



Entries

Entries will be taken on peel off labels. Be sure dog's name are recorded accurately to identify the dog as it is presently registered with ProSport. Always use complete registration. The Owner's and Handler's name and written on the entry slip. No person is allowed to participate in a ProSport sanctioned event without first becoming a member of the ProSport kennel club. Any person who has previously applied for membership and has not received his membership number must present the receipt of membership application to the Hunt Director before being allowed to enter ProSport event. All membership and registration fees must be paid before the cast member leaves for the woods for any awards earned at the specific event to be credited toward the dog's earnings. Entries should be taken with ball point pen only. Many other markers will fade when wet and become illegible. It is the Handler's responsibility to provide the correct dog's name and registered Owner's Name Handler's to insure that both the Owner and Handler have a current ProSport membership. Dogs will not receive credit for awards earned if the dog, owner and handler information is not current and/or accurate. **Dogs with owners in common are required to draw separate cast when possible.**

Entry Deadline

Entries may not close until the advertised deadline. Later entry deadlines during summer months will be available upon request. To schedule later deadlines, the club must contact ProSport early enough to allow time for advertisement on ProSports website. Hunt Director may take entries after advertised deadline at their discretion. However, no entries may be taken after the draw has started and no entries may be taken more than thirty (30) minutes after the advertised entry deadline. All handlers and dogs should be on the grounds when casts are drawn. An exception to this would be if an additional guide is needed and a cast is sent to the guide. In a situation such as this, the Hunt Director should announce the plan to all participants before the draw.

Judges

Judges should be selected from the entrants the Hunt Director feels are most qualified to conduct a cast. If possible, use Judges who are not members of the sponsoring club and do not live in the local area. Club members and members who live in the local area should serve as Hunting Guides. After determining number of Judges needed, and selecting Judges, contact each member and ask if they will agree to serve.

Non-Hunting Judges

The non-hunting judge will have full authority and will make all decisions, No voting. ProSport reserves the right to appoint assistant judges to any cast.

Non-Hunting Cast Member

A Non-Hunting Cast Member may be assigned to any cast at the Hunt Director's discretion. He will be an additional voting member of a cast in the event of a question. This cast member is not required to be ProSport member. However, must use discretion and respect during the cast.

Guide

Hunt Director should ask entrants if they are willing to guide their cast. All hunting and nonhunting guides used must be drawn to casts at random. Those selected as hunting guides must guide their cast without assistance from any other individual. Hunting guides arranging for another person to guide their cast is strictly prohibited, violators must be reported and those involved are subject to disciplinary action. Hunting area should be close enough to allow the cast to complete the hunt and return to the clubhouse before the

deadline. If possible, casting ground should be where the cast can compete safely for the entire hunt without calling time-out or moving. Clubs should use area "Hunting Guides" first, area "Non- Hunting Guides" second and out of area "Hunting Guides" as the third option. No person will be permitted to guide a cast in a raccoon-controlled environment or enclosed pen.

Hunt Deadline

Deadline for cast winner and scorecard to be back at the clubhouse for recasting should be announced and written on the scorecard (see below). Allow as much time as possible for completion of the first cast and collecting dogs for recasting. If possible, deadline for recasting should not be less than five (5) hours after dogs are drawn out in a two (2) hour hunt.

NO SPLIT

Under ProSport by-laws there will be no agreement to split the prizes available. All ProSport hunts will be hunted for placement and the prizes that go accordingly. (\$100,\$200,\$300,\$400,500 9 to 16 dog Shoot out May be split) all handlers must agree to split.

Cast Staying Together

All Dogs will be scored and handled in the order they were treed. No handler will be permitted to leave the cast during hunting time. (Only Exception. Use **COMMON SENSE** if a dog is in danger and all cast members or Non-Hunting Judge agree to let handler leave cast to handle his dog.) If dog or dogs can be Judged (All cast members together) dog or dogs can be handled but scored in order. Any time a dog is scored out of order it will be leashed locked until all trees has been scored.

