

**International Rules of the Main
Breeding Test of the Hungarian Vizsla
World Committee**

July, 2020

I. Objective of the test

(1) The objective of the International Main Breeding Test organized by the MVV (Hungarian Vizsla World Committee) is:

- a) to provide an opportunity for local and international Hungarian vizsla executives at the test to assess the external (breeding) characteristics and field and water (working test) performance of individual dogs;
- b) to inspire breeders to breed on a higher level;
- c) contribute to the presentation of show, breeding characteristics and the high level water and field working skills expected from the Hungarian vizsla to the hunters and vizsla executives.

(2) The examination can fulfil its role only then, if the high level is a basic requirement. That is why only exclusively such dogs can be entered into the test that have met the breeding requirements according to the dog owner's domicile successfully, and based on the domicile of the owner they have at least a basic level hunting ability test or, country specifically a test that substitutes the above. If the owner doesn't live in a FCI member country, he/she is not entitled to apply to the test.

II. Entry criteria

(1) Exclusively such dogs can be entered into the test that :

- a) have an FCI pedigree certificate;
- b) have met the breeding requirements of any FCI member country;
- c) have at least a basic level hunting ability test according to the dog owner's domicile or, country specifically a test that substitutes the above.

(2) The entry criteria shall have to be met at the latest by the closing date for entries, copies of the documents certifying the requirements have to be attached to the entry.

(3) The entry form shall be sent to the MVV until the closing date for entries by the recognized responsible organization responsible for the breeding of Hungarian vizsla of the entrant's country. If the given country doesn't have an organisation responsible for the breeding of Hungarian vizsla recognized by the FCI, it is possible to enter into the test as an individual entrant.

(4) If, due to the organizer's hosting capacity it is deemed necessary, the number of participants can be limited, which will be decided by the organizer of the test and announced when the Call for Entries is made public.

(5) The Main Breeding Test has a fixed time schedule. In every case it starts with a show judgement, followed by a performance judgement. The order of the field and water

work can be changed.

Those individuals that in certain parts of the test don't reach the results required as a minimum, cannot participate in the subsequent parts of the test.

III. Organization of the test

(1) The test is held in the autumn, in September or in the first half of October.

(2) The organizing body shall appoint an area for the test which is rich in games and meets all the expectations required for the completion of the test.

(3) With the approval of the MVV, in Hungary the president of MEOESZ VTBT, abroad the organizing body shall appoint the lead judge of the test. The clubs of the participating countries can delegate for each country 2 vizsla performance judges with especially great experience and an FCI qualification, and 2 show judges with FCI qualifications. With the approval of the MVV, in Hungary the president of MEOESZ VTBT, abroad the organizing body shall make the final decision about the actual selection of the judges who will participate at the test as performance and show judges.

(4) The MVV test consists of three parts. On the first day of the event the show test, on the second day the working test will be executed:

1. Show judgement;
2. Judgement of the work in the field and in the water;
3. Comparing the best of the groups in the field work.

IV. Schedule of the test

Show judgement

(1) The introduction in the ring takes place in line with the valid FCI standard description on the highest level and meets the actual show requirements.

(2) The judgements take place for varieties and sexes, separately for short haired and wire haired Hungarian vizsla, and separately for male and female individuals. The evaluation is carried out in each ring by 3 show judges each, having FCI qualifications. The evaluated individuals can get the following grading, nominating one winner for each ring, and with the barrage the most beautiful short haired / wire haired Hungarian vizsla as well as its opposite sex will be announced.

- poor
- fair
- good
- very good
- excellent

(3) The dogs that don't get very good qualification as the minimum on the day of the test, cannot participate in the other parts of the test.

Working test

Requirements

- (1) Dogs participating in the test shall be divided into groups of 3, maximum 6 individuals.
- (2) To each group 3 performance judges shall be designated, who evaluate every test task.
- (2) The test tasks are evaluated by scoring , with a category weighting attached, and the multiplication of these will make up the total scores of the category. (See the Evaluation form SPECIMEN)
- (3) The MVV Working test includes the weighted categories as below:

Test tasks

Field work

- Use of nose, nose performance
- Searching mode
- Pointing, marking the game, manners behind the game, relocating
- Behaviour for rising / running away of the game and shooting
- Obedience in the field, willingness to be handled
- Searching for game birds with free search and bringing it from an area covered with vegetation

Water work

- Deep water search and independent search in the reed
- Bringing the shot duck from deep water

Evaluation rules

Field work

a) General provisions

(1) In the field work for each dog at least two chances shall be provided for searching for the game in the field, with a minimum of 10 minutes duration each. It is the duty of the judges to provide each dog more than one chance to contact the game and to eliminate the possible failures and execute the precise implementation of the judgement.

(2) Those dogs that don't reach the minimum required scores for any of the tasks won't be allowed to continue the exam.

b) Details of the tasks

1. Use of nose, nose performance
2. Searching mode
3. Pointing, marking the game, manner behind the game, relocating

1. Use of nose, nose performance (6)

The nose performance of the dog shall be evaluated all through the field work. At the judgement the following shall be taken into consideration: from how far does the dog smell the game, how does the dog take advantage of the wind, the direction for the search, the terrain conditions, the wind force, the humidity and the temperature of the air, the type of the game, and the confidence in the signals. Missing the rabbit doesn't mean that the dog's nose is definitely bad.

