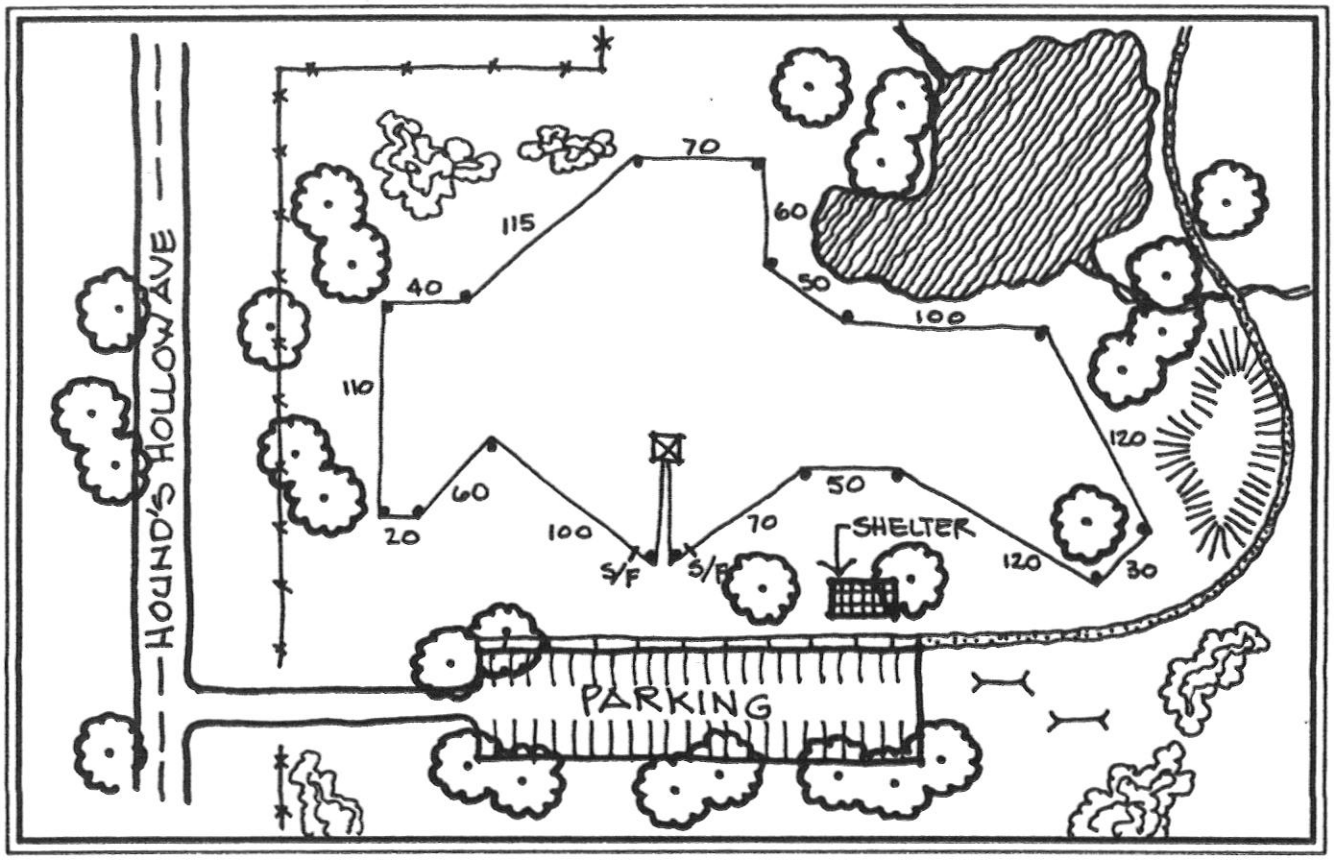

GUIDELINES FOR COURSE DESIGN

AN AMERICAN SIGHTHOUND FIELD ASSOCIATION PUBLICATION . . .1994

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GUIDELINES

FOR

COURSE DESIGN

AN
AMERICAN SIGHTOUND FIELD ASSOCIATION
PUBLICATION

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THIS BOOKLET IS DEDICATED TO THE LURE COURSING SIGHTHOUND . . .
PAST, PRESENT AND FUTURE.

CONTENTS

CONTENTS, continued

INTRODUCTION

The purpose of this booklet is to provide basic guidance for the design of courses that safely challenge our sighthounds, while providing an adequate test that will give judges the opportunity to assess the abilities of each hound. Included is a chapter on how to locate and evaluate a field, and get permission for its use. There are also two appendices. Appendix A provides a set of standard graphic symbols recommended to help illustrate field conditions at trial sites for use on course plans in the premium. Appendix A also provides a blank field evaluation sheet for use in locating and evaluating new trial sites. Appendix B uses course plans taken from various premium lists to illustrate some of the criteria presented in this booklet. Accompanying text explains the good and/or bad points of each plan. The course plan categories range from "very good" to "ugly."

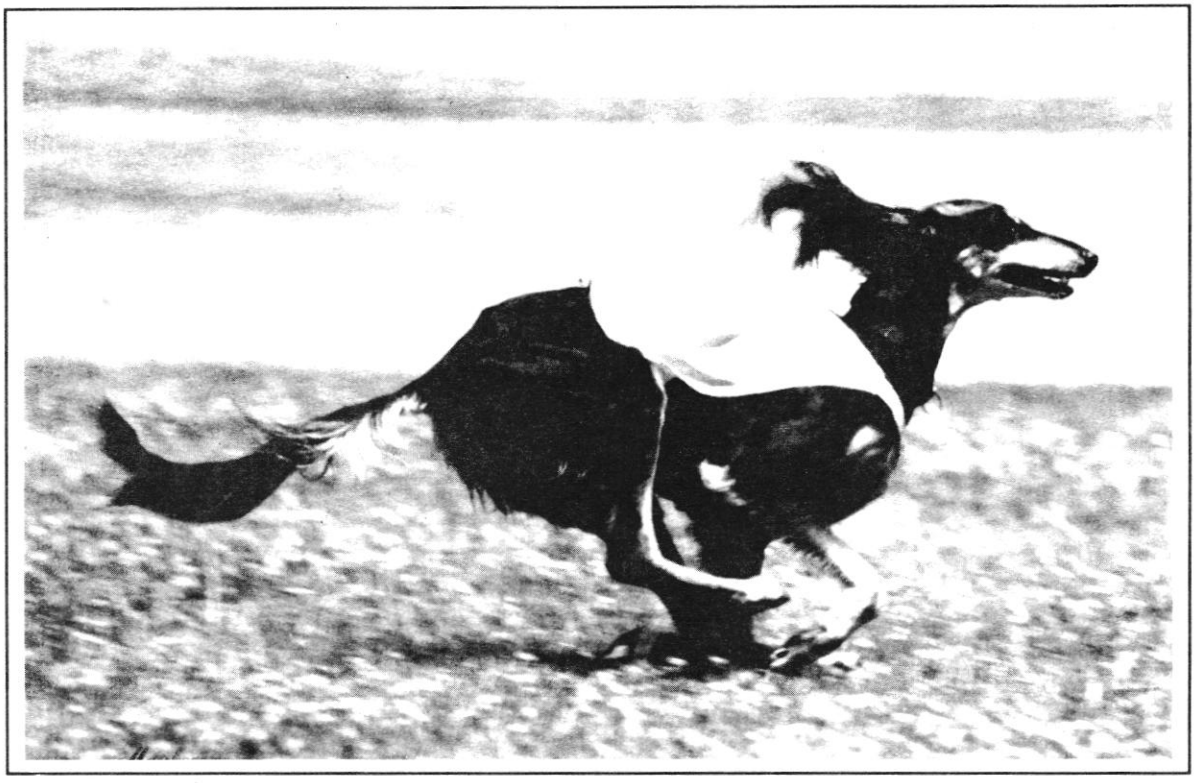
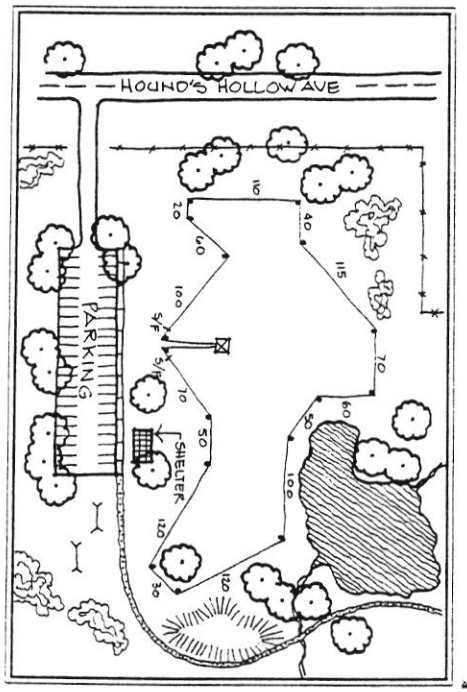


Photo by Pam Mayberry



CHAPTER I • COURSE DESIGN REQUIREMENTS

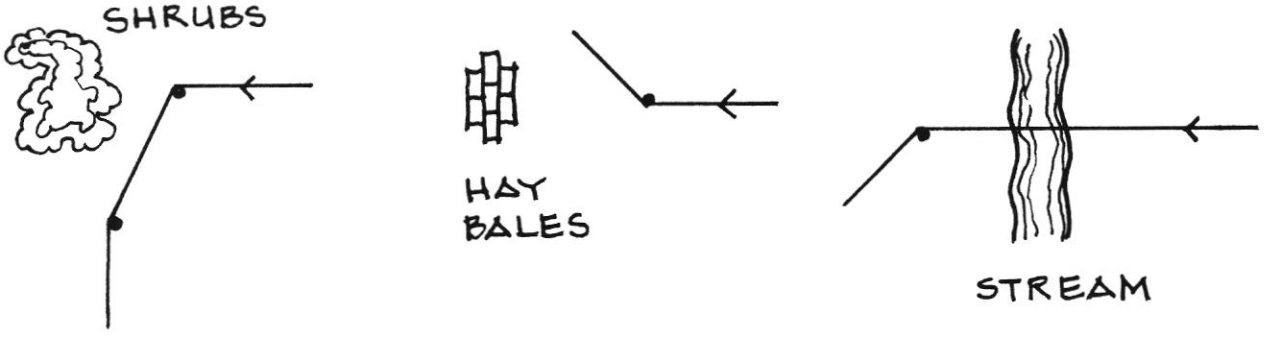
COURSE DESIGN REQUIREMENTS

When designing your course remember the five judging categories - enthusiasm, follow, speed, agility, and endurance. Feature elements in the design that will provide opportunities for the hounds to prove themselves in each category.

Enthusiasm. Enthusiasm is the most difficult category to address by course design; however, there are design features that can make a course more interesting for the hounds - make them "think" - thereby increasing their enthusiasm. These include:

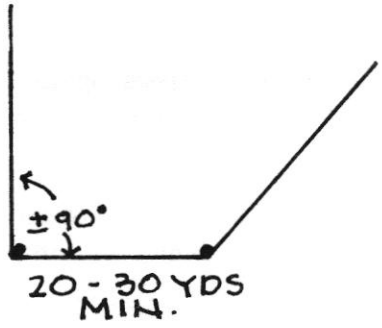
- Turns, especially those that significantly change direction, provide interest and help keep the hounds attention. Sharp turns can also test a hounds enthusiasm - does the hound really put an effort into making the turn, or just ease through it. AVOID "circle" course plans that have all (or nearly all) right or left-hand turns; these are generally boring for both hounds and spectators.

- Physical features including terrain relief, and obstacles such as vegetation, water, or even man made features can be incorporated into the design to add interest and challenge. With terrain you can test the hounds' willingness to put out the extra effort required to go up hills. Vegetation (trees, preferably shrubs), water ponds, or small streams can be used to make the hounds think ... will the "bunny" go right, left or through? These features also help keep their attention. Man made features, such as hay bales, can be used to create similar situations. See examples below.

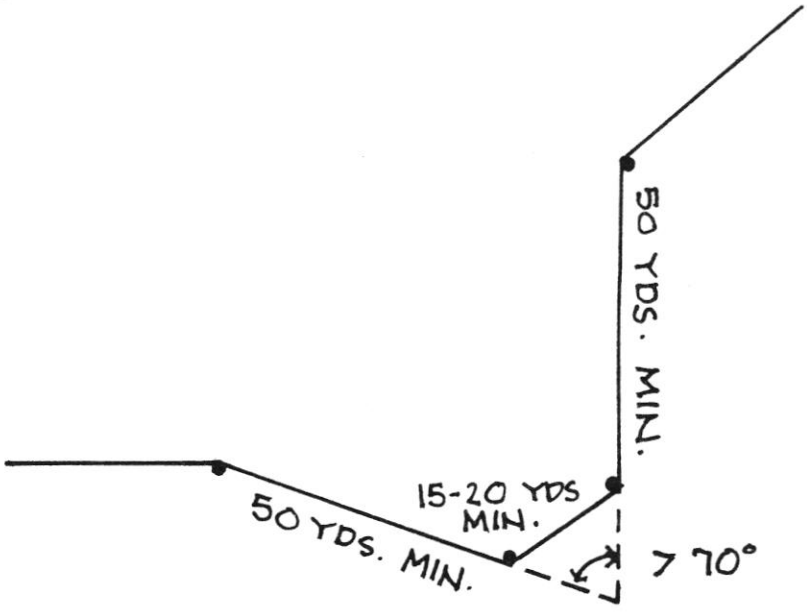


- A good long straight can add enjoyment for those hounds who really like to stretch out. It also provides an opportunity for the judges to see which hounds are really "pushing" the lure, not just following it.

Follow. Courses should be designed so that turns do not result in the hounds becoming easily unsighted. Two situations should be avoided; sharp turns followed by too short of a straight for the hounds (especially the lead hound) to recover before the next turn, and turns on or near the crest of a hill or ridge. Generally, there should be a minimum 20 to 30 yard straight following a sharp turn of approximately 90 degrees; and a 50 yards straight following two corners that combine for an extremely acute turn of 70 degrees or less. See examples on the following page.



