

OFFICIAL RULEBOOK

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Hide 'n Seek

Part 1 Overview

Section 1 – Mission Statement

Nurture the hunting instincts in all breeds and provide fun games for handlers and dogs to develop successful teamwork.

Good sportsmanship is expected from all exhibitors on show grounds.

Section 2 - Code of Good Sportsmanship

- Exhibitors commit themselves to values of fair play, honesty, courtesy, and vigorous competition, as well as winning and losing with grace
- Exhibitors refuse to compromise their commitment and obligation to the sport of dogs by injecting personal advantage or consideration into their decisions or behavior
- The exhibitor accepts constructive criticism
- The exhibitors decline to enter or exhibit under a judge where it might reasonably appear that the judge's placements could be based on something other than the merits of the dogs
- The exhibitor refuses to compromise the impartiality of a judge
- The exhibitor respects the Hide 'n Seek, rules, regulations and policies governing the sport of dogs
- Exhibitors find that vigorous competition and civility are not inconsistent and are able to appreciate the merit of their competition and the effort of competitors
- Exhibitors welcome, encourage and support newcomers to the sport
- Exhibitors always consider as paramount the welfare of their dog
- Exhibitors refuse to embarrass the sport, the Hide 'n Seek, or themselves while taking part in the sport

Part 2 Holding a Hide 'n Seek Event

Section 1 – Hide 'n Seek Logo

The official Hide 'n Seek logo is copyrighted and cannot be used without permission. Permission is granted for approved Licensed Trials and Tests and approved Hide 'n Seek merchandise.

Section 2 - Event Requirements

- Rings must be on a flat surface and handicapped accessible. Handicapped accessible requires a minimum of a 36" pathway within the center portion of the ring
- Rings sizes must either be 20' x 20' or 20' x 24' and constructed using material no less than 4' high that is properly secured to prevent the escape of a dog. Sections must be securely attached together with a minimum of two fasteners and have bottom cross legs for stability
- Each ring must have a maximum of 55 bales of straw/hay. There should be enough extra straw in each ring to accommodate the successful hiding of all targets and false targets
- An area must be designated out of ring sight to hold each dog team designated to stay in the blind.
- All three scents (Rats, Anise Scent, Hot Dawgs) must be offered at each event in that order
- All Rat hunting must be completed prior to Anise hunting. The Hot Dawg hunt must not begin before all Anise hunting has completed
- Gates must have two closures, high and low to prevent dogs pushing through.
- For the well being of judges, handlers and their dogs area must be well ventilated, straw must be free of mold, mildew and dust.

Section 3 – Event Equipment and Material

- A 4 foot square piece of carpet or foam rubber to serve as a start box

- Two agility tunnels 10' to 15' long and 24" minimum diameter with agility tunnel restraints (no metal)
- Traditional Hunt (TH) Table that is approximately 36" x 24" x 4" high, must support 200 pounds and have a nonslip surface.
- Chutes and Ladder (CL) Table that is 36" x 36" x 24" high, must support 200 pounds and have a non-slip surface. This table must have a board at least 6" wide secured to the top side on all four sides to ensure the safety of all dogs
- Ramp must be constructed of wood or other sturdy material measuring 24" x 48" and covered with a non-slip surface such as carpet, rubber or sanded paint. One end of the ramp must have two holes 3/8" to 1/2" drilled to secure the ramp with 6" or 8" lag bolts to the straw bales.

Containers (see Appendix for all container construction or contact Hide 'n Seek for purchase)

- PVC tubes with holes for hot dawgs or Anise Scent, may now be made with threaded cap.
- Rat Boxes (similar to boxes used in Earth Dog)
- Rat cage that is inside the rat box
- *Club Exemption – Rat tubes from other venues may be used for only one year thereafter all clubs/groups must transition to Rat Boxes.*

Section 4 - Holding a Hide 'n Seek Sanctioned Test

A Sanctioned Test is an event in which teams can practice. Groups new to Hide 'n Seek must hold at least one Sanctioned Test prior to becoming licensed by the Hide 'n Seek committee.

Traditional Hunt and Four Corners MUST be offered along with any other classes at all Sanctioned Tests. All three targets must be offered at each Sanctioned Test. Targets must always be scheduled offering rats first, followed by anise scent and ending with hot dawgs, providing there are competitors entered for each target.

Groups holding a Sanctioned Test must show proof of insurance including a waiver not holding Hide 'n Seek (including its officers) and B & D Creekside Activity Center responsible for any damage to person, dog or facility.

Applications for Sanctioned Tests accompanied by Proof of Insurance must be made to Hide 'n Seek 30 days prior to each event date. A sanctioned test may be held without a licensed judge. No per run fee will apply to Sanctioned Tests. The application fee is \$20 for up to 2 consecutive days of sanctioned tests. No Hide 'n Seek awards or ribbon will be given at a Sanctioned Test. Sanctioned test reports must be submitted within a week of conclusion. Hide 'n Seek logo is copyrighted and cannot be used without permission.

Section 5 - Holding A Licensed Hide 'n Seek Trial

A licensed trial is an event in which teams can earn qualifying scores towards Hide 'n Seek Titles. No Hide 'n Seek licensed trial can be held on the same date by two different clubs within 100 miles.

All groups/clubs must run Four Corners as the first class each day. The Trial Committee is responsible for selecting the game(s) per day. All three targets must be offered at each Licensed Trial. Targets must always be scheduled offering rats first, followed by anise scent and ending with hot dawgs, providing there are competitors entered for each target.

Groups holding a Licensed Trial must show proof of insurance including a waiver not holding Hide 'n Seek (including its officers) and B & D Creekside Activity Center responsible for any damage to person, dog or facility.

Applications for a licensed trial accompanied by Proof of Insurance must be made to Hide 'n Seek 45 days prior to each event date. An official Hide 'n Seek Judge must be indicated with each application. The fee is \$30 per day and a fee of \$1.25 per run applies. A copy of the Application Form can be downloaded from www.bndcreeksideactivitycenter.com, which can be submitted.

The original trial report including payment.

Dog's must have an official Hide 'n Seek registration number to compete in licensed events.

Hide 'n Seek logo is copyrighted and cannot be used without permission.

Section 6 – Day of Show Entries

Groups are not required to offer Day of Show Entries for Trials or Tests, but if offered the entries should be on a first-come, first-served basis. The entries may not exceed the limit of 150 runs per day per judge, which must be declared in the published premium. Day of trial entries for unregistered dogs may be accepted, if registration form and payment are submitted to the trial secretary and enclosed with trial reports. Previous online registrations that have not been assigned a registration number may be accepted on day of trial. Trial secretary will enter those dogs as pending in trial.

Section 7 - Premium Guidelines

A premium must be published for each Hide 'n Seek Trial or Test, printed and/or electronic. Information required is as follows

- Name and contact information of host group
- Physical location of the event
- Entry Acceptance and Closing Date
- Event Dates
- Event Start Time
- Classes Offered
- Event Chair contact information
- List of Event Committee members
- Event Secretary contact information
- Entry Fees
- Entry Limit per handler (maximum runs per day per judge is 150)
- Judge(s) of Record for the Event
- Bitch in Season Policy
- Liability Waiver
- Event Allowance for Move Ups
- Day of Show Policies listing applicable entry fees
- Refund Policy
- Entry Form
- Policy for Day of Event add on games

Section 7 – Cancellation of Events

Every attempt should be made to hold a Hide 'n Seek Sanctioned Test or Licensed Trial as scheduled. In the event of an “Act of God” such as fire, flood, severe weather etc. it may be prudent to cancel an Event. The Group must make every attempt to contact entrants and inform them of the cancellation. In such an event, the host Group is not obligated to return any or all of entry fees collected, but may do so at their own discretion. Other than Acts of God/Emergencies as outlined above, no Licensed Trial or Test may be canceled after the published closing date of the Event.

Section 8 – Judge Cancellations

In the event where a Judge unexpectedly becomes ill or for some other reason is unable to judge on the day of the Event, the Club should avoid cancellation of the Event if possible. If another Judge is on Trial grounds, that Judge may be asked to judge the Event. If no other Judge is available, a Back-up Judge may be used, OR the Club may use the most experienced person at the Event to judge the Event, as long as that person does not simultaneously perform the duties of Trial Secretary. Groups in this situation should promptly contact Hide 'n Seek to discuss options.

Section 9 – Timer Failures

The Judge should stop the handler if there is a timer failure before any of the course elements have been complete. If the failure has occurred after successful completion of a portion of the course the team should be directed to begin the run over. If a timer failure has occurred after all elements have been completed, the handler has the right to choose to re-run or accept maximum course time for a qualifying score.

Part 3 – Definitions

Section 1 - Host Group/Club

Any group of individuals numbering more than four or clubs may hold a Hide 'n Seek Event provided they have registered with Hide 'n Seek and have obtained a license to hold Trials/Tests.

Section 2 - Trial Committee

Trial Committee consists of Trial Secretary, Trial Chairman and 2 to 3 additional people. Three trial committee members must be on Hide 'n Seek Trial grounds at all times during trial hours to facilitate any and all incidents. Members can perform other positions but not Judge of Record for that trial.

Section 3 - Trial Chair

The Trial Chair arranges all aspects of event from application to obtaining judges. The Chair may also be Secretary but not Judge of Record.

Section 4 - Trial Secretary

The Trial Secretary arranges for the premium to be published, accepts entries, sends out confirmations, assigns run numbers and sets the run order. Also records runs for pass/fail, calculates qualifiers and placements information for awards. Trial Secretary must submit reports and payment of event to Hide 'n Seek within one week following the trial. Secretary cannot be Judge of Record.

Section 5 - Course Builders

A minimum of two individuals is required to assist the judge in constructing the course. Course builder can perform any other position.

