

American Coon Hunters Association



Official Rule Book

Effective January 1, 2017

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INHERENT RIGHTS & POWERS OF THE AMERICAN COON HUNTERS ASSOCIATION

The American Coon Hunters Association (ACHA) holds and has reserved to itself certain rights and powers in connection with conducting its business, licensing events, registering and transferring dogs and awarding titles.

The ACHA has the right to inspect all reports, scorecards and documents related to ACHA events. The ACHA has the right to correct any mistakes found during such inspection. ACHA reserves the right to such actions and impose sanctions as:

- 1) Bar an individual from entering or participating in any ACHA licensed event.
- 2) Bar an individual from registering or transferring any pups or dogs in that person's name.

Any individual who is found guilty by a court of law of a crime involving dogs will be barred from the ACHA for an indefinite time.

CONTACTING THE ACHA

AMERICAN COON HUNTERS ASSOCIATION
PO BOX 472029
FORT WORTH, TEXAS 76147
(855) 946-2422
ACHAHUNT@GMAIL.COM

EVENT INFORMATION

Entering dogs in ACHA licensed events.

Only Coonhounds registered by the American Coon Hunters Association may enter ACHA licensed events.

REGISTERED OWNER

The registered owner is the individual whose name and address is listed on the front of the ACHA Registration Papers or the EZ Entry Card. The registered owner may use the Registration Papers to enter the dog provided that the transfer area on the back of the papers is blank.

NEW OWNER

The new owner is an individual who has purchased a dog from a registered owner. The dog may be entered in ACHA events but the registered owner will be the owner and the new owner will be listed as handler until the official papers have been issued.

REGISTERING A DOG AT THE EVENT

The ACHA allows dogs to be registered at their events. A person can just fill in **The Application for Registration of a Coon Hound** form that is found on our website Worldhunt.org or make a copy of the dog's UKC, PKC, AKC or CHKC registration papers. If single registering a dog, we must have 2 words of the dog's name so it will not get confused with another dog. A complete and accurate registration depends on the information provided.

FEES (Memberships are on an annual basis (January 1st through December 31st)

Individual Memberships \$10.00

Club Memberships \$25.00

Dog Registrations \$15.00

ACHA allows the clubs to set their entry fees for bench shows, nite hunts, CHT events, treeing contests, water races and field trials. ACHA collects \$3.00 per dog entered. The remaining of the entry fee is up to the club to use at its discretion.

Iron Dog Events \$12.50

ACHA EZ ENTRY CARD

Along with permanent registration papers, the ACHA will provide an EZ Entry Card. The EZ Entry Card may be used in place of carrying the registration papers. Updated cards will be provided, along with Championship Certificates, to the Registered Owner each time a degree is earned.

THE RIGHT TO REFUSE ENTRY

Local club management has the right to refuse entry to any dog, owner or handler. Refusal SHALL NOT be based on gender, race, color, religion or national origin. A handler shall not be refused based on his actions, words or rumors from another club.

NITE HUNT TITLES

These are the titles and rules as recognized by the American Coon Hunters Association. The ACHA believes that in order to receive a nite title, that a coon dog must have a total score of plus points and be a cast winner. All dogs hunt together regardless of class.

NATIONAL RACE CHAMPION

Beginning on January 1, 2017, the ACHA will name a National Race Champion. The National Race Champion will be the hound with the **MOST PLUS POINT CAST WINS regardless of registration state** from January 1st to December 31st of each year.

STATE RACE CHAMPION

State race winners will be determined by the dog with the most cast wins from January 1st to December 31st each year **in the state that the dog is registered.**

A dog must have a **MINIMUM OF 5 PLUS POINT CAST WINS** to be eligible for awards.

Dogs whose registration state changes within the year must win one more cast win than the previous state in order to have the wins transferred to the new state.

Owner of state race winners for each state will win an ACHA custom embroidered jacket, a free entry into the next years ACHA World Championship and coverage into the American Cooner magazine.

NITE CHAMPION

5 cast wins, finishing each cast with plus points.

GRAND NITE CHAMPION

5 additional cast wins with plus points (cumulative total of 10 plus point cast wins)

SUPERIOR NITE CHAMPION

5 additional cast wins with plus points (cumulative total of 15 plus point cast wins)

COON HOUND TEST (CHT)

A one hour test of a coonhound's ability. The hound to be hunted by itself with its handler and an independent judge. Nite hunt rules apply. At the end of the hour, the hound will receive a grade of either pass or fail. Three (3) passes and the hound will be named CHT Champion. Six (6) passes and the hound will be named CHT Grand Champion. A total of nine (9) passes and the title of CHT Superior Champion will be bestowed on your hound.

IRON DOG CHAMPION

A three (3) hour test of man and hound. Dogs that win Iron Dog Casts must be able to tree real live raccoons and finish with plus points. Win two (2) iron dog casts and be named **IRON DOG Champion**. Win a total of 5 Iron Dog Casts and be name **IRON DOG GRAND CHAMPION**.

BENCH SHOW TITLES

SHOW CHAMPION

Three (3) bench show wins makes your dog a Show Champion. Wins must be earned by showing under two (2) different ACHA judges. Hounds must have competition at the Class or Breed and Show level.

Puppy Class: Dogs from five (5) months to under (1) year old.

Junior Class: Dogs one (1) year of age to under two (2) years of age.

Senior Class: Hounds two (2) years of age and older.

Best of Breed: This class is to be selected from the Best of Class winners of the Puppy, Junior and Senior class. The winner of this class will be known as Best of Breed Male or Female.

Best Male and Female of Show: This class is to be selected from the Best of Breed Classes. The winners shall be Best of Show – Male and Best of Show – Female.

GRAND SHOW CHAMPION

Five (5) Champion wins makes your dog a GRAND SHOW CHAMPION.

SUPERIOR SHOW CHAMPION

Five (5) Grand Show Champion wins makes your dog a SUPERIOR SHOW CHAMPION.

DUAL GRAND CHAMPION

Make your dog a Grand Nite Champion and a Grand Show Champion (Dual Grand) and get an ACHA custom embroidered jacket for free. Jackets can only be earned by the owner of dog at the time the first Grand title is earned.

AWARDS AT ACHA EVENTS

The host club has at its discretion on what awards, if any to provide to the winners. The ACHA only receives \$3.00 per entry, so the remainder of the entry fee is available. Trophies and plaques are a nice keepsake for the hunters to remember the hunt. If the club chooses, it may pay out cash to its winners.

The club is responsible for any local, state or federal tax implications. The ACHA cannot provide any legal or tax advice. Clubs are responsible and proceed at their own risk with any such activities.

ADVERTISING ACHA EVENTS

In order to promote ACHA events, the association advertises events in a variety of mediums. Each month of the American Cooner magazine will have a list of current events, their location, deadlines, entry fees and contact information. In order to promote in the American Cooner, all information must be received from the host club by the end of the month, at least 30 days before the event.

The website of the ACHA, Worldhunt.org, has a calendar of events. This calendar is updated as soon as information is received.

CLUBS

- A. The club name submitted to the ACHA will be considered your club's official name.
- B. Club to provide the names, addresses and telephone numbers of each of its officers.
- C. In addition to ACHA rules and procedures, the club is to adhere to all local, state and federal rules and laws.
- D. Provide the exact location where the events will be held. This information will be provided in advertising your hunts.

- E. The club should fill out the EVENT APPLICATION FORM which is located on our website at Worldhunt.org.
 - F. ACHA will provide scorecards, entry slips, event reports, win slips and bench show reports for each event. Please contact the ACHA office plenty of time in advance in order to get supplies to you.
 - G. Clubs are to retain copies of their events in the event the originals were not received by the ACHA office or for any issues.
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BREED STANDARDS

AMERICAN BLACK & TAN COONHOUND



GENERAL APPEARANCE

The Black & Tan Coonhound is first and fundamentally a working dog, a trail and tree hound, capable of withstanding the rigors of winter, the heat of summer and the ability to handle difficult terrain. *Disqualifications: Unilateral or bilateral cryptorchid.*

CHARACTERISTICS

Even temperament, outgoing and friendly. As a working scent hound, must be able to work in close contact with other hounds. *Disqualifications: Viciousness or extreme shyness.*

HEAD

The head is cleanly modeled. From the back of the skull to the nose, the head measures 9 to 10 inches in males and from 8 to 9 inches in females. **Expression** is alert, friendly and eager. The skin is devoid of folds. Skull tends towards oval outline. Medium stop occurring midway between occiput bone and nose. Viewed from profile the line of the skull is on a practically parallel plane to the foreface or muzzle.

- **TEETH** - Scissors bite is preferred, even bite is acceptable. *Disqualifications: Undershot or overshot.*
- **EYES** – are from hazel to dark brown in color, almost round and not deeply set. Penalize yellow or light eyes. *Disqualification: Blind.*
- **NOSE** – Large with well-opened nostrils.

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

NECK

Is muscular, sloping and medium length. The skin is devoid of excess dewlap.

FOREQUARTERS

Powerfully constructed shoulders. The forelegs are straight, with elbows turning neither in nor out. Pasterns are strong and erect.

BODY

Chest is deep, broad, reaching to the elbow. Ribs are well sprung. Back is level, powerful and strong. Chest reaches at least to the elbows.

HINDQUARTERS

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

FEET

Compact and well padded. Strong, well arched toes and stout, well set nails. Penalize flat or splayed feet.

TAIL

Strong with base slightly below level of backline, carried free and when in action at approximately right angle to back.

COAT

The coat is short but dense to withstand rough going.

COLOR

As the name implies, the color is coal black with rich tan markings above eyes, on sides of muzzle, chest, legs and breeching, with black pencil markings on toes. Penalize lack of rich tan markings, excessive areas of tan markings, excessive black coloration.

Faults: White on chest or other parts of body is highly undesirable. DISQUALIFICATION: A solid patch of white which extends more than 3 inches in any direction.

HEIGHT AND WEIGHT

Height at withers for adult males should be between 25 to 27 inches. Adult females, 23 to 25 inches. Proportion: Measured from the point of shoulder to the buttocks and from the withers to the ground the length of body is equal to or slightly greater than the height of the dog at the

withers. Height is in proportion to general conformation so that the dog appears neither leggy nor close to the ground. Males are heavier in bone and muscle than females.

