in the case of the Richard Knoll Memorial and the Karel Podhajský Memorial, where one handler may lead only one dog.

(3) Handlers who lead two dogs draw one serial number first, and the chief judge assigns their other dog to the same group and assigns it a serial number at their discretion. The chief judge or judge has the right to check the tattoo number or chip at any time during the hunting dog performance test or competition.

(4) In the group, dogs are usually tested according to the drawn number from lowest to highest, but the judge in the group is authorized to change the order depending on the situation.

(5) The order of dogs tested in the group on an artificial colored trail or an artificial uncolored trail is always drawn by lot after the artificial colored trail (hereinafter referred to as "colored trails") has been laid, so that the dog and handler who will work on a specific color are drawn directly in front of that color.

will work on this colored trail. It is not permissible for dogs to start on the colored trails according to the order number they drew in the initial draw without redrawing the order before working on the trail. This provision on drawing the order does not apply if the special test rules stipulate otherwise.

- (6)** The order of dogs in the tracks is not drawn; dogs start working on all tracks in the order they drew at the start.

SECTION 10. DOG HANDLER

(1) All handlers are required to behave in a disciplined manner, comply with the test rules, and follow the instructions of the judges and organizers.

(2) The dog handler must be dressed in hunting attire, must have a hunting license, a firearms license and a weapon, including a weapon license and a sufficient number of cartridges (if they have a hunting license and a firearms license), a ČMMJ membership card or proof of insurance, the dog's pedigree, proof of vaccination, a leash, a dog whistle, and other necessary equipment depending on the type of hunting dog trial (a tracking leash for BZ or BZH, etc.).

(3) During the tests, the handler must lead the dog on a smooth working collar. Choke collars that do not have a stop to prevent the loop from being pulled completely tight are prohibited, regardless of the material from which they are made. Spiked collars are prohibited. Electric, electronic, or combined training aids and their imitations placed on the dog are prohibited. The use of prohibited aids is grounds for disqualifying the dog handler from hunting dog performance tests.

During hunting dog performance tests in disciplines where the test rules or practical hunting require the dog to be released from the direct influence of the handler (e.g., searching, tracking, chasing, tracking live game, burrowing, or tracking during practical hunting), electronic location devices placed on the dog may be used. These devices are prohibited when working with pointing dogs. The use of electronic tracking devices is primarily permitted for locating a lost dog, not for controlling it. The information obtained from the tracking devices may be taken into account to determine whether the dog is near the shot game or is not returning from it, and in case of uncertainty in the evaluation of the discipline of chasing, searching, loudness, or orientation. The possibility and method of using

electronic tracking devices is decided by the chief judge at a judges' meeting and recorded in the chief judge's report. This method of use is publicly announced and clearly described at the start of the tests.

During the performance of disciplines in hunting dog performance tests, dog handlers are prohibited from using mobile phones and other means of communication.

(4) The dog must not be punished during the test, nor must it be punished when it is not being presented. If the handler treats the dog roughly or punishes it during the test, the judge may exclude the handler from the test. The organizer is obliged to report any violation of animal welfare conditions by a participant in a public performance to the regional veterinary administration. Dogs that are not currently being tested must not run around freely or otherwise disturb the course of the tests.

(5) A dog handler who commits a gross violation of the test rules or attempts to discredit or alter the test results in any way, or in the event of a safety violation when handling a weapon, may be excluded from the tests.

(6) During the tests, the dog handler must not be under the influence of alcohol or other addictive substances. Violation of this prohibition may result in exclusion from the tests.

(7) The chief judge shall make a written record of the handler's exclusion from hunting dog tests or competitions, which shall be attached to the evaluation of the hunting dog performance tests.

(8) A dog handler who holds a hunting license and a firearms license usually shoots game in front of the dog during hunting dog performance tests. Handlers who do not have a hunting license or v other justified cases shall be assigned a substitute shooter f r o m the organizing committee b y the judge . It is strictly forbidden for the judge to shoot himself.

SECTION 11. ORGANIZATION OF TESTS

(1) The organizer is obliged to ensure the organization of hunting dog performance tests so that they run smoothly and regularly. They shall appoint a test director (usually a representative of the organizing MS or from among the organizers) who shall secure the necessary number of assistants.

The test director must ensure that all instructions from the chief judge are followed. Any interference with the judges' performance that could affect the outcome of the tests is not allowed.

(2) Before the start of hunting dog performance tests, the organizer is required to submit to the chief judge three copies of the completed judging tables, prepared according to the template, diplomas, and the "Test Results Overview."

(3) Before the start of the hunting dog performance tests, the person authorized by the organizer (usually the gamekeeper or a person designated by him) is required to check the weapons, including checking the weapon license, firearms licenses, hunting permits, and relevant documents p r o v i n g payment of compulsory insurance for persons handling firearms during hunting dog performance tests. A record of the inspection is made by the chief judge.

(4) The organizer is obliged to instruct persons who actively participate in public performances with animals on how to handle animals, prepare aids or other equipment, and familiarize them with the principles of animal welfare and protection in accordance with the Animal Protection Act, and to check that they comply with these principles during public performances with animals.

(5) In the event of an accident, first aid shall be provided to the injured person and further action shall be taken in accordance with the applicable guidelines (interruption of the event, calling the police, securing the accident site, making a sketch, etc.).

(6) If the panel of judges finds that the tests are not sufficiently prepared, the chief judge may stop them. The results of such tests are invalid, and the organizer is obliged to bear all costs, including the costs of delegating judges and, where applicable, the claims of dog owners or handlers.

(7) The organizer shall provide transportation for the judges to the hunting ground (unless otherwise agreed) and for the chief judge and test director to move more quickly from one group to another.

(8) Neither the organizer nor the chief judge may exceed the maximum number of dogs in hunting dog trials or the maximum number of dogs in a group. The rules only specify the maximum number of dogs in a group; it is up to the organizer to decide how many dogs to assign to each group.

If more dogs are registered than the maximum number of dogs, the organizer may hold several tests simultaneously with the necessary number of chief judges and judges for each group.

SECTION 12. JUDGES AND TRAINEES

(1) Only judges who are listed in the valid list of judges for the relevant year and have the required approval for these tests may be delegated to hunting dog performance tests. A delegated candidate must be listed in the relevant list of candidates for the type of test in question.

(2) Referees and candidates for hunting dog performance tests are delegated in writing by the organizer. The organizer delegates one chief referee for the tests and at least two referees for each group of dogs. The organizer may delegate candidates so that no more than two candidates are delegated for each group.

(3) The delegation of judges for trials with CACT, CACIT and trials organized by breeding clubs is approved by the Czech-Moravian Kennel Club (hereinafter ČMKJ). The proposal for the conditions, judges and candidates for the tests is the responsibility of the organizer of the relevant event and must be submitted to the ČMKJ (in writing or electronically) at least 14 days before the tests, and the proposal for foreign judges for CACIT tests 1 month before the tests. After approval of the delegation proposal and proposals, the organizer will delegate judges and candidates. For tests and competitions where CACT or CACIT candidacy is awarded, a maximum of one candidate may be delegated for each group or each workplace.

(4) Judges and candidates for trials organized by a breeding club in cooperation with a branch association are delegated at the suggestion of that club.

(5) Each delegated judge and candidate is obliged to notify the delegating organizer of their acceptance of the delegation no later than 3 days after receiving the delegation card. If a judge or candidate does not attend the hunting dog performance tests to which they have been delegated, the chief judge is obliged to notify the organizer and the delegating body in the "Test Results Overview" form so that consequences can be drawn from this indiscipline.

(6) The organizer or delegating body shall delegate a substitute for a judge who has not accepted the delegation. Before the start of the tests, the chief judge is obliged to verify whether the judge is approved for the type of tests and group of dogs to be judged (e.g., by consulting the list or checking the judge's license) and whether the candidate has been properly delegated. It is not permissible for judges or candidates to exchange delegation letters among themselves. Except for the authorization of the chief judge, only the organizer or delegating body may appoint substitutes.

(7) At hunting dog performance tests, judges with the appropriate qualifications for the announced tests judge according to the rules. If several test regulations are applied in a single test, the judge must always meet the relevant qualifications for the given tests and breed group. In the case of combined groups in tests, the function of chief judge may be performed by a judge with approval for the given breed groups.

(8) Judges are under the protection of the organizer while performing their duties. The judge is solely responsible for evaluating the dog's performance.

(9) If a judge or candidate violates the provisions of the test regulations, the procedure governing the appointment and dismissal of judges shall be followed.

10) Any unjustified criticism of the judge and rude behavior on the part of the handler or spectators that could undermine the authority of the judge or the importance of the trials and hunting cynology must be reported to the organizer by the chief judge. The written notification shall also be co-signed by the judges who witnessed the incident, or other witnesses, if applicable, and shall be immediately forwarded to the organizer and included in the results overview.

(11) In addition to travel and meal allowances, delegated judges are also entitled to remuneration based on a work agreement. The amount of remuneration is determined by the organizer. Judges may only judge one trial per day.

(12) The judge must supervise, guide, and advise the candidate in interpreting the test rules. The candidate may not judge and evaluate the dog on their own. The candidate is required to submit the "Candidate Card" form to the judge and the chief judge for signature.

(13) When judging the performance of hunting dogs, the judge is obliged to:

- a) confirm acceptance of the delegation to the organizer no later than 3 days after receiving the delegation ticket,
- b) participate in the judges' meeting,
- c) announce at the judges' meeting at the latest that there is a dog among the registered participants that he/she is not allowed to assess, in order to allow it to be placed in another group,
- d) exclude uncontrollable or aggressive individuals from the assessment,
- e) behave correctly both during and outside of judging, always act politely,
- f) judge the dogs presented strictly and impartially; judge solely and exclusively according to the valid test rules,
- g) fill in, verify with a stamp and signature the judge's tables and applications.

(14) When judging the performance of hunting dogs, judges must not:

- a) be under the influence of alcohol or other addictive substances,
- b) judge in group trials or individual disciplines an individual that they have owned or co-owned in the last six months prior to the trials; the same applies to dogs that belong or have belonged to persons close to them in the last six months prior to the trials; failure to comply with this restriction exposes the judge to the risk of disciplinary action.

(15) The above provisions also apply *mutatis mutandis* to candidates, with the exception of the participation of a close person in tests or in a group where the delegated candidate is observing. The judge is responsible for the work of the candidate entrusted to him.

SECTION 13. CHIEF JUDGE

(1) The chief judge represents the organizer, to whom he is responsible for the proper conduct of the trials, resolves all protests from handlers and disputes between judges. His decision is final. The chief judge cannot correct the judges' decision of his own accord, but only on the basis of a protest.

(2) The chief judge may not simultaneously be a judge for any group and may not simultaneously be the chief judge or judge for more than one trial on the same day.

(3) Before the start of the trials, he convenes a meeting of judges, candidates, the trial director, and the organizing committee, at which he determines the division of judges and candidates into groups, how they will judge, and, in the case of LZ and VZ, which disciplines they will judge. The order of the disciplines to be judged is determined by the chief judge in agreement with the test director and is announced publicly before the judging begins.

(4) If the judge who accepted the delegation does not show up for the tests, the chief judge will appoint a substitute from among the judges present who is listed in the list of judges and meets the appropriate approval for the given test and group of breeds. If the chief judge does not attend the trials, the most qualified of the delegated judges present shall assume this function by agreement, but even he may not judge in the group.

(5) The chief judge opens the tests with a short speech. He supervises the drawing of dogs into groups and is responsible for the correctness and objectivity of the draw. He also supervises the checking of tattoo numbers or microchips.

(6) The chief judge is responsible for the correctly completed and signed judging tables, for the accuracy of the records in the pedigree, in which he/she marks the relevant section with his/her stamp and signature, and for all other mandatory records. In the event of a correction of data, he/she crosses out the incorrect data and writes the correct data above it. He/she signs the corrected data to indicate that he/she has made the correction. **T h i s i s an official document and must be treated as such.**

(7) Where possible, he monitors the performance of candidates for the position of referee, in agreement with the referee to whom the candidate has been assigned, and responsibly evaluates the candidate's performance in the "Results Overview," which he sends to the organizer, and in the candidate's file.

(8) The chief judge must justify every decision in a dispute between two judges or when a protest is lodged during the trials with the relevant provision of the trial rules, for the strict observance of which he is responsible.

(9) The chief judge may disqualify a dog handler who violates the provisions of the rules.

(10) In the performance of their duties, the chief judge must maintain the principles of decent behavior.

(11) The provisions of Section 12, Referees and Referee Candidates, apply mutatis mutandis to the chief referee.

SECTION 14. METHOD OF EVALUATION, SCORING AND FINAL CLASSIFICATION

(1) Dogs entered in individual groups are always judged by a designated group of at least two judges. The test rules for individual, especially practical tests, may stipulate that one judge is sufficient.

(2) The main principle in judging is the correct interpretation of the test rules with regard to the use of the dog in hunting practice. After the completion of each discipline, the judges must decide on the result in a private discussion and publicly evaluate the course and performance of the discipline and announce the result of the assessment to the handler (except for disciplines that are tested throughout the entire test, which are announced collectively at the end of the test). The judges must therefore agree before announcing the results. If they cannot agree and a dispute arises between the judges, the chief judge shall make the final decision on the assessment. The judges are obliged to respect his decision.

(3) The result announced in this way may not be changed, unless the handler submits a protest that has been accepted. The chief judge must duly justify his decision, announce it, and record it in the judging table. All judges must behave tactfully and prudently in all cases.

(4) The judges must observe the dogs' performances from a reasonable distance and must not allow any distractions from nearby crowds, etc. If a situation arises that is not covered by the test rules, the judge shall decide in favor of the dog after consultation with the chief judge. The chief judge shall record such a decision in the results overview in the test record.

(5) If a dog is not tested in a particular discipline within the specified time, the judge is obliged to announce this publicly and, before the end of the tests, allow the dog to complete the discipline and announce the marks publicly. Before leaving the hunting ground, all disciplines must be completed and the dogs must be evaluated.

(6) The handler may withdraw from the hunting dog performance tests for serious reasons. In this case, participation in the tests is not recorded in the pedigree certificate, but is recorded

in the judge's table and the overview of results. The same applies to dogs that fail. In burrowing tests, the "failed" rating is always recorded in the pedigree and in the overview of test results.

The marks for performance in individual subjects are:

- (7)** 4 – excellent – a dog that completes the discipline flawlessly, exactly according to the relevant rules and within the time limit set for completing this discipline
- (8)** 3 – very good – a dog that completes the discipline according to the relevant rules, but with minor errors described in the rules, or flawlessly, but within the time limit set for completing this discipline, is awarded a grade of very good.
- (9)** 2 – good – a dog that completes the discipline according to the relevant competition rules, but with errors described in the competition rules, or without errors, but within the time limit set for completing this discipline, is rated as good.
- (10)** 1 – sufficient – a dog that completes the discipline according to the relevant rules within the time limit, but with errors described in the rules, is evaluated as sufficient.
- (11)** 0 – insufficient – a dog that fails to complete the discipline according to the relevant rules or fails to complete it within the time limit specified for completing this discipline is rated as such.

(12) For marks that need to be given as averages, the following procedure is used: the final mark is determined by the arithmetic mean, with the result rounded down to 0.50 and up from 0.51 (e.g., $3.50 = 3$, $3.51 = 4$).

(13) The importance and difficulty of each discipline is expressed by a coefficient by which the grade awarded is multiplied. The resulting number is the number of points the dog has earned in that discipline. By adding up the points from all disciplines, we get the total number of points. The tables for the individual types of hunting dog performance tests show the minimum number of points required to achieve a I, II, or III prize.

(14) The tables for the individual types of hunting dog performance tests list the disciplines in which a grade of "unsatisfactory - 0" allows the dog to continue in the hunting dog performance tests if the dog receives a grade of "unsatisfactory - 0"

in another discipline, it has failed the tests. A dog that is graded "unsatisfactory - 0" in any of the possible disciplines cannot be placed higher than III. prize, even if it has obtained a sufficient number of points for another prize overall.

(15) If several individuals have the same number of points, priority in placement is given first to breeding individuals over non-breeding individuals, younger individuals over older individuals, and, if of the same age, to those whose name begins with an earlier letter of the alphabet. In aptitude tests (ZV), breeding individuals do not receive priority in placement.

(16) The nomination for CACIT is governed by FCI guidelines. The nomination for CACT and res. CACT must be in accordance with the ČMKJ guidelines and the relevant guidelines of the Czech-Moravian Kennel Club. All nominations are non-binding and are awarded to dogs for exceptional performance, and it is up to the panel of judges to decide whether or not to award this title.

SECTION 15. MANDATORY RECORDS

(1) The judges keep a record of the course of the tests. A record in the judge's table is only made in the case of an exceptional performance by a dog, or a justification for a mark that reduced the dog's score, or a manifestation that led to the dog's exclusion from the assessment (digging, biting, etc.). The judge shall also enter in the table information about the dog's characteristics that are exceptional in terms of normal practice (e.g., steadiness or loudness on the trail in pointing dogs, etc.). The entry must be clear, concise, unambiguous, and legible.

(2) In addition to this description, the judges will also include the handler's evaluation in the table if there has been a deviation from the rules of the ZŘ or a violation of the organizer's statutes. In addition to information about the type of test, the handler, and the dog, the judging table must also include Ministry of Agriculture authorization no. 1/2020 to organize dog performance tests, effective January 1, 2020, issued under ref. no. 56816/2019-MZE-16233, the address of the OMS, including its ID number, confirmation from the organizer, and it must be signed by the chief judge and the judges who assessed the dog in the tests. In order to obtain a hunting qualification, the judging table must indicate whether the dog passed the test (obtaining 1st, 2nd, or 3rd prize) or why it failed (listing the individual disciplines in which it failed).

(3) Without the above requirements, the table is invalid. The handler will also receive a "Test Certificate," which is a certificate of the dog's hunting suitability proven during the test, including FCI tests that meet the conditions set by the decree. The certificate bears the organizer's registration number, and the branch association keeps a record of the test certificates issued according to the assigned numbers. The test certificate is always provided by the organizer or branch association and is further stamped by the organizing or co-organizing branch association and signed by the chief judge and the authorized representative of the organizing or co-organizing branch association.

(4) The confirmation of passing the dog's performance test is a form issued by the organizer.

(5) The chief judge is responsible for ensuring that the dog's pedigree certificate contains the following information: the date of the test, the organizer, the type of test and whether it is a test for CACT or CACIT, the final assessment and number of points, the nose mark, the volume on the trail or on sight, or the pointing of game in the case of pointers. In the case of hound trials, the chief judge shall record the award of the title "diviačiar" (wild boar hunter).

(6) The chief judge shall confirm the test results in the dog's pedigree certificate with a stamp bearing his name and signature. All tests and competitions permitted by the test regulations, including international regulations, shall be recorded in the dog's pedigree certificate.

(7) If the dog owner does not wish to have the test results recorded in the dog's pedigree certificate, the chief judge may comply with this request. Except for burrowing tests.

SECTION 16. EVALUATION OF TESTS

(1) At the end of the test, the chief judge briefly evaluates and publicly announces the results of the test and assesses how many dogs passed the tests, how many were withdrawn, and how many failed. He may also evaluate the level of training, performance, and the like.

(2) Proof of participation in the test is provided by the judge's table, a record in the dog's pedigree certificate of the successfully completed test, and, in the case of a hunting suitability test, also a test certificate proving that hunting suitability has been obtained.

(3) For the test organizer, the chief judge's report – an overview of the test results – serves as proof of the tests.

- (4)** At the end of the tests, the chief judge:
- 1) evaluates and announces the test results
 - 2) submit to the leaders as proof of the test taken and the award obtained for the dog handler:
 - a) a diploma signed by the chief judge and the director of the trials,
 - b) 1x judge's table,
 - c) a test confirmation,
 - d) dog's pedigree with the test results recorded,
 - 3) within 7 days at the latest, in accordance with the organizer's internal regulations, he/she shall prepare:
 - a) an overview of the results with a brief report on the course of the tests, including a list of judges who assessed the tests and candidates who observed the tests (including their evaluation),
 - b) a list of test certificates issued (if any),
 - c) 2 complete sets of judge's tables to the organizer.
- (5)** Within 30 days after the tests, the organizer will send one set of judge's tables to the trainers of the breeding clubs.
- (6)** The organizer shall retain:
- a) 1 set of judging tables and application forms,
 - b) an overview of results with a brief report on the course of the examinations, including a list of judges who assessed the examinations and candidates who observed the examinations (including their evaluations),
 - c) a list of exam certificates issued (if any),
 - d) if the exam is organized by a breeding club and co-organized by a branch association, a copy of the overview of results and a list of exam certificates issued (if any) shall be sent to the branch association, which shall be provided with this information by the branch association for this purpose.

SECTION 17. NON-RECOGNITION OF TESTS

(1) Tests organized without the consent and knowledge of the organizer or in which there has been a gross violation of the provisions of the test regulations will not be recognized and their results will be declared invalid. Compensation for losses from such unrecognized tests will be claimed from the organizer who caused them.

(2) If the tests are held in a hunting ground with insufficient game and the dogs' performance cannot be evaluated, the chief judge is obliged to ask the organizer to provide a more suitable area or, if necessary, to request game to be released for the purpose of testing the dogs. In very exceptional cases, game is released into the test area, but not directly in front of the dogs.

(3) If there is a shortage of hares, they may be replaced by domestic rabbits that resemble wild rabbits or hares in size and coloration, for all disciplines in which hares are used according to these test rules. All game (including rabbits) must be mature and free of defects.

SECTION 18. TEST CONTROL

(1) The Ministry of Agriculture, the organizer's bodies (the organizer's Hunting Council, the organizer's Cynological Commission, the organizer's Supervisory Board, and the Supervisory Board of the branch association) are authorized to inspect the tests. During the inspection, they must not interfere with the course of the tests. The inspecting body shall draw up a report on the findings of the inspection together with the organizer and forward the original immediately to the Supervisory Board of the branch association or the Supervisory Board of the organizer, as appropriate, for a decision.

(2) The DR of the branch association is authorized to decide not to recognize the exams if they were held without the consent and knowledge of the organizer and to ensure their deletion from all documents concerning the exam results. An appeal against the decision of the DR of the branch association may be lodged within 15 days of receipt of a written copy to the DR of the organizer.

(3) Other findings, in particular if a violation of the Rules of Procedure on the part of the organizer or misconduct on the part of the referees has been found, shall be forwarded by the supervisory body to the organizer's DR for discussion. The DR of the organizer will then discuss the case and, if it decides not to recognize the tests, ensure that they are deleted from all documents on the results and discuss the misconduct of the persons involved in accordance with the organizer's statutes and the Rules for the Appointment and Dismissal of Dog Handlers.

(4) An organizer listed in the list under Article 2 who grossly and seriously violates the provisions of the rules for conducting tests shall be temporarily or permanently removed from the list of test organizers by the supreme authority at the proposal of the organizer's DR.

SECTION 19. GENERAL PROVISIONS

(1) At the discretion of the judge, a shooter may be used for all handlers in certain disciplines, especially where safety requires it.

(2) Dogs that successfully pass the all-round tests are entitled to be entered in the stud book and in the "U" pedigree certificate.

(3) The organizer and judge must ensure that the tests are not held on land that has been recently sprayed with chemicals or fertilizer. If this is discovered during the tests, the dog must be provided with alternative terrain.

(4) Dogs that demonstrably scratch, dig, or damage game with a hard bite are excluded from the tests.

(5) Further instructions are provided for each individual test, and everyone is required to follow them.

(6) The panel of judges has the right to ask the organizer to remove from the test area anyone whose behavior disrupts the smooth running of the tests.

(7) NUMBER OF DOGS AND JUDGES FOR HUNTING DOG TESTS

Type of test	Abbreviation	Dogs in the group	Number of judges	Note
Aptitude tests	ZV	8	2	for group
Autumn tests	PZ	6	2	for the group
Forest tests	LZ	6	2	for the group
Hunting dog trials	BZ	6	2	for the group
Water work tests	VP	6	2	for the group
Versatile tests: pointing dogs other breeds	VZ	-	2	for workplace for groups
	VZ	6	2	
Tests for locating hoofed game	ZVZ	6	2	for the group
Hunting trials	HZ	6	2	for the group
Individual hunting trials Slovakian kop	IHZ-SK	6	2	for groups
Hunting dog trials	BZH	6	2	for the group
Preliminary bloodhound tests	Pb	6	2	for the group
Burrowing of newcomers	ZN	no restrictions	2	total

(8) A maximum of 24 dogs may participate in the trials (with the exception of the trial for newcomers, where there is no limit on the number of dogs). If there are more dogs, the organizer may hold several trials simultaneously with the necessary number of judges, including chief judges.

(9) For the VZ for pointing dogs, there must be a minimum of 6 dogs and the tests must be two days long.

(10) If the VZ for a smaller number of dogs takes place on one day in the field and the next day in the forest, the same judges may assess them. The organizer will announce the division of judges in advance.

(11) The numbers of judges in the groups are minimum numbers. To ensure objective judging on tracking trails (cloven-hoofed game) and in hunting trials, it **is recommended to delegate three judges**.

(12) Groups of pointers and other breeds may be combined in the following tests: ZV, PZ, LZ, VZ. In the group of other breeds, all hunting breeds except pointers may be combined, with the exception of ZV, VP, and BZ, where pointers may also be combined with other breeds in one group.

SECTION 20. FINAL AND REPEALING PROVISIONS

(1) These test rules were discussed with the Ministry of Agriculture and approved by the ČMMJ Board of Representatives on March 14, 2014, and supersede the previous test rules.

(2) The general part of the test regulations was amended in cooperation with the Ministry of Agriculture, the Czech-Moravian Hunting Union, z.s. and the Czech Hunting Association and comes into effect on January 1, 2020.

PART TWO

TESTING REGULATIONS FOR POINTING DOGS

(1) These testing regulations govern tests for hunting dogs.

(2) The hunting suitability of dogs is defined in Section 14(1) of Decree No. 244/2002 Coll., as amended (hereinafter referred to as the "Decree"), and is demonstrated by passing the disciplines specified in the ČMMJ test regulations for hunting dog performance tests, which perform activities that qualify them as suitable for hunting for the purpose of exercising hunting rights.

(3) With regard to the specific work of a hunting dog, these activities are understood to mean searching for, tracking down, and retrieving killed, shot, or otherwise injured small game, or tracking down killed, shot, or otherwise injured hoofed game.

(4) In order for a dog to pass the hunting dog test, its performance in the disciplines must meet the requirements of the test regulations, namely a minimum performance in the third prize category. Upon passing the performance test, the organizer shall issue a "Certificate of Passing the Dog Performance Test" in accordance with § 17(6) of the decree, which shall bear the ČMMJ registration number, and each organizational unit of the ČMMJ shall keep a record of the test certificates issued according to the assigned numbers. The test certificate issued by the organizer is a public document.

SECTION 1. RETRIEVER TESTS ARE DIVIDED INTO:

I. tests without the award of hunting suitability, which are:

Hunting dog aptitude tests (ZV) are not tests of hunting usefulness, but rather demonstrate innate aptitudes and serve to check heredity. They are an important test for breeding clubs. Aptitude tests examine innate hunting characteristics and natural methods of hunting small game. In rare cases where there is no game, live game birds or furred game from artificial breeding are released. In very exceptional cases, game is released into the test area, but not directly in front of the dogs. Game released into the wild must be healthy, in good physical condition, and uninjured.

II. Practical hunting tests (ZPL) with the award of hunting suitability, which are:

- a) Autumn retriever tests (PZ) qualify the dog as suitable for hunting for searching, tracking, and retrieving small game. Here, the natural method of hunting small game is tested, and in rare cases where there is no game, live feathered or furred game from artificial breeding is released. In very exceptional cases, the game is released into the test area, not directly in front of the dogs. Freely released game must be healthy, in good condition, and uninjured. Dogs are also tested on small furred and feathered game that has been killed in advance; if a hare is not available, an adult rabbit from domestic breeding with a color similar to that of a hare may be used.
- b) Forest trials for retrievers (LZ) qualify the dog as suitable for hunting, searching for, finding, and retrieving small game, mainly in forest hunting grounds, and tracking hoofed game. LZ tests are conducted on live game, previously killed hoofed game, and previously killed small furred game, feathered game, and foxes; if a hare is not available, an adult rabbit from domestic breeding with a color similar to that of a hare may be used;
- c) water work tests (VP) qualify dogs as suitable for hunting, searching for, tracking down, and retrieving small game, with a specialization in waterfowl hunting. The tests are conducted on suitable bodies of water. VP tests are conducted on live game and on pre-killed or shot waterfowl.
- d) All-round Retriever tests (VZ) qualify dogs as suitable for hunting, searching for, tracking down, and retrieving small game and for tracking hoofed game in all natural conditions. Versatile tests are held in fields, forests, and water. VZ tests last two days. The tests examine the natural method of hunting small game, and in rare cases where there is no game, live feathered or furred game from artificial breeding is released. In very exceptional cases, the game is released into the test area, not directly in front of the dogs. Freely released game must be healthy, in good condition, and uninjured. Dogs are also tested on pre-killed cloven-hoofed game and pre-killed small furred game, game birds, and foxes; if a hare is not available, an adult rabbit from domestic breeding, corresponding in color to a hare, may be used.

The pointer may also participate in bloodhound tests, where it is tested according to the test rules for dachshunds and terriers and must prove that it is capable of tracking a trail older than 12 hours.

III. Competitions organized by the ČMMJ

- a) The Richard Knoll Memorial (MRK) is the top competition for hunting dogs in the Czech Republic for the title of All-Around Winner of the Czech Republic 20... If the winner succeeds in the first prize, they will receive CACT candidacy. The second dog, if successful in the first prize, will receive the Res. CACT qualification for all breeds participating in the MRK competition. All qualifications are not mandatory and are awarded to dogs for exceptional performance. It is up to the panel of judges to decide whether or not to award the qualification. A maximum of 20 dogs from the Czech Republic compete in the MRK, nominated according to **the ČMMJ guidelines** based on the results of the previous year's versatile hunting dog trials.
- b) The Karel Podhajský Memorial (MKP) is the top international competition for retrievers in the Czech Republic for the title of MKP Winner. If the winner succeeds in the first prize, they will receive the CACIT (International Working Champion candidate status). The second dog in the ranking, if successful in the 1st prize, will receive the Res. CACIT candidate status. The best dog of the breed in the 1st prize will receive the CACT candidate status (Czech Working Champion candidate status) and the second best dog of the breed will receive the Res. CACT candidate status. CACT and Res. CACT titles are awarded to all participating breeds. All titles are non-mandatory and are awarded to dogs for exceptional performance. It is up to the panel of judges to decide whether or not to award the titles. A maximum of 20 dogs will participate in the MKP (ideally 10 dogs from the Czech Republic and 10 dogs from abroad).
1. All MRK and MKP participants may continue in the competition even if they receive a disqualifying mark in any discipline. They should only withdraw in the event of the dog or handler being indisposed. The ranking of dogs is determined by the points achieved in the individual prizes; the ranking of dogs that do not receive a prize will be determined by the points achieved.
 2. The dates of the MRK and MKP are set by the KK ČMMJ with regard to the dates of other hunting aptitude tests so that no other competitions, tests, or exhibitions take place at the same time as the MRK and MKP. The proposal for the delegation of judges for the MRK and MKP is subject to approval by the KK ČMMJ, and the judges and candidates are delegated by the ČMKJ.

SECTION 2. WORK OF THE DOG IN THE FIELD

In the field, the dog must prove that it is a valid hunting assistant, that it is capable of searching for game and, if it finds game, exposing it and thus enabling it to be caught. The dog must find and retrieve small game that has been killed, shot, or otherwise injured. Part of field work also includes retrieving ducks from deep water. In addition to the basic skills required by the decree, the dog must prove that it is obedient, controllable, and able to work in a group with other dogs. During the tests, it also demonstrates its innate abilities, for which it has been bred over a long period of time.

SECTION 3. WORKING WITH DOGS IN THE FOREST

In the forest, the dog must demonstrate that it is capable of searching for game and, if game is found in the terrain it is searching, that it is capable of working it out so that it can be hunted. The dog must find and retrieve killed, shot, or otherwise injured small game and track hooved game. At the same time, it must demonstrate its ability to find and retrieve a fox, which it must bring back despite obstacles.

SECTION 4. WORKING WITH DOGS IN WATER

(1) The dog must demonstrate that it is not afraid of water, can swim well, and is able to search for waterfowl on water surfaces and in natural cover near water, thus enabling its capture. It must track down and retrieve killed, shot, or otherwise injured waterfowl in the water and adjacent cover.

(2) The test is conducted on bodies of water (ponds, lakes, etc.) in natural conditions (concrete reservoirs are not suitable, but are not excluded). The water area must be wide and deep enough for the dog to demonstrate that it can swim well. A wild duck or coot, or a domestic duck similar in size and color to a wild duck, is used for water work.

(3) In club all-round trials and MKP trials with CACIT title eligibility, the dog must come into contact with a live duck and demonstrate its ability to work with a live duck. A pointer that does not demonstrate its ability to work with a live duck cannot obtain CACIT and Res. CACIT title eligibility. In this discipline,

"Worked on a live duck" is entered in the table. If it does not demonstrate its ability to work on a live duck, it can only be awarded the CACT and Res. CACT titles.

