



Guidelines for Show Handlers and Judges.

1. General Information.

1.1. Show Handlers.

1.1.1. In the guidelines mentioned further on a brief specification to guide the Show Handlers on what shall be judged.

1.1.2. The Show Handlers should know these guidelines thoroughly so he can bring them in practise to get good results at Show Handling Competitions.

1.2. Judges.

1.2.1. The Judges should know all aspects of these guidelines.

1.2.2. For the Judges these guidelines must be basic guide on how will be judged and his judgement should only be based on these guidelines.

1.2.3. The Judge has to give points which should be entered in the judge book by each part so that each Show Handler Competitor has a judgement.

2. Answering the questions of the Judge.

2.1. Give the correct answers to the questions asked by the Judge.

3. General position in the ring.

3.1. The Show Handler should not drop things in the ring.

3.2. It is not allowed to have the dog do his thing in the ring.

4. Double Handling.

4.1. Double Handling is forbidden.

4.2. Not using disturbing elements (in or out the ring).

5. Clothing.

5.1. Matched colours without outstanding figures.

5.2. Clean and neat.

5.3. No distracting close.

6. Show lead.

6.1. Colour.

6.1.1. The Show lead must be adapted to the dog.

6.2. Length.

6.2.1. As short as possible.

6.3. Material.

6.3.1. As thin as possible.

7. Show lead control.

7.1. Show lead position in the hand-not still adjusting and over the index finger.

7.2. Wrist action and strength of arm to guide the dog.

7.3. The arm position should be correct to keep dog from the legs.

7.4. Position of the free arm to get a balance.

7.5. Tension on the Show lead, enough to correct the dog. Not too loose and not too tight.

8. Voice Control.

8.1. Only effective commands be given to the Dog.

8.2. Commands must be given before the action and not afterwards.



- 8.3. Commands not too loud to disturb or entertain other people.
- 8.4. Keep silence when needed.

9. Movement.

- 9.1. The movement of the dog and the step of the Show Handler must be in harmony.
- 9.2. The dog must not gait in front or behind the Show Handler but beside the handler.
- 9.3. The dog must not be overshadowed.
- 9.4. The dog may not lean on to the Show Handler.
- 9.5. The Show Handler should not lean over the dog.
- 9.6. Reaction on a faster or slower Show Handler in front of you.
- 9.7. Reaction on a Show Handler who has stopped.

10. Showing the Bite.

- 10.1. The three sides should be presented to the Judge.(right side, front, left side.)
- 10.2. Position of the hand and fingers. Hand and fingers should not cover up the teeth.
- 10.3. The dog not to close. The Show Handlers head should not disturb de sight of the Judge.
- 10.4. The dogs head should be tilted towards the Judge's eyes and not his knees.

11. Shadowing.

- 11.1. The Show Handler should not block the view on the line of dogs when the Judge moves.
- 11.2. The Show Handler should use four basic positions.
- 11.3. From kneeling position, smooth movement with straight back.
- 11.4. From standing position, smooth movement with only a few steps as possible.
- 11.5. The Show Handler should not block the view of the Judge on the Line Up.
- 11.6. Smooth Show lead changes.
- 11.7. Show lead- and voice control.

12. Position of the Dog.

- 12.1. By the line-up.
 - 12.1.1. Dog stacked in balance.
 - 12.1.2. Stacked sideways.
 - 12.1.3. Head in right hand.
 - 12.1.4. First dog not too close to the fence, corner or table in the ring.
 - 12.1.5. Not too close to the Show Handler/Dog in front of you.
 - 12.1.6. Not in front or behind the line-up of the other dogs. (Only when the dog in front is badly lined-up.)
 - 12.1.7. Dog not too close, Show Handler straight back.
 - 12.1.8. Dog should always be between the Judge and the Show Handler. (Golden Rule).
 - 12.1.9. The dog should stand 'at ease' & 'standing easy'. The Show Handler must know the difference and be alert and should immediately response to the judges glance.
 - 12.1.10. If there is not enough space in front, line-up moves backwards or if he's blocked up from behind, drop back from the line-up and move to the rear. Always with permission of the steward. (Never pas in front of the line-up.)
 - 12.1.11. For the finals all Show Handlers enter the ring in order of number.



12.2. By the table (up the table for small dogs, for big dogs minimum two meters in front of the table.)

12.2.1. The dog must be stacked in balance.

12.2.2. Head of the dog in right hand.

12.2.3. Front feet should be placed on the edge of the table closer to the front than to the back. (Only for small breeds.)

12.2.4. The Show Handler not too close on the dog.

12.2.5. Dog always between Judge and Show Handler. (Golden Rule)

12.2.6. The dog must stand easy and not at ease. The Show Handler should be alert to response immediately to the judges glance.

