

Missouri Headwaters Gun Dog Club Instructions for Flushing Dog Fun Trial Judges

The following four categories will be judged. The natural and trained ability categories are for the dog, hunting skills and gun safety are for the hunter. A simple way to approach scoring is to have all dogs and hunters start with a perfect score of 10, then deduct 1 point for each error such as breaking, excessive noise, unsportsmanlike behavior, missed shot or crippled bird. Extra points may also be given for anything the judge thinks is exceptional.

Natural Ability

A flushing dog should have a strong desire to seek, find and flush game. He should address objectives and demonstrate proper use of the wind.

Trained Ability

A flushing dog should hunt within gun range and obey all commands. Steady to wing and shot is desirable. He should mark the fall and retrieve with a soft mouth to hand when instructed to do so.

Hunting Skills

The hunter should be as quiet as possible and shoot their game in a sportsmanlike manner, as they would while hunting. Birds should be killed cleanly with one shot.

Safety

Guns are always pointed in a safe direction. Examples of unsafe directions would be people, dogs or the muzzle pointing below the horizon. The hunter must be in control of his gun at all times, if it leaves his hand that is a violation. When there is a safety violation the judge must tell the guilty party at once. Please be discrete.

Any questions a judge may have can only answered by the trial chairman. Scores are secret, no ties. The trial chairman is only interested in the three placements. After the trial if you think the rules should be changed please discuss this with the trial chairman.