

CATTLEDOG JUDGING GUIDELINES

General:

- a. The cattledog trials sanctioned by the USBCHA vary in style and format across the nation. Unlike sheepdog trials, which were modeled directly after trials in Britain, no such model or “Rules for Trials” or “Notes for the Guidance of Judges” (as developed by the ISDS) exist in relation to cattledogs. Therefore, these initial Guidelines, deal solely with the first two phases of the gather, have been generated via a collaborative effort of a number of cattledog handlers and judges. They are meant to represent a basic foundation on which to build while serving as a ready reference for both judges and competitors alike. These Guidelines are subject at all times to the judges’ consideration and interpretation of relevant trial circumstances and should not be interpreted as “rules” that must be strictly applied
- b. The object of a Trial Course is to test and challenge the ability of a dog to manage cattle properly under the differing circumstances that may be encountered in everyday ranch work across the nation. The guiding philosophy behind judging a run should, at all times, be related as closely as possible to the practical aspects of real ranch work.
- c. **Gather:** The Gather shall consist of three phases. Phases One and Two will be worth a total of thirty (30) points as outlined in Items 3.A. and 3.B. and will be judged. Phase Three will not be judged, and therefore not a subject of these Guidelines at this time
- d. Phase One - worth a total of twenty (20) points.
The set out crew shall keep the cattle settled as near to the established set-out area as reasonably possible until such a time the dog makes contact and/or causes movement of the cattle.
Difficulty in settling/holding cattle at the established set-out area should be considered a relevant trial condition and judged accordingly.
A dog that works Phase One in the most quiet, calm and efficient manner possible, in consideration of the draw (cattle), shall retain more points than a dog that does not.

Suggested Point Deductions:

Fault Description	Point Deduction
Dog runs too square at the beginning and/or too wide as to be out of contact with the cattle	2-9
Dog is recalled for a resend	5-DQ
Dog takes a redirect while in motion	½-2
Dog stops, or is stopped by the handler, and takes a redirect	2-6
Dog stops, or is stopped by the handler, and fails to take a redirect	4-9
Dog crosses over, without disturbing cattle	10-18
Dog crosses over, disturbing the cattle	12-19
Dog runs straight up the field (minimum 10 points)	10-19
Dog demonstrates lack of enthusiasm, interest, and focus and/or is sticky	5-17
Dog stops short or overruns, adversely affecting the direction of travel of cattle, but then recovers without a redirect	1-5
Dog stops short or overruns, adversely affecting the direction of travel of cattle, requiring a redirect	1-9
Dog detours to holding pens (or elsewhere) requiring minimal commands to get back on task	2-6
Dog detours to holding pens (or elsewhere) requiring excessive commands to get back on task	5-15
Dog goes off course	DQ

e. Phase Two – worth a total of ten (10) points.

A dog that works Phase Two in the most quiet, calm and efficient manner possible, in consideration of the draw (cattle), shall retain more points than a dog that does not.

A dog that makes confident contact with the cattle absent weakness, keeping the cattle grouped and moving, shall retain more points than a dog that does not.

Suggested Point Deductions:

Fault Description	Point Deduction
Dog makes weak contact with cattle	4-9
Dog requires excessive commands	1-9
Dog works in an unnecessarily rough or overly aggressive manner	1-DQ
Dog deliberately drives cattle away from the handler	4-9