SHARP TURN



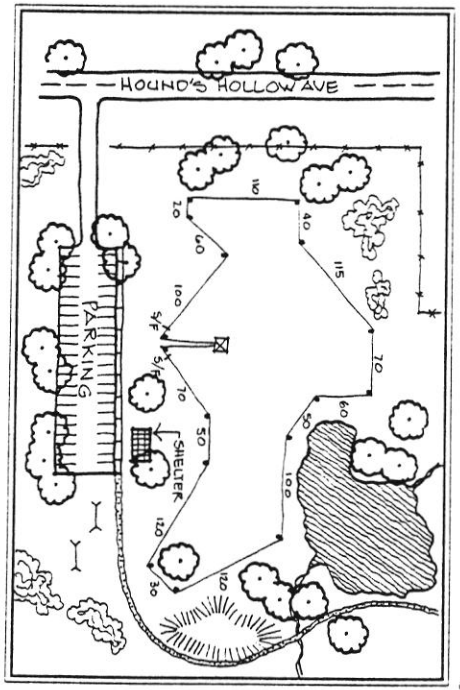
ACUTE TURN

Difficult topographic conditions may require even greater distances. Also, be sure to consider both directions.

Speed. Speed is the easiest category to design. Every course should have at LEAST one long straight of 100 yards or more. This distance allows the hounds to recover from a corner, develop full extension and speed, and requires them to maintain that speed. It also gives judges the opportunity to compare the speed of each of hound against the others in its stake.

Agility. The most common means of testing agility is through the use of sharp turns of approximately 90 degrees or less. Every course plan should have at least two agility corners. Terrain can also be used to test agility. It is more difficult to run on uneven ground or across a sloping hill than on smooth flat surfaces. However, when using terrain, care should be taken to not unnecessarily endanger the hounds (see Chapter II - Safety of the Hounds).

Endurance. Endurance can be tested by distance and terrain. Although the minimum distance for an ASFA course is 500 yards (600 yards recommended), for a course on a fairly level field, 750 to 800 yards is required to truly provide a test of endurance. Terrain, especially relatively steep terrain, or a significant elevational difference of 30 to 40 feet or more between high and low points, can increase the test of endurance and shorten the distance required to provide an adequate test.



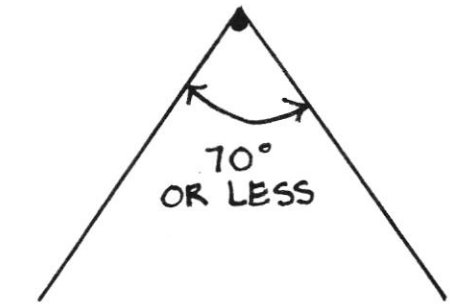
CHAPTER II • SAFETY OF THE HOUNDS

SAFETY OF THE HOUNDS

Safety of the hounds is THE paramount concern of any course design. It may be impossible to totally eliminate all risk of injury from lure coursing; however, with some thought and care, unnecessary and extreme risks can be avoided. Three areas of primary concern include combinations of turns and straights, terrain, and physical obstacles. Other considerations include field size, lure operator location and weather conditions.

Turns and Straights. There are four situations where turns can be especially dangerous, and one where straights can be.

- "Star Point" turns, very acute corners of 70 degrees or less that essentially double back on themselves, may result in closely trailing hounds running into the lead hound as it attempts to stop, turn, and double back. "Star Point" turns can also result in sprained muscles, torn ligaments, or even broken bones, especially if the turn is at the end of a long straight that has allowed the hounds to develop a good "head of steam." A safer design solution that will equally test the hounds' agility, enthusiasm (effort to make the turn), and follow is a sharp U-turn that has 15 to 20 yards between corners with a resulting acute change in direction, as shown below. Also, be sure to provide an adequate straight, 50 yards minimum, after these turns to allow the hounds to recover and get back on the lure. Sharp turns, including the U-turn, should never be done on a steep downward slope.

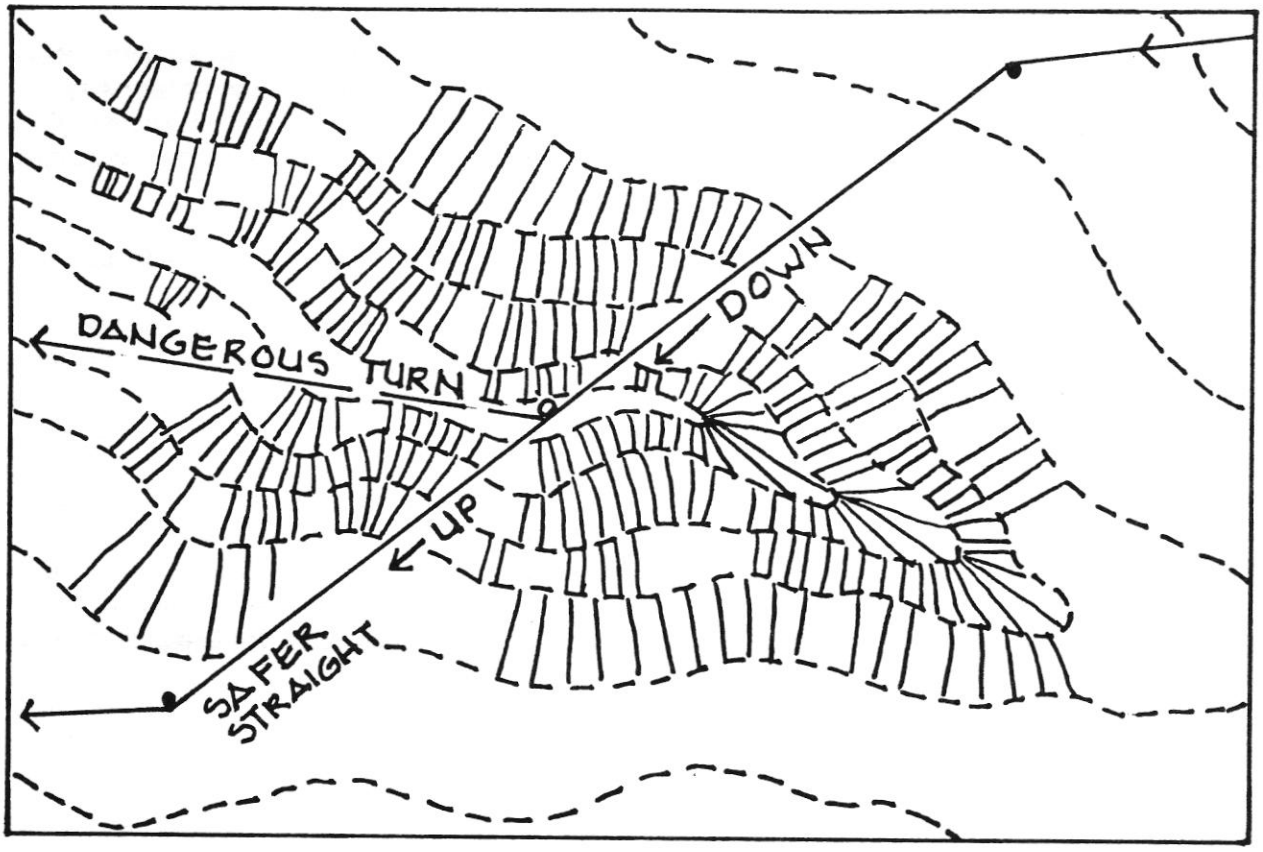


AVOID "STAR POINT TURNS

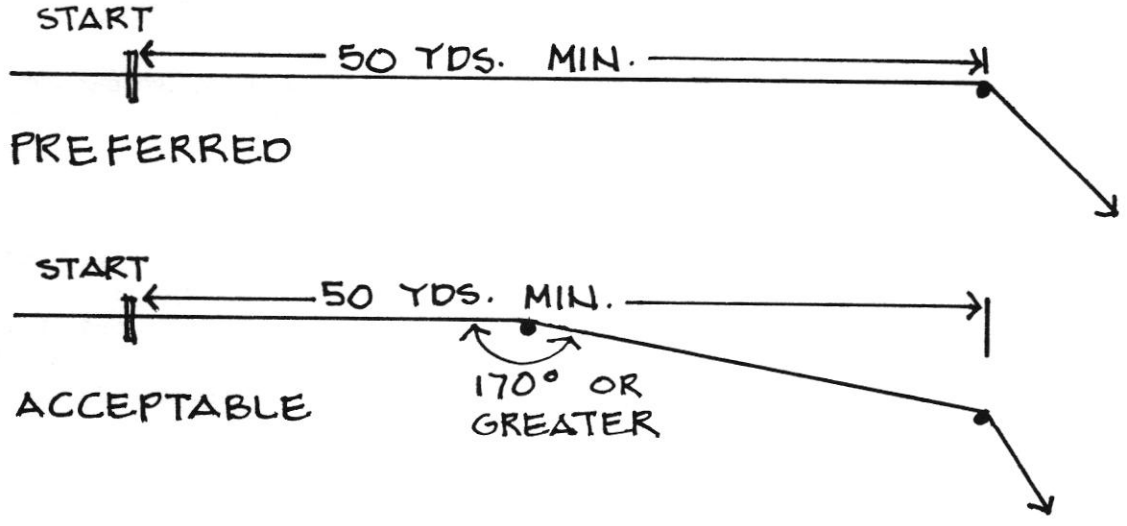
RECOMMENDED ALTERNATIVE

- Any turn of approximately 90 degrees or less at the end of a long straight that allows the hounds to go all out and gain full speed should be carefully considered so that potentially hazardous physical conditions, such as excessively rough terrain, steep slopes, or physical obstacles do not unduly increase the risk of injury.

- Turns at or near the bottom of a steep slope, deep swale, or ravine with steep sides are a special concern, especially if the course has gone directly down the slope. Hounds may be running at the edge of control and the sudden change from running downhill to uphill (as shown on the following page) can, by itself, be a severe test of strength and agility -- throw in a sudden turn in direction and it could result in a very severe injury, even death, to a hound.



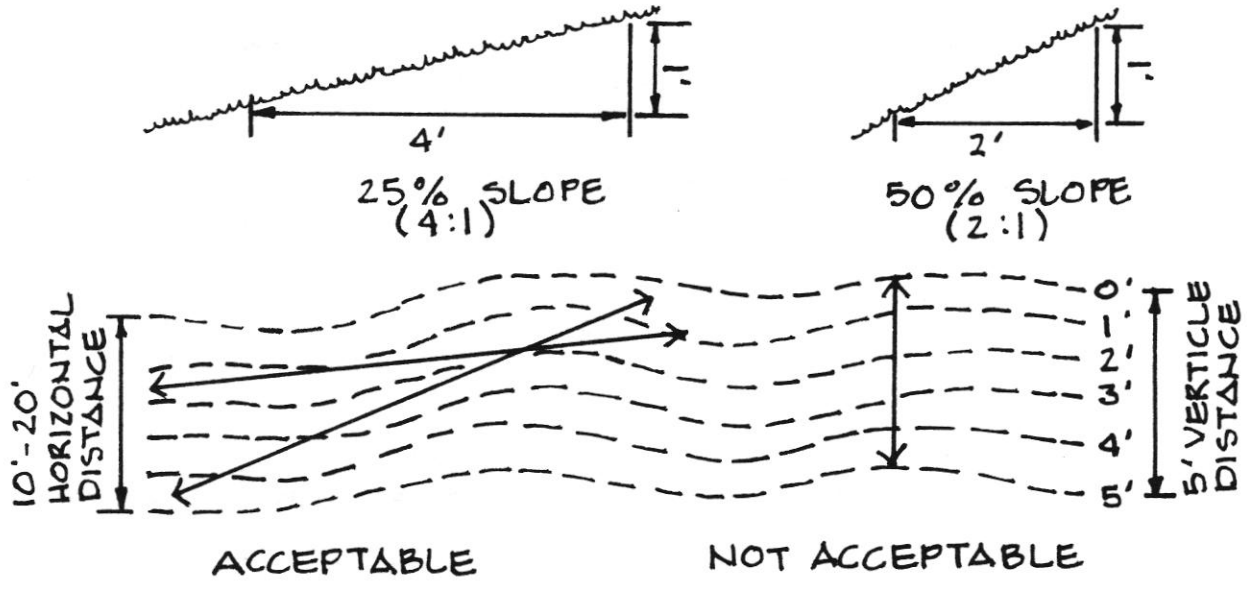
- Sharp turns less than 50 yards from the start should be avoided. Following their release at the "talley-ho!", the hounds should all be straining for the lead and jockeying for position. Putting a sharp turn too close to the start could result in a nasty collision and possibly injury. A 50-yard straight will usually provide enough distance for the hounds to settle into the course. Very slight (170° or greater) turns within 50 yards of the start would be acceptable. See examples below.



- Straights that parallel each other can be dangerous if they are too close, approximately 15 yards or less. Hounds usually run slightly to the left or right of the line that the lure is on; therefore, they could get line burns, or worse, get caught in the adjacent line. The degree of hazard increases with the amount of distance that the straights parallel each other.

Terrain. Two types of terrain should be used with extreme care, or avoided altogether - steep slopes and extremely uneven ground.

- Steep slopes can add excitement and be used to test agility, but caution should be used. There are two levels of steep slopes, moderate and extreme. Moderately steep, between approximately 25% (4 feet of horizontal distance for each 1 foot of vertical difference) and 50% (2 feet horizontal for 1 foot vertical), can be used, but the course should follow the contours, or gradually descend the slope. The maximum degree of descent should vary with the severity; the more severe the slope, the more gradual the descent should be. NEVER, in this situation, should the course go perpendicular to the slope (see below).



Extremely steep slopes, in excess of 50%, should be avoided. It should also be noted that vegetation or rough ground can increase the hazards of using steep slopes, and should be factored into how, or if, a steep slope should be used.

- Running on very uneven, lumpy, or rocky ground that provides bad footing can also be very hazardous, resulting in torn pads, sprains, and broken bones, or worse if a hound takes a bad spill. These conditions should be avoided.

- Varmint (gopher, prairie dog, groundhog, etc.) holes are particularly dangerous and should be filled or given a wide berth, 30 yards or more.

