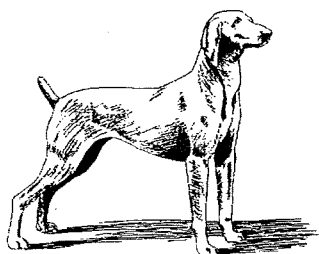
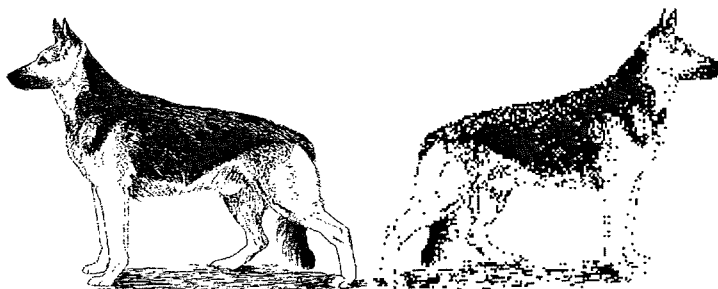
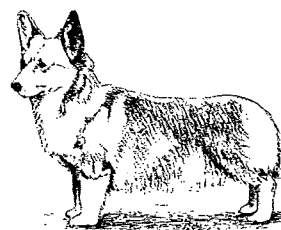
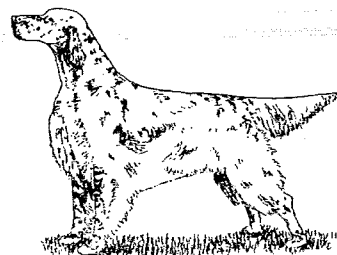
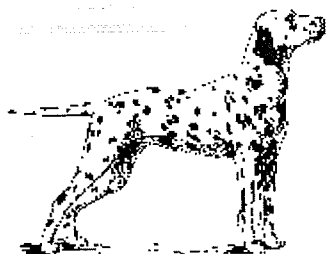


FAITHFULLY YOURS



ESTABLISHED 1954

Incorporation No A5419H

ABN 79 874 613 605

Geelong Obedience Dog Club Inc
PO Box 186
GEE LONG 3220
Phone: 52 434 555

October 2002
Issue No
127

Time table for the last training day
Sunday 15th December 2002

Bring along your folding chair and join in the fun

9.30am to 10.30am

All Classes at the same time

10.30am to 11.00am

(For our juniors and those of us who are still juniors at heart)
Santa will arrive

11.00am to 12 noon

Free sausage sizzle and tea and coffee
Fun games for all, which you can enter on the day

- Obstacle course
- Best dressed Christmas dog
- Fastest recall
- Closest drop to the rope
- Fastest eater
- Dog most like his/her owner
- Instructor's Class

Love 'em liver treat product for 1st, 2nd and 3rd in each event

12 noon

Presentation of End of Year Awards and certificates from the
Promotion Day



Training resumes for all current Members

Sunday 2nd February 2003

GEELONG OBEDIENCE DOG CLUB INC

Committee for 2002/2003

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VICE-PRESIDENT (1)	Colin Humphreys	52 822 683	Training
VICE-PRESIDENT (2)	Barbara Mackey	52 414 243	Administration
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	Arty Chase	52 292 818	Bar Manager
	Pam Convery	52 290 145	Newsletter Editor
	Helen Green	52 486 664	Webmaster
	John Wallace	52 784 734	Raffle Steward

The opinions in the Newsletter are not necessarily those of the Editor or the Geelong Obedience Dog Club Inc. All Committee and Sub-Committee reports bear the name of the respective Officer.

All correspondence should be addressed to: -

THE SECRETARY
PO BOX 186
GEELONG 3213

Club's website address – http://members.tripod.com/geelong_odc

Newsletter closing date for all items – 15th of each month

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SCENT GAMES

by John Rice & Suzanne Clothier

Long before you pull out the tracking flags, dust off the utility articles or decide that your dog needs to learn how to use his nose, he's busy using his nose to explore his world. The sense of smell is functional at birth, and from the moment he's born, your dog lives in a world rich with scents. All you need to do is teach the dog specifically how you want him to use his astonishing olfactory powers. The easiest way to accomplish this is through games. The *Scent Work Games* presented below are suitable for any breed at any age from 6 weeks on, but we recommend strongly that these games be a regular part of your puppy's development. All of these games stress reliance on his nose, not his eyesight.


To avoid confusing your dog, we recommend you choose one word, which indicates food or dog toys (we use "SEEK"), and a completely different word for objects with human scent or people themselves (we use "FIND IT"). In this fashion, the dog is always clear about WHAT he's looking for with his nose and will not confuse food scents with human scent. One of the most common problems with using food to teach scent discrimination or tracking is that you must ultimately teach the dog that the food is not what you really meant at all!

