

**AWPGA**  
***Korthals Series Competitions***  
***Standards of Performance and Judging Considerations***



**Derby Dog and  
February 2018**

**Gun Dog**

**Purpose and**

**AWPGA Korthals Series Competitions**

**Objectives of**

The goal of the AWPGA Korthals Series Competitions is to identify and aid in the selection of the best dogs for the perpetuation and improvement of the Wirehaired Pointing Griffon breed. These competition level structures are specifically devised to aid in the identification, selection and recognition of the best breed representatives with classification of dogs that hunt in a breed appropriate style effective for the traditional foot hunter. Additional purposes are to provide an opportunity for recreation and fellowship, to foster sportsmanship and to stimulate interest in hunting, training and maintaining the Wirehaired Pointing Griffon as a hunting breed.

**Korthals Series Levels**

There are three (3) levels in the Korthals Series competitions: Derby, Gun Dog and Korthals Cup.

The Derby is for beginning to intermediate level dogs that are 6 to 24 months of age as of the date of the competition. Dogs in the Derby Class should be steady to wing.

Gun Dog is for intermediate level dogs that are six months of age and older as of the date of the competition. Gun Dog level dogs are expected to be steady to wing and shot, and to honor a pointing brace mate.

The Korthals Cup is offered for fully trained and finished gun dogs that are six months of age and older as of the date of the competition.

### **General Entry Requirements**

All competitions are open to purebred Wirehaired Pointing Griffons that are within the specified age limitations on the day of the event and are registered with the American Kennel Club, North American Versatile Hunting Dog Association, Canadian Kennel Club and/or foreign registries whose certified pedigrees are acceptable for American Kennel Club registration. Owners are not required to be a member of AWPGA but members' dogs will be given priority to participate if entries exceed maximum capacity. Entry must be made prior to the deadline. Entry deadlines and fees will be determined by the AWPGA Field Committee. These events are Open Stakes that allow both amateur and professional handlers.

Bitches in heat are eligible to participate in all Korthals Series events. Bitches in heat are run at the end of the running order to attempt to avoid and/or minimize distraction to other dogs. If running in braces, a bitch in heat shall be assigned to run in brace with another female or alternatively braced with a female by dog approved by the Judges. Neutered and spayed dogs are eligible to participate in all Korthals Series events.

### **Drawing**

AWPGA Field Committee or its designated event coordinator will conduct a drawing for the running order and judge assignments before or on the morning of the event.

### **Grounds, Courses and Water Retrieve**

The grounds for the event are of utmost importance. The competition should be held on genuine hunting terrain containing sufficient cover for upland game birds and enough acreage so that dogs can be shown to their full advantage. Ideally the course should have abundant acreage to be able to run dogs without having to double back or cover the same grounds repeatedly.

There are many options for courses:

- Continuous course includes a series of successive courses where the start area for each successive heat shall typically begin at or near where the last heat ended.
- Single course with bird field. Bird field approx. 5-10 acres.
- Single course without bird field.
- Water should be swimming depths with or without light vegetation and large enough for a 50-yard retrieve. Approximately 1-5 acres. The area of the fall and the line of sight to the fall should be such

that the game bird can easily be seen by the dog, and the lane from the dog to the point where the bird lands for the retrieve should be free of any obstructions such as grass, brush, emergent vegetation or heavy growths of underwater vegetation. Ideally, the bank should be firm with a gentle slope into the water.

### **Game**

Liberated upland game birds will be used, which include Quail, Chukar Partridge and Pheasant. Wild game birds may be used in competition pending state regulations, permits, etc. Ducks or upland game birds may be used for water retrieves. Quail should not be used for water retrieves. Bumpers are not preferred but may be used for Derby water retrieves. The AWPGA Field Committee will determine what will be used for retrieves for each event. Its decision will be announced before the event. It is very important that the birds and waterfowl are properly sheltered, fed and watered to ensure the healthiest birds for each event.

