

Regulations for AKC® Coonhound Bench Shows, Field Trials, Nite Hunts and Water Races

**Including Regulations for Handling
Misconduct at All Events**

Amended to November 2005

History and Standards for Coonhound Breeds

Amended to December 2001

Coonhound Judging Guidelines

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**AMERICAN
KENNEL CLUB®**

American Kennel Club's Mission Statement

The American Kennel Club is dedicated to upholding the integrity of its Registry, promoting the sport of purebred dogs and breeding for type and function. Founded in 1884, the AKC and its affiliated organizations advocate for the purebred dog as a family companion, advance canine health and well-being, work to protect the rights of all dog owners and promote responsible dog ownership.

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Chapter 1 Coonhound Events Defined

Section 1. A MEMBER COONHOUND EVENT is an event at which championship points may be awarded; given by a club or association which is a member of The American Kennel Club.

A LICENSED COONHOUND EVENT is an event at which championship points may be awarded, given by a club or association which is not a member of The American Kennel Club, but which has been specially licensed by The American Kennel Club to give the specific coonhound event designated in the license.

A SANCTIONED COONHOUND EVENT is an informal event at which dogs may compete but not for championship points, held by a club or association, whether or not a member of The American Kennel Club, by obtaining the sanction of The American Kennel Club.

Bench shows, field trials, nite hunts and water races are competitive events that provide owners with the opportunity to demonstrate the beauty and natural abilities of purebred Coonhounds. At the same time, deserving dogs achieve AKC recognition by acquiring championship titles on three different levels in each activity. These activities also benefit clubs by increasing memberships and providing an atmosphere of comradeship and sportsmanship.

The following General Regulations apply to all AKC licensed or member events.

Chapter 2 Making an Application

Section 1. A club that wishes to hold a licensed or member event (bench show, field trial, water race or nite hunt) must submit an application to AKC on a form that will be provided upon request. The application must specify the following:

- Date of Event
- Type of Event
- Hunt Location
- Directions to the club from major highways
- Deadline for entries
- Entry Fees for each event
- If a Nite Hunt, specify if prizes will be money (M), trophies (T), or no awards, poorboy (PB)
- Club Officers and Event Secretary
- Disaster and Emergency Plan

The application must be accompanied by the required license fee of \$25 which is the same for all coonhound event types.

The above information will be included in the Event Calendar Listing to appear in coonhound publications published prior to the event. The event application must be received 2 months in advance of the event date in order to process the club's request and meet publication deadlines.

Each coonhound club or association which has held a coonhound event(s) in any one year shall have first right to claim the corresponding dates for its event(s) to be held the next succeeding year.

The Board of Directors of The American Kennel Club will not approve applications for coonhound events where dates or mileage conflicts exist unless it is shown that the granting of such application will not work to the detriment of either coonhound event giving club which has applied.

A club holding coonhound events must not advertise or publish the date of any event which it proposes to hold until that date has been approved by The American Kennel Club.

Events of similar types will not be approved if less than 100 miles apart except that one (1) hour hunts may not be closer than fifty (50) miles apart.

Section 2. A club holding a licensed or member event must appoint a Hunt Committee consisting of at least three (3) members of the club. The Committee must elect one of its members as the Chairman. The Chairman may participate in the event where he or she is serving but shall not be involved in Hunt Committee selection for, or in the settling of questions or disputes resulting from, the cast in which he or she participates.

The Hunt Committee is responsible for the compliance and enforcement of these Regulations.

The Hunt Committee shall rule on all matters that cannot be resolved or that are not under the jurisdiction of the Hunt Director or the Judges. The Committee shall also act on disciplinary matters under the *Dealing with Misconduct at American Kennel Club Events – Guide for Event Committees*.

Chapter 3

Eligibility of Dogs for Entry

Section 1. All dogs six (6) months of age or older that are registered with The American Kennel Club or recorded with AKC's Foundation Stock Service and classified as Coonhounds are eligible to participate in licensed or member events.

The AKC recognizes the following breeds as eligible Coonhounds:

- Black & Tan Coonhound
- Bluetick Coonhound
- American English Coonhound
- Plott
- Redbone Coonhound
- Treeing Walker Coonhound

Section 2. No dogs with an Indefinite Listing Privilege (ILP) registration are eligible to compete in licensed or member coonhound events.

No dog that has not been individually registered with The American Kennel Club when first entered in a licensed or member coonhound event shall be eligible to be entered in any licensed or member coonhound event that is held more than 30 days after the date of the first licensed or member coonhound event in which it was entered, unless the dog's individual AKC registration number is shown on the entry form or unless the owner has received from The American Kennel Club an extension notice in writing authorizing further entries of the dog for a specified time with its AKC litter number or foreign registration number. No such extension will be granted unless the owner can clearly demonstrate, in a letter addressed to the Coonhound Department, that the delay in registration is due to circumstances for which he is not responsible.

Every dog must be entered in the name of the person who actually owned the dog at the time the entries closed.

Each entry form must be completed in full and the information given on the form must be that which applies to the entered dog. Each entry form must be signed by the owner or his handler duly authorized to make the entry.

No entry shall be accepted from any person who is not in good standing with The American Kennel Club on the day of the closing of the entries.

Owners are responsible for errors made in entry forms regardless of who may have made such errors.

Section 3. No dog shall be eligible to participate and no dog shall be brought onto the grounds or premises of any event, if it:

shows clinical symptoms of distemper, infectious hepatitis, leptospirosis or other communicable disease, or

is known to have been in contact with distemper, infectious hepatitis, leptospirosis or other communicable disease within thirty days prior to the opening of the event, or

has been kenneled within thirty days prior to the opening of the event on premises on which there existed distemper, infectious hepatitis, leptospirosis or other communicable disease.

The club may require examination by a veterinarian.

A club may decline any entries or may remove any dog from its event for cause, but in each such instance shall file good and sufficient reasons for doing so with The American Kennel Club.

Section 4. Persons entering licensed events do so at their own risk and agree to abide by all of these Regulations and all Rules and Regulations of The American Kennel Club.

Section 5. Trophies may be awarded to all placements in all events unless the event is listed by the club to award cash prizes (club's option).

Section 6. Alcoholic beverages and unprescribed drugs are prohibited on the grounds of all events.

Section 7. Any person administering unprescribed drugs to a hound, and any person who acts in a manner prejudicial to the sport, or who threatens, injures or intimidates any other person during a licensed event may be suspended from all AKC privileges following a hearing by the Hunt Committee.

Section 8. The decisions of the Judges shall be final in all matters.

Section 9. All dogs' placements for a field trial, water race heat or their cast in a nite hunt must be drawn in public. Requests for assignment to a particular heat or cast shall not be honored. When possible, dogs owned by the same person should not participate in the same heat or cast.

Section 10. The host club will decide the number of heats and the number of dogs per heat, but there shall never be more than six (6) dogs to a heat.

Nite Hunts may draw no more than four (4) dogs for each cast. Three (3) dog casts may only be used when multiples of four cannot be achieved. If the hunt consists of 2 or 5 dogs, two (2) dog casts may be drawn but the club must provide a third individual to accompany the cast to participate in all voting situations.

Section 11. The host club shall be responsible for calling the names of the dogs in each heat or cast and for

advising of the starting point. It is the responsibility of the owner or handler to be present on time. The Hunt Committee may scratch the entry of owners or handlers who are not present within 10 minutes of being called.

Section 12. All dogs in all water races and field trials should wear special identification (such as color-coded collars).

Section 13. To ensure that all wins are recorded and properly awarded, the host club must complete the official AKC report for a bench show, field trial, nite hunt or water race. The event result report must include the complete registered name, AKC registration number or FSS recording number for each dog that places and the name of its owner and complete address. The report must be signed by the Hunt Chairman, and the Hunt Director; it must also contain the registered number, name and owners' name and address for any dogs reported for fighting. The complete report and \$3.00 per entry recording fee must be sent to the AKC so as to reach its office within 7 days after the close of the event to The American Kennel Club, Coonhound Events Dept., 5580 Centerview Drive, Raleigh, NC 27606.

Penalty for non-compliance will be twenty-five (\$25.00) dollars, and five (\$5.00) dollars for each day's delay beyond the 7 day deadline and possible decline of approval for future events until report is received.

The recording fees must accompany the report (refer to the report form for the correct recording fees).

Section 14. Dogs reported for fighting on three separate occasions (regardless of the type of event) by two different Judges will be barred from all future events.

Section 15. Any dog, that in the opinion of the Event Committee or The American Kennel Club, attacks a person or a dog at an AKC event, resulting in injury, and is believed by that Event Committee or The American Kennel Club to present a hazard to persons or other dogs shall be disqualified. When the dog is disqualified by the Event Committee pursuant to this section, a report shall be filed immediately with the Executive Secretary of The American Kennel Club. The disqualified dog may not again compete at any AKC event nor be on the grounds of an AKC event unless and until, following application for reinstatement by the owner to The American Kennel Club, the owner receives official notification in writing from the AKC that the dog's eligibility has been reinstated.

Chapter 4

Field Trials

Section 1. The classes at a field trial are Open and Champion. The host club may offer one or both of these classes but may not hold more than one Open class at any event.

The Open class is open to all coonhounds six (6) months of age or older that have not been awarded the title of Field Trial Champion. Bitches in season are not permitted to compete in any class.

Field Trial Champions may compete in the Champion class for credit toward the Grand Field Trial Champion title. Grand Field Trial Champions may continue to compete in the Champion class for credit toward the Supreme Grand Field Trial Champion title. The requirements for these titles are in Section 16 of this Chapter. Open and Champion Field Trial classes are run under all of the following regulations.

Section 2. The host club shall determine the length of the track of the field trial course depending upon the general conditions and terrain.

Courses should be laid out with two sets of line flags starting about forty (40) yards from the home tree with about twenty (20) yards between each set of flags. The flags should be placed about 20 to 30 feet on each side of the scent track.

The home tree or pole shall never be visible from the starting point. A twenty-five foot (25') circle (50' diameter) must be drawn around the home tree or pole where the lure is suspended.

Section 3. The scent track must be laid prior to every heat. The track is to be laid as determined by the host club depending on the conditions. The scent must be applied to the tree where the lure is located, and the lure must be well scented. A commercial type scent should be used in all field trials.

Section 4. The lure should be placed at least twenty feet (20') up the tree or pole and left there throughout the trial. The lure must be placed in the tree so that the dogs cannot reach it.

Section 5. Each class must be judged by at least two Line Judges and three Tree Judges.

Section 6. A Starter must be appointed for each class. The Starter is in complete control of all dogs, handlers and owners at the starting line. The Starter must announce the method of starting the heat so that each handler is familiar with what is required.

Section 7. The Starter shall signal for the dogs to be released so that all dogs start simultaneously. A dog cannot receive any placements or points if it is released before the Starter's signal. Handlers shall not encourage the hounds while on the course or at the tree. Dogs will be scratched if a handler offers encouragement at any time during a heat.

No one except the Judges are permitted within thirty feet (30') of the home tree or pole until the heat is concluded unless directed by a Judge to separate fighting dogs.

Section 8. The Judges are to remain outside of the boundary formed by the line flags. The dogs should pass between the flags following the course of the scent trail.

Section 9. To qualify for a line decision a dog must complete the course by passing the last set of line flags while giving signs of being on game in less than fifteen (15) minutes from the starting time.

Section 10. To qualify for a tree decision, a dog must be within the tree circle within five (5) minutes after the first dog passes through the last line flags.

To be a tree winner the dog must show interest in the treed game, bark to the Judges satisfaction and be within the tree circle. The dog may go out of the circle and return, but not to the extent that there might be doubt about the dog's ability or interest in treeing game.