Tracking systems/training Collars

- A. Tracking systems** — Tracking Receiver/Transmitter (handhelds) paired with collars that are not capable of producing any type of tone, vibration or electronic stimulation may be powered on and always used. Audio alerts on tracking receivers (handhelds) must be muted. No device that can produce any type of tone, vibration, or electronic stimulation may be attached to any dog at any time. Handlers must allow the Judge to check their tracking system for any electronic stimulation, vibration, or tone capability at any time. Checking may include powering on a handler's equipment and inspecting it for verification. Anyone found to have modified tracking or training equipment to disguise electronic tone or stimulation capability will be scratched and if found guilty by a disciplinary panel, will serve no less than a one-year suspension. These rules are to be strictly enforced. Any time a handler is scratched for tracking/training equipment infractions; misconduct charges **MUST** be filed and sent to ProSport . Tracking System Use during the cast is intended for the personal use of the handler and the safety of the handler's dog only. No information obtained from tracking devices will be permitted for use in scoring situations in the woods or at panel question hearings. As always, dog(s) must be heard before handler(s) can make a call and all time-out rules and requirements still apply.
- B. Training systems** — No device that can produce any type of tone, vibration, or electronic stimulation may be attached to any dog at any time. Handlers must allow the Judge to check their tracking system for any electronic stimulation, vibration, or tone capability at any time. Checking may include powering on a handler's equipment and inspecting it for verification. Anyone found to have modified tracking or training equipment to disguise electronic tone or stimulation capability will be scratched and if found guilty by a disciplinary panel, will serve no less than a one-year suspension. These rules are to be strictly enforced. Any time a handler is scratched for tracking/training equipment infractions; misconduct charges **MUST** be filed and sent to ProSport.

- C. Dummy Collars** — Dogs may not wear a Dummy Collar or an inactive Training Collar during hunting time at ProSport Event.
- D. Training scents** — No dog(s) or handler(s) shall be permitted to use or wear training, breaking or any other scent to encourage or discourage their dog or other cast members dogs at ProSport events. This is to include the use of scented breaking collars and/or other natural scents that may be used to distract other dogs and interfere with their ability to compete. Any violation of this rule will cause the dog to be scratched and could result in disciplinary action being taken against all members involved in such violation.

Scorecard

Be sure that at least three (3) cast members have signed the scorecard certifying it to be accurate. No scorecard may be considered for placement in the event if it has not been certified by at least three (3) cast members. Handlers shall sign his/her name followed by the winning score he/she is certifying and the dog's name and/or scorecard position of the cast winner. Should any Handler leave the cast for any reason before cast hunting time is completed, he/she shall sign the scorecard and record the name of the dog and/or the scorecard position of said dog with the dog's score at that time, in addition to the amount of hunting time remaining in the cast. All casts must be completed with at least three (3) members to certify the scorecard.

Panel Question

Any Handler has the right to question the scoring of any dog in the cast. Questions must be placed on the scorecard at the time the dog is scored or should have been scored. Questions must be submitted to the Judge and remaining cast members to be resolved by a majority vote. If any cast member is dissatisfied with the majority decision, that decision may be brought to a Question Panel to be heard after the cast is finished by placing a deposit of \$25 with the Judge at the time of the question. No deposit is required when cast has voted but does not have a majority, such as a 2-2 vote. Hunt Director will assemble a panel of three (3) qualified people to hear the question. Panel members should be current upstanding ProSport members; however the best qualified personnel available who have no interest in the outcome of the cast may be used even if they are not ProSport members. The Handler with the question should quote the rule violation to the Question Panel whenever possible. The Question Panel Chairman should show the rule used to reach their decision to the cast members. The \$25 dollar question deposit will not be refunded later in the cast if the Handler changes his mind. However, the Handler may choose to drop the question and forfeit the deposit at the end of the cast if it is agreeable with all cast members. Handler may sign an IOU on the back of the scorecard, which must be paid before the question is heard. If the Panel finds in favor of the questioning Handler, the deposit will be returned and the scorecard changed to reflect the change. If the Panel finds against the question, the deposit will be forfeited to the Sponsoring Club. Panel decision is final, unless appealed by complainant.

If a cast winner and their dog have returned to the club and the scorecard has been presented to the Hunt Director before deadline, they remain eligible for the final cast even if in a question panel process when deadline expires.

Panel conduct

All cast members and panel members are required to conduct themselves professionally during panel hearings. The panel members will call upon each cast member to speak, one at a time. While one cast member speaks, all other cast members are to remain respectful and quiet. Raised voices, vulgar, threatening, intimidating or insulting language will not be tolerated. Violators should be warned once, but if they continue, should be immediately excused from the panel hearing, possibly scratched from the cast and misconduct charges filed by the members.