Physical Obstacles. Obstacles come in two basic categories, natural and manmade features. Both can be used to add interest and challenge to a course; however, they must be used with caution and some obstacles should be avoided altogether. Small obstacles, with little mass, are often more dangerous than larger obstacles. They are more difficult to see; therefore, more likely to be run into.

- Natural obstacles include features such as trees, shrubs, extremely steep slopes (including cliffs), boulders, ponds, and creeks. Of these, shrubs and ponds are generally the safest. Single trees, very widely spaced large trees; or tight clusters of small trees can generally be safely used if there is enough space between them and the course - 15 to 20 yards off the side of a straight, 20 to 30 yards from corners. Running through tree lines is generally safe, if there is good vision. Irregular, closely scattered trees can be very hazardous if the course goes through them. Large boulders should be treated like trees, with the additional cautions of rocky, uneven terrain. Small, shallow creeks with sandy bottoms and gently sloping banks and very narrow creeks that can easily be cleared in one leap by the smaller breeds can be used; however, both banks and approaches should be cleared of tall vegetation for good vision. Creeks with deep water, rocky bottoms, or steep banks should be avoided. As previously mentioned, severely steep slopes should be avoided.

- Manmade obstacles can include playground and athletic equipment, fences, ditches, and hay bales. Playground and athletic equipment are some of the most common and more dangerous obstacles. This equipment is generally made of steel pipes or wood posts that don't have much mass and are difficult to see. These obstacles should be given a very wide berth - 30 yards or more. Fences, especially with open wire strands (i.e., barbed-wire) can be very difficult to see; try to avoid running at them. If you must, be sure to provide at least 30 yards between the fence and any sharp turns. Blankets, bunting, or boxes could be placed on or near the fence to provide a visual warning. Ditches could be used with the same concerns and constraints discussed for creeks. Hay bales (or straw) can be used to create obstacles; however, several should be used together so that they form enough mass to be easily seen.

Field Size. The field should be large enough so that there is AT LEAST 15 to 20 yards between the line any hazardous obstacle. For the minimum 500-yard course, the field should be at least 5 acres and free of hazards; a 600-yard course should have at least 7 acres; a 700-yard course should have approximately 9 acres; etc. A field of 10 acres or more is ideal, you should be able to create several different course plans -- different looks, different challenges -- and still have safe designs (assuming hazards are minimal).

Lure Operator Location. Lure operators should be located so they can see the lure throughout the course and operate the lure in a manner that will maximize the hounds' safety. Terrain, vegetation height, and distance can affect the lure operator's ability to see the course. If the lure operator is able to determine the speed and location of the lure in relation to the hounds, it MAY be acceptable for a short portion of a long straight to be out of the lure operator's view because of terrain or vegetation. It is preferable that the entire course be visible. It is especially critical that all sharp corners and complex sections of the course are clearly visible.

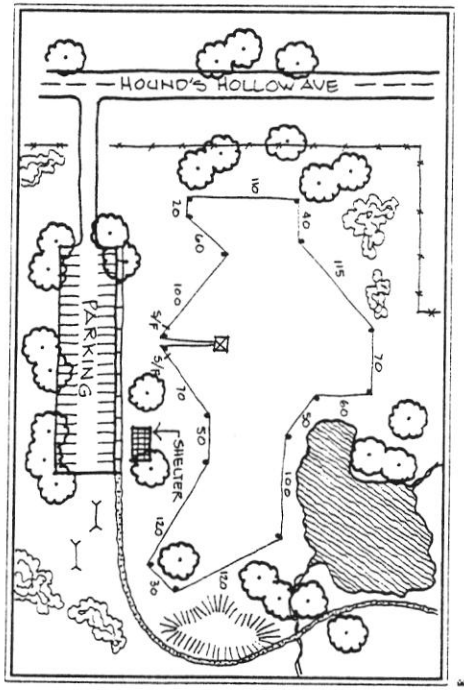
Weather Conditions. Weather conditions such as rain, snow, fog, and extreme temperatures can affect safety.

- Rain could result in areas with sticky or slippery footing, such as mud or wet grassy surfaces, that could adversely affect footing. Sharp corners shown in the premium may need to be softened in the field to avoid possible serious injuries.

- Snow can obviously cause slippery footing, sharp corners may again need to be softened. Hard crusty snow could result in serious injury if a foot or leg gets stuck. Areas with these conditions should be avoided or trampled to break up the crust. Falling snow could also affect course visibility making judging difficult to impossible, or even more important could make lure operating difficult, dangerous, or even impossible. The trial should be delayed until conditions improve and the judges and lure operator can see the entire course. Deep snow or a severe storm could result in postponing or even canceling a trial.

- Fog could also affect visibility, making judging and lure operating difficult or impossible. Again, the trial should be delayed until conditions improve . . . usually only takes an hour or so.

- Extremely hot or cold temperatures can be dangerous to the hounds' health. High temperature can be very hazardous, resulting in heat stress, and is especially hard on the large breeds. Plenty of water should be on hand to wet the hounds down. Some clubs have used small plastic wading pools so that the hounds could be easily wet down, even immersed. When high temperatures are likely, trials should be started as early in the morning as possible in an effort to complete the trial prior to the hottest part of the day. Consideration should be given to shorter, simpler courses of 600 to 700 yards. Extremely cold temperatures could result in frostbitten tissue. Lung damage would be a special concern. A shorter course may help avoid this. Under extreme conditions it may even be necessary to postpone or cancel the trial. Cold weather can also increase the potential for muscle strains. Softening sharp corners could help avoid situations that require maximum effort.



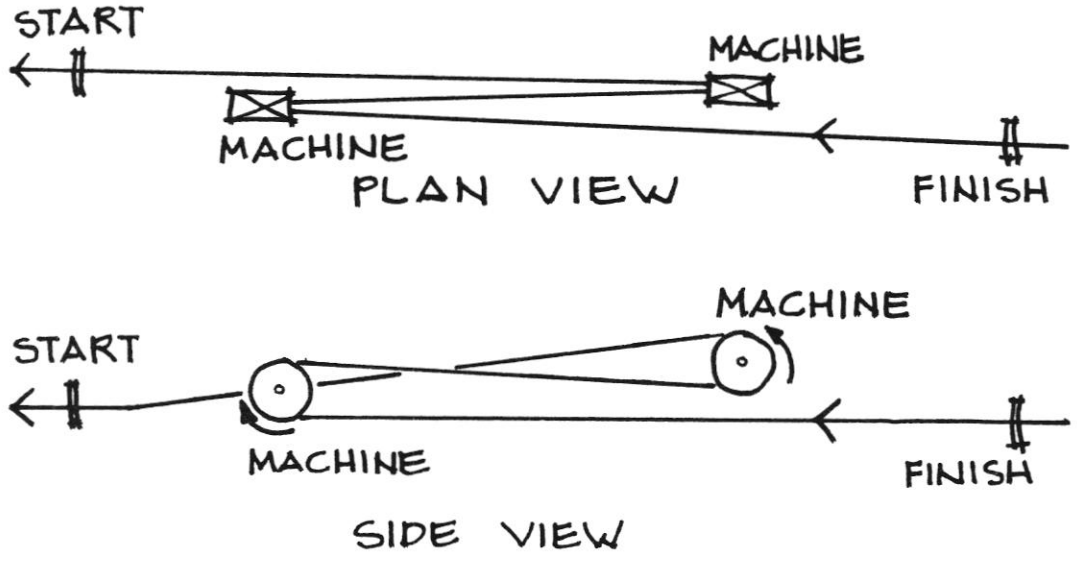
CHAPTER III • OPERATIONAL CONSIDERATIONS

OPERATIONAL CONSIDERATIONS

There are seven major operational considerations including course length, number of pulleys, terrain, vegetative cover, weather, lure operator experience, and viewing considerations -- for the lure operator, judges, and spectators.

Length. Generally, length for continuous loop courses using one machine should be limited to 800 to 850 yards. A machine with a take-up reel can generally handle courses up to a mile in length. There are several other factors that could impact course length including the number of pulleys, terrain, vegetative cover, and weather because they could increase the amount of "drag," or burden, on the machine. These factors will be discussed individually. Course length using continuous loop can be extended by two methods; both use two machines.

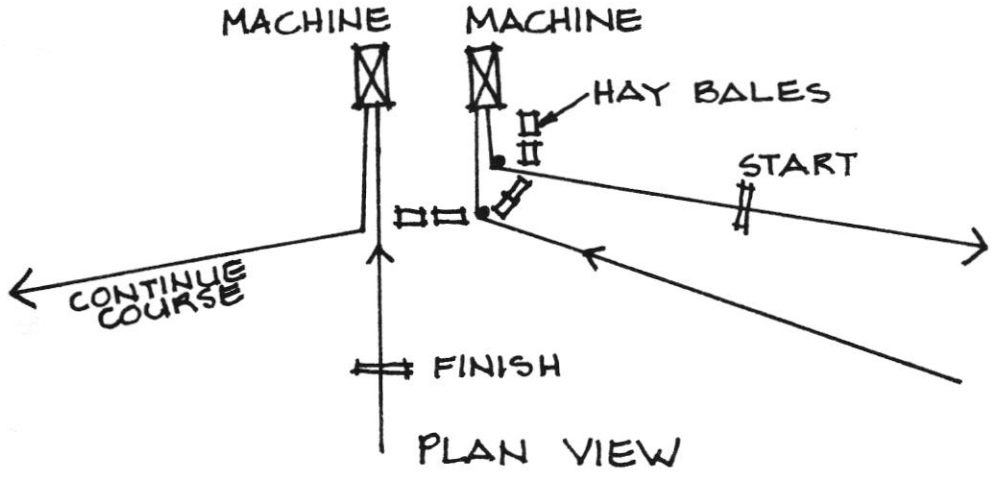
- The first uses two machines to drive a single, large loop as illustrated below.



The machines can be hooked up to one control switch, or the lure operator can use two control switches. You get better control if two switches are used, using the second machine only when extra power or speed is needed; however, you do need a lure operator who is at least slightly ambidextrous.

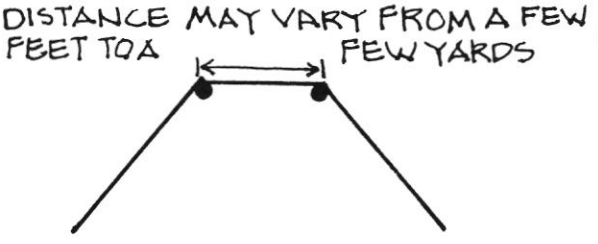
- The second method also uses two machines, but each one runs a separate loop which combine to make a complete course. The change from one loop to the second is concealed by hay bales as shown on the next page.

  This method can use one or two lure operators. In either case, it takes a bit of coordination for the change from the first to the second loop.



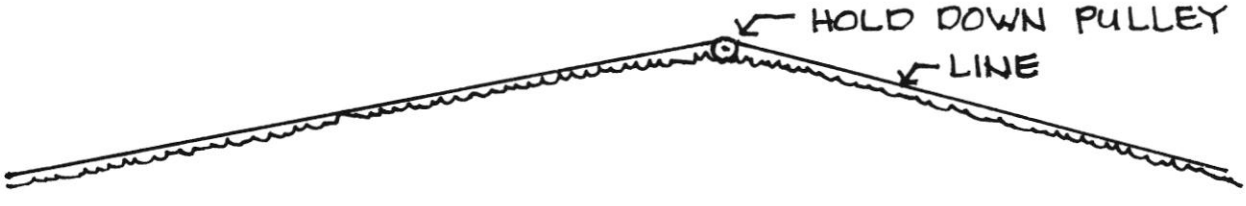
Number of Pulleys. The number of pulleys will impact the length of the course. Each pulley, corner or tie down, increases the amount of drag, which requires more power from the batteries, and increases the stress on the machine and line. The angle of corners can also impact drag, the sharper the corner, the more drag, and so on. Using two or three pulleys to "soften" or lessen a corner, as shown below, may actually reduce the amount of drag and stress on the equipment. These are minor adjustments usually made in the field and not necessarily shown on the course plan in the premium.