Section 6 – Class

There are six (6) classes and they are as follows: Four Corners, Traditional Hunt, Chutes & Ladder, Hay Stack, Maze Craze and Here, There & Everywhere

Section 7 - Targets

Hide 'n Seek offers three different scents for handlers to utilize for developing their dogs hunting skills. As not all dogs are live prey driven, Hide 'n Seek offers scent work using Anise Scent and Hot Dawgs in addition to Rats.

Section 8 – Lead Target Keeper

The Lead Target Keeper is responsible for the placement of the various targets into the appropriate containers. This also applies to overseeing that the Target Keepers are knowledgeable concerning the proper guidelines pertaining to each target. The Lead Target Keeper maintains the integrity of each of the scent tubes, ensuring there is no cross contamination of Rats, Anise and Hot Dawgs.

Rats

The Lead Target Keeper is responsible for the humane treatment of all rats at the event – changing them out throughout the day to insure the health and safety of each animal.

Anise Scent

The main objective of the Lead Target Keeper is to insure that there is no cross contamination of the anise scent. The Loader must wear vinyl gloves when placing anise scent in the containers. Once the Loader has loaded the anise scent in container, gloves must be removed and placed in a plastic bag before securing the container. Two drops of anise scent should be placed on a cotton ball that is then inserted in the Anise Tube.

Hot Dawgs

The Lead Target Keeper insures that there are fresh hot dawgs (not frozen) on site to be used to load containers. There can be only one hot dog per container.

Section 9 - Target Keeper

A minimum of one or two individuals is required to be inside and outside Target Keepers. They must be at least 16 years of age. They should insure the humane treatment of all rats at the event; help the judge to place and recover all containers and to quickly and safely remove containers from the ring. The Target Keeper must wait to pick up a container until the dog is restrained by the handler at least 2 feet away or the handler may remove the container and hand it off to a Target Keeper.

Section 10 – Gate Steward

The Gate Steward is responsible for ensuring the next team is out of ring sight and sending dogs to the ring on time per running order. Gate Steward cannot perform any other position.

Section 11 - Gate Keeper

The Gate Keeper's responsibility is to ensure that the handler and dog enter and exit the ring safely. The Gate Keeper must secure the gate in two places (high and low) and **MUST remain at the gate throughout the run**. The Gate Keeper can do no other jobs.

Section 12 – Scribe

The Scribe checks to make sure that the correct dog is matched with the correct score sheet as the dog enters the ring. The Scribe records information on the score sheet as the judge call/signals the completion of individual elements by the team and only records what the judge calls and never makes marks on the score sheet his/her own choice. The scribe must record the dogs run time from the judge's stopwatch. The judge must circle pass or fail on scribe sheet. Scribe must be outside of the ring.

Section 13 - Judge

A Judge should exhibit professionalism, good sportsmanship, and impartiality in the ring. The judge must verify the specifications of each course design. The judge should communicate with clubs/groups on a timely and courteous manner, be on time, and ready to judge. The judge's attire should be respectful to the sport. The judge judges only on the merits of the dogs and considers no other factors. During competition the Judge must give audible notice to the scribe of each element as completed and initial the scribe sheets at the end of each class.

Judges Criteria

- Must complete a judge's application, and pass a test with a score of 90% or higher.

All individuals interested in becoming a judge must attend a Hide 'n Seek Judges Workshop, pass the test with 90% or higher and perform all duties noted above relating to Hide 'n Seek.

Judges fees and personal dog participation will be determined by each club/group.

Section 14 - Assistant Judge

Assistant judges are individuals who are interested in becoming a Hide 'n Seek judge. With approval of the Judge of Record, only one Assistant Judge can observe in each ring to get more experience judging Hide 'n Seek. The Assistant Judge, positioned outside the ring must have their own equipment, to time and record how they would score each dog and then compare scores with the Judge of Record at a convenient time. The Judge of Record will assist to any questions; situations or actions that has occurred in the ring and will mentor the Assistant Judge. The Assistant Judge is strongly encouraged to course build. There can only be one Assistant Judge per ring.

Section 15 - Back Up Judge

Must be a certified Hide 'n Seek Judge. A Back Up judge may judge the Judge of Record dogs. The Back Up judge is also used if the Judge of Record becomes unavailable for any reason. A Judge of Record may compete up to two dogs owned or co-owned using a Back Up Judge at any one trial. All Judge of Record dogs judged by a Back Up Judge are run at the end of each class level. If a club decides to use a Back Up Judge, they should be paid for the runs they judge or compensated in any manner the club/groups decides.

Part 4 – Competition General Rules

Section 1 – Eligibility

- All dogs of six month of age or older can compete with a valid registration number
- Deaf and blind dogs are eligible to compete
- Dogs with physical limitations may compete if able to do so safely
- Any other limitations, handler must contact trial chairman for approval to compete
- No bitches in season are permitted on trial grounds
- Dogs without a registration number, bitches in season or dogs with casts, bandages, stitches or protective items cannot compete.
- The committee will make a decision on the eligibility of any dog that appears to have physical discomfort on the day of the show.
- Teams may not leave the start area until the Judge has given the start command

Section 2 - Ring Etiquette

- Dogs may run with a buckle collar, Martingale collar or harness but no hanging tags
- Flea collars are acceptable
- Electronic, citronella bark collars or muzzles are not allowed on trial grounds
- Dogs must be brought to the ring on a leash or lead, *maximum of 6 ft.*
- Flexi-leads are not allowed within 50' of a Hide 'n Seek trial
- Dogs measuring up to 16" are considered small dogs
- Dogs measuring over 16" are considered large dogs
- No training on trial grounds with rats, scent or food
- Handlers must bring their dog into the ring on an approved collar/harness and lead. Dogs may run with flat buckle, quick release collars or harness with no hanging tags. The collar/harness and lead may be removed after the gate has been secured. Once the judge announces the start command, the lead must be hung or dropped by the gate and cannot be carried. Time will start when the dog leaves the handler or the handler leaves the start box.
- The handler may **briefly** praise and reward when the target is found. The handler may **briefly** touch the dog for reward when the target is found. No food or toy rewards are allowed in the ring. The dog may not be picked up. At least two paws must be on the ground during praise.

- If assessed a non-qualifying score because of time, or handler's incorrect call, the dog must be shown a correct target by the judge. The handler then may briefly praise their dog
- Handlers may not enter the ring with any attachments including bait bags or pouches
- A completed chute or tunnel requires the dog to enter one end and exit the other end
- When exiting the ring the collar/harness and leash must be attached to the dog before the gate will be opened
- No obedience command may be used to facilitate the completion of any element
- There is no training allowed in the ring

Section 3 – Exemptions

An exemption means all targets are hidden down. In the game Chutes & Ladder dogs must travel up the ramp to the bale of straw, instead of traditional ladder that is used in this game. Please refer to the Chutes and Ladder map in the appendix for the placement of the ramp.

This applies for the dogs with the following limitations:

- Veteran dogs (seven years of age or older)
- Deaf dogs
- Blind dogs
- Dogs with physical limitation such as:
 - Luxating patella's
 - Long back dogs
 - Dogs with dwarfish legs

Section 4 - Assumption of Risk

All persons attending and/or entering a Hide 'n Seek Licensed Trial or Sanctioned Test in any capacity do so at their own risk and agree to assume responsibility for damage caused by them, or by their dogs. They also agree to hold the Trial Group/Club and Hide 'n Seek harmless for any injury sustained by their dog or by a dog or person during the Trial. By entering a Trial, owners/handlers attest that they have read, understand, and will abide by, all Hide 'n Seek Rules and Regulations.

Section 5 – Entries

Day of show entries may be taken up to 150 runs per judge per day. Groups must specify on the premium their Day of Show policy.

Entry forms must be submitted with the correct information including the Hide 'n Seek registration number and valid payment.

Competitors who withdraw any or all entries from a test or trial prior to the closing date must receive a refund of all entry fees. It will be up to the Groups discretion concerning the refund of entry fees for competitors that withdraw any or all entries from a test or trial after the closing date.

Competitors who withdraw due to a bitch in season, or an injured dog must provide a veterinarian excuse to be refunded 50 percent of their entry fees.

Section 6 - Dog Aggression

Any handler that permits their dog to leap up and nip the Judge or Target Keeper as the container is removed receives a non-qualifying (NQ) score and is dismissed from the course but is not considered aggressive or overtly threatening. Nipping is defined as teeth coming in contact with and closing on skin or clothing.

If the dog displays THREATENING OR MENACING BEHAVIOR towards a person in the ring, a dog at the start line, a dog or person outside the ring, or leaves the ring and displays these behaviors toward a dog or person outside the ring:

- The judge must EXCUSE the dog from the ring and the dog is disqualified
- The dog must leave show grounds immediately

Any dog, that in the opinion of the Event Committee, attacks a person or a dog at a Hide n' Seek event, with or without injury, and is believed by that Event Committee to present a hazard to persons or other dogs, shall be disqualified, and will be required to leave trial grounds.

NO refunds will be made on dog aggression cases.

Dogs responding defensively to another dog's aggression should not be deemed aggressive. Dogs who rumble (a quiet growl) or posture are not necessarily deemed aggressive. ^[1]_[SEP]

All dog sizes, breeds and types are to be judged equally in terms of dog aggression. Breeds or breed types are not to be considered in any decision on dog aggression. ^[1]_[SEP]

Section 7 – Misconduct

All participants and spectators at a Hide 'n Seek event are expected to act within the Code of Good Sportsmanship outlined above. Fighting, cheating, loud arguments, or disrespect toward spectators, competitors, Judges, club members, or trial committee members, may be grounds for dismissal from a Hide 'n Seek Trial.

