`HOUNDSMEN KENNEL CLUB LLC

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Coon Hound Performance Proven Test Rules

There is no restriction as to the number of guests that can accompany an evaluation.

- 1. Dogs must be cast freely to search for a coon. Judging may not be done at any of the following
- A) Any type enclosures
- B) Off feeders
- C) Or turned loose on game that is seen.
- 2. Dogs will be hunted for one hour (60min.). If the dog is trailing as time runs out, hunting time may be extended for an additional 15 minutes if the dog has not completed the requirements for a win during the hour. The dog shall be scratched if (2) two or more rules are broken during the 60 Min hunt.
- 3. Dogs will either win or be scratched for rules infractions. A dog will be awarded a win for satisfying each of the Standard Requirements on the same track, while hunting for one hour (60min).
- 4. Requirements Defined
- A) Went Hunting Dog must go hunting alone and search for coon track. Hunters may proceed slowly in the direction they wish to hunt.
- B) Open on Track Dogs must open on track at least every 3 minutes. Dogs that tree without first opening on track will not be penalized, nor will they receive a pass on that track for the open trailing requirement.
- C) Treed & Stay Treed Once it is determined that the dog has settled on a tree, dog must be allowed to tree for a period of (6 mins). Six minutes before hunters arrive.
- D) Coon Seen A handler may use as much of his hunting time as he wishes (within reason) to search a tree. A dog may receive credit if the coon is found in a tree or a tree the coon could have legitimately climbed into. Judge must see the coon.
- 5. Faults Defined
- A) Off Game Dog will scratched for running, treeing or catching off game. Coon only. Handlers will be required to use their one hour hunting time to recover dogs running fast game. No time outs.

- B) Slick Tree Dog will receive a fault for treeing on a tree where it is obvious there is no coon.
- C) Quit Track When it's obvious that a dog has quit a track that he was open on and attempting to work he will be faulted. Failure to open for 8 minutes will be considered quitting.
- D) Handling Issues If dog cannot be caught to be handled at tree, truck or in the woods, it will be scratched.
- E) Leaving Tree / Milling Around. Judge should give plenty of leniency in regard to treeing style. However, dogs should stay at the tree until handlers have leashed them. Any dog that comes off the tree will be scratched. The judge should use common sense.
- F) Failed To Hunt Dogs are required to make an honest effort to go hunting alone. Failure to do so after (5 mins) five mins will result in the dog being scratched.
- 6. Owner / Handler Sportsmanship Disqualification Judge may be asked questions regarding their evaluation in the field. If at any time the tone gets confrontational, Judge is instructed to immediately scratch the dog. Should a handler disagree with a judge's decision, they may submit a written explanation of their disagreement to HKC within 5 days. HKC will review prior to recording results.
- 7. Electronic Devices. Prohibited. Training collar may be worn but transmitter must be left at vehicle. No electronic squallers. Tracking collars are permitted and there are no restrictions in using them. No other electronic devices besides a hunting light may be used.
- 8. Taking Game Prohibited. Individuals found guilty of taking any game or damaging any dens or trees will be scratched. **ALL** state and local laws must be followed.
- 9. Judge's. It is not permissible for individuals to inspect each other's dogs on a given night.
- 10 Assistance. Any person needing assistance may utilize personal transportation during a hunt test.
- 11) Dog must be HKC registered
- 12) after 3 performance proven passes dog will be titled performance proven, for every 3 passes after will be titled performance proven 1,2,3 etc.

TO EARN THE PERFORMANCE PROVEN TITLE, YOU MUST GET THREE PASSES. EACH HUNT TEST IS \$25.00 \$15.00 no HKC and \$10.00 to the club. NO MATTER IF YOU PASS OR FAIL THAT HUNT

Family Traditions