Here the distance from where the dog points the game won't be taken into consideration (rather, from how far the dog marks). However, it should be taken into consideration how the dog reacts to the scent of game, where it doesn't see the game flee.

Good nose use is manifested when the vizsla always turns to the wind, directs its head to where the wind blows from, matches its pace to the nose performance and to the terrain conditions. The vizsla with its head higher up during searching has always a better nose than the vizsla that is constantly sniffing the ground and tracking.

Judging the nose requires a thorough observation, knowledge and experience.

Faults:

Signalling the game to small distances with good wind.

Missing the game, or, running into the game.

Stable standing on the scent of game, track and at the trace of the game, etc.

Constant sniffing on the ground, tracking, low head posture

2. Searching mode (5)

The properly executed, fast, planned, purposeful and persisting search with even pace is a requirement, possibly with the nose high up in gallop. The search must always reflect the passion for hunt and the desire to find the game. There should be no territory left unsearched, the turns should be matched to the wind. Depending on the ideal territory there should be a 100 – 140 meter search width, 20-50 meters in front of the holder. A component of the search mode is the harmonic movement and the head posture typical for the breed.

The search duration for each dog should be at least 10 minutes, however, in order to make a verified judgement, judges can extend it by a couple of minutes.

Mistakes: Deviation from the above is considered to be a fault.

Unplanned search

Only headwind search (forward), too small search width.

Too much attachment to the holder or lack of relationship

Slow movements

Search without use of nose and desire to find the game .

Disturbing the other dog or sticking to it, or, the holders make their dogs work on too big distances from one another.

3. Signalling the game, manners behind the game, relocating (4)

During the search the dog must signal the detected game in a self-confident and unambiguous way.

After signalling, depending on the situation and the behaviour of the game the dog should immediately point the game or, with a movement slowing down should locate and then firmly relocate the game.

After pointing, if the game is running in front of the dog, it must locate the game, so that the holder could follow. When relocating, the dog should always work in front of the holder, independently, expressively, resolutely, it should always stay in contact with the game, therefore tracking is only acceptable if the game is fleeing with backwind.

It should be assessed positively if the dog gets before the fleeing game and locates it with pointing.

The holder of the dog mustn't come before the dog or search the game, mustn't move between the dog and the game, unless the judge instructs him/her to chase the hiding game. For relocation it is allowed to encourage or to calm by voice signal.

When behind the game or relocating, the holder is not allowed to touch the dog.

Faults:

- too quick locating, relocating
- agitating the game without instructions
- lack of relocation
- if it can't find the game

4. Pointing the game (5)

While searching, the dog should point the game peacefully, safely as it is typical for the breed, till the game rises or runs away.

The dog should signal the trace of game with short pointing only. If the game is proven to have been missed out twice (or not pointed) or, the game is once consciously agitated, that should get 0 score, which means exclusion from the test.

Faults

- short or not safe pointing
- the bird is risen before time
- empty point
- pointing by the order
- denying the game (the dog doesn't point, turns away and walks away from the found game)

Obedience

1. Behaviour for rising or running away, behaviour for shooting
2. Obedience in the field and willingness to be handled

1. Behaviour for rising or running away (3)

The dog should behave peacefully and stay on the spot when the handler rises the bird or makes a fur game run away. Every instruction is a fault, which reduces the score.

Faults:

- jumping or chasing the birds flying off
- catching healthy birds
- if the dog chases a fur game, but stops it by the order from the handler, it can get 3 scores at the most

twice chasing the birds flying off, once chasing the game, and catching the live game gets 0 score.

Behaviour at shooting (3)

At the test we don't shoot at the game. After the shoot the dog should behave calmly, and stay on the spot.

The task is over when the handler puts a leash on the dog by the instruction of the judge.

Obedience in the field (3)

This task has to be evaluated in the course of the full field search. The dog should react immediately by hand /voice signals and carry out the order of its handler. If the order has to be repeated that will reduce the scores.

The willingness to be handled is the precondition of the cooperation between the handler and the vizsla. This will be counted in the obedience scoring. Willingness to be handled expresses the manageability of the vizsla, the permanent connection with the handler, and the permanent readiness to execute the orders of the handler. Obedience is the expression of good training, and a prerequisite of the usability of the dog in the hunt. When establishing the scoring, the performance at "Behaviour at rising /running away" and "Behaviour at shooting" shall be taken into consideration.

Retrieving

Searching the shot game with free search, unconditional retrieving (4)

Duration: 15 minutes

The essence of free search and unconditional retrieving is that the dog should pick the cold game (or bird) anywhere without orders and take it to its holder.

This exercise can be carried out on an area covered by vegetation.