The trial committee will review all complaints of all parties involved. Any trial committee member who is one of the persons charged in any incident cannot act as a committee member or vote on whether a person is to be dismissed from the trial. An on-site decision as to the accused continued participation in the current trial would be made. If the decision is made to deny participation at the current trial, the accused must leave trial grounds. A written complaint will be made and sent to Hide 'n Seek for final decision for future trials. Copies of Hide 'n Seek's final decision will be provided to the accused and must be retained by the trial committee. If a party is dismissed no refunds will be issued.

No outside assistance (double handling) of any methods are allowed. If there is outside assistance the dog will be NQ'd. Any inadvertent outside assistance will require a re-run for that dog.

Part 5 – Judging and Scoring

Section 1 – Penalties

A Lack of Control penalty of 10 seconds may be assessed when a dog refuses to be caught within a reasonable amount of time at any time in the ring. Judges should use discretion and provide the handler a reasonable amount of time to get the dog under control. If the rat is in danger or the dog is delaying the trial the Lack of Control penalty of 10 seconds must be assessed.

Stalling is defined as a dog excitedly working a rat box (live or empty) so that if it did contain a rat the rat would be stressed. If the handler delays to declare the target or fails to redirect the dog a stalling penalty of 10 seconds will be assessed. A second incident of Stalling will result in an NQ.

False Starts occur when the handler or dog leaves the start area prematurely before the Judges' release. The team will be assessed a 20 second penalty.

Section 2 – Disqualifications

- Dogs fouling in the ring are automatically disqualified
- There is no training in the ring. Any training in the ring will result in a non-qualifying score
- Double handling with result in a non-qualifying score
- Handlers may not use any type of timing device to self-time in the ring
- Handlers may not deliberately step on or step over any bales, ramps, tables, boards or touch any bales, containers, tunnels or tables
- Handlers may not deliberately body block, push or nudge the dog with any body part
- Handlers may only touch their dog during praise except when providing guidance to a blind dog
- Handlers may not verbally abuse their dog, the judge or any person in the ring
- No cursing in the ring

- No puking, pooping or peeing in the ring
- No bellybands are permitted
- No grabbing/scruffing your dog

Section 3 – Ties

In the event a tie occurs between two dogs competing in the same height, the same class, same level and for the same target resulting in a 1st through 4th placement a tiebreaker will be required. Both dogs will rerun with one hot scent target hidden in the same place for both dogs. Time is the tiebreaker.

Section 4 - Judges Decisions

The competitor may politely address the question to the judge after the class but Judges decisions at a trial are considered final. No videotaped evidence will be accepted.

It is the responsibility of each Judge to correctly hide targets appropriately according to the following guidelines:

Rat Boxes

Four Corners – dowels may not be facing forward and the boxes must be lightly covered with loose straw leaving them visible to the handler

Traditional Hunt and all other games the dowels must face forward and are covered with straw so that box is not visible

Tubes

Four Corners – tubes must be lightly covered with loose straw leaving them visible to the handler

Traditional Hunt and all other games the tubes must be lightly covered with straw so that it is barely visible

Part 6 - Earning Titles in Hide 'n Seek

Level 1 Title

Three (3) qualifying scores in a class with the same scent are required to receive a Level 1 Title and gain the opportunity to move to Level 2. A dog may be in multiple levels in different classes. The dog may stay in Level 1 and get 10 total qualifying scores in the same class with the same scent to receive a Level 1X Title. After receiving a Level 1X Title the dog may move to Level 2 or stay in Level 1 and keep receiving X Titles after every ten qualifying scores.

Level 2 Title

Three (3) qualifying scores in a class with the same scent are required to receive a Level 2 Title and gain the opportunity to move to Level 3. A dog may be in multiple levels in different classes. The dog may stay in Level 2 and get 10 total qualifying scores in the same class with the same scent to receive a Level 2X Title. After receiving a Level 2X Title the dog may move to Level 3 or stay in Level 2 and keep receiving X Titles after every ten qualifying scores.

Level 3 Title

Three (3) qualifying scores in a class with the same scent are required to receive a Level 3 Title and gain the opportunity to move to Level 4. A dog may be in multiple levels in different classes. The dog may stay in Level 3 and get 10 total qualifying scores in the same class with the same scent to receive a Level 3X Title. After receiving a Level 3X Title the dog may move to Level 4 or stay in Level 3 and keep receiving X Titles after every ten qualifying scores.

Level 4 Title

Five (5) qualifying scores in a class with the same scent are required to receive a Level 4 Title.

Dogs can move to a higher level from Trial to Trial but may simultaneously continue to pursue lower level X titles.

Extraordinaire Title

To receive an Extraordinaire Title a dog must achieve thirty (30) additional qualifying scores of the same scent. Five (5) qualifying scores in Traditional Hunt in Level 4 are required plus five (5) qualifying scores in Level 4 Games, Four Corners, Chutes & Ladder, Haystack, Maze Craze and Here, There & Everywhere to receive a Hide and Seek Extraordinaire Title.

REX – Rat Extraordinaire Title

AEX – Anise Extraordinaire

HDEX - Hot Dawg Extraordinaire

RAD Master Champion Title

To receive a Master Champion Title a dog must achieve Rat (REX), Anise (AEX) and Hot Dawg Extraordinaire (HDEX) Titles.

Part 7 - Ribbons

Ribbon Guidelines

All ribbons must be imprinted on the front with Hide 'n Seek. The Group's name must also be imprinted on the front side.

Qualifying Ribbons

Dogs with qualifying scores at Hide 'n Seek events will receive a qualifying ribbon. A label must be affixed to the back of the ribbon stating event date, class, level, qualifying time, etc.

Qualifying ribbons must be a flat shade of orange.

Placement ribbons

Are given for 1st-4th place in the two-height division of each class.

- 1st Place for Blue
- 2nd Place for Red
- 3rd Place for Yellow
- 4th Place for White

New Title Ribbon

May be awarded to any team attaining a new title.

Extraordinaire Ribbon

Must be 20" or longer and have a tab marked with each scent

RAD Master Champion Title Ribbon

Must be 24" or longer and must have a tab or streamer designated Rat, Anise or Hot Dawg.

Part 8 - Course Construction (See Appendix for all course design maps)

Section 1 – Four Corners (Build in Traditional Hunt Ring)

Four Corners is a game to develop teamwork between handler and dog. The dog's responsibility is to find the container with the hot scent rat, anise or hot dawgs and the handler's job is to interpret the dog's signal as to which container has the hot scent. Handler may declare target rat, anise or hot dawgs, but the Target Keeper will not remove the container until the handler secures their dog at least two feet away from the container. An incorrectly identified container will be considered a failure. There will be only one hot scent used; rat, anise or hot dawgs, per class per dog, and the scent type will be handler's choice. You must indicate your choice in the premium. Game is played in Traditional Hunt ring with 25 – 30 bales, *gating does not require moving*.

The set-up for this game consists of four cones set in a 12' x 12' square on top of hay bales arranged in a triangle with two on the bottom and one on the top. The container will be placed on the floor under the triangle with a small amount of loose straw/hay placed on top. The set-up also includes a half hay bale in the middle of the ring that is the starting spot for all levels. The handler must place their lead on the half bale in levels 2, 3, and 4. In Level 1-dogs *must* stay-on a 6' *maximum* lead. Dogs must be held close to the half bale placed on the 4' *square* start box prior to the Judges' release command. Rat Boxes will be place with the dowels to the side or rear.

Time starts for all Levels when the handler or dog leaves the Judges' designated start area and time stops when the handler declares all targets and completes all elements. An incorrectly identified container will be considered a failure.

Level One

Two (2) containers will be placed at two of the cones in the square, one will be empty, and one will contain the Rat, Anise or Hot Dawg. The handler must correctly and clearly identify the correct container. Total time is 60 seconds.

Three (3) qualifications are required per scent.

Level Two

Three (3) containers will be placed at three of the cones. Two (2) will contain the Rat, Anise or Hot Dawg and only one will be empty. The handler must correctly and clearly identify the two containers that contain the correct scent. Total time is 60 seconds.

Three (3) qualifications are required per scent.

Level Three

Four (4) containers will be placed, one at each cone. Two (2) containers will contain the Rat, Anise or Hot Dawg and two will be empty. The handler must correctly and clearly identify the two containers that contain the correct scent. Total time is 60 seconds.

Three (3) qualifications are required per scent.

Level Four

Four (4) containers will be placed, one at each cone. It will be at the judge's discretion has to how many Rat, Anise or Hot Dawg containers will be used (1, 2, 3, or 4). The handler must correctly identify any, and all hot scents. The handler must call the word CLEAR to the judge when all finished. Total time is 90 seconds.

Five (5) qualifications are required per scent.

Section 2 – Traditional Hunt

Traditional Hunt is played in a 20' x 20' ring. It consists of two (2) agility tunnels, each 10' to 15' long and 24" minimum diameter. One tunnel placed straight and one should be curved. A rat, anise or hot dawg will be placed in containers and will be hidden in the straw/hay bales within the ring. Bales are to be stacked no more than two high. All containers will be placed up or down but no more than one (1) bale high. Traditional Hunt will have 25 to 30 bales. No bales should be placed over agility tunnels. Tunnels must be secured at each end with agility sand bags. There will be only one hot scent used rat; anise or hot dawg, per class per dog, and the scent type will be handler's choice. In each level the climb will be on a bale or the TH Table. The table approx. dimensions will be 36" x 24" x 4". A successful climb consists of all four feet on the table or bale at the same time. Handler must declare Target, but the Target Keeper will not remove the Hot Dawg container before the handler secures their dog at least two feet away from container.

Time starts for all Levels when the handler or dog leaves the Judges' designated start area and time stops when the handler declares all targets and completes all elements. An incorrectly identified container will be considered a failure.

