

## Stewarding

Ideally, every competitor should work ***exactly the same round***, so try to find some markers for turns, halts etc. It may surprise you how many different speeds of walking there are, but try not to walk people right up to the ring ropes!

Remember to speak quite loudly – not only are some competitors nervous/deaf/stupid(!), but the judge also needs to hear that you've issued a command, otherwise they can't tell if the handler/dog has anticipated something.

If a competitor takes the wrong course in the heelwork, e.g. turns right instead of about, then just command them until they are back on the correct course, e.g. give them another about turn and a left turn, for example. The judge will worry about the marks – if you gave them the correct command then it's their fault, if it was called wrong, then the judge will just ignore the 'extra' bit of heelwork they had to do, but try not to get flustered. If it gets too bad, just get them to halt, and take it from there! Check with the judge after the round that they know whether it was your fault or the handlers.

On the set exercises, if there is anticipation, the judge will mark it, so just continue calling as appropriate, e.g. if the dog has picked up the dumbbell before you've said send your dog, then carry on your commands to the handler from the present. You may get dogs who just will not retrieve, or who won't stay with the handler in heel free – you'll have to use your discretion with them, but they will generally switch to training, or the judge will take over if necessary. Bear in mind that there are people in other rings working!

Try to stay with the handler as much as possible but not to crowd them, so that they can clearly hear you but you are not shouting – your voice needs to last all day! Bear in mind that you may need to vary the volume of your voice, e.g. if very windy/noisy traffic, or if a handler is hard of hearing.

In between each exercise, give the handler time to interact with their dog a little, then tell them what the next exercise is, and move towards the starting point for it.

It is your job to watch and give directions to the handler – do not get drawn in to watching the dog, or seeing what is going on around the showground!

## Competitor's Instructions

As the new team enters the ring:

If 'A' or above – tell them '**remember that extra commands and signals will be penalised**' (or similar). Some judges may want them to leave their leads on the table, so make sure you tell the handlers if this is the case.

If Novice and below – try to say something to make them smile/relax!

Always make sure that the judge has the correct ring number recorded, but try not to delay the team.

Tell the handler what the first exercise is, and direct them to the starting point.

### HoL (Novice and below)

**'Starting from here (point, but give them space), facing in this direction (pointing)'. "Remember to keep a loose lead, and try not to touch your dog."** (Make sure the dog is in a sit beside handler).

**Are you ready?** (Let them say no, and start again if they want!)

Or

**Let me know when you're ready**

Try not to keep them stationary for too long! Handlers will usually nod, or give you a thumbs up.

**With your dog, forward.**

When you give commands to turn, **emphasise the directional part**. Lean in towards the handler if necessary, and **BE CONSISTENT** with where you call your commands, so that each team gets the same test.

Try not to get in between the team working and the judge, as the judge needs to see the team working at all times!

When the dog is in a sit at any halt, try to glance at the judge, waiting for the nod, before you either continue calling the hw, or tell the handler that the exercise is finished.

### HF

Generally the same commands of HoL (apart from use of the lead!). Make sure the handler has removed the lead – sometimes they do forget!

For 'B', changes of pace are always from a halt, so just say, e.g. '**at slow pace, forwards**' etc. Remember to do this at the start of the HF as well.

For 'C', you will need to also tell the handlers how you will be giving the ASSD positions. Don't worry if the handlers don't appear to be totally listening – they will also be focussing on their dogs!

Some judges may want the handler to carry a card with the ASSD positions on, so it is down to the handler to command the correct position – in these cases, you would just say ‘1<sup>st</sup> position’, ‘2<sup>nd</sup> position’, ‘3<sup>rd</sup> position’. In these circumstances, make sure you remember to give each handler the card before you start the HF!

Some judges may want you to warn the handlers, and then use a ‘now’ command for the positions, e.g. ‘1<sup>st</sup> position coming’, then ‘now’; or ‘sit position coming’, then ‘now’.

Before the handler sets up for the hw, go through all of this with them, e.g.