Section 11. If dogs start fighting on the course or at the tree, the Judges shall call owners to part them.

Dogs must be scratched for fighting, and will lose any points earned in that event prior to being scratched. Dogs involved in a fight must be reported to AKC. (See Chapter 3, Section 15.)

Section 12. All First Line and First Tree winners from heats advance to Final Line and Final Tree heats. Dogs advancing to the Finals, whether they won Line or Tree in their heat, can earn Line and Tree points in the Finals. However, they must win Line and Tree in heat and Finals at the same trial and on the same date to earn Champion, Grand or Supreme Grand Field Trial Champion degrees.

Section 13. Whenever dogs are tied, those involved will advance to the Finals. Full points will be given to each dog.

Section 14. Point System:

Preliminary Heats — First Line — 10 points
First Tree — 10 points

Final Heats — First Line — 20 points
First Tree — 30 points

No more than 70 Points may be won in any field trial.

There must be competition in Open class Preliminary heats. No dog will receive points in Open classes when run alone in Preliminary heats. Competition is not required in Final heats.

If no more than six (6) dogs are entered in the Open class, it will be considered the Final. Heat points and Final points will be combined and awarded to the winners.

In case of a tie, the Final heat will continue until a winner has been declared.

Section 15. An AKC receipt will be given to the owner of the dog receiving Championship points or credit toward the Grand and Supreme Grand Field Trial Champion titles.

Section 16. To earn a Field Trial Champion title, a dog must win one First Line and one First Tree in Finals at least once on the same date and in the same trial with competition, and have a total of 200 Championship points.

Field Trial Champions may compete in the Champion Class only for credit toward the Grand Field Trial Champion title. To earn a Grand Field Trial Champion title, a Field Trial Champion must win three (3) First Lines and/or three (3) First Trees in three (3) Line Finals or Tree Finals. At least one of the three (3) wins must include both the Line Final and the Tree Final at the same trial on the same day with competition. If a hound wins both First Line and First Tree in the Final Line or Final Tree in the same race, this only counts as one win towards a Grand Field Trial Champion title.

In order to earn a Supreme Grand Field Trial Champion title, a Grand Field Trial Champion must win three (3) First Lines and/or three (3) First Trees in three (3) Line Finals or Tree Finals in AKC Field Trials on three (3) different field trial dates. At least one of the three (3) wins must include both the Line Final and the Tree Final in the same trial on the same day with competition. If a hound wins both First Line and First Tree in the Final Line and Final Tree at the same race, this only counts as one win towards a Supreme Grand Field title.

Chapter 5 Water Races

Section 1. The classes at a Water Race are Novice Race and Open Race. The host club may offer one or both of these classes but may not hold more than one Open Race class at any event.

The Novice Race class is open to all Coonhounds, regardless of age, that have not won the Water Race Champion title. The Novice class is intended primarily as a fun class for beginners and no titles are won in this class.

The Open Race class is open to all Coonhounds six months of age or older that are registered with the AKC or recorded with FSS. Bitches in season are not permitted to compete in any class.

Water Race Champions may continue to compete in the Open Race class for credit toward the Grand Water Race Champion title. Grand Water Race Champions may continue to compete in the Open Race class for credit toward the Supreme Grand Water Race Champion title. The requirements for these titles will be found in Section 17 of this Chapter.

Novice and Open Classes are run under all of the following Regulations.

Section 2. A well-scented lure is to be placed in a cage on a float or suspended on a cable above the water. The cage is to be designed so that the dogs cannot come in contact with the lure in any manner.

Section 3. The cage or float is to be drawn an equal distance from the shoreline for all heats.

Section 4. The pond should be approximately fifty (50) yards and be deep enough to guarantee that the dogs must swim.

Section 5. Each class must be judged by at least two Line Judges and three Tree Judges.

Section 6. A Starter must be appointed for each class. The same person may start the Novice and Open classes when they are not running at the same time.

The Starter is in complete control of all dogs, handlers and owners at the starting line. The Starter must announce the method of starting the heat so that each handler is familiar with what is required. The hounds may be released from a Starting Line or from a Starting Box.

Section 7. Two stakes or flags shall be posted about ten (10) yards apart at the edge of the water on the starting side to indicate the water entry area.

At least two sets of additional boundary markers should be set out on the pond to indicate the direction and width (about 10 yards) of the swimming course.

The water exit point on the opposite shore must be posted with two stakes or flags set about ten (10) yards apart, close to the bank but in swimming depth water.

The home tree or pole where the lure will be suspended must be located no less than twenty (20) yards in-shore from the water bank.

A twenty-five (25') foot circle (50' diameter) must be drawn around the home tree or pole.

Section 8. The Starter will give the starting signal so that all dogs are released simultaneously. Any dog released prior to the signal will be disqualified. Handlers must remain quiet and not encourage dogs once they have been released.

After the dogs have been released, a marshal should take the handlers around the pond to an area not less than about fifteen (15) yards from the home tree or pole so that they can be readily available. Handlers must remain in this area until the heat is concluded, unless directed by the Judges to separate fighting dogs.

Handlers are prohibited from encouraging their dogs at the tree.

Section 9. Dogs that do not enter the water between the shore stakes, or that swim outside of the boundary markers, or that do not exit the water on the opposite shore between the shore stakes, must be disqualified.

Section 10. The first dog to exit the water through the shore posts and head directly toward the home tree while giving signs of being on game is declared Line Winner.

Once a dog passes the water exit posts on the opposite bank it has five (5) minutes to tree. If no dogs tree within five (5) minutes of exiting the water the Judge must declare "no heat," and all dogs in the heat are eliminated from further running (the Line Winner will not receive points.)

Section 11. The first dog to enter the twenty-five (25') foot home tree circle, barking to the satisfaction of the Tree Judges to indicate treed game is declared Tree Winner.

Section 12. If dogs start fighting at the tree, Judges will call owners to part them. Fighting dogs must be scratched and will lose all points earned in that event prior to being scratched. Dogs involved in a fight must be reported to AKC. (See Chapter 3, Section 15).

race on the same date with competition. If a hound wins both First Line and First Tree in the Final Line or Final Tree in the same race, this only counts as one (1) win towards a Grand Water Race Champion title.

To earn a Supreme Grand Water Race Champion title, a Grand Water Race Champion must win three (3) First Lines and/or (3) First Trees in three (3) Line Finals or Tree Finals at three (3) different Water Races with competition. At least one (1) of the three (3) wins must include both First Line and First Tree in the same event on the same date with competition. If a hound wins both First Line and First Tree in the Final Line and Final Tree at the same race, this only counts as one win towards a Supreme Grand Water Race Champion title.

Chapter 6 Bench Shows

Section 1. All AKC Coonhound Bench Shows must be judged by an approved AKC Bench Show Judge.

Section 2. Applications for approval to judge AKC Coonhound Bench Shows may be obtained from AKC upon request. Send all requests to AKC Coonhound Events, 5580 Centerview Drive, Raleigh, NC 27606 or coonhounds@akc.org. All Bench Show judges are required to review the breed standards as published by the American Kennel Club.

Section 3. Any Coonhound registered with AKC; or recorded with FSS is eligible to compete in a licensed Bench Show and receive points or credits toward championship titles.

Section 4. The championship titles available to AKC registered or FSS Recorded Coonhounds are: Champion, Grand Champion and Supreme Grand Champion.

Dogs must have a total of 100 points under two different judges and one Best in Show win with competition to become a Bench Show Champion.

Bench Show Championship points are awarded as follows:

Best of Class	5 Points
Best of Breed	10 Points
Best of Show	25 Points
Total	40 Points

If there is no competition for BIS, the dog is awarded the points; the BIS win does not count toward the Championship title.

To become a Grand Champion, a Champion must win three Champion Classes (against all Champions).

To become a Supreme Grand Champion, a Grand Champion must win three Champion Classes (against all Champions).

Section 5. All dogs entered in an AKC Bench Show will be judged against their written breed standard submitted to the AKC by the recognized Parent Club for that breed. Coonhound breed standards are available from AKC upon request.

Section 6. The Open classes are Puppy (six months to one year), Junior (one year to two years of age), Senior (over two years of age) and are open to all coonhounds that have been registered with the American Kennel Club or recorded with AKC's Foundation Stock Service and have not been awarded the title of Champion.

All Open classes are divided by sex. The winners of the Open classes then compete for Best of Breed Male or Female. The Best of Breed Winners then compete for Best in Show Male or Female.

The Champion classes are divided by sex and open to all coonhounds that have been awarded the title of Bench Show Champion. The winner of the Champion classes would be awarded Male Champion of Champions or Female Champion of Champions.

Chapter 7

Nite Hunts (Effective April 1st, 2005)

Section 1. General Information

- A. Host Club: A club holding a licensed event must provide an AKC-approved Hunt Director and a Hunt Committee to conduct the event. A club must supply an ample number of Guides in accordance with Section 4 of these regulations. The club is responsible for dispersing any and all advertised awards and duly reporting the results of all licensed events according to AKC event policy.
- B. Responsibility Clause: Persons entering licensed events do so at their own risk and agree to abide by all Rules and Regulations of The American Kennel Club. Anyone guilty of falsifying registration documents or falsely entering dog(s) in an AKC event will be subject to disciplinary action by the Hunt Committee and/or by The AKC.

- C. **Misconduct:** The Hunt Director or Club can scratch any handler or dog for any unreasonable argument or misconduct. Any handler exhibiting unreasonable behavior or threatening bodily harm to any Judge, Guide, member of the cast, Hunt Director, spectator or any other participant, at any time, may be disciplined pursuant to *Dealing with Misconduct at American Kennel Club Events*.

Section 2.

- A. **Hunt Director and Hunt Committee:** The Hunt Director shall be in charge of event operations. He or she will oversee the entry procedure, observe deadlines, select judges and guides, complete and submit along with the Hunt Chairman's signature, all official reports, and in general manage the event. The Hunt Director and Hunt Chairman may participate in the event where he or she is serving but shall not be involved in Hunt Committee selection for, or in the settling of questions or disputes resulting from, the cast in which he or she participates.
- B. **Hunt Committee:** The club must provide a Hunt Committee of three members or individuals whose responsibility is to assure compliance with, and enforcement of, these Regulations. The Hunt Committee shall rule on all matters that cannot be resolved or that are not under the jurisdiction of the Hunt Director or the Judges. The Hunt Committee shall also act on disciplinary matters under the Regulations for AKC Coonhound Bench Shows, Field Trials, Nite Hunts, and Water Races.

Section 3. Taking Entries and Drawing Casts

A deadline for closing entries will be listed in approved coonhound publications and must be observed. (Contact AKC for list of approved publications.) The Hunt Director may select a Judge for each cast from the entries. All Guides and Handlers must be drawn publicly. No more than four (4) dogs can be drawn for each cast. Three dog casts may only be used when multiples of four cannot be achieved. (see also Chapter 3. Eligibility of Dogs for Entry.)

Section 4. Guide

The Guide has a very important duty in the cast. Clubs should utilize "Hunting" guides first followed by "Non-hunting" guides as required. Specific duties of the Guide:

- A. The Guide must be drawn to the scorecard in plain view of everyone.
- B. The Guide must first consider the safety of the hounds and hunters on the cast.
- C. The Guide must select the hunting territory with

consideration to driving time in order to get the hunting time in and to return by the posted deadline.

- D. The Guide must have ample territory in which to complete the hunting time.
- E. The Guide must have permission to hunt the territory he/she has selected.
- F. The Guide must describe the hunting terrain and any known obstacles or dangers.
- G. The Guide may not select enclosures that are designed to contain raccoons.
- H. The Guide must assist in the recovery of all hounds when the cast is completed.
- I. The Hunting Guide must be able to solely guide the cast without assistance from anyone.
- J. The Guide must accompany the cast for the duration of the hunt except when approved by the Hunt Director.

