



Regulations for the
**New Zealand Young Kennel
Club**
Team Breed Handling Challenge Stakes
Competition

As at June 2010
New Zealand Kennel Club
Private Bag 50903
Porirua 5240
www.ykc.org.nz

Section One: Regulations & ring exercises.

Section Two: Guidelines for Judges

Section Three: Ring Exercises

Section Four – Marking sheet & entry form

- These guidelines are for the assistance of the judges and to set the parameters in which they should judge.
- Judges need not come from the official NZKC judges list, but may be any person approved by the NZYKC committee

SECTION ONE

Regulations

1. Age: The competition is open to NZYKC members 12 years and under 20 years old on the day of the competition.

2. Teams: Teams must consist of 3 NZYKC members. You may only compete in one team.

3. Qualification: Team members must have won an NZYKC breed handling stakes heat to take part in this competition.

4. Competition final

The New Zealand Young Kennel Club Committee will set the venue, date, time and judge of the final.

4.1 It is the responsibility of the entrant to supply a dog to be used for the competition.

4.2 The NZYKC is under no obligation to supply or locate dogs. De-sexed dogs may be used, no bitches in season are permitted to be handled, and only those of suitable temperament for juniors to handle are to be used in this competition.

5. Judging

The judge's awards shall be based on.

5.1 The judge will require the dogs to be paraded and moved around the ring as a team. The following show ring examinations and patterns are to be followed.

5.2 The stationary examination will be conducted on the table in the case of tabled dogs and on the ground in the case of all others. This will be done in the normal show manner.

5.3 The judge will expect exhibitors' to show the dogs bite and / or teeth.

5.4 Exhibitors must also be able answer a simple canine anatomy question.

5.5 Exhibitors will be expected to perform one of the four patterns below – the judge will chose which pattern is allocated to which exhibitor. Each team must perform 3 out of the 4 patterns

5.5.1 The Letter T

5.5.2 The letter L

5.5.3 A reverse Letter T

5.5.4 A reverse Letter L

5.6 Team gaiting: to complete the patterns the team will be asked to perform a straight way and back as a team and then to complete a circle as a team returning to the judge.

