

# The Canadian Scent Hurdle Racing Association



## RULES OF RACING

Rules of Racing of the Canadian Scent Hurdling Racing Association					
REV	DESCRIPTION	ORIGINATOR	REVIEWER	APPROVAL	DATE (DD-MON-YYYY)
Rev 10	Separated into distinct documents and updated.	Rules Committee	Board of Directors	S. O'Neill	2026-01-18
Rev 9	Updated formatting and added rule changes from 2023 AGM	Not listed	Not listed	Not listed	2024
Rev 8	Re-Issued for Use	G. Harris	E. van Husen	Not listed	May-2022
Rev 6	Re-Issued for Use	K. Wong	Board of Directors	Not listed	11-Jan-2016
Rev 5	Re-Issued for Use	A. Tatterson	Board of Directors	A. Labadie	31-Dec-2014
Rev 4	Re-Issued for Use	A. Tatterson	Board of Directors	A. McMillan	25-Jun-2014
Rev 3	Re-Issued for Use	A. Tatterson	Board of Directors	A. McMillan	02-Nov-2013
Rev 2	Re-Issued for Use	A. Tatterson	A. McMillan	D. Pollhaus	30-Jan-2013
Rev 1	Re-Issued for Use	A. Tatterson	A. McMillan	D. Pollhaus	19-Mar-2012
Rev 0	Issued for Use	A. Tatterson	A. McMillan	D. Pollhaus	01-Jan-2012

# I. RULES OF RACING

## 1. Description of Competition

- 1.1 Each dog must cross the start line, go over the line of hurdles, retrieve its correct dumbbell, return over the hurdles, and carry its dumbbell across the finish line, at which point the next dog is sent to repeat the same performance until the fourth dog on the team has completed the run. The first team to successfully complete the course will be declared the winner of that heat. The first team to win two heats will be considered the winner of the race.

## 2. Description of Hurdles (see diagram in IV. Equipment Specifications)

- 2.1 Hurdles shall be of a lightweight construction.
- 2.2 The height of the uprights shall be between 24 and 32 inches.
- 2.3 The inside width of the hurdles (the space between the uprights) shall be either 24 inches or 30 inches.
- 2.4 All hurdles used in a single event shall be of the same width – either all 24 inches or all 30 inches.
- 2.5 Sufficient boards should be made to allow the adjustment of the height between six inches and fourteen inches at one, two, three or four inch increments including a base of six inches for all six or eight jumps.
- 2.6 The minimum jump height is six inches.
- 2.7 The maximum jump height is fourteen inches.

## 3. Description of Dumbbells (see diagram in IV. Equipment Specifications)

- 3.1 Dumbbells shall be of all-wood construction, (except that the centre dowel may be wood or hard plastic). Two dumbbells are required for each dog.
- 3.2 The two end faces (identification area) shall be a flat surface which is a minimum of two-and-one-half inches square to a maximum of four inches square. The end profile can be blocked or beveled. A minimum of a half inch to a maximum of two inches wide.
- 3.3 The diameter of the dowelling may be varied between one-half inch and one-and-one-half inches for the difference in the sizes of dogs.
- 3.4 The overall length of the dumbbell should be a minimum of four inches to a maximum of nine inches.
- 3.5 Dumbbell Identification - Each registered team's dumbbells must be uniform in end color. If a club has multiple teams, each team must have dumbbells that are unique in color, so that dogs from different teams both within a club and from other clubs can be easily identified. The block ends of the dumbbells must be painted in the team colors. The outside surface of the block ends must display a number at least two inches high, corresponding to the number on the jacket of the dog. Numbers shall be selected from the numbers one through twelve. No numbers shall be duplicated on any one team and numbers must be on both ends of the dumbbells and clearly visible to the judges.
- 3.6 Dummy Dumbbells - Each team must have a minimum of five. These dumbbells must conform in end color to the team's numbered dumbbells, and meet the specifications listed in 3.1 – 3.5. They shall be identified with a letter "X" two inches high instead of a number.