GAIT

When viewed from the side, the stride of the Black and Tan Coonhound is easy and graceful. When viewed from the front the forelegs, which are in line with the width of the body, move forward in an effortless manner, but never cross. Viewed from the rear the hocks follow on a line with the forelegs. The topline is level.

ELIMINATING FAULTS (A dog with an ELIMINATING FAULT is NOT to be considered for placement in a bench/conformation event, nor are they to be reported to ACHA.)

Males under 25 inches or over 27 inches. Females under 23 inches or over 25 inches. (Entries in Puppy Class are not to be eliminated for being undersized.)

DISQUALIFICATIONS (A dog with a DISQUALIFICATION must NOT to be considered for placement in a bench/conformation event and MUST be reported to ACHA.)

Spayed or neutered dogs; Undershot or overshot; Unilateral or bilateral cryptorchid
Viciousness or extreme shyness; Deaf; Blind. A solid patch of white which extends more than 3 inches in any direction.

AMERICAN LEOPARD HOUNDS



HISTORY

American Leopard Hounds are believed to be the descendants of dogs that were brought to the new world by Spanish conquistadors and crossed with native Mexican dogs. Early American settlers brought Leopard dogs from Mexico to hunt bear.

GENERAL APPEARANCE

The American Leopard Hound is a powerful, agile tree dog of medium-to-large size. The body is just slightly longer than tall. Legs are long enough to allow the dog to move quickly and with agility in rough terrain. The head is broad, with a moderate stop and a heavy muzzle of moderate length. Ears are set high and drop. The tail is straight, set low, and may be any length. The coat is dense but close fitting. The American Leopard Hound should be evaluated as a hunting dog, and exaggerations or faults should be penalized in proportion to how much they

interfere with the dog's ability to hunt. Scars should neither be penalized nor regarded as proof of a dog's working abilities.

CHARACTERISTICS

The American Leopard Hound is an all-purpose tree dog, noted for stamina and the ability to withstand all extremes of temperature. This breed is noted for its extreme desire to please, which makes it an easy dog to train. They can handle a cold track and still be under the voice control of the handler. They are open trailers with a very strong desire to stay on track. They excel in their ability to hold game at bay without getting injured. Although they have been bred and used for all varieties of small game, the American Leopard Hound is also outstanding on big game such as bear and cougar.

HEAD

The head is large but proportionate to the size of the body. When viewed from the side, the muzzle is slightly shorter than the skull and they are joined by a definite stop. The planes of the top lines of the skull and muzzle lie in parallel planes.

SKULL - The skull is flat and broad, tapering in width slightly toward the muzzle. Cheeks are muscular and prominent.

MUZZLE - The muzzle is of medium length and well-proportioned to the rest of the head. Lips are tight and darkly pigmented

TEETH - The American Leopard Hound has a complete set of evenly spaced white teeth meeting in a scissors bite.

NOSE - Nose is black.

EYES - Eyes are nearly round and set wide apart. Eye color may be any shade of yellow or brown. Leopard spotted dogs may have one or both blue eyes or wall eyes. Eye rims are tight and darkly pigmented. The expression is soft and appealing.

EARS - Ears are drop, of short-to-medium length, wide at the base, and set high.

NECK

The neck is slightly arched, strong, very well-muscled, and of moderate length. The neck gradually widens from the nape and blends smoothly into the shoulders.

FOREQUARTERS

Shoulders are well laid back. The upper arm is long and wide, and forms an apparent 90-degree angle with the shoulder blade. The forelegs are strong and straight, with large, round bones.

The elbows are set close to the body, but able to move freely in action. The pasterns are short, powerful, straight and flexible.

BODY

A properly proportioned American Leopard Hound is slightly longer than tall. Back is broad, strong, of moderate length, and level, blending into a muscular, slightly arched loin with slight to moderate tuck-up. The croup slopes gently to the set on of the tail. The ribs extend well back

and are well sprung out from the spine, then curve down and inward to form a deep body. The brisket extends to the elbow. Viewed from the front, the chest between the forelegs is muscular and wide. This is a dog bred for stamina and faults should be penalized to the degree that they detract from that goal.

HINDQUARTERS

The hindquarters are strong and muscular. The bone, angulation, and musculature of the hindquarters are in balance with the forequarters. The stifles are well bent, and the hocks are well let down. When the dog is standing, the short, strong rear pasterns are perpendicular to the ground, and when viewed from the rear they are parallel to one another.

FEET

The cat-like feet are of moderate size, round and compact, with well arched toes. Pads are large, tough, and well cushioned.

TAIL

The tail is set on low and may be any length.

COAT

Coat is double and dense, but smooth. The outer coat is rough, and the undercoat is fine and wooly. This makes it possible for dogs to work in the thick underbrush for long periods of time after most dogs have given up.

Disqualifications: Excessively long hair, silky or wavy hair.

COLOR

Leopard spotted; yellow; black (may have brindle or tan trim); brindle; red and blue or mouse color. Any of these may also have white points and a white collar. No solid white dogs accepted

Disqualification: Albinism.

HEIGHT AND WEIGHT

Height at the withers for mature males is between 22 and 27 inches. For adult females, it is 21 to 25 inches. Mature males weigh between 45 and 75 pounds. Mature females weigh between 35 and 65 pounds. American Leopard Hounds are working dogs and should be presented in hard, muscular condition.

GAIT

American Leopard Hound gait is smooth and effortless, with good reach of forequarters. Rear quarters have strong driving power, with hocks fully extending. Viewed from any position, legs turn neither in nor out, nor do feet cross or interfere with each other. As speed increases, feet tend to converge toward center line of balance.

DISQUALIFICATIONS

Albinism. Excessively long hair, silky or wavy hair. Deaf. Blind.

Unilateral or bilateral cryptorchid. Viciousness or extreme shyness. Overshot or undershot bite. Deaf or blind.

BLUETICK COONHOUND



GENERAL APPEARANCE

The Bluetick Coonhound should have the appearance of a speedy and well-muscled hound. He has a neat body that is well proportioned; not clumsy or chunky in build. He has a glossy coat. Eyes are clear and keen with a typical pleading hound expression, never wild or cowering. As a scenthound, the Bluetick's natural position of the head and tail in motion is parallel to the ground; the tail is not curled over the back or dropped between the legs.

Disqualifications: Unilateral or bilateral cryptorchid.

CHARACTERISTICS

The Bluetick is active, ambitious and speedy on the trail. It should be a free tonguer on trail, with a bawl, squall, chop or bugle voice when striking and trailing, with a distinct changeover on tree of bawling, chopping or combination of both. Should be hospital to both men and dogs which are around them.

Disqualifications: Viciousness or extreme shyness.

HEAD

The head is broad between the ears, with a slightly domed skull. Total length of head from occiput to end of nose is 9 to 10 inches in males, and 8 to 9 inches in females. The stop is prominent. The muzzle from the stop to the end of the nose should be well proportioned in width with the skull, with depth of flews well covering the lower jaw. Depth of foreface should be 3 to 4 ½ inches.

- **TEETH** - Scissors bite is preferred, even bite is acceptable. *Disqualifications: Undershot or overshot.*
- **EYES** – Rather large and set wide apart in stop. Round in shape, and dark brown in color, but not lighter than light brown. Eyelids are tight and close fitting. No excess third eyelid should be apparent. Expression is typical of a pleading hound, never wild or cowering. *Disqualification: Blind.*
- **NOSE** – fully pigmented, black in color' with well-opened nostrils.

- EARS –The ears are attached slightly below top of skull, but set low enough on head to be devoid of erectile power. Should be thin, with a slight roll, taper well towards a point, and reach well towards the end of the nose when pulled forward. Well attached to the head to prevent hanging or backward tilt. *Disqualification: Deaf.*
- Muzzle – from the stop to end of nose should be square, well-proportioned in width with the skull, with depth and flews well covering the lower jaw. Depth of 3 to 4 ½”.

NECK

Nicely muscled, moderate in length, rising with a slight taper from shoulder to head that allows the head to be carried well up but not vertical (goose necked). Throat clean, with only a slight trace of dewlap.

FOREQUARTERS

Shoulders clean and sloping, muscular but not too broad or rough, giving the appearance of freedom of movement and strength. The forelegs are straight from shoulders to feet, well boned, and muscular with strong straight pasterns. Forelegs should appear straight from either side or front view.

BODY

The chest should show considerable depth (extending well down toward the elbow) rather than excessive width, to allow plenty of lung space. The fore chest is moderate fairly even with the point of the shoulders. Girth of chest for males is 26 to 34 inches, females 23 to 30 inches. Ribs are long and well sprung, tapering gradually toward a moderate tuck up. Back is muscular and firm, slightly lower at hips than withers. Loin is broad, well-muscled and slightly arched. Proportion (measured from point of shoulder to base of tail and withers to ground) is square or slightly longer than tall.

HINDQUARTERS

Hips are strong and well-muscled, not quite as wide as rib cage. Hind legs are straight from hip to foot when viewed from behind. The hocks strong and moderately bent when viewed from the side. Thighs have ample muscular development for an abundance of propelling power. Breeching full and clean down to hock.

FEET

Round (cat-like), with well-arched toes. Pads are strong, hard and thick. The size of the feet should be proportionate to the size of the dog.

TAIL

Set on slightly below the line of the back, strongly rooted, and tapering to a moderate length. In balance to the overall length of the hound. Well coated but without flag. Carried gaily, slight curve or parallel to ground, but not turned forward over the back or dropped between legs.

COAT

Medium coarse and laying close to the body, appearing smooth and glossy. Not too rough or too short.

COLOR

Preferred color is dark blue, thickly mottled body, spotted by various shaped black spots on back, ears and sides. Preference is to more blue than black on body. Head and ears predominantly black. With or without tan markings (over eyes, on cheeks, chest and below tail), and red ticking on feet and lower legs. Red may be eliminated as to the desire of the breeder, as well as the amount of black on the body and the tan head coloring. A fully blue mottled body is preferred over light ticking on the body. There should be more blue ticking than white in the body coat.

Disqualifications: Albinism. Any color or combination of colors other than described.

