

HPF Rules and guide lines for field trials

General Rules

- 1) All dogs are to be kenneled until it is their turn to run.
- 2) All dogs are to be leashed until brought to the starting line.
- 3) Birds are to be hidden from sight while others are being flown.
- 4) Only the contestant, a dog handler and the judges will be in the field during a trial.
- 5) No meat, carcasses or lures will be in plain view while a trial is underway.
- 6) Bird, dog, and falconer will be secluded from sight of the bird field while birds are being placed.
- 7) All trials shall consist of one Falconer, one raptor and one dog. No exceptions.
- 8) All telemetry shall be turned off except the contestant's while a trial is under way.
- 9) Transition alley and the bird field shall be clearly marked with orange flags.
- 10) Each contestant shall be given two birds appropriate to their Raptor. They shall be placed randomly in the bird field by persons designated by the trial director. Said individuals shall wear gloves to limit scent contamination.
- 11) Game birds shall be placed using the head and wing method only.
- 12) 10 minutes shall pass from placement of the game birds to the falconer being brought to the starting line.
- 13) All birds shall be hooded and dogs leashed when brought to the starting line.
- 14) Any contestant that wishes to participate but has no trained bird dog may select lots from a hat for a dog. No dog shall be run more than twice in one day.
- 15) All teams must be declared and squaded before the trial begins.
- 16) Dogs shall be loosed no more than 10 minutes after the falcon.
- 17) Each trial shall have a time limit of 35 minutes from start to finish.

- 18) When tracking a wayward hawk the falconer must take either an assistant with a cell phone or a phone himself to inform the trial coordinator when the bird is safely in hand or too far away to affect the next flight.

Judging criteria and point system

Falcons

- 1) Pitch..... 10pts
- 2) Position..... 10pts
- 3) Stoop..... 10pts
- 4) Capture..... 10pts
- 5) Handling off game or lure 10pts

Pitch: Ideal 1000 feet, deduct 1pt for each 100 ft. below 1000 feet at flush. This to be determined by an altimeter reading at the end of the flight.

Position: Ideal directly overhead. Deduct 1pt for each quarter mile off; based on subjective interpretation by the judge.

Stoop: Ideal vertical tear drop. Deduct 1pt up to a maximum of 5 pts for each 5 degrees off; based on subjective interpretation by the judge.

Capture: Ideal contact is a strike. Deduct 1 pt for binding. Deduct 5pts if struck and lost. Deduct 10pts if not caught.

Handling: Ideal - steps to fist, eats and accepts the hood, no bates or attempt to carry. Deduct 10pts if game is carried, deduct 5pts if bird leaves quarry and flies off. Deduct 5pts if bird attacks people or dogs. Deduct 2pts if bird bates off when being hooded.

In case of a tie the shortest time from cast off to capture wins

Dogs

- 1) Staunchness..... 10pts
- 2) Ranging..... 10pts
- 3) Obedience..... 10pts
- 4) Control..... 10pts
- 5) Nose..... 10pts for shortest time period. Points to decrease as time period lengthens

Staunchness: Ideal - lock on point and hold until the bird is flushed regardless of time. Deduct 2pts if point is broken. Deduct 1pt for flagging. Deduct 10pts for blinking. Deduct 10pts if bird is busted.

Ranging: Ideal - dog stays inbounds but farther away than 20 yards from the hunter. Deduct 1pt to a maximum of 5 for each out of bounds. Deduct 2pts for boot polishing. Deduct 10pts for running off.

Obedience: Ideal dog will follow every command the first time. Deduct 1pt up to a maximum of 5 for each redundant command. Deduct 5pts if handler relents on the command before the dog has followed it.

Control: Ideal dog stays to the front of the hunter and courses from side to side. Does not interfere with the hawk. Deduct 1pt for crossing behind. Deduct 5pts for not leading the hunter. Deduct 10pts for interference with the hawk.

Nose: Ideal dog will find and point a bird in the shortest time period. Deduct 10pts if the quarry is flushed (non wild)

Hawks

- 1) Readiness on the fist (or position if hawk is soaring)... 10 pts
- 2) Pursuit.....10 pts
- 3) Distance flush to catch.....10 pts
- 4) Capture.....10 pts
- 5) Handling off game or lure... 10 pts

Readiness: Hawk rides the fist without undue bating and is expectant and eager for the flush. Deduct 1 point for each bate that is not due to bird attempting to chase something it perceives as quarry.

Pursuit: Ideal; fast vigorous wing beats with determination. Deduct 5pts for following not pursuing. Deduct 10pts if the hawk gives up.

Distance shall be measured from flush to catch, then calculated using the following formula. Redtail divide by 3, Harris divide by 2, Accipiter divide by 1. Shortest distance 10pts. Longer distance receives progressively less points.

Capture: Bird pulls quarry to the ground and subdues it without releasing. Deduct 5pts if quarry is bound to then released. Deduct 10pts if the quarry is not touched.

Handling off game or lure: Ideal - steps to fist, eats and accepts the hood, no bates or attempt to carry. Deduct 10pts if game is carried, deduct 5pts if bird leaves quarry and flies off. Deduct 5pts if bird attacks people or dogs. Deduct 2pts if bird bates off when being hooded.