12.2.7. If the judge is with his/her back to you pass on the right side of the judge to start your pattern.

12.2.8. Be ready when you arrive on the side of the Judge to start your pattern.

12.2.9. A polite and clear 'thank you' should be used on completion of the table/floor work.

- **Don't penalise the Show Handler when the dog suddenly decides to move, when the Show Handler directly and smoothly corrects the dog.**

13. The Three Ring Turns.

13.1. Inward turn. Used by 'T' and 'L'.

13.2. Show turn. Used in the 'straight up and down', the 'triangle', the 'T' and the 'L'.

13.3. About turn. Used to join patterns together in front of the Judge.

- **How good the turns are executed without disturbing the dog and without using the free hand to Show lead the dog.**

14. The five patterns.

14.1. Straight Up and Down.

14.1.1. Straight line up. (Distance depends on size of dog.) The feet of the Judge point out the direction of the pattern.

14.1.2. Straight line by return.

14.1.3. Movement, Show lead- and voice control.

14.1.4. Presentation.

14.1.4.1. Distance from Judge. (\pm Two meters).

14.1.4.2. Straight line.

14.1.4.3. Smooth control by turn to presentation position.

14.1.4.4. Smooth position, head of dog in the right hand.

14.1.4.5. Don't overshadow the dog.

14.1.4.6. Show lead- and voice control.

14.2. The 'Triangle'.

14.2.1. Straight line up. The feet of the Judge point out the direction of the pattern.

14.2.2. Straight line sideways.

14.2.3. Straight line by return.

14.2.4. Movement, Show lead- and voice control.

14.2.5. Accuracy by turns, Show lead- and voice control. Don't round off the corners of the Triangle.

14.2.6. Each side of the Triangle must be equal.

14.2.7. Presentation.



- 14.2.7.1. Distance from the Judge. (\pm Two meters)
- 14.2.7.2. Straight line.
- 14.2.7.3. Smooth control by turn to presentation position.
- 14.2.7.4. Smooth position, head of dog in the right hand.
- 14.2.7.5. Don't overshadow the dog.
- 14.2.7.6. Show lead- and voice control.

14.3. De 'T'.

- 14.3.1. Straight line up. The feet of the Judge point out the direction of the pattern.
- 14.3.2. Straight line sideways. The side way lines should be equal.
- 14.3.3. Straight line by return.
- 14.3.4. Movement, Show lead- and voice control.
- 14.3.5. Accuracy by turns, Show lead- and voice control.
- 14.3.6. Presentation.

- 14.3.6.1. Distance from the Judge. (\pm Two meters)
- 14.3.6.2. Straight line
- 14.3.6.3. Smooth control by turn to presentation position.
- 14.3.6.4. Smooth position, head of dog in the right hand.
- 14.3.6.5. Don't overshadow the dog.
- 14.3.6.6. Show lead- and voice control.

14.4. The 'L'.

- 14.4.1. Straight line up. The feet of the Judge point out the direction of the pattern.
- 14.4.2. Straight line sideways. The side way lines should be equal.
- 14.4.3. Straight line by return.
- 14.4.4. Movement, Show lead- and voice control.
- 14.4.5. Accuracy by turns, Show lead- and voice control.
- 14.4.6. Presentation.

- 14.4.6.1. Distance from the Judge. (\pm Two meters)
- 14.4.6.2. Straight line.
- 14.4.6.3. Smooth control by turn to presentation position, the Show Handler moves behind the dog whilst the head of the dog is led to the right.
- 14.4.6.4. Smooth position, head of dog in the right hand.
- 14.4.6.5. Don't overshadow the dog.
- 14.4.6.6. Show lead- and voice control.

14.5. The Circuit.

- 14.5.1. Has to be nice round.
- 14.5.2. Movement, Show lead- and voice control.
- 14.5.3. Presentation.
 - 14.5.3.1. Distance from the Judge. (\pm Two meters)
 - 14.5.3.2. Straight line.
 - 14.5.3.3. Smooth control by turn to presentation position.
 - 14.5.3.4. Smooth position, head of dog in the right hand.
 - 14.5.3.5. Don't overshadow the dog.
 - 14.5.3.6. Show lead- and voice control.

15. Reversed Patterns.

- **It means generally, the Show lead in the right hand.**

- 15.1. Straight up and down.