## 4. Description of Dumbbell Box (see diagram in IV. Equipment Specifications)

- 4.1 A dumbbell box shall be twenty-four inches by twenty-four inches by three inches high (24" x 24" x 3") and will not contain any sharp edges causing a safety issue to the dogs.
- 4.2 The platform for the dumbbells will be recessed half to one inch. This will allow for a half to one inch divider and perimeter molding to meet the total height of three inches. Two dividers will cross the box, running from corner to corner creating, four equal sections.
- 4.3 The box shall be painted in team colors, with the numbers either painted on in a contrasting color or displayed using appropriately numbered inserts. Existing dumbbell boxes made prior to January 1, 2016 will be grandfathered.

## **5. Description of Inserts**

- 5.1 Inserts that fit snugly into each quarter of the completed box, with no more than a 1/2-inch gap around the insert, are required for each corresponding number assigned to a dog running in the heat.
- 5.2 The numbers on the inserts (1 - 12) are to be six-inches-high and match the colour of the team's dumbbells and jackets.
- 5.3 Inserts will be placed in the box in increasing numerical clockwise order. If a box has painted numbers (ex 1 - 4) those can be used instead of inserts, as long as the increasing clockwise order of the numbers for that heat is not altered.

## **6. Placement of Hurdles (see diagram in IV. Equipment Specifications)**

- 6.1 Three or four hurdles shall constitute a hurdle lane.
- 6.2 The hurdles shall be placed as follows: the first hurdle must be four feet from the start line. The hurdles shall be ten feet apart and the dumbbell box shall be twelve feet beyond the last hurdle.
- 6.3 All the hurdles and the dumbbell box shall be placed in a straight line and the distance between the two hurdle lanes shall be a minimum of twelve (12') feet up to a maximum of thirty (30') feet.

## **7. Height of Hurdles**

- 7.1 The height of the **jumping section of the** hurdles shall be no less than six (6") inches and no more than fourteen (14") inches
- 7.2 The heights of all hurdles for one team shall be the same in a particular heat, but may change from heat to heat.
- 7.3. The hurdles for each team in a heat will be set to the higher of the following:
  - a) six inches below the shoulder height of the smallest dog competing in that heat (up to the fourteen (14") inch maximum)
  - b) the six-inch (6") minimum
- 7.4 Veteran dogs running in a heat will set the height of the hurdles to the minimum, six (6") inches.
- 7.5 In all Sanctioned Scent Hurdle Tournaments, a dog running with a "Letter of Permission" will set the jump height to the minimum of six (6") inches, as specified in their Letter of Permission.
- 7.6 The height may be set higher than the allowed minimum but may not exceed the fourteen (14") inch maximum.
- 7.7 It shall be the responsibility of the team to set the jumps at the proper height.
- 7.8 Should there be a question regarding the height of the jumps, the Head Judge's decision shall be final.

## **8. Start Lines**

- 8.1 Start lines are placed four feet from the first hurdle. While generally only marked across each lane, they extend the full width of both courses. Handlers must stay behind the start line from the release of the first dog until the heat ends.

## **9. Centre Line**

- 9.1 A centre line will be marked, or if that is not possible, an imaginary center line will be used to divide the entire Racing Area equally between the two courses, allowing a minimum of six feet on either side. This center line will extend from one end of the Racing Area to the other, including the area behind the Start Line, where the handlers are releasing their dogs to start the race.

## **10. Team Captain**

- 10.1 Each team will appoint one of its members to act as Team Captain for the year.
- 10.2 If a Team Captain is unavailable for a Tournament, the team can designate another captain for that Tournament.
- 10.2 The Captain shall keep his team ready and alert for competition.
- 10.3 The Captain should be familiar with the Scent Hurdle Racing regulations and is the only one on the team who is allowed to discuss the rules with the judges or file a formal protest.
- 10.4 The Captain is responsible for ensuring that all handlers on their team during a tournament (whether they be people with dogs registered to their team, or people running their dogs blended onto their team for a tournament) have a current year CSHRA Membership.
- 10.5 Handlers running in a heat, who are not CSHRA Members, will result in ALL dogs involved in that heat forfeiting any points earned during that heat.