### **Judges**

All judges must be approved by the AWPGA Field Committee and must be educated on the AWPGA's Working Standard for the Wirehaired Pointing Griffon ("Working Standard" attached). Every effort will be made to select judges that are already approved NAVHDA, AKC, CKC or FCI judges. Two to three total judges are needed for Derby and Gun Dog events.

**Derby:** One or two judges per dog may be assigned.

**Gun Dog:** Two judges must accompany each brace. Only official gunners may accompany each brace.

### **Scoring**

The judges in their sole discretion shall select a winner and up to three additional placements (2<sup>nd</sup>, 3<sup>rd</sup>, 4<sup>th</sup>).

The judges in their sole discretion may award any dog under judgement in the field segments of the Derby and Gun Dog a PASS when the dog has run a course of significant overall merit and has satisfied the Standard of Performance (see below) for the particular level.

Judges will score each dog's performance in the field with significant emphasis based on the characteristics found in the AWPGA's Working Standard, especially when determining their final placements. The judges may place or award dogs after the first run, or may call back any dog(s) who are in contention for placement or awards that they deem necessary. Judges may withhold any or all placements.

The judges shall announce the complete results of all award classifications made at the competition, and make brief remarks about each dog they place. This may be done in the field, or at a banquet or celebration as determined by the AWPGA Field Committee. Numerical scores shall not be given but the judges shall record their remarks about the winning and placing dogs in written form for later publication. All judges' decisions shall be final.

Dogs that exhibit the following during the competition will be eliminated. The judges' decision shall be final.

- Aggression towards other dogs or people
- Gun shy
- Mutilation of game
- Failure to hunt

The following are some examples of Major Faults, which shall be scored accordingly:

- Missed game
- Refusal to retrieve
- Timid
- Refusal to enter water
- Swims aimlessly, loses interest
- Gets out of hand, including chase of game and intentional flush
- Repeatedly points resolutely without producing game
- Dog intentionally refuses to honor
- Dog insufficiently steady at departing game

The following are some examples of Minor Faults, which shall be scored accordingly:

- Dog is loud in his run
- Excessive loud voice and whistle from the handler
- Excessive cautioning from the handler

## Standards of Performance

### Derby

The Derby is designed for beginning and intermediate level dogs. The rules for the Derby are intended to be less strict than the Gun Dog competition with significant emphasis of judging the Derby dogs against the AWPGA's Working Standard for the Wirehaired Pointing Griffon ("Working Standard" attached). Derby dogs are run solo (individually) for a minimum of 15 minutes and a maximum of 25 minutes in the field. At the beginning of each run a one-minute period of warm up is allowed for each dog. During this initial warm up period, any points acquired are counted, but no faults committed shall be scored. The judges will signal to the handler when the one-minute period has expired.

Derby dogs should show a keen desire and passion to hunt, be bold and independent, have fast yet breed appropriate style of run, demonstrate not only intelligence in seeking objectives but also the ability to find game. Derby dogs should show reasonable obedience to their handler's commands. Derby dogs must establish point and remain **steady to wing**. Steady to wing means remaining steady through the moment in time that the bird is flushed/lifts off the ground. Steadiness and restraint after the bird is flushed and lifts off the ground shall be appreciated in the scoring but a dog in the Derby level is not required to demonstrate steadiness beyond steady to wing in order to receive consideration for placement. Such placements are in the sole discretion of the judges.

Dogs will be judged on the quality and style of pointing, passion to find game, ground coverage (quartering), working scent, nose and basic obedience not solely upon a demonstrated greater amount of steadiness or upon the number of points made on upland game birds. A quiet presentation shall be highly valued and scored.

In the Derby judges should not be so strict in scoring steadiness under the "steady to wing" requirement. A dog in the Derby that breaks its steadiness and chases or advances in the direction which the game bird

flushes after demonstrating that it is steady to wing will remain eligible for a PASS, as determined by the judges, so long as the handler may bring the dog under control within a reasonable amount of time. A dog's lack of experience or training may be considered a demonstration of great passion and not being out of hand. If, however, the dog cannot be brought back under control in a reasonable amount of time, the dog shall be penalized.