HEIGHT AND WEIGHT

Height at withers for adult males should be between 22 to 32 inches. Adult females, 20 to 27 inches. Ideal weight for males 55 to 90 pounds; females 35 to 75 pounds; should be in proportion to height. *Eliminating faults: Males under 22 inches or over 32 inches. Females under 20 inches or over 27 inches.* (Entries in Puppy Class are not to be eliminated for being undersized.)

GAIT

A smooth, lithe gait is essential. The action of the Bluetick Coonhound is a strong, driving, smooth gait. The over-all appearance in motion should be that of effortless power, endurance, speed, agility, smoothness and grace.

When viewed from the front, the front legs must reach well out in front in straight lines, with pasterns strong and springy as if to pull in the ground. Hackneyed motion is not desired, nor is paddling or weaving.

The rear legs follow the front legs, which give forceful propulsion, thus the Bluetick moves in a straight pattern forward.

When viewed from the side there should be a noticeable drive, with a ground-covering stride.

ELIMINATING FAULTS (A dog with an ELIMINATING FAULT is NOT to be considered for placement in a bench/conformation event, nor are they to be reported to ACHA.)

Males under 22 inches or over 32 inches. Females under 20 inches or over 27 inches. (Entries in Puppy Class are not to be eliminated for being undersized.)

DISQUALIFICATIONS (A dog with a DISQUALIFICATION must NOT to be considered for placement in a bench/conformation event and MUST be reported to ACHA.)

Spayed or neutered dogs.

Undershot or overshot

Unilateral or bilateral cryptorchid

Viciousness or extreme shyness
Albinism
Any color or combination other than described.
Deaf
Blind

SERIOUS FAULT

Lacking in adequate angulation: i.e. Post legged.

ENGLISH COONHOUND



GENERAL APPEARANCE

The English Coonhound is a hound of strong build, capable of considerable speed and great endurance. He is balanced, graceful and free from exaggeration.

Disqualifications: Unilateral or bilateral cryptorchid.

CHARACTERISTICS

Pleasant and sociable, with strong hunting instincts. Voice is a good hound bawl.

Disqualifications: Viciousness or extreme shyness.

HEAD

Broad between the ears and good overall length. Skull is slightly domed in skull. Muzzle is long, deep and square, with enough flew to give the jaw a squared off appearance. Stop is well defined but moderate.

- **TEETH** - Scissors bite is preferred, even bite is acceptable. *Disqualifications: Undershot or overshot.*
- **EYES** – Fairly large and set moderately well apart in skull. Dark brown in color with tight fitting lids. *Disqualification: Blind.*
- **NOSE** – Large with well-opened nostrils.
- **EARS** – Set fairly low on skull. Fine in texture, soft to the touch. Fairly long, reaching near the end of the nose when stretched forward. *Disqualification: Deaf.*

NECK

Nicely muscled, moderate in length, tapering slightly as it rises up out of the withers.

FOREQUARTERS

Forelegs set well apart. Strong and straight with good bone. Pasterns nearly vertical with just enough slope to absorb shock. Length of leg from elbow to ground is approximately one-half the height at the withers. Shoulders sloping, clean and muscular.

BODY

Chest is deep, broad, reaching to the elbow. Ribs are well sprung. Back is strong and straight, never roached. Topline is slightly higher and withers than at hips. Loin is muscular and slightly arched. Overall proportion (measured from point of shoulder to point of buttocks and withers to ground) is square or slightly longer than tall.

HINDQUARTERS

Hips and thighs well-muscled and strong. Stifles are stout and have good angulation. Hock joint has moderate angulation. Dewclaws should be removed. Rear pasterns short and strong. Lack of angulation is a highly undesirable feature: i.e. post legged.

FEET

Compact and well padded. Strong, well arched toes and stout, well set nails.

TAIL

Moderately set and gaily carried but never hooked over the back. Medium in length, with a small amount of brush acceptable. Never overly long and thin.

COAT

A good hard, protective, hound type of medium length.

COLOR

Redtick, Bluetick, tri-color with ticking, white and red, white and black, white and lemon.
Disqualifications: Albinism. Any brindle in coat. Any color or combination of colors other than described.

HEIGHT AND WEIGHT

Height at withers for adult males should be between 22 to 27 inches. Adult females, 21 to 25 inches. Weight should be in proportion to height, keeping in mind the strong build of the English Coonhound. (Entries in Puppy Class are not to be eliminated for being undersized.)

GAIT

Smooth and effortless, showing great capacity for endurance. Head and tail carried well up.

ELIMINATING FAULTS (A dog with an ELIMINATING FAULT is NOT to be considered for placement in a bench/conformation event, nor are they to be reported to ACHA.)
Males under 22 inches or over 27 inches. Females under 21 inches or over 25 inches. (Entries in Puppy Class are not to be eliminated for being undersized.)

DISQUALIFICATIONS (A dog with a DISQUALIFICATION must NOT to be considered for placement in a bench/conformation event and MUST be reported to ACHA.)

Spayed or neutered dogs.

Any brindle in coat.

Undershot or overshot

Unilateral or bilateral cryptorchid

Viciousness or extreme shyness

Albinism

Any color or combination other than described.

Deaf

Blind

SERIOUS FAULT

Lacking in adequate angulation: i.e. Post legged.

PLOTT COONHOUND



GENERAL APPEARANCE

The Plott is a beautiful, strongly build yet moderate hound, with a distinct brindle covered coat. His appearance suggests the capacity for speed, stamina and endurance.

Disqualifications: Unilateral or bilateral cryptorchid.

CHARACTERISTICS

Active, fast, bright, kind, confident, courageous, vicious fighters on game, super treeing instinct, take readily to water, alert, quick to learn, have great endurance and beauty.

Disqualifications: Viciousness or extreme shyness.

HEAD

The head is carried well up. Dome is moderately flat. Moderate width between and above eyes.

- TEETH - Scissors bite is preferred, even bite is acceptable. *Disqualifications: Undershot or overshot.*
- EYES – are from hazel to dark brown in color. No drooping eyelids. *Disqualification: Blind.*
- EARS – are moderately high and of medium length, soft and no erectile power.
- MUZZLE – Moderate length, but not square.

FOREQUARTERS

Powerfully constructed shoulders. The forelegs are straight, with elbows turning neither in nor out. Pasterns are strong and erect. Legs are smooth, straight with muscular forearm. Straight at knees, perfectly in line with upper leg.

BODY

Chest is deep with adequate lung space. Back should be slightly arched, well-muscled and strong. Not roached. Shoulders should be muscular and sloping to indicate speed and strength.

HINDQUARTERS

Strong and muscular above the hock, slightly bent at the hock, no cow hock, speedy shaped and graceful. Hips should be smooth, round, proportionately wide. Flanks gracefully arched muscular quarters and loins.

FEET

Round, solid, cat foot, well-padded and knuckled, set directly under leg.

TAIL

Moderately heavy, strong at root tapering there, rather long with brush, carried free, well up, saber like.

COAT

Hair fine to medium coarse, short or medium length, to give a smooth and glossy appearance.

COLOR

The National Plott Hound Association's definition of the word "brindle": a fine streaked or striped effect or pattern of black or tan hairs with hairs of a lighter or darker background color. Shades of colors accepted: buckskin, yellow brindle, red brindle, tan brindle, brown brindle, black brindle, gray brindle and maltese (slate grey, blue brindle). Grey muzzle accepted.

HEIGHT AND WEIGHT

Height at withers for adult males should be between 22 to 27 inches. Adult females, 21 to 25 inches. Adult males should weigh between 50 to 75 pounds. Females 40 to 65 pounds.

POINTS

Head.....10
Neck.....5
Shoulders.....10
Chest & Ribs.....10
Back & Loins.....15
Hindquarters.....10
Elbows.....5
Legs and feet.....20
Coat and color.....5
Stern 5
General Makeup.....5
Total.....100

DISQUALIFICATIONS (A dog with a DISQUALIFICATION must NOT to be considered for placement in a bench/conformation event and MUST be reported to ACHA.)

Spayed or neutered dogs; Undershot or overshot; Unilateral or bilateral cryptorchid
Viciousness or extreme shyness; Deaf; Blind

REDBONE COONHOUND



GENERAL APPEARANCE

The Redbone is a medium-sized hound, with a rich, deep red colored coat. He is well-balanced and agile, making him adaptable to various types of hunting and terrain.

Disqualifications: Unilateral or bilateral cryptorchid.

CHARACTERISTICS

The breed is characterized by its pleading eyes and sweet voice. They have a natural treeing instinct and make excellent water dogs. They are even tempered and affectionate with a strong desire to please.

Disqualifications: Viciousness or extreme shyness.

HEAD

Moderately broad and slightly domed in skull, proportionate to general body size. Muzzle is well balanced with the other features of the head, as long as the skull, with a straight nasal bone, never dish-faced or concave. The planes of the top skull and muzzle are parallel. Stop is well defined but not abrupt. The head gives the general impression of length rather than width.

- **TEETH** - Scissors bite is preferred, even bite is acceptable. *Disqualifications: Undershot or overshot.*
- **EYES** – Set fairly well apart in skull, brown to hazel in color, with the darker color preferred. Round in shape but not prominent. Expression is pleading. *Disqualification: Blind.*
- **NOSE** – Large with well-opened nostrils. Black in color fully pigmented.
- **EARS** – Set moderately low, firmly attached to head. Fine in texture, not stiff and reaching near the end of the nose when stretched forward. Size in proportion to head. *Disqualification: Deaf.*

NECK

Medium long and strong, slightly arched and held erect, denoting proudness. Throat clean, but slight fold of skin below angle of jaw is not objectionable.

FOREQUARTERS

Forelegs should be straight with good bone and set well under the body. Muscled for strength and speed. Pasterns strong and straight, nearly vertical with just enough slope to absorb shock. Length of leg from elbow to ground is approximately one-half the height at the withers. Shoulders sloping, clean and muscular.

BODY

Chest is deep and broad. Ribs are well sprung for plenty of lung space. Topline is slightly higher and withers than at hips. Back is strong and straight. Loin is muscular and slightly arched with moderate tuck up. Overall proportion (measured from point of shoulder to point of buttocks and withers to ground) is square or slightly longer than tall.

HINDQUARTERS

Thighs well-muscled and strong. Rear legs straight from hip to foot when viewed from behind, never cow hocked. Dewclaws should be removed. Moderate angulation at stifle and hock to balance with forequarter. Rear pasterns short and strong.

