

2023 H.K.C. RABBIT SERIES HUNT RULES

The H.K.C. Event will be conducted according to the following rules. H.K.C. reserves the right to modify the rules set forth at any time deemed necessary. By entering a H.K.C. event, the participants agree to abide by the rules as written and show good sportsmanship both on the grounds and in the woods. Absolutely no alcoholic beverages or non-prescription drugs are allowed on the grounds or cast of a Houndsmen Kennel Club Rabbit Series Event!

SECTION (A) - GENERAL INFORMATION

1. Houndsmen Kennel Club Rabbit Series. Will approve all Hunt Divisions and Hunt Directors; keep record of dogs enrolled for the current H.K.C. Rabbit Series, and keep record of placements towards Championship Points and Championship Degrees. Houndsmen Kennel Club Rabbit Series will not be held responsible for disbursing winnings, assigning judges, or determining placement of event participants at Division, Pro, or Shootout hunts unless otherwise noted. Furthermore, by you entering a H.K.C. Rabbit Series Event you agree to not hold the Houndsmen Kennel Club Rabbit Series, the Hunt Director, Non Hunting or Hunting Judge, or Guide responsible in the event of an accident, misapplication of the rules, theft or personal injury.

2. **Hunt Director** – The Hunt Director is responsible for conducting the hunt. The Hunt Director may participate in the event.

3. **Guide** – A Guide is someone who is willing to take a cast to a location where they can hunt safely. A hunting judge can also be a guide for the cast.

4. **Non-Hunting Judge** – Is an individual who has knowledge of the rules that can interpret and apply them in a fair manner. A Non-Hunting Judge will be an additional voting member of the cast and has the same authority as a hunting judge. He/she shall carry the scorecard and be responsible for recording all scores. The Hunt Director can assign a Non-Hunting Judge anytime at his discretion. However, the final cast must be assigned a Non-Hunting Judge.

5. **Hunting Judge** – When a non-hunting judge is not utilized, a hunting judge will be appointed to each cast. This person must have knowledge of the rules and can interpret and apply them in a fair manner.

The judge must keep all cast members informed of running times, scoring, timeouts, and warnings. He/she must carry the scorecard and be responsible for recording all scores.

6. **Dog Standards** – Dogs must be 16” tall or under to compete. A measuring device approved by H.K.C. must be used when measuring a dog in question.

7. **Guest Hunters**—Guest hunters will be allowed to enter (1) try one. Open event and any awards will not count towards any standing or placement.

SECTION (B) - HANDLERS

1. It is the handler’s ultimate responsibility to know the rules and agree to abide by them. The handler also agrees to accept and abide by the decisions of the Judge, Hunt Director, and Question Panel.

2. A handler must conduct himself/herself in a sportsmanlike manner at all times. A handler becoming loud, aggressive or belligerent may be scratched regardless of the merit of his/her argument. A handler displaying unsportsmanlike conduct or failing to abide by these rules should be scratched from the hunt and reported to H.K.C.

3. Any handler interfering with another handler’s dog in any way that would affect their score or ability to compete is to be scratched from the hunt and reported to H.K.C. for misconduct.

4. A handler may not scold, encourage or punish their dog during the cast. Should a handler scold, encourage, or punish their dog during the cast, they shall receive a warning for the first offense, 100 minus points for the second offense, and scratched the third offense. If a handler is seen hitting or kicking their dog while competing in the cast, they shall be immediately scratched and the handler reported for unsportsmanlike conduct. This rule does not apply to a pat on the head or side when casting or handling.

5. A handler may not leave the cast for any reason except to retrieve their dog when directed to by the judge.

6. The judge may give a handler permission to leave the cast to search for their dog during time-out. After 15 minutes, the dog is scratched.
7. Should a dog become wounded, a handler shall be permitted to handle and tend to the wounded dog while hunt time continues. A dog may not be recast until checking back in with the judge.
8. Each handler is required to remain with the cast for the entire hunt even though his/her dog may not be a part of the cast, unless all remaining handlers agree to his/her leaving.
9. A handler is required to vote on all situations where a cast vote is needed. Should a handler refuse to vote when a cast vote is called for, they shall be scratched from the hunt.