In order to receive an award classification of PASS or placement in the Derby, a dog must make at least one point on an upland game bird, and demonstrate the requisite steadiness to wing.

The handler will carry a starter pistol with blank ammunition. The pistol shall be fired following at least one of the dog's points. The pistol is typically fired after each bird pointed is flushed. Acknowledgment by the dog of the shot fired will not be penalized in the scoring. However, a dog demonstrating gun shyness shall be eliminated.

A minimum of two (2) and a maximum of four (4) of the designated game bird(s) should be planted and released on the course anticipated for the running of a single solo heat. Each bird shall be planted separately, randomly and at reasonable intervals and distances apart so that the dogs must search diligently for each bird.

#### **Derby - Water Retrieve**

The object for the water retrieve is to evaluate those Wirehaired Pointing Griffons who exhibit the basic water retrieving ability and qualities desired in a hunting dog.

All Derby dogs will participate (unless major faults in the field led to elimination). They must complete a single marked water retrieve. Derby dogs are expected to retrieve out of the water to within reasonable distance of the handler. Reasonable distance will be in the sole discretion of the judge(s) while keeping in mind they are judging beginner level dogs.

Dead game birds or waterfowl will be utilized for retrieving. For this test organizers should endeavor to provide large game birds or ducks. Bumpers may be used if permission has been given from the AWPGA Field Committee. All game birds/ducks used for retrieves must be as clean and dry as possible.

The Judges will evaluate the enthusiasm and the desire of the dog while making the retrieve without attaching too much importance to the manner or style of entry into the water. A dog that enters the water cautiously but makes a direct retrieve should be evaluated as just as effective as a dog that eagerly leaps into the water. The handler may use encouragement using verbal, hand and/or whistle commands to handle the dog during the test, but must keep them to a minimum.

Judging begins once the handler is at a designated area by the water's edge. Dogs may be restrained gently with a slip-cord looped through the flat buckle collar or held gently by the collar until sent for the retrieve.

On the Judges signal the bird is thrown at an angle to the dog that provides a clear view of the bird, both in the air and on the fall. The fall should be easily marked by the dog and be at least fifteen (15) yards but no more than twenty-five (25) yards distance from the edge of the water. While the thrown bird is in the air an official gunner situated near the bird thrower will fire a gunshot. The handler may send his dog for the retrieve the moment the bird hits the water.

At sight of the thrown bird or after the shot, a dog which breaks free from its handler to make the retrieve will be considered to have demonstrated retrieving passion and may not be penalized as determined by the judge(s).

A dog that refuses to enter the water voluntarily or upon encouragement or command, or which aimlessly bank runs or swims out of control from the handler, and which cannot be brought immediately under control shall not pass.

### **Gun Dog**

The Gun Dog level competitions are designed for intermediate level dogs. Gun Dog is run in braces for a minimum of 30 minutes and a maximum of 45 minutes for each brace run. At the beginning of each run a one-minute period of warm up is allowed for each dog. During this initial warm up period, any points acquired are counted, but no faults committed shall **be scored**. The judges will signal to the handler when the one-minute relaxation period has expired.

Gun Dogs must show a keen desire to hunt, must demonstrate not only intelligence in quartering and in seeking objectives but also in the ability to find game. Gun Dogs must have a fast yet breed appropriate style of run and show a desire to hunt for, and be obedient to its handler's commands. Judges will score each dog's performance in the field with significant emphasis based on the characteristics found in the AWPGA's Working Standard, especially when determining their final placements.

A Gun Dog must establish point and remain **steady to wing and shot**. Steady to wing and shot shall mean maintaining a point and remaining steady when the bird is flushed and throughout the bird's flight until a shot is fired.

Gun Dogs are required to retrieve all shot game to within a few feet of the handler. A handler in Gun Dog shall be permitted to take a couple of steps to reach or receive the bird on the retrieve, but shall not otherwise advance towards the dog as it is delivering the bird in the course of completing the retrieve. A dog that refuses to retrieve shall not Pass.