## **11. Box-loader**

- 11.1 At the start of a heat the box-loader must be behind the box-loader's line (see IV. Equipment Specifications – Racing Lanes Diagram)
- 11.2 The box-loader may cross the box-loader's line only to substitute or replace the dumbbells in the designated area, reset a jump, or pick up a dropped dumbbell in the lane. Once completed, they must immediately return to their position behind the box-loader's line.
- 11.3 At no time may the box-loader be within eight feet of the dog, unless the box loader is behind the box-loader's line.
- 11.4 The box-loader may encourage the dog verbally or by gesture while the dog is on the start line before the heat has started.
- 11.5 The box-loader may not assist or encourage the dog in any way once the judge has started the heat.
- 11.6 A team may change its box-loader between heats of a race.

## **12. Dress of a Team**

- 12.1 In order to ensure that the teams are easily identified all dogs on a Registered team must have matching dog jackets, dumbbells, and inserts.
- 12.2 Dog jackets must be close fitting to ensure that they do not present a safety issue in the lane.
- 12.2 Dog numbers are to be on both sides of the dog jackets, at least 2" high, and a contrasting colour so that they are easily visible for the box judges.
- 12.3 For Teams entered in a Tournament that use borrowed dogs from other teams, the 'borrowed' dog(s) must use their own Registered team racing jacket, dumbbell and insert.
- 12.4 If a borrowed dog's colors are too similar to the original team's, a clearly visible mark (e.g., colored tape) must be added to the dog's racing jacket, dumbbell, and insert to distinguish it. This mark must be easily visible to the judges during the race.

## **13. Warm-up Time**

- 13.1 At the discretion of the Judge and the tournament organizer a warm-up period may be permitted before racing begins, or prior to each team's first race.

## **14. Starting the Race**

- 14.1 The Host Club will determine the method of starting the racing at a tournament and will inform the Start Judge. These methods may include an audible signal like a whistle or horn, or a visible signal like a three-count arm gesture, or approved starting lights. Start lights must be approved by the Regional Representative or Judge.
- 14.2 If the method used to start the heat is a Whistle or a Visible Arm Gesture, there must be a three count by the judge before the start. This three count should be visible to the handlers on both teams, and the 1-2-3 should be approximately 1 second apart. The time will start on the “3” to ensure consistency across different judges and races. If lights are used they must have at least two lights prior to the start, and must be demonstrated to the teams prior to the racing start.
- 14.3 A video with examples of the various start options is available on the CSHRA website.
- 14.4 Prior to any heat, the head judge will document the CSHRA Racing # of the dogs competing in that heat, for both teams, on the racing sheets.
- 14.5 Dogs on each team may run in any order and are not limited by the order of the Racing #’s.
- 14.6 No changes to the Racing #’s of dogs running in the heat may be made after the judge has announced the direction of the box.
- 14.7 For the first heat of any race the boxes for each team will start with the smallest number to the front.
- 14.8 For subsequent heats the judge will determine whether the smallest number for each team will be located in the front, the back, the right, or the left.
- 14.9 Both team’s boxes must have the smallest number on the same side, as directed by the head judge.
- 14.10 Rotations of the boxes will be done by the Box Loaders prior to each heat, in accordance with the Head Judge’s instructions.
- 14.11 Once the Head Judge has determined the placement of the boxes, they will direct the teams to “Place your dumbbells”. The handlers will leave their dogs behind the start line and move up the lane to place their dumbbells in the corresponding numbered position on the dumbbell box.
- 14.12 Handler will also ensure that they have a “spare” dumbbell for their dog in a specified area behind the Box Loaders line. This area will also contain the team’s X’s.
- 14.13 All dogs must stay behind the start line and may be securely tethered or on a leash held by another team member.
- 14.15 After placing their dumbbells, the handlers will return to their dogs to begin the heat.
- 14.16 “Spare” dog dumbbells will be used by the Box Loader if a 2nd dumbbell is needed during the race.
- 14.17 Each handler can have a maximum of two dumbbells for their dog in a particular heat.
- 14.18 If a box loader does not have a “Spare” dumbbell left for a dog who has not yet completed their run, that team will not be able to finish the race and so that team will be awarded a No Time. (Ex two of the dogs (A and B) both pick up dog C’s dumbbell and bring it back, then dog C will not be able to complete the race).

## **15. Racing Times**

- 15.1 Scent Hurdle Tournament racing day and times are set by the club hosting the event.
- 15.2 Scent Hurdle Racing held in conjunction with CKC events may not interfere with or delay any official judging.