- 15.1.1. Straight line up. (Distance depends on size of dog.) The feet of the Judge point out the direction of the pattern.
- 15.1.2. Straight line by return.
- 15.1.3. Movement, Show lead- and voice control.
- 15.1.4. Presentation.
 - 15.1.4.1. Distance from Judge. (\pm Two meters).
 - 15.1.4.2. Straight line.
 - 15.1.4.3. Smooth control by turn to presentation position.
 - 15.1.4.4. Handler moves behind the dog whilst the dog's head is led to the right.
 - 15.1.4.5. Smooth position, head of dog in the right hand.
 - 15.1.4.6. Don't overshadow the dog.
 - 15.1.4.7. Show lead- and voice control.
- 15.2. The Triangle.
 - 15.2.1. Straight line up. The feet of the Judge point out the direction of the pattern.
 - 15.2.2. Straight line sideways.
 - 15.2.3. Straight line by return.
 - 15.2.4. Movement, Show lead- and voice control.
 - 15.2.5. Accuracy by turns, Show lead- and voice control. Don't round off the corners of the Triangle.
 - 15.2.6. Each side of the Triangle must be equal.
 - 15.2.7. Presentation.
 - 15.2.7.1. Distance from the Judge. (\pm Two meters)
 - 15.2.7.2. Straight line.
 - 15.2.7.3. Smooth control by turn to presentation position.
 - 15.2.7.4. Smooth position, head of dog in the right hand.
 - 15.2.7.5. Don't overshadow the dog.
 - 15.2.7.6. Show lead- and voice control.
- 15.3. De 'T'.
 - 15.3.1. Straight line up. The feet of the Judge point out the direction of the pattern.
 - 15.3.2. Straight line sideways. The side way lines should be equal.
 - 15.3.3. Straight line by return.
 - 15.3.4. Movement, Show lead- and voice control.
 - 15.3.5. Accuracy by turns, Show lead- and voice control.
 - 15.3.6. Presentation.
 - 15.3.6.1. Distance from the Judge. (\pm Two meters)
 - 15.3.6.2. Straight line.
 - 15.3.6.3. Smooth position, head of dog in the right hand.
 - 15.3.6.4. Smooth control by turn to presentation position.
 - 15.3.6.5. Don't overshadow the dog.
 - 15.3.6.6. Show lead- and voice control.
- 15.4. The 'L'.
 - 15.4.1. Straight line up. The feet of the Judge point out the direction of the pattern.
 - 15.4.2. Straight line sideways. The side way lines should be equal.
 - 15.4.3. Straight line by return.
 - 15.4.4. Movement, Show lead- and voice control.
 - 15.4.5. Accuracy by turns, Show lead- and voice control.



15.4.6. Presentation.

15.4.6.1. Distance from the Judge. (\pm Two meters)

15.4.6.2. Straight line.

15.4.6.3. Smooth position, head of dog in the right hand.

15.4.6.4. Smooth control by turn to presentation position, the Show Handler moves behind the dog whilst the head of the dog is led to the right.

15.4.6.5. Don't overshadow the dog.

15.4.6.6. Show lead- and voice control.

16. The Judge moves during the Patterns.

16.1. At any moment during the patterns the Judge can move, keep the Golden Rule in mind.

- **When a Judge sets only a little step aside or turns about his/her place the Show Handler has to go straight to the judge instead of going to the starting point. The Show Handler must not be punished when there are doubts of 'no mans land'. The presentation must be carried out as mentioned above.**

17. With two up and down. Judge doesn't move.

17.1. Moving up and coming back.

17.1.1. Show lead changes.

17.1.2. Turns.

17.1.3. Show lead- and voice control.

17.1.4. Polite to each other ("Ready").

17.1.5. Straight line and dogs between the Show Handlers.

17.1.6. Presentation. (Distance between each other and the judge, line-up etc...)

17.1.7. Reaction on wrong line-up to other Show Handler.

17.1.8. Reaction on wrong presentation of other Show Handler.

17.2. With two twice up and down. Judge doesn't move.

17.2.1. Immediately turn in fronts of the Judge.

17.2.2. Show lead changes.

17.2.3. Turns.

17.2.4. Show lead- and voice control, timing.

17.2.5. Polite to each other ("Ready");

17.2.6. Straight line and dogs between the Show Handlers.

17.2.7. Presentation. (Distance between each other and the judge, line-up etc...)

17.2.8. Reaction on wrong line of the other Show Handler.

17.2.9. Reaction on wrong presentation of the other Show Handler.

- **Change places for a rerun.**

17.3. Judge moves during first or second action.

17.3.1. Change position compared other Show Handler.

17.3.2. Change position compared the Judge.

17.3.3. The Show Handler who moves closed to the Judge has to close-in at the back.

17.3.4. Timing of the position change.

17.3.5. Show lead changes.

17.3.6. + all basic skills as mentioned above.



- **The Show Handler must finish what was asked at the place where it was asked. Afterwards he/she goes to the Judge to finish his presentation. Don't follow the judge around the ring, de judge moves to view a better picture, never disturb this.**

18. Joining of the five patterns. (Maximum two patterns after each other.)

- 18.1. Accuracy of the patterns as described above.
- 18.2. Smooth turns by joining of patterns.
- 18.3. Smooth Show lead changes by joining of patterns.
- 18.4. Distance of turns in front of the Judge.
- 18.5. Golden Rule.
- 18.6. No stops or breaks, the Show Handler must know what to do before starting.