Section 5. Judge

The Hunt Director selects Judges based on their coonhound hunting experience, physical ability, integrity, and knowledge of the AKC Nite Hunt Regulations.

- A. Judges should be mentally and physically mature enough to conduct the cast in accordance with these Regulations (Hunt Director's decision).
- B. Judge has complete authority and will make all decisions pertaining to the scoring of dogs and the overall conduct of the cast. Judge must insure that cast stays together and within judging distance of the dogs.
- C. Judge's decision may be questioned in accordance with Section 18. Questions.
- D. Judge may incur disciplinary action by the Hunt Committee when it is determined that the Judge made a prejudicial call in order to purposely credit or discredit any dog or handler.
- E. Judge has the right to make calls and otherwise conduct the cast without interference. Handlers found to be interfering with a Judge's ability to perform his/her duties will be subject to disciplinary action.
- F. Judge may appoint a handler, guide, or spectator to record scores at his/her discretion.
- G. Handler's use of light is subject to the discretion of the Judge.

Section 6. Handler

Handler's duties involve calling his/her dog on strike and/or tree, physically handling (leashing) his/her dog as instructed by the Judge, and voicing his/her questions to the Judge, but only in an attitude of good sportsmanship.

- A. Handler must know the AKC Nite Hunt Regulations and how to apply them.
- B. Handler may not scold, encourage, punish, or otherwise interfere with any dog at any time during an AKC event.
- C. Handler may inspect the scorecard at any time, provided the request does not interfere with the Judge's duties.
- D. Judges must provide time(s) to Handler if requested.
- E. Spectators are permitted but are the responsibility of the Handler. The Handler may be scratched for the negative actions of his/her spectators. Spectators may be permitted to shine trees, majority decision, but may not participate in voting on any issue relative to the cast.
- F. Only the Handler of the dog may participate in the resolution of questions pertaining to his/her cast.

Section 7. Scorecard

- A. The Handler is responsible for accuracy of the scorecard and must sign the card either when leaving cast (Judge's permission) or when cast is completed.
- B. The Handler must sign the scorecard and attest to validity of the score even if questions exist.
- C. Three signatures are required in order for the scorecard to be accepted by the Hunt Director. Should fewer than three individuals remain to sign scorecard, the cast must return to Hunt Director. Deadline may be extended to fulfill required hunting time for that cast.
- D. Only the Hunt Director or Club officials may correct mathematical errors once scorecard is turned in.
- E. Only the Hunt Committee can revise the scoring or the order of finish of the card, based on its findings from a properly filed formal question.
- F. Any participant found to have signed a scorecard with knowledge that the score is not correct is subject to disciplinary action by the Hunt Committee.
- G. Scorecards not received by deadline will not be considered for championship wins. However, cash awards, if advertised will be paid to all cast winners, regardless of score.

Section 8. Dogs

- A. All dogs six (6) months of age or older that are registered with The American Kennel Club or recorded with AKC's Foundation Stock Service and are classified as coonhounds are eligible to participate in licensed events.

- B. All dogs, regardless of titles, hunt together whether registered, Nite Champion, Grand Nite Champion, or Supreme Grand Nite Champion. Dog(s) winning casts with a total score of plus will receive a win toward its next title.
- C. The club may require examination of the dog by a veterinarian.
- D. Dogs may wear tracking or training devices during the hunt. Only tracking devices may be utilized during time out periods to locate the dog and return it to the hunt. Training devices may not be used until hunting time is complete. Transmitters for training devices must be left in vehicle or in the possession of the Judge until hunting time is complete.
- E. Dogs participating in Nite Hunt events may not wear muzzles.

Section 9. Time Keeping

- A. Nite Hunts of one-hour duration may be held on Monday through Thursday nights. Two-hour hunts must be held on Friday and Saturday nights. All casts must hunt for the entire time.
- B. Dogs are not required to hunt entire hunting time if only one dog remaining in cast.
- C. Countdown watches are recommended for keeping hunting time.
- D. Should a decision to scratch a dog be formally questioned after a vote is taken, make note of remaining hunting time on scorecard and return to Hunt Director.
- E. Judge must inform all cast members of any time-keeping regulation that is being applied to the dog(s).
- F. Scorecard must be returned to Hunt Director by the posted deadline in order for the cast win to count toward the dog's AKC title.

Section 10. Time Out

- A. Time out should be called only when absolutely necessary. When possible, the entire hunting time should be used in one spot.
- B. Time out may be called by the Judge or by the majority of the cast when the Hunting Judge is used.
- C. Judge must note hunting time remaining when time out is called.
- D. One hour may be used to recover dogs during time out. A meeting place must be designated.
- E. Dogs declared treed before time out is called will be scored except in accordance with Rule 10, F-1.

- F. Reasons to call time out:
1. When dogs trail into place where there is danger to dogs or handlers. Cast may not attempt to cross swimming water to score or handle dogs.
 2. A member of the cast is sick or has an accident.
 3. When other dogs interfere with the cast. Interference is determined when dog(s) receive minus points because of other dogs.
 4. When dogs get into livestock or trail onto posted land.
 5. If new hunting ground is required to finish the cast.
 6. When dogs trail out of hearing in different directions and cannot be judged.
 7. When cast moves out of hearing of trailing dog(s) to score a tree. Go back to point dog(s) was last heard and put six (6) minute rule on trailing dogs. If not heard within six (6) minutes, delete strike points and recast dogs.

Section 11. Scoring System

Judge to acknowledge Handler's call by repeating the dog's name and number of points for which dog is called. Points will be split when called positions cannot be clearly determined by Judge.

A. Strike Points

1. One set of strike points as follows: 100 points for dog declared struck first; 75 points second; 50 points third and 25 points fourth. All dogs must be loose and competing in order for first strike of 100 points to be awarded.
2. One (1) minute time to be kept each time dog(s) are released. No dog to receive strike points during that minute unless immediately followed by a tree call. Fifty (50) strike points will be recorded for dog(s) barking at the time one (1) minute rule expires. Remaining dogs, when struck receive 25 points. This rule will only be in effect when all dogs are loose and competing for strike.

B. Tree Points

1. 125 points for dog declared treed first; 75 points second; 50 points third and 25 points fourth.
2. After the first dog has been declared treed, the second dog must be declared treed within one (1) minute to receive 75 points and will have one (1) minute more to receive 50 points. Dogs declared treed after two (2) minutes but before five (5) minutes expire receive 25 points. Dogs declared treed after five (5) minutes receive 125 tree points and are scored accordingly.

3. Upon arrival at the tree, if the Handler requests the Judge to listen for his dog on a separate tree, the dog's tree points are moved to 125 and scored accordingly.
4. A dog struck after first dog is declared treed may not receive strike points unless treed on a separate tree.

Section 12. Plus Points

- A. Points will be plus when raccoon is seen in tree or in place of refuge by Judge or by majority of cast when Hunting Judge is used.
- B. Dogs declared treed at place of refuge when raccoon is seen to receive plus strike and tree points. Dog(s) not declared treed but are showing hole to receive strike points only.
- C. No tree points to be awarded when dog(s) catch the raccoon. If Judge sees a raccoon he will award strike points only.
- D. One set of strike points in case of split trees. Score each tree individually.

Section 13. Minus Points

Points will be minus:

- A. When dog(s) strike and do not tree. One of the dog(s) that is declared struck must bark within six (6) minutes in order for strike to remain open. When six (6) minutes expires, a new set of strike points is opened.
- B. Both strike and tree will be minused, when dog(s) tree and no raccoon is seen, or when off game is seen. Dogs not declared treed and are handled at such tree will receive minus strike points only.
- C. When a dog that is declared treed leaves the tree. If he continues to trail, only tree points are minus. He may receive tree points if he goes back on tree before five (5) minutes have expired.
- D. When a dog quits a trail that is being worked. Any dog re-struck after being minused to receive a maximum of 25 strike points.
- E. When a dog that has been struck, but not declared treed, is handled at a plus or minus tree. Minus strike points.
- F. When none of the dogs declared treed bark within two (2) minutes. This rule is to be applied until the cast reaches the tree even though the five (5) minutes may have expired.
- G. When Judge can clearly determine dog(s) to be running off game.
- H. When Handler calls a dog and the dog is determined to be babbling (barking where there is no evidence of a track). Dog to be scratched on second offense.

- I. After first minute, handler must strike on or before the third bark or be minused. Judge is to ask for call and each time request is ignored, minus points will be assigned according to available position(s).
- J. When handler calls another handler's dog or his dog that is not opening. Once minused, points become available to other handlers in the cast.

Section 14. Circle Points

Circle points are awarded to give the dog the benefit of the doubt and are counted only in the breaking of ties.

- A. Circle points will be awarded when dog(s) strike and tree up a TREE where the raccoon or off game cannot be seen, yet it is evident the raccoon could be there.
- B. No trees to be climbed or dens to be molested. Mirrors may be used to search dens.

Section 15. Deleted Points

Points will be deleted in the following situations:

- A. When time out is called or overall hunting time expires. For dogs declared treed before time out is called or hunting time expires, see Rule 10, Time Out.
- B. When dog(s) return to a tree that has been previously scored. All tree rules to apply. When a Judge determines it to be same tree, delete points.
- C. When two (2) cast members vote to minus and two (2) cast members vote to circle tree. Delete strike and tree.
- D. If off game is seen, yet an obvious den that could hide a raccoon is also seen in the tree.
- E. When a dog strikes after a dog has been declared treed, record strike points but delete unless dog trees on separate tree.
- F. When cast walks away from trailing dog to score tree, cast to return to place trailing dog(s) were last heard and start six minutes. If six (6) minutes expire, delete strike points of trailing dog(s) and recast hounds.
- G. When dog(s) are handled but not declared treed at circled tree, their strike points will be deleted.
- H. When dogs strike and tree in a place of REFUGE (any place other than a tree) and no raccoon is seen, delete strike and tree points. Strike points are deleted for dogs present but not declared treed.

Section 16. Scoring the Tree

- A. Five-minute Regulation – Dog(s) may not be declared treed unless they are already declared struck. Dog(s) declared treed must not move from

- that spot and must remain treed for a period of five (5) minutes unless all dogs are declared treed. Cast should begin moving toward the tree as soon as possible, allowing Handler that has not yet treed to listen for his dog until five minutes have expired. Handlers may be given permission to go to their dogs that are declared treed on split trees.
- B. Split Tree Determination – If dog(s) tree in different places, Handlers may not declare dogs split treed. The Judge will award separate tree points after making the determination. He/She will change the called position(s) on the scorecard, if split trees are obvious, before scoring the trees. The Judge must recall the time within the five (5) minutes that each dog was called treed when considering moving points up on split trees.
 - C. Arriving at the Tree - The Judge will be the first to arrive at the tree, followed closely by the handlers. All dogs must be leashed after Judge has determined which dogs are showing tree and which are not. Dog(s) must remain on leash until recast to new area or to dog(s) that are opening on trail.
 - D. Shining Tree – Handlers may use eight (8) minutes to search a tree. Time will begin when the Judge gives permission to start shining. Shining time will cease when the tree is scored, or eight (8) minutes have elapsed. The Handler with the most to lose or gain by the scoring of the tree may search alone for the first two (2) minutes at his/her request. Beyond two (2) minutes all handlers should assist in scoring the tree. No handler may remain outside general area of tree in order to hear dog not at tree. If no dog is declared treed but not handled nearby, Handlers may blow squallers, pull vines, etc. at any time during the scoring of the tree.
 - E. Connecting Trees – If multiple trees are involved in scoring and are connected they will be scored as one. Determine this before starting time. There should be an obvious avenue the raccoon could have traveled, not just touching leaves or twigs.
 - F. Scoring Split Trees – If all dogs are declared treed with some being on separate trees, they may be scored in the most convenient order. In this case, all dogs must remain on leash until all dogs have been scored.
 - G. Releasing After Scoring Tree – Dogs to be released after being led a maximum of one (1) minute after scoring the tree. Dog(s) may be released sooner if all handlers with dogs on leash agree. At this time, if all dogs are handled or no other dogs are struck, dogs will be cast and a new strike opened. If other dogs not handled are struck

but not opening, the six (6) minute regulation must be applied. The handled dogs may not be released until one of the dogs that is struck opens even if there are less than six (6) minutes remaining in the cast.