 **WHICH HAND?** - This is the simplest of all games. With food or a toy in only one hand, present both closed hands to the dog. Ask him, "Which one?" You may improve upon this game by insisting he touch with a paw or scratch lightly at the correct hand before receiving his treat, or simply have his nose bump your hand. If he gets it wrong, show him the correct hand but DO NOT give the treat! Just try again. Add lots of dramatic flair to this - dogs love a good show.

 **LIGHTS OUT** - This one is great fun for the dog. Show your dog a treat (preferably crunchy) or his favourite toy, and then place it out of his sight but easily accessible in a dark room. Tell him to SEEK - follow him in to listen for his success, which you will praise enthusiastically. Obviously, the rewards for the dog are multiple - he gets a treat or finds his toy plus a very happy handler. If using a toy, be sure to reward his find with some play before starting again.

When multiple treats or toys are used, this particular game helps to build persistence and trust in the handler. The dog may initially find only 2 out of 3 treats, but he quickly discovers that persistence in searching when you give the SEEK command pays off. He learns to believe you - there really is another one there!

You can increase the difficulty of LIGHTS OUT by hiding the cookies in less accessible places (like in a shoe, or placed on a low shelf.) This can be practiced outdoors as well as in your car, or a parking lot or anywhere else!

 **HIDE & SEEK** - This is a doggy favourite best played at night or in a darkened house initially. Partially open closets are great (closed closets may not allow sufficient scent to escape), as are shower stalls/tubs with the curtain drawn, standing behind an open door, crouching behind a bush, standing very still near a tree (dogs, like all predators, distinguish movement much better than stationary objects) or sitting on a picnic table or laying across your car's trunk, or wherever!

To add to the dog's eagerness (or in the event that you are unable to sneak away or can't leave the dog), have someone hold the dog. They should be verbally exciting to the dog, asking, "Where did she go? What if she gets lost? Can you FIND her?" and release the dog with a FIND IT command.

Give the dog a chance to work it out, but if he passes you more than twice, give him a "clue" by making a noise AFTER he's passed you the third time. A good clue is a distinctive but brief sound,

Scent Games – John Rice & Suzanne Clothier (continued)

such as clearing your throat or a short whistle that does not allow the dog to find you by using his hearing, but helps him target the general area you are in for further investigation with his nose. However the dog finds you, tons of praise is to be heaped upon his head, and of course a treat or two never hurts. Toy motivated dogs will delight in a game of fetch or tugging as a reward.

As the dog gets more skilled at HIDE & SEEK, you can increase the difficulty of the game by throwing a blanket or tarp over yourself, not moving until the dog actually touches you, or even hiding in an area that the dog can smell you, see you (or part of you) but cannot get to you. This is useful for teaching a scratch or bark alert if desired (commonly used in drug work/search and rescue training). ALWAYS praise the dog generously for his brilliance.



WHAT A KLUTZ This game allows you to show the dog how important his nose is to you. Dogs like to feel useful, and this particular game helps boost a dog's confidence and self-importance. As you are walking, discreetly drop an object you have been carrying or held in your pocket. Continue walking for 10-15 steps, then stop as if mildly concerned, patting your pockets and looking around. Here's your chance to really put on a performance! Ask the dog, "Where is it? Can you help? Can you FIND IT?"

Begin walking back towards the spot where you dropped the article, encouraging the dog to sniff the ground by pointing and telling him to FIND IT. As you get closer to the object, give the dog a little room so that he can find it all by himself. If he needs help, try a subtle kick of the object (after all, you are the klutz who dropped it - why not go ahead and trip over it too?) to bring it to his attention while you pretend not to notice. Once the dog indicates the article, make a huge fuss over this genius who has saved you from dropping an old glove!


Vary the type of article you use, and be sure to include metal objects such as car keys, a crumpled soda can, even a ring or bracelet you have worn. Obviously, be careful when you drop these and be sure you can find them again! Don't use valuable items - just facsimiles. Your dog's ability and willingness to work on metal objects will be helpful in the Utility ring, but more importantly, this skill could come in very handy some day should you lose your car keys. **NOTE:-** Metal/hard objects do not hold scent as well as fabric or leather. This does not mean that your dog can't find them, just that his reaction may be different and he will probably have to work closer to the object before locating it.


The difficulty of WHAT A KLUTZ can be increased by: longer periods of time between the drop and the search, having the object thrown to the side or even off the path you are travelling, and multiple object drops. Especially fun are surprise set-ups where you plant an object along a path before taking the dog that way. You may point out the object to the dog with a question of "What's that?" and praise him for investigating, or walk past it and then send him back with a FIND IT command. This is a great preparation for tracking dogs who must learn to indicate on found items. A final twist for tracking prospects is the addition of objects dropped by people other than you. Be warned - this can be so much fun for the dog that he'll gladly show you all the neat trash dropped by other folks along the street, in the rest areas, etc.! John had been shown some unusual objects by his dogs while simply out walking.



