

# UKC Cur Squirrel Hunt and Nite Hunt Honor Rules

Effective January 1, 2020

## 1. Honor Rules

These rules are written and intended to identify and reward the dog that hunts and trees a \*game and stays until the handler arrives at the tree. There may be times when, it will be necessary to use good judgement rather than a literal interpretation of these rules. It is the responsibility of the Judge and/or Hunt Master to rule on a situation not specifically covered in detail by the rules. \*Note: The term game used herein specifically refers to a squirrel in Squirrel Events and/or a raccoon in Nite Hunts. The same rules apply to both unless otherwise noted.

## 2. Handlers

- It is the handler's ultimate responsibility to know the rules and abide by rules, and the decisions of the Judge, Hunt Master, Hunt Director, and Question Panel.
- A handler must conduct himself/herself in a sportsmanlike manner at all times. A handler becoming loud, aggressive or belligerent may be scratched regardless of the merit of his/her argument. A handler displaying unsportsmanlike conduct or failing to abide by these rules shall be reported to the hunt director. Refer to Misconduct Guidelines found on the UKC website.
- Any handler found guilty of interfering with another handler's dog in any way that would affect their ability to compete may be subject to disciplinary action.
- A handler may not scold, encourage or punish their dog during the cast. This includes the use of hand signals to control the dog. Praising a handled dog is not considered encouraging. Refer to Rule 13 (l), if applicable.
- A handler may not leave the cast without permission from the judge for any reason, except to go to their dog on a separate tree after the tree is closed or all dogs are declared treed / handled or hunt time expires.
- The judge may give a handler permission to leave the cast to search for their dog during time-out. Refer to Rule 14 (h) if applicable.
- Each handler is required to remain with the cast for the entire hunt even though his/her dog may not be a part of the cast, unless all remaining handlers agree to his/her leaving. Cast members retain voting obligations if dog is withdrawn or scratched. Exception: If handler is scratched for misconduct that handler loses all voting privileges.

## 3. Judges and Guides

- Hunting Judge – When a non-hunting judge is not utilized, a hunting judge will be appointed to each cast. This person must have knowledge of the rules and be able to interpret and apply them in a fair manner. Authority of the Judge begins when he is officially designated and receives the scorecard. The authority of the Judge ceases when the scorecard is turned in to the Hunt Master.
  - The judge will make all decisions, carry the scorecard, and be responsible for recording all scores.
  - They will show no favors to any dog or hunter and will inform handlers of score and time recorded, if requested.
  - If hunting Judge scratches his dog he should continue to judge the cast as a hunting Judge.
- Non-hunting Judge may be assigned to any cast at the discretion of Hunt Master and/or club officials.
  - Guide – A Guide is willing to take a cast to a location where they can hunt safely and has permission. A hunting or non-hunting judge may also be a guide for the cast.

## 4. SPECTATORS

- The Hunt Director will discuss and announce if spectators will be allowed on casts, if agreeable with the majority of cast members. Spectators should be allowed to accompany the cast if possible.
- There shall be no more than three (3) spectators allowed per handler on any one cast unless otherwise agreed upon by the remaining cast members.
- Handlers shall be responsible for the conduct of spectators accompanying them on casts. Handlers dog will be scratched for rules violations by their spectators.
- Spectators should follow the directions of the judges and Hunt Director/Hunt Master.

## 5. Cell Phone Usage

- Cell phones may be used for keeping time and other reasonable situations during the hunt. Cast members should not be using

them to contact other casts or individuals at the club to find out information pertaining to scores. Individuals found guilty of correspondence or relaying any type of electronic messaging with reference to scores, that is deemed detrimental to the integrity of event placements or the hunt, are subject to suspension from United Kennel Club.

## 6. TRACKING AND TRAINING COLLARS

- Tracking Only Devices:** The handheld of *locating only* devices may be carried by the handler. Device may be used during the hunt but only under strict provisions as outlined below. A dog must be heard treeing before a tree call may be accepted regardless of any tree alerts on the handheld.
- Tracking and Training Combo Devices:** Any handheld device capable of both locating (tracking) and controlling (stimulating or toning) may not be carried by the handler during the hunt. The handheld must be left in the vehicle and may not be used by the handler or spectators during hunt time. However, the handheld may be used during time out situations during the hunt for locating purposes only.
- Training Only Devices:** Any handheld device capable of controlling a dog (stimulating or toning) must be left in vehicle and may not be used by handler or spectators until dog wearing device is scratched and all other dogs are recovered for re-casting. Controlling device rule violations may result in suspension.