Section 17. Dog/Handler will be Scratched from Cast

- A. **Aggression:** Any dog showing obvious aggression toward another dog during hunting time will be scratched. When dog(s) are scratched for aggression it **MUST** be noted on the back of the scorecard and reported to the Hunt Director and AKC. Handlers will not be permitted to withdraw to prevent their dog from being scratched for aggression without already having handled the dog. No dog may be scratched for aggression while on the leash or confined in a dog box. Dogs that are scratched for fighting three times in a one year period from the first offense will not be permitted to participate in AKC Coonhound events for a period of one year from the date of the third offense.
- B. **Babbling:** Hounds determined to be babbling will be warned on the first offense and scratched on second offense.
- C. **Score Manipulation:** Handlers attempting to avoid deserved minus points or to obtain undeserved plus or circle points for themselves or other handlers will be scratched and be subject to disciplinary action by AKC.
- D. **Livestock:** Any hound chasing or molesting livestock will be scratched.
- E. **Interference with Judge:** Handlers are not permitted to interrupt judges during the judging process by offering advice. Handlers trying to influence judges in this fashion will be given a warning on the first offense and scratched on the second.
- F. **Misconduct by Handler:** Handlers using a loud, unreasonable and/or aggressive manner while presenting their case either on a cast or at the club will be scratched. The Hunt Committee will address all misconduct cases on the night of the event. For further reference see *Dealing with Misconduct at American Kennel Club Events – Guide for Event Committees*.
- G. **Bitches in Season:** Bitches in season will be scratched. Male dogs exhibiting uninvited mating behavior during the progress of the cast will also be scratched.
- H. **Tree Call Refusal:** Any dog(s) obviously treeing in the same spot for a period of five (5) minutes will be scratched, unless called treed. If the dog(s) stop

barking for more than two (2) minutes or leave the tree, the five-minute clock will be stopped. Anytime a dog is declared treed in that area the five-minute clock will be stopped. Handler should always be permitted to make a tree call before his dog is scratched.

- I. Failure To Hunt: Judge will scratch any dog that fails to show hunting activity during any continuous fifteen-minutes of hunt time. If the dog goes hunting for a continuous five (5) minute time period, or the dog barks and is declared struck, the fifteen minute rule will be stopped. No dog to be walked to avoid the fifteen (15) minute rule penalty.
- J. Time Out Limit: When a time out MUST be called, a time and place for handlers to meet must be designated. At the end of time-out (one hour), handlers must have their dog in hand at the predetermined location or be scratched.
- K. Failure To Recast From Scored Tree: A dog may return to a previously scored tree one time without penalty. Any dog handled at the same tree three times during the hunt will be scratched.

Section 18. Questions

Handlers have the right to question a Judge's actions in two ways, by formal and informal questions.

Informal question – The Handler asks the Hunting Judge to poll the cast when he/she disagrees with a call that has been made or he/she feels should have been made. At that point Hunting Judge will call for a vote of the cast. Informal questions only apply in Hunting Judge situations. All cast members must vote.

Formal question - A formal request by a Handler to have a hearing before the Hunt Committee. When said Handler is dissatisfied with the decision of the Judge and the subsequent vote of the cast members he/she must ask that a "formal question" be noted on the card and deposit \$20 with the judge.

The Formal Question procedure is as follows:

- A. The Judge will place a question mark "?" by the score in question and the cast will continue to hunt the full hunting time. Only situations involving dog(s) being scratched may be taken back to the Hunt Director before the hunting time expires.
- B. At the end of the hunt, all cast members must go with the Judge to the Hunt Director who will present the scorecard along with the Judge and all members of the cast to the Hunt Committee.

- C. The Hunt Committee will hear the question in plain view of all. The Hunt Committee will go into conference and will announce its decision to the cast. The decision shall be final with no appeal. If the Hunt Committee rules in favor of the Handler posting the question, the \$20 deposit will be refunded. If not, the deposit will be retained by the club. Should the handler posting the question decide to drop the question at any time, the club will retain the \$20 deposit. There are no refunds.
- D. A cast member believing that prejudicial conduct has occurred in conjunction with the handling of the question must submit a complaint in writing. Anyone can write the complaint provided the complainant signs it. No fee is required. For such instances, refer to *Dealing with Misconduct at American Kennel Club Events – Guide for Event Committees* for more information.

Section 19. Determining Cast Winners

All ties must be broken in the woods to determine the cast winners. All cast winners with plus points to receive a win toward their targeted titles.

- A. Cast winners and hunt placements will be determined by final scorecard tally. Minus points will be subtracted from plus points or plus points from minus to determine the final score.

Dog will win the cast over other dog:

1. Dog with most plus points, after subtracting minus
2. Dog with a total score of plus beats zero or minus
3. Dog with a total score of circle (zero) beats minus
4. Dog with a total score of least minus

- B. Circle point scores are considered zero and are only to be used in tie-breaking situations (Section #14).
- C. All cast winners with plus points to receive a win toward their targeted title. In the case of a tie for cast winner or final placement, use tie breaking rules below.

Tie breakers: If two dogs have the same score, a dog will win over other dog(s):

1. Dog with most plus tree points
2. Dog with most plus strike points
3. Dog with most circle tree points
4. Dog with most circle strike points
5. Dog with least minus points
6. Dog leading at the time all dogs are scratched

7. Dog with plus or circle tree points (legitimate tree) will always win over dog(s) with no plus or circle tree points regardless of final score.
- D. Hunts with cash awards: All dog(s) to be paid for their cast win regardless of score; plus, minus, or circle.
- E. Sudden Death Tie-breaker: If tie cannot be broken in accordance with Item A of tie-breaking rule, dogs to go into sudden death until tie is broken. No time out to be called to enter sudden death. Sudden death winner is decided by the scoring of a tree or by dog drawing minus points. Sudden death must end in order to return scorecard to the Hunt Director by the posted deadline. If a tie cannot be broken by sudden death, the Hunt Director is to flip a coin to determine winner. Card must be returned by posted deadline in order for cast win to count toward AKC title.

Section 20. Championship Titles: AKC will award titles to coonhounds participating in AKC licensed or member coonhound events as follows:

Nite Champion – Registered dogs must win five casts with plus points.

Grand Nite Champion – Nite Champion dogs must win five casts with plus points.

Supreme Grand Nite Champion – Grand Nite Champion dogs must win five casts with plus points.

Chapter 8 Youth Nite Hunts

Section 1.

1. Handler Eligibility:
 - A. 12 years old and under.
 - B. 13-17 years old.
 - C. Handler must be enrolled in school or have completed the requirements for graduation.
2. Dog Eligibility: All dogs must hunt together whether registered, Nite Champion, Grand Nite Champion or Supreme Grand Nite Champion.
3. Hunt Director will be AKC approved: Event will be run under AKC Nite Hunt rules. Two different divisions will be used for hunt – 12 years and younger and 13 to 17 years.
4. Placement Requirements: Dog must be a cast winner with plus points in order to receive credit toward Championship titles except in 12 years and younger division.

Section 2. Bench Show Rules:

1. All participants must be 17 years of age or younger. The handler must be enrolled in school or have completed the requirements for graduation. All handlers will show together.
2. All dogs must be AKC-registered.
3. An AKC-licensed Bench Show judge is required.
4. All handlers will be required to gait and handle the dog without assistance.
5. All policies concerning AKC Shows shall apply.

Chapter 9 Senior Cast

Individuals age 55 and older, or disabled, will be able to participate in the senior cast at AKC Nite Hunts. Senior cast will not run at the AKC World championship.

Rules for Drawing Senior Cast

1. Proof of age or disability.
2. A minimum of three individuals must participate in order for a senior cast to be drawn in all classes, except when using a non-hunting judge for less than three dogs.
3. The cast winner of the Senior Cast will receive same credit as all other cast winners in the hunt. If Senior cast is won with plus points, the cast win will count as a win toward the title for which the winning dog is working.
4. Senior casts will compete under the same AKC Nite Hunt rules as all other casts with no exceptions.
5. Individuals age 55 or older, or disabled, do not have to compete in senior; they may hunt in the regular hunt casts if they wish.

Chapter 10 Youth Cast

Youth hunters 17 years and younger will be able to participate in the Youth Cast at AKC Nite Hunts. The Youth Cast will not run at the AKC World Championship.

Rules for Drawing Youth Cast:

1. Proof of age.
2. A minimum of two individuals must participate in order for a Youth Cast to be drawn in all classes. The non-hunting judge will satisfy the requirement for a minimum of three members to sign scorecard.
3. The cast winner of the Youth Cast will receive same credit as all other cast winners in the hunt. Dog

must be a cast winner with plus points in order to receive credit toward Championship titles except if winner is in the 12 years and younger division.

4. Youth Casts will compete under the same AKC Nite Hunt rules as all other casts with no exceptions.
5. Youth hunters age 17 years and younger do not have to compete in Youth Casts; they may hunt in the regular hunt casts if they wish.
6. Club must provide an adult non-hunting judge for all Youth Casts.

NOTES

History and Standards for Coonhound Breeds

Amended to December 2001

HISTORY & STANDARDS



AMERICAN
KENNEL CLUB®

SCENTHOUND HISTORY

Warrior Ancestors

Many canine historians believe that huge, fierce Molossian dogs, kept by the Ancient Greeks, were brought to British shores by Phoenician traders in the sixth century BC and became the ancestors of the early mastiff-type dogs. These canine giants were used as dogs of war. Julius Caesar, in his account of the Roman invasion of Britain in 55 BC, described how the Britons fought side by side with warriors dogs. The Romans were impressed by the dogs and called them “Pugnaces” or “the Broad-mouthed dogs of Britain.” They took many of them back to Italy where the dogs fought beside the Roman legions and were used as canine gladiators in the amphitheaters — pitted against bears, lions, and even armed men. From Italy, the war dogs spread to many parts of Europe.

The Earliest Scenthounds

When studying dogs, it is important to understand that before modern times they were not categorized as specific breeds, but were bred and classified according to the job they did. For hundreds of years, one excellent trailing dog was simply bred to another, no matter whether the breeding partners resembled each other or not. It is widely believed that the Celtic people first realized that some of the mastiff-type dogs had incredible scenting ability, and used them for hunting. Long before the Christian era, the Celts selectively bred those Alaunt-type mastiffs that were best at following a trail, and created a sort of gigantic scenthound. Later many scenthounds may have been crossed with speedy sighthounds. Over the years, the pendulous mastiff ears and thick, heavy skin were retained, but scenthounds of lighter bone, less bulk, and obliging temperament were developed. These moved faster, did not tire easily, and were controllable during the hunt.

Individual Breeds Evolve

Selective breeding to establish breed type in scent-hounds began in a Belgium monastery called St. Hubert's during the Middle Ages. Using Celtic dogs from Gaul (France), the monks developed a medium sized, black and tan dog with a heavy head and a large bone. A deliberate, reliable, but slow hunter, this hound attained renown for its melodic voice and superior scenting ability. A direct ancestor of the modern Bloodhound, the St. Hubert Hound spread throughout Europe and was a progenitor of many scenthound breeds. One of these was a variation with a pied or liver coat called the Talbot Hound, and another was the predominantly white Southern Hound.