3-2-1-FIND IT - Use a favourite toy or even just a stick that you come across in the woods. After a few moments of playing with object, hold the dog as you throw the object into grass, brush, woods thick enough to lightly disguise the object. The dog may see and "mark" the fall of the object, but as the difficulty of the game increases, this will only help him define the area he needs to search. Once the object has landed and stopped moving, count to 3 before releasing the dog to "FIND IT." You may gradually increase the time before releasing the dog, and of course, the heaviness of the cover (one good reason to avoid mowing your lawn regularly!)

Scent Games – John Rice & Suzanne Clothier (continued)

 **THINGS THAT GET LOST IN THE NIGHT** - Using the same rules as 3-2-1-Find It, this game relies on the natural cover of darkness to encourage the dog to use his nose. Instead of marking the fall with his eyes, your dog may listen carefully. Once again, this only helps the dog narrow the area he will have to search. This can be played inside (throwing the object into a dark closet, corner or room) or outside. When beginning this game, don't get too enthusiastic and throw the toy very far. The point of all these games is success, not frustration for the dog. Also, be sure YOU know where the heck it landed in case the dog needs some help.

 **ONE & ONLY** - This is a more advanced scent game, but extremely useful to teach the dog the concept that only one object is desired from a group of similar objects. I normally start this with tennis balls (my dogs' favourites). Play with the dog for several minutes with the One & Only object you'll want the dog to find. This allows your scent (as well as lots of good dog spit) to thoroughly cover the object. Then move off to an area where you have planted several similar objects. Throw the One & Only into that area, using a 3-2-1-Find It technique. If the dog picks up an incorrect object, say nothing as you take it and put it down or pocket it, but with enthusiasm, give the FIND IT command again, leading the dog back to the general area to be searched if needed. Obviously, when the dog gets it right, reward this with a minute or two of play before repeating ONE & ONLY again. This can be combined with the more difficult levels of 3-2-1-FIND IT for really advanced discrimination by the dog.

Once your dog has mastered these games, any formal scent discrimination exercise becomes a snap for that educated nose. Furthermore, you have learned to understand just how powerfully discriminating a dog's nose can be, and to trust that when it comes to working in a world of scent, your best bet is to follow the guy who knows what he's doing - your dog.



TRIAL RESULTS

(An apology to Jenny Chase and "Cooper" for not including your Endurance results in a previous Newsletter)

Australian Shepherd Club of Vic – 17th August

Jenny Chase

"Cooper"

Shepparton – 29th September

Peter Baker

"Poppy"

Warringal O D C – 6th October

Val Moeller

"Caden"

Altona & C O D C – 20th October

Val Moeller

"Caden"

Jim Jessen

"Angie"

★ ★ ★
Endurance Title
★ ★ ★
2nd Pass 1st Place
Highest Scoring Border Collie

★ ★ ★
2nd Pass 2nd Place
Highest Scoring Geelong Member
(Val also won the raffle, so had a really good day)

★ ★ ★ ★ ★
3rd Pass CDX Title
1st Pass 1st Place
Highest Scoring Geelong Member

PHOTOS OF YOUR DOGS FOR CHRISTMAS!!

Kangaroo Photos are coming to our Club

Sunday November 3rd and 17th

to take photos of your dog in time for Christmas. Their prices are very reasonable. Jackie Ames will be available from 8.30 am on both mornings to photograph your dog! There will be a sheet on a clipboard on the veranda to book your time. Mark it on your calendar if you want to be involved.

Photo sizes and prices

5 x 7.5 inch \$11.00 (Includes GST)

6 x 9 inch \$16.50 (Includes GST)

8 x 12 inch (A4) \$22.00 (Includes GST)

10 x 15 inch \$27.50 (Includes GST)

Kangaroo Photos will donate \$1.00 back to our Club from every photo sold, as well as two 8 x 12 inch complimentary photos.