### 1. UNDER NO CIRCUMSTANCES SHALL TELEMETRY BE USED TO DETERMINE THE SCORING OF ANY DOG(S).

- If by way of telemetry a handler deems dog to be in danger, per an item outlined in Rule 14, they may ask for a cast vote to call time out. If a majority is not reached the handler may withdraw then handle the dog due to safety concerns.
- At no time may a handler demand the cast walk in the direction of a dog that has not been heard opening. The judge, or majority of the cast when hunting judge is used, may agree to walk in that direction.
- When considering the use of telemetry during the hunt the handler may not interfere with any handler's ability to listen for their dog. This to be rigidly enforced. Handlers not adhering after being warned of such by the judge; shall result in their dog being scratched from the cast.
- A Hunt Master / Panel may not consider any debate that is based on telemetry use.

## 7. SCORING OF THE TREE

- Dog must tree bark before being declared treed.
- 100 points for dog declared treed first; 40 points second; 25 points third.
- Dog must remain treed for **two** (2) minutes, unless all dogs are declared treed. If all dogs are declared treed cast may go to tree and handle dogs without waiting for two minutes. If one dog in cast, or one dog remaining in cast, dog must hold tree for **two** minutes.
- After dog(s) declared treed, at least one of the dogs declared treed must bark at least one time every **two** minutes until cast arrives at the tree. If no dog barks for a period of two minutes, dog(s) declared treed shall receive tree points minus and tree is declared open. Refer to Rule 10 (c) if applicable.
- Dog(s) declared treed within hunting time are eligible for scoring.
- Judge should score trees in the order declared.
- Dogs treed more than 30 steps (90 feet) apart are to be considered split treed.
  - If dogs split tree less than 30 steps and each tree contains \*game, they are to receive separate tree points regardless of the distance between trees provided the \*game is in the tree that the dog is declared treed on.
- When a dog is declared treed, after **two** minutes has elapsed no additional dog may be declared treed at that tree.
  - Dog(s) declared treed after tree is closed is considered to be treed on split tree. If dog is found on closed tree it will receive first tree minus points for moving.
- Points may be split:
  - For tree position or if game is caught on ground after dog(s) have been declared treed.

2. When called tree positions cannot be determined.
3. No points awarded for game caught on ground if dog(s) have not been declared treed.
  - a. First, Second, and Third: 55 points
  - b. First and Second: 70 points
  - c. Second and Third: 32½ points
- j. After a dog(s) is declared treed, the cast is to move at a moderate pace towards the tree but shall not handle dogs prior to two (2) minutes expiring, unless all dogs are declared treed.
- k. No trees to be climbed or game to be killed, no molesting holes, dens or nests in such a way to make that place of refuge unusable by game.
- l. Where dogs split up, Judge will go with handler to the dog that trees first. Separate time must be kept on each tree unless all dogs are declared treed.
- m. No points, not even circle points, will be awarded when dogs return to tree that had previously been scored. Cast may go to tree without dogs being declared treed, if majority of cast agree, when hunting Judges are used.
- n. Stationary Rule: See Rule 13(q).

## 8. SEARCHING TREE

- a. Judge must maintain pace attainable by all members of the cast and be the first one to arrive at the tree.
- b. Upon arrival at the tree, Judge should observe and make sure all dogs declared treed are showing treed by either looking up or barking up before handlers leash their dogs.
  1. If a dog declared treed is not showing treed, the judge shall allow 15 seconds for it to show treed or it is minus.
  2. The judge must announce when the 15 seconds has started.
  3. Dog should not be minus tree points if he comes back a short distance to meet handler if dog goes back in and trees satisfactorily.
- c. After dog(s) have been declared treed for two (2) minutes, dog(s) will be tied at tree and kept on leash until tree is scored. Any dog(s) that is at the tree but not declared treed, shall be handled.
- d. Upon notification from the judge the tree will be checked. *Five (5) minutes of hunt time* may be demanded to search tree, or place of refuge. No plus points will be awarded if game is seen after five (5) minutes searching time has elapsed.
- e. Any dog coming into a tree that is being scored, shall be handled.
- f. After tree is scored, dog(s) must be turned loose.