## **16. Posting Racing Sheets/Results at a Tournament**

- 16.1 Racing sheets will be posted during a tournament, after a race has been run, so that the captains can check them and alert the Head Judge about any errors in the dogs running etc.
- 16.2 Tournament Hosts may also track wins and losses at Tournaments in order to award Tournament prizes.

## **II. Judging**

### **1. Judging of Scent Hurdle Tournament**

- 1.1 There shall be a minimum of five judges present at each Scent Hurdle Tournament. They will be the Head Judge, two Line Judges and two Box Judges
- 1.2 Head Judge – The Head Judge is the ruling official, and their decisions are final. The Head Judge has the authority to expel any dog deemed unfit to compete, or any dog or handler who interferes with another team. Additionally, any dog competing with a Letter of Permission (LOP) must be reported to the Head Judge before the tournament begins. The Head Judge will also act as the Starting Judge for each race.
- 1.3 Box Judges – Box Judges are responsible for monitoring activity at their assigned boxes, observing for fouls on the course, and signaling any infractions immediately so the Head Judge and teams are aware if a rerun is required. They must also ensure that the box is rotated by the box loaders according to the Head Judge's instructions before each heat. Additionally, they are responsible for confirming that all dumbbells are correctly placed in the designated areas at the start of the race and between dogs, and that the box loader is behind the box loading line when the dog is at the box.
- 1.4 Line Judges – Each Line Judge will time one team, starting when the judge signals the start and ending when the last dog on the team crossed the line. They will signal any infractions as soon as they occur, so that the Head Judge and Teams know whether a rerun is required, including a handler crossing the start line, early passes, propelling a dog over the start line, or retrieval of an incorrect dumbbell.
- 1.5 Upon completion of each heat the Judges will confer before the heat is awarded to the winning team, in order to ensure that all fouls have been taken into consideration prior to the Head Judge's final decision.
- 1.6 At the end of every heat the Head Judge will record the times of each team in that heat (or NT if applicable) along with which team won and lost that particular heat, on the racing sheets provided by the Regional Director.
- 1.7 All judges officiating at a Sanctioned CSHRA tournament must be members of the CSHRA in good standing.

### **2. Interference**

- 2.1 Should a dog interfere with the opposing team by passing over the centre line, which divides the course along its entire length, at any time during the running of the race, the Head Judge will signal to stop the heat.
- 2.2 If a dog causes interference with another team, their team will automatically forfeit the heat. The opposing team will be awarded the win without completing the course and will receive either:
  - (a) the actual number of points earned, and time recorded if they had already completed the run before the fault occurred. OR
  - (b) if they did not finish the heat, but previous team times are available for that team, from that tournament, the judge will assign an estimated time for that heat, based on those previous times posted. This time will be listed in results as an estimate and will not be used to determine tournament placement. OR
  - (c) if no previous times have been posted by the team, and the team did not finish the race prior to being crossed over, the judge will award five (5) points per dog scheduled to run in that heat, with a time of 40 seconds recorded for the heat
- 2.3 A dog that crosses over the center line twice in a tournament will be excused from the remainder of the tournament.
- 2.4 If dogs from both teams cross the center line during the heat, the heat shall be declared "No Time" for both teams and will not be re-run.
- 2.5 In order to constitute interference, the dog's front and hind legs must have crossed the centre line. If a dog begins to cross the centre line but can be successfully corrected either by voice and/or signal, before all of his legs cross the line, then the heat will continue.
- 2.6 To avoid confusion for handlers and dogs, handlers may not whistle or use a whistle or horn or buzzer in the tournament area. Any handler that whistles or uses a whistle/horn/buzzer will forfeit their next heat.
- 2.7 A dog crossing back over its own start line after running may be considered interfering, at the head judge's discretion, but

- (a) if a dog who has already raced in a particular heat goes back over the line out of order, it is not automatically considered interference, and there are no automatic penalties, as long as the other dogs do the job, and the judge does not consider it a safety issue.
- (b) If a dog who has not yet raced, and goes up the lane while one of their teammates is running, it is considered an early pass, and the dog who crosses the line early would have to rerun at the end.