FEET

Compact and well padded. Cat-like, with strong, well arched toes and stout, well set nails.

TAIL

Set slightly below the line of the back. Moderate in length, with a slight brush.

COAT

Typical short, glossy, hound type coat.

COLOR

Solid red is preferred. Small amount of white on brisket or feet not objectionable.

Disqualifications: Albinism. Any color or combination of colors other than described.

HEIGHT AND WEIGHT

Height at withers for adult males should be between 22 to 27 inches. Adult females, 21 to 25 inches. Weight proportionate to size and medium build. (Entries in Puppy Class are not to be eliminated for being undersized.)

GAIT

A well balanced and agile Redbone moves freely and easily at a reasonable speed with head and tail carried well up.

ELIMINATING FAULTS (A dog with an ELIMINATING FAULT is NOT to be considered for placement in a bench/conformation event, nor are they to be reported to ACHA.)

Males under 22 inches or over 27 inches. Females under 21 inches or over 25 inches. (Entries in Puppy Class are not to be eliminated for being undersized.)

DISQUALIFICATIONS (A dog with a DISQUALIFICATION must NOT to be considered for placement in a bench/conformation event and MUST be reported to ACHA.)

Spayed or neutered dogs.

Undershot or overshot

Unilateral or bilateral cryptorchid

Viciousness or extreme shyness

Albinism

Any color or combination other than described.

Deaf

Blind

TREEING CUR

GENERAL APPEARANCE

The American Treeing Cur is a powerful, agile tree dog of small to medium size. The body is just slightly longer than tall. Legs are long enough to allow the dog to move quickly and with agility in rough terrain. The head is broad with a moderate stop, and a muzzle slightly shorter than the length of skull. Ears are drop and the tail is straight, set low, and of any length, including a natural bob. The coat is dense but close fitting. The Treeing Cur should be evaluated as a working dog, and exaggerations or faults should be penalized in proportion to how much they interfere with the dog's ability to work. Scars should neither be penalized nor regarded as proof

of a dog's working abilities.

CHARACTERISTICS

The American Treeing Cur is a fast, hard hunter that finds game using its eyes, ears and nose. They may be open, semi-open, or silent on track with a good change at the tree. Treeing Curs are alert and easily trained. In addition to being outstanding tree dogs, they are also good watchdogs and excellent family companions.

HEAD

The head is broad but proportionate to the size of the body. When viewed from the side, the muzzle is slightly shorter than the skull and joined by a definite stop. The planes of the skull and muzzle are parallel.

SKULL – The skull is flat and broad, tapering slightly toward the muzzle. Cheeks are muscular and prominent.

MUZZLE – The muzzle is slightly shorter than the skull, moderately broad with a well-defined underjaw. Lips are tight with no flews, and are darkly pigmented.

TEETH – The Treeing Cur has a complete set of evenly spaced, white teeth meeting in a scissors bite.

Disqualifications: Overshot or undershot bite.

NOSE – Nose is square with well-opened nostrils. Pigment can black or pink in color.

EYES – Eyes are medium to large in size, set wide apart with inner and outer corners on the same horizontal line. Brown eye color is preferred but yellow, green, or blue is acceptable. Eye rims are tight and black.

EARS – Drop ears, of short to any length, wide at the base, and set high long Hound Ears are very common in many American treeing Curs.

Disqualification: Erect ears.

NECK

The neck is slightly arched, strong, very well-muscled, and of moderate length. The neck gradually widens from the nape and blends smoothly into the shoulders.

FOREQUARTERS

Shoulders are well laid back. The upper arm is long and wide, and forms an apparent 90-degree angle with the shoulder blade. The forelegs are well muscled with strong bone. The elbows are set close to the body, but able to move freely in action. The pasterns are short, powerful, straight, and flexible.

BODY

A properly proportioned Treeing Cur is just slightly longer than tall. Back is broad, strong, of moderate length, and level, blending into a muscular, slightly arched loin with slight to moderate tuck up. The ribs extend well back and are well sprung out from the spine, then curving down and inward to form a deep body. The brisket extends to the elbow. Viewed from the front, the chest between the forelegs is muscular and well filled. This is a dog bred for stamina and faults should be penalized to the degree that they detract from that goal

HINDQUARTERS

The hindquarters are strong and muscular. The bone, angulation, and musculature of the hindquarters are in balance with the forequarters. The stifles are well bent, and the hocks are well let down. When the dog is standing, the short, strong rear pasterns are perpendicular to the ground, and viewed from the rear, parallel to one another.

FEET

The Treeing Cur has a cat foot, of moderate size, compact and well arched. Pads are large, tough, and well cushioned.

TAIL

the tail is set low and either naturally bobbed or of any length.

COAT

The outer coat is short to medium in length, and may be smooth or rough in texture. Undercoat is short, dense, and soft.

COLOR

any color, color pattern or combination of colors is acceptable.

Disqualification: Albinism.

HEIGHT AND WEIGHT

Height ranges between 18 to 24 inches. Weight is 30 to 60 pounds, proportionate to height. Treeing Curs are working dogs and should be presented in hard, muscular condition.

GAIT

Treeing Cur gait is smooth and effortless, with good reach of forequarters. Rear quarters have strong driving power, with hocks fully extending. Viewed from any position, legs turn neither in nor out, nor do feet cross or interfere with each other. As speed increases, feet tend to converge toward center line of balance.

DISQUALIFICATIONS

Unilateral or bilateral cryptorchid. Viciousness or extreme shyness. Erect ears. Albinism. Deafness. Blindness. Overshot bite. Undershot bite.

TREEING WALKER COONHOUND



GENERAL APPEARANCE

The Treeing Walker Coonhound is a well-balanced, symmetrical, graceful hound well known for his ability to run and tree a variety of game on varying kinds of terrain.

Disqualifications: Unilateral or bilateral cryptorchid.

CHARACTERISTICS

The Treeing Walker is energetic, intelligent, active, courteous, composed, confident, fearless and kind. This breed has a super abundance of sense and is capable of great endurance. Excellent trailing, hunting and treeing instinct and ability. Voice is a clear, ringing bugle or a steady, clear chop. Noticeable change in voice at tree.

Disqualifications: Viciousness or extreme shyness.

HEAD

The head is carried well up. Occiput bone is prominent. Cranium broad and full. Head is in pleasing proportion to the body.

- TEETH - Scissors bite is preferred, even bite is acceptable. *Disqualifications: Undershot or overshot.*
- EYES –Moderately large and prominent; set well apart. Open, soft and expressive. Dark in color, brown or black. *Disqualification: Blind.*
- NOSE – rather large and prominent; black in color. A slightly sloping nostril not objectionable.
- EARS – of medium length set moderately low. Should hang gracefully, inside part tipping toward muzzle. Should not be too pointed at tip, but slightly round or oval, soft, and velvety, hanging with a tendency to roll when head is raised. In proportion to the head and body. *Disqualification: Deaf.*
- Muzzle – is rather long, tapering slightly to end, medium square, with flews sufficient to give a rather squared off appearance. Nasal bone is straight. Stop is medium, defined but not abrupt.

NECK

Rising free and light from the shoulders. Strong in substance, yet not loaded; of medium length. Throat should be clean and free from folds of skin. A slight wrinkle below the angle of the jaw, however, is allowable.

FOREQUARTERS

Forelegs are straight with a fair amount of bone and a short, straight, slightly sloping pastern. Length of leg from elbow to ground is approximately one-half the height at the withers. Shoulders are sloping and cleanly muscled without a heavy or loaded appearance.

BODY

Chest is deep rather than broad, giving lung space. Ribcage is well-sprung and long, extending well back. Back is muscular, moderately long, level and strong. Loins short, broad and slightly arched. Tuck-up moderate. Overall proportion is square or slightly longer than tall.

HINDQUARTERS

Hips and thighs strong and well-muscled, giving abundance of propelling power. Stifles strong and well let down. Hocks firm, symmetrical and moderately bent. Feet close and firm. Declaws removed.

FEET

Solid, compact, well padded, giving a cat-like appearance. Well arched toes, strong nails for quick getaway.

TAIL

Set rather high; Strong at root. Tapering, moderately long without flag. Carried free, well up, saber like. Curved gracefully up and forward.

COAT

Smooth haired; glossy, fine yet dense enough for protection. A close hard hound coat.

COLOR

Tri-colored is preferred, white-black-tan. White may be predominant color, with black spots and tan trim; or black may be predominant color with white markings and tan trim, such as saddle back or blanket back. White with tan spots or white with black spots may be accepted. Any other combination will be penalized when shown. *Disqualifications: Albinism. Any color or combination of colors other than described.*

HEIGHT AND WEIGHT

Slightly more at shoulders than at hips. Shoulders should measure: Adult males should be between 22 to 27 inches. Adult females, 20 to 25 inches. Ideal weight should be in proportion to dog's height. Working dogs should not be penalized when shown slightly under weight.. (Entries in Puppy Class are not to be eliminated for being undersized.)

GAIT

The Treeing Walker moves with good reach and drive, showing good balance. Hackney (high stepping) is a fault.

ELIMINATING FAULTS (A dog with an ELIMINATING FAULT is NOT to be considered for placement in a bench/conformation event, nor are they to be reported to ACHA.)

Males under 22 inches or over 27 inches. Females under 20 inches or over 25 inches. (Entries in Puppy Class are not to be eliminated for being undersized.)

DISQUALIFICATIONS (A dog with a DISQUALIFICATION must NOT to be considered for placement in a bench/conformation event and MUST be reported to ACHA.)

Spayed or neutered dogs.

Undershot or overshot

Unilateral or bilateral cryptorchid

Viciousness or extreme shyness

Albinism

Any color or combination other than described.

