

Coon Hunt Rules

Conditions

1. In order to compete in a NADSR event, the dog must be registered with NADSR. The owner must show proof of registration in the form of a registration certificate or Photo ID. Registration forms will be available at each event for non-registered dogs.
2. Bitches that are in any part of the heat cycle or pregnant will not be allowed to enter any NADSR event. She will be disqualified with no refund on entry fee if she was entered deceptively.
3. Dogs that are aggressive or become aggressive will be disqualified.
4. Only flay nylon or leather collars are allowed. No e-collars, prongs, or slip collars allowed.
5. No hired handlers may be used. Only the owner, co-owner or family member of the owner may handle the dog.
6. Entry Fees are non-refundable.
7. **THE JUDGE'S DECISION IS FINAL**

General Information

1. All entries must be submitted before deadline. All handlers in line before deadline will be entered.
2. Beginning Hunt Time must be recorded on Score Sheet, if a two-night hunt, beginning time must be the same for both nights.
3. Before beginning a hunt, a TIME DEADLINE, is to be given and posted for all handlers.
4. Dogs must be divided into the least number of casts possible.
5. There is only one handler allowed per dog.
6. All dogs must be open before they are considered **Struck** or **Treed**.
7. If any handler is not able to complete his hunt he must pick up his dog. If available, handler can appoint another handler for his/her dog(s), but they must be approved by the Judge.
8. All dogs are required to complete hunt unless scratched.
9. No one is allowed to climb a tree or to kill or harm a coon in any way
10. When a dog is declared treed, everyone is to wait five minutes unless all dogs are declared treed. If the Judges and Handlers are so far from the tree that it will take longer than five minutes to reach the tree, they are allowed to start walking, but stopping periodically to let other handlers see if their dog is treed.
11. The judge must be the first to the tree, but must maintain an attainable pace from all members of the cast.

Master of Hounds

1. A Master of Hounds and an Alternate Master of Hounds must be appointed by the club and approved by NADSR. They will be in charge of the hunting events for a designated region. The Master of Hunts or an Alternate Master of Hunts must be present for each hunt held in that region. The Alternate Master of Hunts will serve only in the absence of the Master of Hounds.
2. The duties of the Master of Hounds will include:
 - A. Posting current NADSR Hunt Rules, hunt entry deadlines and hunt deadlines for each and every hunt.
 - B. Making sure the dogs entering are NADSR registered or have applied for registration.
 - C. Organizing hunting cast and distributing the cast score cards.
 - D. Appointing qualified judges for each cast.
 - E. Collecting the completed scorecards from the cast judge for each cast.
 - F. Resolve questions that may arise during the hunt.
 - G. Determine the hunt winners.
 - H. Post the results of the hunt.

- I. Distribute the winners' awards.
 - J. Provide NADSR with the score- cards of the dogs entered in the hunt. (copies may be made for the club)
3. The Master of Hounds must remain at the clubhouse at all times.
 4. Neither the Master of Hounds or Spouse may enter an event if they are serving as Master of Hounds for that event. They also may not appoint another handler to enter their dog.

Judges Duties

1. All judges are to be picked by the hunting club and approved by NADSR
2. The cast judges should be knowledgeable of NADSR rules, fair and Impartial.
3. The cast judges' duties will begin when the MASTER of HUNTS officially hands him the score cards for his cast. His duties cease when he returns the score cards, completed and signed to the MASTER of HUNTS.
4. The cast judges responsibilities include: carrying the scorecards for their cast and enter points earned or lost and time lost for time outs in plain view of the handler for each dog of the cast.
5. If a question arises about a score, the judge should mark that score with a '?' and present it to the Master of Hunts upon returning from the hunt.
6. A judge may also have a dog entered in the hunt and be the handler but a secondary judge is required. If a judge scratches his dog from the race, he may continue to judge or pass the scorecards to the secondary judge.
7. Judges are to keep hunters and spectators at a distance that will not interfere with the dogs. A judge may scratch a dog if the dog's handler or a spectator with the handler interferes with the hunts.
8. A judge may instruct the handler to call in their dogs when necessary in order to keep the cast hunting together.

Handlers Duties

1. All handlers must know their dog's voice and nature and advise the judge of any unusual habits before the beginning of the hunt.
2. The handler must check time and score before signing the scorecard.

Scorecards

1. All information recorded by the Master of Hunts and the Judges on the scorecards must be legible.
2. The scorecards must be completed in the field by the judge and signed by the handler. If the handler does not sign the scorecard, his dog will be scratched.
3. Only the Master of Hunts can make changes on the scorecard after it has been signed by the cast judge and handler.

Point System

1. Each dog is scored by the time he opens. 1st place-100 points, 2nd place- 75 points, 3rd place- 50 points and 4th place-25 points. If the dog is turned on to a trail that is already being worked he will receive the next position available. If no positions are available they will receive 25 points.
2. All dogs must be off leash to receive the 100 strike points.
3. Each dog is scored by the time they are declared treed. 1st place-125 points, 2nd place-75 points, 3rd place-50 points and 4th place-25 points.
4. When the positions can not be determined the points may be split.