SECTION (C) - CASTS & HUNT TIMES

1. Only dogs enrolled in H.K.C. are allowed to be entered.
2. There shall be (4-5) dogs in each cast with the exception of a three (3)-dog cast when necessary.
3. Only one handler per dog is allowed unless clubs decide to “hold” casts in order for handlers to handle a second dog in another cast. A substitute handler may take over during a cast but only in the case of an illness, injury, or emergency.
4. All Guides and Judges / Non-Hunting Judges are to draw for their cast. The cast must be announced immediately to ensure that two dogs with the same owner(s) were not drawn.
5. All Club Hunts will be 60 minute rounds with cast winners advancing or handlers may choose to split. **Split must be agreed on after entry deadline by majority vote.**
6. All State & Major Event Hunts will be full elimination with 60 minute rounds cast winners will advance to the next round.
7. A dog must have an overall cast score of plus points to be declared a cast winner and receive credit towards a (Champion Title).
8. A cast winner without plus points will still receive awards but will not receive credit towards (Champion Title).

9. In order for a dog to advance, it must hunt the entire duration of the cast unless all other dogs in the cast have been scratched. If all other dogs are scratched/withdrawn, the remaining dog is the winner.

10. If 5 minutes or less is remaining in a 60-minute hunt, a handler may leash his/her dog for the time remaining unless the dog has been struck in or the non-working rule is invoked. The handler must announce this to the Non-Hunting Judge or cast members and may not recast the dog for the duration of the hunt.

11. In the event that two dogs which are owned by the same owner draw out together, these dogs will not be allowed to hunt together and will be redrawn unless the number of casts are fewer than the number of dogs owned by the same owners. (Dogs enrolled in the H.K.C. Competition may only have two owners, a primary and secondary)

12. When the dogs are cut loose, the cast will make every effort to stay within hearing range of all dogs. If dogs get out of hearing range a time-out may be called by the unanimous decision of the cast. The cast should stay as close to the dogs as possible without causing interference with dogs working.

13. Cast must stay together. A handler may leave the cast to retrieve their dog when directed by the judge.

14. HKC will allow clubs to host Night hunt events.

15. All dogs will run together until a Champion/Grand/Superior Grand Champion Class is established TBA.

16. **To be eligible for the world hunt (TBA) a handler must enter 5 events in the calendar year associated with the WORLD HUNT!**

SECTION (D) - CAST WINNERS

The Overall Cast Score will, include the dog's total plus/minus Strike, Check & Track points and circle points.

Example:

Dog A has scored (125+ strike, 125+ track, & 125C strike) its overall cast score is (250+ & 125C) Cast Winner

Dog B has scored (125+ strike, 50+ track, 125 minus strike & 100C strike), its overall cast score is (50+ & 100C)

Dog C has scored (125 minus strike, 125C strike, & 125C strike) its overall cast score is (125 minus & 250C)

1. There is to always be a cast winner. A dog must have an overall cast score of plus points to be declared a cast winner and receive credit towards a (Champion Title). A cast winner without plus points will still receive awards but will not receive credit towards (Champion Title).

2. If no dog in the cast has an overall score of plus points or zero with circle points the dog closest to zero will be the cast winner and will still receive awards but will not receive credit towards (Champion Title).

3. The dog with the highest total plus points will be declared the cast winner. A dog's total plus points are determined by subtracting minus points from the plus points scored.

4. The second determination for a cast win will be the highest overall cast score. The dog's overall cast score will be its plus points and circle points. If dogs have the same overall cast score of plus and circle points, use Section (E) to break the tie.

SECTION (E) – TIE BREAKER FOR CAST WINNERS

Should a cast end in a tie, the tie will be broken to determine the cast winner in the following manner:

- (1) Dog with least minus points, if still tied, then;
- (2) Dog with most plus strike points, if still tied, then;
- (3) Dog with most plus line points, if still tied, then;
- (4) Dog with most plus check points, if still tied, then;
- (5) Dog with most circle points, if still tied, then;
- (6) Dogs tied will hunt a fifteen (15) minute overtime period, if still tied, then; a coin toss will determine the winner of open events.

The finals of any major even, tied dogs will compete in Thirty (30) minute intervals until a winner is determined.