The holder sends the dog from at least 50 steps, from a place designated by the judges to search in the field without retrieving order. When the dog gets close to the shot game the holder is not allowed to give any more orders. Should the holder give an order for retrieving, the dog gets 1 score. If the dog doesn't pick it when finding the game, 0 score will be given.

4 scores will be given to the dog if it carries out the task with the speed that is expected under the given circumstances. It is a fault if the dog has to be directed and encouraged too much.

Retrieving the shot game (3)

The dog must pick up the game and should carry it directly to its holder on the shortest possible way and keep it in its mouth while sitting in front of the holder while the holder takes it away by stepping closer by maximum half a step, within half a meter in a semicircle. If the dog doesn't sit down when handing over the game, it will get score 3. If the dog drops the game in front of its holder, a better score than 2 cannot be given. If the dog sits outside one meter, that cannot be considered as a hand over, so maximum 1 score can be given for it. Any order reduces the grade by 1 score.

What should be evaluated: picking up the game, keeping, giving and holding. If the dog drops it in order to correct the grip of the game and continues the work without lifting its head, with no order, it is not a fault.

If the dog drops the game and doesn't continue retrieving despite the order, 0 score should be given because the game won't be retrieved.

Mistakes: hard grip, when the game is injured, or dropping the game several times, squeezing it, an insecure grip, or when it takes too long for the dog to pick the game.

Work in the water

a) Deep water search, independent search in the reed

(1) The dog shall be sent out for search to the water with dense cover and a designated area with free water surface. The dog must search independently the reed and the open surface designated by the judges. At this part of the test it is important that the dog shows its passion for work in the water, use of nose, conscious search style and perseverance.

(2) The holder from the shore can direct the dog in the water with a whistle and by arm signals, however, permanent direction will reduce the scores. If the dog comes out of the water, it should go back if instructed by its holder and continue the search.

(3) if the dog finds a duck and chases it out from the area with dense cover while keeping an eye on it, a previously appointed and authorized person should shoot the duck if this doesn't make other people unsafe.

(4) The dog should retrieve the shot duck from the water without any order.

(5) The dog that finds the shot game but doesn't pick it up without special order, cannot carry out the test.

(6) Even if the dog cannot chase out the duck, or the duck cannot be shot, the judges

have to evaluate the work of the dog.

(7) If the dog did not have the chance to fetch the duck that was shot right in front, a shot duck should be thrown into the water far away in the open water and the dog should retrieve it. While the dog is swimming in the open water a shot must be fired on the water to the direction of the duck.

(8) If the vizsla finds a duck during the search but doesn't follow it and turns away from it, a maximum of 2 scores can be given.

b) Deep water search, independent search in the reed and evaluation of retrieving the shot duck from deep water

Duration: 10 minutes

The essence of the task is to make sure that the dog searches the designated area so that the hunter could shoot the game that is chased and running away.

By the order of the holder the dog should willingly search the reed in proper width and depth (including the reedy parts in deep water) with a methodical search. The dog should work independently but stay in touch with its holder. Vitalizing the dog or a quiet guidance is not a fault. The holder can follow the work of the dog at the edge of the reed. If the dog comes out of the reed it should turn back immediately by the order of the handler.

For each dog a special reed section should be provided.

Faults:

- work lacking self reliance,
- too frequent or too loud encouragement,
- if the dog gets out of hand and doesn't keep contact with the holder
- if doesn't search through the available area.

Deep water retrieving

The judge throws away the wild duck 15-20 meters in to the water. The dog can see how the duck is thrown into the water. While the dog is swimming in the water towards the duck, a shot must be fired next to the duck. The dog must retrieve the duck and hand it over correctly.

If the dog turns back at the shot and, despite the holder's order fails to go back again to the duck and comes out of the water, the dog shall be excluded from the test.

If the independent search in the reed ends up by retrieving, the average of the two

retrieves will make up the final scoring.

Presentation of the dogs with the best test result - Barrage

(1) At the end of the test the judges select from each group the dogs that got the most scores and compare them in barrage (field search in pairs). In the case of equal scores the judges decide which dogs will be sent to barrage.

For their results achieved in barrage, the dogs will get a written assessment, which doesn't change their scores received in the test.

(2) For this task an area rich in games should be selected, so the dogs can present their work in the field, that includes seconding and joint work.

JUDGEMENT FORM SAMPLE

Judgement form:

Value Clas I. II. III.

1.	Task	Num ber	for the prize		
			4	3	2
	Use of nose, nose performance	6			
				
2.	Searching mode	5	4	3	2
3.	Marking the game, manners behind the game, relocating	4	3	2	1
4.	Pointing	5	4	3	2
5.	Behaviour at rising/running away	3	3	2	1
6.	Behaviour at shooting	3	3	2	1
7.	Obedience in the field	3	3	2	1
8.	Searching the game with free search	4	3	2	1
	(unconditional retrieving)				
	Field work altogether:		115	82	49
9.	Independent search in the reed	6	4	3	2
10.	Retrieving the duck from deep water	3	3	2	1
11.	Manageability, obedience in the water	3	3	2	1
	Work in the water together :		42	30	18
	ALTOGETHER:		157	112	67

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