Proof read scorecards

Check all scorecards to insure that math is correct, the correct cast winners are indicated, and that all handlers have signed certifying the card to be accurate. ProSport reserves the right to correct any error discovered, but bears no responsibility to change and/or correct any scorecard that has not been questioned in an appropriate and timely manner by cast member

Pictures / Videos

Pictures and videography of any or all cast will be mandatory at all ProSport events. If the handler defers the option to be pictured or videoed, they then can WD or take automatic 4th place. Any ProSport member that enters a ProSport sanctioned event also agrees to the release of the pictures or videos at ProSports discretion.

Starting of the hunt

- A. One (1) Minute rule** - Each time dog(s) is turned loose, the handler has a one (1) minute grace period in which their dog does not have to be called. After the one (1) minute period, the dog should be called struck on or before the third bark.
- B. Time Keeping** - Judges should insure that all time keeping is accurate and that all cast members are informed when any time-keeping rule is started or stopped on any dog(s).
- C. Call Acknowledgment** - The judge will acknowledge each handler's call by repeating the dog's name and number of points awarded for every strike and tree call made.
- D. Staying within Hearing Distance** - When dog(s) are turned loose, the cast should walk slowly in the direction the guide wishes to hunt. All cast members must walk at a pace that all handlers can maintain. After the dog(s) are struck, the cast will always attempt to remain as close to the dog(s) as possible, keeping them within hearing distance. If cast is unable to keep all dog(s) within hearing range, the judge may apply the time-out rule, approved by majority vote. Note: In this situation, if the six-minute rule has already been applied, calling time is not an option until the six-minutes has expired, and the struck dogs have their minus points record.
- E. Lights** - A handler may not use his/her light to help control dog(s) or shine trees except upon the direction of the judge. He/she must turn the light off at the request of the judge. Dogs may wear lighted collars for safety. Handlers may be scratched for using lighted collars in such a way to control their dog or other handler's dogs. Before a handler turns on a lighted collar during the cast, we suggest he/she inform the other cast members first, to avoid any confusion.

Points

- A. Strike Points** - Only one set of strike points, 100 points for the dog struck first, 75 points second, 50 points third and 25 points fourth. All dogs must be loose and competing for strike in order for 100 strike points to be available. When dog(s) are re-struck after being scored plus, minus, circle or deleted they may only be re-struck for 25 points, unless all dogs are competing for 100 strike points, or the minus was for a miscall.
Note: 50 strike points are never available in a two-dog "heads up" cast. Striking After Dog Treed - Dog(s) cannot receive scoreable strike points if not struck before the first dog is declared treed unless it does not tree on that particular tree. However, the dog(s) may receive tree points if it trees on that particular tree within the three (3) minutes. Any dog called struck after a dog has been called treed will have its strike points recorded with a line under them indicating that a dog was called treed before the dog was called struck. Strike points will be deleted if the dog is handled on the same tree.
- B. Tree Points** - 125 points for the dog Called treed, 75 points second, 50 points third and 25 points fourth. Thirty (30) seconds after the first dog is called treed, the second tree will be closed. After one (1) minute

the third tree will be closed. All dog(s) called treed after one (1) minute will receive 25 points. Dog(s) called treed after the expiration of the 3 minutes will be recorded for 125, but will have these tree points deleted if handled on the closed tree.