Leonie Kelleher – Social Secretary



LIBRARY NEWS

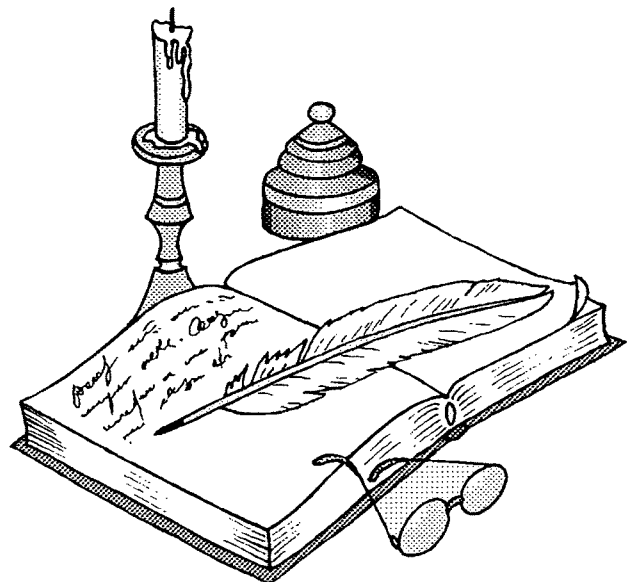
The last day to borrow books for
this year will be

Sunday 24th November

All books need to be returned to the
Library by

Sunday 15th December

Sylvia Noblett - Librarian



Making Sense of Your Dog's World by Virginia Wells

Sent in by
Elaine Longshaw

Your dog's senses allow him to behave and perform in ways nothing short of magical. Dogs perceive the world differently than we do – we share the same senses, but with remarkable differences.

The Nose Knows

The first thing your dog does when you walk in the door is sniff your legs. Dogs gather a lot of information from a quick sniff of their environment – both physical and emotional details. He smells where you've been and even how the experience affected you. Dogs sniff each other and each other's secretions constantly to monitor physiological and emotional changes, too.

Dogs live in a world of scent. Their sense of smell is their most refined sense; in fact, it is so refined a bloodhound can identify the scales of skin that humans shed three days before. They can also detect drugs in human cavities, rats, termites, bombs, illegal kills during hunting season, missing persons, bodies drowned or buried in snow or rubble, and even the presence of melanoma cancer. Their noses are about as sensitive as our eyes.

The membrane inside the nose is four times greater in area than in humans, and there are over 200 million scent receptors in the nasal folds compared to our 5 million. Moisture on the nose helps to capture scent transmitted onto the nasal membranes, which cover the nose's wafer-thin turbinate bones. These bones have convoluted folds, ensuring that the tiniest amount of scent is captured within them.

See, Spot

Have you ever noticed how your dog acts when you are approaching him from a distance? He sees you immediately, and he stops and stares; but it's obvious that he doesn't know who is coming toward him. You start talking to him, perhaps calling his name, but he is still unsure, although he will act interested. Finally, when you get close enough to him so that he picks up your scent, he will run to you happily.

Your dog trusts his sense of sight the least. However, while smell is his most refined sense, sight is his strongest. Dogs have no use for defining colours, and although they can distinguish between colours, the colours appear muted. They also see more clearly than humans in dim light. This allows for increased movement definition of prey animals. Although their ability to see detail is limited, they are quite sensitive to movement, and are able to pick up very slight movement of hiding prey. A stationary object may not be noticed from a distance, but the dog will see it as soon as it makes a move.

Hear Ye, Hear Ye

You must have experienced the result of your dog's super hearing ability. You are sitting in your favourite chair reading or taking a nap, with your faithful pet lying at your feet. It's blissfully quiet – not a sound to be heard. Suddenly your dog leaps to his feet and begins barking loudly, his protective bark, and you run to the window to see who is approaching. But there's no one there. At least not at first. It takes moments before someone actually comes into view and walks by the house or into the yard.

The dog's ability to hear is incredibly acute compared to humans. They can hear sounds over a wider range of frequencies and a greater distance than we can. In fact, experiments have shown that a dog can locate the source of a sound in six-hundredths of a second. Their highly mobile ears capture sounds and funnel them down to the eardrum. You might see your dog cock one ear to capture the initial sound, then use both ears to catch the maximum number of sound waves. Protection and guard dogs use their sense of hearing, along with their sense of smell, to detect possible intruders, sometimes from great distances.



Experiments have shown that a dog can locate the source of a sound in six-hundredths of a second. Photo by Beth Bianculli

Touch and Go

Touch is the first sense the dog develops and remains a powerfully important sense throughout his life. Mothers begin touching newborn puppies almost immediately after birth by licking and nuzzling. Touch-sensitive hairs called vibrissae, which are capable of sensing airflow, develop above the eyes, on the muzzle and below the jaws. The entire body, including the paws, is covered with touch-sensitive nerve endings. The physical sense of touch is very sensitive, although dogs have a high threshold of pain.

Body sensitivity varies among dogs, but most enjoy being stroked around the head, chest and back. The most sensitive nerve endings are along the spine and towards the tail, and dogs show great enthusiasm in pats or extended rolls and slides on the grass.