Level 1

There will be two containers hidden up or down, one containing a Rat, Anise or Hot Dawg and one empty. The handler must clearly identify the correct container containing the hot scent and the dog must travel through one tunnel and climb on a bale or table within the allotted time. Total time is 2 minutes.

Three (3) qualifications are required per scent.

Level 2

Two (2) containers containing Rat, Anise or Hot Dawg will be hidden up or down. There will also be one (1) empty container hidden in the ring. The handler must clearly identify the two (2) correct containers containing the hot scent and the dog must travel through one tunnel and climb on a bale or table within the allotted time. Total time is 2 minutes.

Three (3) qualifications are required per scent.

Level 3

Three (3) containers, all containing Rat, Anise or Hot Dawg will be hidden up or down. There will also be two (2) empty containers hidden in the ring. The handler must clearly identify the three (3) correct containers containing the hot scent and the dog must also travel through both tunnels and climb on a bale or table within the allotted time. Total time is 2 minutes 30 seconds.

Three (3) qualifications are required per scent.

Level 4

Four (4) containers, all containing Rat, Anise or Hot Dawg will be hidden up or down. There will also be three (3) empty containers hidden in the ring. The handler must clearly identify the four (4) correct containers containing the hot scent and the dog must travel through both tunnels and climb on one bale or table within the allotted time. Total time is 3 minutes.

Five (5) qualifications are required per scent.

Section 3 – Maze Craze

This is a game of skill for both the handler and canine partner. The handler must follow the maze, but cannot step on or over any straw or hay bales. The dog can choose whatever path gets him/her to the Rat, Anise or Hot Dawg the fastest. There will be 45-50 straw/hay bales arranged in a maze. The handler must clearly identify the correct container containing the hot scent. Handler may declare target; but Rat, Anise or Hot Dawg, will not be removed by Target Keeper until handler secures dog a safe two feet away from container. An incorrectly identified box or container will be considered a failure. There will be only one hot scent used; Rat, Anise or Hot Dawg, per class per dog, and the scent type will be handler's choice. All containers will be hidden up or down in all levels.

Time starts for all Levels when the handler or dog leaves the Judges' designated start area and time stops when the handler declares all targets and completes all elements. An incorrectly identified container will be considered a failure.

Level 1

There will be two (2) containers, one containing a Rat, Anise or Hot Dawg and one empty. Total time is 2 minutes.

Three (3) qualifications are required per scent.

Level 2

There will be three (3) containers in the ring, two (2) will contain the Rat, Anise or Hot Dawg and one will be empty. The handler must clearly identify the two correct containers containing the hot scent. Total time is 2 minutes.

Three (3) qualifications are required per scent.

Level 3

There will be five (5) containers in the ring, three (3) will contain a Rat, Anise or Hot Dawg and two will be empty. The handler must clearly identify the three (3) correct containers containing the hot scent. Total time is 2 minutes 30 seconds.

Three (3) qualifications are required per scent.

Level 4

There will be seven (7) containers in the ring, four (4) containers will contain a Rat, Anise or Hot Dawg and three (3) will be empty. The handler must clearly identify the four (4) containers containing the hot scent within the allotted time. Total time is 3 minutes.

Five (5) qualifications are required per scent.

Section 4 – Here, There and Everywhere (Construct Course after Maze Craze)

There is a random arrangement of straw/hay bales located throughout the ring. Your canine partner must use their keen sense of smell to find the Rat, Anise or Hot Dawg within the chaos of the bales. There will be 45-50 bales randomly arranged in the ring. The handler must declare target but the Target Keeper will not remove the Rat, Anise or Hot Dawg rat, anise or Hot Dawgs until handler secures their dog at a safe two-foot distance from the container. An incorrectly identified container will be considered a failure. There will be only one hot scent used Rat, Anise or Hot Dawg rat, per class per dog, and the scent type will be handler's choice. All containers will be hidden up or down in all levels.

Time starts for all Levels when the handler or dog leaves the Judges' designated start area and time stops when the handler declares all targets and completes all elements.

Level One

Two containers will be placed randomly about the ring at the judge's discretion, one will contain the Rat, Anise or Hot Dawg also one will be empty. A qualifying score will be given when the handler correctly identifies the target. Total time is 2 minutes.

Three (3) qualifications are required per scent.

Level Two

Three containers will be placed randomly about the ring at the judge's discretion, two (2) will contain the Rat, Anise or Hot Dawg also one will be empty. A qualifying score will be given when the handler correctly identifies the targets. Total time is 2 minutes.

Three (3) qualifications are required per scent.

Level Three

Five containers will be placed randomly about the ring at the judge's discretion, three (3) will contain the Rat, Anise or Hot Dawg also two will be empty. A qualifying score will be given when the handler correctly identifies the targets. Total time is 2 minutes 30 seconds.

Three (3) qualifications are required per scent.

Level Four

Seven containers will be placed randomly about the ring at the judge's discretion, four (4) will contain the Rat, Anise or Hot Dawg also three will be empty. A qualifying score will be given when the handler correctly identifies the targets. Total time is 3 minutes.

Five (5) qualifications are required per scent.

Section 5 – Chutes and Ladder

The canine partner must go through a hay bale chute, climb a hay bale ladder, plus find Rat, Anise or Hot Dawg among 45-50 straw/hay bales. A successful climb consists of all four feet simultaneously touching the *table* at the top of the ladder. This table must be 36" x 36" x 24" high, must support 200 pounds and have a non-slip surface. A board at least 6" wide must be secured to the upper side on all four sides so there are no open spaces to ensure the safety of all dogs. All bales in Chutes and Ladder must be no more than two high. The ladder must be constructed in the center of ring with one board ramp (24" x 48" with two holes drilled for lag bolts), covered with non-skid material be placed up to the first straw/hay bale. Handler may declare target but Target Keeper will not remove Rat, Anise or Hot Dawg until handler secures their dog at least two feet away from container. An incorrectly identified container will be considered a failure. There will be only one hot scent used; Rat, Anise or Hot Dawg, per class per dog, and the scent type will be handler's choice. All containers will be hidden up or down in all levels.

Exemption for Chutes & Ladder: the dog must travel up the ramp to the bale of straw, instead of traditional ladder that is used in this game. Please refer to the Chutes and Ladder map in the appendix for the placement of the ramp.

Time starts for all Levels when the handler or dog leaves the Judges' designated start area and time stops when the handler declares all targets and completes all elements.

Level 1

There will be two containers, one containing a rat, anise or hot dawgs and one empty. The handler must clearly identify the correct container containing the hot scent. Dog must do one Chute and one ladder. Dog must reach the top of ladder with all four paws to be considered a competed ladder. -Total time is 2 minutes.

Three (3) qualifications are required per scent.

Level 2

There will be three containers hidden up or down in the ring, two containers contain a Rat, Anise or Hot Dawg and one will be empty. The handler must clearly identify the two correct containers containing the hot scent. Dog must do two (2) Chutes and one ladder. The dog must reach the top of ladder with all four paws to be considered a competed ladder. Total time is 2 minutes.

Three (3) qualifications are required per scent.

Level 3

There will be five containers hidden up or down in the ring, three containers will contain a Rat, Anise or Hot Dawg and two will be empty. The handler must clearly identify the three correct containers containing the hot scent. Dog must do three 3 Chutes and one ladder. The dog must reach the top of ladder with all four paws to be a competed ladder. Total time is 2 minutes 30 seconds.

Three (3) qualifications are required per scent.

Level 4

Seven containers will be hidden up or down in the ring with four containing a Rat, Anise or Hot Dawg and three containers that are empty. The handler must clearly identify the containers containing the hot scent within the allotted time. The dog must do four 4 Chutes and one ladder. Dog must reach the top of ladder with all four paws to be a competed ladder. Total time is 3 minutes.

Five (5) qualifications are required per scent.

Section 5 – Hay Stack (Construct after Chutes & Ladder)

There should be multiple mini-haystacks located throughout the ring. You and your canine teammate must find the hot scent buried within the multiple haystacks. Handler must declare target but the Target Keeper will not remove the Rat, Anise or Hot Dawg until handler secures their dog at a safe two-foot distance from the container. An incorrectly identified container will be considered a failure. There will be only one hot scent used; Rat, Anise or Hot Dawg, per class per dog, and the scent type will be handler's choice. All containers will be hidden up or down in all levels.

Time starts for all Levels when the handler or dog leaves the Judges' designated start area and time stops when the handler declares all targets and completes all elements.

Level 1

There will be two containers, one containing a Rat, Anise or Hot Dawg and one empty, which will be hidden within the haystacks. The handler must clearly identify the container containing the hot scent within the allotted time. An incorrectly identified container will be considered a failure. Total time is 2 minutes.

Three (3) qualifications are required per scent.

Level 2

There will be three containers hidden within the haystacks, two containers containing a Rat, Anise or Hot Dawg and one empty. The handler must clearly identify the containers containing the hot scent within the allotted time. An incorrectly identified box or container will be considered a failure. Total time is 2 minutes.

Three (3) qualifications are required per scent.

Level 3

There will be five (5) containers hidden within the haystacks, three (3) containers containing a Rat, Anise or Hot Dawg, and two empty containers. The handler must clearly identify the containers containing the hot scent within the allotted time. An incorrectly identified box or container will be considered a failure. Total time is 2 minutes 30 seconds.

Three (3) qualifications are required per scent.

Level 4

There will be seven (7) containers hidden within the haystacks, four (4) containers containing a Rat, Anise or Hot Dawg and three (3) empty containers. The handler must clearly identify the containers containing the hot scent within the allotted time. An incorrectly identified box or container will be considered a failure. Total time is 3 minutes.

Five (5) qualifications are required per scent.

