



## Welcome to Adventure Quest!

### What is it?

A game where the dog can hunt independently from their handler in an outdoor, enclosed, natural setting. Quarries will be hidden amongst brush, rocks, logs, etc. where the dog has a specified amount of time to locate and “work” the quarry.

### Who is eligible?

Dogs of any breed and age (above 6 months old). Deaf and tripods are welcome, but due to the outdoor terrain, dogs in wheelchairs or that are blind cannot participate for safety reasons.

### Basic Rules:

1. Dogs must be registered to compete in Adventure Quest. See instructions for registration on page 6. AKC numbers are not required.
2. Dogs can run in any flat collar or harness (without tags). The collar/harness should be fitted and not dangling. No chain or e-collars are allowed. Covered prong collars are allowed. The dog must have a collar on during the run.
3. Dogs may run in a fitted vest or coat - nothing can be dangling.
4. Bitches in season are not allowed.
5. Handler must have a leash (maximum 6 ft) that they will hold/carry while the dog is hunting.
6. Handler may use a whistle or toy to help in retrieving their dog - no treats are allowed in the hunting area.
7. Handler must carry a poop bag in case of defecation in the hunting area.
8. Handlers must wear sturdy and supportive shoes. The terrain can be uneven as this is outside in a natural setting. Flip flops, sandals or open toe shoes are not allowed.
9. Handler must have a designated person to catch their dog while in the hunting area - the catcher must have a leash.
10. Spectators are allowed and welcome! Spectators should be at least 3 feet back from the hunting area. No food or dogs are allowed in the spectator area.
11. Photographers are also welcome and should follow the same rules as spectators, unless special arrangements have been made to be in the hunting area. This is at the judge and club's discretion.
12. A designated hunt master must be onsite to manage and oversee the safety of the quarry.

### Adventure Quest Scout Rules:

1. The dog and handler team will have 1 minute 30 seconds to locate and “work” the quarry.
2. The quarry must be within 20 feet of the release point and the handler will be told of the location.
  - a. The team will enter the hunting area and proceed to the release point.
  - b. The judge will give an indication that they can proceed when ready.
  - c. The handler will remove the leash from their dog and send their dog to hunt. One short, verbal command may be used to encourage their dog. The handler must keep the leash with them.



- d. Time will start once the dog has left the release point.
- e. The handler must remain in the release point for the first minute - within the minute, the handler may give one more verbal command to encourage their dog. Any additional commands given while in the release point will result in a time penalty.
  - i. If the dog locates the quarry, they must “work” the quarry for 10 consecutive seconds. Working the quarry can be barking, staring, sniffing, pawing or a combination of any of those methods. Once this is achieved, the judge will congratulate you at which point you or your catcher must immediately leash your dog and proceed out of the hunting area.
  - ii. If the dog has not located the quarry in the first minute, the judge will indicate to the handler that they may now encourage their dog. The handler may give verbal commands, may walk to their dog and/or quarry and may touch their dog. The dog cannot be picked up. The team will have 30 seconds to complete this step.

### **Adventure Quest Ranger Rules:**

1. The dog and handler team will have 1 minute 30 seconds to locate and “work” the quarry.
2. The quarry must be within 40 feet of the release point and the handler will be told of the location.
  - a. The team will enter the hunting area and proceed to the release point.
  - b. The judge will give an indication that they can proceed when ready.
  - c. The handler will remove the leash from their dog and send their dog to hunt. One short, verbal command may be used to encourage their dog. The handler must keep the leash with them.
  - d. Time will start once the dog has left the release point.
  - e. The handler must remain in the release point for the first minute - within the minute, the handler may give one more verbal command to encourage their dog. Any additional commands given while in the release point will result in a time penalty.
    - i. If the dog locates the quarry, they must “work” the quarry for 10 consecutive seconds. Working the quarry can be barking, staring, sniffing, pawing or a combination of any of those methods. Once this is achieved, the judge will congratulate you at which point you or your catcher must immediately leash your dog and proceed out of the hunting area.
    - ii. If the dog has not located the quarry in the first minute, the judge will indicate to the handler that they may now encourage their dog. The handler may give verbal commands, may walk to their dog and/or quarry and may touch their dog. The dog cannot be picked up. The team will have 30 seconds to complete this step.