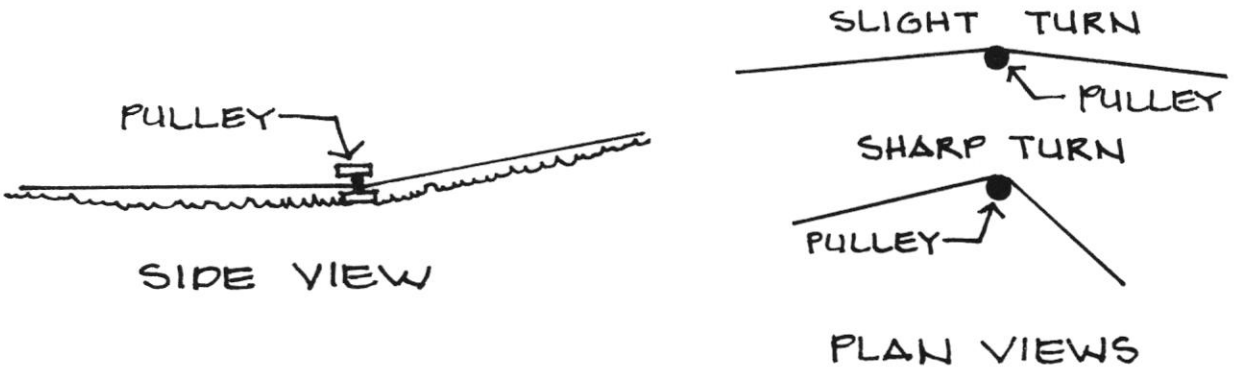
SHARP CORNER - ONE PULLEY



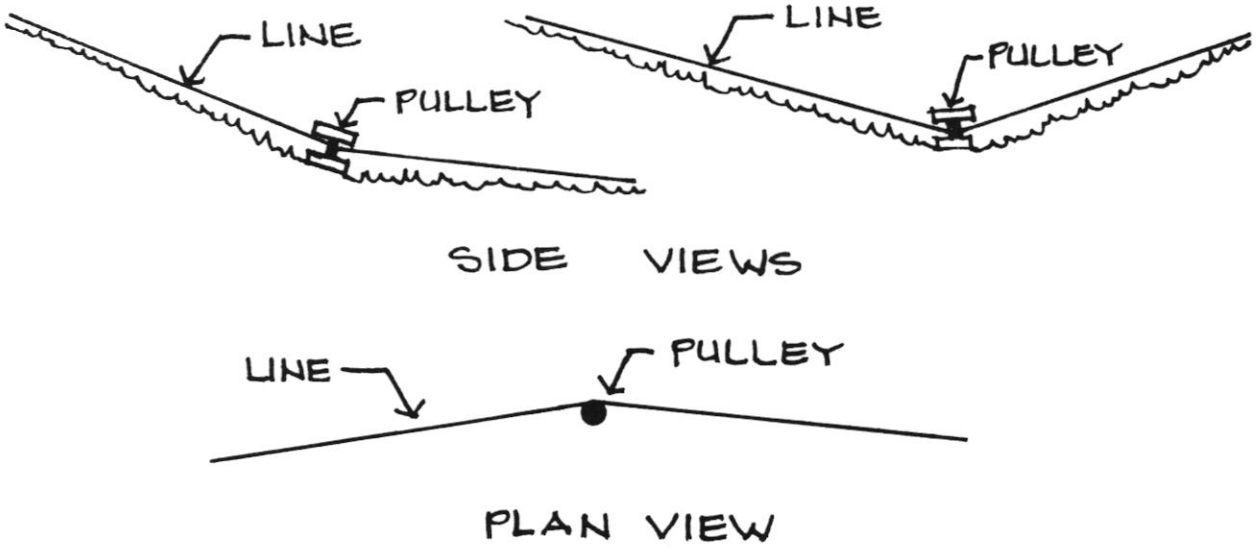
SHARP CORNER - TWO PULLEYS

Terrain. Running the course up and down hills will increase drag and stress, primarily because the line will try to cut into the ground at ridge lines and hill tops, especially with continuous loop, and require hold down pulleys at low points. The amount of drag can be reduced by running the line <u>over</u> a hold down pulley at high points (see figure below), and by using corner pulleys at low points, instead of a hold down pulley, to make a turn. Corners at low points on relatively level ground can range from slight — if on a straight, to fairly sharp — for an agility turn, as shown on the next page.





Corners at low points at the bottom of fairly steep slopes, should be kept fairly slight, as shown below, to reduce the risk of injury (as discussed in Chapter II — Safety of the Hounds).



It should be noted that using a "hold up" pulley may be of little value, and more hindrance than help, as the line can easily pop off and it usually does not reduce drag that much except in extreme conditions - very sharp high points.

Vegetative Cover. High grass and other stiff vegetative cover can increase the amount of drag on the machine and can even hang up the lure. High vegetation can also reduce the lure operator's visibility. These conditions should be mitigated by mowing or avoided, even if it means changing the course plan from that shown in the premium.

Weather. Weather conditions including rain, snow, fog, and hot weather can effect operations, as well as safety (discussed in Chapter II).

- Absorbed moisture from rain, or even a heavy dew, can significantly increase the weight of some types of line increasing the drag. It can also cause the line to stretch, requiring occasional adjustment of the pulleys, or cutting out short sections of line, to take up slack and restore adequate line tension.

- Snow, if wet, can have the same effects as rain and heavy dew. Light, dry snow probably will not have much affect on operations unless it is deep enough to make the lure difficult to see. Use dark colored lures to help both the lure operator and hounds see the lure. If the snow is patchy, use both white and dark lures. Heavy snowfall during the trial can affect visibility — even obliterating portions of the course, resulting in several options; postpone or cancel the trial, change the course plan to ensure visibility, wait and hope it will clear up, or proceed and pray ... depending on the severity of conditions. There are no hard and fast rules or guidelines -- use common sense.

- Fog, like snow, can reduce visibility and even totally obliterate portions of the course. Fog should lift and visibility improve with time -- normally you can just wait it out. However, if the entry is large and the fog persistent you may need to consider changing the course layout so that the entire course is visible, if possible.

- Hot weather could increase heat stress on the lure machine, thereby requiring extra efforts to keep it cool. Ice on the machine is the most common, proven method. Alternating between two machines can also work -- when one heats up, switch to the second. However, even with two machines ice may be required, a lot depends on the type and condition of the lure machine(s) and course. These efforts could even be required in cooler weather, just to a lesser degree.

Lure Operator Experience. When designing a course, consideration should be given to lure operators. If ANY of the lure operators have limited experience (or ability) keep the design simple to reduce the potential for poor operation that could affect the quality and fairness of the course, or worse could result in injury to a hound. Especially avoid complex series of difficult turns that would test the skills of the best, most experienced lure operators.

Viewing Considerations. There are three areas of concern when considering viewing; the lure operator, judge(s), and spectators.

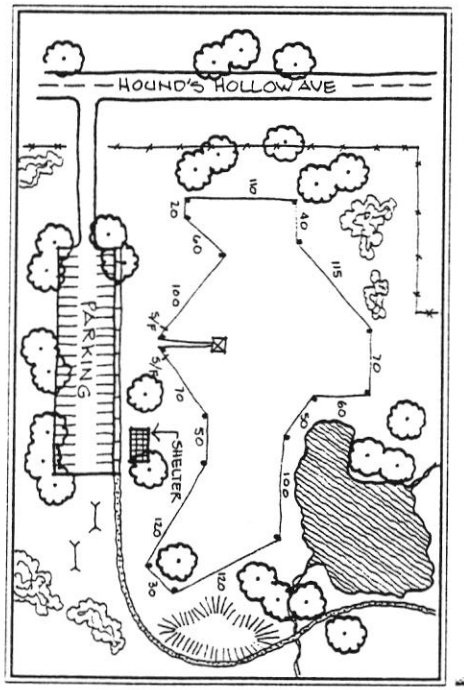
- Locations for the lure operator and judge(s) require special attention. Both need to be able to see the whole course. The lure operator, in order to properly and safely operate the lure. The judge(s), to have a basis on which to fairly and uniformly score the hounds.

- Lure operators should also be positioned so that they do not have to look directly down a long straight. Because of the foreshortened perspective it can be very difficult for the lure operator to judge the distance between the hounds and the lure or the lure and corners. This problem increases as the distance from the lure operator to the lure increases.

- The location(s) from which the spectators can view the course, while less important, should also be a consideration of course design. For many people, a very major part of the enjoyment of lure coursing is watching the hounds -- all breeds - run, and every

effort should be made to provide them that opportunity. This consideration should be given additional emphasis at premier events such as the Regional and International Invitational trials.

Start/Finish. The start and finish lines should be within a maximum of 15 to 20 yards of each other so that the handlers can easily get from the start line to the finish line to retrieve their hounds at the end of the course. There are a number of reasons for this consideration including convenience for the handlers, safety for the hounds (a quick retrieval can sometimes avert a fight for possession of the lure), and averting course delays (a quick retrieval can prevent some hounds from taking off on their own course after the end of the regulation course).



CHAPTER IV • HOW TO LOCATE A FIELD

HOW TO LOCATE A FIELD

Finding good fields can be difficult — more so in some areas of the country than others. Anyone who has lure coursed at all can describe the ideal coursing field. Large, fenced (but in such a way that the fencing is not an obstacle or visual barrier), ground that provides good footing but is not too hard, not so much cover so that lure visibility is affected, no unsafe obstacles, shade for the hounds and people, less than an hour drive for most of the people, water and restrooms available, etc., and of course free.

Once you have visualized the PERFECT location, file it in the back of your mind. The first priority is finding an acceptable, usable field, hopefully finding several of them. One of the biggest mistakes people make finding a field is overlooking useable fields because they are not perfect. If you have an abundance of "perfect" fields in your area, fine. However, if you do not, look at potential fields for what they offer — not for what they lack.

Finding Potential Fields. How you start looking for a field depends somewhat on the type of area you are in and the type of terrain you would like to run on.

- *Urban Areas*. In urban areas you will probably depend on schools or parks, but don't overlook grounds that are used for other activities that might lend themselves to lure coursing. Even in large, metropolitan areas, there are often large areas of open, undeveloped land that might be useable.

  The first tool is a good map. Use Rand McNally or similar city maps that clearly mark parks and schools, and list them in a separate index. Use auto club or other area maps for an overview of the general area, they should also clearly show parks. U.S. Geologic Survey (USGS) maps (7.5 or 15 minute) are also an excellent source. USGS maps also give an idea of the site topography. Use the area map to determine the perimeter of your coursing area -- that is, how far you are willing to travel. To help locate potential fields you will need to know the counties and cities that are included in this area.

  Once you have identified the area to be searched, a good starting place is your phone book (white and yellow pages). In the white pages, you should be able to obtain a listing of schools, and parks/recreation districts in the area. Make a list of all schools, even elementary schools. While you are more likely to find a good field at a high school or college, good fields may occasionally be found at elementary schools, specially older ones. Don't forget to check under state, county, and city listings. Most park/recreation districts have a main administrative office that will usually have topographic maps and acreages of all facilities in the district on file. You may be able to review them; this will allow you to eliminate looking at any park that would be too small from further consideration. At the very least, the office should be able to provide you with a listing of all facilities. From the yellow pages, you may be able to get an idea of the athletic fields available. They may even include a chart that indicates the type and number of fields available at each location. This will help give you an idea of how large an area may be. Keep in mind that courses can be run on terrain that is not useable for most sports; thereby possibly providing additional space.

- *Rural Areas*. In rural areas the phone book and/or regional maps, especially USGS, are good places to start looking for potential sites. Do not ignore a location because it seems

inappropriate -- for example, a wildlife preserve. Use requirements can vary greatly, and there may be useable land available. In the phone book, try listings for horse facilities (polo, fox hunting, etc.) sporting/hunting/gun clubs, survival clubs, and anything related to an activity which takes a large open area. If you have military bases in the area, these are also worth checking out for useable land.

Finding a location on private land is usually just a case of driving around and looking at areas, or knowing someone who owns a potential site. When you drive around to look for potential sites in rural areas, a map will assist you in identifying where potential fields might be located. Any large open area without marked roads is worth looking at. Most highway maps usually only show main, well traveled roads. You do not want an unfenced field (or fencing that a hound could easily go through) near a busy road. Smaller, less traveled roads may not be marked, but what traffic there is will usually go at slower speeds so fencing may not be as critical. If you find a potential location, write down the nearest cross-roads in relation to the field. If it is near a house or farm, or someone is working nearby, try to find out who owns the land.

You should be able to develop a sizeable list of potential locations. Be prepared to spend a considerable amount of time looking at the locations. It helps if you prepare a plan in advance, grouping locations in similar areas together and then determine directions from one to another. Be prepared to eliminate 8 or 9 out of 10 locations on your list when you actually assess their potential. If checking a list of 10 or 15 locations, use an evaluation sheet for each (see sample at the end of this section). Some information could be filled out in advance such as — name of facility, address, directions, and any other information known about the location. After you've looked at several locations they all seem to blend together; keep a written record of each. This will make it much easier to remember each location. Photographs could be used to help keep a record of site characteristics. Diagrams of possible course plans can also be included and will help define potential.

Assessing A Field. When you look at a field, consider the following factors:

- *Is the field big enough*? A common question is how large does a field have to be to be useable? There is no specific answer to that question. A good guideline is a minimum of 5 acres. The best way to determine if a field is large enough is to walk and measure the field, and try to design a course plan. You may disregard a field if you just drive by, because from the road it does not look big enough. The view from the road may be an optical illusion.

  Smaller or strangely shaped fields may have one good course plan in them. If you try to alter the plan, the field just won't work. If you can design one good course plan for such a field, and only use the field occasionally, the field could work fine. Some clubs have several fields that they use, and some of them may be one course plan fields that they use once a year or less. Why use them if there are other fields with more design options? Never count on a field being available forever. You will probably lose fields occasionally, so continue to use borderline fields often enough to maintain a record of use. It is much harder to get permission for a field the first time, and easier when you have established a track record.

- *Is the field safe*? This includes a lot of things. Is the field fenced? If not, it could be unsafe for the hounds if the field is located near or easily accessible to a busy road. Consider the safety impacts of terrain and physical obstacles discussed in Chapter II. Walking a field is the only way to assess safety factors.

  When considering the safety of a field, you must consider whether it is safe for all sighthound breeds -- not just one or two. However, if a field would only be safe for smaller breeds, or larger breeds, or slower breeds, keep it in mind for breed specialties.

- *How are the amenities*? Is the field accessible by vehicle (in any weather), or would everyone have to haul equipment and hounds for a distance? Are restrooms available? If not, could portable facilities be provided? Do not discount a field without close facilities. When considering a field the two primary factors are safety and good coursing.

- Is the field available year-round? Would the field be useable/available anytime of year? Weather conditions, farming or ranching uses, or other conflicting seasonal uses may prohibit use of a field during certain periods of the year.

Choosing Locations and Obtaining Permission. After looking at all of the potential fields, and doing an initial assessment based on the above factors, you are ready to decide which locations you want to use — IF YOU CAN GET PERMISSION. One of the most important points to remember in obtaining permission for a field is not to take an initial no for a final answer and give up.

If you have a new club, and workers with limited experience, try to concentrate on finding a field that is safe and easy. While your goal may be to have a course that is long, complex, and on natural terrain to really test the hounds' ability -- do not try it for your first trial! Master setting up and operating a small or moderate sized course plan which is simple, with as few obstacles as possible, and with fairly level terrain. Then gradually go on to longer, more complex courses on more challenging terrain as your workers gain expertise and confidence, and as your club can afford the additional equipment that is needed for this type of course.

- *Public Land: Schools, Parks, Military Bases*. If the site is on public land, do some digging at the library and find out what your state's laws say about public use of public funded facilities. For instance, California schools receive state funding based on their facilities being available for non-school related, community use. When you first approach a school district, you may be given a blanket no, but after some discussion, and reminding the district office of potential benefits for them, you may be able to work something out.