(4) In the deep water duck retrieval discipline, the judge must use a fresh duck after every third dog.

(5) Dogs that demonstrably bite the game or damage it with too hard a bite or dig it up will receive a score of 0 for retrieving in all hunting suitability tests and will fail the tests. The judges will note biting the game and digging it up in the judging table.

(6) The judging tables below list the test disciplines that are tested in each test.

SECTION 5. INDIVIDUAL TEST DISCIPLINES:

I. NOS

(1) When assessing the nose, it is necessary to note the distance at which the dog smells the game, the speed of the search, the wind (its strength and direction), humidity and air temperature, soil type, vegetation, game species, and search duration (time). The dog does not have to flush out the game immediately; it can follow its scent and then flush it out at a shorter distance. The distance should always be assessed from the first scent, not from the flush. It should be taken into account that when working with pheasant game, the dog will approach it at a shorter distance than when it flushes it out. The sensitivity of the nose is assessed throughout the tests. At VZ, competitions, and memorials, the nose is included in the tables for field disciplines. Judges assessing forest and water disciplines have the right to influence this assessment in case of deficiencies in the quality of the nose. Passing hares in the field may not necessarily be a sign of a poor nose.

(2) Since LZ also qualifies dogs as suitable for hunting in certain cases, the quality of the nose must also be assessed in these tests. Judges verify their findings on the quality of the nose throughout the tests. This is possible, especially during tracking or searching.

(3) *Mistakes: sniffing out game at a shorter distance when the wind is favorable, constantly pointing out breaths and places where game has been.*

II. COMMON HUNT

(1) Time limit: 10-15 minutes.

(2) In this discipline, the dog must demonstrate that it is a valuable assistant in hunting small game in group hunts. A group of 2-4 dogs is formed, which line up at a distance of approximately 50 to 80 steps from each other.

(3) In open terrain where the judge has a clear view of the dogs, all dogs in the group (maximum 6 dogs) can be tested, provided that the above distances are observed. The judge stands between the handlers. Testing is carried out in taller vegetation, if possible, under the same conditions for the whole group. The judge must ensure that all dogs are tested in turn.

(4) During a joint hunt, the dog may work freely in front of its handler up to the effective range of the shotgun, or it may be led freely at the handler's left foot or on a leash. At the VZ, all dogs must start working freely in front of their handlers during a joint hunt. Quiet guidance by the handler is not considered a fault.

(5) During a joint hunt, the judge orders the handlers to fire at least four shots each, even if there is no game present. All handlers are required to shoot at game that flies or runs out, whether or not it is pointed by a freely searching dog.

(6) When testing this discipline at the PZ, at least one piece (species) of game should be shot in front of each dog. If there is less game in the given conditions, at least one piece () of game should be shot in each group.

(7) When testing this discipline at VZ and memorials, each handler or assigned shooter should shoot at least one piece of feathered or furred game in front of the tested dog, the second is thrown to the dog after the end of the discipline so that the dog can prove that it brings freshly shot game.

(8) Immediately after catching a piece of game, the judge interrupts the joint hunt and throws the caught piece to all the dogs being tested in the group and tests them in retrieving warm, freshly shot game.

(9) A dog that works freely in front of its handler or freely at the handler's left foot must find, retrieve, and deliver the game shot by the handler. A dog on a leash must work in the same way, and the handler must release it before the search.

(10) At the judge's command, the dog must find and retrieve game shot by any participant in the joint hunt. When a dog flushes game during a joint hunt, the judge must take this into account, as well as the dog's other performances, such as advancing, calmness in front of game, etc.

(11) At the PZ, the handler may lead the dog on a leash, but this is evaluated with a maximum score of 1, or lead the dog freely at heel, but this is evaluated with a maximum score of 2.

(12) Dogs working freely in front of their handler who disturb the work of other dogs or otherwise disrupt the course of the joint hunt must be put on a leash by their handler at the judge's command and are then evaluated as dogs on a leash.

(13) Aggressive individuals that do not allow other dogs to retrieve game and attack them, or dogs working on the VZ at heel, are rated 0 and fail the test.

(14) *Errors: Unsystematic searching in the assigned area, searching only in close proximity to the handler, one-sided searching of the assigned area, the dog only moving forward from the handler and back to the handler, searching too far away, running behind the handler, running in front of neighboring handlers, poor controllability – too frequent and loud correction of the dog, working with a low nose, disturbing the work of neighboring dogs.*

(15) The dog in front of which the game was caught shall have the suffix "UZ" (game caught) added to the final score.

III. INNATE WORKING INSTINCT

(1) Assessed at ZV. Throughout the search, the dog's willingness to search for and point out game is assessed. The best score is given to a dog that persistently searches for game with enthusiasm in difficult weather conditions. The dog's overall behavior shows that it works with innate enthusiasm and joy.

(2) *Faults: little interest in work, constant encouragement, unconvincing obedience.*

IV. INTEREST IN TRACKING GAME

(1) When assessing the dog's innate qualities, its aptitude for tracking live (healthy) game should also be tested, which is expressed differently in different breeds. We evaluate this trait in aptitude tests (ZV). When the dog encounters a fresh trail of furred or feathered game that it has not seen before during the search. The dog should show interest in following it. Depending on the characteristics of the breed, it may follow the trail with its nose high, or in some breeds it is desirable for it to follow the trail with its nose low. The dog is not required to follow the trail with its nose low, but it must be demonstrably in contact with the trail.

(2) Loud tracking is recorded in the judge's table and in the pedigree. If the dog does not have the opportunity to track game during the search, the judge will ask the handler to put the dog on a fresh game trail that the judge has found himself.

(3) A score of 4 is given to a dog that spontaneously shows interest in the trail, follows it well for several hundred meters, but then returns to the handler on its own (minor commands may be tolerated) and continues to work or allows itself to be tied up (if it was put on a trail that the judge had previously found himself).

(4) A score of 3 is given to a dog that follows the trail, but with less confidence and requires more commands to follow the trail.

(5) A score of 2 is given to a dog that follows the trail only briefly or with little interest, requiring constant encouragement from the handler, or to a dog that often strays (loses the trail and has difficulty finding it again).

(6) A score of 1 is given to a dog that shows little interest in the trail, follows it for a few meters, and then abandons it despite the handler's encouragement.

(7) *Faults: no interest or little interest in a fresh trail of live game (the characteristics of individual breeds must be taken into account), or only following the trail of live game beyond the permitted time limit of 10 minutes (if a pointer follows game, even on a trail, it should return within 10 minutes).*

V. SEARCH

(1) Time limit: 15–20 minutes.

(2) All dogs must be tested in approximately the same cover and conditions. In these disciplines, the judge takes into account weather conditions (temperature, humidity, and cover) and the terrain.

(3) If the dog does not find game within the time limit and has not demonstrated pointing and tracking even during a joint hunt, the search is interrupted for at least 30 minutes and the dog is released again to search in a substitute area. It searches again for a maximum of 20 minutes, then the search is terminated and the dog is evaluated according to its performance.

(4) The judge may terminate the discipline before the time limit expires if the dog shows little interest in searching the terrain and finding game, or if, on the contrary, the dog searches unsystematically, far ahead of the handler (hunting on its own, not in contact with the handler).

a) System

1. The dog should search with its nose high and use the wind to its advantage so that it does not miss any game that may be hidden in the area being searched. The dog proceeds against the wind during the search and "cuts" the wind when searching crosswise. The ideal search is to the sides, not too far ahead. The dog usually makes turns (changes of direction) against the wind; in ZV and PZ, occasional turns downwind are not considered a mistake. The dog must adapt the search range to the cover and terrain so that it is in constant contact with the handler. The dog should show independence in its work, but it must respond to the handler's commands and allow itself to be directed by them.
2. *Faults: unsystematic searching, circling the handler, searching close to the handler, searching by sight, searching far ahead of the handler, moving away from the handler's influence, repeated turns of the dog downwind, frequent and loud commands from the handler.*

b) Speed

1. The dog should search at a gallop; the pointer breeds listed in Appendix 1 search at a trot, or it is permissible to switch from a gallop to a trot and vice versa. When checking scented locations (e.g., tracks, beds, resting places), the dog may search at a steady pace.

slow down or even stop briefly. After a brief check, it must continue searching. The search must be quick and systematic, and the speed must remain stable throughout the search.

2. *Errors: slow movement, switching to a trot in breeds that search at a gallop, frequent verification of scents at VZ and competitions.*

c) Endurance

1. The dog must maintain the same speed of movement throughout the search, if possible, and must not tire or slow down significantly as time passes. It must constantly show effort to find game and respond to the handler's instructions and commands.
2. *Faults: lack of stamina, tiring, loss of interest in searching for game.*
3. A dog that has caught game will have the suffix "UZ" (game caught) added to its final score.

VI. POINTING

(1) If the dog scents game, it must point it. If it scents it at a greater distance, it may approach it (step up) and then point it firmly. Pointing must be firm, if possible. It should only indicate tracks and breaths. If it points breaths and tracks on ZV or PZ, this is not considered a fault. In order for a pointer to be evaluated on pointing, it must demonstrate pointing on wild game, and if there is no game, mature, uninjured game birds must be released into the test area so that it can complete the discipline. It is strictly not permissible to evaluate a dog if it has not demonstrated pointing.

(2) *Errors: pointing at places without game (teasing = pointing at three different places, in three different directions without proving game), denying game, short-term pointing and returning to the handler. Repeated denial excludes the dog from further testing. If it does not point furred game in the field during ZV and PZ, it is allowed to point feathered game. If it does not point feathered game in the field, even though it had the opportunity to do so, it is graded 0.*

VII. PROCEDURE

(1) If the dog points game at a greater distance, it may proceed freely towards it (approach the game) without disturbing it. It is not a fault if the dog receives a quiet command to proceed.

(2) If the game bird runs away from the dog, the dog must follow it so that it remains in constant contact with its upper nose, or it may stabilize it.

(3) Stopping is a situation where the game, which has been exposed to the dog before, slowly leaves or runs away, and the dog, after going around or running around it, tries to prevent it from leaving or return it to the handler. This is an excellent innate trait and is recorded in the dog's pedigree.

(4) *Faults: advancing too quickly and subsequently startling the game, advancing too close to the game and starting it, lack of interest in advancing even after repeated commands from the handler. It is unacceptable to push or pull the dog to advance. A dog that refuses to advance may be graded as low as 0. The only exception to advancing is when the game is exposed at a very short distance.*

VIII. SEARCHING FOR SHOT AND ABANDONED BIRDS AND FURRY GAME

(1) Time limit: maximum 10 minutes, control dog maximum 5 minutes.

(2) This discipline is designed to test the dog's usefulness in hunting practice, i.e. whether it can properly search for and retrieve killed, shot or otherwise injured game birds and animals. This work is only evaluated as a search if the dog searches for the game with its nose, not with its eyes. The disciplines "Searching for freshly shot game birds and animals" and "Searching for discarded game birds and animals" are an integral part of the discipline "Searching for shot and discarded game birds and animals." Each discipline is tested separately. In order for the dog to pass, it must not receive a score of 0 in any discipline. The results achieved in each discipline are recorded in the judge's table with a note. The calculated average then forms the final score for the discipline "Searching for shot and discarded game birds and animals."

(3) During the search, the handler must not give the dog the command to retrieve or bring. They may only use the commands "search," "search, lost," or "search for the lost." If the handler gives the dog the command to retrieve or bring at a time when the dog is not yet aware of the game being searched for, it is considered a fault.

(4) For each command to retrieve game (before grasping or during retrieval, if the dog drops the retrieved game), the retrieval score is reduced by one point. If the handler gives more than three commands to retrieve game during the search, the dog receives a score of 0 for the search and fails the test.

(5) If the judge finds that the dog has sniffed out the searched game, is demonstrably aware of it, and denies it, he will order the handler to give the dog a command to retrieve the game. If the dog retrieves the game after this command, it will be awarded a maximum score of 2 for the search, and a score of 1 after the second command.

(6) If the dog fails to find the shot or wounded game within 10 minutes, the judge will send a so-called control dog, i.e. the next dog in line, to do the job. If there are no more untested dogs, the previous dog will be used. If the control dog finds the game within 5 minutes, the tested dog will be given a score of 0. The control dog will be evaluated according to its performance. If the control dog does not find the game within 5 minutes, it is considered untraceable. At competitions and trials where CACIT and CACT are awarded, a control dog is not used, and a dog that does not find the shot game within 10 minutes is given a score of 0.

(7) If the dog finds the shot game bird by following its trail and retrieves it from a distance of at least 100 steps, its work is evaluated as a search and at the same time as a completed discipline "dragging game birds."

(8) If the dog tracks down shot furred game and retrieves it from a distance of at least 200 steps in the field, its work is also evaluated as tracking and at the same time as a completed discipline "dragging furred game."

(9) Each dog being tested is then given 1 piece of feathered game during the test, and after it has been retrieved, 1 piece of furred game is then given (the judge may change the order of the game). The judge always places the game in the cover so that neither the handler nor the dog can see it. Each dog must have its own space. The handler releases the dog strictly against the wind, at least 50 steps away from

the placed game and may follow the dog. At the judge's command, the handler stops and the dog continues the search. The judge pays particular attention to how the dog uses its nose, the distance at which it smells the game, and how willingly it picks it up and brings it to the handler. The handler may guide the dog to keep it in the designated area where the game is placed.

(10) When testing the discipline "Searching for fallen game birds and furred game," unlike the discipline "Searching for shot game birds and furred game," the use of a control dog is not permitted.

(11) However, if the dog being tested does not find the game within 10 minutes, it receives a score of 0 and is excluded from further evaluation. In such a case, the judge is obliged to show the handler where the game is lying in the cover if the handler requests it.

(12) If the dog points at other live game during the search, the handler may pick it up himself and continue the search according to the judge's instructions. However, the delay caused by the dog pointing at other live game is counted towards the total time limit for the search.

(13) The time limit applies from the release of the dog to complete the discipline "Search for fallen game birds and furred game" until the game is handed over to the handler.

(14) A score of 4 is awarded to a dog that finds the discarded game and delivers it within 4 minutes.

(15) A score of 3 is awarded to a dog that finds and retrieves the thrown game within 6 minutes.

(16) A score of 2 is given to a dog that finds and retrieves the discarded game within 8 minutes.

(17) A score of 1 is awarded to a dog that finds and retrieves the dropped game within 10 minutes.

(18) These time limits apply only to the discipline "Retrieval of dropped game birds and animals." The retrieval of shot and wounded game birds and animals is evaluated according to the actual work performed within a time limit of 10 minutes.

(19) The search is evaluated from the moment the dog is released until the game is brought within reach of the handler. The manner in which the game is brought and handed over is evaluated with a note in the "Bringing game" discipline.

IX. DRAGGING WITH FUR AND FEATHERED GAME

(1) Time limit: 10 minutes.

(2) In the practical exercise of hunting rights, it is necessary for the dog to retrieve killed, shot, or otherwise injured small game even from a greater distance. Therefore, the test includes a drag with feathered and furred game. It is important how the dog follows the trail and with what eagerness and willingness it approaches the game, grabs it, and brings it to the handler as quickly as possible.

a) Trail with game birds

- 1.** If the dog did not have the opportunity to work out the trail of winged game while working in the field (joint hunt or search), a 150-step-long, single-arc trail (trail) is set up with freshly shot or killed pheasant game. The dragged game is left at the end of the trail. The trail should be laid in low vegetation and downwind. Trails laid in one direction must be at least 100 steps apart along the entire length of the trail. The dog must not see the trail being laid. The game used to lay the trail must be mature and unblemished. The dragged piece of game is left exactly at the end of the trail. It is strictly forbidden to place it aside or hide it in any way. After laying the trail, the judge who laid it walks away in a straight line for at least 50 steps and hides there.
- 2.** At the request of the second judge, the handler places the dog on the shot marked with feathers. The dog may be led on a leash or rope for a maximum of 20 steps from the shot and then released freely. The handler must not continue from the place from which he sent the dog for the game in the direction of the further continuation of the trail. If he does so, the final score is reduced by at least one grade. However, he may return to the point of the shot.
- 3.** When released, the dog may receive a final command to retrieve the game, and the handler must not influence it with further commands. If the dog begins to stray after the first deployment, the handler may redeploy it on the trail. Re-setting the dog on the trail is considered to be bringing the dog back to the shot and releasing it on the trail, as well as all commands (both loud and quiet) that lead the dog to work out the trail.

4. The handler may set the dog on the trail a maximum of four times, but for each additional setting or each additional command, the score is reduced by one point.

b) Trail with furred game

1. This is tested and evaluated in the same way as for feathered game. The only difference is that this drag is based on a distance of 300 steps and has two curved turns. The time limit is the same as for the drag with feathered game.

2. The time is counted from the release of the dog at the first deployment to the delivery of the game to the handler.

(3) Tracking game birds and furred game in the field - time limits:

- (4)** A dog receives a score of 4 if it brings the game to the handler within 4 minutes and neither the dog nor the handler violates any of the provisions that affect the evaluation.

- (5)** The dog receives a score of 3 if it brings the game to the handler within 6 minutes and neither the dog nor the handler violates any of the provisions that affect the evaluation.

- (6)** The dog receives a score of 2 if it brings the game to the handler within 8 minutes and neither the dog nor the handler violates any of the provisions that affect the evaluation.

- (7)** A dog will receive a score of 1 if it brings the game to the handler within 10 minutes and neither the dog nor the handler violates any of the provisions that affect the evaluation.

- (8)** A dog will receive a score of 0 if it exceeds the 10-minute limit when bringing the game. Or a dog whose handler makes so many mistakes according to the provisions that the evaluation drops to a score of 0.

- (9)** At the PZ, both disciplines are tested and evaluated separately, and an average is calculated, which is the final score for this discipline. In order for a dog to pass the PZ, it must pass both disciplines.

- (10)** The drag is evaluated from the moment the dog is released from the shot until it brings the game within reach of the handler. The manner of bringing and handing over the game is evaluated with a note in the "Bringing game" discipline.

(11) If the dog does not retrieve the game even after the fourth attempt, it is evaluated with a score of 0 regardless of the time and is excluded from further evaluation.

(12) If, during the tests, the dog has already been tested in the discipline "Trailing game birds" or "Tracking furred game" and during the next test finds shot game birds at a distance of at least 100 steps or furred game at a distance of 200 steps, both disciplines are evaluated with one average grade.

(13) *Errors: repeated deployment, failure to follow the trail, exceeding the time limit, frequent commands (both silent and loud).*

X. BRINGING BACK FOWL, FURRY GAME, AND FOXES

(1) Time limit 10 minutes.

(2) The purpose of the game retrieval discipline is to test the dog's ability and willingness to retrieve game. In order to assess this ability as objectively as possible, it is necessary to obtain as many auxiliary marks as possible from the retrieval. The marks for retrieving feathered game (including waterfowl), furred game, and foxes, including marks for retrieving on drags, are averaged, and the arithmetic mean is the final mark for retrieving feathered game (including waterfowl), furred game, and foxes.

(3) In order for a dog to pass the test, it must not receive a single 0 for retrieving. Retrieving is part of the discipline of retrieving a fox over an obstacle and retrieving a duck from deep water. When evaluating these disciplines, errors in retrieving are reflected in the overall evaluation of the discipline.

(4) To evaluate this discipline at the PZ, at least one piece (species) of game should be shot in front of each dog. If there is less game in the given conditions, at least one piece (species) of game should be shot in each group.

(5) For the evaluation of this discipline at VZ and memorials, each handler or assigned shooter should hunt at least one piece of feathered or furred game in front of the tested dog.

(6) For the discipline of retrieving game, the dog is released with a command to retrieve. For each additional command to retrieve, the score is reduced by one point. If the dog sees the game fall after the shot,

it may retrieve it without a command, and this is not considered a fault. It must quickly grab the game with its mouth, retrieve it without difficulty, sit down in front of the handler, and release it only on the handler's command. The handler may only give a silent command to sit at the PZ.

(7) The judge must make sure that the dog holds the game firmly, does not squeeze it, and does not release it prematurely without a command.

When evaluating, the judge must take into account: the weather, the dog's fatigue, the distance from which the dog had to bring the game, and so on.

(8) If the dog receives more than four commands to retrieve the game at the PZ, it can receive a maximum score of 1 for this performance. However, the game must be retrieved within 10 minutes. This does not apply when assessing the discipline of searching for shot and discarded game birds and furred game, where no more than 3 commands to retrieve can be given.

(9) If a dog demonstrably knows about the game (verifies, carries) or demonstrably denies it, the judge has the right to order the handler to give the command to retrieve. If the dog retrieves the game after the first command, it can be awarded a maximum score of 2; after another command, the dog receives a score of 1.

(10) When retrieving feathered game held only by the feathers, or furred game by the legs or fur, the dog may receive a maximum score of 2 at the PZ, and only a score of 1 at the VZ and memorials.

(11) *Faults: reluctant to grasp the game, squeezing, playing with and throwing it, releasing the game in front of the handler when delivering it, frequently putting the game down, repeating commands to retrieve (each additional command reduces the score by one grade).*

XI. CALM IN THE PRESENCE OF FOWL

(1) If game birds fly up in front of the dog or if the dog sees game birds, the dog must remain calm and wait for the handler's commands.

(2) Accidental capture of one piece of game does not exclude the dog from further assessment only on ZV. However, in these tests, a dog may be classified with a maximum score of 2 in this discipline for catching game birds. In other types of tests, this is not permitted, and catching game birds excludes the dog from further assessment, unless otherwise specified.

(3) If a dog is tested on artificially reared game that it catches, it may be awarded a maximum grade of 1 in all tests (except ZV).

(4) Each time a bird is caught, the judge must ensure that the bird caught by the dog is not injured (shot, hit by a vehicle), sick, or bleeding from abrasions or wounds. All these facts, together with the dog's performance, must be taken into account by the judge when evaluating the dog.

(5) If the dog cannot be called off when chasing flushed game, it is disqualified from the test.

(6) A score of 4 is given to a dog that remains completely calm after game birds take flight, makes no attempt to chase them, waits calmly for further commands or the arrival of the handler, or continues working on its own. A quiet command to encourage calmness in the presence of game birds does not lower the score only if the dog is completely calm.

(7) A dog that moves forward after the game takes flight, but without a command and remains calm on its own, receives a score of 3.

(8) A score of 2 is given to a dog that, after the game takes flight, moves forward after it or jumps and must be stopped by the handler's command, which it obeys immediately. Furthermore, a dog can be awarded a score of 2 at ZV (where CACT is not awarded) if it accidentally catches uninjured game once.

(9) A dog that once chases upflown game birds, does not respond to the handler's commands, but returns to the handler within 3 minutes receives a score of 1. Furthermore, a dog can be awarded a score of 1 at PZ, where CACT qualification is not awarded, for accidentally catching one piece of uninjured game bird. A maximum score of 1 is also awarded to a dog that catches one piece of artificially bred, released game.

- (10)** A dog will receive a score of 0 in the following cases:
- a) repeatedly chasing up-started game birds or returning after the 3-minute time limit,
 - b) at ZV, PZ without CACT candidacy, it catches more than one piece of uninjured game birds,
 - c) at ZV, PZ with CACT waiting status, at VZ, competitions and memorials with CACT and CACIT waiting status, it catches an uninjured piece of game bird.
- (11)** If the dog does not come into contact with game birds, it is evaluated with a score of 3.
- (12)** If a dog repeatedly demonstrates calmness during tests, but with different ratings, the worst score is counted.

XII. CALM IN THE PRESENCE OF FURRY ANIMALS

- (1)** If furred game appears in front of the dog or if the dog sees furred game, it must remain calm and wait for the handler's commands. The handler may give quiet commands to reinforce the dog's calmness.
- (2)** A dog that remains completely calm after furred game has run out, does not attempt to chase the animal, waits calmly for further commands or the arrival of the handler, or continues working on its own. A quiet command to encourage calmness in front of furred game does not lower the score only if the dog is completely calm after furred game runs out.
- (3)** A dog that starts to chase the furred game after it has been flushed out but immediately returns on the handler's command or lies down on command.
- (4)** A dog that starts to chase the furred game after it has run out but does not immediately return or lie down on command, and more commands are needed to keep it calm in front of furry animals. A dog that catches one rabbit or hare that is not injured at ZV, PZ, where CACT or LZ is not awarded, will also receive a grade of 2.

CACT or LZ, catches one rabbit or hare that is not injured.

- (5)** A dog that chases furry game once, does not respond to the handler's commands, pursues the game for a distance of 200-300 steps, then returns to the handler within 5 minutes (at ZV, PZ, VZ, competitions and memorials with CACT qualification) or within 10 minutes at ZV and PZ without CACT qualification.
- (6)** The dog receives a score of 0 in the following cases:
- a)** repeatedly chases up game (more than once) at ZV, PZ with CACT qualification, VZ, competitions and memorials with CACT qualification, or returns after the 5-minute time limit,
 - b)** at PZ with CACT, VZ, competitions and memorials with CACT and CACIT, catches one piece of uninjured furred game (hare, rabbit),
 - c)** at VZ, competitions and memorials with CACIT qualification, chasing furred game is always evaluated with a score of 0 and the dog is excluded from the tests, unless otherwise specified (see the option to continue in MRK and MKP).
- (7)** If the dog does not come into contact with furred game, it is evaluated with a score of 3.
- (8)** If the dog repeatedly shows calmness during the tests, but with different ratings, the worst mark is counted.

XIII. BEHAVIOR AFTER THE SHOT

(1) At the ZV, the handler is obliged to shoot at the referee's command when the dog has not seen any game and also when the game being pointed at rises in front of the dog. After the shot, the dog must remain calm, must not be afraid of the shot, nor run around fearfully. If the dog is afraid of the shot or runs away after the shot and cannot be called back, it receives a score of 0 and is excluded from further evaluation (this reason is recorded in the judge's table and in the test results overview).

(2) In other types of tests, handlers are required to immediately shoot at game that the dog has pointed. At the judge's command, the handler must shoot at game that the dog did not point. If the game is to be hunted, the handler must not intentionally miss the game. If the dog saw the game fall after the shot, it may retrieve it without a command, which is not considered a fault.

(3) A dog that is afraid of the shot, i.e., runs away from the handler in fear, cannot be called back, loses interest in further work, behaves timidly and distrustfully, or does not follow the handler's command, is evaluated with a score of 0.

(4) *Faults: timidity and panic after the shot, jumping at the game after the shot. A dog that remains at its handler's feet after the shot and does not want to search for the game even on command must be excluded from the test.*

XIV. OBEDIENCE

(1) Obedience and controllability are basic disciplines in dog handling. The dog must willingly and immediately obey and carry out every vocal or other command of its handler. To keep the dog calm in front of game or after a shot, the handler may use quiet, but not too frequent, commands. If the dog does not respond immediately to its handler's command, this is considered a fault in obedience.

(2) A dog that, for any reason, does not obey its handler and cannot be put on a leash is excluded from further evaluation. If it moves away from its handler's influence and does not return within 10 minutes, it is also excluded from the tests.

(3) Obedience is assessed throughout the entire test in all disciplines. The dog's worst score achieved during the entire test is counted.

(4) At VZ, competitions, and memorials, obedience is included in the tables for field disciplines. Judges assessing forest and water disciplines have the right to influence this assessment in the event of obedience violations.

(5) *Mistakes: frequent repetition of commands and reluctance to obey them.*

XV. LEASH WORK

(1) The dog should walk calmly at the handler's left side, neither ahead nor behind. When game is spotted or shots are fired, the dog must not pull on the leash. This discipline is tested throughout the entire test (ZV and PZ), at times when the dog is led on a loose leash, even when the handler is unaware that the judges are observing him.

(2) At LZ, VZ, and memorials, leash walking is tested in the forest in thickets, mainly during minor disciplines. Dogs must be tested individually. The judge observes the handler with the dog along the entire length of the route.

(3) The handler leads the dog on a hunting leash carried over the shoulder or on a rolled-up tracking leash hung over the shoulder. The dog must not obstruct or delay the handler while walking. The dog must walk calmly beside the handler's leg or close behind the handler, without running ahead or allowing itself to be pulled along. It must not get tangled in bushes or caught on trees. The handler walks close to several bushes or trees to demonstrate how well the dog handles the lead. If the dog pulls its handler, gets caught on trees or bushes, or does not follow correctly, it will receive one point deducted for each mistake. During the test, the handler must not hold the leash in their hand, direct the dog's movement, or give it any commands.

XVI. BRINGING THE FOX OVER AN OBSTACLE

(1) Time limit: 3 minutes.

(2) The purpose of this discipline is to determine how well the dog is trained and able to overcome height or depth obstacles with a fox in its mouth. It is tested as the first discipline when working in the forest, and dogs enter this discipline in the order they drew in the first draw, with the exception of the second day of the VZ, when those who did not succeed on the first day in the field do not take part.

(3) An artificial obstacle is set up in a suitable place in the forest according to the attached diagram on page 72. An approximately square enclosure is best made of spruce. Each side is 4 m long and fenced on three sides to a height of 80 cm. The walls of the enclosure must be woven so that the dog cannot crawl through them and cannot injure itself when jumping over them. At the front, instead of a wall, there is a

80 cm wide and 60 cm deep trench with perpendicular walls. In case of rain or other adverse conditions, there may be water in the trench, otherwise it is not filled with water.

(4) The handler releases the dog (without a leash) about 10 steps from the enclosure and throws the fox into the enclosure. The handler must not enter the enclosure! If they do so, they are excluded from further judging.

(5) On command, the dog must jump over either the enclosure or the ditch, grab the fox without hesitation, and bring it to the handler by the shortest route after overcoming the obstacle. It is not important whether the dog jumps over the ditch or the enclosure with the fox in its mouth, but it must hand the fox over to the handler correctly within 3 minutes.

(6) The handler must not leave the place from which he sent the dog to fetch the fox. If he does so, the final score is reduced by one point. Each additional command to overcome an obstacle there or back, to seize, fetch, or deliver the fox reduces the score by one point.

(7) Overcoming the obstacle, grabbing, bringing, and handing over the fox are evaluated with a combined score.

(8) The discipline is judged by at least two judges. The final score is announced by the chief judge or a judge appointed by him after consultation with the judges.

(9) A score of 0 is given to a dog that does not bring the fox within the time limit.

(10) *Faults: Longer verification, lifting.*

XVII. BEHAVIOR AT THE STATION

(1) Time limit: 10 minutes.

(2) This discipline should be adapted as much as possible to hunting practice and is tested second in the forest.

(3) To test this discipline, handlers and dogs are positioned about 50 steps apart, e.g., as in a surrounded hunt. Dogs that are not currently being tested must not remain nearby.

(4) The discipline is tested for 10 minutes, with each handler firing a hunting shot approximately every 2 minutes, but the game is not shot.

(5) When testing this discipline, the dog must be absolutely calm at the station. The handler may keep the dog on a leash or let it lie down freely during the test. Dogs on a leash always receive a grade one level lower.

(6) A dog that is restless at the station, whining, nervous, which may betray approaching game, and a dog that runs away from the station or runs after healthy game is graded 0.

(7) The final evaluation is announced by the chief judge or a judge appointed by him after consultation with the judges.

(8) *Faults: loud barking, restlessness, repeated commands to lie down or sit.*

XVIII. STALKING WITH DELAY

(1) During stalking, the dog walks freely behind or beside the handler. However, the stalking must be completely natural and correspond to hunting practice. During stalking, the dog must not be in constant physical contact with the handler. The dog must follow the handler attentively, calmly, and quietly.

(2) During the tests, the handler must announce the dog's method of approach to the judges in advance.

(3) Stalking is always performed before starting on a colored trail on a forest path, alley, or hunting trail away from the crown so that nothing disturbs the dog while working. Stalking should be about 150 steps long. After about 50 steps, the handler quietly and unobtrusively puts the dog down, walks away about 15 steps, and calls it back in an unobtrusive manner. The dog must come to the handler, but not by jumping, but in a stalking style. The handler and the dog continue stalking for another 35 steps.

(4) Here, the handler puts the dog down again and walks away for at least another 50 steps, where he hides in a suitable place for 5 minutes so that the dog cannot see him. About halfway through the test period, he shoots once

After 5 minutes, which are counted from the moment the dog is put down on the trail, he returns for the dog. The dog must remain in the place where it was put down by the handler.

(5) Any conspicuous instructions from the handler that contradict hunting practice are not allowed during the tracking test and will lower the performance score. If, after being placed, the dog leaves the spot and moves halfway between the handler and the placement spot (approaching the handler or returning to the crowd), the performance score is reduced to 1. If the dog moves more than halfway to the handler or the crowd, its performance is scored as 0.

(6) It is not a mistake during tracking if the handler gives the dog a subtle cue by turning his head towards it.

(7) *Mistakes: for example, noisy behavior of the dog due to a weak nervous system, running from side to side, straying from the direction of the heel, constant stopping and running up, loud commands, fast walking, unwillingness of the dog to stop, not waiting in place, whining. It is also a fault if the handler does not keep to the specified distances a n d times, but the handler cannot be penalized simply for not keeping to the exact number of steps and deviating by 10-15 steps over the entire track.*

XIX. WORK ON THE PAINTED TRACK OF HOVED GAME

(1) Time limit: 30 minutes.