The Taste Test

Dogs use their large tongues to lap up water, but they have few taste buds in comparison to humans, approximately one for every six, most of them clustered around the tip of the tongue. They can detect sweet, sour, bitter and salty tastes. However, your dog has no real sense of taste as we know it; he smells rather than tastes. It's possible that dogs gain more information about food from smell than from taste. This may account for their desire to chew or eat indiscriminately.

How Do They Do That?

Then there all of the other things that dogs can do that seem to defy explanation – a kind of sixth sense. They can detect changes in the earth's magnetic field; they can detect infrared light, a kind of heat that living animals emit; they can detect sudden changes in barometric pressure when a thunder storm is brewing; they can detect vibrations from earthquakes much sooner than instruments; they can find their way home from long distances over unfamiliar terrain. They can even detect your mood.

Do dogs have a sixth sense? Maybe they do. Or maybe, like some believe, it can all be explained by biological mechanisms. Whatever you think, dogs and their sensitivities are truly wondrous

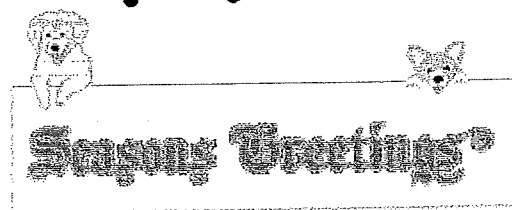


Christmas Hamper

Each year the Club runs a Christmas Raffle over the last few weeks of training and it's time to start thinking about donations for the Raffle again.

Next time you are out shopping consider adding a non-perishable Christmas item to your shopping trolley. A

box will be available in the Clubrooms for all donations.



Last day for donations will be

24th November 2002

Thank you – John Wallace, Raffle Steward

Lost Dogs Home Christmas collection

Each year our Club collects for those dogs that are not as fortunate as our own. Items collected are presented to a representative of the Lost Dogs Home on the last day of training.

Next time you are out shopping add an extra tin or packet of dry food to the trolley and make this a special Christmas for our four legged friends at the Lost Dogs Home. A box will be provided in the Clubrooms



Congratulations
to
Betty
Lawrence

who was granted Life
Membership at the Annual
General Meeting on the
1st October 2002



I never married, because there was no need. I have three pets at home, which answer the same purpose as a husband. I have a dog that growls every morning, a parrot that swears all afternoon, and a cat that comes home late every night. - Marie Corelli

TECHNIQUES FOR THE TRIAL RING

Lea Cogley – Professional Dog Trainer – Melbourne

(Something to think about not only for Trial Members, but also on Promotion Days)

There a number of specific techniques to use when preparing to enter the ring. First let me say that the best preparation is to have your dog well trained. The confidence that comes from knowing the dog is capable of performing does not guarantee that he/she will, it simply starts you off with the knowledge that he/she can. Have your club/friend/instructor assess your dog before entering a trial. No guarantees but it will help your confidence.

If I don't enter the ring with elevators going off in my tummy, I am not "keyed up" correctly. This is quite different from the panic that many handlers feel. I am ready to give of my best but still need the adrenaline buzz when performing and my dogs feed off it too. Once the judge gives the first command, I switch off all outside influences and concentrate on our team.

A judge that I love has a little two liner that relaxes handlers greatly. He says "Welcome to my ring where all competitors qualify. Please leave your nerves at the start post and pick them up when you leave." The handler is then set up for success, often smiling and relaxing.

A good technique is to get to the start post - of course you will have the dog heeling from outside the ring to the start post - settle the dog, then take a deep breath or two, shrug and rotate your shoulders to break the tension. Simply taking in some oxygen is beneficial to the brain and enables you to function without experiencing hypoxia or lack of oxygen. When judging, it is amazing how many people I observe that don't breathe deeply until the end of exercise. I want to say to them "for Pete's sake breathe properly."

Have you watched tennis players muff a shot then immediately replay the ball in their mind, using the correct technique, open the racquet more, feet under the ball more etc. this is a good technique for performing in the ring. Arrange for a friend to hold your dog while you refresh yourself on footwork, signals etc. before entering the ring. Don't do it with the dog as your best work can often be outside the ring.

If you are nervous, edgy, jumpy, the dog will feel it and some dogs will shut down because you are not your normal self. "Why is mum different - oooops it must be this place i.e. the ring = bad place." The ring should always be a happy place. A good technique is to have the dog weave through your legs between exercises or play bow on command or jump the dog out of the exercise when finished, by holding your left hand above it's head and asking for touch or targeting. In Australia we are able to play with the dog between exercises as long as we do not disturb other competitors. "Do unto others as you would have them do unto you."