  If you are told no dog events are allowed, find out why. You may have to push for answers, including going up several levels of authority. It is not necessary to be rude, but you must be persistent. However, if you are told no and not given sufficient reason -- do not be afraid of being so persistent that you irritate them -- after all, you have nothing to lose, and everything to gain. It helps if you have a personal contact of some sort. For example, a teacher or park employee that is active in dogs in some capacity and employed by the district from which you are trying to get permission.

Be prepared to discuss liability, provide a copy of your insurance policy, and explain exactly what it is that you do. Remember that it will make no sense to most people. If possible, take a video tape to show what we do.

Frequently school district offices are reluctant to deal with giving a permit for use on an athletic field during the school year for fear of conflict with school sports. Be prepared to contact the coaches of the schools in question to discuss scheduling problems and to be sure they are on your side. Most coaches are willing to share a field as long as their schedule takes precedence. Normally school activities are not scheduled on Sundays.

- *Private Land*. If you are trying to obtain permission for a site on privately owned land, the approach is different. A land owner has no obligation to allow you to hold a trial on his land, and most clubs can not afford to pay enough to make monetary compensation a consideration. While there is no foolproof, easy way to go about convincing someone to give you permission, following are some guidelines.

The first step is to figure out who the owner is. If the land you are considering is part of a ranch or farm, this may be apparent by the proximity of a house or office. If not, try asking anyone working in the area. Unfortunately, the best time to find workers is during the week, not on the weekend. If this does not work, determine the nearest crossroads on a map and check with the county recorder's office, also a midweek job. If you have access to a willing real estate agent, they could do this for you.

The key to getting permission is to get the owner talking. Do not ask for permission immediately, you will almost always be turned down. The longer you can keep the conversation going, talking about the hounds, lure coursing, how lure coursing developed, the issue of liability (and your willingness to provide an insurance rider) etc., the more likely that the owner will consider letting you use his land. If the owner is reluctant to have a group activity on his property, try to get permission for 1 or 2 people to come out and run dogs. Sometimes, the owner just needs some evidence that you are responsible, and reliable, and will respect his property. Once he sees that you do no damage, he may allow you to hold a trial in the future.

It helps if you have some type of personal connection with the owner. If you know the owner, or know someone who knows the owner, at least the owner will talk to you. If you do not have a personal connection, try to make face to face contact, rather than relying on a phone call. When you look at rural land, take some well-behaved, friendly hounds with you, if you can. They will intrigue most people and help get the conversation started. If the owner asks you whether your hounds will kill rabbits, coyotes, etc., answer carefully. If the owner is a farmer, he probably considers these animals as pests, and could be turned off if you answer in the negative. He may also have concerns about the hounds harassing or killing his livestock. Again answer carefully and be ready to suggest measures that would help ensure such incidents would not occur.

Focus on your understanding that it is his private property, that you respect that fact and would never go onto the property without the owner's permission. Be sure to stress that you are willing to comply with any and all rules (restrictions, etc.) that the owner specifies. One fear that all landowners seem to share — if they let one group use their

land they will be overrun by other people coming in, with or without permission. The club's contact person(s) may have to make a personal guarantee that no one at the trial will come back later on their own, that the contact will be the first to arrive, the last to leave, and ensure that all the rules are observed.

The Final Factor -- Money.

- *Can you afford it*? What will the field cost to use? If it is a park facility, will there be a flat fee to the club or a per person (and/or dog) entrance fee? If you find a great field, but the cost is more than the club can afford, consider raising the entry fee for trials held there with an explanation for the fee increase in the premium list. Also, consider increasing the fee for only the first hound entered so that the cost is evenly spread. Most people will be willing to pay a little more if they know that the additional amount goes directly to pay for the grounds.

  Remember, take into account all costs associated with a location, not just the use fee. For example, it will increase the cost if you need to bring in portable toilets.

Don't Forget. Just because you have found one or two good fields, do not be complacent. Do not depend on a field being available forever. Many clubs have been taken by surprise to lose one or more fields that they thought would be there forever.

Just because you have diligently searched an area and come up empty, do not write it off forever. Areas change, policies change, owners change -- any of which could result in an unobtainable field being available in the future. New schools and other facilities may be built that were not there when you first looked at an area. Recheck areas periodically.

Finally, do not forget to send a personal thank you note to the owner from the club after the trial. This is especially helpful for paving the way for future requests.

SAMPLE EVALUATION SHEET

Directions: (from prior location) Number: _____

(If looking at multiple locations in one trip, it helps to have directions from one location to another worked out in advance. This is a big time saver, especially if your time is limited. The number above is for the same purpose — if you get your rating sheets out of order, you can easily determine which field is next.)

Name of Facility/Location: _____ Owner: _____

Street Address/Location: _____

If a public park/school etc., the hours facility is open: _____

Directions: (for premium list): _____

(If you do this the first time out, you will not need to make a special trip to do it later!)

Description/Diagram of Field:

(Do a rough sketch of the field, showing obstacles, yardage, not only from edge to edge, but cut out from obstacle to edge, etc. This will help you remember the field later, after you have looked at many fields. Try to give as much descriptive information as possible.)

(Use the back of the sheet to try to design several course plans for the field.)

Approximate maximum yardage possible for a course plan: _____

Type of Terrain: _____

Visibility for the lure operator: _____

Major obstacles safety problems: _____

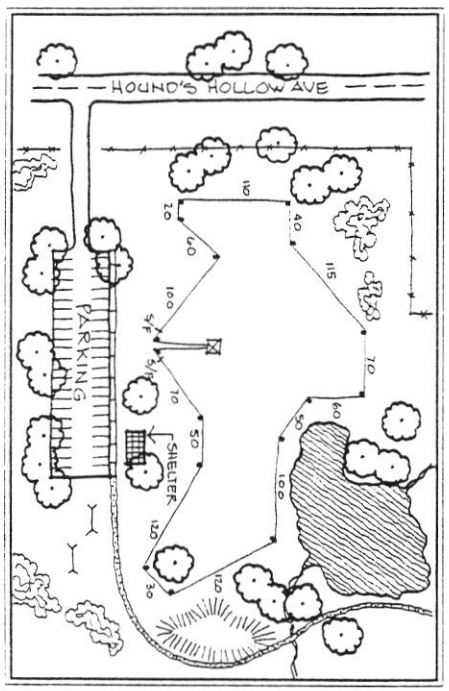
Parking/shade, etc. _____

Nearest Restroom Facilities: _____ Cost: _____

Special equipment needs: _____

(For example, sufficient hold downs if the terrain is not level, picks/shovels if holes would need to be filled on the day of the trial, tarps/padding for obstacles, or con tape to block off pedestrian traffic.)

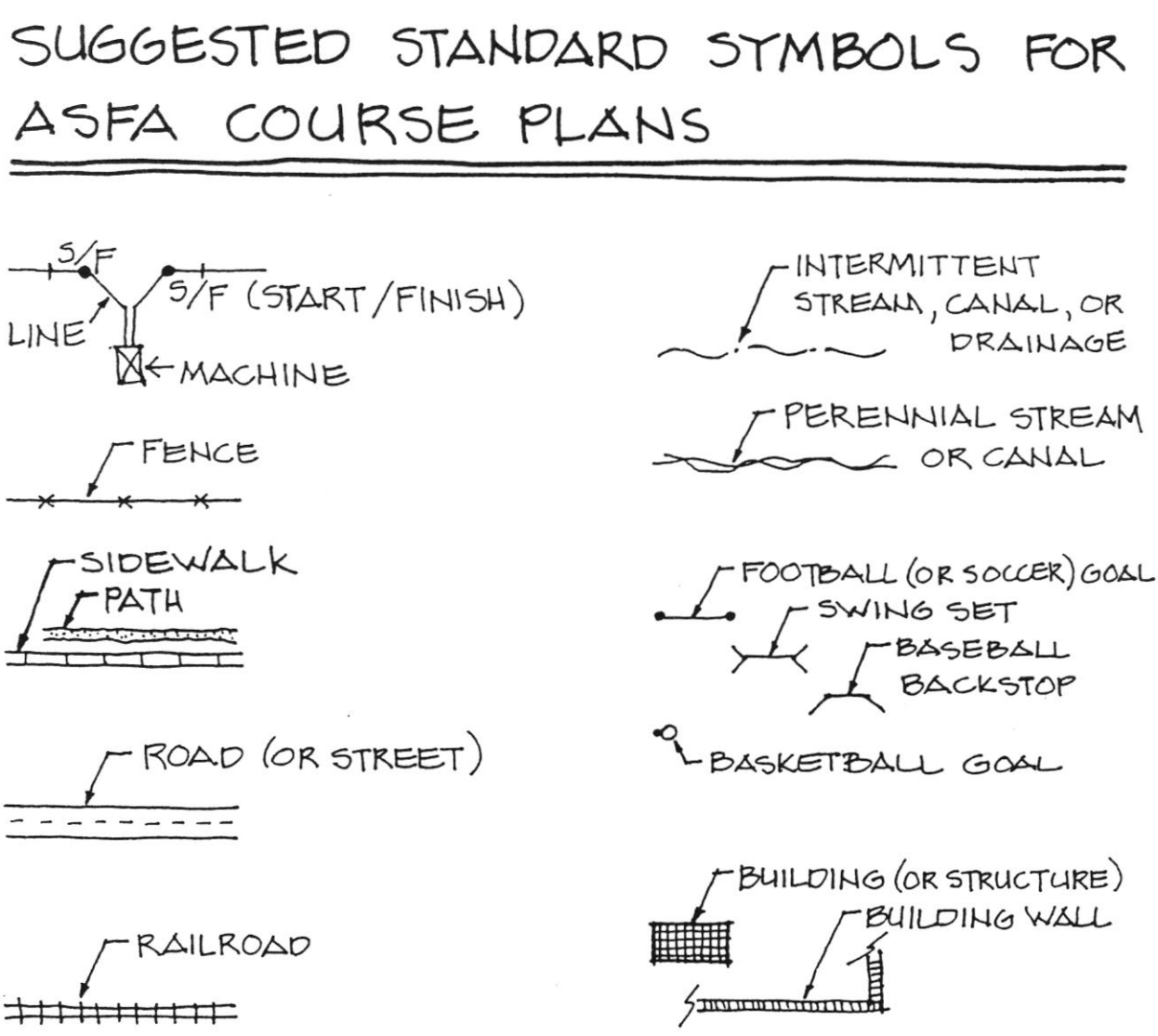
Overall rating: _____



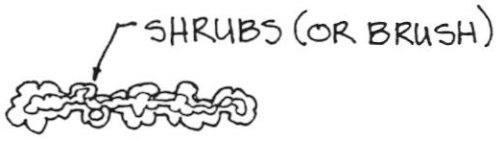
APPENDIX A - GRAPHIC SYMBOLS & FIELD EVALUATION FORM

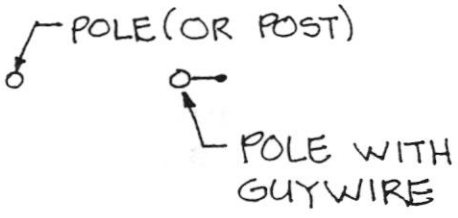
APPENDIX A - STANDARD GRAPHIC SYMBOLS FOR ASFA COURSE PLANS AND SAMPLE FIELD EVALUATION SHEET

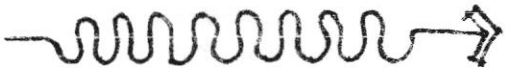
Following are standard graphic symbols recommended for use to help illustrate field conditions and physical features of the trial site on your course plans. Also included in this Appendix is a blank Field Evaluation Sheet that may be copied and used to help in your effort to locate, evaluate, and select trial sites.



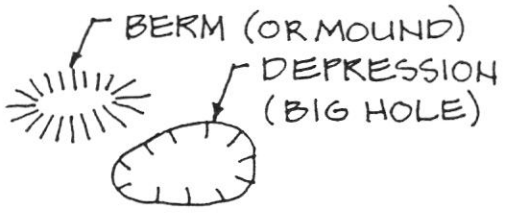
SUGGESTED STANDARD SYMBOLS FOR ASFA COURSE PLANS







STEEP SLOPE
(ARROW SHOULD ALWAYS POINT <u>UPHILL.</u>)



FIELD EVALUATION SHEET

Directions: (from prior location) Number: _____

Name of Facility/Location: _____

Owner: _____

Street Address/Location: _____

If a public park/school etc., the hours facility is open: _____

Directions (for premium list):

Description/Diagram of Field:

Approximate maximum yardage possible for a course plan: _____

Type of Terrain: _____

Visibility for the lure operator: _____

Major obstacles safety problems: _____

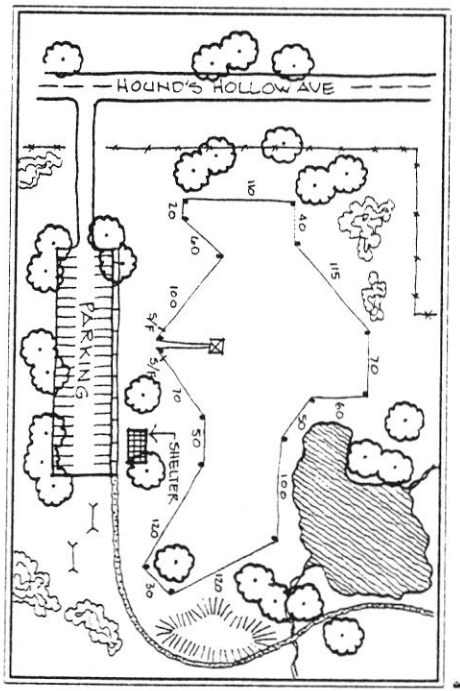
Parking/shade, etc.: _____

Nearest Restroom Facilities: _____

Cost: _____

Special equipment needs:

Overall rating: _____



APPENDIX B - SAMPLE COURSE PLANS

APPENDIX B - SAMPLE COURSE PLANS

The following sample course plans have been divided into five categories: The Very Good, The Good, The OK, The Bad, and The Ugly. Each is presented with a short critique. It should be noted that terrain and other physical site features for these plan generally are not known, and therefore cannot be considered. These features can make what appears to be a so-so course plan a very good course, or what appears to be a very good course plan a complete disaster. So, the comments in the critique address the issues of distance, corners, straights, and lure operator locations (for some plans) — what is good, bad, and how they might be improved.