(2) The colored trail should be about 500 to 550 steps long with two changes of direction. The distance between each color must be at least 100 steps throughout the entire trail.

(3) The colored trail is created by dripping from a bottle through twigs inserted into its neck or from a plastic bottle with a screw cap with a hole. Laying colored tracks in any other way than that specified is not permitted. A maximum of 0.3–0.5 liters of pig's blood or the blood of any cloven-hooved game (hereinafter referred to as "blood") shall be used to lay one colored track. The addition of grass is not excluded. In tests a n d competitions for the CACIT title, 25 ml of blood or color per 100 steps of the tracking trail shall be used. The color used must be the same on all tracking trails.

(4) Before the start, a note with the number of the colored trail must be placed on the tree, on which the time of the start of the colored trail is recorded; the note is signed by the judge who starts the colored trail. For the forward direction, markers are attached to the trees, which the assistant removes in front of the judge who starts the colored trail. The markers for the forward direction are left on the first 20 steps for better orientation. On the reverse side of the trees, there must be clearly visible markers above the ground to check the colored trail being worked out.

(5) The starting point is marked with clear breaks and a larger amount of dripped paint. The colored bed is about halfway along the trail and is marked with clear breaks and a larger amount of dripped paint. The bed is properly marked for the judges to check. The dripping of paint ends at the place where the game will be laid down by the bearers. Colored tracks are always laid from the starting point in the direction of the track. At the end, the tracks should be marked with the same number as at the beginning and the place for laying down the game should be marked. This measure ensures that the game will be laid down exactly where it should be. Hoofed game is first placed at the point of the shot and from there carried to the bed, where it is placed on the bed (which is marked as described above) and then to the end of the trail. Carrying the entire piece of hoofed game when setting up a colored trail can be replaced by dragging the hoof from the laid piece at the end of the trail, but the procedure must be the same when setting up all colors in a single test. When using a hoof, the carcass is not placed on the shooting range or bed. It is advisable to have a marked connecting path for game carriers.

(6) Hoofed game laid at the end of the trail must be properly sewn up. It is not permissible to test dogs on colored trails where the trail is well-trodden and the handler can recognize it by sight. Removed markers must not be scattered on the ground.

(7) The organizer must provide the necessary game animals and paint. They are responsible for ensuring that the game carriers and trumpeters waiting at the end of the painted trail behave correctly, remain well hidden, and remain silent until the end of the discipline. They may only leave their hiding place to hand over the fragment and sound the trumpet.

(8) The organizer is responsible for laying the blood trails in cooperation with the panel of judges who evaluate the event.

(9) The order of the dogs tested on the artificial colored trail is drawn in a group on the artificial colored trail, always after the colored trail has been laid. Only the dog that works out this colored trail is drawn before the specific colored trail

, only the dog that will work on this colored trail is drawn. It is not permissible for dogs to start on the colored trails according to the order number that the handlers drew at the initial draw. The drawing of the dog that will work the next colored track is always done after the previous dog has finished working on the previous colored track.

(10) The dog is placed on the colored trail at the LZ and VZ no earlier than 1 hour after it has been laid and no later than 3 hours. At memorials and club VZs with CACIT title eligibility, no earlier than 2 hours and no later than 4 hours after it has been laid.

(11) The dog may work the colored trail as a guide. If the handler wishes to present the dog as a barker, announcer, or loud announcer, they must notify the judge of this circumstance, including the method of working the discipline, immediately after the order for the colored trail has been drawn.

a) handler - (on a leash)

- 1.** Before starting work on the blood trail, the handler attaches a tracking collar with a leash at least 5 m long to the dog. Then he can put the dog down and examine the blood trail and a few steps of the scent. After placing the dog on the blood trail, the dog should show the scent and continue at a leisurely pace along the blood trail with its nose low to the ground. In case of a crosswind, it may stay along the scent downwind. It should work on a fully extended tracking leash, which the handler holds in their hand at least 5 m away from the dog throughout the entire work (except when crossing an obstacle). It must be clear at all times that the dog is lying down on the tracking leash and following the trail with confidence. If it finds a bed, it should show the scent and continue in the right direction. It is not a fault if the dog misses the bed within the permitted distance. It is also not considered a fault if the dog shows traces of game that crossed the blood trail, corrects itself, returns to the blood trail, and continues along it. However, if it leaves the colored trail and the handler does not notice, at least one judge must follow it and, after about 30 steps, alert the handler to the necessary correction by blowing a whistle. The handler and dog are then returned to the place where they left the colored trail and guided by the judges in the direction of continuation. For each such correction, the score is reduced by one point.

2. If the handler looks back to check the correct direction of the trail according to the markers, the judge must admonish him, and for each admonishment, the score is reduced by one point. An overly hasty pace that is difficult to slow down, causing the dog to frequently stray from the trail, is a sign of poor cooperation between the dog and the handler and reduces the score by one point. The score is also reduced for an insufficiently developed leash and little interest in the trail.
3. It is not a fault if the dog pulls at the end of the scent with its nose high towards the game. If the dog misses a piece placed at the end of the scent trail and the handler does not notice, after 30 steps the judge stops the handler by blowing a whistle and informs the handler that the dog has failed the discipline and will receive a score of 0.
4. *Faults: if the dog works without lying down on the leash, wanders, follows the tracks of healthy game, still needs to be encouraged, works nervously and quickly, shows no interest in the correct trail, and especially in completing it.*

b/ Barker

1. The dog works up to the bed and is evaluated as a guide. If the dog misses the bed within the permitted distance, the judge stops the handler and returns him to the bed. At the bed, the handler releases the dog at the judge's instruction and remains standing with the judges. The dog must find the piece independently and begin to signal within 5 minutes in order to be awarded a score of 4. The signaling must continue until the handler arrives. At the judge's instruction, the handler proceeds in the direction of the dog's signaling and only during the signaling. The dog must not be encouraged or forced to report in any way. Short pauses in the reporting are not a fault.
2. If the leader leaves the bed to the barking dog and the dog then stops barking or does not bark at the game or leaves it, the dog is given a score of 0.
3. *Faults: wandering, following the tracks of healthy game, indistinct barking, delayed barking, barking with long pauses, not barking, leaving the game, lack of interest in the work, and especially in completing it.*

c/ signaler, including loud signaler

1. The dog works up to the bed and is evaluated as a guide. If the dog misses the bed within the permitted distance, the judge stops the handler and returns him to the bed. At the bed, the handler releases the dog at the judge's instruction and remains standing with the judge, who signals the start of the tracking (in a previously agreed manner) to the judge at the end of the tracking trail (e.g., by blowing a horn, using a cell phone, radio, etc.). The judge gives the signal so as not to disturb the dog's performance.
2. The dog approaches the piece, checks the game, and returns to the handler, who is waiting at the release point. Upon arrival at the handler, the dog must signal that it has found the game in a pre-arranged manner and attempt to lead the handler to the game without prompting. The dog must return to the handler within 5 minutes of release. The judge, hidden at the end of the colored trail, observes whether the dog has verified the game at the end, but does not announce the verification of the game. The judge who remained with the handler at the bed observes whether the dog is working in the pre-announced manner when returning to the handler and then continues behind the handler to the game.
3. If the handler is unsure, based on the dog's manner of notification or behavior, whether the dog has found the hooped game at the end of the trail, they may call the dog back within 10 minutes, counting from the time the dog was released from the bed. The dog then works as a guide, with the score reduced by one grade.
4. *Errors: Uncertain guidance to the game. If the dog does not announce the found game to the handler in the manner previously announced by the handler to the judge, the work cannot be evaluated as the work of an announcer.*

(12) General evaluation and faults on a colored trail:

1. When evaluating work performed according to points b) and c), the pair of judges will split up so that one judge follows the handler and the other is hidden so that they can observe the dog's behavior at the game. The judges must agree on the evaluation of the work.
2. A dog may be released as a notifier (including a loud one) and a caller no more than twice. However, the 10-minute time limit is counted from the first release. The score for the second release is not reduced.

3. If the dog fails as a barker, announcer, or loud announcer and the handler manages to call it back within 10 minutes, it can complete the task as a guide. It is evaluated as a guide and its performance score is reduced by one grade if it worked flawlessly as a guide. Otherwise, previous mistakes are taken into account. If the handler fails to recall the dog within 10 minutes, the assessment is terminated and the dog receives a score of 0.
4. If the judge at the end of the colored trail reports that the dog was not at the piece, and yet the handler used it as a pointer or loud pointer and it successfully led him to the piece, the score will be reduced by two grades.
5. If the dog carries the game more than twenty steps away, the score is reduced by one grade. If the dog carries the game halfway between the bed and the end of the colored trail, puts it down there, and continues to point, this work is evaluated with a maximum score of 2, taking into account previous mistakes. If the dog brings the game to the handler, it is evaluated as a guide with a score of 3, taking into account previous mistakes.
6. The judges should proceed 15-20 steps behind the dog handler. The judge will assess whether the dog is gnawing on the tracked piece. Pulling on the fur and tugging at the piece is not a fault. If the dog demonstrably gnaws on the game, it is excluded from the test.
7. For a successful tracking, the judges will give the handler a fragment. A bugler is also appropriate for this act. The dog's work must not be disturbed by the crowd or the judges.
8. If the dog and handler do not reach the game within a total of 30 minutes of being put on the colored trail, they are given a score of 0. The time is counted from the first time the dog is put on the colored trail.

XX. TRAILER WITH A FOX IN THE FOREST

(1) Time limit: 10 minutes.

(2) A fox trail is created by dragging a fox through forest vegetation or forest clearings with two arcs over a distance of 300 steps. Because the tracks are marked in advance, it is not possible to strictly adhere to the requirement to create the trail downwind in the forest. The distance between all tracks in one direction is at least 100 steps along the entire length of the tracks.

trail. The game to be used for the trail must be mature and unblemished. The trail is laid by the judge, and the participation of another person is only possible at the request of the handler. The person concerned must walk in front of the judge. The judge who lays the trail leaves the animal lying exactly at the end of the trail, walks away in a straight line and hides so that the dog cannot see or smell him (this also applies to the person accompanying the judge at the handler's request).

(3) The organizers mark all fox tracks (on the front side of trees from the starting point) with chalk, paint, or attached pieces of paper.

(4) At the judge's request, the handler of the selected dog will place a piece of fur or wool on the starting point. The handler may lead the dog on a leash or lead no more than 20 steps from the starting point. Then he releases the dog freely with the final command to retrieve the game. After releasing the dog, the handler must not continue in the direction of the dragged game; if he does so, the final score is reduced by one grade.

(5) When releasing the dog, the handler may give the final command to retrieve the game, and must not influence the dog with any further commands. If the dog begins to stray after the first deployment, the handler may redeploy it on the trail. Re-setting the dog on the trail is considered to be bringing the dog back to the starting point and releasing it on the trail, as well as all commands (both loud and quiet) that lead the dog to work out the trail.

(6) The handler may set the dog on the trail a maximum of four times, but for each additional setting or each additional command, the score is reduced by one point.

(7) The dog is evaluated on how eagerly and willingly it approaches the game, grabs it, and brings it to the handler as quickly as possible. It is not important whether the dog follows the trail exactly or goes downwind in the direction of the trail. However, it should copy the trail and not work out the trail as a search. If the dog works the trail as a search without occasional contact with the trail, the judge will reduce the score by one grade.

(8) At the end of the trail, the judge observes the dog's performance and, after consultation, may use a signal or other communication device (telephone, radio, etc.) to indicate whether the dog has demonstrably been with the game (verified the game, seized the game, and briefly carried the game). The signal must be given by the judge in such a way that it does not disturb the dog's performance.

- (9)** In order to pass, the dog must retrieve the game within 10 minutes, regardless of whether it was deployed once or four times (the time is always counted from the first deployment).
- (10)** If the dog does not retrieve the game even after the fourth deployment, it will receive a score of 0 regardless of the time.
- (11)** The dog receives a score of 4 if it brings the game to the handler within 4 minutes and neither the dog nor the handler violates any provisions that affect the evaluation.
- (12)** A dog receives a grade of 3 if it brings the game to the handler within 6 minutes and neither the dog nor the handler violates any provisions that affect the evaluation.
- (13)** A score of 2 is awarded if the dog brings the game to the handler within 8 minutes and neither the dog nor the handler violates any provisions that affect the evaluation.
- (14)** A dog receives a score of 1 if it brings the game to the handler within 10 minutes and neither the dog nor the handler violates any provisions that affect the evaluation.
- (15)** A dog will receive a score of 0 if it fails to retrieve the game after 4 attempts (first attempt + 3 corrections) or exceeds the 10-minute limit.
- (16)** The drag is evaluated from the moment the dog is released from the shot until it brings the game within reach of the handler. The manner of bringing and delivering the game is evaluated with a note in the "Game retrieval" discipline.

XXI. DRAG WITH A HARE IN THE FOREST

- (1)** Time limit: 10 minutes.
- (2)** The test is the same as for tracking with a fox. Tracking is evaluated from the moment the dog is released from the starting point until it brings the game within reach of the handler. The manner in which the game is retrieved and delivered is evaluated with a grade in the "Retrieving game" discipline.
- (3)** Both disciplines are tested and evaluated separately.

- (4)** It is permissible for the dog to work with a hare immediately after working with a fox.
- (5)** The dog receives a score of 4 if it brings the game to the handler within 4 minutes and neither the dog nor the handler violates any provisions that affect the evaluation.
- (6)** A dog receives a grade of 3 if it brings the game to the handler within 6 minutes and neither the dog nor the handler violates any provisions that affect the evaluation.
- (7)** A score of 2 is awarded if the dog brings the game to the handler within 8 minutes and neither the dog nor the handler violates any provisions that affect the evaluation.
- (8)** A dog receives a score of 1 if it brings the game to the handler within 10 minutes and neither the dog nor the handler violates any provisions that affect the evaluation.
- (9)** A dog receives a score of 0 if it fails to retrieve the game after 4 attempts (first attempt + 3 corrections) or exceeds the time limit, which affects the evaluation.

XXII. SEARCHING FOR GAME IN THICKETS

- (1)** Time limit 3 minutes.

(2) The purpose of this discipline is to test the dog's ability to search for small game in forest conditions. Thickets and younger forest stands, even with undergrowth, are suitable for testing this discipline. The dog must demonstrate for 3 minutes that it is capable of searching the assigned terrain. The handler may encourage the dog throughout the test period. It is not important how many times the dog leaves the searched terrain, but how willingly it returns there. If the dog follows game that is not injured, it must return to its handler within 10 minutes.

(3) The dog must search the thicket as deeply and widely as possible, find the game, and drive it out of the thicket. It must be able to be called back on command. It must not point at the game in the thicket, but must follow it loudly or silently until it leaves the thicket. It may retrieve shot game without being ordered to do so. It is not considered a fault if the dog catches small game while searching, retrieves it flawlessly, and delivers it. The dog's behavior must clearly show that it responds to its handler's commands. Loud

tracking of game is recorded in the pedigree and in the judge's table, but does not affect the dog's performance rating.

(4) It is not permissible for all dogs to be tested in one place.

(5) *Faults: frequent urging, frequent running out of the thicket, searching at the edge of the thicket, not responding to the handler's commands, chasing game too far away.*

XXIII. SEARCHING

(1) Time limit: 5 minutes.

(2) Searching is tested in sparse forest with grassy vegetation or in grassy clearings. When searching, the dog must search in front of the handler, at a distance of no more than 50 steps, but must remain within the handler's sight at all times.

(3) If the dog finds small game while searching, it must remain completely calm. After the game runs out, the handler shoots it and the dog must retrieve it. If the dog does not find the game, the handler shoots it on the referee's instruction. The handler may direct the dog during the search with quiet or moderately loud, but not frequent, commands.

XXIV. SEARCHING FOR SHOT OR DROPPED BIRDS AND GAME

(1) Time limit: 10 minutes

(2) This is tested in forest cover in the same way as the discipline "Searching for discarded feathered and furred game" on the PZ (time limits apply).

(3) "Searching for shot or discarded feathered and furred game." Each discipline is tested separately. In order for the dog to pass, it must not receive a score of 0 in any discipline. The results achieved in each discipline are recorded in the judge's table with a note. The calculated average then forms the final score for the discipline "Searching for shot or discarded feathered and furred game". The judges will determine whether all dogs will first search for

feathered game and then all dogs search for furred game, or one dog searches for feathered game and then the same dog searches for furred game. In this case, the second piece of game may be thrown only after the dog has successfully found the first piece of game. The judge decides which type of game will be searched for first, but the order must be the same for all dogs in the group.

(4) If the dog being tested does not find the thrown game within 10 minutes, it receives a score of 0 and is excluded from further evaluation. In this case, the judge is obliged to show the handler where the game is lying in the cover.

(5) A score of 4 is awarded to a dog that finds the discarded game and delivers it within 4 minutes.

(6) A score of 3 is awarded to a dog that finds and retrieves the thrown game within 6 minutes.

(7) A score of 2 is awarded to a dog that finds and retrieves the discarded game within 8 minutes.

(8) A score of 1 is given to a dog that finds and retrieves the discarded game within 10 minutes.

(9) The search is evaluated from the moment the dog is released until the game is brought within reach of the handler. The manner of bringing and delivering the game is evaluated with a note in the "Game Retrieval" discipline.

XXV. TRACKING OF A DROPPED FOX

(1) Time limit: 10 minutes.

(2) The test is performed in forest cover in the same way as the discipline "Retrieval of dropped game birds and furred game" at the PZ (time limits apply).

(3) A score of 4 is awarded to a dog that finds the discarded game and delivers it within 4 minutes.

(4) A score of 3 is awarded to a dog that finds and retrieves the thrown game within 6 minutes.

(5) A score of 2 is given to a dog that finds and retrieves the discarded game within 8 minutes.

(6) A score of 1 is given to a dog that finds and retrieves the discarded game within 10 minutes.

(7) The search is evaluated from the moment the dog is released until the game is brought within reach of the handler. The manner of bringing and delivering the game is evaluated with a note in the "Game Retrieval" discipline.

XXVI. WILLINGNESS TO WORK IN DEEP WATER

(1) Time limit: 2 minutes.

(2) The dog must be released freely about 2 meters from the water's surface. The dog must willingly enter the water on the handler's command and swim at least 10 meters, demonstrating that it is not afraid of water and can swim well.

(3) It must search for 2 minutes in deep water, be controllable in the water, and respond to the handler's commands to change direction or come back.

(4) Evaluation: The dog's work must be assessed with regard to hunting practice and the dog's enthusiasm for the task.

(5) A score of 4 is given to a dog that works flawlessly, works independently in the water, is easily controllable, searches far, swims well, and enters the water willingly on the first command.

(6) A score of 3 is given to a dog that enters the water after a short encouragement but performs the rest of the work flawlessly, or a dog that searches far away but is difficult to control.

(7) A score of 2 is given to a dog that enters the water only after several commands, searches the surface briefly, but is easy to control in the water.

(8) A score of 1 is given to a dog that enters the water within the specified time limit (2 minutes), searches the surface for a short time only in the immediate vicinity of the shore, but returns too soon.

(9) A score of 0 is given to a dog that does not enter the water and whose behavior clearly shows a dislike of water.

(10) *Errors: e.g., unwillingness to come to the surface on the first command, long hesitation, running around the shore before entering the water, responding only after multiple commands, swimming less than the prescribed minimum distance, difficult to control on the surface, searching the surface for too short a time, returning too soon.*

XXVII. BRINGING A DUCK FROM DEEP WATER

(1) Time limit: 3 minutes.

(2) The dog is released from the shore, about 2 meters from the surface. The dog must be off leash before the start of the discipline (standing, sitting, or lying next to the handler) and may go for the thrown duck without a command.

(3) The judge throws the duck into the water about 10 meters from the shore so that the dog has the opportunity to prove that it can swim and retrieve the duck from deep water. At the same time as the judge throws the duck into the water, the dog handler or designated assistant fires a shotgun into the air so that the situation mimics practical hunting as closely as possible.

(4) The dog must go on the handler's command (or without a command) willingly and by the shortest route for the duck and must hand it over to the handler correctly. A quiet command to sit or step aside does not lower the score to PZ.

(5) Grasping the duck by the wing, neck, etc. is not a fault.

(6) The evaluation of fetching and delivering is part of this discipline.

(7) *Errors: failure to meet the time limit, more commands are needed to complete the discipline (each new command reduces the score by one point), the dog releases the duck on the shore (lifts its head from the duck, shakes itself), more commands are needed to retrieve the duck, does not sit down when handing over the duck, releases the duck outside the handler's influence when handing it over, does not want to hand the duck over to the handler, bypasses the handler.*

XXVIII. DRIVING IN REEDS AND SEARCHING FOR SHOT OR WOUNDED DUCKS

(1) Time limit: 5 minutes.

(2) Tested on water areas or areas with sufficient reeds or other suitable vegetation at least 5 m wide.

(3) The dog must systematically search the designated area in the reeds, try to find the game, flush it out, and allow the handler to catch it.

(4) The released dog searches the reeds for 5 minutes. If it does not find the game by then, the work is terminated and it is evaluated for driving in the reeds according to its performance.

(5) If the dog being tested flushes a duck from the reeds, the handler is obliged to shoot it.

(6) A dog that systematically and independently searches a designated section of the reeds and tries to find a duck hidden in the reeds is awarded a score of 4. It is not considered a mistake if the dog leaves the reeds but returns on its own without a command. The handler may direct the dog with quiet commands.

(7) A score of 3 is given to a dog that runs out of the reeds more often, the handler corrects it more often with commands, but otherwise searches the designated area well.

(8) A score of 2 is given to a dog that searches the reeds unsystematically, often returns to the shore, and needs frequent encouragement from the handler.

(9) A score of 1 is given to a dog that only searches the edge of the reeds, does not go far enough, works unsystematically, and reluctantly.

(10) If, when given the command to end the discipline, the dog is demonstrably in contact with a live duck, it must return within 15 minutes, otherwise it will receive a score of 0 in the "Obedience" discipline and will be excluded from further evaluation.

(11) If the dog finds a shot or wounded duck in the reeds and brings it to the handler, it is evaluated according to its performance and a note and the abbreviation UZ (game caught) is entered in the judge's table for the discipline "Search for a discarded duck in reeds". Similarly, if the dog being tested flushes a duck from the reeds that has not been shot, catches it, retrieves it, and brings it to the handler, it is evaluated according to its performance on the live duck, and the abbreviation UZ (game caught) is entered in the table.

(12) The classification method is the same as for the separate discipline "Searching for a discarded duck in reeds". The calculated average forms the final score for the discipline "Searching for a discarded duck in reeds".

(13) A dog that refuses to retrieve a duck during the search is excluded from further evaluation.

(14) The method of retrieving and delivering the game is recorded as a note in the discipline "Retrieving game birds" only in all-round tests.

(15) In cases where the judge is unable to observe the dog's entire work in the reeds due to the unclear terrain, the organizer is obliged to set up observation posts near the reed bed.

XXIX. SEARCH FOR A DUCK IN THE REED BEDS

(1) Time limit: 10 minutes.

(2) The purpose of this discipline is to practice searching for a shot or wounded duck in reeds. All dogs must perform this task, including those who found a shot or wounded duck in reeds during the drive.

(3) The judge throws a shot duck about 5 m from the edge of the reeds or other suitable vegetation. Neither the handler nor the dog may see it. The judge then leads the handler and dog about 50 steps from the wall of reeds (along or against) where the duck was thrown. The dog must retrieve

the duck that was thrown there by the judge from the reeds. If it retrieves another duck, the handler releases it again to search for the originally thrown duck, with the time being counted from this second release. The previous retrieval is not taken into account, but in such a case, the judge evaluates the retrieval and records the score in the "Retrieval of game birds" discipline.

(4) If the dog is demonstrably in contact with a live duck, the judge stops the time and only after the dog is released again to search for the discarded duck does the time limit continue to be monitored.

(5) If the dog fails to find the duck within the specified time limit, the judge is not obliged to show the duck. It is recommended that the dog be allowed to work against the wind during the search.

(6) The handler may proceed along the edge of the reeds, but no further than halfway between the release point and the thrown duck.

(7) Before handing over the game, the handler may retreat to a suitable place that allows the dog to deliver it correctly (away from water, nettles, etc.). The judge must not penalize the handler for such a retreat by lowering the score.

(8) A score of 4 is given to a dog that finds the duck within 7 minutes and delivers it correctly (on VP).

(9) A score of 3 is given to a dog that finds the duck within 8 minutes and delivers it correctly (on VP).

(10) A score of 2 is given to a dog that finds the duck within 9 minutes and delivers it correctly (on VP).

(11) A score of 1 is given to a dog that finds the duck within 10 minutes and delivers it correctly (at the VP).

(12) At the VP, retrieving and delivering are part of the discipline.

(13) The manner of retrieving and delivering game is evaluated with a note in the discipline "Retrieving game birds" only in versatile tests.

XXX. BEHAVIOR AT THE WATER STATION

(1) Time limit: 10 minutes.

(2) This discipline is only tested in water work tests (VP) and, due to the possibility of waterfowl being scared away, it is tested at the end of the entire test and must be adapted as much as possible to hunting practice.

(3) To test this discipline, handlers with dogs are positioned about 20-30 steps apart, e.g., as in a surrounded hunt. Dogs that are not currently being tested must not remain nearby.

(4) The discipline is tested for 10 minutes, with each handler firing a hunting shot approximately every 2 minutes, but the game is not shot.

(5) When testing this discipline, the dog must be absolutely calm at its station. The handler may keep the dog on a leash or let it lie down freely during the test. Dogs on a leash always receive a mark one grade lower.

(6) A dog that is restless at its station, whining, nervous, which may betray approaching or flying game, and a dog that runs away from its station or runs after healthy game, is awarded a score of 0.

(7) The final evaluation is announced by the chief judge or a judge appointed by him after consultation with the judges.

XXXI. APPENDIX NO. 1 - List of dog breeds that work at a trot or transition between a trot and a gallop:

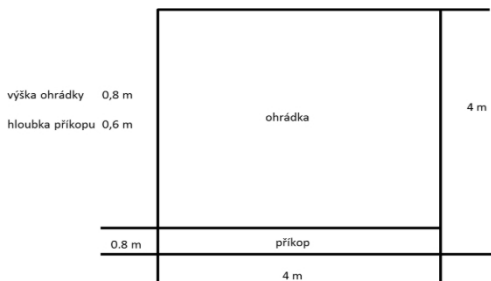
Pointing dog searching at a trot

Italian Shorthaired Pointer (Bracco Italiano), Italian Spinone (Spinone Italiano)

Pointing dogs that transition between a trot and a gallop when searching

Auvergne Shorthaired Pointer (Braque d'Auvergne), Portuguese Pointer (Perdigueiro Português)

XXXII. BRINGING A FOX OVER AN OBSTACLE - DRAWING OF AN ARTIFICIAL OBSTACLE



SECTION 6. JUDGING TABLES FOR INDIVIDUAL TYPES OF TESTS

(1) TESTS OF POINTERS' ABILITIES

Subject	Lowest mark for a prize			Coefficient	Max. number of points	Grade for performance	Number of points	Note
	I.	II.	III.					
1. Innate desire to work	3	2	2	5	20			
2. Search - system	3	3	2	4	16			
- speed	3	2	2	2	8			
- endurance	3	3	2	3	12			
3. Exhibition	3	3	2	8	32			
4. Advancement	2	1	1	4	16			
5. Nose	3	3	2	10	40			
6. Peace before the game birds	2	1	1	3	12			
7. Calmness around furry animals	2	1	1	3	12			
8. Behavior after the shot	2	1	1	3	12			
9. Interest in animal tracks	3	2	2	5	20			
10. Walking on a leash	2	1	1	2	8			
11. Obedience	3	2	2	5	20			
Lowest number of points for the prize	180	135	90					
Maximum number of points					228			
	Total points							
	Final qualification						Prize	

(2) AUTUMN RETRIEVER TESTS

Subject	Lowest mark for prize			Coefficient	Max. number of points	Grade for performance	Number of points	Note
	I.	II.	III.					
1. Joint hunt	2	1	1	5	20			
2. Search system	3	3	2	4	16			
-speed	3	2	2	2	8			
-endurance	3	3	2	3	12			
3. Exhibition	3	3	1	8	32			
4. Advancement	2	1	0	5	20			
5. Nose	3	3	2	10	40			
6. Peace before the game birds	2	1	1	3	12			
7. Calmness around furry animals	2	1	1	3	12			
8. Behavior after the shot	2	1	1	3	12			
9. Searching for shot and discarded game birds and furred game	3	2	1	5	20			
10. Trail with furry and feathered animals	2	1	1	5	20			
11. Bringing game birds	2	1	1	4	16			
12. Bringing furred game	2	1	1	4	16			
13. Walking on a leash	3	2	1	2	8			
14. Bringing a duck from deep water	2	1	1	4	16			
15. Obedience	3	2	2	5	20			
Lowest number of points for the prize	240	180	120					
Maximum number of points					300			
	Total points							
	Final qualification						Prize	

(3) FOREST TESTS FOR POINTING DOGS

Subject	Lowest mark for prize			Coefficient	Max. number of points	Grade for performance	Number of points	Note
	I.	II.	III.					
1. Carrying a fox over an obstacle	2	1	1	2	8			
2. Shuffle with delay	2	1	1	4	16			
3. Working on a stained trail								
a) conductor	3	2	1	6	24			
b) alarm device incl. loud	3	2	1	7	28			
c) alarm	3	2	1	8	32			
4. Trail with furry animals	2	1	1	4	16			
5. Siding with a fox	2	1	1	4	16			
6. Searching for game in thickets	1	1	1	3	12			
7. Snooping	2	2	1	3	12			
8. Searching for shot and discarded game birds and furred game	3	2	1	5	20			
9. Search for a lost fox	2	2	1	4	16			
10. Nose	3	3	2	10	40			
11. Behavior at the site	2	1	1	2	8			
12. Behavior after the shot	2	1	1	2	8			
13. Bringing game birds, furred animals, and foxes	2	1	1	4	16			
14. Walking on a leash	2	2	1	2	8			
15. Obedience	3	2	2	5	20			
Lowest number of points for the prize	200	150	100					
Maximum number of points					248			
	Total points							
	Final qualification						Prize	

(4) WATER WORK TESTS FOR RETRIEVERS

Subject	Lowest mark for award			Coefficient	Max. number of points	Grade for performance	Number of points	Note
	I.	II.	III.					
1. Willingness to work in deep water	2	1	1	4	16			
2. Bringing a duck from deep water	2	1	1	4	16			
4. Chasing and retrieving shot or wounded ducks in reeds	2	1	1	5	20			
5. Searching for a duck lost in the reeds	2	1	1	5	20			
6. Behavior at the site	2	1	1	2	8			
7. Obedience	2	1	1	5	20			
Lowest number of points for the prize	80	60	40					
Maximum number of points					100			
	Total points							
	Final qualification						prize	

(5) ALL-ROUND TESTS FOR POINTERS

Subject	Lowest grade for prize			Coefficient	Max. number of points	Grade for performance	Number of points	Note
	I.	II.	III.					
Field work								
1. Joint hunt	2	1	1	5	20			
2. Search - system	3	3	2	4	16			
- speed	3	2	2	2	8			
- endurance	3	3	2	3	12			
3. Exhibition	3	3	2	8	32			
4. Advancement	2	2	1	5	20			
5. Nose	3	3	2	10	40			
6. Peace before the game birds	2	1	1	2	8			
7. Calmness around furry animals	2	1	1	3	12			
8. Behavior after firing	2	1	1	2	8			
9. Searching for shot and discarded game birds and furred game	3	2	1	5	20			
10. Siding with game birds	2	1	1	5	20			
11. Obedience	3	2	2	5	20			
Total	189	142	94		236			
Working in water								
1. Willingness to work in deep water	2	1	1	4	16			
2. Bringing a duck from deep water	2	1	1	4	16			
4. Chasing and retrieving shot or wounded ducks in reeds	2	1	1	5	20			
5. Searching for ducks in the reeds	2	1	1	5	20			
Total	58	43	29		72			

Working in the forest							
1. Carrying a fox over an obstacle	2	1	1	2	8		
2. Shuffle with delay	2	1	1	4	16		
3. Working on a stained trail							
a) conductor	3	2	1	6	24		
b) alarm device incl. loud	3	2	1	7	28		
c) alarm	3	2	1	8	32		
4. Trail with furry animals	2	1	1	4	16		
5. Siding with a fox	2	1	1	4	16		
6. Searching for game in thickets	2	1	1	3	12		
7. Snooping	2	2	1	3	12		
8. Search for a discarded fox	2	2	1	4	16		
9. Behavior at the site	2	2	1	2	8		
10. Walking on a leash	2	2	1	2	8		
Total	115	86	58		144		
Bringing							
1. game birds	2	1	1	4	16		
2. furred game	2	1	1	4	16		
3. foxes	2	1	1	4	16		
Total	38	29	19		48		
Lowest number of points for the prize	400	300	200				
Maximum number of points					500		
	Total points						
	Final qualification					Prize	

(6) RICHARD KNOLL MEMORIAL AND KAREL PODHAJSKÝ MEMORIAL

Subject	Lowest grade for prize			Coefficient	Max. number of points	Grade for performance	Number of points	Note
	I.	II.	III.					
Field work								
1. Joint hunt	2	2	1	5	20			
2. Search - system	3	3	2	4	16			
- speed	3	2	2	2	8			
- endurance	3	3	2	3	12			
3. Exhibition	3	3	2	8	32			
4. Advancement	2	2	1	5	20			
5. Nose	3	3	2	10	40			
6. Peace before the game birds	3	2	1	2	8			
7. Calmness around furry animals	3	2	1	3	12			
8. Behavior after the shot	3	2	1	2	8			
9. Searching for shot and discarded game birds and furred game	3	2	1	5	20			
10. Siding with game birds	2	2	1	5	20			
11. Obedience	3	3	2	5	20			
Total	189	142	94		236			
Working in water								
1. Willingness to work in deep water	3	2	1	4	16			
2. Bringing a duck from deep water	3	2	1	4	16			
3. Chasing and retrieving shot or wounded ducks in reeds	2	2	1	5	20			
4. Searching for a duck lost in the reeds	2	2	1	5	20			
Total	58	43	29		72			

Work in the forest								
1. Carrying a fox over an obstacle	2	2	1	2	8			
2. Shuffle with delay	2	2	1	4	16			
3. Working on a stained trail								
a) conductor	3	2	1	6	24			
b) alarm device incl. loud	3	2	1	7	28			
c) alarm	3	2	1	8	32			
4. Trail with furry animals	3	2	1	4	16			
5. Siding with a fox	3	2	1	4	16			
6. Searching for game in thickets	2	2	1	3	12			
7. Snooping	3	2	2	3	12			
8. Search for a lost fox	3	2	1	4	16			
9. Behavior at the site	3	2	1	2	8			
10. Walking on a leash	3	2	1	2	8			
Total	115	86	58		144			
Bringing								
1. of game birds	3	3	1	4	16			
2. furred game	3	3	1	4	16			
3. foxes	2	2	1	4	16			
Total	38	29	19		48			
Lowest number of points for the prize	400	300	200					
Maximum number of points					500			
	Total points							
	Final qualification						Prize	

PART THREE
TESTING REGULATIONS FOR RETRIEVERS AND HUNTING
DOGS

(1) These test regulations govern tests for retrievers and hunting dogs.