Part 9 - Becoming a Judge

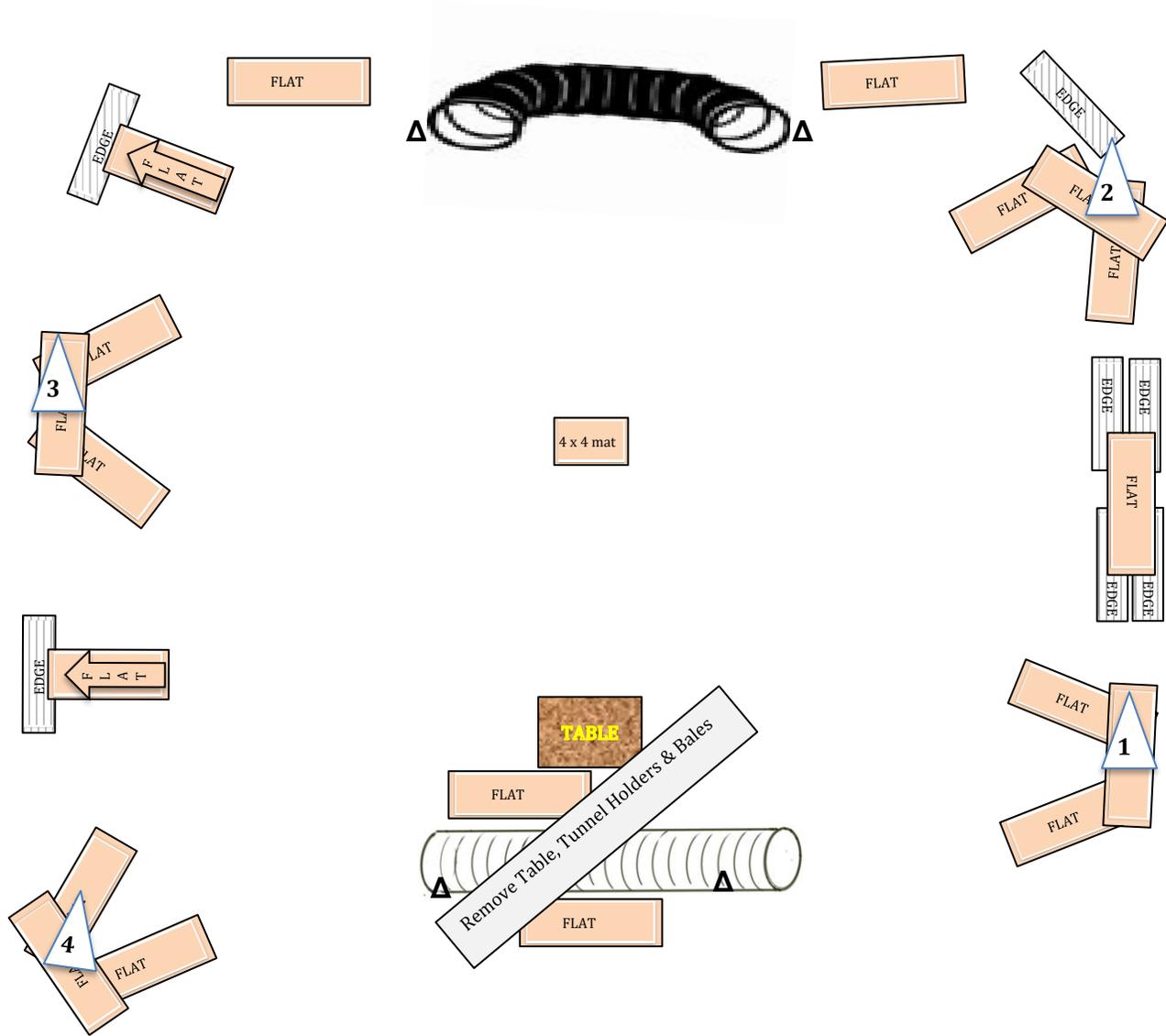
Any individual interested in becoming a Hide'n Seek Judge is required to attend a scheduled seminar prior to a Hide'n Seek Licensed Trial held at B & D Activity Center in Latrobe, PA. Qualifying individuals will be required to judge the trial on Saturday or Sunday while observed by a licensed Hide'n Seek Judge. A written test will be given, which must be passed with a score of 90%.

Applications and fee requirements can be found on line at www.bndcreeksideactivitycenter.com Applications must be submitted with proper payment and received by Hide'n Seek no later than thirty (30) days prior to scheduled seminar and trial.

Part 10 - Appendix

Course Maps

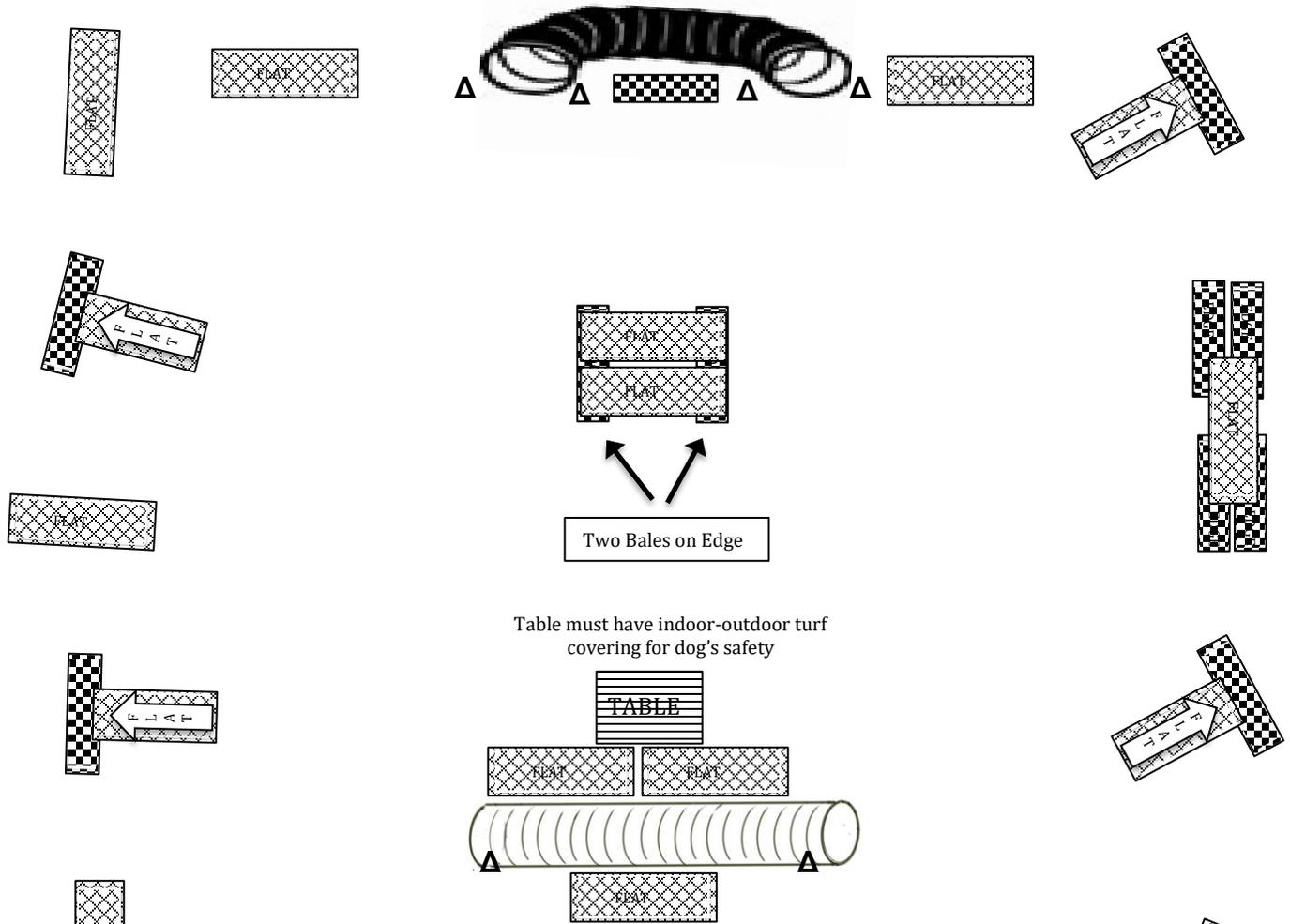
FOUR CORNERS
(Constructed in Traditional Hunt Ring)



Bales - 25 to 30

TRADITIONAL HUNT

(Suggested Course Design)