Clubs should show significant physical site features on their course plans in the premium, especially obstacles and steep slopes. If there are no significant features, perhaps a note to that effect, or a short description of field conditions. The owners will appreciate the extra information and effort by the club. Clubs that consistently provide this information are to be commended.

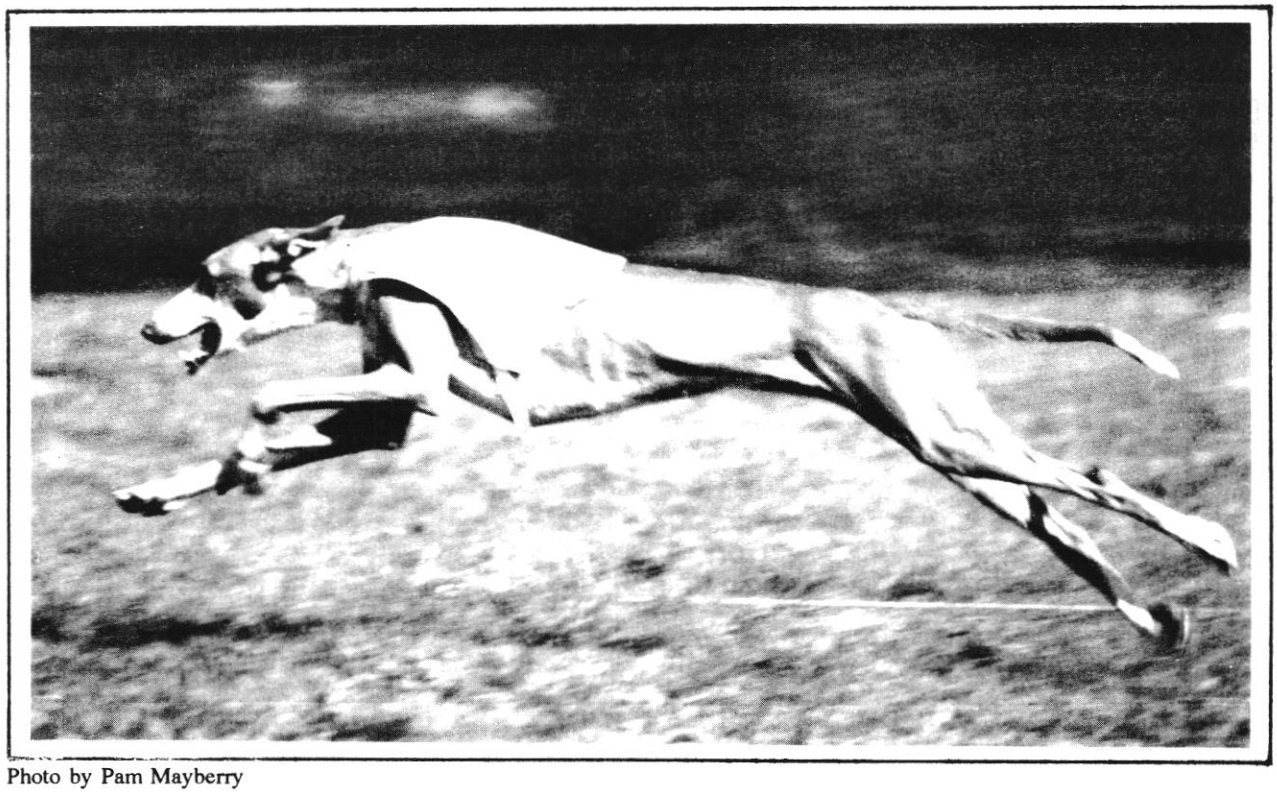
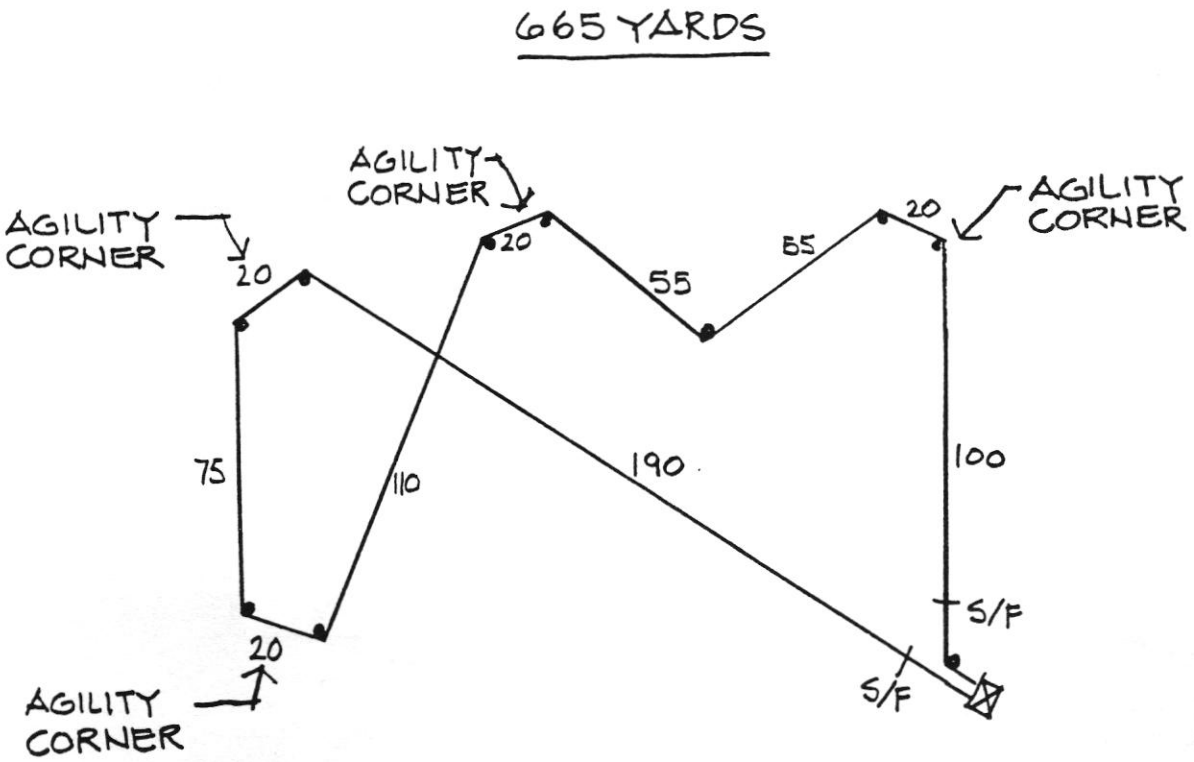


Photo by Pam Mayberry

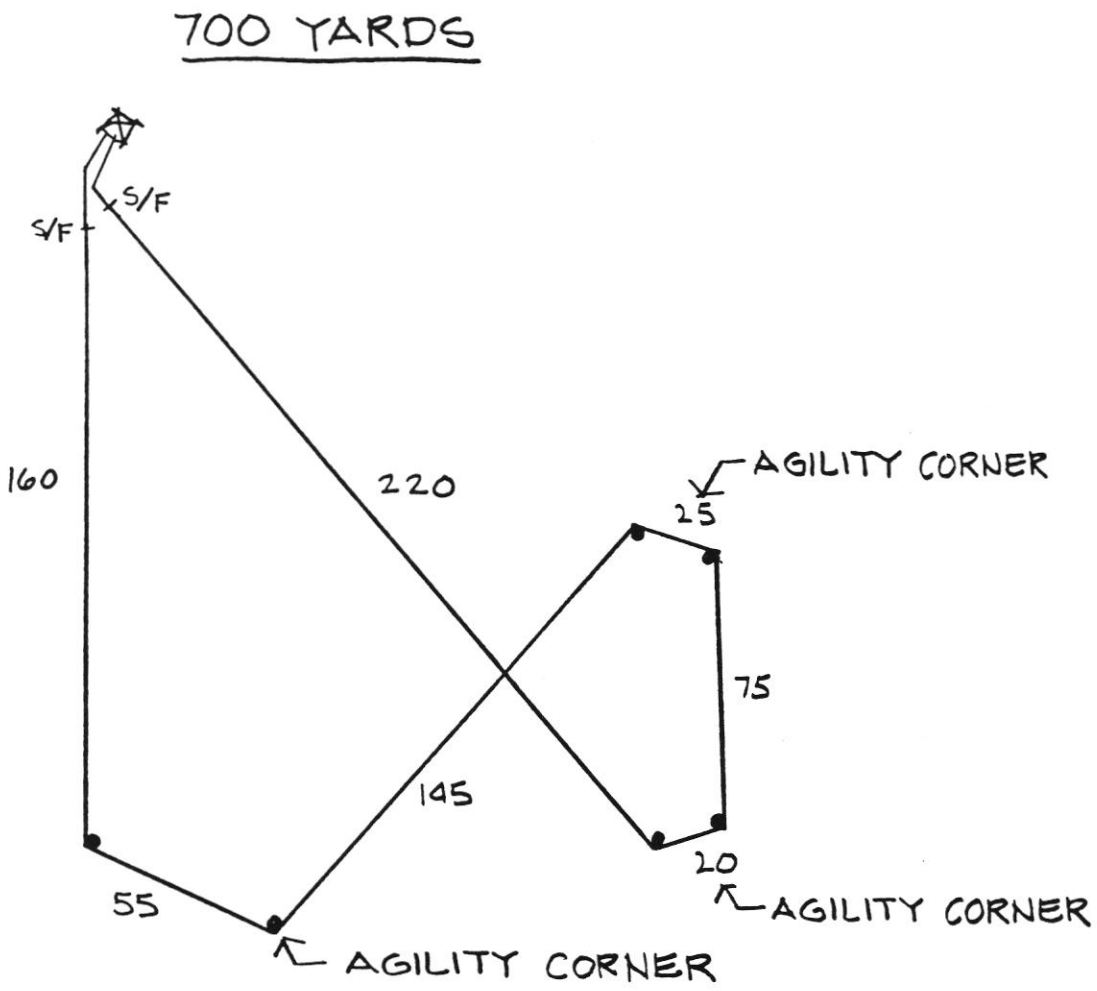
The Very Good



Comments

This course plan has an excellent mix of speed and agility tests. There is a good variety of distances in the straights, including three of 100 or more yards. It has four agility corners, acute turns with 20 yards between pulleys at each turn (for safety) preceded and followed by long — 55 to 190 yard — straights (to allow for recovery). This combination of turns and straights should also allow the hounds to exhibit their enthusiasm and follow. The course could be a little longer, if space allowed, to provide a better test of endurance. All in all, a very good course plan; excellent for this particular distance

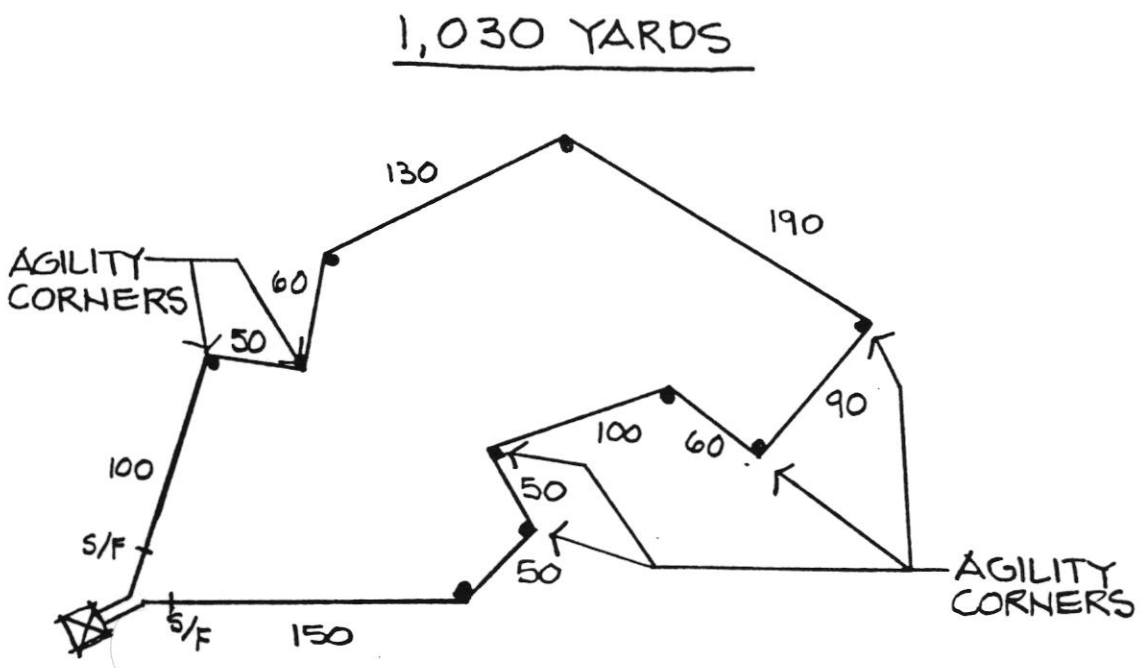
The Very Good



Comments

This is a fairly simple straight forward course design of average distance. It has a very good combination of 3 agility corners and 3 long straights, including one of 220 yards. The very long straights at the start will keep those hounds who anticipate the first corner on their toes. There are 20 yards between pulleys at the acute agility corners and plenty of distance in the straights preceding and following them. This should be a easy course to operate the lure for and a fun course to watch.