6. Handling

6.1 Exhibitors will be required to parade their dogs on the left hand side, unless a pattern requires otherwise

6.2 Bring the dog to the judge and stand it to its best advantage.

6.3 Move the dog from and back to the judge as requested.

6.4 To control and exhibit the dog to the best advantage both individually and as a team during the judging.

6.5 Interference/ coaching from outside the ring is totally unacceptable and will be penalized.

7. Awards

7.1 The judge will place their chosen top teams starting 3rd – 1st place

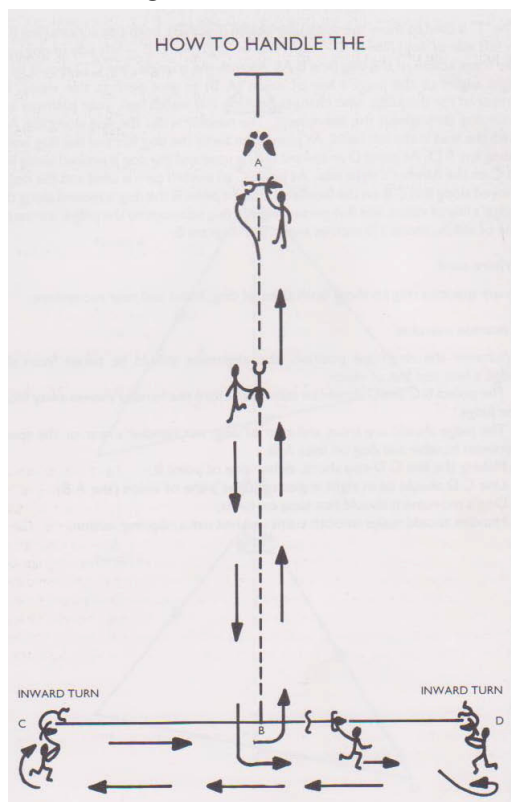
SECTION TWO

Judges guide lines

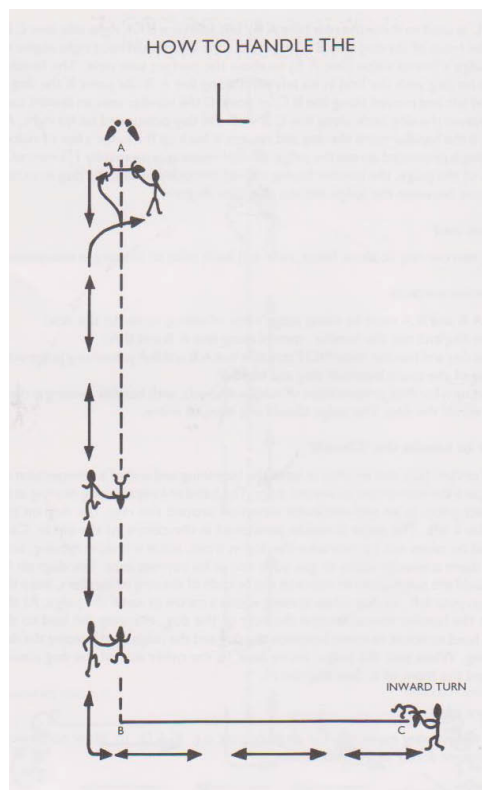
- 1.1 All exhibitors should be treated in the same manner
- 1.2 There should be no need to change the method of judging other than , that which is dictated by the need to accommodate the different breeds
- 1.3 It is advisable to always stand in the same spot when asking exhibitors to perform their patterns – this will of course mean a move for the circle, a judge should aim for total equality for each exhibitor and team: Each team member must perform **one** of the four patterns as detailed below. It is the judges decision as to which pattern each team member is requested to do – each team must complete three of the four patterns
- 1.4 Judges should expect sportsman like behaviour from each individual and team. Judges, stewards, team members and all exhibitors' must be shown respect at all times.
- 1.5 The dress should be tidy and suitable; it should compliment the handler, team and the dog.
- 1.6 To penalize or disadvantage a candidate for their physical appearance is not acceptable.
- 1.7 Judges will be supplied with a copy of the regulations and guidelines prior to judging the competition