SECTION (F) - HOW TO PLACE NON-CAST WINNERS WHO ARE TIED

- (1) Dog with least minus points, if still tied, then;

- (2) Dog with most plus strike points, if still tied, then;
- (3) Dog with most plus line points, if still tied, then;
- (4) Dog with most plus check points, if still tied, then;
- (5) Dog with most circle points, if still tied, then;
6. If hunt is single-elimination, add Overall Cast Scores together from previous rounds and dog with highest overall score is declared the winner.
7. If the dogs tied have only hunted one (1) round or are still tied after scores being added together, a coin toss will be used to break the tie.

SECTION (G) - SCORING FORMAT

1. The proper way to declare a dog struck shall be “Dog’s Name, Struck”. This method will be used to assist a judge in determining the order of the calls should they be made simultaneously.

2. When a hunting judge is assigned to a cast, Forward Progress shall be established by a majority vote of the cast members. When non-hunting judge is assigned to a cast, Forward Progress shall be determined by the non-hunting judge.

3. Strike Points

A. There shall be a one (1) minute grace period the first time dogs are cut loose before a handler is required to strike their dog by the fourth bark.

B. A handler may strike their dog during the grace period and forward progress must be declared within three (3) minutes.

A dog must “Open on Track” to be declared struck.

C. 125 points will be awarded to the first dog struck.

D. 75 points to the 2nd dog struck.

E. 50 points to the 3rd dog struck.

F. 25 points to the 4th dog struck.

G. 25 points to the 5th dog struck if needed.

H. Strike points will be split when call positions are made simultaneously and cannot be determined by the judge.

4. Check

1. Definition: A check occurs after forward progress has been established by majority vote from cast members. When it is evident that the hounds

in pursuit of the rabbit have lost it (no mouth is being given) for **15** seconds, or more. A hound must claim the check by giving honest mouth resulting in reasonable forward progress to be awarded 25 points. Majority cast vote on ALL checks.

ALL checks are circle points till a Line has been scored.

5. **Track Points**

A. A “Game Line” is defined as a horizontal line from the very first spot in which the rabbit is seen that extends Five (5) feet to the left and Five (5) feet to the right of the rabbit’s front shoulders.

Game line should be established before the 1st dog crosses.

B. The 1st game line of a run can be marked but not scored until after one (1) minute from the 1st dog being struck.

C. 125 points will be awarded to the first dog to cross the game line.

D. 75 points to the 2nd dog to cross the game line.

E. 50 points to the 3rd dog to cross the game line.

F. 25 points to the 4th dog to cross the game line.

G. 25 points to the 5th dog to cross if needed.

H. Points will be added together and split when it is not possible to tell which dog crossed first.

I. A dog must cross the game line in the same direction in which the rabbit was traveling in order to receive Track Points.

J. A game line shall be closed to all scoring once all dogs have crossed or a one (1) minute period has expired from the 1st dog being scored on that game line.

K. After the close of a game line, the next game line cannot be scored until after a one (1) minute period has concluded.

L. A game line may also be considered closed should the cast chooses to abandon a line that has not been scored. A game line shall not be scored once it is declared closed.

M. Points to be Divided— In all scoring situations where points cannot be determined, the points for the positions in question shall be added together and divided equally for that situation.

Example: Dog A has been declared struck but dog B & C are struck simultaneously, the 2nd and 3rd strike positions would be added together ($75 + 50 = 125$) and then divided by 2 ($125 / 2 = 62.5$). Both dog B & C would receive 62.5 strike points. Dividing of any points shall be the decision made by the majority of the cast.

1. If a rabbit is seen by majority of cast but reaches a place of refuge or dogs can no longer make forward progress, or hunt time expires before a game line can be scored, strike points will become plus points.

2. In the instance of a split track, when a dog(s) is split from the dog that has been declared struck first, where forward progression is established, the dogs that are split shall be caught and recast with the dog(s) pursuing the initial rabbit. Handlers should not call to the dogs in a way that would interfere with dogs in pursuit of the initial rabbit.

3. Dogs that are declared split from the initial rabbit cannot score track points until they are working the initial rabbit's track.

Dead Track

A dead track will be called if no forward progress has been made in 3 minutes while a check is open unless cast agrees to abandon the track due to major break down.

During a dead track the judge is to stop all hunt times. During the "dead Track/timeout no dogs are eligible for scoring until hunt time is resumed.

TRACK POINTS

1. Majority of the cast must score GAMELINES. The game line must be clearly marked and when scoring such line, dogs shall be allowed Five (5) feet to the left and Five (5) feet to the right of the rabbit's front shoulders and must be actively tracking when crossing the Game Line.

