



AWSC

Roustabout Rules - Revised 2021

Competitors: A team will consist of one dog and two hunters. The roustabout is a competition to test a dog and the hunters abilities as they work together. The time limit is 15 minutes. Each team will be allowed at total of 6 shells. Hunters may pass shells between each other. A team may enter the field with only one participant carrying a gun. Teams must be behind a blind while the field is being planted.

Hunters may not watch the planting of birds. All birds must be given to the judge and not dropped in the field.

Disqualification: Teams may be disqualified for the following: shooting a bird on the ground, shooting more than three birds, shooting a non-designated species, unsafe or reckless use of a firearm, being under the influence of alcohol or drugs, abusing the officials, excessive use of foul language, mistreatment of a dog, poor sportsmanship, a dog that is completely out of control, getting help from spectators while in the field. Running is not allowed. Hunters may be given one warning, the second time will be a disqualification. The hunters pace may be hurried if the dog is making game but it must be safely accomplished. . WARNINGS ARE NOT REQUIRED, if in the judges' opinion an infraction constitutes unsafe gun handling of any kind.

Hunting Safety: Hunters are responsible for safe use of firearms at all times and anyone (hunters, judges, bird planters, marshals) entering the field is required to wear at least one article of orange clothing above the waist.

Guns: A gun malfunction shall be considered bad luck. It is the option of the hunter to get another gun, but they cannot appoint someone else to enter the field in their place.

Stocking: Teams must remain in the holding blind or out of sight of fields while it is being stocked for that run. Failure to do so will result in a disqualification. Standard bird sets will be 3 birds with the exception of the first dog where 5 will be placed in the field. All birds left in the field will be considered luck of the draw as fields will not be flushed after each run. Judges shall watch the planting of fields. If they notice birds leaving the field after planting they shall instruct bird planters to plant one bird for every one seen departing.

Procedure in the field: The judge will instruct each team when to start the hunt and when the allotted time has expired. Fly your three and you are done. After the shot the team can move toward the downed bird until it is picked up. Dog must make a minimum of 5 yard retrieve to within in the 6 foot radius. The retrieved birds must be inspected by the judge to reveal that the birds are fit for the table. Points for the retrieve will NOT be credited for any bird rendered unfit for the table by the dog. Judge should follow the hunters to reduce the chance of bumping birds. If the hunter or the judge flushes the bird, there are no flush points but the team can earn points for the shot and retrieve. In the case of a questionable flush, it is the judge's decision whether the bird was flushed by the dog or human. After the team has flushed three birds or when time has expired, whichever comes first, the team ends its hunt. (Fairness to all, doesn't allow a team to clear out a field).

If the dog has trapped a bird, the bird will be handed by the hunter to the judge after delivery within the required 6 foot radius. The team will get credit for a flush, shot and retrieve but a 2 point penalty will be assessed for each trap. In addition, one shell must be given up.

A "safety" called by the judge or team member will be given full credit (flush, shot and retrieve). A team member must give up one shell. A safety is a flushed bird which cannot be safely shot. A safety called by a team member can be overridden by the judge if in the judge's opinion the bird could have been safely shot. If in the judge's opinion, the bird



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flushed out of range, a safety cannot be called. After the hunt, the judge will instruct the hunters the route to take out of the field in order to avoid flushing birds.

Out of bounds: Dogs can be sent out of bounds. Birds may be located by the dog out of bounds and full credit will be given for bird work done by the dog out of bounds, retrieves count only if bird is brought back to hunters in bounds. Hunters may not go out of bounds for any reason. If a dog flushes a bird out of bounds the hunter may take a shot provided he remains in bounds. Any bird shot while the hunter is out of bounds will count as one of the three contacts but will receive NO credit. It is the judge's responsibility to warn the hunter when close to boundary.

Spectators: Spectators shall be limited to designated areas only. Spectators are NOT allowed to communicate with competitors in an attempt to help them find birds while the competitors are in the field. This could lead to disqualification.

Judges: In any situation not specifically covered under the rules, the judge will be allowed to use common sense to arrive at a decision. Judges decisions are final, no appeals will be heard.

Scoring: Clock stops only when the last bird is in the hunters hand and the hunter calls "time". Time remaining will be recorded as the exact minutes and seconds left in the 15 minute hunt. Unused shells are 3 points, 15 points for the flush, 10 points for the shot and 15 points for the retrieve. Each full minute is remaining is worth one point.

"Hunt-off" between the winners of fields A and B to determine the Final Champion.

Roustabout will be run the same as in the past with exactly the same rules and regulations with the addition of a "Hunt-off" between the winners of fields A and B to determine the Final Champion. Think of it as a "Super Bowl" type finale!!

- * The Final field will be determined by the Hunt Test Chair or their representative, by the use of a coin toss.
- * The chosen Field will be cleared of all birds to the best of our ability. The running order will also be determined by coin toss.
- * The winner of the coin toss will choose from three (3) cards sealed in envelopes. Each card will have a predetermined pattern as to how the birds will be planted. The field will then be set according to card pulled. Neither party will be allowed to see the card or watch the setup of the field.
- * The first party will then run the field. Upon completion, the field will then be cleared of all birds.
- * The 2nd party will then also choose between the same three envelopes with cards for their set-up.
- * The winner will be determined by the same rules already in place. When the field is planted, both parties will kept from view of the field.
- * If any member or either party is caught viewing or trying to view the set-up of the field, the set-up of the field, they are automatically disqualified and the other team wins by default.

In choosing to add this, we hope to accomplish an even more exciting finale and to also eliminate the possibility of one field having an advantage over the another.