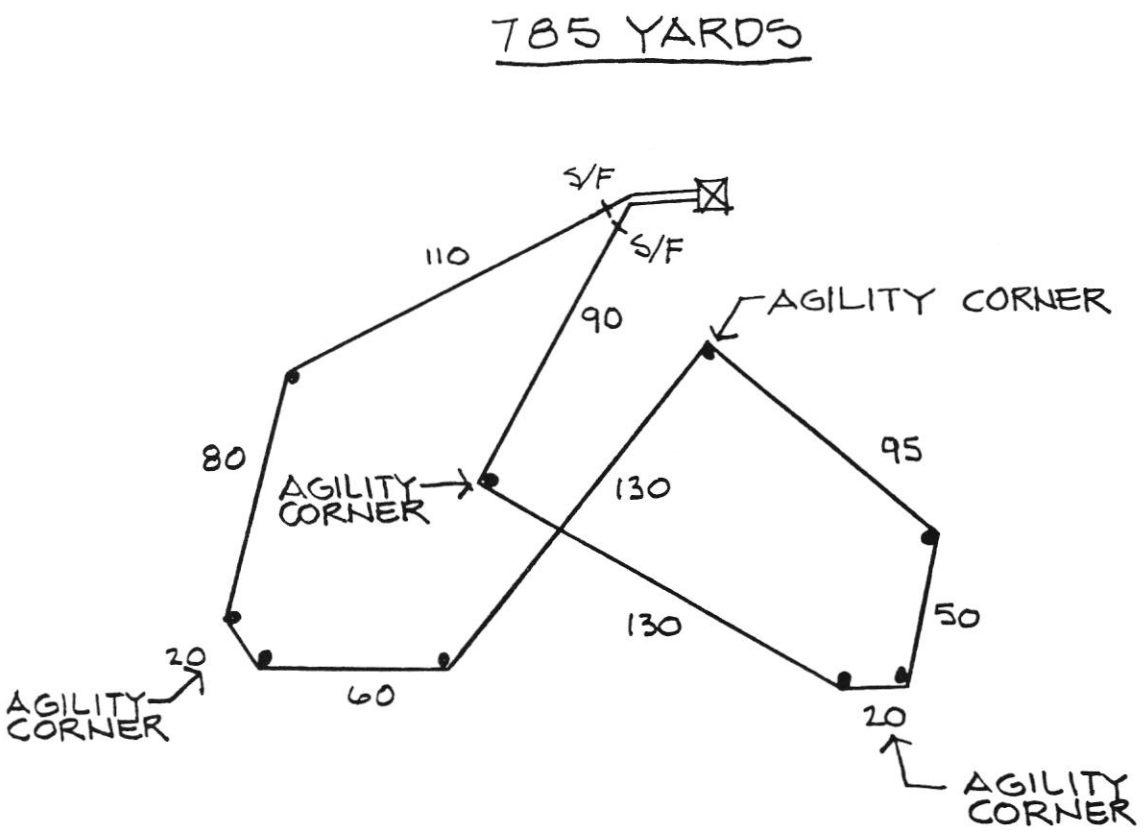
The Very Good



Comments

This is a nice long course. It has a lot of agility corners, 6 of 10 are approximately 90 degrees, but each is followed by straights of 50 to a 100 yards. There is a good mix of moderate to long straights including five of 100 yards or more. This course should provide an excellent test of speed and endurance, and a very good test of agility. Fun and exciting for both hounds and spectators.

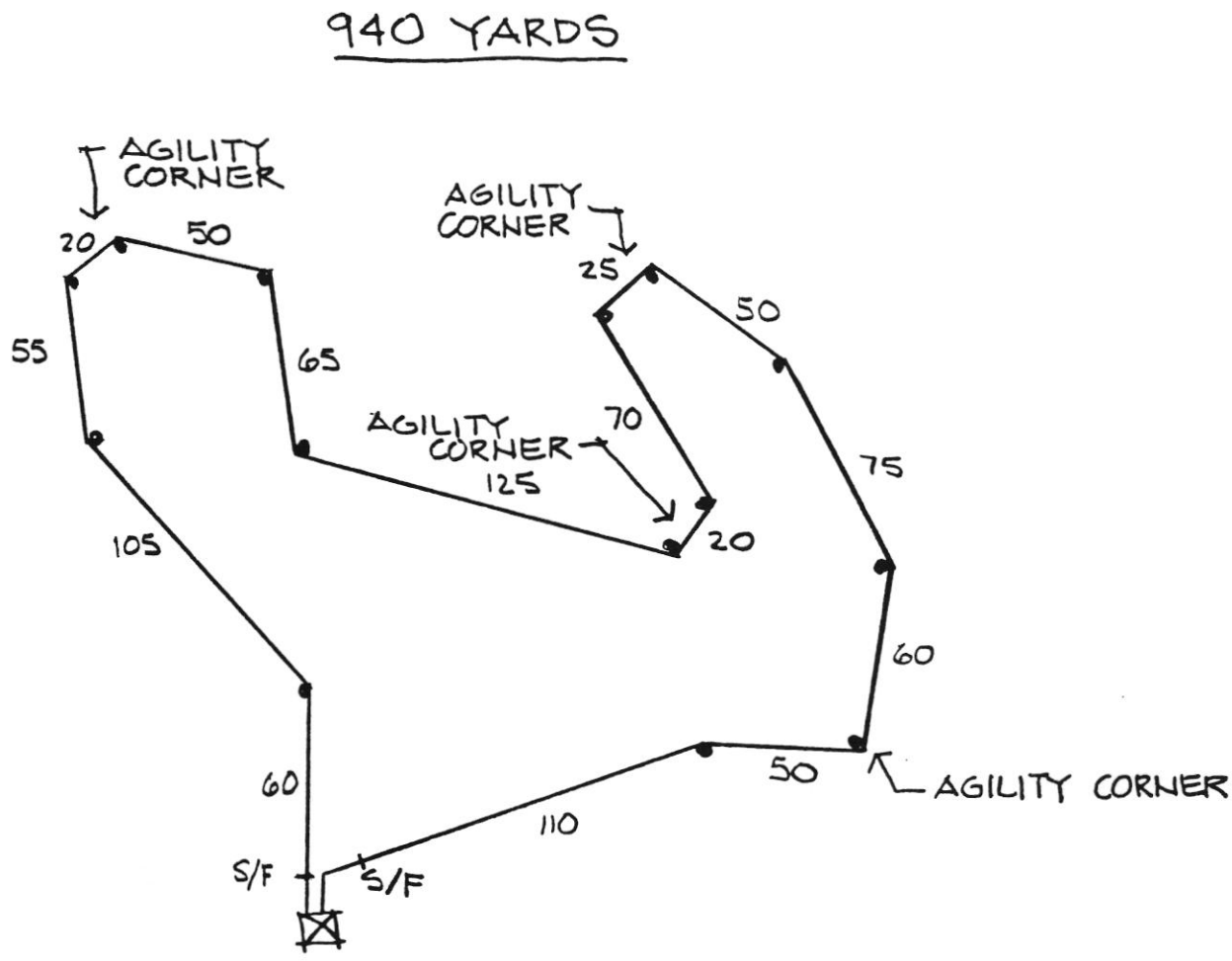
The Very Good



Comments

This course plan has four good agility corners and a good mix of straights, including three of 100 or more yards. Two of the agility corners are approximately 90 degree turns, the other two are acute turns with 20 yards between pulleys at each turn. The course design has an unusual pattern that should keep the hounds' attention, resulting in better overall courses. The first turn, in the clockwise direction, turns left instead of the usual right. There is a good safe distance, 30 yards, between the line crossover point and the nearest pulley. At 785 yards, endurance should begin to be tested. Overall, a very good course plan.

The Very Good

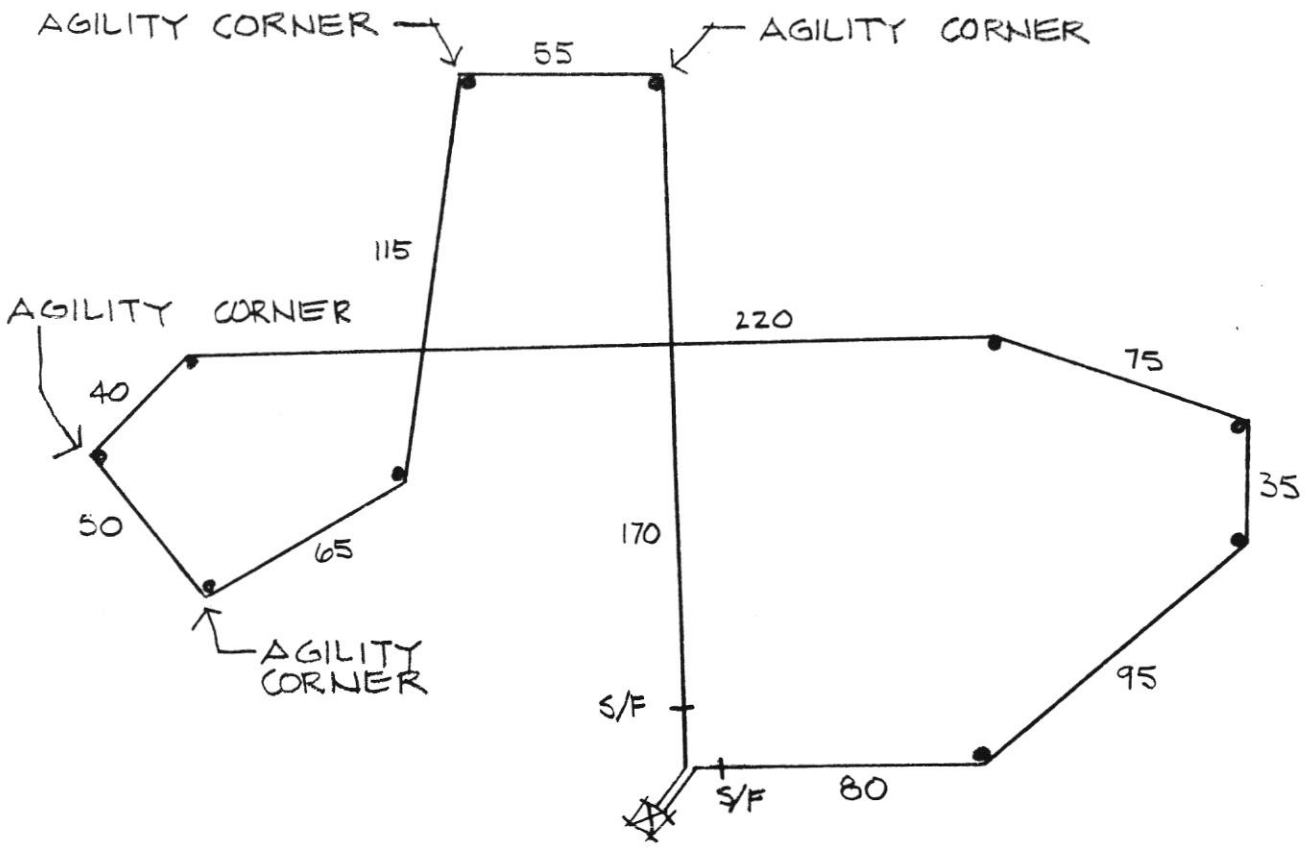


Comments

This course plan is very balanced, five easy corners, two moderate corners, four agility corners, three long straights of 100 yards or more, and 9 shorter straights ranging form 50 to 90 yards. At 940 yards it should provide a good test of endurance. The lure operator is located towards the center of the course, so he will not be required to look from one end of the course to the other. The upper right-hand area combines to create a large "S", from the beginning of the 125 yard straight clockwise to the end of the 75 yard straight, that should provide an excellent, safe, and exciting to watch test of agility.

The Very Good

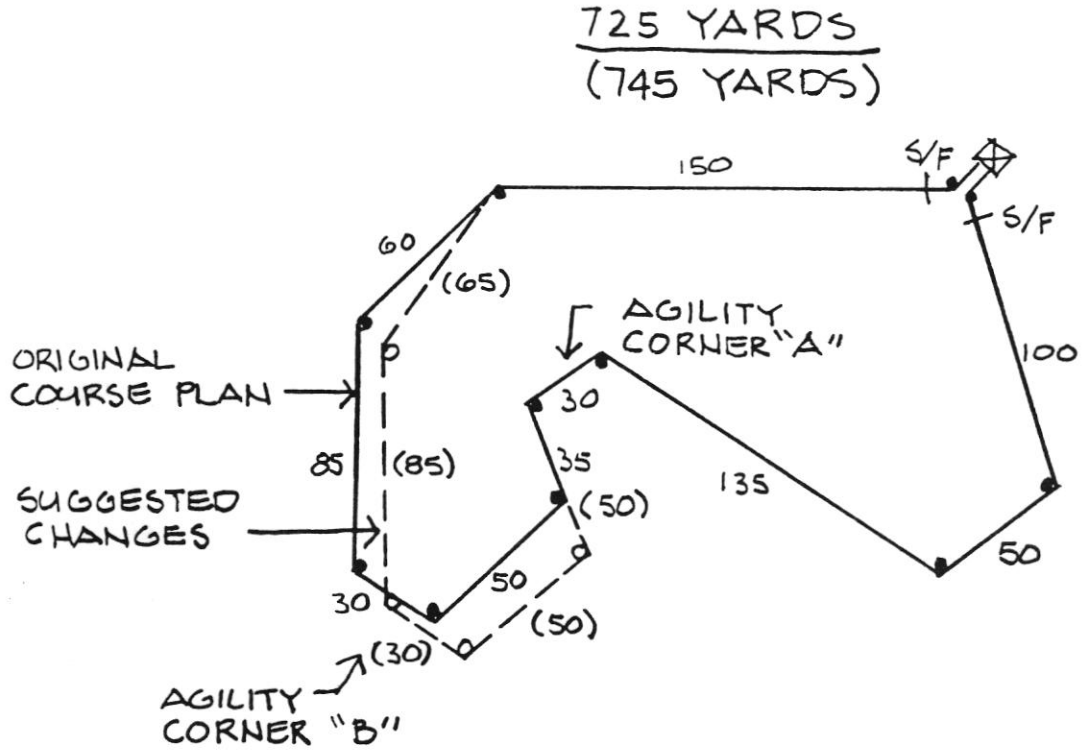
1,000 YARDS



Comments

This course plan does an excellent job of testing speed and follow, with the left-hand side providing a check of agility. Its length will also provide a real test of endurance. Long courses such as this should only be attempted if the club has adequate equipment, can count on the field being in good condition, and has personnel to track down any problems that may occur a long way from the lure machine.