2. The judge may split the cast up into two groups of not less than two (2) handlers per group in an effort to; Increase the chance of scoring a game line majority still has to be present to score Game line. Should a rabbit be seen by a single cast member and dogs verify forward progress by crossing the established game line, points shall be plus.

3. Dogs must be vocal when working the track and participate in the majority of the pursuit in order to receive track points. The pursuit begins when forward progress is established by the majority of the cast.

4. All scoring must be completed during hunt time.

SECTION (H) - SCORING OF MINUS POINTS

1. If forward progress has not been made within a three (3) minute period after the first dog has been declared struck, all dogs declared struck within the first two (2) minutes of time will receive minus points for their strike position all dogs declared struck after the two (2) minute points will be deleted. A rabbit does not have to be seen for forward progression to be declared. However, the majority of the cast shall determine if forward progression has been made.

2. A handler that calls his dog that has not struck or calls another handler's dog shall receive minus points for the position called.

After receiving a minus for this infraction, that strike in position will be available for the next dog struck. A handler shall immediately inform the judge when he believes his dog has been called by another handler.

A dog will be scratched from the cast when its handler strikes the wrong dog twice in one cast.

3. If a handler fails to call his dog by the fourth bark after the one (1) minute grace period, the judge shall award minus points for the next available position.

SECTION (I) - SCORING OF CIRCLE POINTS

If handlers have established forward progression and the trail ends in a place of refuge but no rabbit was seen, hunt time expires, or timeout has to be called, strike points and check points will be circled.

SECTION (J) – DELETED POINTS

1. When dog(s) are declared struck with less than three (3) minutes remain in the hunt and forward progression has not been declared when hunt time expires, points will be deleted.

2. If a time-out is called for any reason and dogs were not allowed three (3) minutes to establish forward progression or forward progression had

been established but points had not yet been scored plus or circle, strike points will be deleted.

3. Should there be any time during the hunt that a majority decision cannot be made, points will be deleted.

4. Deleted points shall not be used to determine a cast's outcome unless the deleted points are overturned by the question panel.

5. If forward progress has not been made within a three (3) minute period after the first dog has been declared struck, all dogs declared struck within the first two (2) minutes of time will receive minus points for their strike position all dogs declared struck after the two (2) minute points will be deleted.

SECTION (K) - DOGS TO BE SCRATCHED

Dogs or handlers should be scratched as an absolute last resort. Every effort should be made to allow the dogs and handlers to complete.

1. Dogs or handlers will be scratched for interfering with another dog or handler's ability to compete.

2. Dogs interfering with other dogs by growling, showing aggression, face barking, smelling females, males riding other dogs or any other way will be warned the first offense and scratched the second offense.

3. Dogs at large and not handled, will be scratched for fighting on the first offense unless a dog involved has been warned for aggression. In this case, the warned dog shall be scratched and the other dog(s) involved in the fight shall receive a warning for aggression.

If the cast has seen the start of the fight and can determine the aggressor, only that dog is to be scratched. If the aggressor cannot be determined and no dog has received an aggression warning, all dogs involved are to be scratched. Any dog that has been scratched for fighting must be reported to H.K.C. Should any dog be scratched for fighting two (2) times in a Series Year, it shall be disqualified from competing in any remaining Series Events for the current year, including the World Hunt and the National Championship held in the following year.

4. If any dog is reported 3 times in a CALENDAR YEAR for fighting, it shall be barred from competing in any and all H.K.C. Events.
 5. If a female is in season (heat).
 6. For any unnecessary delaying completion of cast.
 7. If a dog becomes lost and delays cast for more than fifteen (15) minutes, when timeout is called.
 8. If a dog is seen by a non-hunting judge or majority of the cast, giving chase to domestic livestock or off game. For a dog to be scratched for Off Game, the dog must actively give chase for fifteen (15) continuous seconds or if it is evident that a track has ended where off game is seen taking refuge. A dog shall not be scratched for a flushed bird unless it is seen in active pursuit by a non-hunting judge or the majority of the cast. Off game is defined as any domestic animal or wild game other than a rabbit.
 9. Anytime during a cast that a dog's total score is 200 minus, the dog will be scratched from the hunt.
 10. If at any time, a dog fails to hunt for a consecutive Five (5) minute time period, it shall be scratched from the hunt. Once a dog is placed on the clock for not working, the non-working time shall be broken when the dog is out of sight or if a dog is in sight and the majority of the cast agrees that the dog is hunting, or the dog is declared struck. If the cast must handle the dogs for any reason, the non-working time on a dog shall be stopped.
 11. If scorecard is returned after deadline, all dogs are scratched in the cast.
 12. Any handler striking a dog that is not theirs will be scratched on the 2nd offense.
 13. Any handler refusing to vote on a question shall be scratched.
 14. Any handler offering unsolicited advice or comments shall be scratched the 2nd offense.
- The handler must be warned by the judge with an understanding that should it happen again the handler will be scratched.