(2) The hunting usefulness of dogs is defined in Section 14(1) of Decree No. 244/2002 Coll., as amended (hereinafter referred to as the "Decree"), and is demonstrated by passing the disciplines specified in the ČMMJ test regulations for hunting dog performance tests (hereinafter referred to as "TR"), which perform activities that qualify them as suitable for hunting.

(3) These activities include searching for, tracking down, and retrieving killed, shot, or otherwise injured small game, or searching for live hoofed game, or tracking down killed, shot, or otherwise injured hoofed game.

(4) In order for a dog to pass the hunting dog test, its performance in the disciplines must meet the requirements of the test regulations, namely a minimum performance in the third prize category. Upon passing the performance test, the organizer shall issue a "Certificate of Passing the Dog Performance Test" in accordance with § 17(6) of the decree, which shall bear the ČMMJ registration number, and each organizational unit of the ČMMJ shall keep a record of the test certificates issued according to the assigned numbers. The test certificate issued by the organizer is a public document.

(5) These Rules are intended for retriever and hunting hound breeds, and the individual tests are adapted to the characteristic innate working abilities of these dogs. The structure of the individual disciplines tested allows, in addition to proving hunting suitability, the aptitudes of retrievers and hunting dogs for breeding purposes to be demonstrated, as well as important characteristics necessary for the practical exercise of hunting rights, such as obedience, controllability, cooperation with the handler, and so on, without the learning and mastery of which a dog could not be a good hunting dog.

(6) Tests for retrievers and hunting dogs are divided into:

I. tests without certification of hunting suitability, which are:

Retriever and hunting dog aptitude tests (ZV) – these are not hunting aptitude tests, but rather tests that demonstrate innate aptitudes and serve to check heredity. All hunting breeds of retrievers and hunting dogs can take these tests. The aptitude tests examine the natural hunting style for small game; in the case of other breeds, they also examine hunting for other furred game, and in rare cases where there is no game available, live feathered or furred game from artificial breeding is released. In very exceptional cases, game is released into the test area, but not directly in front of the dogs. The released game must be healthy, in good condition, and uninjured. Dead game is not used.

II. Practical hunting tests (ZPL) with the award of hunting suitability, which are:

a) Autumn trials for retrievers and hunting dogs (PZ) - qualify dogs as suitable for hunting, searching for, tracking down, and retrieving small game. All breeds of retrievers and hunting dogs can participate in PZ trials. Here, the natural method of hunting small game is tested, and in rare cases where there is no game, live feathered or furred game from artificial breeding is released. In very exceptional cases, the game is released into the test area, not directly in front of the dogs. The released game must be healthy, in good condition, and uninjured. The PZ tests live game and small furred and feathered game that has been killed in advance; if a hare is not available, an adult rabbit of corresponding size and coloration may be used.

b) Forest trials for retrievers and hunting dogs (LZ) - qualify the dog as suitable for hunting, searching for, finding, and retrieving small game, mainly in forest hunting grounds, and for searching for (if permitted by law) and tracking hoofed game. All breeds of retrievers and hunting dogs can participate in the tests. LZ tests are conducted on live game and on previously killed hoofed game and previously killed small furred and feathered game; if a hare is not available, an adult rabbit of appropriate size and coloration may be used.

- c) Barvářské zkoušky retrieverů a loveckých slídičů (BZ) - qualify dogs as suitable for hunting hoofed game. The tests are conducted in forest terrain. All breeds of retrievers and hunting dogs may participate in the tests. The BZ tests are conducted on previously killed hoofed game.
- d) Water work tests (VP) - qualify dogs as suitable for hunting, searching for, tracking down, and retrieving small game, with a specialization in waterfowl hunting. The tests are conducted on large bodies of water. Retrievers and hunting dogs may participate in the tests. VP tests are conducted on live game and on small waterfowl that has been killed or shot in advance.
- e) Versatile Retriever and Hunting Dog Tests (VZ) - qualify the dog as suitable for hunting, searching for, tracking down, and retrieving small game and for searching for (if permitted by law) and tracking down hoofed game in all natural conditions. Versatile tests are held in fields, forests, and water. All breeds of retrievers and hunting dogs can participate in the tests. The tests examine the natural method of hunting small game and, in rare cases where there is no game, live feathered or furred game from artificial breeding is released. In very exceptional cases, the game is released into the test area, not directly in front of the dogs. The released game must be healthy, in good condition, and uninjured. Dogs are also tested on pre-killed cloven-hoofed game and pre-killed small furred and feathered game; if a hare is not available, an adult rabbit of appropriate size and coloration may be used.
- (7)** Dogs that demonstrably bite game or damage it with an overly hard bite or dig it up will receive a score of 0 in all hunting suitability tests for retrieving or in disciplines whose main component is retrieving, and will fail the tests. Biting game and digging it up will be noted by the judges in the judging table.
- (8)** The judging tables below list the disciplines that are tested in each test.

SECTION 1. INDIVIDUAL TEST DISCIPLINES

I. OBEDIENCE AND CONTROL

(1) Time limit: throughout the entire test.

(2) This serves to demonstrate the dog's obedience, controllability, and cooperation with the handler. Throughout the tests, the judge observes how willingly and accurately the dog responds to the handler's commands, especially basic commands (e.g., recall). If the dog is currently in contact with the trail of game or in pursuit of game it has found in cover and is tracking it either vocally or silently, it does not respond to recall or other commands, this behavior cannot be assessed as disobedience. This temperament trait is more valuable for hunting dogs at that moment. This does not apply to retrievers, where obedience is required. Too frequent and repeated commands reduce the obedience score.

(3) A dog that strays more than 15 minutes away from its handler during the test will receive a score of 0.

(4) *Errors: frequent repetition of commands and their reluctant or incorrect execution.*

II. LEADING THE DOG

(1) The judge will mark out a route in the area where the tests are being conducted, which leads over various terrain obstacles (fallen trees, between bushes, over ditches, etc.). The route determined by the judge should be approximately the same for all dogs being tested. Dogs must be tested individually.

(2) The handler leads the dog on a hunting leash carried over the shoulder or on a rolled-up tracking leash hung over the shoulder, or off-leash. The dog must not obstruct or delay the handler while walking.

(3) Leading on a leash.

The dog must walk calmly beside the handler's left leg or close behind the handler, without running ahead or being pulled along. It must not get tangled in bushes or caught on trees. The handler walks close to several bushes or trees to demonstrate how well the dog handles the lead. If the dog pulls its handler, gets caught on trees or bushes, or does not follow correctly, it will receive one point deducted for each mistake. During the test, the handler must not hold the leash in their hand, direct the dog's movement, or give it any commands.

(4) Leading freely.

The dog must walk calmly close to the handler's left leg or close behind the handler, without running ahead or lagging behind.

(5) The judge observes the handler and dog along the entire length of the route.

(6) *Faults: running ahead, pulling, tension on the leash, lagging behind. If the dog repeatedly pulls and whines when it sees game, it is given a score of 0. In the forest, the dog must not hide behind trees, it must follow the handler and under no circumstances restrict their movement.*

III. DROP

(1) Time limit: 5 minutes.

(2) The stay is performed with the dog tied to a fully extended tracking leash, the end of which is tied at the place where the dog is placed, or freely, without an object known to the dog. The judge determines the place where the dog is to be placed. One of the judges hides in a good wind so that he can observe the dog in the stay. The second judge brings the handler and the dog to the designated place for the stay. The handler must carefully inspect the place for the stay so that the dog is not placed near a wasp nest, anthill, etc. The handler places the dog in the stay position and then leaves with the judge far enough away so that the dog cannot smell or see them. The dog may sit or stand during the stay, but must not move away. After 5 minutes, the handler returns for the dog and leads it away.

(3) The judges agree on a score and announce it. All dogs are tested in this way.

(4) The crowd must not disturb the dog's work and must remain at least 100 steps away.

A. Evaluation on the leash:

(5) A score of 4 is given to a dog that remains calm during these 5 minutes.

- (6)** A score of 3 is given to a dog that leaves the place to lie down within 3 steps.
- (7)** A score of 2 is given to a dog that pulls the entire leash (5 m) and remains calm.
- (8)** A score of 1 is given to a dog that stretches the entire leash and occasionally pulls on it without vocalizing or whining occasionally.
- (9)** A score of 0 is given to a dog that constantly pulls on the leash or barks or whines repeatedly.

B. Free evaluation:

- (10)** A dog that is calm during these 5 minutes receives a score of 4.
- (11)** A dog that leaves the place where it was left within 3 steps receives a grade of 3.
- (12)** A score of 2 is given to a dog that leaves the place where it was left within 6 steps.
- (13)** A dog that leaves the place within 10 steps or whines occasionally receives a score of 1.
- (14)** A dog that leaves the place where it was left for more than 10 steps or barks or whines repeatedly receives a score of 0.

IV. NOS

(1) Time limit: throughout the entire test.

(2) The judge assesses the quality of the nose during the testing of those disciplines where the dog uses its nose. When evaluating it, the judge must consider all circumstances, especially the distance at which the dog scents the game, the weather conditions, wind strength, humidity and air temperature, terrain, vegetation, etc.

V. SEARCHING FOR LIVE GAME

A. STALKING (FOR HUNTING STALKERS)

(1) Time limit: 15 minutes.

(2) The aim of this discipline is to test the dog's ability to systematically and effectively search an area and find live game. The test is conducted in a field with higher cover, possibly using stubble with rows of straw, or near water or in a forest with sufficient undergrowth to prevent the dog from searching for game by sight. Tracking is always conducted against the wind, with at most a slight crosswind.

(3) The dog should search the terrain in the designated area cheerfully, energetically, and systematically, with an obvious effort to find live game or its tracks. It should work in open terrain within the effective range of a shotgun shot. If the terrain is unclear, the search distance must be shortened so that it is possible to catch game that has been flushed out or cornered. Until game or its tracks are found, the dog must remain in contact with its handler and follow his instructions.

(4) A score of 4 is given to a dog that systematically (preferably in a shuttle pattern) searches the terrain in a designated area in front of a slowly advancing handler. It works independently without frequent commands, with tireless effort and a joyful desire to find game.

(5) A score of 3 is given to a dog that does not have such a perfect way of searching or needs to be encouraged or corrected several times.

(6) A score of 2 is given to a dog that does not search systematically, repeatedly runs behind the handler without following the trail or game, and must be encouraged to work frequently.

(7) A dog that walks only a short distance ahead of the handler and requires constant encouragement is given a score of 1.

(8) A dog that, despite all encouragement from the handler, makes no effort to search for game and stays close to the handler is rated 0.

B. SEARCHING (FOR RETRIEVERS)

(1) Time limit: 15 minutes.

(2) The aim of this discipline is to test the dog's ability to systematically and effectively search an area and find live game.

(3) The test is conducted in a field with higher cover, possibly using stubble with rows of straw, or near water or in a forest with sufficient undergrowth to prevent the dog from searching for game by sight. The search is always conducted against the wind, with at most a slight crosswind.

(4) Ideally, the retriever should search in front of the handler and, at a maximum distance of the effective range of a shotgun, search the area in its own typical manner, which should be adapted to the terrain and cover. It works happily and eagerly during the search. It can work with its nose low or high. The handler can encourage the dog with quiet commands.

(5) The dog's ability to search effectively and independently in the area and find game is assessed, but it must respond to the handler's instructions and be controllable. All dogs must be tested under approximately the same conditions.

Evaluation:

(6) A score of 4 is awarded to a dog that, after being released, works happily and independently at the specified distance, but is controllable and responds to the handler's commands when searching for game.

(7) A score of 3 is given to a dog that does not search at the specified distance, is not independent, or does not search cheerfully, but is controllable and responds to the handler's commands.

(8) A score of 2 is given to a dog that works with little enthusiasm and must be encouraged frequently.

(9) A score of 1 is given to a dog that searches only in the immediate vicinity of the handler or that is uncontrollable and does not respond to the handler's commands.

- (10)** A score of 0 is given to a dog that does not follow the handler, refuses to search for game in the terrain, or slows down so much after a few minutes that it is unable to continue searching.

VI. TRACKING LIVE GAME

- (1)** The dog must follow the trail of game that it has found itself or that the handler has set for it for at least 150 steps in order to be awarded a score of 4.
- (2)** The dog's score is reduced proportionally if it has to be guided onto the game trail more often or only follows it for a short time.
- (3)** If the dog follows the trail at least one-third of the prescribed distance when first put on the trail, it will be awarded a grade of 2.
- (4)** If the dog has been put on the trail more than twice and follows the trail for at least one-third of the prescribed distance, it will be graded 1.
- (5)** A dog that does not follow the trail at all, even after being put on the trail several times, will be graded 0.
- (6)** Retrievers do not have to follow the trail of live game; if they receive a score of 0, they continue to the next disciplines, and the score from this discipline does not affect their placement in the competition, but only increases the dog's point score.

VII. VOLUME

- (1)** Time limit: throughout the entire test (tested only in hunting breeds).
- (2)** This is an innate discipline for retrievers, in which the dog follows game or its fresh trail by barking loudly. The dog can demonstrate loudness on the fresh trail of live game, or if, within the time limit set for the discipline of searching (tracking) or driving

the dog sets off on its own, chases the game and remains in contact with it. Reporting a killed piece of game cannot be recognized as loudness.

- (3)** A dog that immediately follows fresh game tracks, reports regularly without visually tracking the game in front of it, or a dog that sets off on its own, tracks and reports even when it cannot see the game at a distance of at least 150 steps, is awarded a score of 4.
- (4)** A score of 3 is given to a dog that works as in score 4, but its reporting is interrupted by longer pauses.
- (5)** A dog that reports game only when it sees it and stops reporting when it loses sight of it is rated 2.
- (6)** A score of 1 is given to a dog that reports game only intermittently, with breaks, after seeing it.
- (7)** A score of 0 is given to a dog that sees the escaping game during the chase but does not report it. A score of 0 is also given to a dog that misleads.
- (8)** Grades 4 and 3 are given for loudness on the trail, grades 2 and 1 are given for loudness on sight.
- (9)** If a dog does not demonstrate loudness in the tests, the mark for loudness in previous tests is not rewritten.
- (10)** For all retriever breeds, the "volume" discipline is replaced in practical hunting tests by a score for retrieving, which is determined by the average of all auxiliary scores for retrieving.

VIII. BEHAVIOR AFTER THE SHOT

- (1)** Time limit: shot approximately halfway through the time allotted for searching for live game

(2) Tested in the "Searching for Live Game" discipline. Approximately halfway through the time limit, the handler, at the judge's instruction, fires a shotgun once when the dog is busy searching the cover at a distance of 15-20 steps from the handler and is not looking at him.

(3) A dog that demonstrates through its behavior that it is not afraid of the shot is awarded a score of 4. If, after the shot, the dog starts running wildly at a greater distance and does not respond to the recall or returns to the handler and has to be constantly encouraged to continue searching, it is given a lower mark, which depends on the intensity of the handler's encouragement and the length of time it takes for the dog to start searching again.

(4) A dog that is afraid of the shot, i.e., runs away from the handler fearfully, cannot be called back, loses interest in further work, behaves timidly and distrustfully, or does not leave the handler's side even after encouragement, is evaluated with a score of 0.

(5) *Faults: timidity and restlessness after the shot. A dog that remains at its handler's feet after the shot and does not want to search for game even on command receives a score of 0.*

IX. DRIVING ANIMALS OUT OF THICKETS (TESTED ONLY ON POINTING BREEDS)

(1) Time limit: up to 10 minutes.

(2) The test requires sufficiently large and dense vegetation, preferably with a good game population. The aim of this discipline is to test the dog's ability to search for live furred game in forest conditions. Thickets and younger forest stands, even with undergrowth, are suitable for testing this discipline. Flushing game from thickets can be done from a set position or directly from the foot.

(3) Before the start of the discipline, the judges take up suitable positions so that they can observe the dog's work in the hunt and the handler's actions.

a) Driving from a stand:

The handler places the dog in front of the hunting ground in a suitable place (opposite the entrance to the gallery, footpath, or other suitable entrance to the hunting ground) and walks about 50 steps to either side

of the hunting ground. He gives a command, after which the dog must go directly into the hunting ground. It is a mistake if the dog first runs to the handler and only then goes into the hunting ground.

b) Driving directly from the foot:

The leader chooses a suitable spot near the den and, at his command, the dog must go directly to the den.

(4) In both cases, the dog must search the designated cover with enthusiasm. If there is game in the cover, the dog must drive it out of the cover loudly or silently. The dog's systematic work is evaluated. During the drive, the dog may run out of the cover, but must return to it on its own without prompting (without a loud command). If the handler indicates to the dog that the driving out is continuing, this cannot be confused with urging the dog into the cover and reducing the final score for this. The handler may remain standing at the station for the entire duration of the discipline or slowly advance along the cover and follow the instructions of the judges. The discipline ends when the dog has systematically searched the entire cover.

(5) If the dog barks loudly during this discipline, it is evaluated by the judges. However, if it has already been evaluated for loudness during the tests, this score may not be reduced.

(6) Chasing from a stationary position is awarded a coefficient of 9. If, when chasing from a stationary position, the dog first approaches the handler or a distance less than half the original distance between the handler and the stationary dog, it is assessed as off the foot – coefficient 7.

(7) If this discipline is tested twice, the procedure according to the general part of the test rules is used for the final mark. If, in this case, one chase is assessed by the judges as from the foot and the other from the stay, a coefficient of 8 is used for the final number of points.

(8) A score of 4 is given to a dog that worked according to the above description. It searched the area thoroughly, maintained contact with the handler, and did not need to be urged more than twice to search.

(9) A score of 3 is given to a dog that did not need to be urged more than four times to work in the cover, but systematically searched the area.

(10) A score of 2 is given to a dog that searched the area but had to be urged into the area frequently.

(11) A dog that was often urged to search and searched unsystematically and only at the edge in front of the handler is rated 1.

(12) A dog that, despite all encouragement from the handler, did not show a willingness to search the cover is given a score of 0.

(13) *Faults: frequent leaving of the cover, insufficient spatial search, frequent encouragement and loud commands, etc.*

X. SEARCHING FOR AND RETRIEVING BIRDS

(1) Time limit: 10 minutes.

(2) The dog must demonstrate that it can find and retrieve shot or otherwise killed game birds that have fallen or been thrown into higher cover and are not visible to the dog or handler.

(3) The judges select a suitable location and throw the game so that neither the dog nor the handler can see it. The dog is released by the handler at the judge's command from a location about 30 steps away from the thrown game, always with a good wind. The judges evaluate, in particular, the dog's willingness to find the game, its quick grasping, straightforward retrieval, and reliable delivery. When delivering the game, the dog should sit in front of the handler without a command and hold the game calmly until the handler takes it away with the appropriate command.

(4) The handler must not give the dog commands to retrieve the game. For each such command, the score is reduced by one grade. The score is influenced by the overall performance in this discipline. The score is further reduced for poor delivery. Spitting out and failure to deliver = 2 faults (failure to deliver, failure to sit), can be evaluated with a maximum score of 2.

(5) If the dog brings the game to the handler within the specified limit of 10 minutes with 3 or more faults, it receives a score of 1.

(6) A dog that does not bring the game to the handler within the time limit is given a score of 0.

XI. SEARCHING FOR AND RETRIEVING FURRY GAME

(1) Time limit: 10 minutes.

(2) The dog must demonstrate that it is capable of tracking down and retrieving shot or otherwise killed game. This discipline is tested in suitable forest terrain so that the dog cannot find the game by sight. A wild or domestic rabbit or hare of appropriate size and color is used. The judge throws the game about 30 steps away so that neither the dog nor the handler can see it. The handler releases the dog downwind toward the spot where the game was thrown. The evaluation method is the same as for the "Searching for and retrieving game birds" discipline.

XII. DRAGGING WITH FURRY GAME

(1) Time limit: 15 minutes.

(2) The drag is set up in suitable terrain with two curves at a distance of 200 steps, always downwind. The dog must not see the drag being set up. The judge setting up the drag chooses a suitable direction, marks the starting point, and leaves a little torn fur or wool from the dragged game there. He pulls this behind him on a string, always downwind. When he has covered about 1/3 of the set distance, he turns away from the straight line in a gentle arc to either side. After 2/3 of the trail has been laid, he again deviates from the straight line to the other side than before. He pulls the game to the set distance, checks that it is intact, leaves it in place, and unties the string. At the end, the game that has been dragged is always laid down. The handler then walks about 50 steps in the direction of the last part of the drag and hides well so that they can watch the dog's work without disturbing it. They must remain in hiding long enough so as not to disturb the dog's work, even when bringing the game to the handler.

(3) The game must not be dragged across freshly plowed, freshly fertilized, or chemically treated fields. The distance between individual drags must be at least 100 steps. The handler may walk with the dog a maximum of 20 steps from the shooting site. The dog may follow the trail with its nose low or high, walk downwind, but must follow the trail. After working out the trail, it must immediately seize the game, return to the handler by the shortest route, and hand over the game.

(4) A hare or wild rabbit or domestic rabbit of a suitable size and color similar to that of a hare or wild rabbit is used. During the LZ, the trail may be laid partially or entirely in the forest.

(5) *Faults: unwillingness to retrieve, poor delivery, failure to follow the trail – free search, any other commands except the command to release the dog. Each additional attempt at the trail and each of the above faults reduces the score by one grade.*

(6) A score of 4 is given to a dog that follows the trail, retrieves the game, and delivers it correctly within the time limit.

(7) A score of 3 is given to a dog that follows at least half of the trail, works out the rest by free searching, finds the game, retrieves it within the time limit, and delivers it, or to a dog that was deployed twice.

(8) A score of 2 is given to a dog that was deployed three times or finds the game by free searching and brings it to the handler within the time limit.

(9) A score of 1 is given to a dog that retrieves the game from the trail within the time limit with 3 or more faults.

(10) A score of 0 is given to a dog that does not retrieve the game from the trail within the time limit.

XIII. DRAG WITH GAME BIRDS

(1) Time limit: 10 minutes.

(2) The drag trail is laid in a field with mature game birds at a distance of 150 paces. The method of laying the trail – feathers torn off at the point of impact, two gradual arcs along the trail – is the same as for the drag trail with furred game. The method of evaluation is also the same as for the discipline

"Trail with furred game".

XIV. WILLINGNESS AND APPETITE FOR WATER

(1) Time limit: 5 minutes.

(2) The dog must demonstrate that it willingly enters the water and swims willingly. To increase willingness, the dog can be sent after a thrown object. A dog that enters the water on command or after a thrown object is awarded a score of 4.

(3) A dog that enters the water hesitantly or needs various objects to be thrown into the water will be given a proportionally lower score.

(4) A dog that does not go into the water despite all encouragement is given a score of 0. Under no circumstances may the dog be thrown into the water or otherwise forcibly pulled in.

XV. RETRIEVING A DUCK FROM DEEP WATER

(1) Time limit: 5 minutes.

(2) The duck is thrown into the water by the judge, at a distance of about 10-15 meters from the shore, so that the dog has the opportunity to prove that it can swim and retrieve the duck from deep water. When the judge throws the duck into the water, the dog handler or designated shooter fires a shotgun into the air so that the situation resembles practical hunting as closely as possible. Before the start of the discipline, the dog must be off-leash, without a collar (standing, sitting, or lying next to the handler) and may go for the thrown duck without a command.

(3) A dog that retrieves a duck from deep water on one command (or without a command) and properly hands it over to the handler is awarded a score of 4. Grasping the duck by the wing, neck, etc. is not a fault. It is also not a fault if the dog places the duck on the ground in order to grasp it immediately and better and complete the retrieval. The handler remains in the place from which he released the dog. Each additional command to retrieve, grab, hand over, or not sit down when handing over, or releasing the duck and moving the muzzle away from it and grabbing it again without a command, reduces the score by one point.

(4) A score of 1 is given to a dog that, after prolonged encouragement and repeated commands to retrieve, brings the duck from the water to the shore in the direction of the handler within the specified time limit.

(5) In VZ, this discipline is tested in the following modification: the handler walks with the dog to the cover of the coastal vegetation so that the dog cannot see the duck being thrown into the water. At the judge's signal, the handler or designated shooter imitates a real hunt with a shot, and the judge simultaneously throws the duck into the water, then the dog is brought back, released, and called to work.

XVI. SEARCHING IN REEDS

(1) Time limit: 5 minutes.

(2) The test takes place in reeds, on banks, and in water, so that the dog has to swim in some places. It must demonstrate that it is capable of flushing out live game, thus enabling it to be caught. If the dog flushes out a duck while searching, the handler is obliged to shoot it. If the dog finds and retrieves the caught game, the discipline of retrieving a duck thrown into the reeds is also evaluated.

(3) It is not considered a fault if the dog leaves the reeds but returns on its own without a command. If the handler indicates to the dog that the search in the reeds is to continue (with silent commands), this cannot be considered encouraging the dog and the score cannot be reduced for this.

(4) A score of 4 is given to a dog that searches the designated area independently and systematically.

(5) A score of 3 is given to a dog that searches the designated area well but runs out of the reeds and the handler has to encourage it with commands.

(6) A score of 2 is given to a dog that searches the reeds without system or interest, does not go far enough even with frequent encouragement.

(7) A score of 1 is given to a dog that searches only the edges of the reeds and needs constant encouragement from the handler due to its unwillingness to work.

(8) A score of 0 is given to a dog that shows no interest in working in the reeds at all.

XVII. SEARCHING FOR A DUCK THROWN INTO REEDS

(1) Time limit: 10 minutes.

(2) The judge throws a duck into the reeds or other shore cover at least 5 meters from the edge. Neither the handler nor the dog may see where the duck was thrown. The handler, at a distance of 50 steps from where the duck was thrown, releases the dog to search for the duck and proceeds

with the dog against the wind towards the thrown duck. The judge stops the handler about 30 steps before the thrown duck. The search time is measured from the moment the dog is released by the handler to complete the discipline.

(3) Errors in retrieval are evaluated in the same way as in the "Retrieving a duck from deep water" discipline and reduce the score based on time.

(4) A score of 4 is given to a dog that finds and correctly retrieves the game within 5 (five) minutes.

(5) A score of 3 is given to a dog that finds and correctly retrieves the game within 7 (seven) minutes,

(6) A score of 2 is given to a dog that finds and correctly delivers the game within 9 (nine) minutes, and

(7) A score of 1 is given to a dog that finds and correctly delivers the game (regardless of the number of mistakes) within 10 (ten) minutes.

(8) A score of 0 is given to a dog that does not bring the duck to the handler within the time limit.

XVIII. WILLINGNESS TO WORK IN DEEP WATER

(1) Time limit: 2 minutes.

(2) The dog must be released freely, must demonstrate that it is not afraid of water, can swim well, and willingly enters the water to a distance of 10–15 m. It must search in deep water for approximately 2 minutes, must be controllable in the water, and must change the direction of the search at the handler's command. If necessary, the judges may determine the direction in which the handler should send the dog to search the surface or instruct the handler to change the direction of the search during the discipline.

(3) A score of 4 is given to a dog that works flawlessly, works independently in the water, is easy to control, searches far, swims well, and enters the water willingly on the first command.

- (4)** A score of 3 is given to a dog that enters the water after a short encouragement but performs the rest of the work flawlessly, or to a dog that searches far away but is difficult to control.
- (5)** A score of 2 is given to a dog that enters the water only after several commands, searches the surface briefly, but is easy to control in the water.
- (6)** A score of 1 is given to a dog that enters the water within the specified time limit (2 minutes), searches the surface for a while, but returns too soon.
- (7)** A score of 0 is given to a dog that does not enter the water within the specified time limit, or only goes to the edge and is not interested in searching for game.

XIX. BEHAVIOR AT THE WATER SITE

(1) Time limit: 10 minutes.

(2) The dog must be completely calm at the water station. Handlers with dogs stand about 20-30 steps apart, as in a surrounded hunt. The handler faces the hunt, with the dog loose (or on a leash) beside him. Every handler fires a hunting shot approximately every 2 minutes, but the game is not shot.

(3) A dog placed on a leash always receives a mark one grade lower. A dog that is restless at the station, whines, is nervous, runs away from the station, or runs after healthy game is only given a score of 0. A dog that struggles on the leash in such a way that it prevents safe shooting is also given a score of 0.

(4) Dogs that are not currently being tested must not be in the vicinity of the area where the discipline is being tested.

XX. WORK BEFORE THE COLOR - TRACKING, FOLLOWING

(1) Before starting this discipline, the handler must inform the judge whether they will perform a shuffle or how the dog will follow them. During the test, the dog must demonstrate that it can distinguish between

shuffling and free walking in the forest. The test is performed on a forest path, at the edge of the forest, or in an alley with a good view for the judge. Always away from distractions, before working on the colored trail, which the judge calls for immediately after completing the work before the color - shuffling, following.

(2) The stalking should be about 120 steps long and the dog should walk freely. The handler stalks at a slow pace and surveys the area. The dog follows him either close to his left leg or behind his heels, but no more than 1 m away. After about 30 steps of walking together, the handler discreetly and quietly puts the dog down. He continues walking himself. When he has walked about 30 steps, he stops and calls the dog with a discreet command. The dog must not jump to the handler, and they continue stalking for another 30 steps. The handler puts the dog down again, walks 30 steps away, retreats into the vegetation so that the dog cannot see him, takes aim, and shoots. He then returns to the dog and puts it on a leash. The dog must remain calm during the stalk. Testing this discipline should resemble as closely as possible the actual hunting of hoofed game with a dog.

(3) Faults: *running ahead of the dog from side to side, moving away from the handler, noisy behavior, constantly delaying and catching up with the handler, conspicuous or loud commands, following the handler after being called with a jump, the dog's unwillingness to lie down, the dog not waiting at the place where it was told to lie down, the handler watching the dog more than the game it is stalking. Each mistake reduces the score by one point. If the dog comes to the handler after the shot and has no other faults, it is awarded a score of 1. If there are 3 or more faults, but the dog does not run away into the thicket, it receives a score of 1. If the dog runs away into the thicket during stalking or after the shot, it is awarded a score of 0.*

(4) The handler performs the following in the following manner: The handler moves very slowly, the dog walks unleashed or on a leash close behind him or close to his left leg. After about 50 steps, the handler stops, waits in place for 15 to 30 seconds, and the dog must sit, lie down, or stand. The dog must follow the handler attentively, calmly, and quietly, and must be able to be stopped with an inconspicuous quiet command and set in motion in the same way. After the specified time has elapsed, they start walking again, and after about 50 steps, both stop, the dog sits, lies down, or remains standing, and the handler fires a shot. The dog must remain completely calm. After the shot, the handler puts the dog, which has been following freely, on a leash. Any conspicuous commands from the handler that contradict hunting practice are not allowed during the follow and reduce the performance score. The leashed dog is classified according to its performance with the appropriate coefficient.

(5) If the dog handler does not have a poacher's license or a hunting shotgun, the shooter will perform the discipline with him. The shooter proceeds during the work on the right side of the handler, in line with the handler. If the handler stops, the shooter also stops; if the handler goes into cover at the end of the stalk, the shooter also goes into cover with him and then shoots from cover. After the shot, the handler goes to tie up the dog and the shooter walks beside him. The task can also be performed in such a way that, before the start of the discipline, the designated shooter goes into cover at a distance where the discipline is expected to end and the handler is expected to hide. The handler performs the discipline alone, retreats into the vegetation to the shooter, who then shoots, and the handler goes to tie up the dog himself. In the case of following, the shooter hidden in the vegetation shoots when the handler stops after completing the follow.

