

## Retriever Jargon: Terms, Definitions and Usage

### Disclaimer

The following definitions and usage are not chiseled in stone. For example, a retrieving bumper is often referred to as a “dummy”, or less frequently, a “plug.” Many variations are possible, especially when these terms are combined. There are also regional differences.

### General Information

Dog – a retriever of some type

Handler – individual who handles the dog

Thrower (or gunner) – individual who throws a bird or bumper for the dog to retrieve.

Line (or running line) – Location from which a dog and handler run a set-up.

Gun Station – location from which a bird or bumper is thrown.

Mat – Physical mat (rubber, carpeting, etc.) placed at the line from which the dog and handler run. The line may also be marked in other ways including spray paint, a stick on the ground, etc.

Holding Blind – Usually made of canvas with metal poles. Placed near the line to conceal dogs and handlers that are preparing to run a set-up. AKC rules stipulate that handlers must not allow their dog to view a test before they run it. Blinds are also used to conceal gunners/bird throwers in the field (see Hidden Guns and Retired Guns).

Birds – Birds to be retrieved by dogs. Dead birds are just that. Live birds (a.k.a., liver flyers, flyers) are just that. AKC rules for field trial and hunt test competition stipulate that all live birds must be shot, and hopefully killed, before the dog is sent to retrieve. Unfortunately, cripples can and do occur, and dogs must be able to deal with birds that are alive and struggling. In a field trial or hunt test, the judges may request that a handler send their dog for a bird they suspect to be a cripple. In AKC field trial competition, the birds must be ducks or pheasant. In an AKC hunt test, the birds must be recognized game birds for the area in which the test is held; ducks, pheasant, and chukars are explicitly permitted. The type(s) of bird(s) used in a particular event should be listed in the premium for that event. For informal competition (e.g., club trials), other species may be used (e.g., pigeons).

Bumpers, large (3” dia.) and small (2” dia.) – Generally made of plastic or canvas filled with some type of floatation material. May be various colors.

Winger – Mechanical device using to throw birds and bumpers.

Bird Rack – Device used to hang dead birds when they’re not being used. Generally placed near the line. Prolongs the working lifetime of a dead bird, especially if it’s wet. May be of the open-air type or an enclosed rack (i.e., a portable bird dryer) that prevents flies from getting at the birds.

Honor – When a dog and its handler are required to view another dog’s work. This usually occurs after a dog has finished working. The dog and its handler go to a location other than the line, commonly referred to as the “honor box”, and remain there until they’re dismissed by a judge. Dogs are required to honor at least once in Qualifying and All-age stakes (AKC field trials), and at the Senior and Master level in AKC hunt tests. If the honoring dog interferes with the working dog it can be disqualified. Rules regarding permissible behavior of the honoring dog and its handler have changed over time and may be event-dependent.

Retriever Field Trial (field trial or simply trial) – An AKC-sponsored competition in which retrievers are tested on land and water. Judges then evaluate the work of each dog to determine placements (1<sup>st</sup> through 4<sup>th</sup>). Dogs that finish the trial but do not place may, at the discretion of the judges, be given a judge’s award of merit (JAM).

Retriever Hunt Test (hunt test or simply test; not be confused with generic use of the word “test” as when describing the act of testing a dog on a particular set-up. Here limited to AKC-sponsored hunt tests) – An event in which retrievers are tested on land and water. Judges then evaluate the work of each dog against a hypothetical standard appropriate to a given level of testing (Junior, Senior, or Master) to determine which dogs have received a passing score.

Training Test – Usually refers to a single training set-up. This expression is a source of confusion because a particular training set-up may emphasize the training aspect (e.g., teaching the dog how to deal with a specific factor) while another may be designed test the dog’s abilities, acquired through training.

### Marked Retrieve Terminology

Marked Retrieve (or simply a mark) – An object thrown for a dog is visible in the air and as it falls.

Stand-Out Mark (stand-out bird, stand-out gun, stand-out gun station) –The thrower is visible to the dog and remains visible until the dog retrieves the object.

Hidden Gun (hidden gunner, hidden gun station) – The thrower is not visible to the dog but is instead concealed in some manner. Hidden gunners are used extensively in AKC hunt tests to simulate the conditions of hunting. The hidden gunner may or may not be instructed to get the dog’s attention before it throws a bird (e.g., by using a duck call). The unannounced “walk-up” test, which is a required testing scenario at the Master hunt test level, begins with an unannounced throw (i.e., without any noise to get the dog’s attention) from a hidden gunner (see Unannounced Walk-up Test).