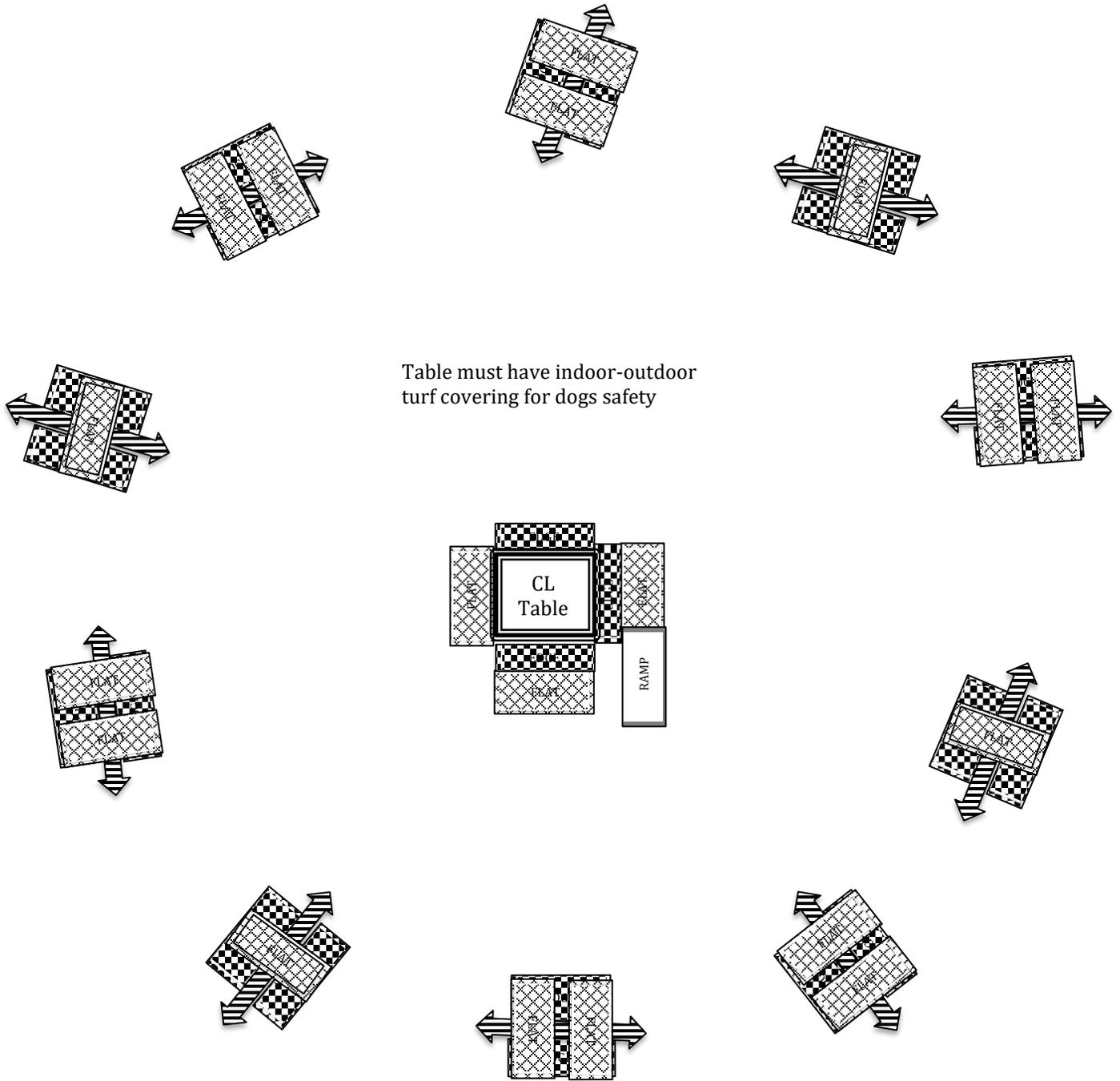
Bales – 25 to 30
 TH -Table – 36" x 24" x 4"
 Two Agility Tunnels 10" to 15" x 24' with restraints

Flat Bale

Edge Bale

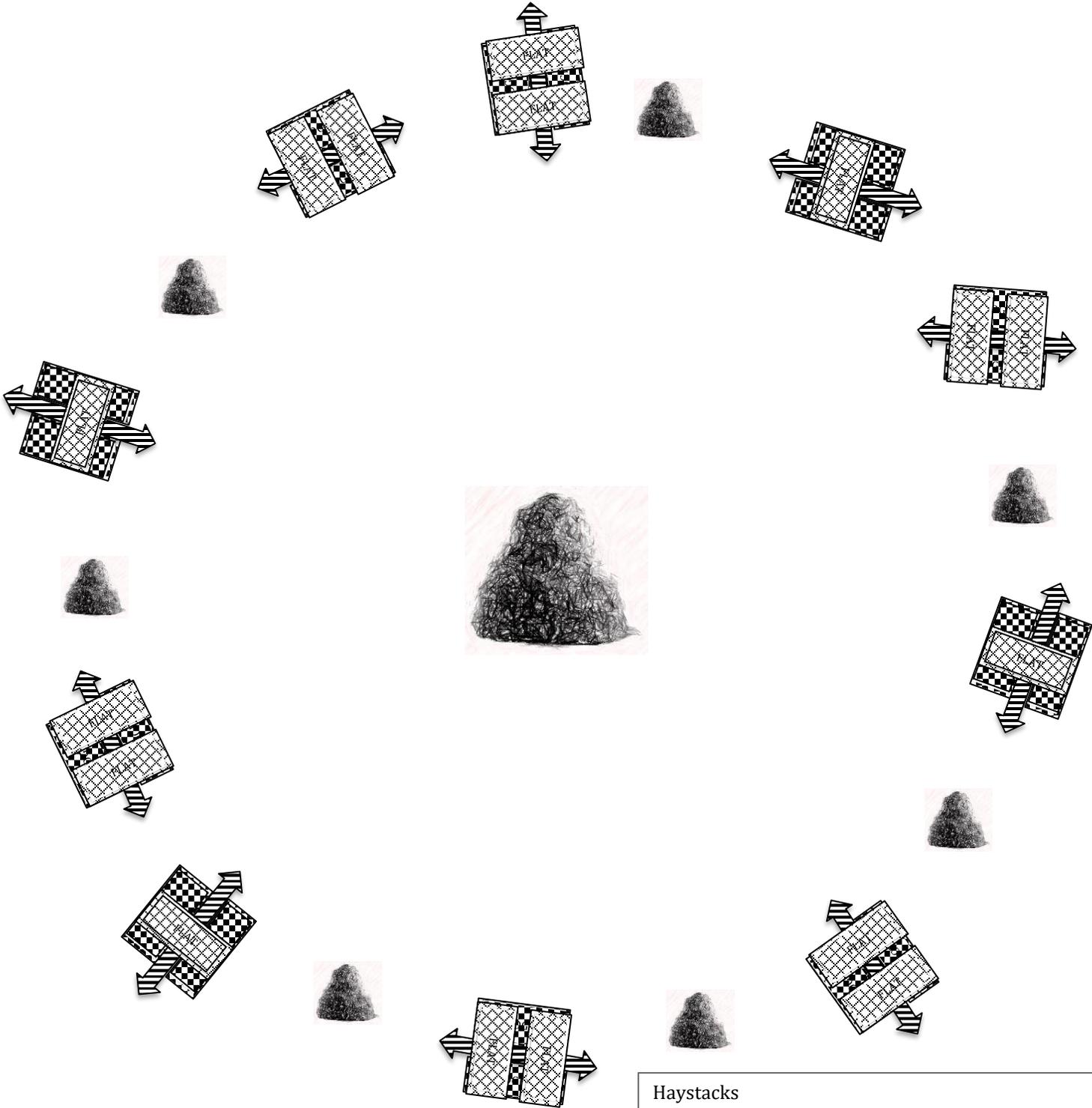
Flat Bale has one end resting on Edge Bale

CHUTES AND LADDER (Suggested Course Design)