Hounds were hunted in packs and lived in large groups, so they were selected for sociable temperaments and the desire and ability to hunt without direction from humans. Hunting was diversion for the wealthy landowners (peasants were not permitted to take game), and many kept hundreds of dogs.

As hounds spread throughout Europe, they were also selected for those attributes that made them most suitable for the climate, game and terrain of each locale. Deer and fox hunting were the most popular sports, but hound types more appropriate for tracking wolf and boar, or following hare in heavy cover, were also developed. None, however, were bred to hunt raccoon, because there were no raccoons in Europe.

Ancestors Arrive in America

Over 100 years before the American Revolution, the titled and wealthy brought English, Irish and a few French hounds to the New World from England. The American foxhound, and all the Coonhound breeds with the exception of the Plott, descend from these imports. Although stemming from common ancestors the separate breeds, as we know them today, exhibit distinct physical and performance differences.

In 1659, Robert Brooke arrived from England with the first pack of English Foxhounds to be used for hunting in America. He was honored with the title of first Master of Foxhounds in the New World.

Several of our nation's founding fathers, including George Washington, were foxhunters. According to his own records, Washington received a gift of three dogs and four bitches, called French Staghounds, from Marquis de Lafayette in 1785. Although reliable cold trailers, Washington found them too slow for his taste.

Many historians surmise that descendants of these French hounds, or others like them, when crossed with the English Foxhounds already in use played a part in the development of the scent hounds originally preferred the colder, northeastern states. Many years later, these heavier dogs, with longer ears and more voice, became especially popular with the hunters who originated the uniquely American sport of coonhunting.

Coonhound Development

The common man and the landed gentry both hunted with hounds in the New World, and scent hounds were selectively bred to trail the local predatory animals. Coonhounds developed from dependable, extremely cold-nosed foxhounds that were considered too slow for hunting the speedy red fox that took

refuge in a hole or den. When those reliable hounds had the instinct to tree game, and remain at the tree proclaiming their victory until their owners arrived, they helped keep meat on the family table. In the North, where the slower gray fox also took refuge in trees, the increasingly popular night-hunting coonhound often doubled as a foxhound during the day.

Because raccoon hunters lived in various climates and contended with diverse terrain, distinctive hunting techniques were preferred in different areas. Over the years several breeds of coonhounds emerged, each unique to a particular hunting style.

History of Coon Hunting in America

The wild coon hunt was originally conducted for sport, and sport — despite the money and prestige that go to the owners of the top dogs — is what the AKC registry strives to preserve today.

It's remarkable that such a widely popular contest, mirroring a centuries-old sport, dates back to no more than the years after World War II. Before World War II, competition among coonhound owners was limited to field trials. Dogs competed against one another in water races, treeing contests and drag races, all still popular today. Although these contests are entertaining, and test a few of the qualities that make a hound good, they fall hopelessly short of judging what make a good coonhound.

Following World War II hunters in several parts of the country began experimenting with ways of competitively judging dogs in the woods. One of these groups included Brook Magill of Blue Springs, MS. A Redbone man, Magill was a major inspiration behind the novel idea of judging a hunt.

The Early Hunts

Magill's group met at the courthouse in Tupelo, MS to outline what kind of sporting competition they could devise. They created a hunt where a judge, using no standard but his own, chose the best hound in each cast in an elimination event. After naming their hunt the World Championship, they scheduled it for 1948 in Wickliffe, KY.

Over 20 dogs participated at the first hunt. After the cast, the judge simply picked the dog he thought performed best at striking, trailing and treeing, and named it the winner. This put a lot of pressure on the judge. He had to listen to four dogs he had never heard before and select the best. No points were awarded for strike or tree, as they are today.

The winner of the first hunt was Dan, a registered Redbone, owned by LeRoy Campbell of Blue Springs, MS. The following year the hunt moved to Blue Springs, MS, where Lester Nance, of Arcadia, IN won the World Championship with his Treeing Walker, White River Boon. In Tupelo, MS, in 1950, a Black and Tan named Jack, owned by Hardie Richardson, of Ripley, MS, won in a three-night elimination hunt.

Because of the inherent difficulty in subjective judging, the fledgling group realized that some sort of scoring system had to be developed. Experience brought new situations to address and the new association understood that rules were needed.

Governing the Hunt

Several coon hunters, most notably Robert Graves of Alexander City, AL, created a set of rules to govern the hunt. No longer would a judge just pick the hound he thought was best. Now there was a scoring system and a time limit to the cast — four hours. The new rules were tried at the following year's World Hunt in Alexander City.

This was also the last year of the elimination hunt. In these hunts, only cast winners advanced. One problem was that by the third night, only a handful of hunters remained. At the Tupelo hunt in 1950, for instance, only two hounds were still in the contest after two nights. It was then decided to hunt all dogs three nights and award the win to the hound with the highest total points.

Yearly Improvements

The new rules helped, but there were still some misinterpretations. Though scoring became a part of judging, no scorecards were taken to the field. The rules were read at the clubhouse and from there were carried only in the judges' and competitors' heads.

Each year more shortcomings were eliminated. Eventually the hunting and trailing categories were removed from the scoring, leaving striking and treeing as the only way to accumulate points.

By 1956 the popularity of the wild coon hunt was evident. At Oblong, IL 137 hounds were entered in the World Hunt. From the '50s through the '60s, night hunting competition continued to grow.

Modern Rules

In 1970, the World Hunt was lengthened to five days. Dogs hunted three nights, then the top twenty hounds that had won at least two casts advanced to the elimination casts leading to the finals.

Requiring each dog to win two casts to qualify for the finals was an attempt to find the best coonhound. This rule rid the hunt of one-night wonders — dogs that amassed huge scores in one outing because of some fluke. No longer did the accumulated score decide the winner.

Now the winner of the World Hunt had to perform consistently for five days. Because only cast winners advanced in the finals, the rules said, in effect, that a dog could lose only one cast during the entire World Hunt.

Each of the Top Twenty, the dogs chosen after three days, had to run once by itself to ensure that all finalists could strike, trail and tree a coon on their own.

Rule refinements continue, as rules must change with the times. But landmark changers now seem a part of history. Today's rules and scoring system well protect the World Hunt.

*Disqualifications Applying to All Coonhounds
Entered in Shows*

For convenience in consulting the standards, the disqualifications (for show purposes) specified within a breed standard are presented in italicized type at the end of the particular standard. It should be noted however, that in addition to these disqualifications, these are the following disqualifications that apply to ALL BREEDS:

A dog which is blind, deaf, castrated, spayed, or which has been changed in appearance by artificial means except as specified in the standard for its breed, or a male which does not have two normal testicles normally located in the scrotum, may not compete at any show and will be disqualified except that a castrated male may be entered in the Veteran Dog Class or as a stud dog in the Stud Dog Class, and a spayed bitch may be entered in the Veteran Bitch Class or as brood bitch in the Brood Bitch Class. Neutered dogs and spayed bitches would be allowed to compete in Veterans Classes only at independent specialties and/or those all-breed shows which do not offer competitive classes beyond the Best of Breed. A dog will not be considered to have been changed by artificial means because of removal of dewclaws or docking of a tail, if it is a breed in which such removal or docking is a regularly approved practice which is not contrary to the standard. (Note: Spayed bitches and monorchid or cryptorchid dogs may compete in obedience trials.)

A dog that is lame at any show may not compete and shall not receive any award at the show. It shall be the judge's responsibility to determine whether the dog is lame.

No dog shall be eligible to compete at any show, and no dog shall receive any award at any show in the event the natural color or shade of natural color, or the natural markings of the dog, have been altered

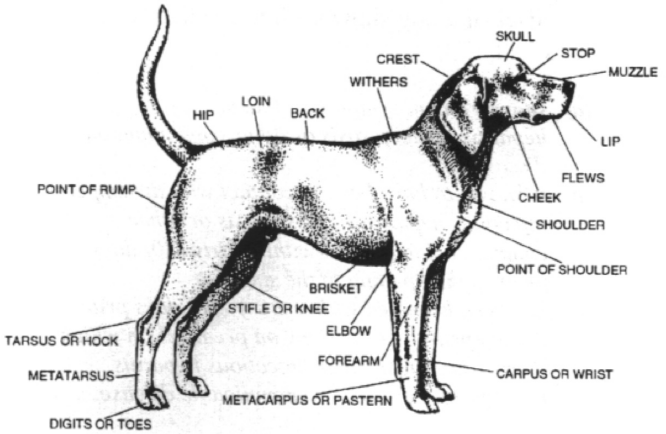
or changed by the use of any substance, whether such substance has been used for cleaning purposes or for any other reason. Such cleaning substances are to be removed before the dog enters the ring.

Any dog whose ears have been cropped or cut in any way shall be ineligible to compete at any show in any state where the laws prohibit the same, except subject to the provisions of such laws.

No dog shall be eligible to compete at any show, no dog shall be brought into the grounds or premises of any dog show, and any dog which may have been brought into the grounds or premises of a dog show shall immediately be removed, if it:

- (a) shows clinical symptoms of distemper, infectious hepatitis, leptospirosis or other communicable disease, or*
- (b) is known to have been in contact with distemper, infectious hepatitis, leptospirosis or other communicable disease within thirty (30) days prior to the opening of the show, or*
- (c) has been kenneled within thirty (30) days prior to the opening of the show on premises on which there existed distemper, infectious hepatitis, leptospirosis or other communicable disease.*

The Coonhound's Anatomy





Black and Tan Coonhound

The Black and Tan Coonhound is believed to have descended from the St. Hubert Hound (Bloodhound), and then through the Talbot hound which was already known in 11th century England during the reign of William I, Duke of Normandy.

America's own Virginia Foxhound developed from Foxhounds imported to the New World from New England. The Black and Tan Coonhound evolved from the deliberate trailing, supremely cold-nosed Foxhounds with treeing instinct, of the black and tan color pattern. Owned by scouts and Indian fighters during the late 1700s, the Black and Tan was the first coonhound to be considered a separate breed from the American Foxhound and was admitted to American Kennel Club registry in 1945. A determined, painstaking, honest hunter, the Black and Tan is noted for staying on track no matter how faint the scent and producing raccoon under the worst scenting conditions.

With his musical voice and persistent attitude, the extremely cold-nosed Black and Tan is incredibly sure, on the trail.

Official Standard for the Black and Tan Coonhound

General Appearance

The Black and Tan Coonhound is first and fundamentally a working dog, a trail and tree hound, capable of withstanding the rigors of winter, the heat of summer, and the difficult terrain over which he is called upon to work. Used principally for trailing and treeing raccoon, the Black and Tan Coonhound runs his game entirely by scent. The characteristics and courage of the Coonhound also make him proficient on the hunt for deer, bear, mountain lion, and other big game. Judges are asked by the club sponsoring the breed to place great emphasis upon these facts when evaluating the merits of the dog. The general impression is that of power, agility and alertness. He immediately impresses one with his ability to cover the ground with powerful rhythmic strides.

Size, Proportion, Substance

Size—Measured at the shoulder —males: 25 to 27 inches; females: 23 to 25 inches. Oversized dogs should not be penalized when general soundness and proportion are in favor. *Penalize* undersize.

Proportion—Measured from the point of shoulder to the buttocks and from withers to ground the length of body is equal to or slightly greater than the height of the dog at the withers. Height is in proportion to general conformation so that dog appears neither leggy nor close to ground.

Substance—Considering their job as a hunting dog, the individual should exhibit moderate bone and good muscle tone. Males are heavier in bone and muscle tone than females.