Retired Mark (retired bird, retired gun, retired gun station) – An object is initially thrown as a stand-out mark, but the thrower disappears (retires) before the object is retrieved. In training, the handler instructs the thrower on when to retire. This could occur before the dog is lined up to retrieve the mark or when the dog is enroute to the mark. In competition, decisions on who retires and when are made by the judges.

Go Bird – the first bird to be retrieved in a marking set-up. Usually, but not always, the last bird thrown in a multiple mark set-up (see Primary Selection).

Memory Mark (or bird) – Refers to all marks except the go-bird in a multiple mark set-up. A double mark set-up has one memory bird. A triple mark set-up has two memory birds. The thrower of a memory bird may or may not be asked to retire.

Live Flyer (or simply flyer) – A live bird that is thrown and then shot for the dog before the dog is sent. May be thrown by hand or with a winger. Usually, but not always, the last bird down when part of a multiple marking set-up (i.e., a “go bird flyer”).

Out-of-Order Flyer – A flyer in a multiple mark set-up that is not shot as the last bird down.

Types of Throws (on marks) – Defined here in relation to a straight line that runs from the running line to the person making the throw (flat throw definition), or in relation to the line defined by the flat throw (all other definitions).

Flat (or square) throw – 90 degrees (right angle), perpendicular to the line.

Slight angle back throw – 30 degrees behind (from the perspective of the line) the flat throw.

Hard angle back throw – 45 or more degrees behind the flat throw.

Slight angle in throw – 30 degrees in front of (from the perspective of the line) the flat throw.

Hard angle in throw – 45 or more degrees in front of the flat throw.

Punch Bird – A mark that is substantially longer than other marks in a multiple marking set-up, thus requiring the dog to “punch” out to it. This bird is often retired in competition and may involve factors (water, changes in cover) that cause a dog to “break down” before it gets to the mark. A very long mark thrown as a single is usually referred to as a long single and not a punch bird.

Drag Back Scent – Scent that dogs leave when they make a retrieve (especially when coming back with a bird). Drag back scent that builds up when multiple dogs are run can confuse later running dogs and cause them to “break down” and start hunting. This is especially true on water marks because water is dripping off the dog and the bird as it returns. Highly experienced (and very smart) dogs can, in some cases, benefit from drag back scent because it leads them to the birds. Drag back scent may also impact blind retrieves.

Area of the Fall (or fall area) – This term is a source of confusion, and its meaning in the context of competition is a subject of ongoing debate. Within the context of a simple training set-up, this term may refer to the relatively small area within which all thrown birds will land. Thus, a thrower may be asked to “scent the area of the fall” before a training session begins. In the context of competition, this term refers to area within which a dog can hunt for a bird and still be considered “in the area.” Dogs that proceed directly to the fall area are said to have had a “good mark”, while dogs that don’t go to the fall area

initially are said to have had a “poor” or “weak” mark. These dogs may eventually end up in the fall area but are generally scored lower than those that proceed directly to the fall area. Dogs that go the fall area initially and then leave it are said to have had a “loose” hunt. The largest source of confusion relates to what people define as the area of the fall. Given the many variables involved, there is no single right answer. Most judges agree, however, that the size of the fall area on any given mark depends on the order in which the birds are retrieved (relatively smaller for go-birds and larger for memory birds), whether or not the gunner is retired (relatively smaller for stand-out marks and larger for retired marks), and challenges posed by distance, terrain, and other factors. AKC rules for both field trials and hunt tests stipulate that a dog must be dropped for returning to hunt an “old fall” (i.e., a bird the dog has already retrieved). In this case, the definition of the fall area may determine whether, in the judge’s mind, a dog must be eliminated from competition.

### Mark Arrangements

Single – One mark is thrown. The dog may be sent immediately to retrieve the mark with the result that no memory is involved. Alternatively, a single may be “interrupted” to run one or more blinds before the dog is sent to retrieve the mark. These are referred to as a “poison bird” blinds because, in competition, a dog that picks up the mark before completing the blind(s) is “dead” (i.e., dropped; see Poison Bird).