Last but not least, do not think about mistakes you see as you go along. Put them on video (your mind) and replay when you leave the ring not during the performance. If you focus on the first mistake, you unfocus on the whole performance. Spending time worrying about a mistake allows your dog to go off the boil and creates a mental image of failure. If you keep sending mental images of the dog performing marvellously you can influence the dog by simply being positive. No room for negative thoughts while in the ring, even if the dog is being vile. I believe strongly that the vibes you give off to

Techniques for the Trial Ring – Lea Cogley (continued)

the dog, mistakes, anger, and disappointment affect the dogs mind. If you make a mistake, or the dog does, immediately think positive thoughts about how well the team will do the next exercise.

Bad scenario - "Bugger he missed the sit, now I will never get the points and he will make other mistakes. There goes my qualifying score." Good scenario - "Oops, bad luck boy, do better next time, I love working with you, you're a great dog."

The power of positive thinking is much documented and applies to dog training as if the authors were all dog trainers. Trust in your dog and yourself, never leaving the ring berating the dog or yourself. I always release my dog to a bag containing favourite toys, rewards, tug ropes etc. after I have left the ring. We have a game to end Trialling on a high note - assures that next time he/she will associate the ring with fun.

Unfortunately, Trialling the dog before it is ready or reacting to mistakes in the ring teaches the dog to dread going through the gate. Most handlers will give off distress signals when a mistake is observed. It may be a slight drop of the shoulders, it may be an exhalation of breath, it also may be a stiffening of the body posture, which are all clear and huge signals for the dog. Remember that dogs live by observation and can read the smallest change in attitude.

We need to go into a happy routine in the ring, use your body like an elastic piece of equipment rather than a stick figure. No way am I suggesting that you use excessive body language, just that you move like a human and not like a soldier. Take the ramrod out of your back and.....enjoy moving with the dog.

Liquor Training

Now clicker training's quite the fad.
Results from some are not too bad.
The concept stemmed from Pavlov's hound
Responding to some special sound.

The dog would start to salivate
Before he got the food he ate
The modern click does much the same
Enhancing our dog-training game

By causing Fido's hopes to raise
Anticipating treats or praise
Sometimes you click to no avail,
And other methods also fail.

No matter how you plead or shout,
Sometimes the dog just won't put out
When asked to sit or heel or stay,
Thus giving you a rotten day.

It makes you feel quite like a fool,
And then you start to lose your cool.
But if your methods fail for you.
There's something else that you can do.

Try "liquor training", that's its name,
To help you with your dog-sport game.
"How does this method work?" you ask
Well, first you get a little flask

Containing gin or other booze
Of any kind that you may choose.
Each time your dog decides to goof,
You take a sip of 80 proof.

It helps the handler to relax
And minimize the stress attacks.
When handler's mood is more at ease,
The dog may sometimes try to please.

Or, then again may still refuse
To mind his training P's and Q's.
But whether foul results or fair
You liquor train -- you just don't care.

Author unknown

DOG BREEDS FROM A TO Z

Fox Terrier



The Smooth Fox Terrier first came to the notice of the general public as the dog silhouetted on the "His Masters Voice" gramophone record labels.

The history of the Smooth Fox Terrier is obscure. These Terriers were originally more numerous than the Wire Fox Terriers, and it is thought that the Wire-haired, developed from broken-coated puppies that sometimes occurred in the Smooth litters. They were bred to follow the Hounds and then to flush the foxes and hares. For this reason they needed to be swift, but small enough to fit into the holes, and tough enough to flush their reluctant and vicious prey. They are predominantly white so that the Hounds would

not mistake them for their quarry.

It is likely that the smooth-haired Black and Tan Terrier was crossed with the Beagle, Bulldog, and possibly Greyhound, to produce the Smooth Fox Terrier. Originally, the Smooth Fox Terrier was the most popular of the () varieties, but they have lost ground to the Wire Fox Terrier in recent times. However, the Smooth Fox Terrier is still one of the world's favorite Terriers.

Height: 15.5 in (39 cm). Weight: 16 - 18 lb (7 - 8 kg). The Smooth Fox Terrier is the aristocrat of the canine world. Its hallmarks are its head and its jaunty gait. The head is narrow and tapering and must have parallel planes to the skull and muzzle. The forward-breaking ears are small and v-shaped, and the small dark eyes are perfectly round. The back is short over the deep but narrow chest, and the legs are long and strong. The tail, which is customarily docked, is carried high over the back, almost like an exclamation mark. The Smooth Fox Terrier has a thick and plentiful but smooth coat. The color is predominantly white, with darker markings that can be any color except slate, brindle, red or liver.

The Smooth Fox Terrier behaves the same as its wire-haired cousin. It also makes an excellent family dog. The Fox Terrier is good with children and really is quite tolerant, although it too has a limit that should not be crossed. The Smooth Fox Terrier can be very energetic when it is young but settles down as it matures. Fox Terriers should be given plenty of regular exercise and are highly trainable. Fox Terriers are macho and big enough for men concerned about owning a "manly" dog, but their temperament is still suitable for the rest of the family. Be careful when you meet bigger dogs, as Fox Terriers can be quite dominant and are reluctant to back down.