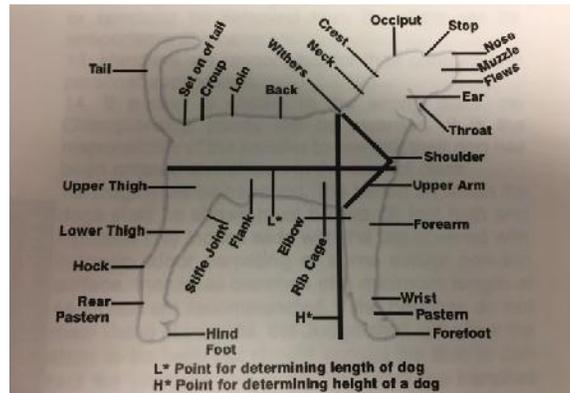
Deaf

Blind

POINTS

LEGS AND FEET	20
BACK AND LOINS	15
HEAD	10
SHOULDERS	10
CHEST AND RIBS	10
HIND QUARTERS	10
NECK	5
ELBOWS	5
COAT AND COLOR	5
STERN	5
GENERAL MAKEUP	5
TOTAL	100 POINTS

IMPORTANCE OF BODY PARTS ON A COONHOUND



HEIGHT STANDARD

Measuring the height of a dog consists of a perpendicular line from the floor to the top of the shoulders or withers. This point at the top of the shoulders is where the neck appears to meet the shoulders. The dog should be posed in a natural stance with its legs directly under him and not leaning forward or backward. Dogs shall be measured from the ground. The owner/handler may assist the Judge in posing the dog and steadying him. The actual measuring of the dog is to be done by the Judge. The Judge's decision is final for the show he is judging.

If either a male or female is over or under the official ACHA height standard for the particular breed, it is to be considered an Eliminating Fault. A dog with an Eliminating Fault is not to be considered for placement, nor are they to be reported to the ACHA.

The dog should not be asked to leave the bench if it is under or over the height requirement. Dogs in the Puppy Class are exempt from the height standard.

DISQUALIFICATION

If a Judge determines a dog to have a Disqualification, as listed in the Breed Standards for each breed, that dog must not be considered for placement in a bench show / conformation event, and the Judge must submit to ACHA the dog's name, ACHA number and description of the Disqualification along with the show report.

ACHA BENCH SHOW RULES

Only those dogs permanently registered by ACHA may compete in a ACHA Licensed Bench Show. All ACHA licensed bench shows must be open to all 8 breeds.

Unless previously approved by ACHA, only one ACHA Licensed Bench Show Judge shall judge a show. The Judge will follow the rules and regulations covering the show and sign the official ACHA report for show winners and award Championship points. Judge must sign the report immediately after the show.

The Judge's decision is final. A judge has the right to request that a handler or spectator be removed from the show site for unsportsmanlike conduct. The Judge has the right to disqualify any owner or handler for misconduct, or any dog for growling, snapping or fighting. If a dog is disqualified for growling, snapping or fighting, it must be reported and sent along with the Bench Show Report to the ACHA along with "Scratched for Fighting" form.

Any person found guilty of intimidating, threatening or injuring a Bench Show Judge, participant or ACHA representative will be barred.

Any person found administering or having administered unprescribed drugs to any dog will be barred. The following are not allowed:

- Dyeing or in any manner changing the dog's hair color.
- Altering the color or pigment of dog's nose, eyes or lips.
- Surgery to cover a generic or structural fault, such as eyes, ears, muscular or skeletal.
- Grooming, grooming tools, spray bottles, wiping cloths are not allowed in the ring.
- No bait, clickers or toys are allowed in the show ring.

Working dogs are not to be penalized for scars or injuries caused by hunting.

Female dogs in season shall not be shown.

A male shall be disqualified if monorchidic or cryptorchid (lacking two normal, descended testicles in the scrotum).

A dog will be disqualified if it is determined to be deaf or blind.

Dogs will be disqualified if overshot or undershot. Overshot or undershot is defined as having a visual gap between upper and lower teeth.

There must be at least two (2) dogs entered in the show. Dogs must have competition. In cases where dogs are entered but not in the same class, including sex, these dogs will be shown together. The winner of this mixed class will be awarded a win in its class. If there are dogs entered that are in the same class they will show only against each other.

- Example 1: Three (3) dogs are entered in the show. Two (2) Senior males and one (1) Junior female. If a male wins, his slip shows a win as a Senior Male. If the female wins, her slip will reflect a win as a Junior Female.
- Example 2: Four (4) dogs entered in the show, two (2) Senior females, one (1) Junior Male and one (1) Junior Female. The Senior females will show against each other, the Junior male and female will show against each other. There will be two winners.

ACHA recognized Champion, Grand Champion or Superior Champion shall not compete in the Open Class. Champion compete against Champion Class only. Grand Champions compete against Grand Champions only.

Receipts shall be issued to winners of Class, Breed, Best Male, Best Female, Champions, Grand Champions and Superior Champions.

The bench on which the dogs shall be shown must be two (2) feet high, eighteen (18) inches wide and a minimum length of forty-four (44) inches long. Benches should be covered with indoor / outdoor carpet or some similar non-slip surface. If the benches do not meet these

standards, the Judge may still hold the show but should instruct the Club to correct the problem.

If a dog is shown in the wrong class, not Championship points are to be awarded. It is the handlers' responsibility to show its dog in the correct class.

Absolutely no alcoholic beverages, firearms or unprescribed drugs are allowed on the grounds or while participating in the show or in the building the day of the event.

BENCH SHOW DEFINITION OF CLASSES AND PROCEDURES

CLASSES:

Puppy Class: Dogs ages 5 months and under 1 year.

Junior Class: Dogs one (1) year old and under two (2) years old.

Senior Class: Dogs over two (2) years old.

Best of Breed: Shall be selected from the winners of the Puppy, Junior and Senior Classes. The winner of this class shall be known as Best of Breed.

Best of Show Male and Female: Shall be selected from the Best of Breed Winners. Males compete against males; Females compete against females.

Qualifications of Show Champion: Dogs must have been awarded three (3) Best of Show wins under at least two (2) different judges.

Qualifications of Grand Show Champion: Dogs must have won five (5) Champion show classes under at least two (2) different judges.

Qualifications of Superior Show Champion: Dogs must have won five (5) Grand Champion show classes under at least two (2) different judges.

JUDGING PROCEDURES:

To standardize the procedures of a Bench Show and to avoid inconsistencies and errors, the following procedures have been provided

- Judge male Puppy Class for each of the eight (8) breeds separately.
- Judge male Junior Class of each of the eight (8) breeds separately.
- Judge male of Senior Class of each of the eight (8) breeds separately.
- Call the winners of the Puppy, Junior and Senior Classes for each breed separately.
 - The winners will be names Best of Breed Male
- Judge female Puppy Class for each of the eight (8) breeds separately.
- Judge female Junior Class of each of the eight (8) breeds separately.
- Judge female of Senior Class of each of the eight (8) breeds separately.
- Call the winners of the Puppy, Junior and Senior Classes for each breed separately.
 - The winners will be names Best of Breed Female
- Call all the Best of Breed Males together. The winner will be named Best of Show Male.
- Call all the Best of Breed Females together. The winner will be named Best of Show Female.

- Champion of Champions class is judged next. Males and females are shown separately. The winner of each sex is named Champion of Champions Male and Female.
- Grand Champion class is judged next. Males and females are shown separately. The winner of each sex is named Grand Champion Male and Female.
- Superior Champion class is judged next. Males and females are shown separately. The winner of each sex is named Superior Champion Male and Female.

The show should not be interrupted unless the Judge requests a rest break.

JUDGES AUTHORITY & RESPONSIBILITIES

- Judges are not to enter a dog that they own in total or in part. Their dogs cannot be entered by a handler. Nor can anyone from the judge's immediate family show under the judge. The members of the immediate family are defined as husband, wife, father, mother, son, daughter, brother, sister, father-in-law, mother-in-law, son-in-law, brother-in-law and sister-in-law.
- The Judge is responsible for his own conduct and appearance.
- Judge is to have the handler show the dog's bite to him. For health reasons, the judge will not open the dog's mouth.
- Judge must physically check each dog's bone structure.
- Judge will remove any female dog in season.
- Every dog warrants a Judge's complete inspection.
- Judge shall not ask any handler questions breeding, ownership, pedigree, etc.
- A judge shall not remove an "off standard" dog from the bench. If the judge determines a dog to have a disqualifying fault, he must submit to ACHA the dog's name, registration number and a description of the fault.
- Judge shall not carry on conversations with spectators.
- The judge must accurately report their decisions to the recording secretary.

NITE HUNT RULES

1. JUDGES:

- A. All judges are selected by ACHA, the Sponsor Club or Master of Hounds. It is the judge's responsibility to keep handlers informed as to scoring of all dogs in the cast.
- B. The ACHA WORLD HUNT will have non-hunting judges for the Top 16 and Final cast.
- C. When dogs are turned loose, the judge is to walk slowly in the direction they wish to hunt. After first dog opens, the judge shall not walk other dog(s) in so they will strike; nor will stay so far from dog that excessive hunt time be lost.
- D. The judge is to go into the tree first and see that all dog(s) that have been declared treed are treeing and then instruct handlers to handle their dog. In the case of hunting judges, the cast should go into tree at the same time.

E. When scoring a tree, the judge is to let handlers search the tree with lights only for the first 3 minutes, (unless all dog(s) are handled) last 5 minutes squalling allowed. Refer to 10-N. Individual holding first tree controls the shining of tree for the first two minutes.

F. Record strike points as dogs are called after first dog is called treed, in case dog(s) tree on separate trees. Judge will draw line under strike points for dog's that are struck in after a dog is called treed in case dog is treed on separate tree. If dog(s) that strike after a dog has been treed, tree on the same tree before 5 minutes expire, delete underlined strike points. Refer to 8-C.

2. HANDLERS:

A. Any owner or handler that enters a dog(s) in any ACHA or WCCHR event should know and abide by these rules.

B. No handler shall go to a tree ahead of the judge without the judge's permission.

C. A handler may inspect the scorecard at any time, provided the judge is not in the process of scoring a dog(s).

D. The owner or handler must accompany their entry on the cast and call their dog only.

E. The owner of a dog entered in a hunt is responsible for the conduct of their handler.

F. If a handler has to leave the cast for any reason, they must scratch their dog and pick it up.

G. All lights must be used for walking only except when instructed otherwise by the judge.

H. Judge will instruct the handler(s) to cast or catch dog(s) at all times.

I. It is the handler(s) responsibility to have dog(s) under control while leashed. Failure to control your dog is a scratchable offense.