Double – Two marks are thrown before the dog is sent for the first bird. This, by definition, creates at least one “memory” bird. A double, like a single, may be interrupted to run one or more blinds. This interruption can occur before the first mark is recovered or after the dog retrieves a mark. For this and other multiple marking set-ups, the judges cannot require the handler to pick up the marks in a specific order.

Double Configurations – these definitions apply when the lines to the marks are relatively close to one another and not when the marks are widespread. Some combinations of terms are possible; e.g., equidistant converging marks.

Flower pot (diverging) – The two birds are thrown in opposite directions away from one another.

Converging – The two birds are thrown in opposite directions towards one another.

Hip pocket – The two birds are thrown in the same direction with the result that one appears to be thrown toward the hip pocket of the person throwing the other mark. A short bird may be thrown into the hip pocket of a longer bird or vice versa.

Equidistant – Both birds are thrown a similar distance from the line.

Long-to-short – A long mark thrown first is followed by a short mark thrown second (most common). This makes the short mark the go bird.

Short-to-long – A short mark thrown first is followed by a long mark thrown second (less common). This makes the long mark the go bird unless the handler “selects” the short bird (see Primary Selection).

California (or Texas) double – A long-to-short double where the long bird is exceptionally long. The long bird of a California double is often retired.

Triple – Three marks are thrown before the dog is sent for the first bird. This, by definition, creates at least two memory birds. A triple, like a single or double, may be interrupted to run one or more blinds. Alternatively, a double may be thrown. Then, after the first bird of the double is retrieved, a third mark is thrown. This creates an “interrupted” triple mark. A triple or interrupted triple mark set up can also interrupted to run one or more blinds.

Triple Configurations – If one mark is well removed from the other two you can have what appears, visually, to be a single and a double. Other recognized configurations include:

Inline – the gun stations appear to be arranged along a straight line. This line commonly angles away from the running line. This set up provides for the possibility of having two hip pocket birds.

Indent – the middle bird of the triple is much closer to the running line than the other two marks. In competition, this middle or indented bird is often retired.

Long middle bird – Self-explanatory. This long middle bird is commonly a punch bird.

Quad – Four marks are thrown before the dog is sent for the first bird. Considering the potential for interrupted marks and poison bird blinds, many variations on the quad marking set-up are possible. Many quad set-ups appear visually to consist of two doubles (a “double-double” set up).

Primary Selection – Occurs when, in a multiple mark set-up, the handler pulls a dog off the last bird thrown and selects another bird as the go-bird.

Secondary Selection – Occurs after a dog has retrieved the go-bird in a triple or quad set-up.

Refers to a handler’s efforts to select for the dog the next bird to be retrieved.

Alternatively, the handler may allow the dog to select the next bird to be retrieved.

Handler’s often use secondary selection in training to create desired habits (e.g., pick up all short birds before picking up longer birds). In competition, it is generally not a good idea to fight with your dog if it really wants to pick up a particular bird second, even if it’s not the one you would have selected in training.

Taking Singles – Occurs when a handler runs all marks in a multiple mark set-up as singles. This benefits dogs at all stages of development and is a good “default” choice in training when a handler is uncertain how to run a particular set-up.

### Water Mark Concepts

Various concepts are described below. One water mark could incorporate several of these concepts; e.g., a down-the-shore mark could involve a long run up to water and an angled entry.

Square entry – The dog approaches the water on a line that is square (perpendicular) to the shoreline.

Square exit – the dog exits the water on a line that is square (perpendicular) to the shoreline.

Angled entry – The dog's approach to water is angled (anything other than square) in relation to the shoreline.

Angled exit – The dog's exit from water is angled (anything but square) in relation to the shoreline.

Long run in – long run up to the water's edge.

Long run out – long exit from water before the dog comes to a mark.

Down-the-shore – A type of angled exit mark thrown "down" (and typically parallel to) a shoreline that angles away from the running line. The result is that a dog which takes a straight line to the mark will swim past the thrower. Dogs that do not take a straight line may "beach early" and end "behind" the thrower (i.e., on the side of the thrower opposite the bird). A down-the-shore mark may be thrown into water along the shore, on land not far from water, or some distance from water. The thrower of this mark may be close to the water's edge (first two variations) or some distance from water (third variation). Down-the-shore marks can be thrown as singles or as part of a multiple marking set-up. Multiple mark set-ups can incorporate multiple down-the-shore marks (e.g., two down-the-shore, three down-the-shore).