Head

The head is cleanly modeled. From the back of the skull to nose the head measures from 9 to 10 inches in males and from 8 to 9 inches in females.

Expression is alert, friendly and eager. The skin is devoid of folds. Nostrils well open and always black. The flews are well developed with typical hound appearance. *Penalize* excessive wrinkles.

Eyes are from hazel to dark brown in color, almost round and not deeply set. *Penalize* yellow or light eyes.

Ears are low set and well back. They hang in graceful folds, giving the dog a majestic appearance. In length they extend naturally well beyond the tip of the nose and are set at eye level or lower. *Penalize* ears that do not reach the tip of the nose and are set too high on the head.

Skull tends toward oval outline. Medium stop occurring midway between occiput bone and nose. Viewed from profile the line of the skull is on a practically parallel plane to the foreface or muzzle.

Teeth fit evenly with scissors bite. *Penalize* excessive deviation from scissors bite.

Neck, Topline, Body

The **neck** is muscular, sloping, medium length. The skin is devoid of excess dewlap. The **back** is level, powerful and strong. The dog possesses full, round, sprung **ribs**, avoiding flatsidedness. **Chest** reaches at least to the elbows. The **tail** is strong, with base slightly below level of backline, carried free and when in action at approximately right angle to back.

Forequarters

Powerfully constructed *shoulders*. The *forelegs* are straight, with elbows turning neither in nor out; *pasterns* strong and erect. *Feet* are compact, with well knuckled, strongly arched toes and thick, strong pads. *Penalize* flat or splayed feet.

Hindquarters

Quarters are well boned and muscled. From hip to hock long and sinewy, hock to pad short and strong. *Stifles and hocks* well bent and not inclining either in or out. When standing on a level surface, the *hind feet* are set back from under the body and the leg from pad to hock is at right angles to the ground. *Fault*: rear dewclaws.

Coat

The coat is short but dense to withstand rough going.

Color

As the names implies, the color is coal black with rich tan markings above eyes, on sides of muzzle, chest, legs and breeching, with black pencil markings on toes. *Penalize* lack of rich tan markings, excessive areas of tan markings, excessive black coloration. *Faults*: White on chest or other parts of the body is highly undesirable, and a solid patch of white which extends more than one inch in any direction is a disqualification.

Gait

When viewed from the side, the stride of the Black and Tan Coonhound is easy and graceful with plenty of reach in front and drive behind. When viewed from the front the forelegs, which are in line with the width of the body, move forward in an effortless manner, but never cross. Viewed from the rear the hocks follow on a line with the forelegs, being neither too widely nor too closely spaced, and as the speed of the trot increases the feet tend to converge toward

a center line or single track indicating soundness, balance and stamina. When in action, his head and tail carriage is proud and alert; the topline remains level.

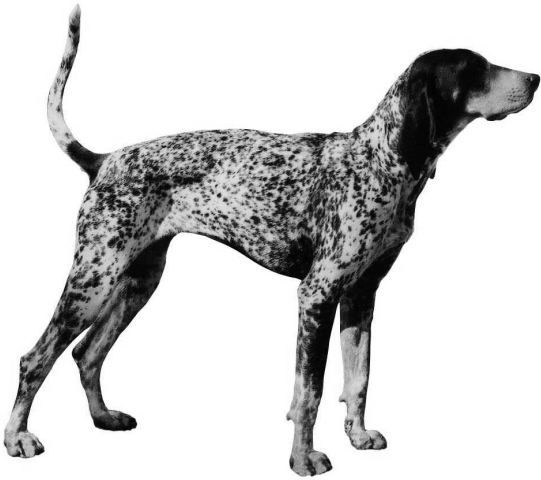
Temperament

Even temperament outgoing and friendly. As a working scent hound, must be able to work in close contact with other hounds. Some may be reserved but never shy or vicious. Aggression toward people or other dogs is most undesirable.

Note: Inasmuch as this is a hunting breed, scars from honorable wounds shall not be considered faults.

Disqualification

A solid patch of white which extends more than one inch in any direction.



Bluetick Coonhound

The modern Bluetick's color indicates that it descended from the Grand Bleu de Gascogne (French Staghound) as well as the English Foxhound. Many French hounds were brought to America and contributed to the coonhound breeds. One owned by George Washington was recorded as giving birth to 15 puppies, and Washington likened their musical voices to the "bells of Moscow." The Grand Bleu was too slow on the trail to please the American hunter, but when bred to American hounds, it increased their coldtrailing ability and their endurance.

Although Blueticks were originally classified as English Coonhounds, Bluetick breeders broke away from the English breeders in 1945 because they didn't want to follow the trend toward producing a hot-nosed, faster hunter. Proud of their larger, cold-nosed and resolute, if slower hounds, they named their breed and maintained their own hunting style. For a short time, puppies with blue ticking were classified as Blueticks and those with red ticking were still called English. But that practice soon ceased as each Coonhound maintained its own group of staunch supporters.

An intelligent, cold-nosed hunter that trees hard and long, the Bluetick has the ability and endurance to stay on the most intricate track. He is a free tonguer on the trail with a medium bawl or bugle voice when striking and trailing. This changes to a steady chop when running and a steady course chop at tree.

Official Standard for the Bluetick Coonhound

General Appearance

Strong, deep chested and sturdy with a houndy expression and longish ears, the Bluetick combines power with agility and endurance. An intelligent, cold-nose, honest hunter that trees hard and long, his overall aspect is kind and self-assured.

Size, Proportion, Substance

Size—Height: Males: 24 to 30 inches at the withers.

Females: 23 to 28 inches at the withers.

Disqualification: Undersized.

Proportion—Somewhat rectangular. Length slightly longer than height.

Substance—Weight: Males: 55 to 100 pounds.

Females: 45 to 85 pounds.

Head

Expression—Pleasantly pleading.

Eyes—Almost round, dark brown. *Fault*: Deep set.

Disqualification: Light colored eyes.

Lids—Firm and close. *Fault*: Sagging lids.

Ears—Set below top of skull. Thin and tapered at ends. Extend almost to end of nose when drawn out. No erectile motion.

Skull—Domed and broad between the ears.

Muzzle—Square, well proportioned with the width of the skull.

Bite—Scissors. *Fault*: Overshot or undershot.

Neck, Topline and Body

The *neck* is muscular with minimum dewlap. In proportion to body length. The topline is higher at the withers than at hips.

Chest—Large, very deep. Girth for adult males: 26 to 35 inches. Adult females: 23 to 32 inches.

Ribs—Well sprung with good depth. Tapered gradually to floating ribs.

Back—Moderate length, muscular. *Fault*: Swayed or roached.

Loins—Muscular, broad, slightly arched. *Fault*: Narrowness at loins.

Tail—Medium length, attached slightly below the back line, carried high in a sabre-like curve. Well coated. *Fault*: Plume or rat tail.

Forequarters

Shoulders—Powerfully constructed, muscular, gradually tapering down from withers, free moving.

Forelegs—Straight, muscular, with a strong, straight pastern. Appear straight from either side or front view.

Feet—Deep padded, round, arched toes, cat-like when standing.

Hindquarters

Legs—Hind legs appear straight when viewed from behind, turning neither in nor out.

Thighs—Upper and lower thighs muscled, curved at stifle, gradually tapering down hocks.

Hock Joints—Moderately bent. *Fault*: Excessively bent at hock joints.

Hocks—Firm. *Fault*: Hind dewclaws.

Coat

Medium coarse, rather short, laying close to the body. Smooth and glossy.

Color

Dark blue, mottled, spotted by various shaped black spots on back, ears and side. More blue than black is preferred. Tan dots over eyes and on cheeks with dark red ticking on feet, lower legs below body line, chest and below tail. Absence of tan on head and body and absence of black spots are permissible. Blue ticking should dominate over white in the body coat. *Disqualification:* Off colors.

Gait

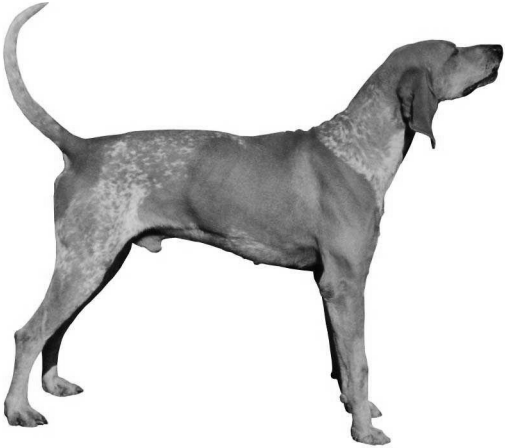
Steady, determined, ground-covering stride, exhibiting reach and drive.

Temperament

Intelligent, pleasing. An equally fine companion for a day at home or a night of hunting.

Disqualifications

Undersized, light-colored eyes, off colors.



American English Coonhound

The American English Coonhound evolved when descendants of English Foxhounds, known in the New World as Virginia Hounds, were bred to adapt to rougher terrain. Originally these hounds were used to hunt fox by day and coon by night and were named the English Fox and Coonhound.

The Treeing Walker and the Bluetick were also called English Coonhounds at one time, but in 1945 their breeders declared them separate breeds.

Through selective breeding, today's English is the epitome of a swift, hot-trailing, competitive coonhound. The impatient English is a super-charged hunter that is wide-ranging and possesses tremendous speed and excellent voice.

Official Standard for the American English Coonhound

General Appearance

Renowned for speed and endurance, the American English Coonhound has a strong but racy body, a deep chest with plenty of lung room, a strong back, broad loin and well-defined musculature. A balanced, powerful dog with no exaggerated parts, the American English possesses the grace and attitude of a well-conditioned athlete.

Size, Proportion, Substance

Size—Height: Males: 24 to 26 inches at the withers. Females: 23 to 25 inches at the withers.

Proportion—Length should be equal or slightly longer than the height measurement. Rectangular.

Substance—Weight in proportion to height.

Head

The head is broad.

Expression—Kind, houndy.

Eyes—Dark brown pigmentation, wide apart. *Fault:* Drooping lids.

Ears—Hung rather low, reaching nearly at the end of the nose when drawn out. Fine texture, soft to the touch. *Faults:* Flat, stiff to the touch cocked.

Skull—Very slightly domed, broad between the ears. *Fault:* Narrow skull. Stop-Prominent.

Muzzle—Rather square, well proportioned in width with the skull. Flews covering the lower jaw from the side view.

Plains—The stop forms a right angle with the upper line of the muzzle.

Nose—Black. *Faults:* Pink or white pigmentation.

Bite—Scissors. *Disqualifications:* Undershot or overshot.

Neck, Topline and Body

Neck—Muscular, moderate length, rising with a slight taper.

Carriage—Moderate. *Faults:* Neck carried overly high or low. Thickness at shoulders.

Topline—Slightly higher at withers than at hips. Strong. *Fault:* Dipped.

Chest—Shows considerable depth rather than excessive width, allowing optimum lung space.

Ribs—Well-sprung with good depth, tapering gradually to floating ribs.

Underline and Tuck up—Tight and smooth. *Fault:* Sagging underline.

Back—Muscular, blending well with the neck when the head is held alertly. *Fault:* Roached.

Loin—Broad, well muscled.

Tail—Set high, carried gaily but not hooked over back. Medium length, slight brush. *Faults:* Plume or rat tail.

Forequarters

Shoulders and Angulation—Clean, gradually sloped down from the withers to the point of shoulder, muscular, balanced with body, showing freedom of movement and strength. *Fault:* Protruding or overly broad shoulders.

Forelegs—Straight from side or front view, well boned, set well apart, muscular.

Pastern—Strong and straight.

Feet—Set directly under leg, round, catlike, well-padded, strong arch over toes.

Nails—Strong.