J. Handlers must be on the grounds at time casts are drawn. If not, it is a scratchable offense.

3. GENERAL RULES:

A. ACHA approves any draw system that is fair and impartial. The draw should be in public, except hunting judges and guides. Anyone entering more than 1 dog and shows proof of ownership may have the dogs split into separate cast, if possible. If the 2 dogs are drawn in same cast, the second dog drawn will be placed in next cast.

B. No more than 4 dogs per cast. If the club has enough guides and judges 3 dog casts are allowed. If necessary 2 and 1 dog casts are allowed but the cast must have a non-hunting judge furnished by the host club. No 2 dog casts will be allowed to leave the grounds at the ACHA World or Little World Hunt events. They must return back to the clubhouse.

C. No dog or cast will be eligible for points in any hunt governed by ACHA unless they hunt entire designated time.

D. To qualify for tree points the dog must show the judge which tree it has been declared treed on. When a dog is treed other than a tree, it must show where it's treed. A handler cannot go out and bring their dog into a tree.

E. Dog(s) declared treed must be scored accordingly regardless of whether barking in ground or otherwise, it has shown you where the game is. Other dog(s) shall be scored on strike only.

F. If dogs strike and tree different coon, judge must count them all as one set of strike points. If dogs tree on different trees, they each deserve their own tree points.

- G. If a dog trees and handler will not call it treed, judge is to ask handler if the dog is treed. If the handler refuses to tree the dog, judge will put 5 minutes on the stationary dog before they go to the tree. If the dog is found to be treed, the dog will be scratched. See Rule 10(d)
- H. No non-prescribed drugs, alcohol or firearms allowed in any ACHA event.
- I. ACHA has the right to refuse entry/membership.
- J. ACHA is not responsible for any accidents, thefts or loss.
- K. ACHA retains the right to make all final decisions.
- L. In case where dog(s) return to a tree that has been scored. First offense draw a line through points. Second offense dog is to be scratched.10-L.
- M. Recasting into working dogs.
1. When dogs are pulled from a scored tree, they **MUST** be walked for 1 minute.
 2. Judge will tell handler(s) when to cut dog(s).
 3. If there are working dog(s) not barking, the 6 minute rule will be applied.
 4. If cast has walked out of hearing of working dog(s) to score a tree, they must walk back to the last place they heard the working dog(s) before the 6 minutes can be applied.
 5. If dog(s) have been declared treed but not barking, 2 minutes must be applied. If dog(s) have left tree, leashed dog(s) must be recast.
 6. Any handler cutting their dog before judge says so will be scratched.
 7. If more than one tree is made, after leaving first tree, the handler has the option of walking one minute before casting his dog or walking to next tree to be scored. Handlers' decision. Judge will tell handler when to cast.
- N. Voting on a Tree
1. 4 dog cast - Takes 3 votes to plus, minus or circle a tree. A 2 to 2 vote will delete a plus/circle tree and circle a circle / minus tree.
 2. 3 dog cast – Takes 2 votes to plus, minus or circle a tree.
 3. All votes may be questioned and taken back to a panel. See Rule 13.
- O. In local hunts, a Hunt Director is allowed to hunt. If a hunting question arises, it will be brought back to the clubhouse at or before the deadline. .A panel of three members should be selected to hear and decide on the question. No members on the cast will be allowed to be on the panel.
- P. Dog(s) and Handler(s) must be on the grounds at time casts are drawn out. If not on the grounds, dog(s) will be scratched. See rule 10-P

4. TIME RULES:

- A. One Minute Rule: When dogs are cast, 1 minute will be allowed before the dog(s) must be declared struck. After 1 minute dog(s) must be declared struck on or before the third bark. Dog(s) struck and determined to be babbling will be minused their strike points.
- B. Two Minute Rule: One of the dogs declared treed must bark at least once every 2 minutes. Judge's decision.
- C. Five Minute Rule: When dog(s) are declared treed, judge is not to arrive at the tree or allow handlers to go to a tree until 5 minutes has expired, unless all dogs are declared treed or the hunt ends. Cast will proceed toward the tree after first dog is called treed, if it will take more than 5 minutes to get there, stopping at intervals so other handlers can see if their dog is treeing.

- D. Six Minute Rule: A strike shall be considered finished and all strike points minused if no dog in cast barks for an interval of 6 minutes.
- E. Eight Minutes is the maximum time a judge is to allow for searching a tree. Timeout cannot be called to search a tree or lead dogs away for recasting. No point changes allowed after leaving the tree except for in case of Rule 14.
- F. A dog hunting alone must hold its tree for 5 minutes.
- G. Judge may advise the handlers of any time remaining on track, tree or end of the hunt.

5. TIMEOUT RULES:

- A. A timeout can only be called by a non-hunting judge or majority of the cast when hunting judges are used.
- B. When dog(s) are getting near a highway, trail on posted land, 2 unhandled casts get together, near livestock or there is danger to cast member or dog(s).
- C. If cast gets lost or in case of sickness or an accident.
- D. If dog(s) have been declared treed in different places, the judge after 5 minutes on each tree is to give handlers permission to handle their dog. Judge is to go with handler that declared treed first. At any time if dog(s) are trailing then judge is to have handlers release their dog(s) and start hunt time. Dog(s) turned loose to go back in on trail get 25 strike points and tree points as they are called. Judge must instruct handlers to cast their dog if dog holding strike is opening. If no dog in cast is opening after 6 minutes has elapsed, strike is open.
- E. Cast cannot separate to follow trailing dogs, unless judge calls timeout.
- F. No timeout to recast unless dog(s) are loaded and vehicle moved. If recasting in same area, dogs must be recast with-in two minutes after last tree is scored.
- G. No more than 1 hour may be used to find lost dog(s) and have them ready to recast. Time starts when timeout is called.
- H. In case of death on a cast, the score of the cast shall stand at the time of death and will be considered a completed cast.

6. POINT SYSTEM:

- A. 100 points for first strike, 75 second, 50 third and 25 fourth.
125 points for first tree, 75 second, 50 third and 25 fourth. All dogs treed after 2 minutes will receive 25 points only if treed on same tree.
- B. Should 2 or more dogs be declared struck or treed at the same time, then the combined points should be divided between the dogs. Should dogs get out of hearing and when cast gets in hearing of any dogs treeing the judge should give all hunters a chance to see if their dog is treeing and all that are declared treed will have their tree points divided. Any other dog(s) that are not declared treed at this time may be called treed any time before the 5 minutes are up. They will be scored in the order they are called.
- C. No dog advances on tree, unless found on separate tree.
- D. Non-working dog. If dog(s) are not working as part of cast and is holding first strike, second etc., all strike points will be open to other dogs after the second coon is seen on the second set of strike points or 1 hour of hunt time has expired.

7. POINTS WILL BE PLUS:

- A. When majority of cast or a non-hunting judge see a live coon.

- B. When dog(s) strike and tree and a live coon is seen, both strike and tree points will be plus. Only 1 coon per tree can be counted.
- C. When coon is caught on ground and seen, strike points only will be plus. Draw a line through any tree points. These tree points are not to be used to break a tie. When in the opinion of the judge the coon is caught on the ground cast may go to the dog(s).
- D. When hunters and judge are at the tree and a coon jumps out and is seen by the judge or a majority of the cast, points will be plus. If dog(s) get after this coon, timeout should be called. You cannot score on this coon again.

8. POINTS WILL BE MINUS:

- A. When dog(s) tree and judge can plainly see no coon is there, both strike and tree points will be minused.
- B. When dog(s) is declared treed and leaves the tree. If it goes on trailing, then only the tree points will be minused. If it quits altogether, its strike points will be minused.
- C. When a dog has been declared struck and comes into a tree 5 minutes after the first dog trees and a coon is seen. If no coon is seen then its strike points will be deleted.
- D. When a dog comes out from a track that is being worked. It is not to be leashed, but allowed to go back if it wants to, and is eligible for 25 strike points. Each time it comes out, it is to be minused. Dog(s) do not have to quit any length of time. Judge's decision.
- E. For first offense of accidentally striking or treeing another handler's dog. Refer to 10-C.
- F. Any dog seen running or treeing any game other than coon by the judge will be minused.
- G. 6 Minute Rule: a strike shall be considered finished and all strike points minused if no dog in the cast barks for an interval of 6 minutes.

9. POINTS WILL BE CIRCLED:

- A. When dogs strike and tree up a tree, hole in the ground or any place of refuge where there could be a coon, yet judge does not see the coon.
- B. When dog(s) are still trailing when hunt time expires, points will be deleted.
- C. When timeout is called.
- D. In case of running coon in a hole or place of refuge, track may be considered finished if dog(s) by action either barking or otherwise, show judge coon could be there.

10. DOGS WILL BE SCRATCHED:

- A. If a dog has a total of 400 minus in one cast.
- B. Fighting or attempting to fight. Interfering with other dogs by fussing and following them. Judge is to see which dog is causing trouble. If unsure, judge is to get close enough to investigate. If a handler refuses to help, their dog is to be scratched. In the case of hunting judges, the cast should go into tree at the same time to investigate.
- C. If a handler insists on calling another handlers dog. Judge's decision.
- D. Any handler that refuses to claim their dog, including One Minute and Stationary Rules.
- E. For running stock or poultry. Only one offense.
- F. Any female smelling strong enough to attract males or any male bad to bother females or other dogs.
- G. If a handler scolds, whips or encourages their dog at any time.

- H. No fighting dog will be accepted for entry. Any dog that has been scratched for fighting twice in a 12 month period in ACHA events will be barred for twelve months. After a year suspension, if the dog is scratched for fighting ever again in an ACHA event, the dog will be barred for life and the owner could be called to a hearing before the Board of Directors.
- I. For any unreasonable misconduct by any owner, handler or spectator. Any owner, handler or spectator threatening harm to anyone involved in an ACHA event may be barred for life.
- J. If anyone climbs a tree or attempts to take a coon.
- K. Any handler who handles their dog without the judge's permission.
- L. Any dog that goes back to the same tree 2 times that it has been scored on will be scratched on second offense.
- M. Any dog that fails to hunt for 15 continuous minutes.
- N. No squalling allowed in the first 3 minutes of shining a tree, unless all dogs are handled.
- O. Any handler who fails to control their dog while leashed.
- P. Dog(s) not on grounds at time casts are drawn out will be scratched.