SECTION THREE - Patterns

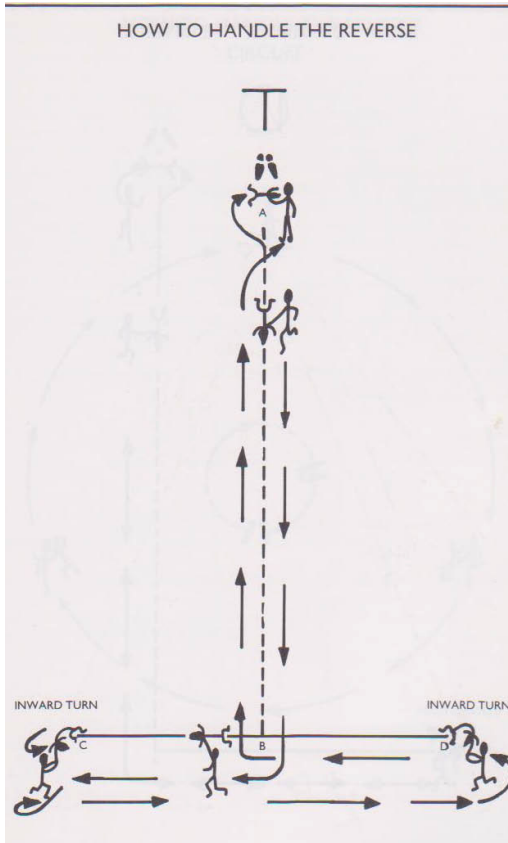
The T



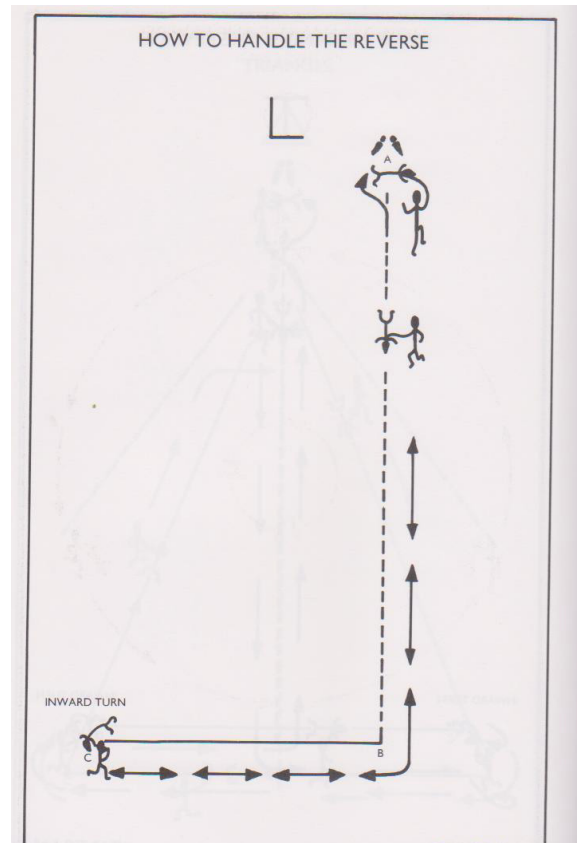
The L



The Reverse T



The Reverse L



How To Handle The T:

The T is used to show the dog's rear action (line A B) , both side actions (line B D – left side of the dog) (line D C – right side of the dog (line C B – left side of the dog) and the front action of the dog (line B A)

Line C D should be at right angles to the judge's line of vision (A B) to give perfect side views.

Be prepared for the judge who changes position and watch him, your path way and your dog through out the movement.

The handler moves the dog along the line A B with the lead in the left hand. At point B he turns the dog left and the dog moves along line B D . At the point D an inward turn is used and the dog is moved along the line D C on the handler's right side. At Point C an inward turn is used and the dog is moved along line C B on the handlers left. At point B the dog is moved along the judges line of vision line B A presenting the dog sideways to the judge, across his line of vision about 1.5 m away.

Common mistakes:

Alignment should be taken from the judge's feet and line of vision

The points B C and D should be selected before the handler moves away from the judge and the line of vision

The judge should see the front and rear of the dog, not the handler's rear or the space between the handler and the dog on line A B

Making line C D too short either side of point B

Line C D should be at right angles to the judge's line of vision (Line A B)

Dog's movement should not stop on turns

Handler should make smooth turns and not use a dipping action

How To Handle The L

The L is used to show the rear (line A B) , left hand side (line B C) right hand side (line C B) and the front of the dog (Line B A) in action.

Line B C should be at right angles to the judge's line of vision (line A B) to show the perfect side view. The handler moves his dog with the lead in the left hand along line A B . The point B the dog is turned left and moved along the line B C , at the point C the handler uses an inward turn and moved the dog back along line C B with the dog positioned on his right. At point B the handler turns the dog and returns it back up the judge's line of vision.

The dog is presented across the judge's line of vision about 1.5 m in front of the judge, having moved smoothly behind the dog so not to come between the judge and dog.

Common Mistakes

Alignment should be taken from the judge's feet and line of vision

Line A B and B A must be along the judge's line of vision never to the side.

The dog and not the handler moves along the line A B and B A .

The dog and handler must not straddle the line A B and B A presenting the judge with a view of space between the dog and handler

The turn for the final presentation should be smooth with the handler moving around the rear of the dog. The judge should not have to move.

Dog's movement should not stop on turns

Handler should make smooth turns and not use a dipping action

How to Handle Reverse Ring Patterns

The judge may ask for any pattern if he wants to see the other side of the dog in action.

All reverse patterns have the dog on the handler's right with the lead in the right hand.

Follow the notes given for each turn but in reverse. All other points and rules still apply

SECTIONS - MARKS OUT OF 5 / SECTION

Team Number

Handler one

Handler two

Handler three

Movement within the Group

Setting up of the Dog

Showing of the teeth/ bite / anatomy question

Patterns e.g. T or L

Ability to show the specific breed

courtesy to officials, inside and outside the ring

Judges own points

Total

Team Total

New Zealand Young Kennel Club

Team Breed Handling Challenge Stakes Competition

ENTRY FORM

YOUR NAME
YOUR NZYKC MEMBERSHIP NUMBER
YOUR AGE & DATE OF BIRTH
HEAT AND DATE THAT YOU QUALIFIED

Names of other two team members :

To be returned to :
C. Trevelyan
235 Supplejack Valley Rd
RD1
Upper Moutere
Nelson 7173

All entries must be received by the 1st September – no late entries will be excepted
All team members must complete an entry form