Hindquarters

Angulation—Hocks slightly bent.

Legs—Strong, straight when viewed from the rear. *Fault:* Cowhocked.

Coat

Hard, protective hair. Medium length.

Color

Red and white ticked, blue and white ticked, tri-colored with ticking, red and white, white and black. *Disqualifications:* Tri-colored with no ticking, solid color with less than 10% ticking, any brindle color.

Gait

Effortless with tail moving side to side. Gives impression of great endurance. Head carried up and alert.

Temperament

Pleasant, alert, confident and sociable with humans and dogs. An avid hunter. *Faults:* Shyness or timidity.

Disqualifications

Undershot, overshot, tri-colored with no ticking, solid color with less than 10% ticking, any brindle color.



Plott Hound

In Germany, where the hunter's honor code demands that all game wounded or killed must be found, the Hanoverian Schweisshund (bloodhound) is respected for its ability to locate a wounded animal even though the trail is a week or more old. A brindle or red big game tracker, developed by crossing an ancient, huge, trailing hound much like the St. Hubert with a lighter and faster hound, the Hanoverian is still a favorite with German gamekeepers.

In 1750, two young brothers left Germany and immigrated to America with three brindle and two buckskin Hanoverian Hounds. One boy died on the way but the other, sixteen year old Johannes George Plott, settled in Bute County, North Carolina. He Anglicized his name to George, built a home, married, raised his family and bred his dogs. His son, Henry, continued the breeding program and for the next seven generations (over 200 years), the Plott's were mountain men who bred the family dogs and used them to hunt bear and occasionally boar. As Plott men built homes and raised families all over

the Smoky Mountains, their dogs became known by their family name and were referred to as the Plott's hounds. During that time hounds of similar breeding and type were raised by other mountain families and were likewise called by their owner's family name.

After many generations, the Plott Hounds needed an outcross. A Plott breeder named Gola Ferguson carefully choose another well respected family hound, the tan, black saddled Blevins, and made the cross. Two of the resulting progeny were so exceptional that when Ferguson bred them back to his pure Plotts, the breed was revitalized. Some members of the Plott family even used these dogs in their breeding program and, because of this cross, some brindle Plott hounds have a black saddle.

As the fame of the Plott Hounds spread, coon hunters began to take an interest in those with treeing instinct. The Plott came to be classified as a coonhound because there are many more coon-hunters in our country than there are bear and boar hunters. Even so, the Plott's traditional work is to track, bring to bay or tree big game such as bear, boar, and mountain lion and many Plotts today are still performing their original function.

Capable of speedily traversing diverse types of terrain and water in all seasons, the Plott is a bold, aggressive trailer with an open, unrestricted voice. Plott "music" is distinguished by a loud, ringing chop on the track and the tree, although bawl or squall trailing mouths are also acceptable.

The Plott may have an identification mark on the rump used to identify the dog when out hunting. Such a mark is not to be penalized when evaluating the dog.

Official Standard for the Plott Hound

General Appearance

A hunting hound of striking color that traditionally brings big game to bay or tree, the Plott Hound is intelligent, alert and confident. Noted for stamina, endurance, agility, determination and aggressiveness when hunting, the powerful, well-muscled, yet streamlined Plott combines courage with athletic ability.

Size, Proportion, Substance

Size—Height: Males 20 to 25 inches at the withers. Females 20 to 23 inches at the withers.

Proportion—General conformation and height in proportion. *Faults*: Extremely leggy or close to the ground.

Weight (in hunting condition)—Males: 50 to 60 pounds. Females: 40 to 55 pounds.

Substance—Moderately boned. Strong, yet quick and agile. *Faults*: Overdone. Carrying too much weight and/or too much bone to display speed and dexterity.

Head

Head—Carried well up with skin fitting moderately tight. *Faults*: Folds, dewlap, skin stretched too tightly.

Expression—Confident, inquisitive, determined.

Fault: Sad expression.

Eyes—Brown or hazel, prominent rather than deeply set. *Faults*: Drooping eyelids, red haw.

Ears—Medium length, soft textured, fairly broad, set moderately high to high. Hanging gracefully with the inside part rolling forward toward the muzzle. Ear spread in males: 18 to 20 inches. Ear spread in females: 17 to 19 inches. When attentive or inquisitive, some Plotts display a semi-erectile power in their ears and lift them enough so a noticeable crease occurs on line with the crown. *Disqualification*: Length of ear extending beyond the tip of the nose

or hanging bloodhound-like, in long, pendulous fashion.

Skull—Moderately flat. Rounded at the crown with sufficient width between and above the eyes. *Faults:* Narrow-headed, square, oval or excessively domed.

Muzzle—Moderate length, flews give it a squarish appearance. *Faults:* Bluntly squared. Pointed.

Pigmentation—Eye rims, lips and nose are black.

Flews—Black. *Fault:* Pendulous flews.

Bite—Teeth Scissors. *Fault:* Overshot or undershot.

Neck, Topline and Body

Neck—Medium length and muscular. Clean and free of ponderous dewlap. *Fault:* Loose, wrinkled or folded skin.

Topline—Gently sloping, slightly higher at the withers than at the hips. *Fault:* Roached.

Body—Chest: Deep.

Ribs—Deep, moderately wide, well sprung.

Back—Well muscled, strong, level.

Loin—Slightly arched.

Tail—Root is slightly below level of topline. Rather long, carried free, well up, saber like. Moderately heavy in appearance and strongly tapered. Sometimes typified by a slight brush.

Forequarters

Shoulders—Clean, muscular and sloping, indicating speed and strength.

Elbow—Squarely set.

Forelegs—Straight, smooth, well muscled.

Pasterns—Strong and erect.

Feet—Firm, tight, well-padded and knuckled, with strong toes. Set directly under the leg.

Disqualification: Splayed feet.

Nails—Usually black, although shades of reddish brown matching the brindle body color are permissible and buckskin colored dogs have light red nails. May be white when portions of the feet are white.

Hindquarters

Angulation—Well bent at stifles and at the hocks.

Hips—Smooth, round, and proportionally wide, indicating efficient propulsion.

Legs—Long and muscular from hip to hock. From hock to pad short, strong and at right angles to the ground.

Upper and second thigh—Powerful and well muscled.

Feet—Set back from under the body. Firm and tight.

Toes—Strong.

Coat

Smooth, fine, glossy, but thick enough to provide protection from wind and water. Rare specimens are double coated, with a short, soft, thick inner coat concealed by a longer, smoother and stiffer outer coat.

Color

Any shade of brindle (a streaked or striped pattern of dark hair imposed on a lighter background) is preferred. This includes the following brindle factors: yellow, buckskin, tan, brown, chocolate, liver, orange, red, light or dark gray, blue or Maltese, dilute black, and black. Other acceptable Plott colors are solid black; any shade of brindle, with black saddle, and black with brindle trim. A rare buckskin, devoid of any brindle, sometimes appears among litters; ranging from red fawn, sandy red, light cream and yellow ochre, to dark fawn and golden tan. Some white on chest and feet is permissible, as is a graying effect around the jaws and muzzle.

Gait

Dexterous and graceful, rhythmic footfall. With ample reach in front and drive behind, the Plott easily traverses various terrain with agility and speed. Legs converge to single track at speed.

Temperament

Eager to please, loyal, intelligent, alert. Aggressive, bold, and fearless hunter. Disposition generally even, but varies among strains, with a distinction sometimes appearing between those bred for big game and those bred as coonhounds.

Disqualifications

Length of ear extending beyond the tip of the nose or hanging bloodhound-like, in long, pendulous fashion. Splayed feet.



Redbone Coonhound

Scottish immigrants brought handsome red foxhounds to America in the late 1700s, and Red Irish Foxhounds were imported before the Civil War. By the late 18th century, some coon hunters began breeding for hotter-nosed, faster dogs that were swifter at locating and faster at treeing raccoons. They used the hot, swift Irish hounds in their breeding programs and the Redbone Coonhound evolved into a recognized, respected breed well before 1900.

While other coonhound breeders selected only for function, Redbone breeders, for a period of several years, concentrated on breeding a nearly solid-colored, flashy, red dog. As soon as the eye-catching color bred true, these serious hunters once again selected for performance. Today both attributes are well established in the breed.

Widely-used and acclaimed for its speed and agility from lowlands to steep, rocky hills, the Redbone Coonhound is an adaptable hunter with a good, cold nose. An excellent swimmer with a pleasant, if not constant voice, the Redbone is an excellent choice for the hunter who wants an honest, versatile and capable trailer. From the beginning, the Redbone has been bred for the purpose of TREEING game, and the treeing instinct is natural, as it has been bred into the Redbone for many generations.

Official Standard for the Redbone Coonhound

General Appearance

Hunted from swamplands to mountains, the Redbone is surefooted and swift, even on the most difficult terrain. Well-balanced, with a flashy red coat and excellent cold nose, the powerfully built Redbone mingles handsome looks with a confident air and fine hunting talents.

Size, Proportion, Substance

Size—Males: 22 to 27 inches. Females: 21 to 26 inches.

Proportion—Length well proportioned to height. Should be equal in height from highest point of the shoulder blade to the ground as long measured from sternum to the buttocks. Slightly taller at shoulder than at hips.

Substance—Weight should be in proportion with height and bone structure. Working dogs not to be penalized for being slightly underweight. Well boned according to size of dog.

Head

Expression—Pleading.

Eyes—Dark brown to hazel in color, dark preferred. Set well apart. No drooping eyelids. Eyes round in shape. *Faults*: Yellow eyes, drooping eyelids.

Ears—Set moderately low, fine in texture. Reaching

near the end of the nose when stretched out. Proportioned to head. *Faults:* Stiff to the touch. Appearing to be attached only to the skin, instead of firmly attached to the head.

Skull—Moderately broad. Shape is flat. *Faults:* Narrow across top, excess of dome, pointed dome.

Muzzle—Square. Well balanced with other features of the head. *Faults:* Dished or upturned muzzle. Not in proportion with head.

Nose—Nostrils large and open, black in color, never pink. *Faults:* Any color other than black.

Teeth—Scissors bite preferred. Even bite acceptable. *Faults:* Overshot or undershot.

Neck, Topline, and Body

Neck—Medium in length, strong, slightly arched and held erect, denoting proudness. Throat clean. Slight fold of skin below the angle of jaw is permissible. *Faults:* Too long, too thick, not in proportion with head and body.

Topline—Slightly taller at the withers than at the hips. *Fault:* Hips higher than withers.

Body—Chest: Deep, broad.

Ribs—Well sprung to provide optimal lung capacity, denoting stamina.

Back—Strong. *Faults:* Roach or sway back.

Loin—Slightly arched.

Tail—Medium length, very slight brush and saber-like. *Faults:* Not strong at root, heavy brush, Setter-like plume.

Forequarters

Shoulders—Clean and muscular. Shoulder angulation should have a perfect 90-degree angle or close.

Legs—Straight, well-boned. The forelegs will be set under dog and feet under his withers, not under ears.

Pasterns—Straight, well set, clean and muscular, denoting both speed and strength. *Faults:* Forelegs crooked, out at elbows.

Feet—Cat-paw type, compact, well padded.

Toes—Stout, strong and well arched.

Nails—Well-set. *Faults:* Flat feet, open feet, hind dewclaws.

Hindquarters

Thighs—Clean and muscular. *Fault:* Cowhocked. Hindquarters should have same. Well boned.

Coat

Short, smooth, coarse enough to provide protection.

