

Hunting ability test for Vizslas in Hungary “VAV”

General rules

Every moment of the test must be done in one single day.

Every retrieving moment must be judged separately, if the dog refuses to retrieve any time the dog must be disqualified. One refusal of retrieving alone must lead to disqualifying.

The following things are disqualifying a dog:

- if the dog is so disobedient that he disturbs the hunting
- fear of shooting, nervousness, aggressivity
- a dog that chases the wild without coming back on command, disturbing the hunting
- doesn't retrieve the shot game
- chews on the game to retrieve or tries to dig it in the earth, tries to hide it

The dog has passed the test successfully if he gets at least 50% of the points of every moment. The VAV (Vadásztai alkalmassági vizsga = hunting ability test) is a good ground to show how things are on real hunting, therefore one must be extremely hard on the discipline and the dogs' work after the shot.

The demands of the test, how judgement is made

1. Behaviour on shooting stand (the points value is 3 times the points the dog gets)

The dog must sit or lay or stand on the side or in front of the hunter on the shooting stand. He must stay calm when he hears the drive and the shooting, he cannot go after the fallen game to retrieve before command is given. On the test the participants are standing 15-20 meters from one another on the side of their dogs. The drive must be as similar to real hunting as possible. One shot must be given in front of each dog. Any dog who is afraid of the shot, or nervous **must be disqualified from the test.**

Welldone according to the rules: the dog sits, stands or lays at the handler's feet free without leash on and does not leave its place nor when they shoot or drive only when commanded.

2. Going at feet during driving in a line (value of points 3)

Often during hunting the dog doesn't need to search. Then it should follow the handler at the handler's feet, in the same speed as the handler and is not allowed to leave the handler only at command. On the test the judge makes the competitors stand in a line and then start them going together in that line. The dog must go at feet, it can go some meters before or behind though. During the drive the judge or the helping hunter shoots a shot. At the command of the judge the handlers must send their dogs forward in a straight line and then call them back.

Welldone according to the rules: the dog goes by the feet of the handler, following the handler's speed, not leaving the handler unless he is given command and obey when called back.

3. Calling in, calling back, ability of stay put (value of points 6)

The dog must react immediately to the handler's whistle, or voice command during search and get back to the handler. A dog whos disobedience are so serious that it disturbs the hunting **must be disqualified from the test.**

Welldone according to the rules: if the dog at the whistle command stops at once, stands still or comes back to the handler to wait for further commands.

4. Behaviour at shot (value of points 3)

The behaviour of the dog on shot must be judged on every moment there is any shot, but especially important is the behaviour during search. If the dog shows such fear during search when a shot is made that it stops searching, runs away, or don't want to go back to the handler, this dog **must be disqualified from the test.**

Welldone according to the rules: At the shot the dog lays or sits down or stands still and waits for further commands or keeps on searching.

5. *Behaviour when the game flees (Value of points 3)*

The most disturbing thing on hunting is a dog who chases after every game that flees. When the game flees the dog is not allowed to chase it, at the command of the handler the dog must stay and stand still until further command is given, or continue the search or if the dog starts to chase the game the handler must be able to call it back. A dog who chases the game and cannot be called back **must be disqualified from the test.**

Welldone according to the rules: if the dog lays down when the game flees or at least stays still and doesn't chase the game.

6. *Searching on hunting (Value of points 5)*

On a test the dog must search as it suits the area best. If possible the test should be done on a field with 30-40 cm high grass, crops or something like that. Here the judge must check how the searching style of the dog changes according to the changes of the ground: ditches, bushes, etc, so the handler have the easiest way to get a shot.

Welldone according to the rules: The dog's search is always an independent work, it should be driven by the huge lust of wanting to find game, in the dog's movements one can see how it adjusts to the ground and lets the hunter get a good clean shot.

7. *Cooperation with the handler, the ability of being directed (Value of points 4)*

The judge should judge how well the dog cooperates with the handler, if it pays attention to the handler, if it hunts together with the handler not just follows its instincts. During this moment even the ability of being directed must be judged. The dogs that don't retrieve the shot game **must be disqualified from the test.**

Welldone according to the test: if it is clear that the dog cooperates with its handler. The dog is directable during searching and retrieving, its reaction to the handler's commands, signals are clear.

8. *Showing the game, flowing the track (according to the special way of this breed) (Value of points 4)*

This moment must be judged during search. When the dog smells the game during search it should show it with its behaviour and movements. It should sneak slowly on to the game and point it steadily. It's faulty if the dog "runs into the game" and scares it up without signalling it when the wind is good, coming from the game, or if the dog stands still while the game moves away walking.

Welldone according to the rules: if the dog signals the game and to the command of the handler it scares the game up, if the dog follows slowly the walking game and signals it as the breed should do.

9. *Wounded game finding on track (Value of points 6)*

The pheasant should be drawn on the ground 150 meters, making one turn. The start of the track should be marked with some feathers at the end the pheasant must be left in the open, without hiding it. In open area the person who layed the track should come back in a big halfcircle with good wind direction, in covered area (bushes etc) the layer of the track should go some meters further from the pheasant and hide and judge the work of the dog. The pheasant must be drawn in the wind from behind or from the side. The dog must not see when the track is made! Then the judge shows the start of the track, the handler releases the dog or can have the dog on leash 10-15 meters and release it then. The track must be followed by the dog independently, by itself, it must take the found pheasant in its mouth without chewing or tearing it and retrieve it to the handler. A dog that tears the wild, bites it, trys to dig it and hide it or in any other way jeopardize the good result of the hunting **must be disqualified from the test.**

Welldone according to the rules:

- if it leaves the track temporarily but gets back on it without help is not a fault
- if it gets off the track and don't go back on it it can be started two more times
- if the dog doesn't find the game or doesn't retrieve it to the handler the dog failed

10. *Shot game search with scent in the air (Value of points 6)*

On covered but well visible field a hare/rabbit is placed out so that the wind should come from the hare and the dog must find it and retrieve it. The handler may direct the dog but as few commands as possible. A dog that tears the wild, bites it, trys to dig it and hide it or in any other way jeopardize the good result of the hunting **must be disqualified from the test.**

Searching time: 5 minutes.

Welldone according to the rules: the will of the dog to find the game, the nose-work and the retrieving is to be judged.

11. *Shot waterbird's retrieving from deep water (Value of points 4)*

This should be done if possible in a water where there are waterplants but not entirely covering the water, there the dog must by swimmingly find the duck and retrieve it to the handler. The dog is not allowed to see when the duck is thrown in the water, it should search it with air-scent and retrieve it. The handler may direct the dog. If the dog corrects the holding of the duck when coming ashore is not a fault, but if it is tucking, playing, chewing the duck it is faulty.

Searching time: 5 minutes.

Welldone according to the rules: if the dog starts to search at command and hands the duck to the handler.