French Bulldog

The French Bulldog or "Frenchie" evolved from a long line of Mastiff and Bulldog ancestors to become a much-prized companion dog.

There are two theories regarding the development of the French Bulldog. The first is that the French Bulldog was bred in the mid-1800s from the British Bulldog and smaller Bulldogs to minimize its size. It was known as the Bouledogue Francais. Then there are some who believe the breed to have originated with the Dogue de Bordeaux, which still exists as a large Mastiff type, but which was miniaturized to produce both the Bulldog and the French Bulldog. Whatever theory may be true, it was the American breeders who introduced the bat-ears which are the trademark of the French Bulldog, and the breed was recognized there in 1898. The British Kennel Club officially recognized the breed in 1902.

Dog Breed from A to Z (con't)
French Bulldog (con't)

A small or medium-sized dog with a compact and muscular build. Height: not specified. Weight: 28 lb (12.7 kg) for the dog and 24 lb (11 kg) for the bitch. Under Canadian standards: less than 22 lb (10 kg) for the lightweight variety, 22 - 28 lb (10 to 12.7 kg) for the heavyweight variety.

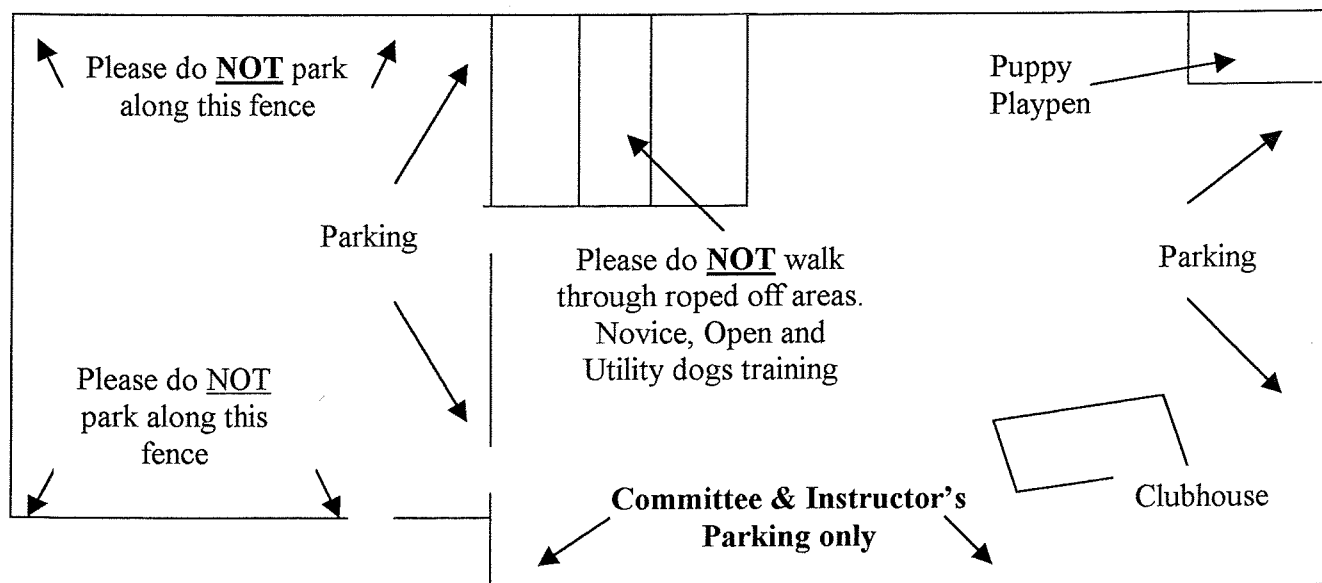
The head of the French Bulldog is massive, broad and square, with a domed forehead. The loose skin forms almost symmetrical lines across the face. The stop is well-defined and the muzzle is broad and deep, with well-developed cheek muscles. The nose is black, short, and wide with open nostrils, and the line between is well-defined. The lips are thick and cover the teeth completely.



The jaws are broad, square and powerful, and slightly undershot. The eyes are set wide apart and are round and fairly prominent. The bat-ears are of medium size, wide at the base, rounded at the tip, set high and carried erect. The neck is short and thick with loose skin at the throat. The body is short, cobby, well-rounded and muscular, with a broad back. The shoulders and chest are broad, with the body narrowing towards the loin. The forequarters are set wide apart for a straight, strong stance. The hindquarters are a little longer than the forelegs, and are strong and well-muscled.