Points will be Plus

1. When the dogs strike and tree, and the coon is seen
 - By a non-hunting judge.

- By the majority of the cast when a hunting judge is being used.
 - Only one tree is counted regardless of the amount of coons in tree.
2. When the dog is declared struck and treed and the coon is seen somewhere other than in a tree
 - If the dog is declared treed, it will receive strike and tree points.
 - If the dog is not declared treed, it will receive strike points.
 - If the dog catches the coon it will receive strike points.
 3. In case of a split tree only one set of strike points will be given, and each tree will be counted separate for tree points.
 4. A dog can not receive plus or minus strike points if it is not on the trail when the first dog is declared treed, unless it is on a different tree; but it may receive tree points if it trees within 5 minutes.
 5. All dogs that strike must be declared struck and recorded by the judge.

Points will be Minus

1. If any dog trees any game other than a coon both strike and tree points will be minused.
2. When a dog is treed and no coon can be seen by either a non-hunting judge or by the majority of the cast when a hunting judge is being used.
3. When a dog is declared treed and leaves the tree, if he returns within 5 minutes he will be given the next available position unless all positions are taken.
4. If a dog is declared treed and a coon is seen and when 5 minutes has passed no additional dog can be declared treed on that tree. If another dog comes in to the tree he will get minus points on track and nothing on tree.
5. If a dog quits a trail that is being worked and comes in he will be minused. If none of the dogs that are declared struck open within 8 minutes the strike will be considered finished and minused. If the dog goes back on the trail he will get the next available position, unless all positions are taken and then he will receive 25 points. These points will be minused each time the dogs come out.
6. After a dog is declared treed and at least one of the dogs on the tree does not bark at least once every 2 minutes before the cast arrive, the points will be minused and the tree is declared open.
7. Any dogs treeing when the judge arrives, but are not declared treed will be minused tree points on "off" game or slick tree. In the case of one dog points will be determined by next available position, in the case of two dogs split tree points will be given.
8. A dog that is declared struck but babbling will be minused strike points. **Babbling- is when a dog opens 3 times or has been struck where no track is evident.**
9. If a handler strikes or trees the wrong dog, the judge will minus the awarded called points, and those points will be open for all dogs.

Points will be Circled

These points will count neither for nor against a dog unless when a tie is to be broken.

1. If a dog strikes and trees up a tree or a hole in the ground where there could be a coon, but the judge does not see a coon or any off game. If the dog or dogs run the coon into a place of refuge other than a tree the handler may call the dog treed, but if not called treed the cast may proceed to the general area and the track can be considered finished if the dog show there to be a coon. This is to be determined by the satisfaction of the judge. One dog must show the end of a trail.
2. If a dog is trailing when the time is out.
3. If the judge has to call a time out.

4. No points (even circled points), will be awarded if and dog or dogs return to a tree that has been scored previously. The cast may go to the tree without the dogs being declared treed if the majority of the cast agree when a hunting judge is being used.
5. No dog will receive minus points for coming to a tree after the judge arrives unless a coon is seen and the other dogs are awarded plus points.
6. If a judge orders the dogs to be called off because of livestock, nearness to highway, building ect.

Dogs will be Scratched

1. If a dog has totaled 400 minus points regardless of plus points.
2. Failing to make an attempt to hunt within 30 consecutive scorecard minutes.
3. At each release the handler must strike his dog by the third bark after the first minute.
4. On the second offence if a handler calls another handler's dog.
5. If the handler is under the influence of alcohol or drugs and/or is causing trouble.
6. While on the trail the dog remains silent
7. If anyone delays completion of a cast for one hour after a timeout.
8. During Champion and Grand Champion cast a dog can be scratched for treeing, running or molesting any off game during the authority of the judge.
9. If there is any use of a control or locating device prior to cast completion time. These devices are permitted during time outs and lighted collars are not considered to be a location device so they are permitted.
10. If a handler verbally or physically abuses their dog.
11. For a violation of the time limit that was set by the club.
12. If the dog is caught running or molesting livestock.
13. If a dog runs over or under set time of hunt.
14. If a handler fails to return to the Master of Hounds after a separation of cast.

Non-Working Dog

If a dog not working as part of a cast and is holding 1st, 2nd, 3rd, and 4th strike, all strike points will be available to the other dogs after the coons have been treed and seen in two separate trees, or after one hour of hunting time has elapsed.

Time Outs

The judge or majority of the cast, if a hunting judge is used, can call a time out because of the following:

1. When there is danger to the dog or hunter or they trail over a highway or on posted property.
2. If a hunter gets too close or if the dog joins another group.
3. An immediate time out is called when new ground must be found to finish a cast and more than 15 minutes is required or the move to a new area requires the use of a vehicle.
4. If there is an accident or illness
5. If a cast becomes lost
6. If a dog is declared treed but a coon is not seen, the handler can call a 10-minute hunting time but no time out can be called. If no coon is found after 10 minutes or is found after the 10 minutes no plus points will be awarded.
7. If a dog is trailing and is out of hearing distance in different directions.
8. If a split tree is declared and more than 15 minutes is required to travel between the trees. If a dog leaves the tree and goes back on the track, time continues.

Winners

1. Before receiving Champion points the dog must have a total score of plus points and be a cast winner.
2. The top 10 high point cast winners from different cast will be judged as the first 10 winners.

Ties

1. One dog competing and winning out over another dog.
2. A dog that has the least number of minus points.
3. If there is still a tie the dog with the most plus tree points wins
4. If there is still a tie the dog that has the most plus strike points wins.
5. If there is still a tie the dog that has the most circled tree points wins.
6. If there is still a tie the dog that has the most circled strike points wins.
7. If there is still a tie the dogs involved in the tie will hunt in one hour intervals until the tie is broken.
8. If all parties agree the tie can be broken by flipping a coin.