15. A dog will be scratched if its handler is under the influence of alcohol or nonprescription drugs or if a handler shows unsportsmanlike conduct or uses excessive profanity. Abusive actions will not be tolerated. Any handler scratched for this offense MUST be reported to H.K.C. and will be subject to disciplinary action in accordance to the Disciplinary Procedures and Policies set forth in the H.K.C. Rules, Policies, and Regulations Handbook.

SECTION (L) - TIME-OUTS

1. Time-out will be called if forward progression cannot be made within (3) minutes, track is dead, and all dogs are handled.
2. No score can be recorded during a time-out.
3. Time-out must be called by the unanimous decision of the cast except when #1 applies or there is an emergency.
4. Time-out may NOT be called by a Non Hunting Judge without All Cast Members Agreeing.
5. Time-outs may be called when interference occurs in accordance with Section "P".
6. A time-out requested by a handler of a lost dog shall be granted if all other dogs in the cast are handled. The handler and lost dog shall have 15 minutes to return to the cast or they will be scratched from the hunt. A handler may request only one time-out for a lost dog per cast.
7. Time-out will be called for an accident or sickness.

SECTION (M) – INTERFERENCE

1. Interference shall be defined as any human or animal (domestic or wild) interaction that is initiated by a human or animal which interferes with a working dog. Interference will not be called for dogs chasing off-game or domestic livestock.
2. An interference call must be determined by a non-hunting judge or majority of the cast.
3. If interference is determined to have taken place, the handler(s) of the dog(s) interfered with shall be allowed to retrieve their dog(s) while hunt

time continues. A dog may not be recast until checking back in with the judge or cast.

4. If the dog(s) is declared struck when interference was determined to have happened, the declared points shall be deleted.

5. A time-out may be called for interference but must be unanimously agreed upon by the cast members.

6. Should a dog become endangered by running close to a roadway, the handler shall be allowed to retrieve their dog(s) while hunt time continues. A dog may not be recast until checking back in with the judge or cast.

SECTION (N) - SCORECARDS

1. A handler may inspect the scorecard at any time provided the judge is not in the process of scoring dogs.

2. Scorecards should be completed in the woods, signed by each handler and turned in to the Hunt Director by the deadline previously established. Failure to turn in a scorecard by the deadline will disqualify the cast.

3. If a handler does not sign the scorecard, he/she will not place or advance in the hunt.

4. If there is a question on the scorecard, cards can be signed after the decision of the hearing panel.

SECTION (O) - QUESTIONS

1. Any handler has the right to question the scoring of any dog in the cast. Questions must be placed on the card at the time the dog is scored or should have been scored. The question should be voted on by the cast while in the field and the question shall be decided by the majority vote. All handlers are required to vote and if any handler refuse to vote, they shall be scratched from the hunt. If the handler is not satisfied with the majority decision, a \$20 deposit is to be made to the hunting judge or non-hunting judge at the time of the vote and brought to the hunt director upon arrival at the hunt headquarters. The handler may drop the question at any time but will forfeit the \$20 deposit to the H.K.C. A cast should complete the hunt before presenting a question to the hunt director, unless the question pertains to a dog or handler being scratched.

2. Upon receiving the \$20 deposit and question, the hunt director will assemble a panel of three qualified people to hear the question. The handlers, guide and judge that were on the cast will be allowed to give their statement to the panel. The panel's decision is final! If the cast's majority decision is overturned, the \$20 deposit will be refunded. If the decision is upheld, the \$20 will be forfeited to the H.K.C.