### **Adventure Quest Elite Rules**

1. The dog and handler team will have 1 minute 45 seconds to locate and “work” the quarry. There will also be a decoy quarry (dirty bedding) in the hunting area.
2. The quarry must be within 60 feet of the release point. The decoy can be anywhere within the hunting area. The handler will be told of the location for both the quarry and decoy.
  - a. The team will enter the hunting area and proceed to the release point.



- b. The judge will give an indication that they can proceed when ready.
- c. The handler will remove the leash from their dog and send their dog to hunt. One short, verbal command may be used to encourage their dog. The handler must keep the leash with them.
- d. Time will start once the dog has left the release point.
- e. The handler must remain in the release point for the first minute - within the minute, the handler may give one more verbal command to encourage their dog. Any additional commands given while in the release point will result in a time penalty.
  - i. If the dog locates the quarry, they must "work" the quarry for 10 consecutive seconds. Working the quarry can be barking, staring, sniffing, pawing or a combination of any of those methods. Once this is achieved, the judge will congratulate you at which point you or your catcher must immediately leash your dog and proceed out of the hunting area.
  - ii. If the dog locates the decoy, the handler may give one short verbal command to redirect their dog
- If the dog has not located the quarry in the first minute, the judge will indicate to the handler that they may now encourage their dog. The handler may give verbal commands, may walk to their dog and/or quarry and may touch their dog. The dog cannot be picked up. The team will have 45 seconds to complete this step.

### **Adventure Quest Veteran Rules:**

1. The dog must be 8 years old or older to compete at this level. If your dog is over 8 years old, they may still compete at any other level, at the owner's discretion.
2. The dog and handler team will have 1 minute 45 seconds to locate and "work" the quarry.
3. The quarry must be within 40 feet of the release point and the handler will be told of the location.
  - a. The team will enter the hunting area and proceed to the release point.
  - b. The judge will give an indication that they can proceed when ready.
  - c. The handler will remove the leash from their dog and send their dog to hunt. One short, verbal command may be used to encourage their dog. The handler must keep the leash with them.
  - d. Time will start once the dog has left the release point.
  - e. The handler must remain in the release point for the first minute - within the minute, the handler may give one more verbal command to encourage their dog. Any additional commands given while in the release point will result in a time penalty.
    - i. If the dog locates the quarry, they must "work" the quarry for 10 consecutive seconds. Working the quarry can be barking, staring, sniffing, pawing or a combination of any of those methods. Once this is achieved, the judge will congratulate you at which point you or your catcher must immediately leash your dog and proceed out of the hunting area.
    - ii. If the dog has not located the quarry in the first minute, the judge will indicate to the handler that they may now encourage their dog. The handler may give verbal commands, may walk to their dog and/or quarry and may touch their



dog. The dog cannot be picked up. The team will have 30 seconds to complete this step.