## 9. SCORING OF PLUS POINTS

- a. When dogs tree and game is seen during the allotted five (5) minutes of search time: (1) by a non-hunting Judge, or (2) by majority of the cast when hunting Judge is used.
- b. Game must be in tree dog is on (in a coon hunt) or in a tree within 30 normal steps of tree dog is on (in a squirrel hunt). Only one tree is counted even if more than one game animal is up tree.
- c. When game is seen timbering from tree to tree or on the ground and the dog is moving with the game. **(Not applicable in nite hunt.)**

## 10. SCORING OF MINUS POINTS

- a. When dog has been declared treed and dog leaves tree. If dog returns to tree *within the two minutes*, he will receive the next available position on tree, unless all dogs have been declared treed.
- b. When dogs tree and (1) a non-hunting Judge or (2) a majority of the cast when hunting judge is used, can plainly see no \*game is there and there is no possibility for \*game to have timbered to another tree.
- c. After a dog is declared treed, at least one of the dogs declared treed must bark at least once every two minutes until cast arrives at the tree. If no dog barks for a period of two minutes, dog(s) declared treed will be minused and tree is declared open.
- d. Dogs declared treed on tree where no tree game is located, but contains birds or large fowl.
- e. When a handler declares a dog treed other than their own dog, judge will award tree points and minus on first offense and scratch the dog on second offense.

## 11. SCORING OF CIRCLE POINTS

- Points will count neither for nor against dog except when tie is to be broken.
- a. When game is treed in a hole or nest and not seen. Nest or hole must be within 30 steps (90 feet) of tree that dog is treed on to be circled. Trees not containing game, and with no nest or den within 30 steps will be deleted.
  - b. When leaves or vines make it impossible to locate game.

## 12. SCORING OF DELETED POINTS

- Points will be scored with a line through them, and count neither for nor against the dog. Deleted points will not be considered to determine to outcome of any tie-breakers.
- a. If dog is treed, and no game is seen, and no den or nest within 30 normal steps (90 feet), points will be deleted (not applicable in nite hunt).
  - b. No points, not even circled points, will be awarded when dogs return to tree that had previously been scored, cast may go to tree without dogs being declared treed, if majority of cast agree (when Hunting Judges are used).
  - c. If dog is declared treed on a tree containing tree game that is not the preferred game. Tree game is defined as any game capable of climbing a tree. Birds are not considered tree game.
  - d. If dog(s) tree on a previously scored tree.

## 13. DOGS TO BE SCRATCHED

- a. If a dog has a total of 300 minus points, regardless of how many plus points the dog has.
- b. Fighting or attempting to fight. Attempting to fight is defined as follows: when dog(s) are interfering with other dog(s) during the authority of the Judge by aggressive behavior during the authority of the Judge.
- c. No handler will be allowed to withdraw to avoid dog from being scratched for fighting.
- d. When the aggressive dog is known, scratch the aggressor only. If not known, scratch dogs involved.
- e. Failing to make any attempt to hunt within any 15 consecutive scorecard minutes.
- f. Bitches smelling strong enough to attract dogs or a dog that is just bad to bother bitches while other dogs pay them no attention.
- g. For running or molesting stock. Feral hogs are not to be treated as stock, but as non-tree game.
- h. For delaying completion of cast for 30 minutes after time out is called.
- i. On second offense when handler calls a dog treed that is not tree-ing. On first offense, points will be minus (refer to Section 10 (e)).
- j. If a handler is drinking or using abusive language.
- k. For use of any device used to control dog prior to cast completing hunt time.
- l. For encouraging, discouraging, using hand signals, or physically abusing a dog. Praising a handled dog is not considered encouraging.
- m. Dog(s) hunting over or under advertised hunt time will be scratched.
- n. For climbing or cutting trees.
- o. For intentionally killing \*game or any other game.
- p. For failure to stay with the cast unless given permission to leave.
- q. **Stationary Rule:** Any dog continually barking in the same place for a period of two (2) minutes will be scratched, unless called treed.
  1. This rule is to apply to a dog *obviously* barking treed (Judges decision). If a dog should pause for more than one (1) minute or leaves the area, break the stationary.
  2. If the stationary rule is being applied to a dog and another dog is called treed, the stationary rule will be broken. If it is later determined that the dog(s) are treed on separate trees, a new stationary rule will be started on the dog(s) not called treed.
  3. No stationary rule to be applied once a dog is declared treed on that tree.