SECTION (P) - TRACKING AND TRAINING

1. Tracking Receiver/Transmitter (handhelds) paired with collars that are not capable of producing any type of tone, vibration or electronic stimulation may be powered on and used at all times. Audio alerts on tracking receivers (handhelds) must be muted. Tracking Receiver/Transmitter (handhelds) paired with collars that are capable of producing any type of tone or electronic stimulation may be worn but shall be powered off during hunt time unless the cast makes the unanimous decision to allow them to be powered on. During a timeout, the transmitter may be powered on and the shock / tone feature used when retrieving dogs. Tracking System use during the cast is intended for the personal use of the handler and the safety of the handler's dog only. No information obtained from tracking devices will be permitted for use in scoring situations in the field or at panel question hearings. Handlers must agree to allow the Judge or other cast members to check their tracking system for any electronic stimulation, vibration, or tone capability at any time requested. Any handler found to have modified tracking or training equipment to disguise electronic tone or stimulation capability will be scratched from the hunt and reported to H.K.C. for misconduct. These rules are to be strictly enforced.

2. Training (shocking and/or tone) collars are allowed to be worn but the transmitter (handheld) must be powered off during hunt time unless the cast makes the unanimous decision to allow them to be powered on. During a timeout, the training (shocking and/or tone) collar may be used when retrieving dogs.

SECTION (Q) - BREAKING OF RULES

If a handler is reported to the hunt director for breaking the rules intentionally, the incident will be investigated by H.K.C. If found guilty, the handler will be subject to disciplinary action in accordance to the Disciplinary Procedures and Policies set forth in the H.K.C. Rules, Policies, and Regulations Handbook.

SECTION (R) - VISITORS, SPECTATORS & GUESTS

All are welcome at Houndsmen Kennel Club Rabbit Series hunts. Please follow the directions of the judges and Hunt Director. If children are present on the cast, no throwing of any objects period.

The Hunt Director will discuss and announce if spectators will be allowed on casts, if agreeable with the majority of the cast members. Spectators should be allowed to accompany the cast if at all possible. There shall be no more than two (2) spectators allowed per handler on any one cast unless otherwise agreed upon by the remaining cast members. Handlers shall be responsible for the conduct of spectators accompanying them on casts.

SECTION (S) - ENTRY REFUSAL

Houndsmen Kennel Club Rabbit Series or a Division Hunt Director has the right to refuse entry to any dog or handler.

However, no handler will be refused based on religion, race, color, national origin, sex, or physical impairment. Any handler denied entry must be given a written statement of reason before entry is refused.

SECTION (T) - Photo

In all Open Events with four (4) entries or less, a picture of the cast members and dogs shall be required. Pictures should be sent to Kenny Farley (423) 762-0801 please include your name, the hunt date and location (city/state) in your text.

SECTION (U) – Distribution of Hunt Funds

Effective January 14, 2023 HKC field entry fees for all hunts will be a minimum of \$25. Entry fees for all Big Hunts and the World Hunt will be a minimum of \$50.

HKC Fee Per dog is \$3.00 a dog on \$25 hunts and \$6.00 a dog on \$50 hunts.

World Hunt Escrow Fee Per dog is \$2.00 a dog on \$25 hunts and \$4.00 a dog on \$50 hunts.

Club fee per dog is \$5.00 a dog on \$25 hunts and \$10.00 a dog on \$50 hunts.

SECTION (V) – COMMON SENSE AND GOOD JUDGEMENT

It is impossible to write a specific rule to cover every situation that may occur during a H.K.C. Rabbit Series Event. These rules are written with the strict intent to identify and reward a dog that hunts, locates, and pursues live rabbits. There will come a time where the use of good judgment and common sense will have to be applied when a literal interpretation of these rules cannot be found for certain situations. It is within the scope of these rules for a Question Panel, Hunt Director, or H.K.C. Representative to use their best judgment in a common sense manner when resolving situations that occur and are not specifically covered by these rules.

SECTION (W) – Championship Degrees

- To earn a H.K.C. Champion Degree, a dog must have 5 (+) plus point cast wins.
- To earn H.K.C. Grand Champion Degree a dog must have 10 (+) plus point cast wins.
- To earn H.K.C. Superior Grand Champion Degree. A dog must have 15 (+) plus point cast wins.

HKC BEAGLE DIVISION STAFF

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H.K.C. RESERVES THE RIGHT TO AMEND THE RULES AS NEEDED.