- C. **Split points** - the only time split point may be used is if the judge can not clearly tell which call had been made first.
- D. **3 Minute rule** - When a dog is declared treed, that dog must have opened immediately preceding the call and he must remain treed for a period of 3 minutes unless all dogs are declared treed. Any dog hunting alone in a single-dog cast must remain treed for a period 3 minutes as well. A dog may not be called treed unless it has already been called struck. Should any handler call a dog treed that has not been declared struck, judge should ignore tree call and advise handler that dog has not yet been struck. The cast should begin walking toward treed dog(s) as soon as possible, but not later than two (2) minutes after the first dog was called treed.
- E. **Listening for Dog(s)** - The cast should stop when requested by handlers to listen for their dog until (3) minutes are up.
- F. **Movement on Tree** - Judges will pay careful attention to the location of dog(s) called treed to be sure the dog(s) do not move. If in doubt as to whether the dog is moving, it is best to hold the cast in place to watch and listen for movement.
- G. **Dog Treed on Closed Tree** - Any dog declared treed after a tree is closed must receive 125 tree points. If the dog is handled on the previously closed tree, its tree points will be deleted.
- H. **Separate Tree** - Handlers should not call treed for a separate (split) tree. The judge should award separate (split) tree points as soon as he/she is sure the dog(s) is/are on a separate tree(s). If dog(s) are found to be on separate trees upon arrival of cast, refer to tree points rules.
- I. **Walking To Tree** - When all dogs have been declared treed, Cast may proceed to the tree even though the 3 minutes are not up, except in a one dog cast.
Cast may proceed to split trees when all trees are closed. CAST MUST STAY TOGETHER.
- J. **Dog Coming To Meet Handler** - As the cast is arriving at the tree, dog should not be minused tree points for coming back a short distance to meet the handler if it goes directly back and trees satisfactorily. However, the dog should be minused if it is seen not showing tree, is trailing or checking other trees.
- K. **Scoring The Tree** - After the judge has determined which dog(s) are showing tree and which dog(s), if any, are off tree, dog(s) should be leashed and the tree scored. Any dog coming in and showing interest in tree while scoring will be leashed. Shining time will be announced and started when the judge is in position to score the tree. The handler with the most to gain on a tree, strike and tree points combined, should be allowed to search the tree for the first two minutes alone at their option and then all handlers may search. Eight (8) minutes of hunting time may be used to search a tree up until the tree has been scored. No game may be scored prior to dog(s) being handled, the judge starting the eight minutes or after the eight (8) minute shining period has expired. Handlers may blow squallers, pull vines, etc. during the entire shining period. No time-out may be called to search a tree, leading away from a tree, or between split trees. All dogs leashed at the tree must remain leashed until they can be released toward other trailing dog(s) or a fresh re-casting area if no dog(s) are on trail.
- L. **Connecting Trees** - If an additional tree(s) is clearly connected to the tree being scored, it will be scored as one tree. This determination should be made by the judge before shining time starts. There should be an obvious avenue the raccoon could have traveled to meet the connecting requirement, not just lightly touching leaves or twigs.
- M. **Scoring Trees Out of Order** - ONLY when all dogs have been declared treed, but with some on split trees, trees will be scored in the most convenient order. Once the process has started of scoring dogs in a different order in which they were declared treed, all dogs must remain on leash until all trees have been scored.

No LEASH LOCK

Under ProSport rules there shall be no leash lock. After walking the dogs minute, the dogs that are struck/treed are heard the dog must immediately be recasted.

Six minute rule

If the dogs that are struck are not heard from after to returning to the last spot they were heard the cast must then begin running (the six minute rule). If the dogs are not heard from after the time expires all dogs that are struck get there strike minused and all strike points come back available.

Plus Points

- A. Raccoon Scoring Requirements** - When a dog strikes and trees, and a coon is seen by a majority of the cast, dog's points will be plus. A minimum of three (3) cast members must be present at every tree before scoring begins. If only three (3) members of a four (4) dog cast go to a tree, all three (3) must agree on the scoring of the tree. Only one (1) raccoon is counted even if more than one (1) is up the tree.
- Night vision and/or heat sensing binocular or monocular scopes may be used as an aid to determine the location of raccoon or off-game in thick or leafy trees. The majority under ProSport Rules, must first verify if there is game (raccoon or off-game) before scoring.
 - A mirror, phone or camera may be used as an aid to see a raccoon or off-game in a den, hole, log or other place of refuge where a visual obstruction exists. The majority of the cast under hunting judges , or non-hunting judge under ProSport Rules, must first verify if there is game (raccoon or off-game) before scoring. Scoring disagreements may be voted on and questioned via the normal process.
- B. Place of refuge** - When dog(s) are declared struck and treed and a coon is seen (out of contact with dog) in a place of refuge other than a tree, the dog(s) declared treed will receive plus strike and tree points. Dog(s) not declared treed and handled at the place of refuge to receive plus strike points only. If off game is seen, minus strike and tree points of dog(s) dogs declared treed and strike points of dogs not declared treed and handled at the place of refuge.
- C. Game Caught on Ground** - When dog(s) catch or bay game the cast should advance and investigate immediately. No tree points may be awarded for game caught on the ground or anywhere dogs are in contact with game. Dog(s) declared treed will have tree points deleted. Dog(s) involved will have strike points scored plus for coon and minus for off-game. If game is dead and obviously aged (not freshly killed), all points will be deleted.