A Gun Dog must honor (i.e., back) its brace mate's point(s), either spontaneously or on command, and remain steady during the flush, shot and retrieve. Once the honor has been demonstrated the handler may gently collar the honoring dog to prevent interference to the pointing dog. Handlers may caution their dogs on point and on honor. A quiet presentation shall be highly valued and scored.

A dog which creeps or self-relocates towards the game bird after establishing point shall be penalized for a lack of steadiness. However, creeping shall not be confused with the Coulé ("commanded approach"), which is the commanded action of a dog to restore or maintain contact with the scent and game bird and to intelligently endeavor to pin a moving bird. If a Coulé is used to produce the game bird for the flush, the dog should do so unhesitatingly and easily upon command, moving with or slightly ahead of the handler, exclusively at the handler's command, and without losing contact with the upland game bird. A Coulé is acceptable on condition that the approach is effective in producing the bird. If the bird flushes during the Coulé, a Gun Dog shall immediately stop to flush and remain steady until released. The judges must interpret the distinction between creeping/self-relocation and Coulé, which shall be appreciated in the scoring. Nonetheless, intentionally flushing or bumping the game bird shall result in not Passing.

The judges shall take into account the quality and style of the points and working style in evaluating the dog's performance and eligibility for an award. Judges will score each dog's performance in the field with significant emphasis based on the characteristics found in the AWPGA's Working Standard, especially when determining their final placements. The judges shall also consider the passion to hunt and find game, ground

coverage (quartering), working scent, the nose and obedience during the dog's run and not based solely upon a demonstrated greater amount of steadiness or upon the number of points made on upland game birds.

The handler will carry an empty breach shotgun and shall swing on all flushed birds the dog has pointed. Official gunners will accompany each brace and will shoot those birds that are flushed by the pointing dog's handler under direction from the judge.

A minimum of four (4) and a maximum of six (6) of the designated game bird(s) should be planted and released on the course anticipated for the running of braces. Each bird shall be planted separately, randomly and at reasonable intervals and distances apart so that the dogs must search diligently for each bird.

### **Gun Dog - Water Retrieve**

The object for the water retrieve is to evaluate those Wirehaired Pointing Griffons who exhibit water retrieving ability and qualities desired in a hunting dog at the intermediate level of training.

Waterfowl will be utilized for retrieving. Organizers should endeavor to provide ducks, but in the event that ducks are unavailable large game birds may be substituted.

Only Gun Dogs that are in contention for placement, as determined by the judges after the field scores have been tabulated, will participate. Gun Dogs are required to retrieve two single marked retrieves in water of about 20-40 yards from the water's edge. Decoys may be used (4-6) but should be placed away from the natural path of any retrieving dog. Water must be sufficiently deep that the dogs can swim.

Judging begins once the handler is set up at a designated area by the water's edge. The handler shall place the dog by his side either standing or sitting. The dog shall remain steady until sent for the retrieve. Once the handler signals when he is ready, the judge shall signal for the first bird to be thrown at an angle to the dog that provides a clear view of the bird, both in the air and on the fall, and that will fall at least twenty (20) yards and not more than forty (40) yards from the edge of the water. While the thrown bird is in the air, the handler will swing an unloaded shotgun as if shooting the bird. An Official gunner standing near the area of the bird thrower will simultaneously fire a shotgun blank at the peak arch of the thrown bird. The dog must remain steady through the fall of the thrown bird. The handler may send the dog for the retrieve only after the bird hits the water. The handler may use verbal, hand and/or whistle commands to handle the dog during the test, but must keep them to a minimum.

Gun Dogs are expected to retrieve to within a few feet of the handler. A handler in Gun Dog shall be permitted to take a couple steps to reach or receive the bird on the retrieve, but shall not otherwise advance towards the dog as it is delivering the bird in the course of completing the retrieve. A retrieve to hand will be appreciated in the scoring but not required. A dog that refuses to retrieve shall not win but may place as determined by the judges.

After the dog has completed the first retrieve, the same procedure shall follow for the second marked retrieve.