### **Adventure Quest Team Relay Rules**

1. Relay teams consist of 2 handlers and 2 dogs.
2. The relay team will have 2 minutes to locate and “work” the 2 quarries. There will also be a decoy quarry (dirty bedding) in the hunting area.
3. The quarries must be within 50 feet of the release point. The decoy can be anywhere within the hunting area. The relay team will be told of the location for both of the quarries and decoy.
  - a. The 1st team will enter the hunting area and proceed to the release point.
  - b. The judge will give an indication that they can proceed when ready.
  - c. The handler will remove the leash from their dog and send their dog to hunt. One short, verbal command may be used to encourage their dog. The handler must keep the leash with them.
  - d. Time will start once the dog has left the release point.
  - e. The handler must remain in the release point for 45 seconds - within the 45 seconds, the handler may give one more verbal command to encourage their dog. Any additional commands given while in the release point will result in a time penalty.
    - i. If the dog locates the 1st quarry, they must “work” the quarry for 10 consecutive seconds. Working the quarry can be barking, staring, sniffing, pawing or a combination of any of those methods. Once this is achieved, the judge will excuse you at which point you or your catcher must immediately leash your dog and proceed out of the hunting area.
      1. Time will be paused while the 1st team exits, the huntmaster removes the 1st quarry, and the 2nd team enters the hunting area to the release point.
      2. Time will resume once the judge has given the 2nd team the indication to proceed. The 2nd team can immediately leave the release point and may encourage their dog.
      3. If the dog locates the 2nd quarry, they must “work” the quarry for 10 consecutive seconds. Working the quarry can be barking, staring, sniffing, pawing or a combination of any of those methods. Once this is achieved, the judge will congratulate you at which point you or your catcher must immediately leash your dog and proceed out of the hunting area.
    - ii. If the dog locates the decoy, the handler may give one short verbal command to redirect their dog
    - iii. If the dog has not located the quarry in the first 45 seconds, the judge will indicate to the handler that they may now encourage their dog. The handler may give verbal commands, may walk to their dog and/or quarry and may touch their dog. The dog cannot be picked up. The teams will have 1 minute 15 seconds to complete this step.



### Penalties/NQs

1. If your dog eliminates in the hunting area, they will receive a NQ. The handler or catcher must immediately leash the dog. The handler may show their leashed dog the quarry before exiting the hunting area. Pee must be sprayed and/or feces must be picked up by the handler or catcher.
2. Running in the hunting area at any point by the handler or catcher will result in an immediate NQ.
3. Giving more than the allowed number of commands to the dog will result in a 10 second handler penalty for each occurrence.
4. If the handler or catcher cannot retrieve and leash their dog in a timely manner, a 10 second delay penalty will be applied.

### Qualifying Runs and Points

- A qualifying run is when the team finds the quarry within the allotted time. The faster the dog completes their run, the more points they will earn. Placement ribbons will be given for 1st through 5th place, for each dog size group (S - under 12"; M - 12" - 18"; L - over 18")

Scout & Ranger	
Run Time	Points Earned
0 - 15 seconds	60
16 - 30 seconds	45
31 - 60 seconds	30
61 - 90 seconds	15

Elite, Veteran & Team Relay	
Run Time	Points Earned
0 - 40 seconds	60
41 - 60 seconds	45
61 - 90 seconds	30
91 - 120 seconds	15

- Upon points accumulation, the team will earn titles.
  - **Adventure Quest Scout Title (AQS)** is awarded after 200 points have been earned at the Scout level. The second title at the Scout level is awarded at 500 points (AQS2). For every 500 points earned after that, a new number with the title will be awarded (AQS3, AQS4, AQS5, etc.).
  - **Adventure Quest Ranger Title (AQR)** is awarded after 200 points have been earned at the Ranger level. The second title at the Ranger level is awarded at 500 points (AQR2). For every 500 points earned after that, a new number with the title will be awarded (AQR3, AQR4, AQR5, etc.).
  - **Adventure Quest Elite Title (AQE)** is awarded after 200 points have been earned at the Elite level. The second title at the Elite level is awarded at 500 points (AQE2). For every 500 points earned after that, a new number with the title will be awarded (AQE3, AQE4, AQE5, etc.).
  - **Adventure Quest Veteran Title (AQV)** is awarded after 200 points have been earned at the Veteran level. The second title at the Veteran level is awarded at 500 points (AQV2). For every 500 points earned after that, a new number with the title will be awarded (AQV3, AQV4, AQV5, etc.).
  - **Adventure Quest Team Relay Title (AQTR)** is awarded after 200 points have been earned at the Team Relay level. The second title at the Team Relay level is awarded at



500 points (AQTR2). For every 500 points earned after that, a new number with the title will be awarded (AQTR3, AQTR4, AQTR5, etc).