(6) *Faults: running ahead of the dog from side to side, moving away from the handler, noisy behavior, constantly delaying and catching up with the handler, conspicuous or loud commands, the handler watching the dog more than the game, failure to maintain the specified distances. Each fault reduces the score by one point. If there are 3 or more faults, but the dog does not run freely into the cover, it receives a score of 1. If the dog runs freely into the cover during the tracking or after the shot, it is scored 0.*

(7) *When following on the belt, any tension on the belt (forward or backward) is considered an error.*

XXI. WORK ON THE PAINTED TRACK

(1) Time limit: 45 minutes.

(2) The colored trail should be about 500 to 550 steps long, with two changes of direction. The distance between each color must be at least 100 steps throughout the entire trail.

(3) The colored trail is laid by dripping from a bottle through twigs inserted into its neck or from a plastic bottle with a screw cap with a hole. Laying colored trails in any other way than that specified is not permitted. A maximum of 0.3–0.5 liters of pig's blood or the blood of any cloven-hoofed game (hereinafter referred to as "blood") is used to lay one colored trail. The addition of grass is not excluded. The blood used must be the same on all trails.

(4) Markers are attached to trees to indicate the forward direction, which the assistant removes in front of the judge setting the colored trail. The forward direction markers are left in place for the first 20 steps for better orientation. On the reverse side of the trees, there must be clearly visible marks above the ground to check the colored trail being worked out.

(5) The starting point is marked with clear breaks and a larger amount of dripped paint. The colored bed is about halfway along the trail and is marked with clear breaks and a larger amount of dripped paint. The bed is properly marked for the judges to check. The dripping of paint ends at the place where the game will be laid down by the bearer. Colored tracks are always laid from the starting point in the direction of the track. At the end, the tracks should be marked with the same number as at the beginning and the place for laying down the game should be marked. This measure ensures that the game will be laid down exactly where it should be.

(6) Hoofed game laid at the end of the trail must be properly sewn up. It is unacceptable to test dogs on colored trails where the trail is well-trodden and the handler can recognize it by sight. Removed markers must not be scattered on the ground.

(7) The organizer must provide the necessary game animals and paint. They are responsible for the absolutely correct behavior of the game carriers and trumpeters waiting at the end of the colored trail, who must be well hidden and behave quietly until the end of the discipline. Only when it is time to hand over the fragment and blow the trumpet do they come out of hiding.

(8) The organizer is responsible for laying the blood trails in cooperation with the panel of judges who evaluate the event.

(9) The order of the dogs being tested in the group on the artificial colored trail is always drawn after the colored trail has been laid. Before a specific colored trail, the dog that will work on this colored trail is drawn. It is not permissible for dogs to start on the colored trails according to the serial number that the handlers drew at the initial draw. The draw for the dog that will work the next colored trail is always made after the previous dog has finished working on the previous colored trail. Before working the trail, the dog always demonstrates the discipline "dog work before color."

(10) For LZ and VZ, the scent is laid in the morning and may be 1-8 hours old. For BZ, the scent is laid in the afternoon of the previous day so that it is at least 12 hours old.

(11) The dog may work the scent as a guide. If the handler wishes to present the dog as a barker, notifier, or loud notifier, they must notify the judge of this circumstance, including the method of working the discipline, immediately after the order on the colored trail has been drawn.

a) handler – (on a leash or off-leash)

1. Before starting work on the scent, the handler attaches a tracking collar with a leash at least 5 m long to the dog, unless the handler is leading the dog freely on the scent. The handler can then put the dog down and examine the scent and a few steps of the scent trail. After placing the dog on the scent, the dog should show the scent and continue at a leisurely pace along the scent with its nose low. In case of a crosswind, it may stay along the scent downwind. It should work on a fully extended tracking leash, which the handler holds in their hand at least 5 m away from the dog throughout the entire work (except when crossing an obstacle), or freely in front of the handler in close contact. It must be clear at all times that the dog is lying on the tracking leash and following the trail with confidence. If it finds a bed, it should show the scent and continue in the right direction. It is not a fault if the dog misses the bed within the distance allowed for leaving the trail. It is also not considered a fault if the dog shows traces of game that crossed the scent, corrects itself, returns to the scent, and continues following it. However, if it leaves the scent and the handler does not notice, at least one judge must follow it and, after about 30 steps, alert the handler to the necessary correction by blowing a whistle. The handler and dog are then returned to the place where they left the scent and guided by the judge in the direction of continuation. For each such correction, the score is reduced by one point.
2. If the handler looks back to check the correct direction of the trail according to the markings, the judge must admonish him, and for each admonishment, the score is reduced by one point. An overly hasty pace that is difficult to slow down, causing the dog to frequently stray from the trail, is a sign of poor cooperation between the dog and the handler and reduces the score by one point. It is permissible to put the dog down to calm it down and help it concentrate. The score is also reduced for an insufficiently developed leash and little interest in the trail.
3. It is not a fault if the dog pulls toward the game at the end of the scent with its nose high. If the dog misses a piece placed at the end of the scent trail and the handler does not notice, after 30 steps the judge will stop the handler by blowing a whistle and inform the handler that the dog has failed the discipline and will receive a score of 0.

4. Up to 5 points are added for working freely. Working freely: If the dog leads the handler to the piece freely without being influenced by the handler, it receives 5 points. If the dog is influenced by the handler during the work, the extra points are reduced proportionally.
5. *Faults: if the dog works without lying down in the harness, if it is led by the handler, if it wanders, if it follows the tracks of healthy game, if it needs to be constantly encouraged, if it works nervously and quickly, if it shows no interest in the correct track, and especially in completing it.*

b/ caller

1. The dog works up to the bed and is evaluated as a guide. If the dog misses the bed within the permitted distance, the judge stops the handler and returns him to the bed. At the bed, the handler releases the dog at the judge's instruction and remains standing with the judges. The dog must find the piece independently and begin to signal within 10 minutes in order to be evaluated with a score of 4. The signaling must continue until the handler arrives. At the judge's instruction, the handler proceeds in the direction of the dog's signaling and only during the signaling. The dog must not be encouraged or forced to report in any way. Short pauses in the reporting are not a fault.
2. If the handler leaves the bed to the reporting dog and the dog then stops reporting or does not report on the game or leaves it, the dog is graded 0.
3. *Errors: wandering, tracking healthy game, indistinct reporting, delayed reporting, reporting with long pauses, failure to report, abandoning game, lack of interest in work, and especially in completing it.*

c/ Notifier

1. The dog works up to the bed and is evaluated as a guide. If the dog misses the bed by the permitted distance, the judge stops the handler and returns him to the bed. At the bed, the handler releases the dog at the judge's instruction and remains standing with the judge, who signals the start of the tracking (in a previously agreed manner) to the judge at the end of the tracking trail (e.g., by blowing a horn, using a cell phone, radio, etc.). The judge gives the signal so as not to disturb the dog's performance.

2. The dog comes to the piece, verifies the game, and returns to the handler, who is waiting at the release point. Upon arrival at the handler, the dog must signal in a learned, pre-arranged manner that it has found the game and try to lead the handler to the game freely without prompting. The dog must return to the handler within 20 minutes of release. The judge, hidden at the end of the colored trail, observes whether the dog has verified the game at the end, but does not announce the verification of the game. The judge who remained with the handler at the bed observes whether the dog is working in the pre-announced manner when returning to the handler and then continues behind the handler to the game.

d/ loud announcer

1. The dog works up to the bed and is evaluated as a guide. If the dog misses the bed by the permitted distance, the judge stops the handler and returns him to the bed. At the bed, the handler releases the dog at the judge's instruction and remains standing with the judge, who announces the start of the tracking (in a previously agreed manner) to the judge at the end of the tracking trail (e.g., by blowing a horn, using a cell phone, radio, etc.). The judge gives the signal so as not to disturb the dog's performance.
2. The dog comes to the piece, verifies the game, and returns to the handler, who is waiting at the release point. Upon arrival at the handler, the dog must signal in a pre-arranged manner that it has found the game and attempt to lead the handler freely to it, but must report at intervals along the tracking trail. Encouragement during this work is not a fault. The dog must return to the handler within 20 minutes of release. The judge, hidden at the end of the colored trail, observes whether the dog has verified the game at the end, but does not report the verification of the game. The judge who remained with the handler at the bed observes whether the dog is working in the pre-announced manner when returning to the handler and then continues behind the handler to the game.
3. If the handler is unsure, based on the dog's manner of notification or behavior, whether the dog has found the hoofed game at the end of the trail, he may call the dog back within 10 minutes, counting from the time the dog was released from the bed. The dog then works as a guide, with the score reduced by one grade.
4. *Errors: Uncertain guidance to the game. If the dog does not announce the found game to the handler in the manner previously announced by the handler to the judge, the work cannot be evaluated as the work of an announcer.*

(12) General information on evaluation and faults on a colored trail

- (1) When evaluating the work performed under points b), c), and d), the pair of judges shall be divided so that one judge follows the handler and the other is hidden so that he can observe the dog's behavior at the piece. The judges must agree on the evaluation of the work.
- (2) A dog may be released as a notifier (including a loud one) and a caller no more than twice. However, the time allowed for reporting or notification is counted from the first release. The score for the second release is not reduced.
- (3) If the dog fails as a caller, announcer, or loud announcer and the handler manages to call it back within 30 minutes, it can complete the work as a driver. It is evaluated as a driver and the mark for performance is reduced by one degree with a coefficient of 10 if it worked flawlessly as a driver. Otherwise, previous mistakes are taken into account. If the handler fails to recall the dog within 30 minutes, the assessment is terminated and the dog receives a score of 0.
- (4) If the judge at the end of the colored trail reports that the dog was not at the piece, and yet the handler used it as a pointer or loud pointer and it successfully led him to the piece, the score will be reduced by two grades.
- (5) If the dog carries the game more than twenty steps away, the score is reduced by one grade. If the dog carries the game halfway between the bed and the end of the colored trail, puts it down there, and continues to point, this work is evaluated with a maximum score of 2, taking into account previous mistakes. If the dog brings the game to the handler, it is evaluated as a guide with a score of 3, taking into account previous mistakes.
- (6) Judges should walk 15-20 steps behind the dog handler. When the piece is found, the judge will assess whether the dog is gnawing on it. Pulling on the fur and tugging at the piece is not a fault. If the dog demonstrably gnaws on the game, it is excluded from the test. The judges will note any gnawing on the game in the judging table.

(7) For a successful tracking, the judges will give the handler a fragrant. A bugler is also appropriate for this act.

1. The dog's work must not be disturbed by the crowd or the judges.
2. If the dog and handler do not reach the game within a total time of 45 minutes from being put on the colored trail, it is given a score of 0. The time is counted from the first time the dog is put on the colored trail.

XXII. BEHAVIOR AT THE STATION IN THE FOREST

(1) Time limit: 10 minutes.

(2) The dog must demonstrate that it is completely calm at the station. Handlers with dogs are positioned around the hunting blind, about 30 steps apart. The corona passes through the blind with the usual noise. For safety reasons, no shots are fired in the blind. At the judge's signal, the handlers fire one shot at a time, approximately every 2 minutes. The judges stand so that they can see the behavior of the dogs being tested. The handler stands facing the hunting ground with the dog loose (or on a leash) beside him. A dog kept on a leash always receives a mark one grade lower.

(3) A dog that is restless, nervous, whining, or barking is always graded one point lower for each mistake. A dog that struggles on the leash or runs away after healthy game or into a trap is graded 0 and fails the test.

(4) This discipline is evaluated with the help of all judges within reach. The judges of this discipline will determine how many dogs will be tested at a time.

SECTION 2. GENERAL

The same type of game, of a size appropriate for the breed, must be used for all dogs being tested. The game must be unblemished. Each handler may bring their own suitable game. The judges will decide on its suitability for use.

SECTION 3. JUDGING SCORES

(1) TESTS FOR RETRIEVERS AND HUNTING DOGS

Subject	Lowest mark for a prize			Coefficient	Max. number of points	Grade	Points	Note
	I.	II.	III.					
1. Nose	3	2	1	10	40			
2. Volume	0	0	0	8	32			
3. Obedience and controllability	3	2	1	5	20			
4. Behavior after firing	2	2	1	3	12			
5. Walking								
a) free	2	2	1	3	12			
b) on the belt	2	2	1	2	8			
6. Snooping - searching	3	2	1	8	32			
7. Traces of wild animals								
hounds	3	2	1	7	28			
retrievers	0	0	0					
8. Willingness and enthusiasm for water	2	2	1	4	16			
Lowest number of points for the prize	130	105	80					
Lowest number of points for the retriever prize	88	71	54					
Maximum number of points					192			
Total points								
Final qualification								

a) Note 1:

A score of 0 in the "live game tracking" discipline does not affect the classification of any retriever breed, it only increases the point score.

b) Note 2:

If discipline no. 6 is performed by a tracking dog, it will be considered tracking; in the case of a retriever, it will be considered searching.

(2) AUTUMN TESTS FOR RETRIEVERS AND HUNTING SCORTERS

Subject	Lowest mark for prize			Coefficient	Max. number of points	Grade	Points	Note
	I.	II.	III.					
1. Nose	3	2	1	10	40			
2. Volume (detectors)	0	0	0	8	32			
Retrieving (retrievers)	3	2	1	8	32			
3. Obedience and controllability	3	2	1	5	20			
4. Behavior after the shot	2	2	1	3	12			
5. Walking								
a) free	2	2	1	3	12			
b) on the strap	2	2	1	2	8			
6. Snooping - searching	3	2	1	8	32			
7. Tracking and retrieving game birds	2	2	1	7	28			
8. Trail with furry animals	2	2	1	6	24			
9. Bringing a duck from deep water	3	2	1	6	24			
Lowest number of points for the prize	150	120	90					
Lowest number of points for the retriever prize	128	103	79					
Maximum number of points					224			
Total points								
Final qualification								

The "loudness" discipline is replaced for all retriever breeds by a retrieval score, which is determined by the average of all auxiliary retrieval scores.

(3) FOREST TRIALS FOR RETRIEVERS AND HUNTING DOGS

Subject	Lowest grade for the price			Coefficient	Max. number points	Grade	Points	Note
	I.	II.	III.					
1. Nose	3	2	1	10	40			
2. Volume (detectors)	0	0	0	8	32			
Retrieving (retrievers)	3	2	1	8	32			
3. Obedience and controllability	3	2	1	5	20			
4. Behavior after the shot	2	2	1	3	12			
5. Walking the dog								
a) free	2	2	1	3	12			
b) on a strap	2	2	1	2	8			
6. Driving game out of thickets								
- from postponement	3	2	1	9	36			
- from the foot	3	2	1	7	28			
- Retrievers	-	-	-		NO			
7. Searching - searching	3	2	1	8	32			
8. Tracking and retrieving of game birds	2	2	1	7	28			
9. Trail with furry animals	2	2	1	6	24			
10. Work before painting								
a) shuffling	2	2	1	8	32			
b) following freely	2	2	1	4	16			
c) following on a leash	2	2	1	2	8			
11. Color								
a) alarm, notifier	3	2	1	20	80			
b) conductor	3	2	1	10	40+5			
12. Postponement								
a) free	2	2	1	4	16			
b) on the belt	2	2	1	2	8			
13. Behavior at the forest site	2	2	1	4	16			
Lowest number of points for the prize	260	220	180					
The lowest number of points for the retriever prize	212	180	146					
Maximum number of points					380			
Total points								
Final qualification								

The "loudness" discipline is replaced for all retriever breeds by a retrieval score, which is determined by the average of all auxiliary retrieval scores.

(4) COLOR TESTS FOR RETRIEVERS AND HUNTING DOGS

Subject	Lowest mark for a prize			Coefficient	Max. number of points	Grade	Points	Note
	I.	II.	III.					
1. Walking the dog								
a) off-leash	2	2	1	3	12			
b) on the strap	2	2	1	2	8			
2. Work before painting								
a) scraping	2	2	1	8	32			
b) following free	2	2	1	4	16			
c) following on a leash	2	2	1	2	8			
3. Color								
a) indicator, signal	3	2	1	20	80			
b) conductor	3	2	1	10	40+5			
4. Postponement								
a) free	2	2	1	4	16			
b) on the strap	2	2	1	2	8			
Lowest number of points for the prize	70	40	16					
Maximum number of points					140			
Total points								
Final qualification								

(5) WATER WORK TESTS FOR RETRIEVERS AND HUNTING DOGS

Subject	Lowest mark for award			Coefficient	Max. number of points	Grade	Points	Note
	I.	II.	III.					
1. Willingness to work in deep water	2	1	1	4	16			
2. Bringing a duck from deep water	2	1	1	4	16			
3. Snooping in the reeds	2	1	1	5	20			
4. Searching for ducks in the reeds	2	1	1	5	20			
5. Behavior at the watering hole	2	1	1	2	8			
6. Obedience and controllability	2	1	1	5	20			
Lowest number of points for the prize	80	60	40					
Maximum number of points					100			
Total points								
Final qualification								

(6) ALL-ROUND TESTS FOR RETRIEVERS AND HUNTING DOGS

Subject	Lowest mark for award			Coefficient	Max. number of points	Grade	Points	Note
	I.	II.	III.					
1. Nose	3	2	1	10	40			
2. Volume (hounds)	0	0	0	8	32			
Retrieving (retrievers)	3	2	1	8	32			
3. Obedience and controllability	3	2	1	5	20			
4. Behavior after the shot	2	2	1	3	12			
5. Leading								
a) Free	2	2	1	3	12			
b) on a leash	2	2	1	2	8			
6. Driving game out of thickets								
- from cover	3	2	1	9	36			
- from the foot	3	2	1	7	28			
- retrievers	-	-	-		NO			
7. Snooping - searching	3	2	1	8	32			
8. Tracking and retrieving game birds	2	2	1	7	28			
9. Tracking and retrieving furred game	2	2	1	7	28			
10. Trail with furry animals	2	2	1	6	24			
11. Trail with feathered game	2	2	1	6	24			
12. Bringing a duck from deep water	3	2	1	6	24			
13. Snooping in the reeds	3	2	1	8	32			
14. Searching for a duck discarded in the reeds	2	2	1	8	32			
15. Work before painting								
a) scraping	2	2	1	8	32			
b) free following	2	2	1	4	16			
c) following on a leash	2	2	1	2	8			

16. Color								
a) alarm, indicator	3	2	1	20	80			
b) conductor	3	2	1	10	40+5			
17. Postponed								
a) Free	2	2	1	4	16			
b) on the strap	2	2	1	2	8			
18. Behavior at the forest site	2	2	1	4	16			
Lowest number of points for the prize	350	290	203					
Lowest number of points for the retriever prize	302	248	176					
Maximum number of points					520			
Total points								
Final qualification								

The "volume" discipline is replaced for all retriever breeds by a retrieval score, which is determined by the average of all auxiliary retrieval scores.

PART FOUR

TESTING REGULATIONS FOR DACHSHUNDS AND TERRIERS

SECTION 1. PURPOSE OF TESTS AND TYPES OF TESTS

(1) These test rules govern tests for dachshunds and terriers.

(2) The hunting usefulness of dogs is defined in § 14(1) of Decree No. 244/2002 Coll., as amended (hereinafter referred to as the "Decree"), and is demonstrated by the completion of the disciplines specified in the ČMMJ test regulations for hunting dog performance tests (hereinafter referred to as "TR"), which perform activities that qualify them as suitable for hunting for the exercise of hunting rights.

(3) These activities include searching for, tracking down, and retrieving small game that has been killed, shot, or otherwise injured, searching for live hoofed game, tracking down hoofed game that has been killed, shot, or otherwise injured, or demonstrating an aptitude for working underground or burrowing.

(4) In order for a dog to pass the hunting dog test, its performance in the disciplines must meet the requirements of the test regulations, namely a minimum performance in the third prize; in the case of passing the burrowing test, dogs obtain hunting suitability for working underground if the dog passes. Upon passing the dog performance test, the organizer shall issue a "Certificate of Passing the Dog Performance Test" as specified in § 17(6) of the decree, which shall bear the ČMMJ registration number, and each organizational unit of the ČMMJ shall keep a record of the test certificates issued according to the assigned numbers. The test certificate issued by the organizer is a public document.

(5) These Rules are intended for dachshund and terrier breeds, and the individual tests are adapted to the characteristic innate working qualities of these dogs. The structure of the individual disciplines tested allows, in addition to proving hunting suitability, the aptitudes of dachshunds and terriers for breeding purposes to be demonstrated, as well as important characteristics necessary for the practical exercise of hunting rights, such as obedience, controllability, cooperation with the handler, and so on, without the learning and mastery of which a dog could not be a good hunting dog.

(6) TESTS FOR DACHSHUNDS AND TERRIERS ARE DIVIDED INTO:

I. Tests without certification of hunting suitability, which are:

Dachshund and terrier aptitude tests (ZV) – these are not hunting aptitude tests, but rather tests that demonstrate innate aptitudes and serve to check heredity. They are an important test for breeding clubs. All hunting breeds that do not have ZV in their testing regulations can take this type of test. The aptitude tests examine the natural method of hunting small game; in the case of other breeds, they also examine hunting other furred game, and in rare cases where there is no game, live feathered or furred game from artificial breeding is released. In very exceptional cases, game is released into the test area, but not directly in front of the dogs. The released game must be healthy, in good condition, and uninjured.

II. Practical hunting tests (ZPL) with the award of hunting suitability, which are

- a) autumn tests for dachshunds and terriers (PZ) - qualify the dog as suitable for hunting for searching, tracking, and retrieving small game. All hunting breeds that do not have PZ in their test regulations can participate in PZ. Here, the natural method of hunting small game is tested and, in rare cases where there is no game, live feathered or furred game from artificial breeding is released. In very exceptional cases, the game is released into the test area, not directly in front of the dogs. The released game must be healthy, in good condition, and uninjured. The PZ tests on live game and on small furred and feathered game killed in advance; if a hare is not available, an adult rabbit of appropriate size and coloration may be used.
- b) Forest trials for dachshunds and terriers (LZ) - qualify dogs as suitable for hunting, searching for and tracking hoofed game, mainly in forest hunting grounds. All hunting breeds that do not have LZ in their trial rules can participate in the trials. LZ tests are conducted on live game and on game killed in advance;
- c) tests for searching, flushing, and driving hoofed game for dogs with a height at the withers of up to 55 cm (ZVVZ) - qualify the dog as suitable for hunting to search for live hoofed game. The tests are usually conducted

in forest vegetation. All hunting breeds that do not have ZVVZ in their test regulations may participate in the tests, except for pointer breeds and dogs whose height at the withers exceeds 55 cm. The tests are conducted on live game;

- d) Barvářské zkoušky (BZ) for dachshunds and terriers - qualify the dog as suitable for hunting hoofed game. The tests are conducted in forest stands. All hunting breeds that do not have BZ in their test regulations can participate in the tests. BZ tests are conducted on previously killed hoofed game;
- e) Water work tests (VP) - qualify the dog as suitable for hunting, searching for, tracking down, and retrieving small game, with a specialization in hunting waterfowl. The tests are conducted on large bodies of water. All hunting breeds that do not have VP in their test regulations may participate in the tests. VP tests are conducted on live game and on small waterfowl that has been killed or shot in advance;
- f) Versatile tests for dachshunds and terriers (VZ) - qualify dogs as suitable for hunting, searching for, tracking down, and retrieving small game, as well as searching for and tracking hoofed game in all natural conditions. Versatile tests are held in fields, forests, and water. All hunting breeds that do not have VZ in their test regulations can participate in the tests. The tests examine the natural way of hunting small game and, in rare cases where there is no game, live feathered or furred game from artificial breeding is released. In very exceptional cases, the game is released into the test area, not directly in front of the dogs. The released game must be healthy, in good condition, and uninjured. Dogs are also tested on pre-killed cloven-hoofed game and pre-killed small furred and feathered game; if a hare is not available, an adult rabbit of appropriate size and coloration may be used.

III. Burrowing tests

- a) Tests for novices - qualify the dog for working underground. Only dachshunds and terriers may participate in the tests. Novice tests do not involve contact between the dog and the fox. The fox is physically separated from the tested dog in an artificial burrow by a metal grid or other solid partition that allows the smell and sound to pass through. For burrowing tests,

The organizer is required to provide a sufficient number of foxes for the burrowing tests. The foxes must be healthy and comply with veterinary regulations.

- b) Individual burrowing test (IZN) in natural and artificial burrows (during practical hunting). Only dachshunds and terriers may participate in the tests.

(7) Dogs that demonstrably bite game or damage it with an overly hard bite, or dig up game, will receive a score of 0 in retrieving or in the discipline whose main component is retrieving in all hunting aptitude tests and will fail the tests. Biting game and digging up game will be noted by the judges in the judging table.

- (8)** The judging tables below list the disciplines that are tested in each test.

SECTION 2. INDIVIDUAL TEST DISCIPLINES

I. OBEDIENCE AND CONTROL

- (1)** Time limit: throughout the entire test.

(2) It serves to demonstrate the dog's obedience, controllability, and cooperation with its handler. Throughout the tests, the judge observes how willingly and accurately the dog responds to the handler's commands, especially basic commands (e.g., recall). The dog may leave its handler's influence for a maximum of 30 minutes. If the dog is in contact with a game trail or is moving after game and tracking it, either vocally or silently, it may return after this limit. In such a case, its obedience score is reduced and it is awarded a maximum score of 2.

(3) The dog must start the next discipline on time; if it does not start at the judge's command, it will receive a score of 0 for obedience. The order of the dogs being tested must be maintained.

- (4)** *Errors: frequent repetition of commands and their reluctant or incorrect execution.*

II. LEADING THE DOG

(1) The judge marks out a route in the area where the tests are conducted, which leads over various terrain obstacles (fallen tree, between bushes, over a ditch, etc.). The route determined by the judge should be approximately the same for all dogs being tested. Dogs must be tested individually.

(2) The handler leads the dog on a hunting leash carried over the shoulder or on a rolled-up tracking belt hung over the shoulder, or off-leash. The dog must not obstruct or delay the handler while walking.

(3) The judge observes the handler and the dog along the entire length of the route.

a) Leading on a leash:

- 1.** The dog must walk calmly beside the handler's left leg or close behind the handler, without running ahead or being pulled along. It must not get tangled in bushes or caught on trees. The handler walks close to several bushes or trees to demonstrate how well the dog handles the lead. If the dog pulls its handler, gets caught on trees or bushes, or does not follow correctly, it will receive one point deduction for each mistake. During the test, the handler must not hold the leash in their hand, direct the dog's movement, or give it any commands.

b) Leading freely:

- 1.** The dog must walk calmly close to the handler's left leg or close behind the handler, without running ahead or lagging behind.
- 2.** *Mistakes: running ahead, pulling, tension on the leash, lagging behind. If the dog repeatedly pulls and whines when it sees game, it will be given a score of 0. In the forest, the dog must not hide behind trees, it must follow the handler and under no circumstances restrict their movement.*

III. DROP

- (1)** Time limit: 5 minutes.

(2) The stay is performed with the dog tied to a fully extended tracking leash, the end of which is tied at the place where the dog is placed, or freely, without an object known to the dog. The judge determines the place where the dog is to be placed. One of the judges hides in a good wind so that he can observe the dog in the stay. The second judge brings the handler and the dog to the designated place for the stay. The handler must carefully inspect the place for the stay so that the dog is not placed near a wasp nest, anthill, etc. Then they leave far enough away so that the dog cannot smell or see them. The dog may sit or stand during the down-stay, but it must not move away. After 5 minutes, the handler returns for the dog and leads it away.

(3) The judges agree on a score and announce it. All dogs are tested in this way.

(4) The crowd must not disturb the dog's work and must remain at least 100 steps away.

A. Evaluation on a leash:

(5) A score of 4 is given to a dog that remains calm during these 5 minutes.

(6) A score of 3 is given to a dog that leaves the place to lie down within 3 steps.

(7) A dog that stretches the entire leash (5 m) and remains calm receives a score of 2.

(8) A dog that stretches the entire leash and occasionally tugs on it without loud noises or occasional whines receives a score of 1.

(9) A score of 0 is given to a dog that constantly pulls on the leash, barks, or whines repeatedly.

B. Free evaluation:

(10) A score of 4 is given to a dog that remains calm during these 5 minutes.

(11) A score of 3 is given to a dog that leaves the place where it was put down within 3 steps.

(12) A score of 2 is given to a dog that leaves the place where it was left within 6 steps.

(13) A score of 1 is given to a dog that leaves the place where it was left within 10 steps or whines occasionally.

(14) A score of 0 is given to a dog that leaves the place where it was left for more than 10 steps or barks or whines repeatedly.

IV. LEAD TRACK

(1) Time limit: 10 minutes.

(2) One of the judges holds the dog on a release leash, while the other walks away with the handler downwind, deviating twice from a straight line, to a distance of about 200 steps, where they hide well. If there is a person known to the dog in the group, they may go into hiding with the handler. The test takes place in open terrain so that the judge, who will later release the dog, can see the dog laying the trail and following it. The dog can observe the laying of the trail for a distance of about 20 steps. After that, the dog must not follow the handler's movements. When the handler hides, the judge puts the dog on the trail, leads it a few steps along it, and releases it.

(3) For each subsequent release onto the trail, the score is reduced by 1 point.

(4) A score of 0 is given to a dog that does not reach its handler even after the fourth placement on the trail.

V. NOSE

(1) Time limit: throughout the entire test.

(2) The judge assesses the quality of the nose during the testing of those disciplines where the dog uses its nose. When assessing it, the judge must take into account all circumstances, especially the distance at which the dog has caught the scent of the game, the weather conditions, wind strength, humidity and air temperature, terrain, vegetation, etc.

VI. SEARCHING

(1) Time limit: 15 minutes.

(2) The aim of this discipline is to test the dog's ability to systematically and effectively search an area and find live game. It is tested in a field with higher cover, stubble with rows of straw can also be used, or near water or in a forest with sufficient undergrowth that prevents the dog from searching for game by sight. Searching is always carried out against the wind, with a maximum of a slight side wind.

(3) The dog must search the terrain in the designated area cheerfully, energetically, and systematically, with an obvious effort to find live game or its tracks. It must work in open terrain within the effective range of a shotgun shot. If the terrain is unclear, the search distance must be shortened so that it is possible to catch game that has been flushed out or cornered. Until game or its tracks are found, the dog must remain in contact with its handler and follow its instructions.

(4) A dog that systematically searches the terrain in a designated area in front of its slowly advancing handler is awarded a score of 4. It works independently without frequent commands, with tireless effort and a joyful desire to find game.

(5) A dog that does not have such a perfect way of searching or has to be encouraged or corrected several times is rated 3.

(6) A score of 2 is given to a dog that does not search systematically, repeatedly runs behind the handler without following the trail or game, and must be encouraged to work frequently.

(7) A dog that walks only a short distance ahead of the handler with constant encouragement is rated 1.

(8) A dog that, despite all encouragement from the handler, makes no effort to search for game and stays close to the handler is rated 0.

VII. TRACKING LIVE GAME

(1) The dog must follow the trail of game that it has found itself or that the handler has set for it for at least 150 steps in order to be awarded a score of 4. The dog's score is reduced proportionally if it has to be guided onto the trail more often or only follows it for a short distance. If the dog follows the trail at least one-third of the prescribed distance when first put on the trail, it will be awarded a grade of 2. If the dog has been put on the trail more than twice and follows the trail at least one-third of the prescribed distance, it will be awarded a grade of 1.

(2) A dog that does not follow the trail at all, even after being put on the trail several times, will be graded 0.

VIII. VOICE

(1) Time limit: throughout the entire test.

(2) It is an innate discipline in which the dog tracks game or its fresh trail by barking loudly. The dog can demonstrate its loudness on the fresh trail of live game, or if, within the time limit set for the discipline of tracking or flushing game from thickets, the game itself sets off, chases and is in contact with it. Reporting on a killed piece of game cannot be recognized as loudness.

(3) This discipline is mandatory for dachshunds, hounds, and Jagdterriers. For others, i.e., terriers and dogs in FCI Group V, it does not affect the classification in the prize, but only increases the dog's point score.

(4) A score of 4 is given to a dog that immediately follows a fresh game trail, reports regularly without watching the game in front of it, or a dog that sets off on its own, follows and reports, even if it cannot see the game at a distance of at least 150 steps.

(5) A dog that works as described in grade 4 but with longer pauses between reports is graded 3.

- (6)** A dog that reports game only when it sees it and stops reporting when it loses sight of it is rated 2.
- (7)** A dog that reports game after seeing it only intermittently, with breaks, is rated 1.
- (8)** A dog that sees the escaping game during the chase but does not report it is given a score of 0. A dog that misleads is also given a score of 0.
- (9)** Grades 4 and 3 are given for loudness on the trail, grades 2 and 1 are given for loudness on sight.
- (10)** If the dog does not demonstrate loudness in the tests, the mark for loudness in previous tests is not rewritten.

IX. BEHAVIOR AFTER THE SHOT

(1) Time limit: the shot is fired approximately halfway through the time allotted for searching or flushing game from thickets.

