

UNITED BLOOD TRACKERS, INC.

20 HOUR ARTIFICIAL BLOOD TRACKING TEST (UBT 20)

As of 8/21/06

Section I. Admission

- A. Dogs of any breed or combination of breeds are eligible for the test.
- B. All dogs must be at least one year old.
- C. The entry fees shall be established and announced by UBT.
- D. A dog is not eligible to be entered under any judge that has bred, owned, boarded, trained, or handled the dog within 12 months prior to the date of the test.
- E. No more than six dogs may be judged in the Artificial Blood Tracking Test on any given day.

Section II. Requirements for Judges

- A. Three judges are required for this test.
- B. Judges must be approved by the UBT Board of Directors.
- C. The chief judge must be a UBT member.

Section III. Preparation of the Track

- A. The track will be at least 1000 yards in length and will incorporate three (3) 90-degree turns. The track will stand at least 20 hours and must be laid in game-rich areas. The track will start in an area as natural as possible, e.g. deer trails or near the edge of pastures or fields.
- B. Two (2) wound beds shall be distinctly marked on the track. These wound beds will **not** be placed within 50 yards of the 90 degree turns. The preparation of the wound bed will be made by clearing away all leaves and sticks to form a circle of bare ground at least one yard in diameter. Deer hair will be placed in the wound bed.
- C. One of the test judges must be present either when the trail is marked or when the blood is placed.
- D. Blood will either be dripped from a squeeze bottle or dabbed with a small sponge on a stick, approximately every three feet. The same technique will be used for all lines at an event and will be described in the official announcement of the test.
- E. The bloodlines for the test may not be laid on snow-covered grounds. At the judges' discretion, the lines may be run if some snow covers blood lines laid previously on bare ground.
- F. Persons knowing the course of the track are not permitted to handle a dog in that test. If blood tracking tests are held repeatedly in one area, the course of the track must be altered each time.

Section IV. Blood

- A. A maximum of 8 ounces of blood will be used.
- B. If possible, deer blood should be used. Chemical additives are not permitted. Deer blood, which has been frozen after collection, may be used.

Section V. Dead Game Placed at the End of the Track

Normally a deer hide (if previously frozen, the hide must be thawed) will be placed at the end of the track shortly before the dog begins to work. An entire deer or fawn carcass, may be used. Track layers should consider the wind, or likely wind direction, so that the dog does not air scent the "deer" until he approaches it; however, the dog will not be penalized if he leaves the blood line and follows air scent to the "deer".

Section VI. Evaluation of Performance

- A. During the test, the dog must wear a tracking collar or harness attached to a leash which will be

at least 18 feet, but no more than 50 feet, in length. The handler must be at a sufficient distance behind the dog to allow the judges to determine that the handler is not guiding the dog. When evaluating the performance of the dog, the judges will observe the behavior at the beginning of the track and the working style during the track, including any corrective actions taken to regain the line.

- B. The handler will be shown the start and direction of the track by the judge.
- C. Two call backs by the judges are allowed. A third call back will cause the dog to fail the test. If a dog has lost the track, it will be given sufficient time to correct itself. For this reason, the judges will make a call back only if the dog has clearly been out of contact with the line for 75 yards. The judges' behavior must not give any indication that the dog has lost the track. Corrections can be made by the handler. The handler may pick up the dog or lead the dog to the area that the dog was on the line; however, the handler must first announce their intention to do this to the judges. Repeatedly picking up the dog without explanation will result in the deduction of points or failure of the test, even if the "deer" is found. If the dog is called back, the judges should announce to the handler that it is a call back, and indicate the point where the tracking team left the line.
- D. The test may be terminated when the performance can no longer be considered successful.

Section VII. Prize Classifications

The following categories of performance are tested and evaluated:

- A) Steadiness and Concentration (Multiplier number: 10)
- B) Tracking Accuracy (Multiplier number: 8)
- C) Willingness to Track (Multiplier number: 7)

Awarded Score Numbers

- 0 Unsatisfactory
- 1 Needs Improvement
- 2 Satisfactory
- 3 Good
- 4 Outstanding

The table of prize requirements below is intended as a guideline rather than a rigid framework in which a dog's performance is to be judged. Extenuating circumstances may be taken into consideration. For example on a dry, windy day tracking accuracy cannot be expected to be as good as when scenting conditions are good.