## AMERICAN WIREHAIRD POINTING GRIFFON ASSOCIATION

### The Working Standard for the Wirehaired Pointing Griffon

The working standard of the Wirehaired Pointing Griffon (the WP Griffon) follows from the breed conformation standard to define the specific manner of the WP Griffon in the field.

(a) *Quartering*: In searching for game, the WP Griffon quarters the field or area. The distance of the cast when quartering is not related to the dog's physical conformation, but rather is about the dog's mental state, hunting passion and training. The WP Griffon's cast must extend laterally and may be extensive, but only in so far as the dog remains under the handler's control. The cast varies with the terrain and cover being hunted.

(b) *The Gallop*: The WP Griffon's general running style is a gallop. The body seems to rock slightly back and forth— from front to rear—around the imaginary transverse line running through the WP Griffon's center of gravity, which is estimated to be at stomach level. The gallop should be energetic but also sustained and steady. Avoid gallops that are too vigorous, overly excited or agitated; the dog must maintain self-control. The rocking motion may vary with the nature of the terrain and cover being hunted and is more pronounced when the dog is tired. The correct gallop is a function of the dog's conformation. The WP Griffon's long topline is held taut to favor propulsion. The WP Griffon's well laid-back shoulder and long thigh promote vivacity and the bend of hock provides flexibility. The WP Griffon should have an easy and supple gait.

(c) *Speed*: The WP Griffon's quartering should be fast, lively and sustained. However, the speed should be of the type of continental dogs, meaning that the WP Griffon does not gallop as fast as a pointer or a setter.

(d) *Head Carriage*: The head must be held at least in line with the back. The head is carried slightly forward with the nose slightly tilted downwards, causing the head to make an angle with the neck; this is referred to as the "hammer" head carriage. This head carriage provides the ability to scent at a distance. When a dog catches and is working a scent, the nose is held high.

(e) *Handling Scent*: When it first catches game scent, the WP Griffon lifts its nose; then it will slow down, stop quartering, move into the scent cone, and lift its head in the direction of the game's location. It will advance carefully but decisively, its legs bending progressively, crouching close to the ground. This phase is very stylish.

(f) *Pointing*: The point should always be rigid. The desired posture for the point is a flexed position: the body is low, the head and nose are in line with the back, the body is tense and rigid, the neck is extended, the legs are bent or crouched, and the tail is rigid and motionless. A point achieved from a full run may be a standing point and is called "short" because the scent has not been well worked. A point with the dog lying down is not acceptable, except in the case of a surprised point when the dog catches scent while turning.

(g) *Coulé\**: When the WP Griffon is moving in toward the game after the point is established, the desired motion, or coulé, is catlike. The approach is crouched, nearly creeping, the neck always taut, and

the nose raised. This is the highest expression of the WP Griffon's style. The coul  should not be jerky, nervous or fidgety.

(h) *The Tail:* The tail should remain still and not wag when the WP Griffon is on point. Wagging generally indicates a point on which the birds are not pinned or the birds are not in line with the dog's nose. Movement of the tail is a fault that must be penalized. If the tail is undocked, it must be held still on point and a tail held high or that moves on point must be avoided.

*Note:* Hunt tests and field trials serve to identify the best representatives of the Wirehaired Pointing Griffon (the WP Griffon) and bring them to the attention of breeders who desire to produce quality dogs—those sires and dams who preserve the best characteristics of the breed and the passion to hunt in the inherent style of the breed. When evaluating WP Griffons in a field competition or hunt test, top scores should not be awarded to a dog that has not worked the scent. Surprised or short points are less desirable than flexed points. In addition, top scores should be awarded to only those WP Griffons demonstrating the typical manner and working characteristics of the breed.

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\**Coul * is used in European field trials for continental pointing dogs. It is not common in training, trialing or testing the WP Griffon in the United States. It is the action of approaching the game that the WP Griffon should do without hesitation and smoothly at the command of the handler and always in contact with the game. The movement should be fluid, like a cat stalking its prey. Both the dog and the handler move together, placing pressure on the game until it flushes. The dog must then be steady to flush, wing and shot.