Minus Points

- A. Babbling** - Dog(s) to receive minus strike points when determined to be babbling. Strike points (positions) minused for babbling, will then be available to all handlers.
Dog(s) continually barking after being released and struck where no track is evident may be considered babbling. Dog(s) declared struck within the first minute after being released must show that it is taking a track out of the area and not false barking.
- B. Failure To Call Dog** - When judge has determined that a dog has opened three (3) times after the first minute without being struck, he/she will ask for a call. If the handler fails to call the dog struck on the next bark, judge will award the next available strike points and minus them. If the dog continues to open he must be struck after the next three (3) barks or the same process will be repeated.
- C. Calling A Dog That Has Not opened** - A dog called struck (or treed) must have opened immediately preceding the call. If any handler calls his/her dog that has not opened or calls another handler's dog, the

judge will award the points and minus them. If two or more handlers strike or tree the same dog on the same bark(s) in an attempt to earn the same number of points, the handler(s) calling the wrong dog will be minused the same number of points as they were attempting to gain. These points, minused on a handler miscall, will then be available to all handlers.

- C. Six (6) Minute rule** - If dogs declared struck do not open within six (6) minutes, all strike points will be minused.
- D. Quitting Trail** - When a dog quits a trail, strike points will be minused. When a dog strikes back on a trail that is being worked, he will receive a maximum of 25 points, unless all dogs are competing for 100 strike points.
- E. Two (2) Minute rule** - After dog(s) are declared treed, at least one (1) of the dogs on that tree must bark at least once every two (2) minutes or be minused. Note: If no struck dogs are barking through the Two Minute Rule, the Six Minute Rule must run simultaneously. In this case, continue with Six Minute Rule until a struck dog barks or another four minutes expires.
- F. Leaving Tree** - When a dog has been declared treed and the dog leaves the tree, its tree points will be minused. If dog continues on trail, its strike points remain live. If the dog returns to the tree before the tree is closed, handler may re-tree for next available position on the tree.
- G. Treeing Empty Tree** - When dog(s) tree and the cast can plainly see that no coon is there and there is no place in the tree, or place of refuge, for one to be hiding.
- H. Dog(s) Coming into Plus or off-game Tree** - Any dog handled but not declared treed at a tree that is being scored or has just been scored prior to treed dog(s) being led away to recast will have their strike points minused if coon or off game is scored unless dog(s) was declared struck after the first dog on this tree was declared treed.
- I. Off game** - Any game that is not a raccoon or a wild winged animal is considered "off game". For dog(s) treeing "off game", both strike and tree points will be minus. Any dog handled, but not declared treed at a tree or place of refuge where "off-game" is seen will receive minus strike points unless declared struck after the first dog treed. Dog(s) seen catching or baying off game on the ground will receive minus strike points and deleted tree points if called treed. If dog(s) are seen to be running off game, their strike points will be minused and struck back in for 25 points.
- J. running Fast Game** - When one (1) or more dogs leave on a fast moving trail and the cast is unable to keep close enough to effectively judge the dog(s), the judge will minus the dog(s) and apply the time-out rule. Any dog(s) not running a fast moving trail will receive deleted strike points.

Circle trees

Points will be circled when a dog strikes and trees up a tree or other place of refuge where there could be a coon, yet no coon and no off game is seen. No trees should be climbed; however, every reasonable effort should be made to score a dog. Stepping up on a stump, log or fork of a tree is not considered climbing. Any handler has the right to search a hole that any dog is called treed in. Under no circumstances can strike points be circled unless they are connected to circle tree points.

Deleted Points

A. Delete Points under These Conditions:

- (1) Strike points of dog(s) struck, but not declared treed, at the point hunting time expires.
- (2) Strike and tree points of dog(s) if time-out must be called.
- (3) Strike and tree points of dog(s) if they must be called off because of livestock or nearness of a highway, buildings, etc.

- (4) Strike and tree points of dog(s) whose scores are altered through interference of a person or dog(s) that are not members of the cast.
- B. Dog(s) Coming in To Circled or Slick Tree** - Any dog(s) handled but not declared treed at a tree that is being scored or has just been scored prior to treed dog(s) being led away to recast will have their strike points deleted if tree is scored circle or slick (empty).
- C. Dog Treed on Dead Tree** - When dog is called treed after Three (3) minutes are up on a tree, dog will receive 125 points. These points will be deleted if it is in fact treed on the dead tree.
- D. Scoring Dead Game** - Dogs declared treed on or handled at a tree containing a dead raccoon or dead off game will have all strike and tree points deleted unless live game is also seen in the tree. If live game is also seen, score in accordance with plus and minus points rules.
- E. Scoring Game in Cage/Trap** - If dogs have been declared treed and are found baying or treeing raccoon or off game that is in a cage or trap, strike and tree points for all dogs involved will be deleted.
- F. Dangerous Obstacle/Deep Water** - When dog(s) are treed across deep water or any other dangerous obstacle, after all efforts to reach dog(s) have been exhausted and the cast cannot reach dog(s), all points should be deleted and the time-out rule applied. Under no circumstances should any cast member attempt to cross water deep enough to require swimming.
- G. squirrel rule** - If a squirrel is seen in a tree while the tree is being scored and there is a bed or hole in the tree large enough to conceal a raccoon, strike and tree points of dog(s) handled at this tree will be deleted.
- H. Tie Vote on Scoring Tree Circle or Minus** - In nonhunting with two (2) members voting to circle a tree and two (2) members voting to minus a tree, strike and tree points of all dog(s) handled at this tree will be deleted. **Non-hunting judges :No voting by cast members.**