11. ELECTRONIC DEVICES:

- A. ACHA allows hounds to wear tracking collars. Collars that have shocking or toning capabilities are not allowed, if found to be used, dog will be scratched.
- B. Handhelds of locating only devices may be used by the handler.
- C. Cell phones may be used as timing devices and for tracking of dogs. They are to be used to make calls or text messages **ONLY in cases of emergency**.
- D. In no circumstances will thermal infrared devices of any kind be allowed. If found to be used, handler will be barred.
- E. Scoring calls shall not be made solely from electronic devices. Dog(s) must be barking and heard by Non-Hunting judge or a majority of the cast in order for the call of struck or treed to be allowed.

12. SCORECARDS:

- A. Scorecards must be completed in the woods and no changes can be made later except where a question arises and is noted in the woods. If there is a question in the woods, the MOH / HD can change the score.
- B. Handler's signature verifies hunting time and scores are correct. Any handler that does not sign the scorecard results in the dog being scratched.
- C. Scorecards are to be kept confidential until hunt deadline passes or all scorecards are in the possession of the MOH.
- D. If while reviewing scorecards, MOH / HD finds an error, whether math or other, the scorecard is to be thrown out and the dogs are to be scratched.

13. CASE OF TIE:

Tie Breakers = Least minus, most plus tree points, most plus strike points, most plus first tree points, most plus first strike points, most circle tree points, most circle strike points . . . go to lottery if time does not permit going back to the woods.

14. COMPLAINTS:

Handler must first lodge complaint with judge in the woods when the complaint comes up. Place question on card and continue hunting, unless it is a scratchable offense. Scratchable offenses must be returned to MOH or hunt director as soon as timeout can be legally called. Any questions must be addressed within 30 minutes of returning scorecard. Any member not satisfied with a rule judgment can put up \$20 and bring it in front of a panel. The hunt director will choose 3 people to sit on the panel to hear the question. If the question is lost, the club will keep the \$20. If the question is won, the member will receive their money back. Any member not satisfied with the panels' decision can appeal the decision by putting up \$100. ACHA will put together a panel to hear the appeal. If the appeal is lost, ACHA will keep the \$100. If the appeal is won, the member will receive their money back.

15. DEADLINES:

- All deadlines must be strictly followed, no exceptions.
- No entries will be accepted after the ACHA listed entry deadline.
- No scorecards will be accepted after the ACHA listed deadline to return scorecards.

HUNT GUIDELINES

EVENT FORMAT

The club has the option of running their event in a variety of ways. They may select to run their event under a Master of Hounds or a Hunt Director. The club may have one (1) hour, ninety (90) minute, two (2) hour or three (3) hour hunts. They may also elect to have Silver Dollar Hunts in the same format. Silver Dollar Hunts may be in any dollar denomination.

SELECTING JUDGES

Club officials and Event Officials should work together in selecting qualified individuals to serve as judges. The judge must have a good understanding of the Nite Hunt Rules and capable of applying them accordingly. He / She must be trustworthy and know the proper procedures that are to be followed if a question arises. They should be willing to judge the entire duration of the cast.

SELECTING GUIDES:

The Host Club is responsible for selecting qualified guides. In the event guides are not needed the host club has the final decision on which ones will be used. The guide is to be a responsible individual who has permission to hunt on the property(s) they take their casts. They should be willing to guide their cast for the duration of the time.

SEPARATING ENTRIES FOR DRAWING

Start your judge and guide selection process for each category when you begin taking entries. You should have four (4) separate pools of entries as following:

- Pool 1 - An entry serving as a hunting judge and guide.
- Pool 2 - An entry serving as a hunting judge only.
- Pool 3 - An entry serving as a guide only.

- Pool 4 - All remaining entries.

DRAWING CASTS:

Do not start drawing out casts until after entries are closed at the advertised deadline time. The drawing of entries must be done publicly. Announce that you are ready to start drawing entries so anyone wanting to watch may do so. If a state license or permit number, make certain that it appears on each scorecard.

ACHA approves any draw system that is fair and impartial. Based on the number of entries determine the number of casts needed:

# of Dogs	Dogs Per Cast			
	4	3	2	1
1	0	0	0	1
2	0	0	1	0
3	0	1	0	0
4	1	0	0	0
5	0	1	1	0
6	0	2	0	0
7	1	1	0	0
8	2	0	0	0
9	0	3	0	0
10	1	2	0	0
11	2	1	0	0
12	3	0	0	0
13	1	3	0	0
14	2	2	0	0
15	3	1	0	0
16	4	0	0	0
17	2	3	0	0
18	3	2	0	0
19	4	1	0	0
20	5	0	0	0
21	3	3	0	0
22	4	2	0	0
23	5	1	0	0
24	6	0	0	0
25	4	3	0	0
26	5	2	0	0
27	6	1	0	0
28	7	0	0	0
29	5	3	0	0
30	6	2	0	0
31	7	1	0	0
32	8	0	0	0
33	6	3	0	0
34	7	2	0	0
35	8	1	0	0
36	9	0	0	0
37	7	3	0	0
38	8	2	0	0
39	9	1	0	0
40	10	0	0	0
41	8	3	0	0
42	9	2	0	0
43	10	1	0	0
44	11	0	0	0
45	9	3	0	0
46	10	2	0	0
47	11	1	0	0
48	12	0	0	0
49	10	3	0	0
50	11	2	0	0

Determine how many three (3) dog casts will be needed. If any, add that amount of blank entry forms into pool 4. This allows for four (4) entries to be drawn to each scorecard.

- 1) Draw an entry to each scorecard from pools 1 and 2 until all scorecards have a hunting judge.
- 2) For any scorecard still needing a guide, draw a hunting guide from Pool 3. These entries shall be turned face down on scorecard.
- 3) Complete your draw using the remaining entries from Pool 4. These entries shall be turned face down on the scorecard.
- 4) Each scorecard should now have 4 entries on it. Before sticking the entry to the scorecards check to see for any multiple owners or more than one blank on the same scorecard.

WHILE CASTS ARE STILL IN THE WOODS:

The MOH / HD must remain at the hunt headquarters at all times to assist any cast or cast members that got separated on their way to the woods or that returned prior to the expiration of hunt time. No questions, pertaining to scoring during the hunt, may be called in to the MOH / HD. The MOH / HD may not accept any information pertaining to the final score via a phone. The scorecard must be returned by the deadline in order for the winning dog to be considered for placement.

AFTER SCORECARDS ARE TURNED IN:

- 1) Check to see that handlers signed the scorecard. **Any handler that does not sign the scorecard will result in that dog being scratched.**
- 2) Any questions must be noted with a question (?) on the scorecard.
- 3) If there is a question noted, get the cast off by themselves to discuss the situation and make your decision. Only individuals directly involved in the dispute should be included in any of the discussions. Wait until the scorecards are returned before discussing a situation that arises in the woods. Members have thirty (30) minutes to make a complaint after scorecards are turned in.
- 4) If a question is not satisfactorily resolved see Rule 14.
- 5) Keep scorecards confidential until deadline has passed or until all scorecards have been returned. **THIS RULE MUST BE STRICTLY ENFORCED.** Scorecards must then be made available for review. Any owner or handler questioning a dog's score must do so not later than thirty (30) of returning scorecard.

EVENT REPORTS AND WIN SLIPS:

- 1) Be sure to give everyone that places a WIN SLIP. Do not sign and give out incomplete receipts. Fill them out completely and give the winners their copy.
- 2) Do NOT sign a blank slip or report. Make sure that the report is completely filled out.
- 3) Remind all club officers that scorecards and their copy of the report must be kept for one (1) year.

COONHOUND HUNT TEST

GENERAL RULES

- 1) There shall be no restriction as to the number of hunters who may spectate an ability conformation test except in the situations where it will impede local laws, land owner wishes or the guide/judge/inspector. The guide/judge inspector has final say on how many people and who may spectate.
- 2) Ability conformation tests may be held on any night of the week except Sunday.
- 3) Clubs may hold as many ability conformation tests a year as they see fit unless otherwise notified by the ACHA.
- 4) Judges/guides/inspectors are to be determined by the club hosting the event.
- 5) A judge/inspector shall not test (judge, inspect, evaluate) regular hunting partners dog, his own dog or a dog he/she has bred, housed or co-owns. Neither shall 2 people on the same night judge, inspect, evaluate or test each other's dog.
- 6) Dogs may be examined one time per night.

- 7) Three CHT passing grades and the hound will earn the title CHT Champion.

ENTRY FEES AND REQUIREMENTS

- 1) Clubs are to decide the entry fee. A \$3.00 per dog fee is to be sent to the ACHA with this report within 14 days.
- 2) The owner, handler and dog must be in good standing and the dog registered with ACHA in order to enter.
- 3) The dog may be registered with ACHA on the night of the test at the host club.

FORMS

- 1) Judge/guide/inspectors are to keep track of time, faults and requirements at all times. They are also responsible to fill out all paperwork in a professional manner and return the paperwork to the hunt director at the end of the test.
- 2) Tests ARE NOT to be conducted off of feeders, enclosures or game seen on road.
- 3) The test time is ONE HOUR. If a dog is trailing as time runs out then he/she is allowed to finish the track. Time rules (6, 5 and 2 minute) still apply.
- 4) Dogs are considered struck or tracking after 3 barks (judge's/inspector's discretion).
- 5) 6 minute rule: the dog must open at least one time every 6 minutes after it has opened 3 times. Failure to open during the 6 minute time has started will be considered a fault.
- 6) 5 minute rule: the dog must hold its tree for 5 minutes after being declared treed.
- 7) The dog must go hunting alone. Hunters/inspectors/judges may walk with the dog but are not to entice or force dog to hunt. Failure to hunt within 15 minutes will result in the dog being scratched.
- 8) 2 minute rule: after being declared treed the dog must bark once every 2 minutes until the 5 minutes of tree time is up. Failure to do so is a fault.
- 9) A coon must be seen in order to receive a pass. Handlers may use as much of their allotted one hour hunt time as they wish to search a tree. Coons seen in an adjoined tree where they could have crossed over will be considered satisfactory.
- 10) Time out may be called in order to move to a different location if moving by truck. Otherwise the hound should be led 1 minute before recasting. Time outs may also be called in cases of emergency or as deemed necessary by the judge.
- 11) Any dog caught running or treeing off game will be scratched from the test.
- 12) Any dog that bites any person on the hunt will be scratched and reported to the ACHA.
- 13) Sportsmanship rule: Handlers may ask questions in reference to the test but at any time the judge deems the handler to be acting in an unsportsmanlike manner he may scratch the handler's dog.
- 14) The test may be conducted off ATVs for those with disabilities or if the judge approves their use.
- 15) Under no circumstances should any game be taken during the test.
- 16) The use of tracking collars is allowed.
- 17) The use of e-collars or training collars may be worn by the dog but the judge shall hold the transmitter or it must be left in the truck. Violation will result in a scratch.
- 18) The judge/inspector shall use good judgment when taking tree style into consideration.