(2) This is tested in the discipline of searching or flushing game from thickets. Approximately halfway through the time limit, the handler, at the judge's instruction, fires a shot from a shotgun at the moment when the dog is busy searching the cover at a distance of 15-20 steps from the handler and is not looking at him.

(3) A dog that demonstrates through its behavior that it is not afraid of the shot is awarded a score of 4. If, after the shot, the dog starts running wildly at a greater distance and does not respond to the recall or returns to the handler and has to be constantly encouraged to continue searching, it is given a lower mark, which depends on the intensity of the handler's encouragement and the length of the delay before the dog starts searching again.

(4) A dog that is afraid of the shot, i.e., runs away from the handler fearfully, cannot be called back, loses interest in further work, behaves timidly and distrustfully, or does not follow the handler's encouragement, is evaluated with a score of 0.

(5) *Faults: timidity and restlessness after the shot. A dog that remains at its handler's feet after the shot and refuses to search for game even on command will receive a score of 0.*

X. DRIVING GAME OUT OF THE THICKET

(1) Time limit: up to 10 minutes.

(2) The test requires sufficiently large and dense vegetation, preferably with a good game population. The aim of this discipline is to test the dog's ability to search for live furred game in forest conditions. Thickets and younger forest stands, even with undergrowth, are suitable for testing this discipline. Flushing game from thickets can be done from a set position or directly from the foot.

(3) Before the start of the discipline, the judges take up suitable positions so that they can observe the dog's work in the hunt and the handler's actions.

a) Driving from a stand:

The handler places the dog in front of the hunting ground in a suitable place (opposite the entrance to the gallery, footpath, or other suitable entrance to the hunting ground) and walks about 50 steps to either side of the hunting ground. He gives a command, after which the dog must go directly into the hunting ground. It is a mistake if the dog runs to the handler first and only then goes into the hunting ground.

b) Driving directly from the foot:

- 1.** The handler chooses a suitable place near the blind and, on his command, the dog must go directly into the blind.
- 2.** In both cases, the dog must search the designated area with enthusiasm. If there is game in the area, the dog must drive it out loudly or silently. The dog's systematic work is evaluated. During the drive, the dog may run out of the area, but must return to it on its own without prompting (without a loud command). If the handler indicates to the dog that the driving out is continuing, this cannot be confused with prompting the dog into the cover and reducing the final score for this. The handler may remain standing at the station for the entire duration of the discipline or slowly advance along the cover and follow the instructions of the judges. The discipline ends when the dog has systematically searched the entire cover.
- 3.** If the dog barks loudly during this discipline, it is evaluated by the judges. However, if it has already been evaluated for loudness during the tests, this score may not be reduced.

(4) Chasing from a stationary position is rewarded with a coefficient of 9. If, when chasing from a stationary position, the dog first approaches the handler or comes to a distance less than half the original distance between the handler and the stationary dog, it is evaluated as "at heel" – coefficient 7.

(5) A dog that worked according to the above description is awarded a mark of 4. It searched the area, maintained contact with the handler, and did not need to be urged more than twice to search.

(6) A dog that did not need to be urged more than four times to work in the search area but systematically searched the area is awarded a score of 3.

(7) A score of 2 is given to a dog that searched the cover thoroughly but had to be urged into the cover frequently.

(8) A dog that was often urged to search and searched unsystematically and only at the edge in front of the handler is rated 1.

(9) A dog that, despite all the handler's encouragement, did not show a willingness to search the cover is given a score of 0.

(10) *Errors: frequent abandonment of the search area, insufficient spatial search, frequent urging and loud commands, etc.*

XI. SEARCHING FOR AND RETRIEVING FOWL

(1) Time limit: 10 minutes.

(2) The dog must demonstrate that it can find and retrieve shot or otherwise killed game birds that have fallen or been thrown into higher cover and are not visible to the dog or its handler.

(3) The judges select a suitable location and throw the game so that neither the dog nor the handler can see it. The dog is released by the handler at the judge's command from a spot about 30 steps away from the thrown game, always with a good wind. The judges evaluate, in particular, the dog's willingness to find the game, its quick grasping, straightforward retrieval, and reliable delivery.

(4) When handing over the game, the dog should sit in front of the handler without a command and hold the game calmly until the handler takes it away with the appropriate command.

(5) The handler must not give the dog commands to retrieve the game. For each such command, the score is reduced by one grade. The score is influenced by the overall performance in this discipline. The score is further reduced for poor delivery. Spitting out and failure to deliver = 2 faults (failure to deliver, failure to sit), can be evaluated with a maximum score of 2.

(6) A score of 1 is given to a dog that retrieves the game to the handler within the specified time limit with 3 or more faults, or that finds the game, remains standing next to it, and indicates to its handler that it has found the game. The dog handler reports such a find to the judge.

(7) A dog that does not bring the game to the handler within the time limit and does not indicate by its behavior that it has found it is given a score of 0.

XII. DRAGGING WITH FURRY GAME

(1) Time limit: 15 minutes.

(2) The drag trail is laid in suitable terrain with two bends at a distance of 200 steps, always downwind. The dog must not see the drag trail being laid. The judge laying the drag trail chooses a suitable direction, marks the starting point, and leaves a little torn fur or wool from the dragged game there. He pulls this behind him on a string, always along the fur. When he has covered about 1/3 of the set distance, he turns away from the straight line in a gentle curve to either side. After 2/3 of the trail has been laid, he again deviates from the straight line to the other side than before. He pulls the game to the set distance, checks that it is intact, leaves it in place, and unties the string. At the end, the game that has been dragged is always laid down. The handler then walks about 50 steps in the direction of the last part of the drag and hides well so that they can watch the dog's work without disturbing it. They must remain in hiding long enough so as not to disturb the dog's work, even when bringing the game to the handler.

(3) The game must not be dragged across freshly plowed, freshly fertilized, or chemically treated fields. The distance between individual drags must be at least 100 steps.

(4) The handler may walk with the dog a maximum of 20 steps from the shooting site. The dog may follow the trail with its nose low or high, walk downwind, but must follow the trail. After working out the trail, it must immediately seize the game, return to the handler by the shortest route, and hand over the game.

(5) A hare or wild rabbit or domestic rabbit of a size and color corresponding to a hare or wild rabbit is used.

(6) *Faults: reluctant retrieval, poor delivery, failure to follow the trail – free search, any other commands except the command to release the dog. Each additional deployment on the trail and each of the above faults reduces the score by one grade.*

(7) A score of 4 is awarded to a dog that follows the trail, retrieves the game, and delivers it correctly within the time limit.

(8) A score of 3 is given to a dog that follows at least half of the trail, works out the rest by free searching, finds and retrieves the game and delivers it within the time limit, or a dog that has been deployed twice.

(9) A score of 2 is given to a dog that was deployed three times, or finds the game by free searching and brings it to the handler within the time limit.

(10) A score of 1 is given to a dog that was deployed four times and brought the game to the handler within the time limit, or that found the game within the time limit, remained standing next to it, and indicated to its handler that it had found the game. The dog handler reports such a find to the judge.

(11) A dog that does not retrieve the game even after the fourth deployment and does not indicate by its behavior that it has found it receives a score of 0.

XIII. BRINGING A DUCK FROM DEEP WATER

(1) Time limit: 5 minutes.

(2) The judge throws the duck into the water at a distance of about 10-15 meters from the shore so that the dog has the opportunity to prove that it can swim and retrieve the duck from deep water.

When the duck is thrown into the water, the dog handler or designated shooter fires a shotgun into the air so that the situation resembles practical hunting as closely as possible.

(3) Before the start of the discipline, the dog must be off-leash, without a collar (standing, sitting, or lying next to the handler) and may go for the thrown duck without a command.

(4) A dog that retrieves a duck from deep water on one command (or without a command) and properly hands it over to the handler is awarded a score of 4. Grasping the duck by the wing, neck, etc. is not a fault. It is also not a fault if the dog places the duck on the ground in order to grasp it immediately and better and complete the retrieval. The handler remains in the place from which he released the dog. Each additional command to retrieve, grab, hand over, or not sit down when handing over or releasing the duck and moving the muzzle away from it and grabbing it again without a command reduces the score by one point.

(5) A score of 1 is given to a dog that, after prolonged encouragement and repeated commands to retrieve, brings the duck from the water to the shore in the direction of the handler within the specified time limit.

(6) In VZ, this discipline is tested in the following modification: the handler walks with the dog to the cover of coastal vegetation so that the dog cannot see the duck being thrown onto the water. At the judge's signal, the handler or designated shooter imitates a real hunt with a shot, and the judge simultaneously throws the duck into the water, then the dog is brought back, released, and called to work.

XIV. SEARCHING IN REEDS

(1) Time limit: 5 minutes.

(2) The test takes place in reeds, on banks, and in water, so that the dog has to swim in some places. It must demonstrate that it is capable of flushing out live game, thus enabling it to be caught. If the dog flushes out a duck while searching, the handler is obliged to shoot it. If the dog finds and retrieves the caught game, the discipline of retrieving a duck thrown into the reeds is also evaluated.

(3) It is not considered a fault if the dog leaves the reeds but returns on its own without a command. If the handler indicates to the dog that the search in the reeds is to continue (with silent commands), this cannot be considered encouraging the dog and the score cannot be reduced for this.

(4) A score of 4 is given to a dog that searches the designated area independently and systematically.

(5) A score of 3 is given to a dog that searches the designated area well but runs out of the reeds and the handler has to encourage it with commands.

(6) A score of 2 is given to a dog that searches the reeds without system or interest, does not go far enough even with frequent encouragement.

(7) A score of 1 is given to a dog that searches only the edges of the reeds and must be constantly encouraged by the handler due to its unwillingness to work.

(8) A score of 0 is given to a dog that shows no interest in working in the reeds at all.

XV. SEARCHING FOR A DUCK THROWN INTO REEDS

(1) Time limit: 10 minutes.

(2) The judge throws a duck into the reeds or other shore cover at least 5 meters from the edge. Neither the handler nor the dog may see where the duck was thrown. The handler, at a distance of 50 steps from where the duck was thrown, releases the dog to search for the duck and proceeds with the dog against the wind towards the duck. The judge stops the handler about 30 steps before the duck.

(3) The search time is measured from the moment the dog is released by the handler to complete the discipline.

(4) Errors in retrieval are evaluated in the same way as in the "Retrieving a duck from deep water" discipline and reduce the score based on time.

(5) A score of 4 is given to a dog that finds and correctly retrieves the game within 5 minutes.

- (6)** A score of 3 is given to a dog that finds and correctly retrieves the game within 7 minutes.
- (7)** A score of 2 is given to a dog that finds and correctly delivers the game within 9 minutes.
- (8)** A score of 1 is given to a dog that finds and correctly retrieves the game (regardless of the number of mistakes) within 10 minutes.
- (9)** A score of 0 is given to a dog that does not bring the duck to the handler within the time limit.

XVI. WILLINGNESS TO WORK IN DEEP WATER

- (1)** Time limit: 2 minutes.
- (2)** The dog must be released freely, must demonstrate that it is not afraid of water, can swim well, and willingly goes 10-15 m into the water. It must search in deep water for approximately 2 minutes, must be controllable in the water, and must change the direction of the search at the handler's command. If necessary, the judges may determine the direction in which the handler should send the dog to search the surface or instruct the handler to change the direction of the search during the discipline.
- (3)** A score of 4 is given to a dog that works flawlessly, works independently in the water, is easily controllable, searches far, swims well, and enters the water willingly on the first command.
- (4)** A score of 3 is given to a dog that enters the water after a short encouragement but performs the rest of the task flawlessly, or to a dog that searches far out but is difficult to control.
- (5)** A score of 2 is given to a dog that enters the water only after several commands, searches the surface briefly, but is easy to control in the water.
- (6)** A score of 1 is given to a dog that enters the water within the specified time limit (2 minutes), searches the surface for a while, but returns too soon.
- (7)** A score of 0 is given to a dog that does not enter the water within the specified time limit, or only goes to the edge and shows no interest in searching for game.

XVII. BEHAVIOR AT THE WATER SITE

(1) Time limit: 10 minutes.

(2) The dog must be completely calm at the water station. Handlers with dogs stand about 20-30 steps apart, as in a surrounded hunt. The handler faces the hunt, with the dog loose (or on a leash) beside him. Every handler fires a hunting shot approximately every 2 minutes, but the game is not shot.

(3) A dog placed on a leash always receives a mark one grade lower. A dog that is restless at the station, whines, is nervous, runs away from the station, or runs after healthy game is only given a score of 0. A dog that struggles on the leash in such a way that it prevents safe shooting is also given a score of 0.

(4) Dogs that are not currently being tested must not be in the vicinity of the area where the discipline is being tested.

XVIII. WORK BEFORE THE COLOR - TRACKING, FOLLOWING

(1) Before starting this discipline, the handler must inform the judge whether he will demonstrate stalking or how the dog will follow him. During the test, the dog must demonstrate that it can distinguish between stalking and walking freely through the forest. The test is conducted on a forest path, at the edge of a forest, or in an alley with a good view for the judge. Always away from distractions, before working on the colored trail, which the judge calls for immediately after completing the work before the color - shuffling, following.

a) Tracking

- 1.** The stalking should be about 120 steps long and the dog should walk freely. The handler stalks at a slow pace and surveys the area. The dog follows him either close to his left leg or behind his heels, but no more than 1 m away. After about 30 steps of walking together, the handler discreetly and quietly puts the dog down. He continues walking himself. When he has walked about 30 steps, he stops and calls the dog with a discreet command. The dog must not jump to the handler, and they continue stalking for another 30 steps. The handler puts the dog down again, walks 30 steps away, retreats into the vegetation so that the dog cannot see him, takes aim, and shoots. He then returns to the dog and puts it on a leash.

2. The dog must remain calm during the stalk. Testing this discipline should resemble as closely as possible the actual hunting of hoofed game with a dog.
3. *Faults: running ahead of the dog from side to side, moving away from the handler, noisy behavior, constantly leaving and catching up with the handler, conspicuous or loud commands, following the handler after being called with a jump, the dog's unwillingness to lie down, the dog not waiting at the place where it was left, the handler watching the dog more than the game it is stalking, failure to maintain the specified distances.*
4. *Each mistake reduces the score by one point.*
5. *If the dog comes to the handler after the shot and has no other faults, it is awarded a score of 1.*
6. *If there are 3 or more mistakes, but the dog does not run into the thicket, it receives a score of 1.*
7. *If the dog runs into the thicket during stalking or after the shot, it is graded 0.*

b) Following

1. The handler performs the following in the following manner: The handler, with a loaded gun in his hand, moves very slowly and surveys the hunting ground. The dog walks unleashed or on a leash close behind him or close to his left leg. After about 50 steps, the handler stops, waits in place for 15 to 30 seconds, and the dog must sit, lie down, or stand. The dog must follow the handler attentively, calmly, and quietly, and must be able to be stopped with an inconspicuous quiet command and set in motion in the same way. After the specified time has elapsed, they start walking again, and after about 50 steps, both stop, the dog sits, lies down, or remains standing, and the handler fires a shot. The dog must remain completely calm. After the shot, the handler puts the dog, which has been following freely, on a leash. Any conspicuous commands from the handler that contradict hunting practice are not allowed during the follow and reduce the performance score.
2. The leashed dog is classified according to its performance with the appropriate coefficient.

3. Use of a foreign shooter.

If the dog handler does not have a poacher's license or a hunting shotgun, the shooter will perform the discipline with him. During the work, the shooter walks to the right of the handler, keeping pace with him and carrying a loaded weapon. If the handler stops, the shooter *a l s o s t o p s*; if the handler goes into cover at the end of the stalk, the shooter also goes into cover with him and then fires from there. If the handler goes to tie up the dog after the shot, the shooter walks beside him. The task can also be performed in such a way that the designated shooter hides in the vegetation before the start of the discipline at a distance where the discipline is expected to end and the handler is expected to hide. The handler performs the discipline independently, retreats into the vegetation to the shooter, who then shoots, and the handler goes to tie up the dog himself. In the case of following, the shooter hidden in the vegetation shoots when the handler stops after completing the follow.

(2) *Faults: running ahead of the dog from side to side, moving away from the handler, noisy behavior, constantly delaying and catching up with the handler, conspicuous or loud commands, the handler watching the dog more than the game, failure to maintain the specified distances. Each fault reduces the score by one point. If there are 3 o r more faults, but the dog does not run freely into the cover, it receives a score of 1. If the dog runs freely into the cover during the tracking or after the shot, it is scored 0.*

(3) *When following on a leash, any tension on the leash (forward or backward) is considered a mistake.*

XIX. WORK ON A COLORED TRAIL

(1) Time limit: 45 minutes.

(2) The colored trail should be about 500 to 550 steps long with two changes of direction. The distance between each color must be at least 100 steps throughout the entire trail.

(3) The colored trail is created by dripping from a bottle through twigs inserted into its neck or from a plastic bottle with a screw cap with a hole. Creating colored tracks in any other way than that described above is not permitted. A maximum of *0.3 – 0.5 l i t e r s* of pig's blood or the blood of any cloven-hoofed animal (hereinafter referred to as "blood") shall be used to create one colored track. The addition of grass is not excluded. The blood used must be the same on all tracks.

cloven-hoofed game (hereinafter referred to as "color"). The addition of grass is not excluded. The color used must be the same on all tracks.

(4) Markers are attached to trees to indicate the forward direction, which the assistant removes in front of the judge creating the colored trail. The forward direction markers are left in place for the first 20 steps for better orientation. On the reverse side of the trees, there must be clearly visible marks above the ground to check the colored trail being worked out.

(5) The starting point is marked with clear breaks and a larger amount of dripped paint. The colored bed is about halfway along the trail and is marked with clear breaks and a larger amount of dripped paint. The bed is properly marked for the judges to check. The dripping of paint ends at the place where the game will be laid down by the carrier. Colored tracks are always laid from the starting point in the direction of the track. At the end, the tracks should be marked with the same number as at the beginning and the place for laying down the game should be marked. This measure ensures that the game will be laid down exactly where it should be.

(6) Hoofed game laid down at the end of the trail must be properly sewn up. It is not permissible to test dogs on colored trails where the trail is well-trodden and the handler can recognize it by sight. Removed markers must not be scattered on the ground.

(7) The organizer must provide the necessary game animals and paint. They are responsible for ensuring that the game carriers and trumpeters waiting at the end of the painted trail behave correctly, remain well hidden, and remain silent until the end of the discipline. They may only leave their hiding place to hand over the fragment and sound the trumpet.

(8) The organizer is responsible for laying the blood trails in cooperation with the panel of judges who evaluate the event.

(9) The order of the dogs tested on the artificial colored trail is drawn in a group on the artificial colored trail, always after the colored trail has been laid. Only the dog that will work on a specific colored trail is drawn before that trail. It is not permissible for dogs to start on the colored trails according to the order numbers drawn by the handlers in the initial draw. The drawing of the dog that will work on the next colored track is always done after the work on the previous colored track has been completed. Before working on the track, the dog always demonstrates the discipline "dog work before color."

(10) For LZ and VZ, the scent is laid in the morning and may be 1-8 hours old. For BZ, the scent is laid in the afternoon of the previous day so that it is at least 12 hours old.

(11) The dog may work the scent as a guide. If the handler wishes to present the dog as a barker, notifier, or loud notifier, they must notify the judge of this circumstance, including the method of working the discipline, immediately after the order for the colored trail has been drawn.

a/ handler - (on a leash or off leash)

- 1.** Before starting work on the scent, the handler attaches a scent collar with a leash at least 5 m long to the dog, unless the handler is leading the dog freely on the scent. The handler can then put the dog down and examine the scent and a few steps of the scent trail. After placing the dog on the scent, the dog should show the scent and continue at a leisurely pace along the scent with its nose low. In case of a crosswind, it may stay along the scent downwind. It should work on a fully extended tracking leash, which the handler holds in their hand at least 5 m away from the dog throughout the entire work (except when crossing an obstacle), or freely in front of the handler in close contact. It must be clear at all times that the dog is lying down on the tracking leash and following the trail with confidence. If it finds a bed, it should show the scent and continue in the right direction. It is not a fault if the dog misses the bed within the distance allowed for leaving the trail. It is also not considered a fault if the dog shows traces of game that crossed the scent, corrects itself, returns to the scent, and continues following it. However, if it leaves the scent and the handler does not notice, at least one judge must follow it and, after about 30 steps, alert it to the necessary correction by blowing a whistle. The handler and dog are then returned to the place where they left the scent and guided by the judges in the direction of continuation. For each such correction, the score is reduced by one grade.
- 2.** If the handler looks back to determine the correct direction of the trail according to the markers, the judge must admonish him, and for each admonishment, the score is reduced by one point. An overly hasty pace that is difficult to slow down, causing the dog to frequently stray from the trail, is a sign of poor cooperation between the dog and the handler and reduces the score by one point. It is permissible to put the dog down to calm it down and help it concentrate. The score is also reduced for an insufficiently developed leash and little interest in the trail.

3. It is not a fault if the dog pulls at the end of the scent trail with its nose high towards the game. If the dog misses a piece placed at the end of the scent trail and the handler does not notice it, after 30 steps the judge will stop the handler by blowing a whistle and inform the handler that the dog has failed the discipline and will receive a score of 0.
4. Up to 5 points are added for working freely. Working freely: If the dog leads the handler to the piece freely without being influenced by the handler, it receives 5 points. If the dog is influenced by the handler during work, the extra points are reduced proportionally.
5. *Faults: if the dog works without lying down in the harness, if it is led by the handler, if it wanders, if it follows the tracks of healthy game, if it needs to be constantly encouraged, if it works nervously and quickly, if it shows no interest in the correct track, and especially in completing it.*

b/ caller

1. The dog works up to the bed and is evaluated as a guide. If the dog misses the bed within the permitted distance, the judge stops the handler and returns him to the bed. At the bed, the handler releases the dog at the judge's instruction and remains standing with the judges. The dog must find the piece independently and begin to signal within 10 minutes in order to be awarded a score of 4. The signaling must continue until the handler arrives. At the judge's instruction, the handler proceeds in the direction of the dog's signaling and only during the signaling. The dog must not be encouraged or forced to report in any way. Short pauses in the reporting are not a fault.
2. If the handler leaves the bed to the reporting dog and the dog then stops reporting or does not report on the game or leaves it, the dog is graded 0.
3. *Faults: wandering, following the tracks of healthy game, indistinct barking, delayed barking, barking with long pauses, not barking, leaving the game, lack of interest in the work and especially in its completion.*

c/ Notifier

1. The dog works up to the bed and is evaluated as a guide. If the dog misses the bed by the permitted distance, the judge stops the handler and returns him to the bed. At the bed, the handler releases the dog at the judge's command and remains standing with the judge, who announces

the start of the tracking (in a previously agreed manner) to the judge at the end of the tracking trail (e.g., by blowing a horn, using a cell phone, walkie-talkie, etc.). The judge gives the signal so as not to disturb the dog's performance.

- 2.** The dog comes to the piece, verifies the game, and returns to the handler, who is waiting at the release point. Upon arrival at the handler, the dog must signal in a learned, pre-arranged manner that it has found the game and try to lead the handler to the game freely without prompting. The dog must return to the handler within 20 minutes of release. The judge, hidden at the end of the colored trail, observes whether the dog has verified the game at the end, but does not announce the verification of the game. The judge who remained with the handler at the bed observes whether the dog is working in the pre-announced manner when returning to the handler and then continues behind the handler to the game.

d/ loud announcer

- 1.** The dog works up to the bed and is evaluated as a guide. If the dog misses the bed by the permitted distance, the judge stops the handler and returns him to the bed. At the bed, the handler releases the dog at the judge's instruction and remains standing with the judge, who announces the start of the tracking (in a previously agreed manner) to the judge at the end of the tracking trail (e.g., by blowing a horn, using a cell phone, radio, etc.). The judge gives the signal so as not to disturb the dog's performance.
- 2.** The dog comes to the piece, verifies the game, and returns to the handler, who is waiting at the release point. Upon arrival at the handler, the dog must signal in a pre-arranged manner that it has found the game and attempt to lead the handler freely to it, but must report at intervals along the tracking trail. Encouragement during this work is not a fault. The dog must return to the handler within 20 minutes of release. The judge, hidden at the end of the colored trail, observes whether the dog has verified the game at the end, but does not report the verification of the game. The judge who remained with the handler at the bed observes whether the dog is working in the pre-announced manner when returning to the handler and then continues behind the handler to the game.
- 3.** If the handler is unsure, based on the dog's manner of notification or expression, whether the dog has found hooved game at the end of the trail, he may call the dog back within 10 minutes, counting from the moment the dog was released from the bed. The dog then continues to work as a guide, with the score reduced by one grade.

- 4.** *Errors: Uncertain guidance to the game. If the dog does not announce the found game to the handler in the manner previously announced by the handler to the judge, the work cannot be evaluated as the work of an announcer.*

(12) General evaluation and faults on a colored trail:

- 1.** When evaluating work performed according to letters b), c), d), the pair of judges is divided so that one judge follows the handler and the other is hidden so that he can observe the dog's behavior at the piece. The judges must agree on the evaluation of the work.
- 2.** A dog may be released as a notifier (including a loud one) and a caller no more than twice. However, the time allowed for reporting or notification is counted from the first release. The score for the second release is not reduced.
- 3.** If the dog fails as a caller, announcer, or loud announcer and the handler manages to call it back within 30 minutes, it can complete the work as a driver. It is evaluated as a driver and the mark for performance is reduced by one degree with a coefficient of 10 if it worked flawlessly as a driver. Otherwise, previous mistakes are taken into account. If the handler fails to recall the dog within 30 minutes, the assessment is terminated and the dog receives a score of 0.
- 4.** If the judge at the end of the colored trail reports that the dog was not at the piece, and yet the handler used it as a pointer or loud pointer and it successfully led him to the piece, the score will be reduced by two points.
- 5.** If the dog carries the piece further than twenty steps, the score is reduced by one point. If the dog carries the piece halfway between the bed and the end of the colored trail, puts it down there, and continues to announce, this work is evaluated with a maximum score of 2, taking into account previous mistakes. If the dog brings the piece to the handler, it is evaluated as a handler with a score of 3, taking into account previous mistakes.
- 6.** The judges should proceed 15-20 steps behind the dog handler. The judges will assess whether the dog is gnawing on the tracked piece. Pulling on the fur and tugging at the piece is not a fault. If the dog demonstrably gnaws on the game, it is excluded from the test. The judges will note any gnawing on the game in the judging table.

7. For a successful tracking, the judges will give the handler a fragrant. A bugler is also appropriate for this act.
8. The dog's work must not be disturbed by the crowd or the judges.
9. If the dog and handler do not reach the game within a total of 45 minutes of being put on the blood trail, they are given a score of 0. The time is counted from the first time the dog is put on the blood trail.

XX. BEHAVIOR AT THE STATION IN THE FOREST

(1) Time limit: 10 minutes.

(2) The dog must demonstrate that it is completely calm at the station. Handlers with dogs are positioned around the hunting blind, about 30 steps apart. The pack passes through the hunting blind with the usual noise. For safety reasons, no shots are fired in the hunting blind. At the judge's signal, the handlers fire one shot at a time, approximately every 2 minutes. The judges stand so that they can see the behavior of the dogs being tested. The handler stands facing the hunting ground, with the dog loose (or on a leash) beside him. A dog that is restless, nervous, whining, or barking is always graded one level lower for each mistake. A dog that struggles on the leash or runs away after healthy game or into the hide is graded 0 and fails the test.

(3) This discipline is evaluated with the help of all judges who are available. The judges of this discipline will determine how many dogs will be tested at one time.

SECTION 3. JUDGING TABLES

(1) TESTS OF THE ABILITIES OF DACHSHUNDS AND TERRIERS

Discipline	Lowest mark for a prize			Coefficient	Max. number of points	Grade	Points	Note
	I.	II.	III.					
1. Nose	3	2	2	10	40			
2. Volume								
a) Dachshunds + Jagdterriers + Hounds	3	2	1	8	32			
b) terriers outside JGT + FCI Group V	0	0	0					
3. Obedience	2	2	1	4	16			
4. Behavior after the shot	2	2	1	3	12			
5. Walking								
a) on a leash	3	1	1	3	12			
b) freely	3	1	1	5	20			
6. Snooping	3	2	1	7	28			
7. Traces of wild animals	3	2	1	7	28			
8. The Leader's Footprint	2	2	1	4	16			
Lowest number of points for the prize	131	93	56	-	192			
Lowest number of points for the prize (terriers outside JGT, FCI Group V)	107	77	48	-	-			
Final qualification	Price		Total points:					

Note: The loudness score does not affect the classification in the prize for terrier breeds, with the exception of jagdterriers, FCI Group V.

(2) AUTUMN TESTS FOR DACHSHUNDS AND TERRIERS

Discipline	Lowest mark for prize			Coefficient	Max. number of points	Grade	Points	Note
	I.	II.	III.					
1. Nose	3	3	2	10	40			
2. Volume								
a) Dachshunds + Jagdterriers + Hounds	3	2	1	8	32			
b) Terriers outside JGT + FCI Group V	0	0	0					
3. Obedience	3	2	1	4	16			
4. Behavior after the shot	2	1	1	3	12			
5. Walking								
a) on a leash	3	2	1	3	12			
b) freely	3	2	1	5	20			
6. Snooping	3	2	1	7	28			
7. Traces of wild animals	3	2	1	7	28			
8. Tracking and retrieving game birds	2	1	1	7	28			
9. Trail with furry animals	2	1	1	6	24			
10. Bringing a duck from deep water	2	1	1	8	32			
Lowest number of points for the prize	173	120	73	-	260			
Minimum number of points for the award (terriers outside JGT, FCI Group V)	149	104	65	-	-			
Final qualification	Price		Total number of points:					

Note: The loudness score does not affect the classification in the prize for terrier breeds, with the exception of jagterriers, FCI Group V.

(3) FOREST TRIALS FOR DACHSHUNDS AND TERRIERS

Discipline	Lowest mark for prize			Coefficient	Max. number of points	Grade	Points	Note
	I.	II.	III.					
1. Nose	3	3	2	10	40			
2. Volume								
a) Dachshunds + Jagdterriers + Hounds	3	2	1	8	32			
b) terriers outside JGT + V. group FCI	0	0	0					
3. Obedience	3	2	1	4	16			
4. Behavior after firing	3	2	1	3	12			
5. Walking								
a) on a leash	3	2	1	3	12			
b) freely	3	2	1	5	20			
6. Snooping	3	2	1	7	28			
7. Work before painting								
a) Scraping	3	2	1	8	32			
b) Following freely	3	2	1	4	16			
c) Following on a leash	3	2	1	2	8			
8. Color								
a) indicator, signal	3	2	1	20	80			
b) conductor	3	2	1	10	40+5			
9. Delay								
a) on the strap	3	2	1	4	16			
b) freely	3	2	1	5	20			
10. Driving game out of thickets								
a) from a blind	3	2	1	9	36			
b) from the foot	3	2	1	7	28			
Lowest number of points for the prize	158	110	60	-	316			
Lowest number of points for the prize (terriers outside JGT, FCI Group V)	149	104	65	-	-			
Final qualification	Price		Total number of points:					

Note: The loudness score does not affect the classification in the prize for terrier breeds, with the exception of jagdterriers, FCI Group V.