DOGS/Handlers MAY Be Scratched from Cast

Dog(s) or handlers may be scratched for interfering with another dog or handler's ability to compete. If an unintentional error has been made by a judge or handler which has done no harm to other handlers and/or dog(s), every effort should be made to rectify the situation in ways other than scratching. No handler shall be scratched for following a judge's instructions, even if these instructions are later determined to be in error. If not for a specific reason outlined below, dog(s) and/or handlers should be scratched only as a last resort. Every effort should be made to allow dog(s) and handlers to compete for the entire cast. Specific reasons to scratch are as follows:

- A. Fighting/Aggression** - Any dog snarling, growling, or coming off a tree toward another dog will be scratched. A dog with its hackles turned up, growling and fussing will be scratched. Equal consideration should be given regarding scratching a dog showing aggression while hunting, well as, one who is treed. A dog may be scratched when observed in an altercation with another dog. When the aggressor(s) is known, scratch the aggressor(s), when unknown, scratch all dogs involved. No dog should be scratched for fighting while under the control of his/her handler (on leash, in a truck, etc.) or because of another dog previously scratched or withdrawn but not handled. However, a dog may be scratched after hunting time has expired should it **(2) Pro Event Requirement to Scratch for Fighting** - Non-hunting judge only is required to scratch a dog. It is preferable that all cast members go into each tree with judge, but if having difficulty catching fighting dogs, judge may go in alone.
- (1) Judge may put any dog(s) under warning that he/she suspects is causing trouble without scratching the dog(s). Judges are not required to see dog(s) showing aggression in order to place that dog(s) under a warning. In any subsequent altercation where the aggressor dog is not known, but an altercation is observed, the dog(s) under warning shall be scratched with the other dog(s) involved being permitted to remain in the cast under warning.

(2) No handler will be allowed to withdraw his/her dog to avoid being "scratched for fighting". Any cast member(s) found guilty of allowing another cast member(s) to withdraw to avoid being scratched for fighting may be subject to disciplinary actions.

- B. babbling** - Dog(s) guilty of false barking (babbling) will be minused on the first offense and scratched on the second offense.
- C. undeserved Points** - Any handler making a deliberate attempt to gain undeserved points or avoid deserved minus points or deserved scratch, will be scratched. This also includes making a deliberate attempt to assign another handler undeserved minus points or an undeserved scratch.
- D. Livestock** - Molesting, running, baying or treeing livestock.
- E. Handler Misconduct** - Any handler becoming unreasonable, aggressive or presenting his/her ideas in a forceful manner may be scratched. A handler may be scratched by the judge and one other cast member or a majority of the cast. The decision is final and cannot be questioned. Handlers scratched for misconduct will be reported to the Hunt Director.