The coat of the French Bulldog is short, soft and close, with a lustrous texture. The skin is soft and loose, with wrinkles on the head and shoulders. The colors are brindle (a mixture of black and colored hair), pied (where white predominates over the brindle), and fawn (which may contain some brindle hairs, but has black eye rims and eyelashes).

This charming dog makes an ideal companion animal. These dogs are even-tempered and seem to really enjoy the company of people. They may be a little shy at first, but once they get to know you, they expect lots of pats and attention. They make good watch-dogs and produce a characteristic throaty bark. These dogs do not need a lot of space to run around in, but most certainly appreciate being taken out for a walk. Their coat is easy to care for but attention must be given to their eyes and ears, which are prone to infections. Problems of snuffling and difficulty in breathing should be checked out by your veterinarian.



For everyone's safety, there is an 8 kph speed limit in ALL areas of the grounds

TO ALL MEMBERS ATTENDING TRIALS

The following changes have been made to the selection of "Obedience Dog of the Year" and "Agility Dog of the Year" Awards. Please read them carefully.

CHANGES TO "OBEDIENCE DOG OF THE YEAR" AWARDS

'that any previous Motions are rescinded and the following procedure adopted for the selection of Obedience Dog of the Year awards.

1. That three (3) scores only be submitted, two (2) of which are required to be passes (copies of Pass Card to be supplied), and the third highest score to be verified by the Judge on the day at the Trial.
2. The highest total of all three (3) scores will be the winner'.

CHANGES TO "AGILITY DOG OF THE YEAR" AWARD

'that any previous Motions are rescinded and the following point's table be used for the selection of Agility Dog of the Year award.

	AD Level	ADX Level	ADM Level
Pass	4 points	5 points	6 points
First Place	3 points	4 points	5 points
Second Place	2 points	3 points	4 points
Third Place	1 points	2 points	3 points

Dogs do not have to get a pass to obtain placing points, but a pass must be obtained in the award year to win the award'.

CHANGES TO AWARDS AND TROPHY RECIPIENTS

'that all recipients of Club Trialing and Agility Awards/Trophies have to be active Club members and their dog shall have been trained for a minimum of 16 weeks on our grounds under supervision of authorised Club Instructors'. (16 week minimum effective for 2003)

If you gain a Title, the Secretary or Trial Secretary can give you the appropriate paper work to fill in for the VCA and you need to submit your details to the Office for your medallion at the end of the year.

All dogs that achieve a Title are entitled to have an 8" x 10" vertical photo on the Clubhouse wall. The Club supplies frames, but there is a \$3.00 charge so your photo can be added to the Photo CD for storage.

For Trial Results to appear in the Newsletter, it is up to **YOU** to notify the Newsletter Editor or the Office in writing or by phone.

Provision has been made for all Members and their dogs that gain Titles, to place a **HALF PAGE** summary of their feat in the Newsletter. Once again, it is up to the Member to notify the Newsletter Editor or the Office in writing, including a copy of your "Ad".

CANINE ETIQUETTE

All members should be aware of the need for canine social skills before, during and after Class. Your dogs are your responsibility and canine etiquette and lifestyle skills are just another part of the learning process.

Don't make the mistake of assuming that because in your eyes, your canine companion is the most sociable creature going, that all dogs are the same. Or, that your sweet social companion is really the angel you imagine. By observing the social skills below your four-legged friend will become the welcome visitor, instead of the one you wish to avoid.

- Not all dogs like the "in your face" attitude of other dogs. Having another dog bound at them face on and putting paws on the back are considered very bad manners in dog terms and usually result in an angry response, particularly from a more mature dog. Sadly, it is often the mature dog that is labelled an angry dog and one to be avoided, when all he/she is really saying is - "where are your manners?"
- Not all dogs like their space invaded and some don't like the space of their handler invaded either, as they often feel the need to be protective, again resulting in an angry response.
- "Eye-balling" (the fixed stare) is also unacceptable behaviour, as this is seen as a challenge in dog terms and particularly if one or both dogs tense their body, raise up on their toes and generally make themselves look more threatening. Unless you are constantly aware of your dog's behaviour these early signals can go unnoticed, resulting in two dogs lunging at each other. By being vigilant you can avoid these situations by turning your dog away, breaking the eye contact and giving him/her something to do like a sit, drop or stand and then rewarding for the attention he/she has paid to you.
- If you would like your dog to meet another dog, sit your dog beside you and ask the handler if it is okay, **before** releasing your dog to play. If the answer is "No" please respect the owners decision as there is probably a very good reason, which may not be obvious.
- Do not allow your dog to approach a dog that is tied up and unattended.
- If you are talking, always be aware of what your dog is doing at the end of the lead. Often we become so involved in our own social activity that we forget that our four-legged friend has his or her own social activity going on at the same time at the end of the lead.