(4) WATER WORK TESTS FOR DACHSHUNDS AND TERRIERS

Discipline	Lowest mark for prize			Coefficient	Max. number of points	Grade	Points	Note
	I.	II.	III.					
1. Willingness to work in deep water	2	1	1	4	16			
2. Retrieving a duck from deep water	2	1	1	4	16			
3. Obedience	2	1	1	5	20			
4. Snooping in the reeds	2	1	1	5	20			
5. Searching for a duck discarded in the reeds	2	1	1	5	20			
6. Behavior at the watering hole	2	1	1	2	8			
Lowest number of points for the prize	80	60	30	-	100			
Final qualification	Price			Total points:				

(5) HUNTING TRIALS FOR DACHSHUNDS AND TERRIERS

Discipline	Lowest mark for prize			Coefficient	Max. number of points	Grade	Points	Note
	I.	II.	III.					
1. Leash								
a) on a leash	3	2	1	3	12			
b) freely	3	2	1	5	20			
2. Postponement								
a) on the strap	3	2	1	3	12			
b) freely	3	2	1	5	20			
3. Work before painting								
a) Scraping	3	2	1	8	32			
b) Following freely	3	2	1	4	16			
c) Following on a leash	3	2	1	2	8			
4. Color								
a) indicator, signal	3	2	1	20	80			
b) conductor	3	2	1	10	40+5			
Lowest number of points for the prize	70	40	18	-	152			
Final qualification	price			Total points:				

(6) TESTS FOR SEARCHING, FLUSHING AND DRIVING GAME BY DACHSHUNDS AND TERRIERS (ZVVZ)

Discipline	Lowest mark for prize			Coefficient	Max. number of points	Grade	Points	Note
	I.	II.	III.					
1. Driving game out of thickets								
a) from a blind	3	2	1	9	36			
b) from the foot	3	2	1	7	28			
2. Behavior after the shot	3	2	1	3	12			
3. Obedience	2	1	1	5	20			
4. Walking								
a) on a leash	3	2	1	3	12			
b) freely	3	2	1	5	20			
5. Behavior at the forest site								
a) on a leash	3	2	1	3	12			
b) freely	3	2	1	5	20			
Lowest number of points for the prize	68	45	21	-	108			
Final qualification	prize		Total points:					

(7) ALL-ROUND TESTS FOR DACHSHUNDS AND TERRIERS

Discipline	Lowest score for prize			Coefficient	Max. number points	I know.	Points	Note
	I.	II.	III.					
1. Nose	3	3	2	8	32			
2. Volume								
a) Dachshunds + Jagdterrier + Hounds	3	2	1	8	32			
b) terriers other than JGT + FCI Group V	2	1	0	8	32			
3. Obedience	3	2	1	4	16			
4. Behavior after the shot	3	2	1	3	12			
5. Walking								
a) on a strap	3	2	1	3	12			
b) loose	3	2	1	5	20			
6. Snooping	3	2	2	7	28			
7. Traces of wild animals	3	2	1	7	28			
8. Tracking and retrieving of game birds	3	2	1	7	28			
9. Trail with furry animals	3	2	1	6	24			
10. Bringing a duck from deep water	3	2	1	8	32			
7. Work before painting								
a) Scraper	3	2	1	8	32			
b) Following freely	3	2	1	4	16			
c) Following on a leash	3	2	1	2	8			
8. Color								
a) indicator, signal	3	2	1	20	80			
b) conductor	3	2	1	10	40+5			
9. Postponement								
a) on the strap	3	2	1	3	2			
b) loose	3	2	1	5	20			
10. Driving game out of thickets								
a) from a blind	3	2	1	9	36			
b) from the foot	3	2	1	7	28			
Lowest number of points for the prize	269	194	118	-	420			
Lowest number of points for the prize (terriers outside JGT, FCI Group V)	261	186	110	-	-			
Final qualification	Price		Total points:					

PART FIVE

TESTING REGULATIONS FOR CONTACTLESS NORMALIZATION

SECTION 1

TEST FOR NEWCOMERS – ZN

(1) These test rules have been compiled to enable the most objective assessment possible of a dog's aptitude for working underground, even without contact with a fox. The rules serve as an initial guide to the characteristics required in dogs to meet the minimum breeding requirements and at the same time comply with the principles of the Animal Protection Act.

(2) The test regulations are a set of rules for the preparation of tests and for the test itself, including its evaluation.

I. Preparation of tests

(1) The tests are organized by the ČMMJ and breeding clubs for dogs aged 12 months and older (the age must be reached the day before the test). The tests must not be competitive or commercial in nature.

(2) A chief judge and two judges will always be delegated to "novice tests." The organizer will also ensure the participation of standard judges. Instructions for handlers and standard judges (lineup, start of the test, adjustment of the burrow, etc.) are given by the judges.

(3) The director of the tests and the panel of judges are responsible for ensuring that the test rules are followed and that the entire test is conducted properly.

Foxes and dogs are subject to the vaccination rules of the State Veterinary Administration, and the organizer is responsible for making sure these rules are followed.

(4) The organizer selects the dogs registered for the tests. The number of dogs in the tests is not limited, but the following rules must be observed.

(5) The order of the dogs being tested is determined by drawing lots immediately before the test itself. The drawing of lots for the foxes is also carried out in the presence of the judges and the handler of the dog that is the first to take the test.

II. Burrow

(1) The test is conducted in an artificial burrow. The burrow must be built on flat ground or on a slight slope, in a shady place, preferably in a forest. The burrow must be closable so that the dog cannot access the fox. The side walls of the burrow can be made of brick, stone masonry, concrete, or planks. The ceiling of the burrow is level with the surrounding terrain and is made of planks assembled in suitable sections and sealed so that no light can enter the closed burrow. The ceiling of the burrow must allow the burrow to be opened at any time and in any place. The bottom is always natural – earthy. There must be no sharp corners anywhere in the burrow. On both sides of the burrow, there is a marked zone (1 m wide) which must not be entered during the test. A signaling device may be installed to determine the position of the dog or fox. The area around the burrow must be fenced. No temporary or permanent modifications may be made inside the burrow (reducing the cross-section of the burrow, placing obstacles, etc.).

(2) During the test, there must be complete silence at the burrow and in its immediate vicinity. The organizer is responsible for ensuring silence outside the fenced area. Only the judge, standard bearers, recorder, and handler with the working dog may remain in the fenced area of the burrow during the dog test. Other persons are only allowed to enter in justified cases with the consent of the chief judge. Crossing the burrow is only possible in justified cases, but no closer than 4 m from the working dog.

(3) The burrow is ventilated at the instruction of the chief judge after approximately 2 hours of work. The burrow is adjusted continuously by the standard bearers before the dog begins work. Adjustment of the burrow during the dog's work is only possible in exceptional cases, but only with the consent of the chief judge. Under no circumstances may there be direct contact between the animals.

III. Fox

(1) The organizer is obliged to provide a sufficient number of foxes for the test. At least 3 foxes must be used for tests involving a maximum of 10 dogs. In a test where more than 10 dogs are tested, an additional fox must be used for each additional five dogs (a total of 5 foxes for 17 dogs). The foxes are always changed after each dog.

(2) Before the start of the test, the number of foxes and their vaccination certificates are checked by the panel of judges, the representative of the organizer, and the representative of the handlers. The foxes are handled with the utmost care by the standard bearers; the use of neck tongs is prohibited.

(3) A fox must not be kept in a transport crate for more than 24 hours. The transport of foxes and dogs in closed luggage compartments of cars is not permitted. Foxes must be fed in accordance with current climatic conditions, at least every 3 hours. During the test itself, transport crates must be placed in such a way that they are protected from the weather and located at a sufficient distance from the burrow. The fox transport crate must not be placed within the fenced area of the burrow while the dog is working.

IV. The actual burrowing test

(1) The following disciplines are tested in this test:

- a) willingness to work,
- b) loudness,
- c) endurance,
- d) speed.

(2) The fox is released from the transport box into the burrow and enclosed in the first boiler. The dog is released 1 m from the entrance and may only be encouraged when outside the burrow. The time limit for entering the burrow is 1 minute. Initial "pumping" is not a problem. The dog must reach the first chamber within 2 minutes of being released and must stay there for 1.5 minutes. After this time, the fox will run to the third chamber and close it again. The speed discipline is measured from the release of the dog from the first to the third chamber. The stay in the third chamber lasts 1.5 minutes. The time spent at both pots may be shortened at the discretion of the judges (risk of injury to the dog).

(3) Leaving the burrow during the test and immediately returning without being prompted by the handler is not considered a fault that reduces the endurance score. During the entire test and outside of it, there must be no direct contact between the dog and the fox. The handler remains at the release point for the entire duration of the test and only removes the dog at the judge's instruction.

(4) The chief judge is required to record the result of each test and the marks for each discipline in the specified order in the dog's pedigree certificate. Each dog may take the test a maximum of three times, but it is not possible to conduct a so-called second round (another test) on the same day.

V. Performance evaluation

(1) Each discipline is evaluated with a score of 4, 3, 2, 1, or 0. The dog's overall performance is evaluated with the characteristic "passed" and the number of points achieved.

(2) Point evaluation of individual disciplines:

a) Willingness to work - this is understood as the dog's effort to maintain constant contact with the fox in all parts of the burrow.

A score of 4 is given to a dog that stays as close as possible in all parts of the burrow without interrupting its work or leaving its position.

A score of 3 is given to a dog for shorter, interrupted contact and possible retreat from its position.

A score of 2 is given to a dog for interrupting contact for longer than half the working time in a given location.

A score of 1 is given to a dog for minor contact with elements of timidity. A score of

0 is given to a dog that is not interested in working.

b) Volume.

A score of 4 is awarded to a dog that reports persistently behind the barriers. A score

of 3 is awarded to a dog that reports with short breaks.

A score of 2 is given to a dog that barks at the barriers for at least half of the test time at the work site.

A score of 1 is given to a dog whose barking is occasional or outside the barrier. A score of 0 is given to a dog that has not demonstrated loudness.

c) Perseverance.

Grade 4 – awarded to a dog that does not leave the burrow – for each time the dog leaves the burrow and then returns on the handler's command, the grade is reduced by one level.

d) Speed.

A score of 4 is given to a dog that reaches the end of the burrow within 30 seconds.

A score of 3 is given to a dog that reaches the end of the burrow within 60 seconds.

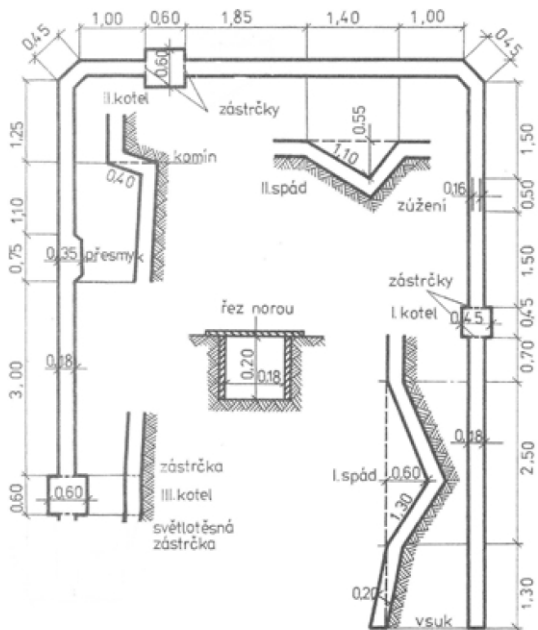
A score of 2 is awarded to a dog that reaches the end of the burrow within 1.5 minutes. A score of 1 is awarded to a dog that reaches the end of the burrow within 2 minutes. A score of 0 is awarded to a dog that reaches the end of the burrow in more than 2 minutes.

(3)

Discipline	Coefficient	Grade	Points
Willingness to work	8		
Loudness	6		
perseverance	4		
speed	3		
total			

(4) The test result must be recorded in the pedigree certificate. If a dog receives a score of 0 in any discipline, it must be classified with an overall rating of "failed."

(5) Plan of an artificial burrow



SECTION 2.

INDIVIDUAL TEST OF BURROWING IN NATURAL AND NATURAL ARTIFICIAL BURROWS (IN THE PRACTICAL EXERCISE OF HUNTING RIGHTS)

I. GENERAL

(1) During an individual burrowing test, the burrowing dog should demonstrate its usefulness in burrowing for foxes. Burrowing dog breeds have been specially bred for this demanding type of hunting, and it is therefore one of the most important tasks of our cynologists to maintain, strengthen, and support the aptitudes necessary for this type of hunting in burrowing dogs. Tests in natural burrows most closely correspond to the situation during hunting. Therefore, it is appropriate for fox control that the individual burrowing test be conducted during hunting.

(2) Only dogs older than 12 months are allowed to take this test. A maximum of 3 dogs may participate in one test.

(3) Other matters relating to these tests are governed by the relevant provisions of the applicable testing regulations and the Hunting Act.

II. JUDGES

This test is judged by two judges with burrowing certification, whom the handler selects from a list provided by the organizing OMS. The judges must have been certified for at least 5 years. In addition, a representative of the hunting ground (witness) must be present, who, at the end of the test, will confirm the result and the regularity of the test with his signature together with the judges. A veterinarian must be available at all times during the test.

III. EXAM DATES

The OMS and breeding clubs must duly report the organization of these tests and their number to September 15 of the previous year to the ČMMJ secretariat. The exact dates of the tests are always determined according to natural and weather conditions and the number of occupied burrows in the given locations.

IV. CONDUCTING INDIVIDUAL BURROWING TESTS

(1) The burrows must be located in terrain that allows digging. Burrows in rocks are not permitted for testing. The instructions of the judges and hunting ground representatives must be followed without exception.

The judges and hunting representatives are responsible for the proper conduct of the test in accordance with hunting ethics. The public is excluded from the test. Only persons expressly authorized by the judges (hunters, assistants, veterinarians, etc.) may be present at the burrow where the test is taking place. The dog may be equipped with a locator.

(2) The test may be interrupted at any time due to injury to the dog. The judges have the option of determining the order in which the dogs work at their discretion. The judges will assign the dog handler and other test participants in the vicinity of the burrow a location which they must not leave during the test. The dog handler has the right to encourage the dog and, at the judge's request, is obliged to try to call the dog out of the burrow to prevent excessive strain on the dog. Once the judge is sufficiently satisfied with the dogs' work, the test is terminated. The end of the test is determined by the judge.

(3) After the test is over, the participants are obliged to ensure that the burrow and its surroundings are restored to their original condition.

V. TEST EVALUATION

(1) The condition for passing the test is catching a fox, its sighting by the judge, or the demonstrable presence of a fox in the burrow. In their report, the judges will describe the dog's work from entering the burrow to completing the task. They will evaluate the dog's willingness to work, persistence with the fox, and loudness in the burrow. The work will be recorded on a prescribed form in triplicate, for the handler, the breeding club, and the OMS. Successful completion of the test will be recorded by the judges in the PP with the entry "passed." The entry will be signed by both judges and a representative of the hunting ground (witness), thereby confirming the regularity of the test.

VI. MANDATORY RULES FOR CONDUCTING THE INDIVIDUAL IZN BURROWING TEST

(1) Those interested in this test for the following year shall submit an application on the prescribed form by December 31 (the application is valid for 1 year) to the OMS. Within 7 days of receiving the application, the OMS will provide the applicant with the contact details of judges from the ČMMJ list who are approved for the required test and who judge in this region. At the same time, they will provide the applicant with the contact details of 2 to 4 authorized OMS representatives. An authorized OMS representative is authorized to perform a physical inspection of the examination itself.

(2) The dog's performance is assessed by two judges, and in addition to the judges, the owner (user) of the hunting ground where the tests are taking place, or their authorized representative, must also participate in the tests. A representative of the relevant breeding club may also participate in the tests. Before the test, the handler is required to contact one of the authorized representatives of the OMS ČMMJ where the application was submitted and report the following information:

a) the exact place and time where the test will begin,

b) the names of the judges who will evaluate the test,

c) the name of the authorized representative of the hunting ground where the exam is being held.

(3) The authorized representative of the OMS will determine which of the judges will perform the duties of the chief judge. After the test is completed, the chief judge will make an entry in the prescribed form, which will be signed by both judges and the authorized representative of the hunting ground. If a representative of the OMS is present, they will make a record of the inspection on this form. At the same time, the chief judge will make a record of the test in the dog's pedigree certificate, if applicable. The financial conditions of the test are set by the OMS to which the application was submitted.

VI. Form

ČESKOMORAVSKÁ MYSLIVECKÁ JEDNOTA, z. s. Jungmannova 32/25, 115 25 Prague 1					
INDIVIDUAL TEST OF TRACKING IN NATURAL AND NATURAL ARTIFICIAL TRACKS					
Date					
Organizer (OMS):					
Hunting ground:			District:		
Venue:					
Dog's name:					
Registered:		Tattoo/Microchip:			
Breed:					Male / Female
Born:		Color:			
Owner:					
Handler:					
Head judge:			Judge:		
OMS representative:					
Hunting Ground Representative:					
Description of the dog's work:					
Evaluation of the dog's work: Pass / Fail					
Signatures of judges and witnesses: (Hunting ground representative, OMS representative)					

PART SIX

TESTING REGULATIONS FOR HUNTING DOGS (HZ, BZH AND IHZ-SK)

SECTION 1. PURPOSE AND TYPES OF TESTS

(1) These test regulations govern tests for hound breeds.

(2) The hunting usefulness of dogs is defined in Section 14(1) of Decree No. 244/2002 Coll., as amended (hereinafter referred to as the "Decree"), and is demonstrated by passing the disciplines specified in the ČMMJ test regulations for hunting dog performance tests (hereinafter referred to as "TR"), which perform activities that qualify them as suitable for hunting for the exercise of hunting rights.

(3) These activities include searching for live cloven-hoofed game or tracking down cloven-hoofed game that has been killed, shot, or otherwise injured.

(4) In order for a dog to pass the hunting dog test, its performance in the disciplines must meet the requirements of the test regulations, namely a minimum performance in the third prize category. Upon passing the performance test, the organizer shall issue a "Certificate of Passing the Dog Performance Test" in accordance with § 17(6) of the decree, which shall bear the ČMMJ registration number, and each organizational unit of the ČMMJ shall keep a record of the test certificates issued according to the assigned numbers. The test certificate issued by the organizer is a public document.

(5) These Rules are intended for hound breeds and for all breeds that do not have these tests in their test regulations and meet the conditions under Act No. 449/2001 Coll. **These are:**

- a) Hound tracking tests (BZH) - qualify dogs to track hoofed game with a special focus on demanding hunting and tracking of wild boar and deer. BZH tests take place over one day and all hunting breeds except pointers can participate. BZH tests are conducted on pre-killed game (wild boar);
- b) Hunting dog tests (HZ) - qualify dogs to search for and track hoofed game (deer and wild boar). HZ tests last two days and all hunting breeds except pointers can participate.

breeds other than pointing dogs and dogs whose height at the withers exceeds 55 cm. The tests involve natural hunting of live game (big game, wild boar, foxes, and hares) and pre-killed wild boar;

- c) Individual hunting tests for Slovak hounds (IHZ-SK) - tested during joint hunting for wild boar. The tests consist of selected disciplines that are tested at HZ. IHZ-SK are usually one-day tests (if the willingness to work on wild boar is not demonstrated during the tests, it is possible to test it the next day in a game reserve); only individuals of the Slovak Hound breed participate in the tests; The tests examine natural hunting of live game (big game, wild boar, foxes, and hares).

(6) The individual tests are adapted to the characteristic innate working qualities of these dogs. The structure of the individual disciplines tested allows, in addition to proving hunting suitability, the aptitude of hounds for breeding purposes and other important qualities necessary for the practical exercise of hunting rights, such as obedience, controllability, cooperation with the leader, and so on, without which the dog could not be a good hunting dog.

(7) Participation in hound trials (HZ) is conditional on any successfully passed hunting suitability test, but not on burrowing. This does not apply to breeds in FCI groups V and VI.

(8) If hound breeds participate in tests that are not specified for them in these test rules, they are tested and judged according to the test rules for dachshunds and terriers.

(9) Dogs that demonstrably bite or dig at game are excluded from the tests. Biting and digging at game shall be noted by the judges in the judging table. Furthermore, all dogs that have received a mark that prevents them from being classified at least in the third prize are excluded from the tests.

(10) The judging tables below list the test disciplines that are tested in each test.

SECTION 2. INDIVIDUAL TEST DISCIPLINES

I. NOS

(1) The quality of the nose is assessed by the judges throughout the entire test. The judges have this opportunity especially when evaluating a dog during loud tracking of game, depending on whether the dog loses the trail more often, depending on pauses in reporting, or also depending on the speed with which the dog can track game. Dogs with a weaker nose usually take longer to find their handler.

(2) The judges must take into account circumstances that may affect the dog's work (strong frosts, extreme drought, chemical sprays and coatings, frozen snow cover, etc.).

II. SEARCH

(1) The test is carried out during a joint hunt. As a rule, 6 dogs can be released into the hunting ground at the same time. The number of dogs is decided by the chief judge. At the start of the hunt, the handler releases the dog and, if necessary, slowly walks through the hunting ground. After being released from the leash, the dog should try to find the game as quickly as possible on command. The dog must enter the thickets and search for game in the hunting area. The dog can check the presence of the handler during the hunt if it is not chasing game and continue to follow the direction of the hunt. In the event of obstacles, especially when there is a lack of game, the judges are authorized to assign the dogs alternative work, i.e., they allow the dogs to search in another, more suitable area.

(2) The main mistake is when the dog stays only near the handler, avoids thickets and cover, does not orient itself according to the handler, and does not show sufficient interest in the tracks. A dog that does not stray more than 100 m from its handler in order to search a larger area can be awarded a maximum score of 1. The dog must give priority to working on black game or other game, but must limit its interest in roe deer.

(3) A dog that clearly does not search for game but only runs around its handler will receive a score of 0 and will be excluded from further tests. A score of 0 will also be given to a dog that does not search for game but runs around with another dog or even hinders its work.

III. DRIVING

(1) Hunting refers to the loud pursuit of game, or the loud pursuit of a warm trail of game by a hound. The dog's work on a warm trail is assessed by the judge based on the dog's report. Depending on the length of the pause, the judge can assess the quality of the dog's nose and also the experience with which the dog was able to use its nasal abilities. Short pauses are not counted. When chasing, the dog should give preference to game that is hunted with dogs. This is mainly wild boar, or deer, foxes, hares, etc. The dog should not chase roe deer. Short chases of roe deer lasting less than 10 minutes do not affect the score. However, if the dog prefers roe deer and chases it for more than 10 minutes, it is awarded a maximum score of 2 for chasing. If the dog chases this game for more than 30 minutes and does not obey the recall signal, it receives a score of 0 for obedience and is excluded from the test. When in contact with wild boar, a short report and return is not sufficient; the dog must remain with the black game and report persistently - reckless attacking is not desirable.

(2) It is not a mistake if the dogs being tested follow the game or the trail together or pursue the black game together.

(3) Overall, a quick search and slower, persistent pursuit are required. It is a mistake if the dog does not pursue the game consistently. Dogs that chase the game loudly from the cover are rated highest.

IV. VOICE

(1) The dog's innate ability to report pursued game on a fresh trail is assessed. This discipline is evaluated together with the chasing discipline. The dog should follow a fresh game trail and report it consistently. A pause occurs when the dog loses the trail, and when it finds it again, it continues to follow it loudly.

(2) The dog receives a score of 4 or 3 depending on the consistency of its barking.

(3) A score of 2 is given to a dog that reports only irregularly when following a warm trail, usually when it is approaching the tracked game.

(4) A score of 1 is given to a dog that reports only briefly when the game sets off.

- (5) A score of 0 is given to a dog that does not report on a warm trail, or only reports game that is in sight, or game that stands still.
- (6) The mark for loudness has no effect on classification in the FCI Group V.
- (7) Dogs that bark at the slightest excitement, i.e., false alarms, are excluded from the tests.

V. TRACKING BLACK GAME ON AN ARTIFICIALLY CREATED, UNCOLORED TRACK

- (1) Time limit: 45 minutes.

(2) In hunting dog trials (BZH), dogs are primarily tested on an artificially laid, uncolored trail of wild boar that is at least three hours old. The trail is 500 to 550 steps long with two changes of direction at an angle of less than 90 degrees. The black game trail is made with fresh hoofprints from the hind legs of shot game weighing at least 50 kg. The distance between individual trails must be at least 100 steps. The starting point of the trail is marked with a number on a tree, and the starting point is marked with a notch. The direction of the first 30 steps of the trail is marked on the trees from the front, and the trees on the trail are marked from the opposite side for the judges to check, so that the handler cannot see them. At the end of the tracking trail, a gutted and sewn-up black game animal must be placed. About halfway along the tracking trail, a notch marks the bed from which the dog is released during the follow-up as a "barker" or "announcer." About 50 steps before the end of the tracking trail, a place is marked from where the dog working as a "guide" is released for the discipline "Behavior with shot game." The judge is obliged to notify the handler of this place and end the tracking evaluation here. Next, the discipline "Behavior with shot game" is evaluated.

(3) Working freely: If the dog leads the handler to the piece freely, it receives up to 5 points. If the dog is influenced by the handler during work or does not work in close contact, the extra points are reduced proportionally.

(4) Before deploying a dog to work on an unmarked trail, the handler must inform the judge in advance of the dog's working method (leader, announcer, caller). The number drawn at the start of the test does not apply to scent trails. The order of dogs tested on an uncolored trail is drawn in a group only after the uncolored trail has been laid. Only the dog that will work on a specific uncolored trail is drawn before that trail. The drawing of the dog that

will work the next uncolored trail is always drawn after the previous dog has finished working on the previous trail.

(5) The organizer is responsible for the absolutely correct behavior of the game carriers and trumpeters. The panel of judges, who judge the event in cooperation with the organizer, is responsible for laying the tracks.

a) Leash (on a leash or off-leash)

1. The dog is placed on the marked trail, guided in the direction of the trail, and then works on a fully extended tracking leash at least 5 m long or off-leash in close contact with the handler. Ideally, the dog should remain on the bloodhound leash throughout the entire tracking exercise and confidently follow the trail to the end of the track, where the dead game lies. If the handler looks back to determine the correct direction of the trail according to the markings, the judge must admonish him, and for each admonishment, the score is reduced by one point. The dog works either directly on the trail or can go downwind for several meters, but must not stray more than 30 steps from the trail. A greater distance is considered to be straying from the trail. The judge is obliged to notify the handler or the crowd, for example, by blowing a signal horn, of each instance of straying from the trail. If the dog strays from the trail, the judge will have the dog corrected and put back on the trail. Each correction results in a reduction of one point. The dog should not go too fast so that the handler can keep up with a normal pace. The dog can be put back on the trail a maximum of three times. Up to 5 points can be added to the dog's score for following the trail freely.

b) Barker

1. The dog works towards the bed in the same way as the handler and, at the judge's instruction, is released from the leash at the marked spot with the instruction to find and report the game.
2. Only a dog that persistently reports the game it has found on the spot until the handler arrives can be considered a reliable barker. The dog must start reporting the game within 10 minutes of being released. It is necessary to distinguish between actual reporting and occasional barking caused by the dog's agitation, excitement, or fear. The handler and the judge only approach the dog when it is reporting. If the dog stops reporting, the handler and the judge remain standing. They only approach the dog again when it starts reporting.

report again. The dog must not be encouraged to report in any way. Here, it is also possible to test the dog's behavior around shot game. If the dog fails as a reporter or does not reach the game, it can work out the rest of the trail on a leash, a n d the entire work is evaluated as a leash tracking with a one-grade r e d u c t i o n i n the score.

c) Notifier

- 1.** Before starting, the handler must inform the judges how the dog will announce the finding of game or how it will lead them to it. The dog works towards the bed in the same way as the handler and, at the judges' instruction, is released from the leash at the marked spot with the instruction to find and announce the game.
- 2.** The judges evaluate the dog's work on the leash (off-leash) and then the time needed for the free tracking. The dog must signal the finding of game to the handler within 15 minutes of being released and then lead the handler to the shot game. This must be done off-leash. Here it is also possible to test the dog's behavior around shot game. If the dog does not report the found game to the handler in the manner previously reported by the handler to the judge, the work cannot be evaluated as the work of a retriever.
- 3.** If the dog fails to perform as a retriever in the last section or does not reach the game at all, it can complete the rest of the course as a leash dog and will be evaluated with a reduction of one grade.
- 4.** A successful tracking as a "barker" or "notifier" will be recorded in the pedigree under "Comments" in the final evaluation of the tests.

VI. TRACKING OF BLACK GAME ON A TRAMPLED AND SIMULTANEOUSLY ARTIFICIALLY CREATED COLORED TRAIL, AT LEAST 12 HOURS OLD

(1) Time limit: 45 minutes.

(2) In hunting trials (HZ), the tracking trail should be 500 to 550 steps long with two changes of direction, with an angle of less than 90 degrees. Black spores are used to mark the trail and paint is dripped (or dabbed) onto the trail at the same time. 0.3 lis used to mark one tracking trail.

colors from wild boar or pig blood. The distance between individual tracks must be at least 100 steps apart. The starting point of the track is marked with a number on a tree, and the shot is marked with a notch. The direction of the trail for the first 30 steps or so is marked on the trees from the front, and further along the trail, the trees are marked from the opposite side for the judges to check, so that the handler cannot see them. At the end of the tracking trail, a gutted and sewn-up black game animal must be placed. About halfway along the tracking trail, a break in the trail marks the bed from which the dog is released during the tracking as

"barker" or "announcer" so that the dog can work out the rest of the scent on its own, while at the same time being evaluated for the discipline "Behavior towards shot game." About 50 steps before the end of the tracking trail, there is a marked spot from which the dog working as a "guide" is released for the discipline "Behavior with shot game." The judge is required to notify the handler of this spot and end the tracking evaluation here. The discipline "Behavior with shot game" is then evaluated.

(3) Working freely: If the dog leads the handler to the piece freely, it receives up to 5 points. If the dog is influenced by the handler during work or does not work in close contact, the extra points are reduced proportionally.

(4) Before setting the dog to work on a trodden and simultaneously artificially laid colored trail, the handler must inform the judge in advance of the dog's working method (leader, announcer, caller). The number drawn at the start of the test does not apply to the tracks. Only the dog that will work on a particular track is drawn before that track. The dog that will work on the next track is always drawn after the previous dog has finished working on the previous track.

(5) The organizer is responsible for the absolutely correct behavior of the game carriers and trumpeters. The panel of judges, who judge the event in cooperation with the organizer, is responsible for setting up the tracking trails.

a) Handler (on a leash or off-leash)

- 1.** The dog is placed on the marked shot, guided in the direction of the trail, and then works on a fully extended tracking leash at least 5 m long, or freely in close contact with the handler. Ideally, the dog should remain lying down on the tracking leash throughout the entire tracking exercise and confidently follow the trail to the end of the track, where the dead game lies. If the handler looks back to determine the correct direction of the trail according to the markings, the judge must admonish him, and for each admonishment, the score is reduced by one point. The dog works either directly on the trail or may go downwind for several meters, but must not stray more than 30 steps from the trail. Greater

The distance is considered as straying from the trail. The judge is obliged to notify the handler or the corona, if applicable, of any straying from the trail, e.g. by blowing a signal horn. If the dog strays from the trail, the judge will have the dog corrected and put back on the trail. Each correction results in a one-point deduction. The dog should not go too fast so that the handler can keep up with it at a normal pace. The dog can be put back on the trail a maximum of three times.

2. Up to 5 points are added for working freely. Working freely: If the dog leads the handler to the piece freely without being influenced by the handler, it receives 5 points. If the dog is influenced by the handler during the work, the extra points are reduced proportionally.

b) Barker (free tracking)

1. The dog works towards the bed in the same way as a guide dog and, at the judge's instruction, is released from the leash at the marked spot with the instruction to find and report the game.
2. Only a dog that persistently reports the found game on the spot until the handler arrives can be considered a reliable barker. The dog must start reporting the game within 10 minutes of being released. It is necessary to distinguish between actual reporting and occasional barking of the dog when excited, agitated, or afraid of the game. The handler and the judge only approach the dog when it is reporting. If the dog stops reporting, the handler and the judge remain standing. They only approach the dog again when it starts reporting again. The dog must not be encouraged to report in any way. Here it is also possible to test the dog's behavior with shot game. If the dog fails as a reporter or does not reach the game, it can complete the rest of the trail on a leash and the entire work is evaluated as a leash tracking with a reduction of one grade.

c) Notifier

1. Before starting, the handler must inform the judges how the dog will announce the finding of game or how it will lead them to it. The dog works towards the bed in the same way as the handler and, at the judges' instruction, is released from the leash at the marked spot with the instruction to find and announce the game.
2. The judge evaluates the dog's work on a leash (off-leash) and then the time needed for a free search. The dog must notify the handler of the find within 15 minutes of being released

and then lead the handler to the shot game. This must be done off-leash. Here, it is also possible to test the dog's behavior around shot game. If the dog does not notify the handler of the found game in the manner previously reported by the handler to the judges, the work cannot be evaluated as that of a notifier.

3. If the dog fails as a retriever in the last section, or does not reach the game at all, it can complete the rest of the course as a leash dog and will be evaluated with a reduction of one grade.
4. A successful tracking as a "barker" or "notifier" will be recorded in the pedigree under "Comments" in the final evaluation of the tests.
5. The dog may also be used to track game shot during a joint hunt. The dog that will perform this task will be selected by the judges from among the dogs present at the time the tracking is required. The tracking must be assessed by two judges. At the end of this trail, it is possible to assess the discipline "Behavior with shot game." In the case of tracking a shot animal that is still alive, the judges may also assess the discipline of willingness to work. The panel of judges will assess whether the trail thus worked out meets the parameters of an artificially laid trail. If the dog is evaluated on such a trail, it no longer needs to complete the artificially laid trail. If the animal is not found at the end of the trail and the trail is evaluated, the discipline "Behavior with shot game" is performed separately according to the description in the Rules (50 steps of the trail, then behavior).

VII. WILLINGNESS TO WORK ON BLACK GAME

(1) Time limit: 5 minutes.

(2) The dog demonstrates its willingness to work on black game, preferably during a joint hunt. If it demonstrates its ability and willingness to work on live black game in front of the judges, it is evaluated according to its performance, taking into account the number and size of the game on which it demonstrated its willingness in the drive. If it is not possible to objectively assess the willingness to work on black game in the hunt according to the criteria listed below (e.g., due to the joint work of several dogs, etc.), the discipline must be tested in a test enclosure.

(3) If the dog does not demonstrate willingness during the hunt or if it was not possible to assess it objectively, the discipline is tested in a test enclosure located outside the area of the game reserve where wild boar are permanently kept. The test enclosure is double-walled, the inner part measures approximately 3 x 3 m, and the outer fence is 15–30 cm away from the inner fence to ensure work without contact. Both shells, made of natural material (wooden fencing), will be equipped with properly closable doors. If the posts are sufficiently strong, the shells (fencing) can be attached to this single row of posts. The height of the outer shell is approximately 2 m.

(4) The dog is released at the judge's command about 30 steps downwind towards the enclosure with a single command "search." The dog should scent the black game and find it within 2 minutes and be in contact with it. The duration of the test at the enclosure is 5 minutes. The handler remains at the release point for the entire duration of the test.