Pro Events: *Non-hunting judge only is required to scratch a handler.*

- F. Sexual Behavior** - Females smelling strong enough to attract male dog(s), or any dog exhibiting sexual behavior instead of hunting during the progress of the cast will be scratched. If it is not possible to determine which dog is responsible for the behavior, both may be scratched.
- G. Stationary rule** - Any dog continually barking in the same place for a period of six (6) minutes will be scratched, unless called treed. This rule is to apply to a dog obviously barking treed. If a dog should pause for more than two (2) minutes or leave the area breaks the six (6). If it returns, a new stationary rule will be started. If the six (6) minute rule is being applied to a dog and another dog is called treed in the same place, the six (6) minute rules 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. If judge is heading to or in the process of scoring another tree, the stationary rule should be stopped. 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. Anytime the stationary rule has been running for four (4) minutes or more and dog(s) stops barking, the two (2) minute rules should be applied. Should six (6) minute rule expire before two (2) 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.
- H. Not Hunting; Fifteen (15) Minute rule** - Dog(s) failing to go hunting during any fifteen (15) minute period of hunting time will be scratched. The handler has the right to walk any dog not hunting in the direction the guide wishes to hunt. If dog is handled at a tree during this fifteen (15) minute period, the time should be paused and then continued after dog is recast. A dog must be gone for five (5) minutes to be considered hunting unless the hunt expires. Anytime a dog(s) is called struck that has opened, the fifteen (15) minute rule will be broken.
- I. Delay** - Unreasonable delay in completion of the cast.
- J. Returning To A Tree** - Dog(s) may be handled at a scored tree a second time without being scratched. However, any dog handled at the same tree two (2) times will be minused 125, Any dog Handled at the same tree three (3) will be scratched, whether declared treed or not. If dog(s) are handled at the same tree the third time after hunting time has expired, they will not be scratched unless they had been previously declared treed during hunting time.
- K. unsolicited Advice** - Any handler offering unsolicited advice to the Judge concerning the scoring of dog(s) while he/she is considering his/her call will be scratched on the second offense. Judge must warn the handler on the first offense and scratch on second offense. Judge must be free to make his/her decision concerning the scoring of dog(s) without being under pressure from handlers to make a certain call. Any

handler is free to question the judge's decision after he/she has made his/her call, or has not made a call that the handler feels he/she should have made, in accordance with the questioning procedure.

- L. Handler Leaving Cast** - Any handler leaving the cast will be scratched from the cast.
- M. Outside Assistance** - Any handler attempting to use assistance and/or communication from outside of the cast in an effort to gain an unfair advantage will be scratched and reported to ProSport for disciplinary review.
- N. Controlling Dog** - Any handler attempting to correct or influence their dog to perform, avoid minus points, or a scratching offense, will be scratched from the cast.
This is not meant to include minor praising of a handled dog
- O. Lights** - A handler may not use his/her light to help control dog(s) or shine trees except upon the direction of the judge. He/she must turn the light off at the request of the judge. Dogs may wear lighted collars for safety. Handlers may be scratched for using lighted collars in such a way to control their dog or other handler's dogs. Before a handler turns on a lighted collar during the cast, we suggest he/she inform the other cast members first, to avoid any confusion.

Time-out

A majority of the cast must agree on time-out. Unless necessary, time-out should not be called unless all dog(s) are close enough to be handled. If time-out is called, it will apply to all dog(s) in the cast. Time-out will be a maximum of one (1) hour. Less than one (1) hour, by majority vote of cast members, may be allowed, if necessary, to make the deadline at the club. A place for handlers to return must be designated. At the end of time-out, handlers must have their dog in hand at the predetermined location and be ready for recasting. Every attempt possible must be made to not call timeout!!

Pro Events: *Non-hunting judge only will make all time-out decisions.* A. Time-Out May Be Called For The Following Reasons:

- (1) When dog(s) or cast members are getting near a place of danger. (highway, gunshots fired, posted property, etc.)
- (2) When dog(s) not in the cast are working a trail or tree with cast members' dog(s). All scores by cast members' dog(s) will stand unless altered by dog(s) outside the cast.
- (3) If new ground must be found to finish the cast.
- (4) In case of accident or sickness.
- (5) If the scratching of a dog or handler is questioned, immediately note the remaining hunting time on the scorecard, score all pending trees, delete pending strikes not connected to trees and then call time-out to get the question resolved before continuing the cast.
- (6) If vehicles are used, time-out must be called, and all pending scores will be deleted.

Questions

- A. Proper Procedure for Question** - Any handler has the right to question the scoring of any dog in the cast. Questions must be submitted to the judge and remaining cast members at the time of the disagreement to be resolved by a cast vote. If any cast member is dissatisfied with the result of the cast vote may bring the question to a Question Panel to be heard after the cast is finished by placing a deposit of \$25 with the judge at the time of the question. Handler may sign an IOU on the back of the scorecard, which must be paid before question is heard or forfeited. Questions must be placed on the scorecard at the time the dog is scored or should have been scored. No deposit is required when a four dog Open Event cast has voted (2-2) and does not have a majority.