### **Entries and levels:**

- A maximum of 2 runs per day may be entered for each dog at the Scout, Ranger, Elite or Veteran level. 1 run allowed for Team Relay, in addition to 2 runs at the other levels.
- Entries can be made at any level, with no prerequisites (except for the Veteran class where the dog must be 8 yrs old or older). So, you may run your dog once in Ranger and once in Elite on the same day. There are no move ups, as there are no restrictions to enter at any level.
- No day of show entries will be allowed. The running order will be completed in advance and sent out to the competitors before the event.
- The running order will be in one hour time blocks. It is critical that you are in the staging area at least 15 minutes prior to your time block. If you miss your time block, there is no guarantee that there will be room to accommodate you later.

### **Intro to the Quarry (optional and at club's discretion):**

- There will be a designated, supervised area where competitors have the opportunity to introduce their dogs to the quarry for new teams or just provide a refresher for the more seasoned teams
  - This must be done prior to entering the staging area for your regular event as we will not wait for you

### **Registration Details**

- In order to register your dog, please visit our webpage ([AQ Registration](#)) and submit the following:
  - Dog's Call Name
  - Dog's Breed
  - Dog's Birthday
  - Dog's Height
  - Dog's Owner
  - Dog Owner's email
  - Dog Owner's phone number
  - \$25 registration fee payable via Cash, Check or PayPal
- Upon receipt of payment and requested information, an AQ number will be assigned to your dog. This number must be included on all entries.

### **Glossary**

**Quarry** - the animals that are used for this event. Rats are the preferred quarry, however for areas where rats are not allowed, rodents of similar size/likeness may be used at the club's discretion. 2 - 3 animals are required in the quarry cage.

**Handler** - the person responsible for running the dog - the handler does not have to be the owner.

**Catcher** - the person that assists the handler while in the hunting area.



**Huntmaster** - the person responsible for the safety of the quarry.

**Hunting Area** - a 3000 - 5000 sq ft natural area securely enclosed using 4 ft (or higher) fencing.

**Release Point** - the designated area within the hunting area where the handler will release their dog.

**Decoy Quarry** - a quarry cage that contains dirty bedding only.

**Staging Area** - the designated area outside of the hunting area where handlers wait during their time block.

### **About the Quarry**

2 or 3 domestic or domestic/wild rats (or comparable rodents in areas where rats are prohibited) that are a minimum of 5 weeks old are used, enclosed in a secure cage. The cage must be a minimum of 6"Lx6"Hx7"W with a minimum gauge of 12. The cage must have a secure door that is latched closed. The cage bottom should be completely covered with fresh bedding (hay, straw, paper, etc) that is at least 2 inches deep.

The quarry cage will be hidden in an area that is not much larger or deeper than the cage dimensions, such as a hole, rock pile, hollowed stump, etc, in order to limit movement of the cage. The quarry should be lightly covered with leaves, small sticks or other natural material leaving enough air space for the animals and to allow the scent to come out. Covering material should not go through the cage or be harmful to the animals.

The quarry can be changed at any time at the judge's discretion.

In the event of rain, the quarry should be covered with an umbrella or tent. The same should be provided for the judge, hunt master and catcher.

### **About the Hunting Area**

The hunting area should consist of a secure enclosure (3000 sq ft to 5000 sq ft) with at least 4' fencing - the fencing should be safe and anchored. The enclosure should be as close to a natural setting as possible. A minimum of 3 fixed hiding spots for the quarry should be within the enclosure, but more are highly suggested.

### **About the Judge**

The judge shall be responsible for managing a timely event and scoring the runs accordingly. An event may have more than 1 judge, depending on times and volume of entries.

### **Non-Competition Runs**

Non-competition runs are available at every event. The rules for these runs are the same as regular runs with the exception of the following:

1. The handler may leave the release point immediately, once directed by the judge.



2. The handler may immediately encourage or direct their dog with no restriction on the number of verbal commands.
3. The handler may leave the dog on leash, if desired.

No points or ribbons are awarded for these runs. Participation in non-competition runs must be indicated on the event premium.



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