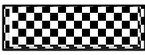
HAYSTACKS

(Suggested Course Design)
Built in Chutes & Ladder

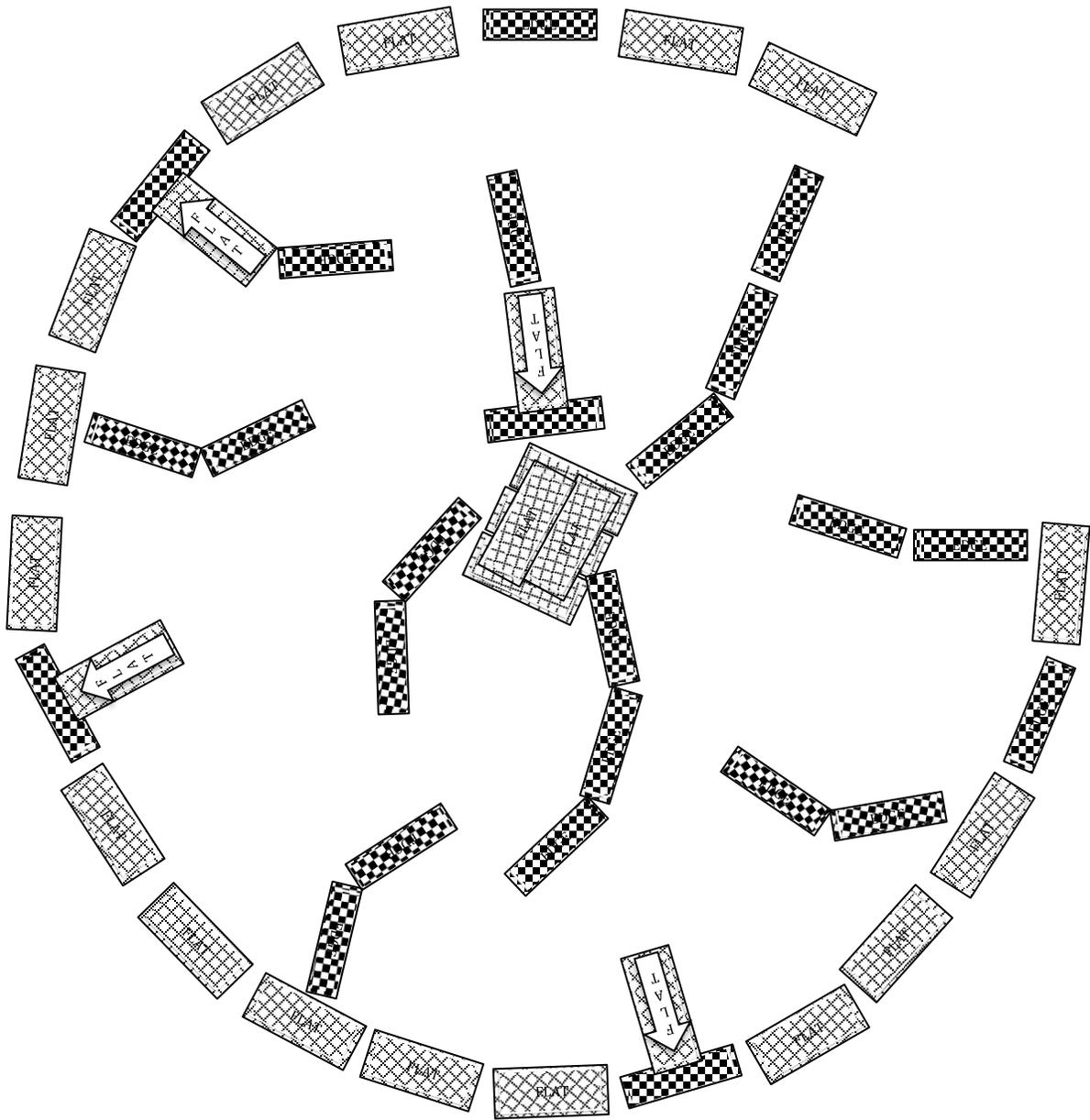


Haystacks

One large in center (may hide more than one target)
Seven mini haystacks

	Flat Bale
	Edge Bale

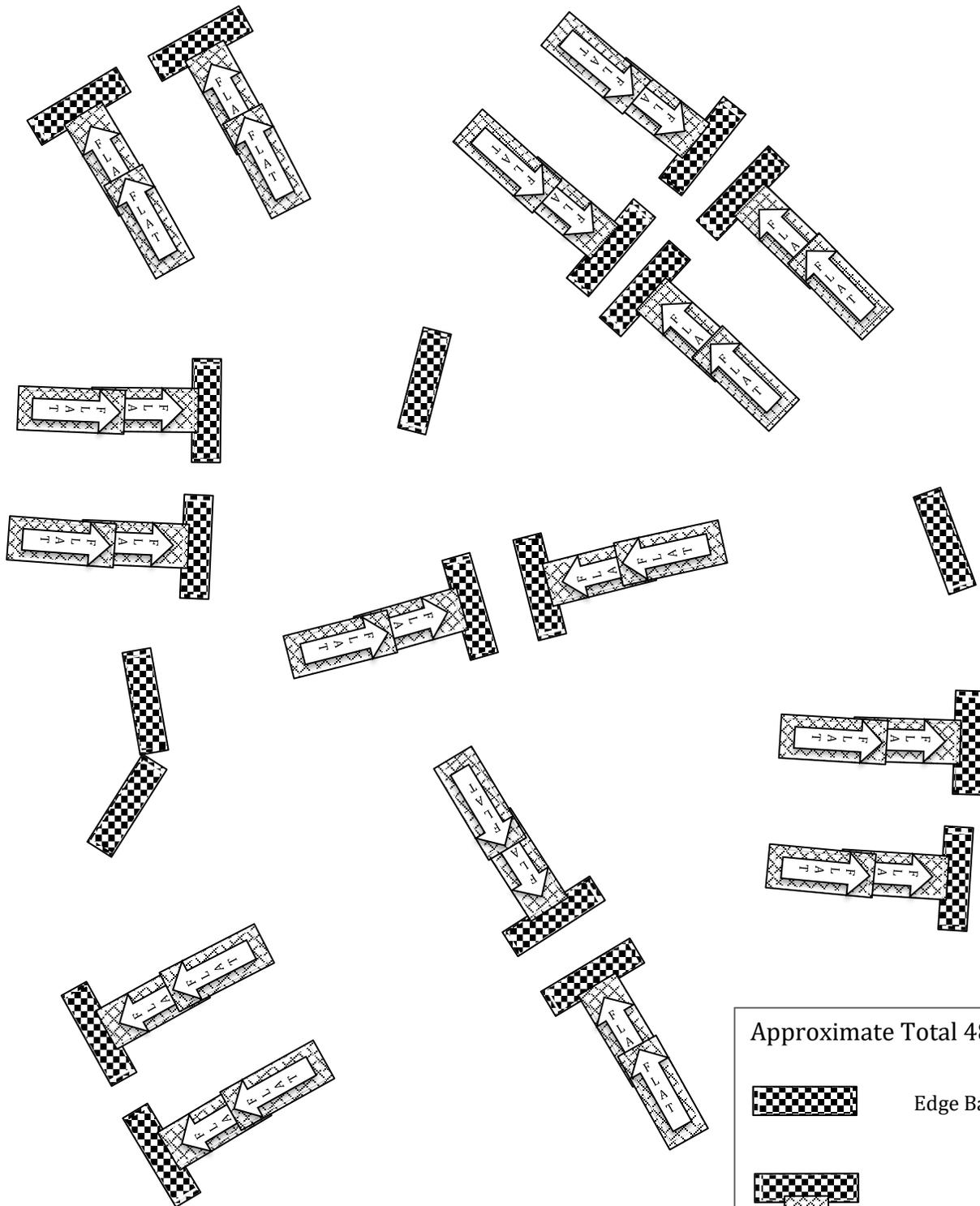
MAZE CRAZE
(Suggested Course Design)



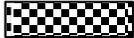
HERE, THERE & EVERYWHERE
(Suggested Course Design)
Construct Course after Maze Craze

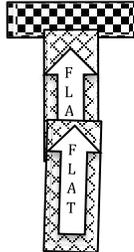
Center	-	5 bales
Spokes	-	22 bales
Outer circle	-	21 bales
Approximate Total	-	48 - 55 bales

Flat Bale has one end resting on Edge Bale

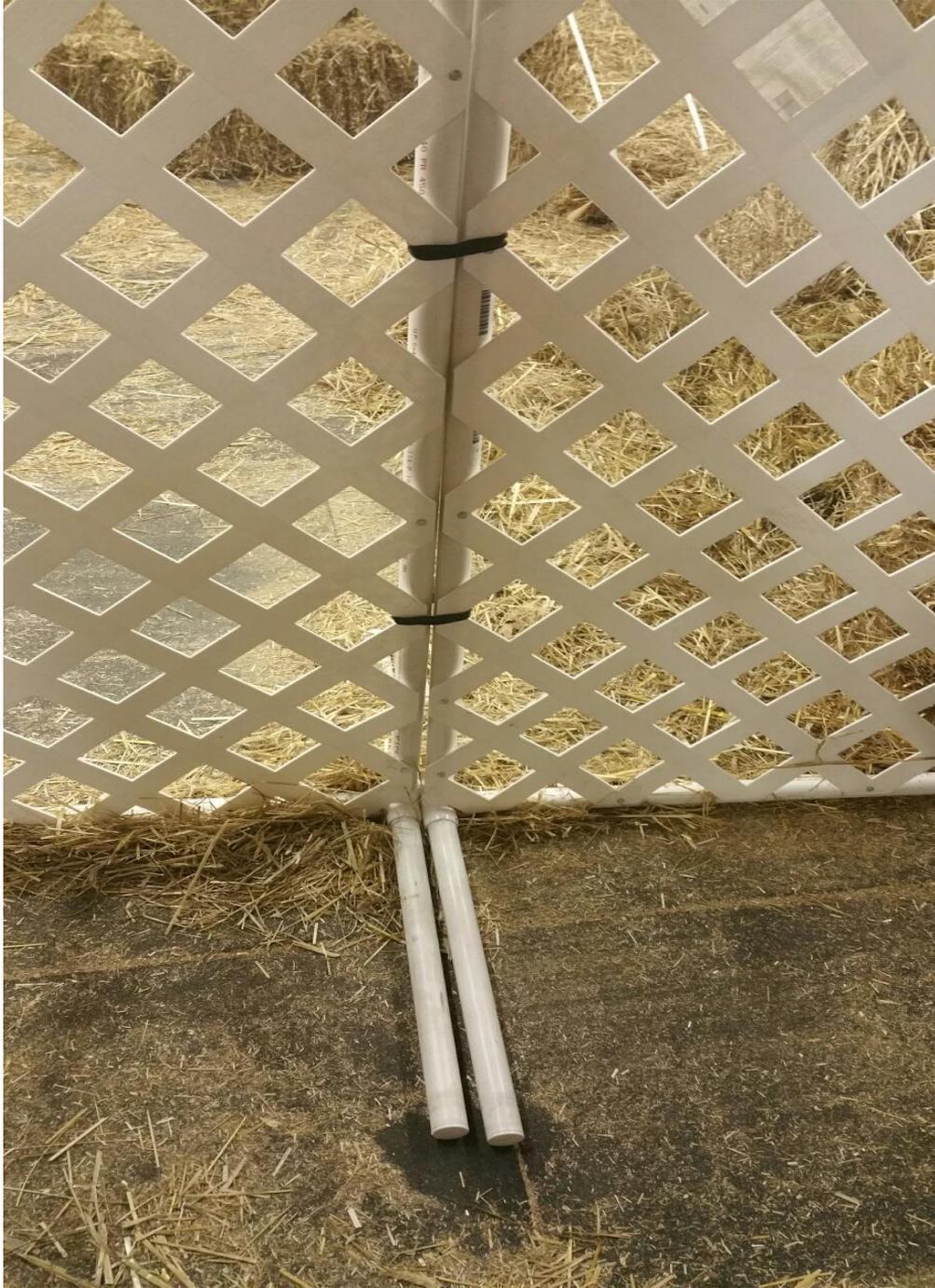


Approximate Total 48 - 55 bales

 Edge Bale

 Flat Bale resting one end on Flat Bale resting one end on Edge Bale

LATTICE FENCING WITH STABILIZING FEET &
DOUBLE CONNECTORS

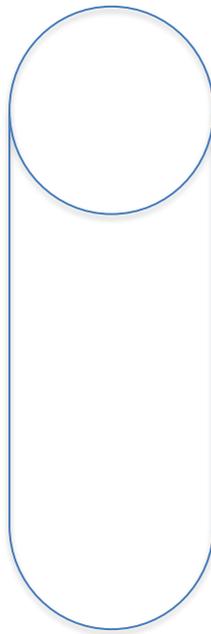


Hot Dawg Tube

6" long piece of 2" schedule 40 PVC
3/8" holes drilled every 90° 4 holes

2" Schedule 40 cap on open end for insertion of scent
2" PVC snap end drain cap permanently secured on opposite end