**‘For changes of pace, I will say into fast, into slow etc, and for positions on the move, I will say give the down, give the sit etc’**

or

**‘For changes of pace, I will tell you the pace, and you should change on the NOW, e.g. slow pace ... now, and for positions on the move, you will have a card and I will say position coming ... now’**

### **Recall**

Direct the handler to the starting point, and indicate the direction.

Remember that the dog can be left in the sit or the down, and in novice and below, handlers can use as many commands as they like.

**Are you ready?** (Let them say no, and start again if they want!)  
**Command your dog. Leave your dog.**

**Halt, turn and face** (at pre-decided point)  
(wait at least 1 second after they have turned) **Call your Dog**

Once the dog is in the present, glance at the judge, waiting for the nod...

**Finish** Glance at the judge, waiting for the nod...

**Exercise Complete.**

### **A Recall**

Direct the handler to the starting point, and indicate the direction.

Remember that the dog can be left in the sit or the down.

**Are you ready?** (Let them say no, and start again if they want!)  
**Command your dog. Leave your dog.**

Call as per HF, apart from at the pre-decided point **‘Call your dog’**

Remember that as well as not getting in between the team and the judge, you need to make sure that you do not get in between the handler and dog, so that the dog can get in to the hw position!

### **Retrieve**

Direct the handler to the starting point, and indicate the direction.

The judge might want you to instruct the handlers, e.g. **'Try to throw your article at least halfway across the ring'**, or **'try to throw past the judge'**

**Are you ready?** (Let them say no, and start again if they want!)

#### **Command your dog. Throw your article**

Make sure that the article has come to a halt, and that it is accessible (e.g. hasn't gone into another ring, or under chairs etc)

(wait at least 1 second after the article has landed) **Send your dog**

Once the dog is in the present - glance at the judge, waiting for the nod... **Take it**

(pause so the judge can check if the dog stays in sit) **Finish**

Glance at the judge, waiting for the nod...

**Exercise Complete.**

### **Sendaway**

Direct the handler to the starting point, and indicate the direction.

The dog needs to be in a sit before being sent.

If the judge wants you to command the exercise, then you should tell the handler something like **'stand up straight when you're ready, and send on my command'**

Do not leave the dog too long – as soon as the handler stands up, command them to **'send your dog'**

The dog should be in a down in the s/a before you then start commanding the pick-up – as per A recall.

Sometimes, the judge will want to command the sendaway part of this exercise themselves, in which case just direct the handler to the starting point, and tell them that the judge will tell them when to send the dog, e.g. **'stand up straight when you're ready, and the judge will command you to send your dog'**. This might be verbally, or by a tap on the shoulder – it depends on the judge.

### **Distant Control**

Direct the handler to the starting point, and indicate the direction.

You will either be commanding the positions to the handler, or the judge will want the handler to have a card – if this is the case, make sure that you give them the card before they set their dog up.

Let the handler know which position the dog should start the exercise in, e.g. **‘DC is from here, facing in that direction, with the dog left in the down’**

**‘Are you ready?’**

**‘Command your dog. Leave your dog’**

Turn the handler once they have reached the agreed place. **‘Halt, turn and face’**

Stand reasonably close to the handler, but bear in mind that they may be using arm signals to command their dog! Go through saying the positions in turn and waiting for the handler to command the dog, or count through 1 to 6, allowing the handler to command the dog each time. Make sure that the dog has changed position each time before calling the next one, but it is not up to you to make sure that the handler has called the correct position!

Once the six positions have been called **‘Return to your dog’**

Once the handler is back next to the dog **‘Exercise finished’**

### **STAY STEWARDING**

For marking stays, make sure that you know one dog from another – it sounds obvious, but when the handlers are not next to them, it can be difficult to tell one collie from another! Consider a bit of a description, e.g. red, or diff coloured eyes

Obviously a move from e.g. sit to down is a break, but if you’re not sure whether something counts as a break, call time and write it on the sheet. Always call **Time** when anything occurs.

If a dog gets up and moves around, only try to beckon it to you if you think it will otherwise disturb other dogs, and if you don’t think any of the other dogs will come to you as well! If necessary, try to beckon the judge or chief stay steward, or even call out the ring number to ask the handler to return early.