

North American Sport Dog Association

Rules Applying to NASDA ONLINE TITLES



Updated 10 March 2022

Shed Dog Online Titles

Rules

All rules applying to standard NASDA events apply to online submissions. See the NASDA Master Handbook for breakdown of deductions and rules.

All points earned in the Shed Dog Online Title program are combined with in person shed dog competition results. Dogs may earn all or part of their Shed Dog I and Shed Dog II titles from the Online Title program.

Video Requirements

Train at your own pace, and video when you feel prepared. After you have a video of what you feel to be a passing run, upload the clip to Youtube or Vimeo. The video should be continuous - ie/ your walkthrough should be followed by the time it takes you to get your dog, and then your run including the final "yes" call and reward time.

All entries require three elements:

1. Course walkthrough - including start line and hide location, as well as distractor locations
2. Shed type - verbal and visual verification, can be shown in course walkthrough
3. Run video - including behaviour at the start line

Complete an entry form for each dog. If you are doing multiple entries for the same dog, you can indicate the number of video submissions on a single entry form. Payment by PayPal.

Fee Schedule

Level I Entry - \$15 per run

Level II Entry - \$15 per run

Re-try for NQ - \$5 (if received within 7 days of the NQ email)

Shed Class

Searching for shed deer antlers is a growing pastime for whitetail deer hunters who are learning that the use of the canine greatly increases the odds of recovering shed antlers. A wide variety of dog breeds are successfully used for this purpose.

The purpose of NASDA Shed Dog events are to simulate this common field work. The fundamental feature of Shed Dog events are to show the ability of all breeds of dogs to locate and retrieve shed deer antlers. Trials mimic as much as possible a natural hunting terrain.

Dogs should be run off lead for the Online Shed Dog I title.

The Hide

Natural antler sheds in good condition shall be used.

Preparing the Shed Hide

Shed hides do not have a scent trail leading to them. However, the shed should be freshly treated with artificial shed odour (wax or semi solid is preferred) prior to each test. Sheds are thrown into the search area.

Acceptable Sheds

Antler sheds from whitetail deer are preferred, however, portions of antler sheds from elk, antelope, moose or other regionally appropriate ungulates may be used provided they are of a size that they may be retrieved by dogs of various size.

Shed Dog Level I (SD-I)

Maximum course time: 2:00

Hides: 1

Course Size: 5,000 to 7,500 square feet

Minimum Qualifying Score: 20

Title: Teams earning 100 points from Level I class will earn the Shed Dog I (SD-I) title. Points earned in the Online Shed Dog program are counted toward the traditional Shed Dog I title program including excellent titles.

Level I may be completed on a lead of sufficient length so the handler never moves within 10 feet of the hide.

Distractions: Naturally occurring distractors may be present.

Hide Placement: Hides should not be readily visible to the dog from the start line. The hide will be thrown at ground level no closer than 50 feet from the start and may be partially covered by brush, leaves, dirt, sand or water.

Performance: Time begins when the dog or the handler cross the start line. Time stops when the handler calls the mark. The call shall be "Yes." The dog should work in their search independently of handler movement. The handler may verbally encourage and communicate with the dog provided it does not interfere with the search. Deductions will be taken for handlers who face the hide intentionally, stand near the hide, show the dog the hide, handle in a way which the judge deems is leading the dog to the hide.

The dog is not required to retrieve the shed, however no time penalty will be assessed should the dog retrieve the shed.

Shed Dog Level II (SD-II)

Maximum Course Time: 3:00

Hides: 1

Course Size: 7,500 to 10,000 square feet

Minimum Qualifying Score: 20

Title: Teams earning 400 points from Level II class will earn the Shed Dog II (SD-II) title. Points earned in the Online Shed Dog program are counted toward the traditional Shed Dog II title program including excellent titles.

Level I may be completed on a lead of sufficient length so the handler never moves within 20 feet of the hide.

Distractions: Naturally occurring distractions may be present.

Hide Placement: Hides should not be readily visible to the dog from the start line. The hides will be placed at ground level no closer than 50 feet from the start and may be partially covered by brush, leaves, dirt, sand or water.

Performance: Time begins when the dog or handler cross the start line. The judge will call the mark when the dog is at source. That call shall be "yes". The dog should work in their search independently of handler movement. The handler may verbally encourage and communicate with the dog provided it does not interfere with the search. Deductions will be taken for handlers who face the hide intentionally, stand near the hide, show the dog the hide, handle in a way which the judge deems is leading the dog to the hide.

Once the judge has called "yes" the handler may no longer continue their movement toward the dog and must begin the retrieve portion of the exercise. However, the handler may utilize verbal cues without deduction and encourage the dog to retrieve the find, using verbal, hand signals, clapping or other cues. The handler may take up to three steps away from the dog without deduction.

Time will stop when the dog has retrieved the shed and returned close enough to the handler to be touched (within 24" of handler) and the judge calls the completion. This call shall be "Finished".

Level II requires the handler never move within 20 feet of the hide. This area will be marked with flagging, tape, clear natural indicators, or similar and outlined by the judge during the briefing.

Distractions: Naturally occurring distractors may be present.