- 19) Dogs MUST complete all 5 requirements on the SAME track at least once in order to successfully pass the test.
- 20) The dog is allowed to commit only 1 fault per test. At the time a dog commits its 2nd fault it is scratched at that time.
- 21) Dogs may be examined only one time per night.
- 22) Three (3) passes earn a dog a C.H.T. Champion degree. A total of six (6) passes earn the dog a C.H.T. Grand Champion degree.

TREEING CONTEST RULES

- 1) Tree: The tree should be at least 10 ft. tall. It can be any type of tree or pole. There should be a 20 ft. diameter circle around the tree marked in either paint or chalk.
- 2) The drag: The drag, hide or live coon should be in a cage and a pulley system on the pole so that it can be let down for dogs to smell it. The cage should be at least 7 ft. off the ground at the bottom of the cage and no more than 22 ft.
- 3) Judges: There should be a total of 4 club members that do not have dogs entered in the contest. Three judges responsible for counting the barks and one responsible for keeping time.
- 4) Dogs: All dogs will compete against each other regardless of how many wins they have or age or gender. Dogs will be brought in one at a time and other dogs will be kept at a respectable distance so that judges can hear the dog treeing. Each dog will be allowed to smell the coon or drag in the cage and then pulled back out of the circle. The time keeper will ask the handler if he is ready and when he says "yes" the time keeper will tap him on the shoulder. Time will start when the dog has all four feet in the circle and barks are counted from that point. The three judges will count all count the barks. At the end of 1 minute, the time keeper will holler "time." At this time the handler will handle his dog. The three judges will compare barks and the average of the three numbers will be the score. For example, Judge 1 counted 99 barks; Judge 2 has 96 barks and Judge 3 has 98 barks. The average is 97 barks. This is the dog's score. Dogs must keep all four feet inside the circle during the one minute round. If the dog steps one foot outside the circle, his time and round is over. His barks will be totaled at that time. All dogs must be ACHA registered in order to compete. Dogs must win 5 ACHA treeing contest to be an ACHA Tree Champion; 5 more wins to make ACHA Grand Tree Champion.
- 5) All ties will be broken with a 30 second round using the same format.
- 6) Entry fees will be set by the sponsoring club.
- 7) \$3.00 per dog will be sent to ACHA at the above address along with the required paperwork. The copy of the win slip will be given to the owner/handler of the winning dog.
- 8) Prohibitions: No non-prescribed drugs, alcohol or firearms are allowed at any ACHA event.
- 9) Rights of ACHA. ACHA has the right to refuse entry or membership. ACHA is not responsible for any accidents, thefts or loss. ACHA retains the right to make all final decisions.

WATER RACE / FIELD TRAIL RULES

CLUB RESPONSIBILITIES:

- 1) Club shall appoint an Event Chairman to oversee the event; to include entry taking, assigning judges and filing event paperwork.
- 2) Club shall have a suitable starting point to allow all dogs to start at the same time.
- 3) Club should have a minimum of 2 Line Judges and 3 Tree Judges. If line is close enough to the tree then judges can double as both line and tree judge.
- 4) Water race: Club shall ensure water is deep enough for dogs to swim. Dogs must not be able to touch bottom with the exception of the starting point and exit point.
- 5) Club should draw a 10 ft. circle around the base of the home tree.
- 6) Club should have a well-marked position to establish first line.
- 7) Coon scent, coon hide/carcass or live coon shall be used in accordance with state laws.

EVENT RULES:

- 1) All dogs entered must be ACHA registered.
- 2) All dogs entered will be randomly drawn into 4 dog heats.
- 3) No more than 4 dogs to a race at any time.
- 4) If an odd number of dogs are entered, refer to the night hunt draw out procedure: (example: 5 dogs entered, there will be a 3 dog heat and a 2 dog heat.)
- 5) All dogs will be drawn by title. Open vs. Open: Champion vs. Champion, etc.

TITLES:

- 1) Dogs must win 5 first line and 5 first trees in elimination heats or 1 final first line and tree in the same final to achieve the title of Water Champion or Field Champion.
- 2) Water Champions or Field Champions must win 5 first line or 5 first trees in elimination heats and 1 final first line and tree in the same final to become Grand Water Champion and Grand Field Champion.
- 3) Grand Water or Field Champions must win 5 first line or 5 first tree in elimination heats and 3 final first line and tree in the same final to become Supreme Water or Supreme Field Champion.
- 4) At the club level each heat will have a first line and first tree.
- 5) Dogs can run out of the circle and return but must bark enough to satisfy the Tree Judge.
- 6) In a World Championship, there will be eliminations to the finals with one World Champion.



AMERICAN COON HUNTERS ASSOCIATION

P.O. Box 472029; Fort Worth, Tx. 76147

Secretary: Bobby Gathright

Website: Worldhunt.org

Email: Achahunt@gmail.com

(855) 946-2242

NEW CLUB APPLICATION FORM

CLUB NAME: _____

CLUB ADDRESS: _____

CONTACT PERSON: _____

MAILING ADDRESS: _____

TELEPHONE # HOME: _____ **CELL:** _____

EMAIL ADDRESS: _____

ANNUAL MEMBERSHIP FEE \$25 FROM JANUARY 1 TO DECEMBER 31ST
MUST BE INCLUDED WITH APPLICATION.

CLOSEST ACHA CLUB (if known) _____

LIST OF OFFICERS

PRESIDENT: _____

VICE PRESIDENT: _____

SECRETARY: _____

TREASURER: _____



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INDIVIDUAL MEMBERSHIP FORM

NAME: _____

STREET: _____

CITY: _____ STATE: _____ ZIP CODE _____

TELEPHONE # HOME: _____ CELL: _____

EMAIL ADDRESS: _____

Individual memberships are \$10 per year. Membership runs from January 1st to December 31st.



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EVENT APPLICATION FORM

SPONSORING CLUB NAME: _____

LOCATION OF CLUB (CITY & STATE) _____

ACTUAL ADDRESS AND DIRECTIONS _____

DATE OR DATES OF EVENT(S) _____

HUNT ENTRY FEE: _____ HUNT DEADLINE: _____

LENGTH OF HUNT: ___ 1 HOUR ___ 90 MIN ___ 2 HOUR ___ 3 HOUR

BENCH SHOW DEADLINE: _____ BENCH SHOW ENRTY FEE: _____

OTHER EVENTS ___ YES ___ NO

TREEING CONTEST DEADLINE _____ ENTRY FEE _____

WATER RACE DEADLINE _____ ENTRY FEE _____

FIELD TRIAL DEADLINE _____ ENTRY FEE _____

PERSON IN CHARGE OF EVENTS:

Email address: _____

HOME PHONE # _____ CELL PHONE # _____

ADDRESS: _____

CITY _____ STATE _____ ZIP CODE _____

Applications ***MUST BE*** submitted by the ***1ST*** OF THE MONTH BEFORE THE EVENT. (Ex. May 1st for a June event)

Mail completed forms to the above address.



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ACHA HUNT / SHOW EVENT REPORT

SPONSORING CLUB NAME: _____ Club ID _____
LOCATION _____ DATE OF EVENT _____

EVENTS HELD: __NITE HUNT__BENCH SHOW__TREEING CONTEST__WATER RACE__FIELD TRIAL

OF DOGS IN HUNT: __X \$3.00 = \$_____ # OF DOGS IN SHOW: __X \$3.00 = \$_____

OF DOGS IN TREEING CONTEST __X \$3.00 = \$_____ # OF DOGS IN WATER RACE __X \$3.00 = _____

OF DOGS IN FIELD TRIAL __X \$3.00 = _____

HUNT PLUS POINT CAST WINNERS

WCCHR#	DOG NAME	OWNERS NAME/ADDRESS	+ POINTS
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____

BENCH SHOW WINNERS

BEST OF SHOW MALE

WCCHR# _____ DOG NAME _____ OWNER _____

BEST OF SHOW FEMALE

WCCHR# _____ DOG NAME _____ OWNER _____

CHAMPION MALE

WCCHR# _____ DOG NAME _____ OWNER _____

CHAMPION FEMALE

WCCHR# _____ DOG NAME _____ OWNER _____

GRAND CHAMPION MALE

WCCHR# _____ DOG NAME _____ OWNER _____

GRAND CHAMPION FEMALE

WCCHR# _____ DOG NAME _____ OWNER _____



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(855) 946-2242

DOG REGISTRATION

Please fill out all information on the ACHA/WCCHR form or fill out the information for the dog and owner being registered only and include a copy of the dog's UKC, PKC or AKC registration papers. The UKC form is preferred due to having full registered names.

If single registering a dog, we must have at least 2 words in the dog's name so it will not get confused with another dog. A complete and correct registration depends on the information being provided. If not legible or incorrect information is provided, the owner will have to pay another registration fee to get a new, corrected registration.



An Exclusive Coon Hound Registry

World Championship Coon Hound Registry

WHOLLY OWNED BY AMERICAN COON HUNTERS ASSOCIATION, INC.



APPLICATION FOR REGISTRATION OF A COON HOUND

Name of Coon Hound: _____ Breed: _____ Date of Birth: _____ Sex _____

Color _____ Owner of Sire: _____ Owner of Dam: _____

Sire: _____

Dam: _____

This is to certify that I am the owner of the coon hound herein described and he / she is a coon hound breed. The information in this application is true and correct to the best of my knowledge.

Owners Name (Sign) _____ Date _____

Name: _____ Address: _____

City: _____ State: _____ Zip _____ Phone _____ Email _____

Mail Completed application and \$15.00 fee to: ACHA /W.C.C.H.R. P.O. 472029; Fort Worth, Tx. 76147; Email: Achahunt@gmail.com