2.8 If at any time the judge considers there to be a safety issue in the lanes during a race, they have the option to stop the race and either offer a rerun (ex dog comes from outside the lanes to interfere) or award a NT to the offending team. This includes dogs from a racing team going back up the lanes as per 2.7.

### **3. Retrieval of Incorrect Dumbbell**

- 3.1 In the event that a team retrieves two incorrect dumbbells of the same number, the team will be given a "No Time", because they can no longer successfully complete the heat. The team will also automatically lose the heat, provided the opposing team can successfully complete the heat.
- 3.2 If a dog returns with an incorrect dumbbell, the Line Judge shall immediately signal the infraction.

### **4. Start Line Penalties**

- 4.1 Should a handler step over the start line while their own team is racing this will cause a No Time to be awarded, and loss of heat to that team, providing the opposing team successfully completes the course.
- 4.2 If a dog crosses the start line after the judge has started their heat count, but before the judge indicates that the heat has started (false start), the start dog will have to run again after the 4th dog on the team.
- 4.3 If a dog crosses the start line before the preceding dog has crossed the line to complete their run, the dog who has crossed "early" will have to rerun after the 4th dog on the team has run.
- 4.4 If any subsequent dogs "early" cross, they will also have to run at the end of their team's heat, in the order that the dogs committed the fault.
- 4.5 If the start line or head judge notice a dog being "propelled" over the start line, the head judge will issue the handler a warning. Any subsequent incident of that handler "propelling" their dog will incur a 2 second penalty for the team in the heat.

### **5. Format/End of Heat/Race**

- 5.1 Tournament format for Races is Best two out of three, to a maximum of 5 heats in any one race.

Max # of races – two examples:

RACE 1	RACE 2
1 <sup>st</sup> heat one team wins	1 <sup>st</sup> heat NT either side
2 <sup>nd</sup> heat NT either side	2 <sup>nd</sup> heat one team wins
3 <sup>rd</sup> heat one team wins	3 <sup>rd</sup> heat NT either side
4 <sup>th</sup> heat NT either side	4 <sup>th</sup> heat one team wins
5 <sup>th</sup> heat is the last race regardless of win/loss/NT	

- 5.2 If one team has successfully completed a run and the opposing team exceeds the time limit for earning points, the judge may call an end to the heat by halting any further reruns by the opposing team. The team that did not successfully complete the heat will be recorded as No Time.
- 5.3 When no team successfully completes a run in the first 3 heats of a race, the judge shall declare the race ended and no win will be awarded.
- 5.4 Teams may become unable to compete during a tournament for various reasons, such as inability to field a full team due to lameness, or a dog disqualification due to crossovers. In such an instance, the opposing team may run against an empty lane. The opposing team may race until they have achieved two successful heats, up to a maximum of 5 heats. Dog points are given for successful heats.

## 6. Dead Heat

6.1 A dead heat will result in "No Times" for either team when:

1. Both teams have committed fouls so as to disqualify them from the heat.
2. One team is disqualified, and the opposing team cannot successfully complete the course.

## 7. Violations and Penalties

INFRACTION	PENALTY
<b>Start Line Infractions</b>	
Dog crosses the start line before head judge indicates start of race	Receive a fault for an early start and must be rerun after the initial four dogs.
The nose of the dog goes over start line before the nose of the previous dog crosses finish line resulting in an early pass	Receive a fault for an infraction during a race and must be rerun after the initial four dogs, in the same order they initially ran.
Handler crosses the start line after the race has begun.	Loss of Heat (N/T)
Propelling dog over start line	Warning for first infraction then a two second penalty if error is repeated
<b>Interference Infractions</b>	
Dog crosses all four legs over the centre line while race is running.	Loss of Heat (N/T)
Dogs from both teams cross the centre line at the same time during a heat	Dead Heat (N/T for both teams)
Dog crosses centre line twice in a tournament	Dog is excused for the remainder of the tournament
<b>Box Infractions</b>	
Dog incorrectly retrieves its dumbbell twice in same heat	Loss of Heat (N/T)
Box-loaders within 8 feet of dog while NOT behind the box-loader's line	Rerun the dog that the infraction occurred with after the other dogs on the team.
Box-loader aids or encourages dog or handler during the race (e.g. signals correct or incorrect dumbbell has been retrieved.)	Loss of Heat (N/T)
Not enough dumbbells, or dumbbells incorrectly placed on the box	Loss of Heat (N/T)
<b>Miscellaneous Infractions</b>	
Incorrect jump height (too low for height of shortest dog)	Loss of Heat (N/T)
Hurdle broken, safety issue for dogs	Dead Heat (race must be re- run)
Hurdle knocked over, extra dumbbell in race area, etc.	No penalty provided it does not interfere with the running of the race, and the dog completes the course according to the rules. Hurdles must be reset by the box-loader before the next dog is sent if determined to be unsafe.
Missed Hurdle	If the dog does not correct the mistake the dog would have to rerun after the initial four dogs. If the dog corrects the mistake and does the jumps in order (even with additional jumps included) there is no fault.