Bridge Mark – a mark thrown across water that appears to bridge (connect) two pieces of land. Examples include marks thrown across a channel of water, from a point to a shoreline, from a shoreline to a point, or from one point to another point.

Island Bird – Birds thrown onto islands can be very difficult for dogs to mark well and are often considered as a distinct type of mark. Island birds can be thrown from one part of an island to another part of the same island. Alternatively, a mark can be thrown across water onto an island, or across water from one island to a second island. These latter two marks conform to the definition of a bridge mark but are usually referred to as island birds.

### Gunner Help

The goal with any type of gunner help is to provide as little help as necessary for the dog to successfully complete the retrieve. The idea is to make the dog responsible for finding the bird, while at the same time preventing the dog from becoming discouraged (e.g., giving up the hunt) or getting into trouble (e.g., returning to an old fall). If you're using gunner help on every test set-up, you're probably testing the dog beyond its capabilities. Various types of gunner help are described below. These methods can be combined with

other methods for helping a dog such as having the gunners pick up their marks before the dog is sent and re-throwing the entire test. This may be good idea if, for some reason, a dog didn't see all the throws. Alternatively, the handler may wish to repeat one part of a larger test that was especially hard for the dog (e.g., a very short retired gun that the dog over-ran). In this case, the handler may request that the problem bird be thrown without throwing other parts of the test, and then hand throw a bird off the line to make this re-thrown problem bird a memory mark. The question of whether to repeat a set-up (or some portion of it) or whether to wait another day and set up something similar in another location is something that defies easy answers, especially if you have limited opportunities to train.

**Before Throwing a Bird** – these are methods used by gunners to get a dog's attention. They're often used with young dogs but may be used with an older dog if a gunner is difficult to pick out or the dog is having difficulty looking past something (e.g., an attractive short bird) in the foreground.

**Hey, hey (loudly)** – Self-explanatory. Must be loud enough to be heard by the dog from the running line. May be accompanied by a shot, although this can be counterproductive due to echoes.

**Wave arms** – Self-explanatory. Often done using a pre-arranged signal; e.g., the handler may wave both arms and the gunner then waves their arms in return. Often accompanied by a hey, hey.

**Before the Dog is Sent, Stand-Out Memory Bird** – methods used by throwers to help a dog remember a memory bird and/or provide confidence so that the dog attempts to make the retrieve and doesn't refuse to go when sent (see No-go). This type of gunner help is typically requested by the handler using a radio. If the handler shouts these instructions to the thrower, they may distract the dog and/or further erode confidence. If a handler requests a fake throw or re-throw, they may ask the thrower do this "on my signal" to make certain the dog is looking in right direction.

**Hey, hey (loudly)** – Self-explanatory, often accompanied by a fake throw.

**Fake throw** – The thrower swings their arm as if they were throwing a bird.

**Re-throw (throw another bird)** – The thrower throws a second bird to the same location as the first one. May be accompanied by a hey, hey or done without noise (a silent re-throw).

**After Dog is Sent, Stand-Out Mark** – Best done only if the handler requests, or by pre-arrangement with the handler. The thrower may yell hey, hey first to get a dog's attention and then provide some other type of help. It does no good to give a fake throw or throw another bird if the dog is not looking at the thrower. A request for gunner help should be given over a radio; if the handler shouts these instructions from the line the dog will turn its attention towards the line which is unproductive. The goal is to get the dog into the area of the fall with the least amount of assistance and then let them hunt the bird up. In some cases, the thrower may be asked to walk the dog out to the bird;

however, this type of help can create the habit of depending on the thrower (i.e., expecting help). This habit is detrimental to the development of marking and can be hard to break.

Hey, hey (loudly) - See definition above.

Fake throw – See definition above.

Re-throw (throw another bird) – See definition above.

Before the Dog is Sent, Retired Bird or Hidden Bird – Should be done using a radio for the reason stated above.

Unretire/remain out – The thrower quickly unretires, moves to the location they threw from and remains there until they're asked to do otherwise.

Unretire/re-retire – The thrower quickly unretires and moves to the location they threw from. They then re-retire when asked to do so, typically after the dog has seen them.

Hey, hey – Self-explanatory. Often done by a thrower that unretires (e.g., “unretire and get the dog's attention with a hey, hey. Once he's headed your way you can re-retire”).