Pro Events: *No votes to be taken, \$25 question only.*

- A. no Refund** - Any \$25 question deposit placed with a judge in the woods will not be refunded later if the handler changes his/her mind. However, the handler may choose to drop the question and forfeit the deposit. If another handler disagrees with the dropping of a question, he/she may pick up the question by depositing \$25 with the judge, if done so immediately. Handler may sign an IOU on the back of the scorecard, which must be paid before question is heard or forfeited.
- B. Returning for Question Presentation** - A cast may not return to the clubhouse to have a question heard until hunting time is completed unless the question pertains to a dog or handler being scratched (or not) from the cast. If the scratching of a dog or handler is questioned, immediately note the remaining hunting time on the scorecard, score all pending trees, delete pending strikes not connected to trees and then call time-out to get the question resolved before continuing the cast.
- C. Question Panel selection** - Any panel required for a question will be selected by the Hunt Director. Panel members should be current ProSport members; however, the best qualified personnel available who have no interest in the outcome of the cast should be used even if they are not ProSport members.

Determining Winners

- A. Final Score** - Dog's final score is determined by subtracting all minus points from all plus points. All circle points count as zero as a final score. The following formula applies to selecting a cast winner, determining final cast eligibility and placing dogs in a final cast. After determining the final score, the order of placement is as follows: **(1) Most Plus Points** - If more than one (1) dog has the same amount of plus points as a final score, see tie breaking rules.
 - (1) **Total score of zero** - All circle points count as zero for a final score. If more than one (1) dog has a final score of zero (no plus and no minus), see tie breaking rules.
 - (2) **least Minus Points with Plus or Circle Points** - The dog with the least minus points that has scored plus or circle points.
 - (3) **least Minus Points without Plus or Circle Points** - The dog with the least minus points without scoring plus or circle points.
 - (4) **Dog with no Plus or Circle Points** - A dog without plus or circle points cannot place over a dog who has scored plus points or circle points.
- B. Breaking Ties** - All ties must be broken to determine a cast winner or placement. Ties will be broken as follows:
 - (1) The dog with the most 1st plus tree points.
 - (2) The dog with the most plus tree points.
 - (3) The dog with the most plus strike points.
 - (4) The dog with the most circle points, combined strike and tree.
 - (5) The dog with the most circle tree points.
 - (6) The dog with the least minus points.
 - (7) If there is still a tie; do not catch dogs or call time out. The dogs tied will continue hunting until the tie is broken. All time-based rules that are started in regulation time will carry over into overtime. In sudden death, the first dog to score plus, minus or circle points will break the tie. However, the score at the end of the original hunting time will remain the final score for determining placement in the hunt. As an alternative to overtime, tied handlers may unanimously vote to flip a coin to determine the winner
- C. no Credit for non-Cast winners** - Under no circumstances may the second, third, or fourth place dog in a first round cast receive any credit for winning.
- D. Disqualified Casts** - Awards normally due any disqualified cast may be disbursed at the club's discretion, but dog will not receive credit. Under no circumstances may awards from a disqualified cast(s) be added to

other places. Examples of a disqualified cast are a cast killed by a member signing the gray, or a cast completing hunting time with less than three voting members.

- E. More Than one Dog Scratched** - Any time more than one dog is scratched from a final cast at the same time, they will place in the order of their score at the time they were scratched.
- F. All Dogs Scratched for Fighting** - If all dogs in a cast are scratched for fighting at the same time, none may advance to compete in the next round. If sixteen dogs or less in an open event, the cast winner will receive last place in the final. If more than sixteen dogs, the cast winner cannot place in final.
 - (1) At the end of a cast, if the cast winner cannot be determined due to an unbreakable tie the winner may be determined by a coin flip.
- G. Panel Going Back To A Tree** - This procedure is reserved only for the purpose of correcting the deliberate, improper scoring of a tree and penalizing those involved in doing so. This procedure is not for trees that could be scored either way or may be considered a mere difference of opinion. In order for this option to be exercised, the tree must be questioned at the time of scoring to be brought before a Question Panel. If the questioning cast member loses their initial question with the panel at the club, he/she may request that the panel return to the woods to view the tree by placing a 100 dollar deposit with the ProSport staff. No appeals will be allowed for returning to the woods to score a tree in a shootout event 9 to 16 dogs.
ProSport reserves the right to deny any appeal.

Signatures

At the completion of a cast with nonhunting judges all cast members must sign the score card. With non hunting judges only the judges scorecard is mandatory.

Disciplinary

All disciplinary actions will be reviewed in front of a ProSport board any disciplinary action that is seen fit is FINAL!

Common sense:

ProSport is an organization developed by hunters for hunters. Please always use common sense when making rulings as well as using good sportsmanship. Thank you!!!

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