Entire tube must be painted a shade of burnt orange

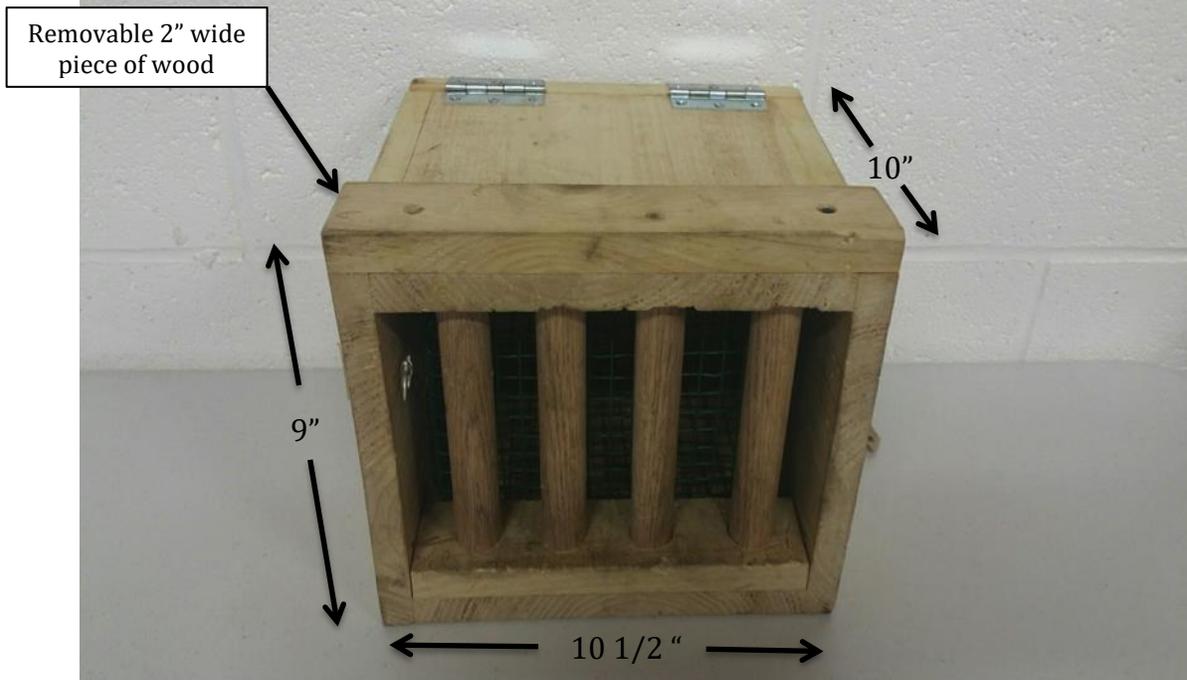


Anise Tube

Same construction as Hot Dawg Tube

Entire tube must be painted a shade of green

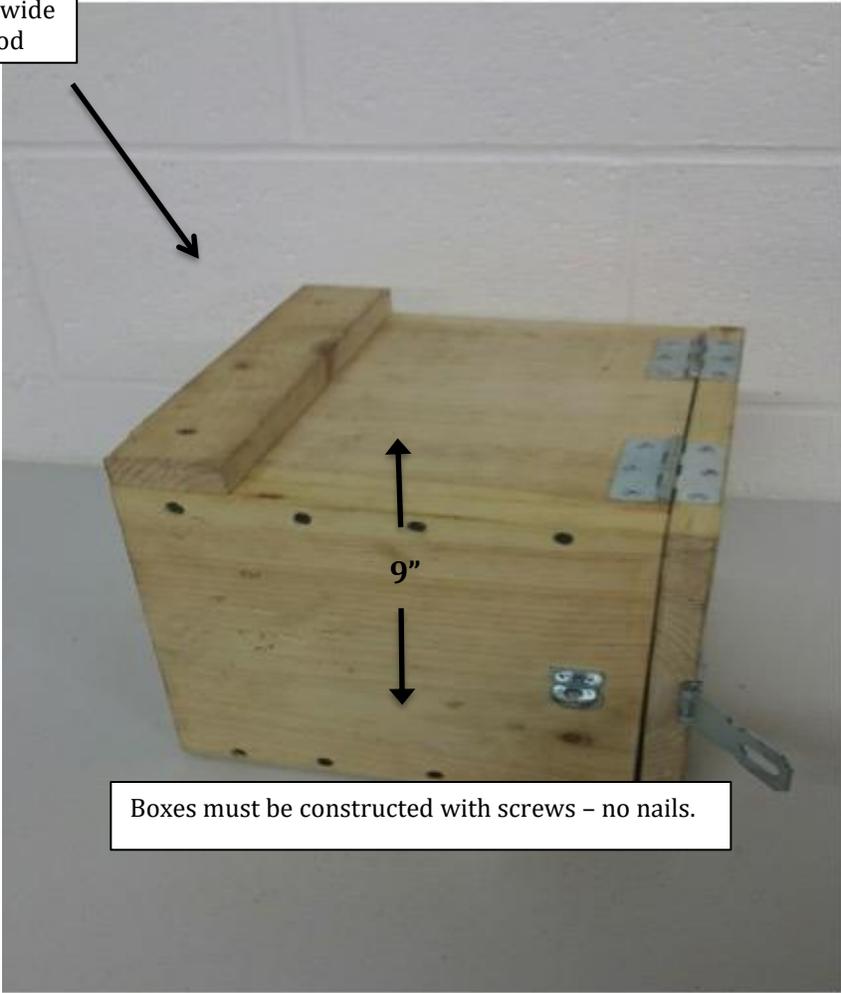
RAT BOX FRONT VIEW



BOX MATERIAL MAY BE ANY SOLID WOOD BOARD OR PLYWOOD
1" DIAMETER OAK DOWELS ARE REQUIRED
INTERIOR OF BOX MUST BE PAINTED OR VARNISHED A DARK COLOR



Removable 2" wide piece of wood

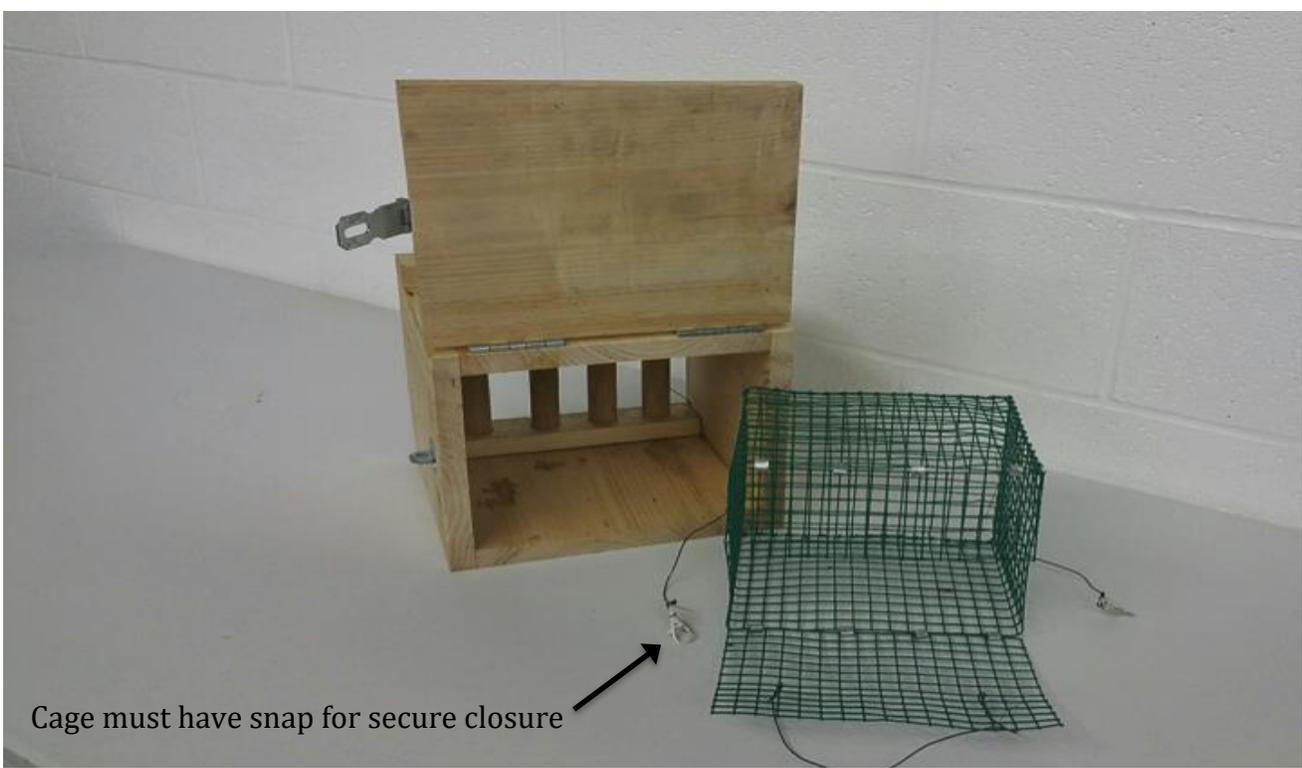


Boxes must be constructed with screws - no nails.

RAT BOX
SIDE VIEWS



Box must have snap for secure closure



RAT BOX & RAT CAGE

RAT CAGE MUST HAVE NO PROTRUDING WIRES INSIDE OR OUT