Fake throw – See definition above. Can be done by a thrower that unretires.

Re-throw (throw another bird) – See definition above. Can be done by a thrower that unretires.

After Dog is Sent, Retired Bird or Hidden Bird – Should be done using a radio for the reason stated above. With experienced dogs this type of help is generally limited to a hey, hey from someone who has unretired. The dog is then expected to run to the area and hunt the bird up. For less experienced dogs the unretired gunner may need to provide a fake throw or throw another bird to get the dog into the area and keep them there.

### Blind Retrieve Terminology

Blind Retrieve (or simply blind) – The dog is sent (typically cast from the handler's side) to recover an object that was planted in advance. Recovery of the object requires that the handler “handle” the dog, typically by using whistle, voice, and visual commands (e.g., arm signals).

Blind Planter – person responsible for planting a blind. Not seen by the dog while planting the blind, except in certain drill situations.

Blind Marker – A marker of some type used to identify the location of a blind. Generally, not visible to the dog as it approaches the blind location in a test or trial. May be made visible to the dog in certain training situations. If the marker is visible to the dog at a considerable distance (possibly even from the line), the blind is referred to as a marked blind.

Remote Cast Blind – The dog is not sent from the handler's side but instead from a remote location some distance from the handler.



Memory Blind (taught blind, pattern blind) – A blind the dog has run before and should have some memory of. Often taught in segments, typically by teaching the end of the blind and then working backward.

Cold Blind – A blind the dog hasn't run before.

Double or Triple Blind – Self-explanatory. In hunt tests and field trials a judge may instruct the handler on the order in which the blinds are to be run.

Casting (as on blinds or when handling on a mark) – These are not definitions, but rather descriptions. Every handler has their own blind running “style.” There are many nuances when running blinds, particularly at high levels of competition. These nuances are dog- and handler-specific, developed through years of training, and defy easy description. The following descriptions refer to the position of the casting arm. A dog is said to have taken a cast “literally” if it goes in a direction that corresponds exactly to the arm position. Other handler movements (e.g., a slight step to the right or left when the cast is given) may influence a dog to take something other than the “literal” cast. Casts may be given with a simultaneous verbal cue (vocal “back”, vocal “over”) or without a verbal cue (silent back, silent over).

Straight back - The arm (left or right) is extended straight up or nearly so. Dogs are usually trained to turn toward the side the back cast is given. In most cases, the intent of the straight back cast is for the dog to give a slight change of direction toward the side the cast is given.

Angle (angled) back - The arm is angled down somewhat from the straight back position. Relative to the straight back cast, the intent is for the dog to give a somewhat larger change of direction toward the side the cast is given.

Over - The arm is horizontal to the ground or nearly so. This cast is generally accompanied by a sidestep. The intent is for the dog to give a large change of direction (90 degrees if the cast is taken literally) toward the side the cast is given.

Initial Line (esp. on blinds) - The line a dog takes when it is first cast from the handler's side on a blind retrieve. Ideally, this line proceeds a considerable distance toward the hidden object with the result that the handler does not have to stop the dog and correct its line. Although, in theory, a dog should be able to “line” any blind, the judges in a field trial or hunt test will use diversions (see Blind diversion), obstacles, and terrain elements to make a good initial line hard to achieve and hold.

Blind Diversions (“bells and whistles”) – Things that can be done to increase the relative difficulty of a blind retrieve.

Standout gunner – A gunner is visible to the dog enroute to the blind but otherwise doesn't do anything.

Dry pop – when a gun is shot before the blind is run. No birds are thrown in association with the dry pop. The person shooting the gun may be visible or hidden. In a competition, instructions regarding the mechanics of the dry pop (e.g., who signals for it

and how) are provided by the judges. The dry pop can consist of one or more than one shot.

Poison bird - A marked throw the dog must ignore when running one or more blinds. The line(s) to the blind(s) may or may not be close to the line(s) to the poison bird(s). In field trials, the dog may or may not be instructed to pick up the poison bird once the blind(s) has (have) been completed. In a hunt test, dogs are required to pick up all poison birds.

Scented Area – An area on line to the blind on which some type of attractive scent has been deposited. In most cases, this scent is laid down by dragging a duck on the ground and perhaps by plucking some feathers. Scented areas are often created on land that is very close to water (e.g., a point) with the result that dogs tend to “hang up” and not cast into the water. Well placed scented areas can greatly increase the difficulty of a blind.