### **III. Scent Hurdle Racing Times and Awards**

#### **1. Recording of Points and Times**

- 1.1 Times shall be recorded by the Head Judge at each tournament and submitted to the Regional Representative, who will ensure results are collected on official CSHRA forms.
- 1.2 Only dogs actually running in heats can win points. All times are for a team of four dogs and handlers.
  - A completed heat of over 35 seconds earns 5 points.
  - A completed heat of under 35 seconds earns 10 points.
  - A completed heat of under 30 seconds earns 20 points.
  - A completed heat under 25 seconds earns 30 points.
- 1.3 If three hurdles are used 3 seconds will automatically be added to the team's total running time for each heat.
- 1.4 The Head Judge will stop any heat that goes longer than 80 seconds. Any team who has not successfully completed the heat in under 80 seconds will have a NT recorded and shall not earn any points.
- 1.5 There will be no changes to awarded points / racing sheets after a tournament has ended.

#### **2. Titles and Certificates**

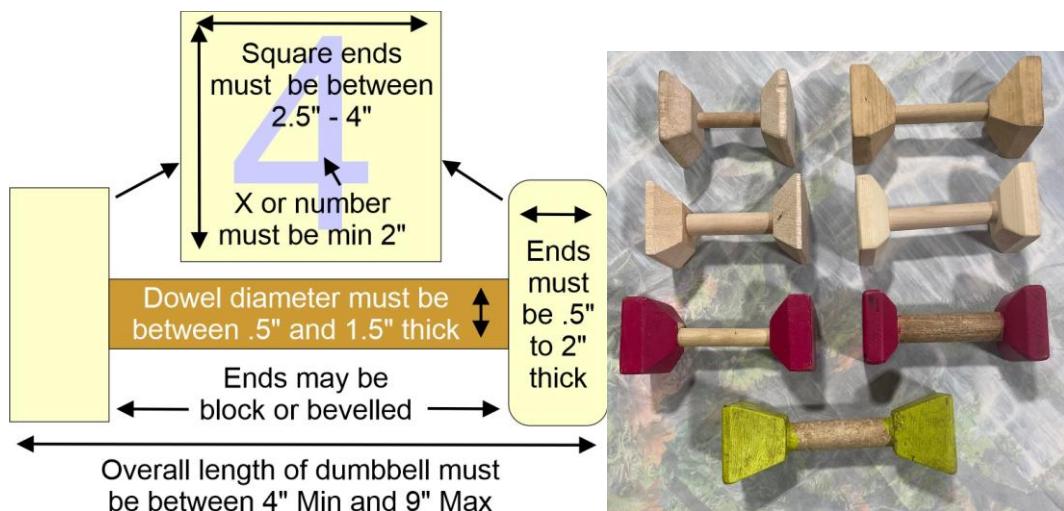
- 2.1 Titles are awarded to dogs that accumulate the following point totals:

- 50 points = Scent Hurdle Dog (SHD)
- 100 points = Scent Hurdle Dog Excellent (SHDX)
- 250 points = Scent Hurdle Dog Champion (SHDCh)
- 500 points = Scent Hurdle Dog Masters (SHDM)
- 1000 points = Scent Hurdle Dog Master Excellent (SHDMX)
- 1500 points = Scent Hurdle Dog Master Excellent Silver (SHDMX-S)
- 2000 points = Scent Hurdle Dog Master Excellent Gold (SHDMX-G)
- 2500 points = Scent Hurdle Dog Master Champion (SHDMCh)
- 3000 points = Scent Hurdle Dog Grand Master Champion (SHDGMCh)
- 3500 points = Scent Hurdle Dog Grand Master Champion Silver (SHDGMCh-S)
- 4000 points = Scent Hurdle Dog Grand Master Champion Gold (SHDGMCh-G)
- 4500 points = Scent Hurdle Dog Grand Master Premium Champion (SHDGMPCCh)

- 2.2 The Board may, at their discretion, authorize prizes or awards for reaching certain benchmarks within the CSHRA performance framework.

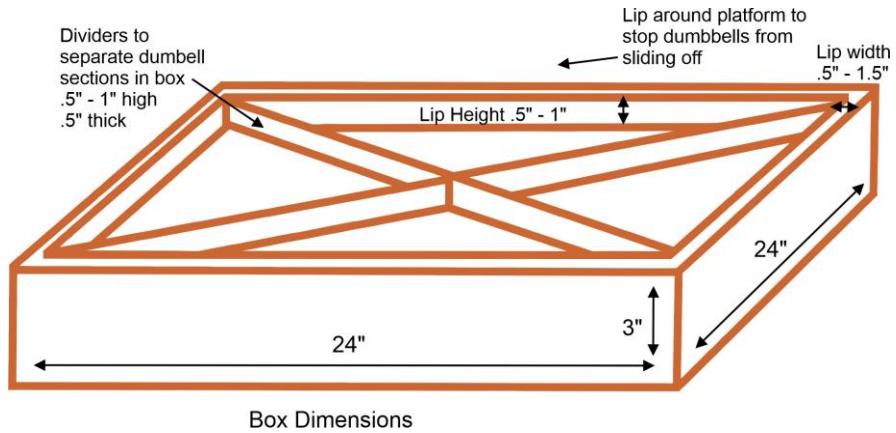
## IV. Equipment Specifications

### 1. Dumbbells



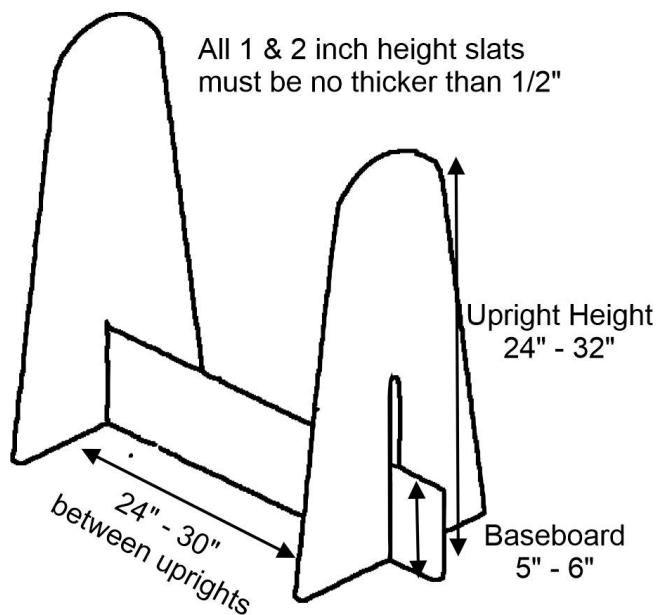
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### 2. Dumbbell Box