Minimum Requirements

		PRIZE ONE		PRIZE TWO		PRIZE THREE	
	Index	Score	Points	Score	Points	Score	Points
Steadiness and Concentration	10	4	40	3	30	2	20
Tracking Accuracy	8	3	24	3	24	2	16
Willingness to Track	7	3	21	2	14	2	14
Total Points			85		68		50

Section VIII. Guidelines for Judging the Artificial Blood Track Test

General Commentary:

The speed and the body language with which dogs track differs from breed to breed and between individuals within a breed. Judges must be aware of differences in canine character and make appropriate allowances. For example, a Dachshund will generally show much more interest in the "deer" than a Lab or a cur.

Some dogs, pointing dogs for example, will generally work a line faster and less closely than a Dachshund. Judges should evaluate dogs on the basis of their effectiveness in finding game, not in terms of their conformity to a single model of working style. Still, if a dog works at an extremely rapid pace, the

handler will not be able to observe the blood sign. A dog should not work at such an extremely rapid pace that in steep and wet terrain the dog would put the handler at risk of a fall. The dog being tested should be responsive to the handler's desire to move at an appropriate pace.

The number of "call backs" that a dog receives is one of the criteria for scoring a dog, but it is not the only one. For example, it is not required that a dog having 0 or 1 call-backs be given a "4" or a "3". A dog is also judged for its ability to stay in close contact with the bloodline, to quickly recognize that it is off the line, and to efficiently return to the point of loss. A dog that parallels the line in a way that cannot be explained by wind drift or a dog that overshoots turns by 50 yards does not deserve the highest score for tracking accuracy even though the dog stays within the 75 yard limit at all times.

These guidelines are not applicable in all cases. For example, a dog may have no "call-backs" for clearly being out of contact with the line for over 75 yards, and yet may exhibit a lack of accuracy. Different varieties of dogs will show different working speeds, which should be taken into consideration.

Score	Steadiness and Concentration
0	Dog does not attempt to track the bloodline.
1	Dog attempts to track the bloodline. Dog does not find the "deer" without numerous corrections from the handler and/or judges. Dog does not concentrate on the bloodline.
2	Dog tracks the bloodline too fast for accuracy and observation of sign by the handler. At the other extreme, the dog wastes time with needless pottering or periodically stops working. The dog concentrates on the bloodline most of the time. Dog finds the "deer" with some corrections from the handler.
3	Dog tracks the bloodline at a pace that would be appropriate for tracking a wounded deer. Dog is able to find the "deer" with little aid of the handler. Dog concentrates on the bloodline very well with minor distractions and needs very little encouragement from the handler.
4	Dog tracks the bloodline at a pace that would be appropriate for tracking a wounded deer. Dog is focused on the line at all times. Dog finds the "deer" without the aid of the handler. Dog needs no encouragement from the handler. Dog pays no attention to distractions and responds very little to hot deer tracks.

Score	Tracking Accuracy
0	Dog acts as though it does not know what is expected of it.
1	Dog and is out of contact with the bloodline in excess of 75 yards up to three times. Dog does not indicate the presence of the bloodline.
2	Dog leaves the bloodline in excess of 75 yards up to two times. Dog indicates the presence of the bloodline.
3	Dog leaves the bloodline in excess of 75 yards not more than once. Dog indicates blood sign on the line.
4	Dog works very close to the bloodline at all times and the judges never have to call him back to the line. Dog finds and indicates blood sign and wound beds.

Score	Willingness to Track
0	Dog is not willing to track the bloodline.
1	Dog is at first eager to track the bloodline, but loses interest after a short while.
2	Dog is eager to track the bloodline, but loses interest when other game tracks cross the line. The dog shows no interest when the "deer" is found.
3	Dog is eager to track the bloodline. Dog shows that it likes to work the trail. Dog shows some interest when the "deer" is found.
4	Dog is eager to track the bloodline. Dog does not lose interest in the track in hot or cold weather. Dog shows a great deal of interest when the "deer" is found.