### Water blind concepts

Channel Blind – A water blind that involves, at least in part, swimming the long axis of a channel.

Shoreline Blind – A water blind that involves, at least in part, swimming parallel to and near a shoreline.

Miss the Point – A water blind that involves, at least in part, swimming past the tip of a point of land.

Over the Point – A water blind that involves, at least in part, crossing a point of land.

On and Off the Point – A water blind that involves, at least in part, instructing a dog to land on then cast off a point. The difference between an over the point blind and an on and off the point blind is a matter of degree and may lead to differences in interpretation on the part of handlers and judges.

### More General Information

No-go – When a dog is sent by the handler on a mark or blind and refuses to go. The dog may stay at the handler’s side or go a short distance and return. Can be caused by several things including confusion, lack of confidence, and pressure. In field trials, a dog that does not go when sent on a blind retrieve must be eliminated from contention.

Signal for Birds (in training) – When a handler signals throwers in the field to throw a mark. In a multiple mark set up the handler generally signals for each bird individually. The throwers in the field must be informed in advance what the order of throws is going to be.

Signal for Birds (in a hunt test or field trial) – When the handler signals to a judge that they are ready for the test to begin.

**Walk-up Test** – A type of test, generally restricted to hunt tests, where the judges signal for the marks to be thrown without waiting for a signal from the handler. In such cases, the handler and their dog are expected to keep walking forward until the first bird is thrown, at which time the handler can instruct the dog to sit using a verbal command or a sit whistle.

**Unannounced Walk-up Test** – A type of walk-up test that begins with an unannounced throw (i.e., no noise is given in advance to get the dog's attention) from a hidden gun station. This is a required testing element at both the Senior and Master hunt test levels. AKC hunt test rules prescribe the approximate distance from the line to the unannounced walk-up bird (max. of 45 yards). Due to the short distance involved and the surprise nature of throw, this set-up creates a stern test of steadiness.

**Sit Whistle** – a trained whistle command, generally given as a sharp blast, which instructs a dog to sit. When given to a dog in the field, the dog is expected to sit and face the handler. When given to a dog in the heel position, the dog is expected to sit in that position facing forward. Sit whistles are used on blind retrieves to stop a dog as it moves away from the handler. Once the dog has turned to look at the handler it can be given an appropriate cast (see Casting).

**Come-In Whistle** – a trained whistle command, generally given as a trill or several blasts in quick succession, which instructs a dog in the field to return to the handler.

**My Right, your Left (with gunner facing you) and vice versa** – Expression used to explain to a thrower the direction you want a bird thrown (e.g., "I'd like the bird thrown angled back to my right, your left").

**Test Throws (may or not be accompanied by a shot)** – Marks thrown without a dog on the line to check mechanics and visibility. Based on the test throws a trainer or judge may decide to change the test (e.g., by asking the thrower to step out into sunlight or by adding white streamers to a dead bird thrown against a dark background).

**Scenting the Area (for a mark)** – When several birds are thrown before a dog is run to leave scent in the fall area. Alternatively, the thrower may take a bird to the area of the fall and drag it on the ground. This is done to create a test that is fairer to early running dogs. It is also a good training practice.

**Test Dog** – A non-competing dog that is run on a set up (marks and/or blinds) to check mechanics and visibility. This is done before any competing dogs are run. This is highly recommended for field trials and hunt tests.

**Suction** – A term that refers generally to things which are attractive to a dog and could influence the line they take when they're sent by a handler. Often used in the context of a multiple mark set-up. Marks that a dog has already retrieved are said to create suction because the dog is tempted to return to the "old fall." Flyer stations can create a great deal of suction for some dogs. All the blind diversions described above (standout gunner, dry pop, poison bird) create suction, which is why they work.

Lining (marks or blinds) – Using footwork and verbal cues to line a dog in the heel position toward some object or destination. This object could be a thrower (as when getting ready to run a set of marks). This destination could be a marked fall location (as when setting up to retrieve a memory bird), or a blind bird location. Depending on the circumstances, a dog may or may not be lined up directly at a marked fall or blind bird. When the handler lines a dog in a direction slightly different from the true line to a marked fall or blind, they are said to have “false lined” the dog. False lining is sometimes done to deal with factors present in a particular mark or blind (e.g., suction from an old fall or a strong cross-wind).