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### 3. Hurdles



#### 4. Racing Lane with 4 Hurdles

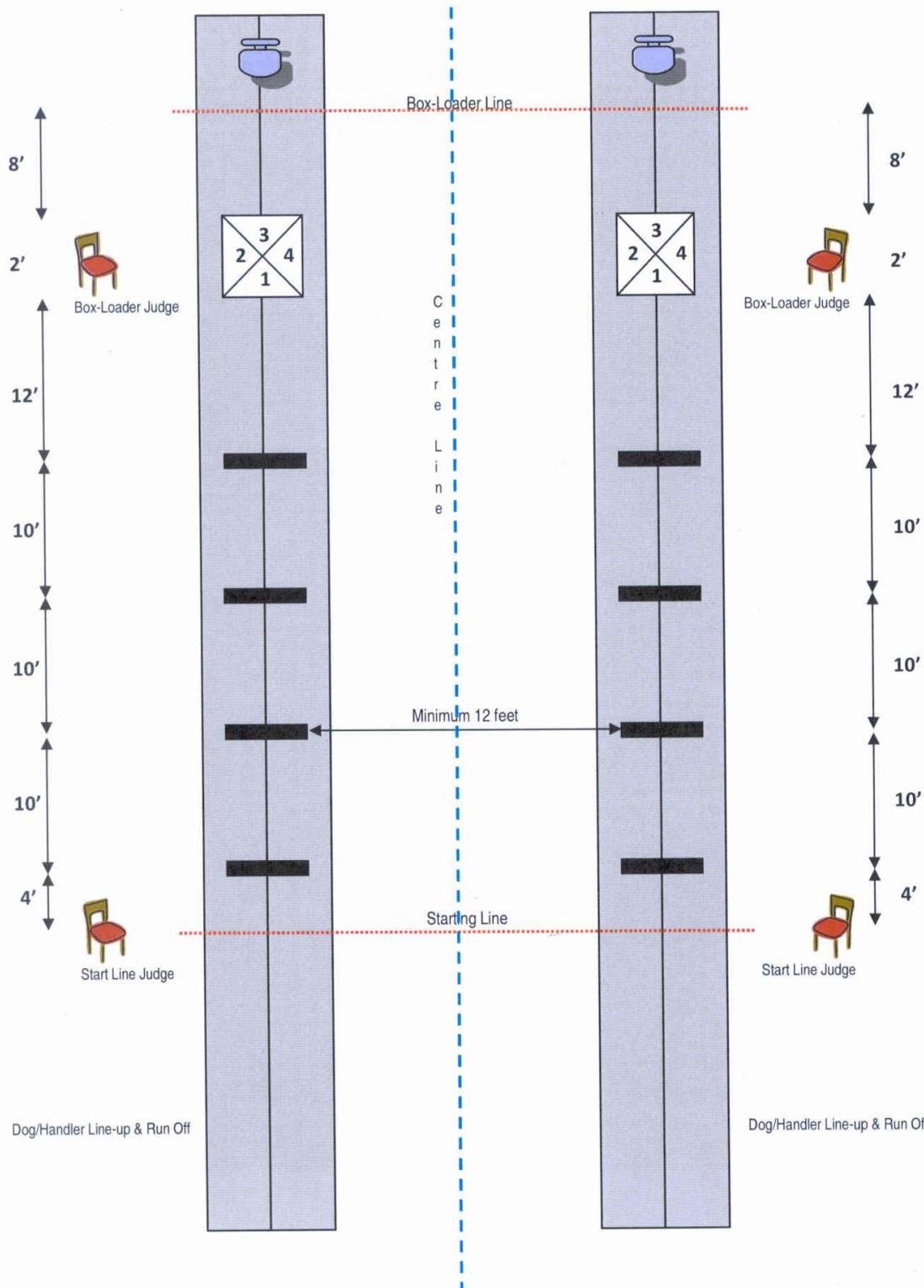
*Note: In Tournament using three hurdles the distances for the first and last hurdles remain the same. A middle hurdle is removed.*

#### Scent Hurdle Placement of Dumbbell Box and Hurdles

##### Race Lane Set-up

Minimum space needed for Scent Hurdle Racing - 70' X 30'

Either full rubber matted area or two strips of rubber matting for each race lane.



## **V. Appendix A – FEE SCHEDULE**

<b>Fee Schedule</b>	
CSHRA Membership	\$15/calendar year
CSHRA Dog Registration	\$25 (one-time fee)
CSHRA Team Registration	No cost
CSHRA Team Entry Fee	Set by Tournament hosting club
CSHRA Complaints for Code of Conduct Violations	\$50
CSHRA Appeals	\$25

## **VI. Appendix B – FORMS**

All forms mentioned in this document can be found either on the CSHRA Facebook page or the website. Some forms require online completion:

- Dog Registration Form
- Membership Form
- Application For Independent Tournament
- Tournament Entry Form
- New Club/Team Registration Form
- Physical Limitation Veterinary Permission Form
- Physical Limitation Physical Therapy Permission Form