4. If judge is heading to or in the process of scoring another tree, the stationary rule shall be stopped.
5. Handler(s) must be advised any time the stationary rule is being applied on his/her dog and that it will be scratched unless declared treed.
6. Anytime the stationary rule is running and dog(s) stops barking, the one (1) minute rule should be applied.
7. Should stationary rule expire before one (1) minutes expires and dog resumes barking, handler(s) should be permitted to make a tree call provided call is made within the next three barks the dog makes.
8. After two (2) minutes, cast should advance to tree. If dog is not actively treeing on a scorable tree, no action should be taken. Do not scratch dog on fence, in a hole or other place of refuge other than on a tree.

#### 14. TIME-OUTS

Judge, or majority of cast if hunting Judge is used, may call time out in accordance with the following:

- a. When dogs are getting on highway, onto posted land or into a place b. where there is danger to dogs or hunters.
- c. If new ground must be found to finish cast.
- d. In case of accident or sickness.
- e. If cast becomes lost.
- f. Dog(s) declared treed before time out is called will be scored.
- g. When a dog is injured.
- h. When dog(s) are hunting out of hearing in different directions.
- i. If all dogs are declared treed or are on leash time out shall be called after 10 minutes of hunt time has been used walking to each split tree. Time is back in during tree search time or if dog leaves tree.

#### 15. SCORECARDS

- a. Scorecards must be completed in the woods, and no changes can be made later except where a question arises and is noted in the woods.
- b. Handler's signature verifies hunting time and scores are correct. Any protest relative to time or scores must be noted with a question mark.
- c. Any handler failing to sign the scorecard in the woods may have the opportunity to sign upon returning the scorecard to, and in view of, the Hunt Master/HD.
- d. All scorecards must be made available after the deadline to return scorecards or when all scorecards are in possession of the Hunt Master/HD.

#### 16. Questions

- a. Non-Hunting Judge Cast: The decision of a non-hunting Judge may only be questioned in the field at the time the decision is made. The non-hunting Judge's decision may only be overturned by the Hunt Master/panel. It may be scored with a question mark (?) and reviewed by the Hunt Master/panel. Situations not questioned and notated at the time Judge's decision is made, will not be considered.
- b. Hunting Judge Cast: The following procedure must be followed when using hunting judges on a cast, regardless of category.
- c. The Hunting Judge has complete authority and will be responsible for scoring all situations.
- d. Should a situation arise where a handler questions a call that was made, or a call that should have been made but wasn't, that handler shall ask to have his question voted on by all cast members that remain with the cast at that time.
- e. Each handler must vote or their dog will be scratched. It takes a majority vote to overturn judge's decision. Any handler that is not satisfied with the outcome retains the right to place a question mark (?) on the card and present his question to the Hunt Master/panel. Situations not questioned and notated at the time Judge's decision is made will not be considered.
- f. Scorecards to be carried by Judge and must be scored by Judge in plain view of all.
- g. Any owner or handler disputing event placement must address the matter with the Hunt Master/Hunt Director, within 30 minutes after the deadline to return scorecards. If the matter is not resolved, the complainant shall request an Appeal Form. They must clearly note their complaint on the form and return it to the event official to be mailed, along with the Event Report to UKC for a ruling. The Appeal must be accompanied by a \$20 fee, oth-

erwise the matter will not be considered. The fee will be refunded if ruled in favor of the complainant.

#### 17. Panels

To form a panel a \$10 Panel Fee must be paid before the question is heard.

- a. When using a Hunt Master, a panel may be formed if a handler/owner is not satisfied with the Hunt Master's ruling.
- b. When using a Hunt Director, a panel must be formed to hear any and all questions.

#### 18. Appeals

- a. If the matter has not been satisfactorily resolved by the decision of the panel, an Appeal may be filed.
- b. An Appeal Form must be requested and filed immediately following the panel's ruling, while panel is still assembled.
- c. Appeals must be submitted to the Hunt Master/HD with a fee of \$20.
- d. All Appeals will be investigated and ruled on by the UKC.

#### 19. Winners

- a. A dog must have a total score of plus points to receive Championship wins, unless otherwise specified for designated events.
- b. Placements to be determined by highest succession of cast winners. For Elimination events refer to event placement procedures.

#### 20. Ties

- a. All ties to be broken for placements: Dog will win out over another dog when:
  1. dog that has the most plus first tree points;
  2. dog that has the most second tree points;
  3. the least number of minus points;
  4. the most circled tree points.;
  5. If still a tie, dogs involved will continue to hunt until a dog is called treed or a dog is scratched or withdrawn. The tree score will determine the winner.



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**UNITED KENNEL CLUB**  
 100 E Kilgore Rd • Kalamazoo MI 49002-5584  
[www.ukcdogs.com](http://www.ukcdogs.com)