In the event of a difficult situation where the dog is at risk of injury, the judge may terminate the test before the time limit.

- (6)** A score of 4 is given to a dog that continuously reports the wild boar for 5 minutes, attacking the fence with loud noises in an effort to make immediate contact.
- (7)** A score of 3 is given to a dog that attacks the fence aggressively without loud vocalizations and threatens to injure it, or that vocalizes briefly and loudly with signs of attacking the wild boar.
- (8)** A score of 2 is given to a dog that reports the wild boar for less than 5 minutes, moves away from the fence, usually to find its handler, and returns to the enclosure after encouragement.
- (9)** A score of 1 is given to a dog that reports the wild boar in the enclosure briefly but repeatedly returns to the leader and needs to be encouraged several times to return to the wild boar.
- (10)** A score of 0 is given to a dog that is afraid of the wild boar, does not report it, does not dare to approach the enclosure on its own, and is generally not interested in the task.

VIII. EVALUATION OF WILLINGNESS TO WORK IN THE HUNT:

- (1)** A score of 4 is given to a dog that drives the game into the cover with exceptional determination, remains in contact with it, and tries to drive it out of the cover towards the shooter.
- (2)** A score of 3 is given to a dog that reports the game from a greater distance, does not leave the game, but does not attempt to drive it out of the cover to the shooter.
- (3)** A score of 2 is given to a dog that reports the game briefly, returns to its handler, and, after frequent commands, goes after the game and stays with it.
- (4)** A score of 1 is given to a dog that briefly reports the game, repeatedly returns to the handler, and, after frequent commands, follows the game and remains with it.
- (5)** A score of 0 is given to a dog that denies having smelled black game, or runs away from the game out of fear after smelling it. A dog that is afraid of wild boars will run away in fear when it comes into contact with them and will not continue to work even when encouraged.

IX. OBEDIENCE

During the test, the judges observe how the dog responds to the handler's commands. Given the temperament of a hound, it is not possible to evaluate the dog's recall if it is following a warm trail of game. The dog should come willingly to the handler and allow itself to be calmly attached to the lead. The recall signal can be given with a signal horn, hunting horn, or whistle, which must be communicated to the judge. Otherwise, all commands given to the dog by the handler are decisive for the assessment, taking into account their fulfillment throughout the test.

X. BEHAVIOR AFTER THE SHOT

This is assessed in the field, when the dog is at its station, etc. A dog that is afraid of gunshots, loses interest in searching, and cannot be called back due to fear is given a score of 0 for its behavior after the shot.

XI. BEHAVIOR WITH SHOT GAME

(1) The test is performed exclusively with black game, which is properly sewn up and not frozen at the time of the test. The judge on the tracking trail gives the command to release the dog about 50 steps before the place where the sewn-up wild boar lies. From the release point, the tracking trail continues in the same way as for tracking. This tracking trail is clearly marked from the front to the piece. The time limit for finding the piece is 5 minutes. The handler remains standing at the release point. He then proceeds exclusively at the judge's instruction.

(2) A score of 4 is given for the dog's behavior in two cases:

1. If he has successfully tracked down the game as a "barker" or "announcer." Without 5 points for reporting or announcing. The time limit for finding the piece and the maximum duration of the test are not taken into account in the evaluation.
2. If he has performed a successful tracking as a guide, he shows fearlessness and excitement and interest in the hunted game by barking at it, biting it - but not tearing it, pulling it, etc. The dog must remain with the shot game and wait for the guide to arrive, or report or announce the game. Reporting the game: – after verifying the piece, the dog must return directly to the handler, and its behavior must clearly show that it is trying to lead the handler to the piece. The judge can verify this by stopping the handler several times, and the dog must "pump" and try to lead him to the piece. This can only be done freely. If the dog reports or announces the game, it can earn up to 5 points.

(3) A score of 3 is given to a dog that shows fearlessness but does not show sustained interest in the game, only sniffing it, and does not attempt to lead the handler to the game but waits for him to arrive.

(4) A score of 2 is given to a dog that shows little interest in the game, but after checking the piece, goes to the leader or goes to search and, upon instruction, returns to the leader or the piece.

(5) A score of 1 is given to a dog that shows minimal interest in the caught game but is not afraid of it.

(6) A score of 0 is given to a dog that is afraid to approach the game, denies the game or starts to eat it, moves away from the handler's influence or does not find the game within the time limit.

(7) The maximum test time for a piece of game is 3 minutes, but the judge may shorten the limit if the dog shows fearlessness.

XII. BEHAVIOR AT THE STATION

(1) Time limit: 10 minutes.

(2) The dog must demonstrate that it is completely calm at the station. The handlers stand facing the forest cover about 50 steps apart. The beaters pass through the cover and imitate a hunt, including about 2-3 shots fired into the air. The dog is placed at the handler's left foot, attached to a leash that the handler wears over their shoulder and must not hold in their hand, or placed freely at the handler's left foot. A dog that shows restlessness by moving, barking, or pulling on the leash will have its score reduced for each mistake. A dog that is loose at the foot, not tied, is given a higher coefficient.

XIII. ENDURANCE

The discipline evaluates the dog's condition and performance. Certain conditions must be taken into account, such as snow cover depth, terrain slope, outdoor temperature, etc. The dog must work with interest throughout the entire test, not walk on paths, and not lose intensity. The best way to compare dogs' performance is under the given conditions.

XIV. ORIENTATION

(1) Orientation is a very important trait that we require from hounds when working in large and unfamiliar areas. The dog must return to its handler within half an hour after completing the hunt. If the dog demonstrably pursued black or other wounded game, it may return later. However, a delayed return must not prevent the dog from being tested in other disciplines within the specified test time - otherwise it will be excluded from the test.

(2) A dog that returns to its handler after completing the search is awarded a score of 4. Lower scores are awarded to dogs that do not return to their handler, but instead return to the place where they were released, to the car, etc.

XV. LEADING

(1) The judge appointed to assess this discipline will mark out a route in a forest or similar vegetation, which should be approximately the same for all dogs being tested. The route is circular and leads through various terrain obstacles (fallen trees, between bushes, over ditches, etc.).

(2) The handler leads the dog on a hunting leash carried over the shoulder or on a rolled-up tracking leash hung over the shoulder, or off-leash.

(3) The dog must not obstruct or delay the handler while walking. During the test, the handler must not hold the leash in their hand and control the dog's movement. The dog should walk calmly behind its handler or beside their left leg, without running ahead or being pulled along. It should not get tangled in bushes or caught on trees. The handler walks closely around several bushes or trees to demonstrate how well the dog handles being led on a leash.

(4) The judge observes the handler and dog along the entire length of the course.

(5) If the dog pulls its handler, gets caught on trees or bushes, or does not follow correctly, it receives one point deduction for each mistake.

XVI. DROP

(1) Time limit: 5+5 minutes

(2) The handler informs the judge whether the dog will be left tied up or loose. The dog should be left in a suitable, quiet place in the forest, etc. The handler ties the dog to an unrolled tracking leash in a place designated by the judge, or leaves the dog loose. Together with the judge, they then secretly observe the dog's behavior. After 5 minutes, the handler fires a shot and waits another 5 minutes, when the judge gives him the command to go and fetch the dog. If the dog is left off-leash, it may wear a collar and a loosely placed tracking leash or a backpack, coat, etc.

(3) A score of 4 is given to a dog that is calm when left and does not move from its place. Lower scores are given for various signs of restlessness, barking, whining, pulling on the leash, or attempting to leave the place. It is not a mistake if the dog sits or stands up after the shot, but otherwise remains in place.

(4) If the dog leaves the place where it was left and goes to the handler, it is given a score of 0, as is the case when it pulls on the leash and barks continuously or whines loudly.

(5) Free placement is rewarded with a higher coefficient for calculating points. It is possible to place several dogs together. In this case, a minimum distance of 80 m must be maintained between the dogs. If the handler requests it, the judge must allow him to place the dog separately.

SECTION 3. AWARDING THE TITLE "DIVIAČIAR"

(1) The title "Diviačiar" can be awarded to a dog that has placed at least second in tests focused on black game, has received a score of 4 for searching, willingness to work on black game, and driving. In addition, it should be clear from its behavior that it focused mainly on black game during the search, gave it preference over other game, and demonstrated appropriate endurance when pursuing the wild boar, accompanied by barking. Determination in searching for black game and endurance when pursuing it loudly are important.

(2) The title "Diviačiar" can only be awarded in tests held in hunting grounds with wild boar - under no circumstances in game reserves.

(3) The judge must enter the title in the judging table and in the pedigree under the heading "Note." At the request of the dog handler, the ČMKJ will enter the title in the header of the pedigree and confirm this entry with a stamp.

The title "Diviačiar" is written before the dog's name and is not mandatory.

SECTION 4. JUDGES' TABLES

(1) BARVÁRSKÉ ZKOUŠKY HONICŮ (BZH)

Discipline	Lowest mark for the award			Coefficient	Max. number of points	Grade	Points	Note
	I.	II.	III.					
1. Leading								
a) on a strap	3	2	1	1	4			
b) loose	3	2	1	3	12			
2. Postponement								
a) on a leash	3	2	1	3	12			
b) freely	3	2	1	8	32			
3. Tracking black game on an artificially created, untouched, uncolored trail								
a) on a leash or off leash	3	2	1	20	80+5			
b) announcer, notifier	3	2	1	40	160			
4. Behavior of shot game	3	2	1	10	40+5			
5. Obedience	3	3	2	10	40			
Lowest number of points for the prize	145	113	54	-	289			
Final qualification	prize		Total points:					

a) Up to 5 points can be added to the dog's score for tracking.

(2) INDIVIDUAL HUNTING TESTS FOR SLOVAKIAN POINTERS

Discipline	Lowest mark for prize			Coefficient	Max. number of points	Grade	Points	Note
	I.	II.	III.					
1. Nose	3	2	2	4	16			
2. Search	3	2	1	4	16			
3. Hunting								
a) Hare, fox	3	2	1	3	12			
b) wild boar	3	2	1	6	24			
4. Volume	3	2	2	4	16			
5. Willingness to work with wild game	3	2	1	5	20			
6. Obedience	3	2	1	2	8			
7. Endurance	3	2	1	3	12			
8. Orientation	3	2	1	4	16			
Lowest number of points for the prize	93	64	37	-	128			
Final qualification	Price		Total total points:					

a) *Note: IHZ SK When hunting, the dog must give preference to black game.*

(3) HUNTING TESTS

Discipline	Lowest mark for price			Coefficient	Max. number of points	Grade	Points	Note
	I.	II.	III.					
1. Nose	3	2	2	4	16			
2. Search	3	2	1	4	16			
3. Hunting								
a) Hare, fox, other cloven-hoofed animals except roe deer	3	2	1	3	12			
b) wild boar	3	2	1	3	12			
4. Volume	3	2	1	4	16			
5. Tracking black game on an artificial, trodden and simultaneously colored trail								
a) on a leash or off leash	3	2	1	5	20+5			
b) barker, announcer	3	2	1	15	60			
6. Willingness to work with wild game	3	2	1	5	20			
7. Obedience	3	2	1	2	8			
8. Behavior after firing	3	2	1	2	8			
9. Behavior with shot game	3	2	1	3	12+5			
10. Behavior at the station	3	3	2	10	40			
a) On a leash	3	2	1	2	8			
b) free	3	2	1	4	16			
11. Endurance	3	2	1	3	12			
12. Orientation	3	2	1	4	16			
13. Leading								
a) on a leash	3	2	1	1	3			
b) freely	3	2	1	3	12			
14. Postponement								
a) on a strap	3	2	0	2	8			
b) Loose	3	2	0	4	16			
Lowest number of points for the prize	136	102	52	-	253			
Final qualification	Price		Total points:					

a) Up to 5 points may be added to the dog's score for obedience.

b) *Note: The loudness score does not affect the classification in the FCI Group V.*

PART SEVEN
TESTING REGULATIONS FOR BLOODHOUNDS

SECTION 1. PURPOSE AND TYPES OF TESTS

(1) These test rules govern bloodhound tests.

(2) The hunting usefulness of dogs is defined in § 14(1) of Decree 244/2002 Coll., as amended (hereinafter referred to as the "Decree"), and is demonstrated by passing the disciplines specified in the ČMMJ test regulations for hunting dog performance tests (hereinafter referred to as "TR"), which perform activities that qualify them as suitable for hunting.

(3) For bloodhounds, this activity means tracking down killed, shot, or otherwise injured cloven-hoofed game.

(4) In order for a dog to pass the hunting dog test, its performance in the disciplines must meet the requirements of the test regulations, namely a minimum performance in the third prize category. Upon passing the performance test, the organizer shall issue a "Certificate of Passing the Dog Performance Test" in accordance with § 17(6) of the decree, which shall bear the ČMMJ registration number, and each organizational unit of the ČMMJ shall keep a record of the test certificates issued according to the assigned numbers. The test certificate issued by the organizer is a public document.

(5) These Rules are intended for bloodhound breeds **and regulate:**

- a) preliminary bloodhound tests (Pb) - qualify the dog as suitable for hunting hoofed game. Pb tests take place over 1 day and all bloodhound breeds and all other hunting breeds may participate. Participation in Pb is not conditional on any hunting suitability test. The tests are conducted on pre-killed game, and when working on an artificially laid trail, the order of the dogs being tested is not drawn

is not drawn by lot, and the dogs start working on the trail in the order in which they were drawn at the start of the tests;

- b) Individual tracking tests (IHb) - qualify dogs as suitable for tracking hoofed game. IHb tests are conducted during hoofed game hunting when it is necessary to track down shot or wounded game. Dogs of all tracking breeds that have passed the Pb test are eligible to participate in IHb tests.

- c) Voice test - tested only on dogs that have passed the IHb, but due to tracking down dead game, did not have the opportunity to bark loudly and point. The voice test can be performed in open hunting grounds by searching for healthy game.

(6) The individual tests are adapted to the characteristic innate working qualities of these dogs. The structure of the individual disciplines tested allows, in addition to proving hunting suitability, the aptitude of bloodhounds for breeding purposes and other important qualities necessary for the practical exercise of hunting rights, such as obedience, controllability, cooperation with the leader, and so on, without which the dog could not be a good hunting dog.

(7) If scent hound breeds participate in tests that are not specified for them in these test rules, they are tested and assessed according to the test rules for dachshunds and terriers, or hounds, as appropriate.

(8) Dogs that demonstrably bite or dig up game are excluded from the tests. Biting and digging up game will be noted by the judges in the judging table. Furthermore, all dogs that receive a mark that prevents them from being classified at least in the third prize are excluded from the tests.

(9) The judging tables below list the test disciplines that are tested in each test.

SECTION 2. DESCRIPTION OF INDIVIDUAL TEST DISCIPLINES AND EVALUATION

A. PRELIMINARY TESTS FOR BLOODHOUNDS

I. WORK ON AN ARTIFICIAL TRAIL

(1) The test is performed on an artificially created, uncolored trail of deer, fallow deer, or mouflon, 500 to 550 steps long, with two breaks, each at least 50 steps long (followed by a distance of at least 100 steps intended for searching for game). The artificial trail must be at least 12 hours old. It is created using special tools for creating trails (clogs, a wheel, a stick, shoe pads, etc.). At the end of each trail, there must be a piece of hooved game from which the hoofs originate. The game must be gutted and well sewn up (even larger wounds must be sewn up). At the end of the trail, a connecting line is marked, along which the assistants will move when carrying the game. The organizer must ensure a sufficient number of assistants who know the terrain well and are familiar with the end of the trail. The end of the trail must be in sparse vegetation so that the judges, hidden at a sufficient distance from the end of the trail, can observe the dog's behavior around the shot game.

(2) After establishing the trail, the helper will mark the time of establishment on a piece of paper and attach it to a tree at the beginning of the trail. Individual trails must be numbered and at least 150 steps apart.

(3) After picking up the scent, the dog must indicate it and, at the handler's command, follow it with its nose low on a long tracking leash. It must be clear at all times that the dog is lying low on the leash and following the scent with confidence. While working, the dog must not raise its head, sniff the surroundings, or follow other trails. However, it may indicate them. If the dog leaves the trail and corrects itself, this is not considered a fault (up to a distance of 25 steps). At the marked bedding site, the handler releases the dog at the judge's command. The dog may be put on the trail a maximum of 3 times.

(4) The trail is marked on trees with pieces of paper, paint, or marking tape; the marks must be removable. At least 100 steps before the end of the total trail, the "bed" is marked in a suitable hunting manner (break, marking tape, etc.), from where

the dog is released to work out the rest of the trail on its own. This is also where the discipline "work on an artificial trail" ends.

(5) On the rest of the trail on which the dog was released, the following is tested:

- a) searching for game,
- b) working as a signaler,
- c) behavior at the game.

(6) On this section of the trail, the papers are not removed; they serve to check the dog's movement on the trail. The section from the bed to the piece may be highlighted with a maximum of 1 dl of paint from the hunted piece when laying the trail.

(7) A score of 4 can be given to a dog that works the entire trail correctly and independently to the "bed" without leaving the trail or making corrections, with enthusiasm and confidence, lying down on the leash. Each additional deployment, possible "guidance" of the dog by the handler, the handler looking back for marks, leading the dog on a short leash, reduces the mark by one degree.

II. SEARCHING FOR GAME

(1) This is tested as part of the work on an artificial trail. It is tested on a section of the trail from the "bed" to the place where the piece of cloven-hoofed game was laid. This section may be highlighted with paint, as described above.

(2) At the marked bedding site, the handler releases the dog at the judge's instruction. The dog must work the rest of the trail independently. The handler and judge remain at the marked bedding site. The judge signals the release of the dog to perform the "searching for game" task by blowing a whistle, giving a command, or by another agreed-upon method. The dog must find the game within 5 minutes. This is monitored from a distance by the judge.

Evaluation:

(3) A dog that finds the laid piece in the shortest possible time within a time limit of 2 minutes is awarded a score of 4.

- (4)** A dog that occasionally leaves the trail but quickly returns to it and finds the piece within 3 minutes is awarded a score of 3.
- (5)** A dog that crosses the trail, partially searches over a longer distance, but finds the piece within 4 minutes is given a score of 2.
- (6)** A dog that finds the piece within 5 minutes is awarded a score of 1.
- (7)** A dog that does not find the piece within the 5-minute limit is given a score of 0.

III. NOTIFICATION, REPORTING OF FOUND GAME, HANDLER.

(1) This discipline is tested as part of working on an artificial trail and only the performance after finding the shot game is evaluated. Before the start of the discipline, the handler must inform the judge how the dog will work, either as a notifier or as a reporter:

- a) announcer,
- b) announcer,
- c) handler (this option may be assessed by the judge based on the dog's behavior with the piece).

a) Notifier

- 1.** Before starting work on the artificial trail, the handler must inform the judge how the bloodhound will signal the tracked game. At the marked bed, the handler releases the dog without a collar, and the dog must verify the found game and return to the handler, who waits at the release point together with the judge. At the end of the trail, the judge observes whether the dog has verified the animal and, after its departure, waits for the dog to bring the handler to the animal. The dog must return to the handler within 10 minutes of being released. Upon returning to the handler, the dog must notify the handler in a pre-arranged manner (grabbing the leash, pulling on clothing, constantly running away and indicating to follow, etc.) that it has found the game and tries to lead the handler to it.
- 2.** A score of 4 can be given to a dog that, within 10 minutes of being released, signals the game it has found in the agreed manner and leads the handler to it.

3. Indistinct signaling, uncertain guidance to the game, etc. are considered errors. If the dog does not return to the handler within 10 minutes, it cannot be evaluated as a signaler.

b) Announcer

1. At the marked bed, the handler releases the dog, which must locate the game and report persistently. The handler and judge remain at the marked bed until the dog locates the game and begins to report. The dog must begin reporting within 10 minutes of being released. It must report until the handler arrives.

2. Evaluation:

Grade 4 - persistent barking for at least 15 minutes. Grade 3 - persistent barking for at least 10 minutes. Grade 2 - persistent barking for at least 5 minutes.

3. The following are considered faults: indistinct barking, barking with long pauses, no barking, leaving the game. After assessment, the judge will reduce the score proportionally for such behavior.

4. *Note: The handler does not always report or describe the method of reporting correctly, or the dog may sometimes work as a reporter and sometimes as a caller. If this occurs, the judge will evaluate the dog's actual performance, regardless of the handler's report.*

c) Handler

A dog that does not demonstrate notification and reporting in the manner described is evaluated by the judge after 10 minutes as a handler with the same score it received in the "Work on an artificial trail" discipline.

IV. BEHAVIOR WITH SHOT GAME

(1) This is tested after the "searching for game" discipline at the end of the artificial trail. The dog must not bite the shot game. Licking the gunshot wound is allowed. Young and temperamental dogs often try to catch the game with their teeth or pull its fur. It is necessary to distinguish whether they do so out of joy or passion, or whether they want to bite.

(2) A dog that does not show a tendency to attack can be awarded a score of 4.

(3) If the dog is afraid of the game, avoids it from a distance, or runs back to the handler, this work can be rated no higher than 2, or even lower depending on further behavior. Denying the game or digging at it is also a mistake.

V. LEADING THE DOG

(1) Before the start of the discipline, the judge is obliged to determine whether the handler will lead the dog on a leash or off-leash.

a) Leading the dog on a leash

Before the start of the walk, the dog is released from the leash and allowed to walk freely with a collar around its neck in a designated area. At the judge's instruction and the handler's command, the dog must allow itself to be put on a leash. When walking, it must walk on the handler's left side without pulling on the leash or lagging behind the handler. The test is carried out in a pole field if possible. In denser vegetation and narrow places, the dog may follow the handler in its footsteps.

b) Leading the dog freely at heel

The dog must walk freely without a leash, with a collar around its neck, on the handler's left side. In narrow places, it must walk behind the handler. The dog must not run ahead or around the handler. If the handler stops, the dog must also stop.

(2) A score of 4 can be given to a dog that responds to the handler's first command, is controllable throughout the discipline, and orientates itself correctly when walking beside or behind the handler.

(3) Delaying the leader because the dog is checking the trail is not considered a fault.

VI. PUTTING THE DOG DOWN

(1) Before the start of the test, the judge will determine whether the handler wants to put the dog down on a leash or off leash. At the same time, he will inform the handler of the difference in the evaluation coefficient. The test lasts at least 20 minutes.

a) Leaving the dog on a leash

The handler places the dog on a leash, which is securely fastened. The dog may sit, but must not be restless or loud. It must not attempt to break free. After placing the dog, the handler moves to a place designated by the judge and hides so that the dog cannot see or smell him. After 15 minutes, the handler fires a single shot at the judge's command. After the shot, the dog must remain calm, must not pull on the leash, or be loud. It must remain calmly in place until the handler comes for it at the judge's command. The handler may leave a piece of clothing or equipment with the dog.

b) Leaving the dog loose

This is tested in the same way as leaving the dog on a leash. The dog is simply not restrained. It may be left with the leash lying freely next to the dog. The leash is attached to the collar. The handler may leave a piece of their clothing or equipment with the dog.

(2) Mark 4 - the dog can only be evaluated if it does not bark loudly during the test and its movement on the spot is caused only by looking for a more suitable place to lie down or by increasing its attention by raising its head, sitting down, and the like after a shot.

(3) Mark 3 - a dog that is initially loud but calms down within 5 minutes and remains calm can still be evaluated.

VII. WORKING APPETITE

(1) This innate trait is assessed throughout the test and evaluated at the end. In order for the dog to pass the test, it must be rated at least 2. It is necessary to observe the way the dog accepts commands and its interest in fulfilling them, its willingness and joy in working. Interest and perseverance when working on the trail, or when chasing and pointing (IHb).

- (2)** Grade 4 - can be given to a dog that consistently shows effort and willingness to follow commands and shows consistent interest in work.

(3) *Note: The disciplines listed may be tested in any order, as determined by the chief judge at the start of the tests, depending on the possibilities of the given hunting ground.*

B. INDIVIDUAL TESTS FOR BLOODHOUNDS (IHB)

I. TRACKING ON A LEASH

(1) This discipline is tested on shot deer, fallow deer, mouflon, and wild boar. The trail must be at least 5 hours old and at least 500 steps long. The judge begins the test by having the handler place the dog at a suitable distance from the shooting site, assesses the shooting site, and determines the probable location of the hits and the severity of the animal's injuries based on the signs. After the assessment, the judge reads the information from the shooting sheet to the dog handler (hunting ground, location, type of game, time of hunt, game markings, and direction of escape). After this introduction, the dog handler places the dog on the shot, which the dog must show, or show the color, cut, and bones. After a short period of familiarization with the shot, the dog must pick up the trail in the direction of the game's escape and follow it. The dog must work calmly but eagerly, with its nose low on a long tracking leash. The dog must occasionally, either on its own or on command, show the marks left on the grass, in the bushes, and so on. The dog must work out the trail with all its turns and breaks. It must not follow other trails that cross the trail of the shot game. It may show these trails. It is not a mistake if it briefly follows the crossing trails and then corrects itself. The dog should not pay attention to healthy game it encounters while working. It should not try to follow it. If, during the tracking, it becomes apparent that the trail cannot be followed due to terrain obstacles, a preliminary search is carried out and the wounded game is tracked further. The dog must then pick up the trail again and continue working.

(2) A score of 4 can be given to a dog that follows the trail correctly along its entire length, without straying from the trail, with enthusiasm and confidence. Each additional attempt to put the dog on the trail, carried out at the judge's instruction, reduces the score by one point.

(3) The dog can be put on the trail a total of 3 times.

II. CHASING

(1) If, while following the trail, the handler comes across the bed of shot game that the game left some time ago (cold bed), he continues to work on the trail on a leash until he reaches a warm bed or until the game gets up. He must report this to the judge and wait for further instructions. If the judge gives the command to release the dog, the dog must follow the animal until it stops; it must not chase healthy animals. If it is accidentally released after a healthy animal, it must leave it alone and return within 15 minutes. Further pursuit of healthy game will be penalized by a grade of 1 to 2 points lower.

(2) The judge must pay attention to whether the dog reports on the trail or only when it sees the game. Furthermore, whether it pursues the game passionately or reports only weakly and occasionally. Alternatively, whether it returns to the handler and the handler has to encourage it to continue the chase.

(3) A dog that continuously reports a warm trail, i.e., not only when it sees the game, can receive a score of 4.

III. LOUD BARKING

(1) If the dog stops wounded game, it must announce it loudly, if possible towards the head. The dog should not pull the game down, but it can force it to stop by catching it by the heels.

(2) The judge watches the dog very closely when it reports, and must focus mainly on evaluating the dog's endurance when barking loudly. Once the handler and judge have caught up with the dog, the judge gives the command to end the pursuit as quickly as possible.

(3) A score of 4 may be awarded if the dog had the opportunity to loudly point game, pointed it without interruption, and did not leave it until the arrival of the leader with the judge. The dog must not leave the pointed game and must persist in pointing as long as it has the strength to do so. Any deviations must be addressed by lowering the score.

IV. REPORTING AND ANNOUNCING GAME (AT IHB)

(1) This is only assessed when the dog excels in these qualities, so that this quality can be documented. These items are optional and a score of 0 does not affect the overall evaluation of the dog and the final result. It can be tested in the discipline "behavior with shot game."

(2) The evaluation is similar to that for Pb.

V. BEHAVIOR WITH SHOT GAME

(1) After tracking the game, the dog handler puts the dog down, lets it calm down, and walks away to a distance of about 100 to 150 steps so that he cannot see the tracked game. The game is not gutted. The dog is released and allowed to search for the game so that it is alone with it. The judge observes the dog's behavior with the game.

(2) A dog that does not show a tendency to tear at the game can be awarded a score of 4.

VI. WORKING APPETITE

This innate trait is assessed throughout the entire test. It is evaluated in the same way as in Pb.

VII. OVERALL EVALUATION AT IHB

(1) In order for a bloodhound to pass the IHB, it must not receive a score of 0 in any subject (except for reporting and announcing, as well as chasing and loud barking, if it did not have this option) and must achieve the minimum number of points specified in the table for classification in the prize.

(2) Exceptions are in the following cases:

- a) I. prize - awarded to a bloodhound that did not have the opportunity to chase and bark loudly, provided that it received a grade of 4 for its performance in tracking and worked on a trail that was at least 12 hours old and at least 2 km long and tracked the shot game.
- b) II. prize - awarded to a bloodhound that did not have the opportunity to chase and bark loudly, provided that it received a score of 4 for its performance in tracking and worked on a trail at least 5 hours old and at least 1.5 km long and tracked the shot game.

(3) In addition to the award, the judge is required to enter all necessary information about the bloodhound's work in the table according to the pre-printed form on the second page of the table and, in the "Comments" section, to describe the dog's behavior with the shot game and other information for assessing the dog's qualities, especially in exceptional cases.

VIII. MANDATORY RULES FOR CONDUCTING IHB

(1) *Those interested in taking this exam for the following year must submit an application on the prescribed form by December 31 (the application is valid for one year) to the OMS. Within seven days of receiving the application, the OMS will provide the applicant with the contact details of two to four authorized OMS representatives. An authorized OMS representative is authorized to conduct a physical inspection of the examination itself.*

(2) *The IHB is performed by assessing the normal tracking of randomly shot game. The shooter shall prepare a "shot report" for the shooting of cloven-hoofed game, which shall be placed in an envelope and handed over to the judge before the start of the test to familiarize himself with the situation and circumstances under which the game was injured. The dog's performance is assessed by one judge.*

(3) *Before the start of the test itself, the handler or judge must always contact one of the authorized representatives of the OMS CMMJ, where the application has been submitted, to inform them of the date, time, and place of the start of the test. If an authorized representative of the OMS is present at the site, this obligation is fulfilled by that authorized person.*

(4) *The instruction to start the IHB is always given by the referee, who is present, and who also supervises the course of the test and evaluates it at the end. In addition to the referee and the handler of the tested bloodhound, a representative of the hunting ground and a representative of the OMS must also participate in the test. If no one from the OMS is available, the handler is obliged to secure another witness before the start of the test, either from among the club members or another representative of the hunting ground. Therefore, a total of at least four people must always participate in the test. If possible, the test may be documented with photographs.*

C. VOICE TEST (ZH)

(1) This test is only performed on dogs that have passed the IHB test but, due to the tracking of dead game, did not have the opportunity to chase and point loudly.

(2) The loudness test can be performed in a free hunting ground by searching for healthy game. The dog's loudness is demonstrated by its loud chasing. It is also possible to use a pen or similar facility where the dog can demonstrate its loudness.

(3) When testing on captive game, it is necessary to ensure that neither the dog nor the game is injured.

(4) The loudness test is not graded, only a note is made in the pedigree certificate – "*the dog has demonstrated loudness.*"

(5) The test must not be carried out during the winter period when game is scarce and when there is heavy snow cover.

SECTION 3. JUDGING TABLES

(1) PRELIMINARY TESTS FOR BLOODHOUNDS

Discipline	Lowest mark for award			Coefficient	Max. number of points	Grade	Points	Note
	I.	II.	III.					
1. Work on artificial tracks	4	3	2	20	80			
2. Searching for game	3	2	1	10	40			
3. Dog's work on an artificially created uncolored trail, such as:								
a) a notifier	2	-	-	10	40			
b) alarm	2	-	-	15	60			
c) conductor	4	3	2	2	8			
4. Dog behavior around shot game	4	3	2	6	24			
5. Walking the dog								
a) on a leash	4	3	2	3	12			
b) freely	3	2	1	4	16			
6. Putting the dog down								
a) on a leash	4	3	3	2	8			
b) freely	3	2	2	4	16			
7. Enthusiasm for work	4	3	2	10	40			
Lowest number of points for the prize	202	148	96	-	276			
Final qualification	prize		Total points:					

(2) INDIVIDUAL TESTS FOR POINTERS

Discipline	Lowest mark for prize			Coefficient	Max. number of points	Grade	Points	Note
	I.	II.	III.					
1. Trace on the strap	4	3	2	30	120			
2. Hunt	3	2	0	10	40			
3. Loud building	3	2	0	10	40			
4. The dog's work as								
a) a messenger	0	0	0	10	40			
b) alarm	0	0	0	15	60			
5. Behavior with shot game	3	2	2	6	24			
6. Enthusiasm for work	4	3	2	10	40			
Lowest number of points for the prize	238	172	92	-	324			
Final qualification	price		Total points:					

PART EIGHT
Forms (templates)

TEST

Organizer:

..... Name of the test/competition:
.....

In accordance with the Test Regulations **of the Czech-Moravian Hunting Association, z. s., for hunting dog performance tests, Part One, Section 2, paragraph 15 (hereinafter referred to as the "Regulations")**, I hereby lodge a protest against a violation of the above-mentioned regulations:

For the dog/bitch: discipline:
.....

Reason for protest:

I agree that if the protest is not upheld, the principal amount of CZK in words:
.....,

which I paid at the same time as filing the protest in favor of the organizer.

Dog handler: first name, last name: signature: Final decision on
the protest:

The protest is upheld x not upheld. Reason:

Signature of the chief referee:

Published by: Czech-Moravian Hunting Association, z.s.
Printing and processing: Tiskárna•Budík•Grafika s.r.o.
Year of publication: 2019
Validity: from 1 January 2020