Color

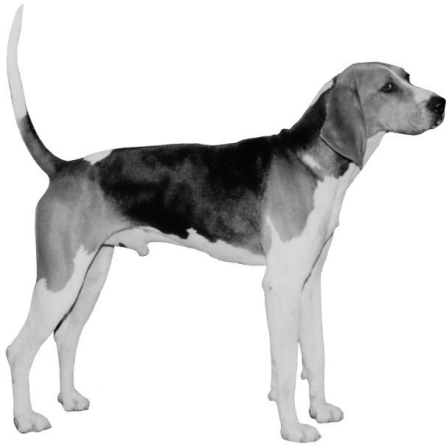
Solid red preferred. Dark muzzle and small amount of white on brisket and feet permissible. *Faults:* White on feet extending beyond toes. More white on brisket than an open hand will cover. White stockings on legs.

Gait

Determined, steady, and proud, with good reach and drive.

Temperament

Even-tempered at home but an aggressive hunter. Amenable to formal training. A good family dog that likes to please.



Treeing Walker Coonhound

The Treeing Walker Coonhound was developed from the Walker Foxhound, which evolved from the Virginia Hounds, that descended from the earliest English Foxhounds that were brought to America. Today the Treeing Walker retains the same color and similar conformation to the Walker Foxhound and is occasionally described as a trailing hound with treeing instinct. Originally classified as an English Coonhound, its breeders broke away from the English version in 1945 and bred to retain the qualities they desired.

The Treeing Walker is a fast, hot-nosed, sensible hunter, with a clear, ringing bugle voice or a steady, clear chop with changeover at the tree. It locates its quarry quickly and has superb endurance and treeing ability. Known to range widely, it may leave the original track if it picks up a stronger scent. Extremely competitive because of its speed, the Treeing Walker's reputation grew as nite-hunts achieved popularity.

Official Standard for the Treeing Walker Coonhound

Head

Skull—Head carried well up. Occiput bone prominent, cranium broad and full. Head in pleasing proportion to body.

Ears—Of medium length set moderately low. Should hang gracefully, inside part tipping toward muzzle. Should not be too pointed at tip, but slightly round or oval, soft and velvety, hanging with a tendency to roll when head is raised. In proportion to head and body.

Eyes—Moderately prominent, set well apart. Open, soft and expressive. Dark in color, brown or black.

Muzzle—Medium square, rather long. Slightly tapering with flews sufficient to give a rather square appearance. Stop not too prominent, not too abrupt.

Nostrils—Rather large, prominent and black. A slightly sloping nostril not objectionable.

Faults: Other colors.

Teeth—Should meet; not overshot or undershot.

Faults: A very flat skull, narrow across the top. Excess of dome. Eyes small, sharp and terrier-like: too protruding. Muzzle long and snipy, cut away below eyes too much, or very short. Roman nosed, or upturned, giving a dish-faced expression. Ears short, set high or with a tendency to rise above the point of origin.

Body, Neck, and Throat

Neck rising free and light from the shoulders. Strong in substance yet not loaded. Of medium length.

Throat should be clean and free from folds of skin. A slight wrinkle below the angle of the jaw, however, is allowable. **Faults:** A thick, short neck carried on a line with the top of the shoulders. Throat showing dewlaps and fold of skin. Too “throaty”.

Shoulders, Chest, and Ribs

Shoulders sloping, clean, muscular. Not loaded or heavy in appearance. Conveying the idea of freedom of action, springiness, with activity and strength.

Chest should be deep for lung space. Look for depth rather than width. Well spring ribs. Back ribs should extend well back, about a three-inch flank allowing springiness. *Faults:* Straight, upright shoulders. Chest Disproportionately wide, or with lack of depth. Flat ribs.

Back and Loins

Back—Moderately long, muscular and strong. Loins broad and slightly arched. *Faults:* Very long, swayed or roached back. Flat, narrow loins.

Forelegs—Straight, with a fair amount of bone.

Pastern—Short and straight.

Feet—Solid, compact, well padded, a cat-like appearance. Well-arched toes, strong nails for quick get away. *Faults:* Out at elbow. Knees knuckled over forward or bent backward. Forelegs crooked. Feet long, open, or spreading.

Hips, Thighs, Hindlegs, and Feet

Hips and thighs—Strong and well muscled, giving abundance of propelling power. Stifles strong and well let down.

Hocks—Firm, symmetrical and moderately bent. Feet close and firm. *Faults:* Cowhocks, or straight hocks. Lack of muscle and propelling power. Open feet.

Tail

Set rather high. Strong at root. Tapering, moderately long without flag. Carried free, well up, saber-like. Curved gracefully up and forward. *Faults:* Too long. Rat-tail. Entire absence of brush.

Coat

Smooth haired. Glossy, fine, yet dense enough for protection. A close, hard, hound coat. *Faults:* Short, thin coat, or of soft quality.

Color

Tri-colored is preferred, white-black-tan. White may be the predominant color, with black spots and tan trim; or black may be the predominant color with white marking and tan trim, such as saddle back, or blanket back. White with tan spots or white with black spots may be accepted. *Faults:* Any other color combination will be penalized when shown.

Symmetry or Conformation

Of great importance. Denotes quality. *Faults:* Poor Conformation.

Voice

Preferably a clear, ringing, bugle voice, or a steady, clear chop. Noticeable change at tree.

Height

Slightly more at shoulders than at hips. Shoulders should measure: Males 22" to 27", Females 20" to 25".

Weight

Should be in proportion to dog's height. Working dogs not to be penalized when shown if slightly under.

Qualitative Characteristics

Energetic, intelligent, active, courteous, composed, confident, fearless, kind, graceful in pose and while active. Super abundance of sense, endurance, trailing, hunting and treeing instinct and ability.

Notice:

Working dogs will not be penalized under any conditions for scars or blemishes due to hunting injuries.

NOTES

Coonhound Judging Guidelines

February 2006

JUDGING GUIDELINES



AMERICAN
KENNEL CLUB®

The AKC GUIDE TO BETTER JUDGING may be considered “official” interpretations of AKC rules and may be considered the official interpretation used to settle questions in the woods with confidence the hunt committee will support these guidelines should the question reach the formal level in the question process. It is our hope that Judges will make these guidelines an integral part of their judging and that all of us, hunters and Judges alike, will benefit. *GOOD HUNTING!*

I. Judge

- A.** Be sure to introduce yourself to all the cast members and the Guide before the cast begins.
- B.** Spend a brief period of time talking to the cast about any matters you feel are important before the hounds are released.
- C.** Instruct the cast members to identify their dogs each time the dog barks until you, the Judge, are confident that you can identify them yourself.
- D.** Always treat each member of the cast as you would want to be treated should you be hunting.
- E.** Be certain to tell the cast each time that you start any “time keeping” rule on any hound.

II. Guide

- A.** Talk to the Guide to determine if he or she is capable of going to split trees. If the Guide is capable of doing so, instruct them to minus the dog for two (2) minute violations, for being off the tree, etc. *The Guide IS NOT permitted to score the tree or to take a re-call from the handler.* If the dog is minused, the Guide should bring the Handler back to the Judge immediately. If the dog is showing the tree, the Guide should instruct the handler to tie the dog and then wait for the Judge to arrive.
- B.** Tell your cast that the Guide is part of the cast and that you will appreciate the hunters allowing the Guide to shine the tree also.

- C. Invite your Guide to tell the cast anything he or she wants or needs to about the terrain where the cast will be hunting.

III. Important Rule Interpretations

A. One Minute Rule – When all dogs are competing for first strike, no dog may be struck within the first minute, unless immediately followed by a tree call. Any dog(s) barking AT the one-minute mark will be assigned 50 strike points each by the Judge. All other dogs struck by handlers after that dog(s) will go in at 25. If no dog(s) are barking AS the minute expires, all dogs will be struck in normally by their handlers, 100, 75, 50 and 25.

B. Squalling – Once the Judge is in position to score a tree and shining time starts, squalling is permitted provided no dog(s) are declared treed, but not handled nearby. Determination of nearby is Judge's decision.

C. Recasting From Scored Tree – Dogs to be released after being led a maximum of one (1) minute after scoring the tree. Dog(s) may be released sooner if all handlers with dogs on leash agree. At this time, if all dogs are handled or no other dogs are struck, dogs will be cast and a new strike opened. If other dogs not handled are struck but not opening, the six (6) minute regulation must be applied. The handled dogs may not be released until one of the dogs that are struck opens even if there are less than six (6) minutes remaining in the cast.

D. Stationary Rule – The AKC stationary rule is five minutes. This rule is to apply only to a dog that is **obviously** treed.

E. Recording Time – If you scratch a dog or Handler for ANY reason and you are questioned, if at all possible DO NOT call time out until you score all dogs. Write down the amount of hunting time remaining when you scratched the dog or handler.

F. Spectators – NO spectators may remain at the trucks.

G. Time Out/One Hour Limit – When you must call time out in accordance with rule #10, you must designate a place for the cast to regroup at that time. Handlers not at the designated spot with dog in hand ready to recast within one hour will be scratched.

IV. Handling Questions

A. Handler Questions – If your call is “questioned,” listen to Handler’s position, and then state your position and end discussion. If a Handler becomes unreasonable or tries to present his/her ideas in a forceful manner, he/she will be scratched and will not be able to question the call. Always warn on the first offense and scratch on the second offense. There is NO voting.

B. Formal Questions – Any Handler may question a call you have made or not made **at the time only** by respectfully asking the question and placing a \$20 deposit with you. Do not return to the club with a question unless it involves a dog or Handler being scratched. If a Handler puts the question on the card, the question may not be withdrawn without forfeiting the deposit.

V. General Information

A. Mistakes. If you make a wrong call, do not be afraid to correct your mistake.

B. Aggressive Dogs. If you determine there is trouble at a tree, take all cast members with you to the tree. If this hinders your ability to catch the offender, ask the Guide to be in charge of the hunters, and then go into the tree alone.

C. Handlers and Judge must sign the scorecard at the completion of the cast. Judge may give permission to Handlers who have withdrawn or scratched to leave the cast if it does not interfere with other dogs or Handlers.

NOTES

AKC Code of Sportsmanship

PREFACE: The sport of purebred dog competitive events dates prior to 1884, the year of AKC's birth. Shared values of those involved in the sport include principles of sportsmanship. They are practiced in all sectors of our sport: conformation, performance and companion. Many believe that these principles of sportsmanship are the prime reason why our sport has thrived for over one hundred years. With the belief that it is useful to periodically articulate the fundamentals of our sport, this code is presented.

- Sportsmen respect the history, traditions and integrity of the sport of purebred dogs.
- Sportsmen commit themselves to values of fair play, honesty, courtesy, and vigorous competition, as well as winning and losing with grace.
- Sportsmen refuse to compromise their commitment and obligation to the sport of purebred dogs by injecting personal advantage or consideration into their decisions or behavior.
- The sportsman judge judges only on the merits of the dogs and considers no other factors.
- The sportsman judge or exhibitor accepts constructive criticism.
- The sportsman exhibitor declines to enter or exhibit under a judge where it might reasonably appear that the judge's placements could be based on something other than the merits of the dogs.
- The sportsman exhibitor refuses to compromise the impartiality of a judge.
- The sportsman respects the AKC bylaws, rules, regulations and policies governing the sport of purebred dogs.
- Sportsmen find that vigorous competition and civility are not inconsistent and are able to appreciate the merit of their competition and the effort of competitors.
- Sportsmen welcome, encourage and support newcomers to the sport.
- Sportsmen will deal fairly with all those who trade with them.
- Sportsmen are willing to share honest and open appraisals of both the strengths and weaknesses of their breeding stock.
- Sportsmen spurn any opportunity to take personal advantage of positions offered or bestowed upon them.
- Sportsmen always consider as paramount the welfare of their dog.
- Sportsmen refuse to embarrass the sport, the American Kennel Club, or themselves while taking part in the sport.

Complete text of booklet available at: www.akc.org

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