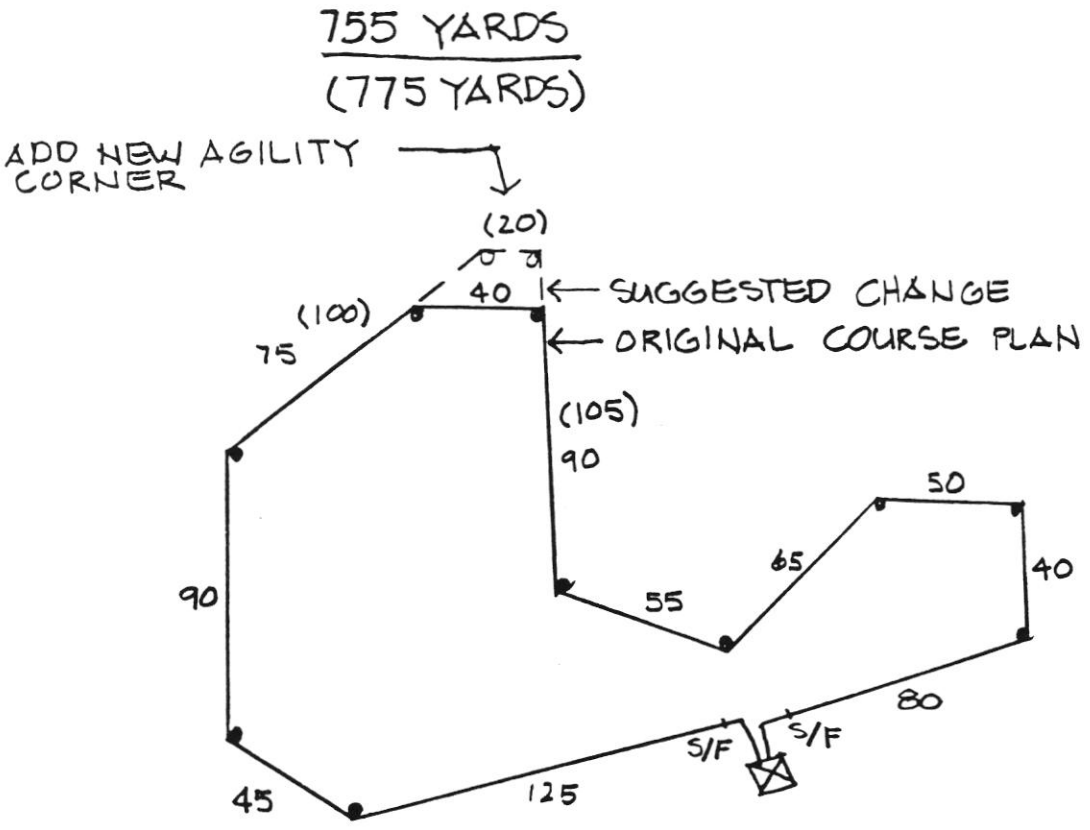
The Good



Comments

This course plan has a very good variety of distances in the straights, including three of 100 or more yards. There are two fairly good agility corners, with 30 yards between pulleys at each turn. However, running clockwise, agility corner "A" is followed by a very short 35 yard straight, followed by a minimally adequate 50 yard straight, followed by another agility corner, "B". The hounds will not likely recover from corner "A" in time for corner "B". This combination of corners and straights might even be worse when the course is reversed. This series would be unfair to the hound in the lead at the first agility corner (either direction). Trailing hounds will see the corner and cut, requiring the lure operator to pull the lure away from the lead hound before it has had a chance to recover from the turn. This course plan could be greatly improved, keeping essentially the same corners, but increasing the 35 yard straight to 50 yards (or more), as shown.

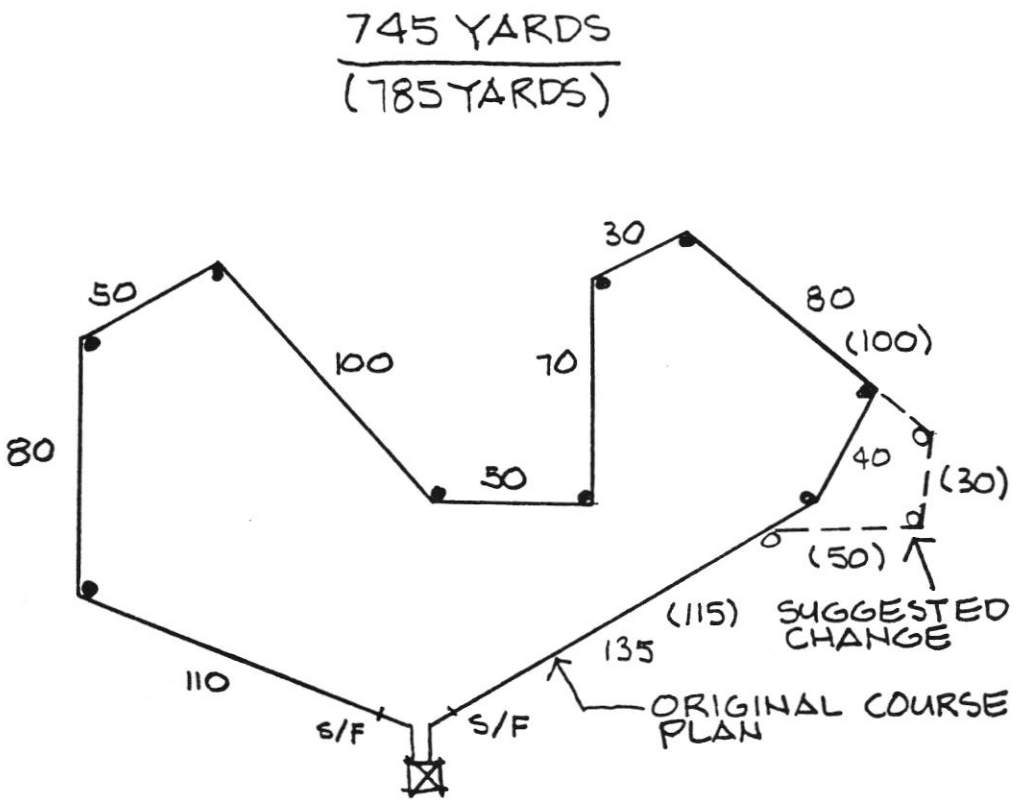
The Good



Comments

This course plan has good distance and a good mix of turns and straights. However, there is only one long straight of 100 yards or more, and no really difficult agility corners. If space would allow it a very slight adjustment, as shown above, could add two more long straights and a good agility corner, with the same number of, pulleys and only add 20 yards to the distance.

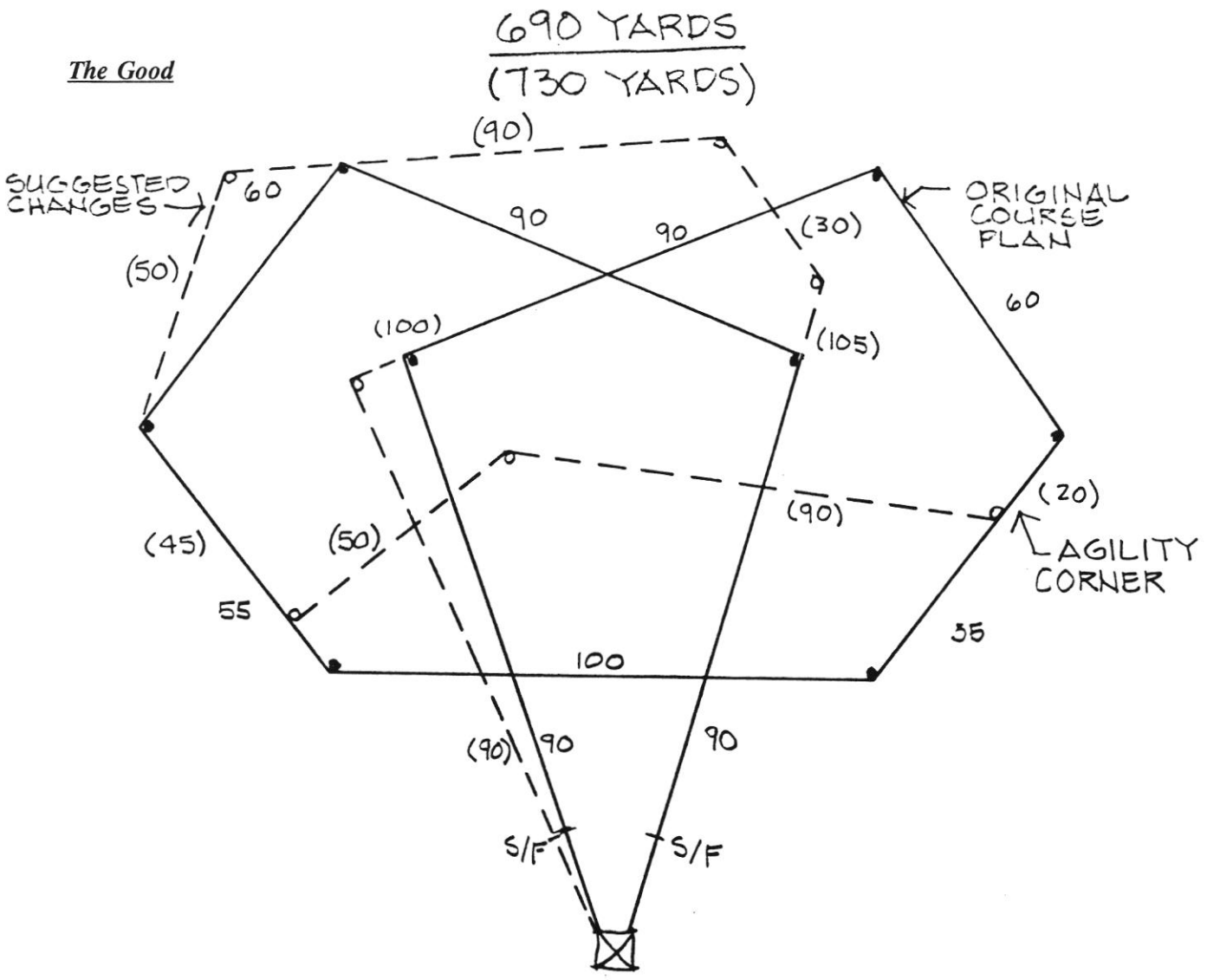
The Good



Comments

This is a good course plan that could be rated "Very Good"; it has a good mix of straights and turns, good distance, some good agility corners, and three long straights of 100 yards or more. However, it has one very slight problem — a common design tendency — the first turn, when running counterclockwise, is to the left ... when running clockwise, the first turn is to the right. As mentioned, this is a common tendency in course designs, one that experienced hounds catch onto. This can be easily addressed by changing the first counter-clockwise turn to the right. This also creates a slightly more challenging agility corner, while only adding one pulley and 40 yards to the course.

The Good

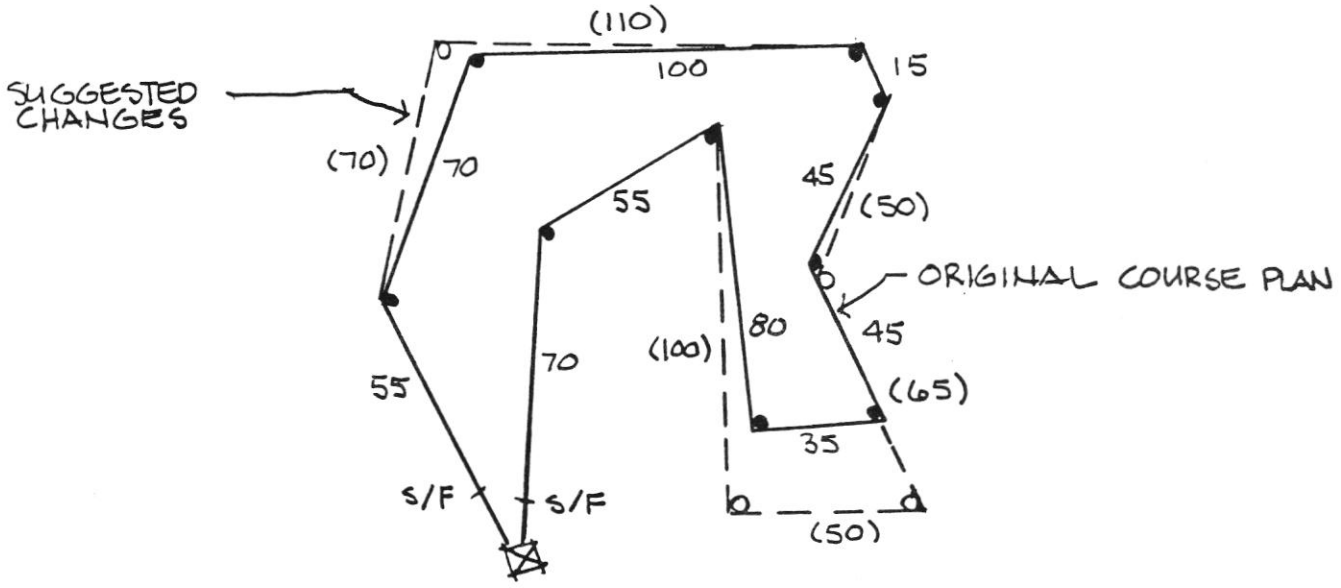


Comments

This course plan packs a lot into a relatively small space (7-8 acres), there are four 90° corners that should provide a good agility test. Although there is only one 100 yard straight there are four 4 additional 90 yard straights. Starting toward the center of the field, but slightly away from the direction of the first turn will prevent some "lure-wire" hounds from figuring out the course in the preliminary run, then ruining the final course by anticipating the turns. Depending on field size, this plan scales nicely from about 550 to 700 yards. The disadvantage of the plan is that all corners turn the same direction. The hound that circles the inside of the course will appear to do better than is, in fact, the case. The suggested changes shown above would provide two long 100-yard straights; one, more challenging, agility corner; greater variety in the combination of turns and straights; provides one opposite turning corner; uses only two more pulleys; and even adds 40 yards to the length.

The Good

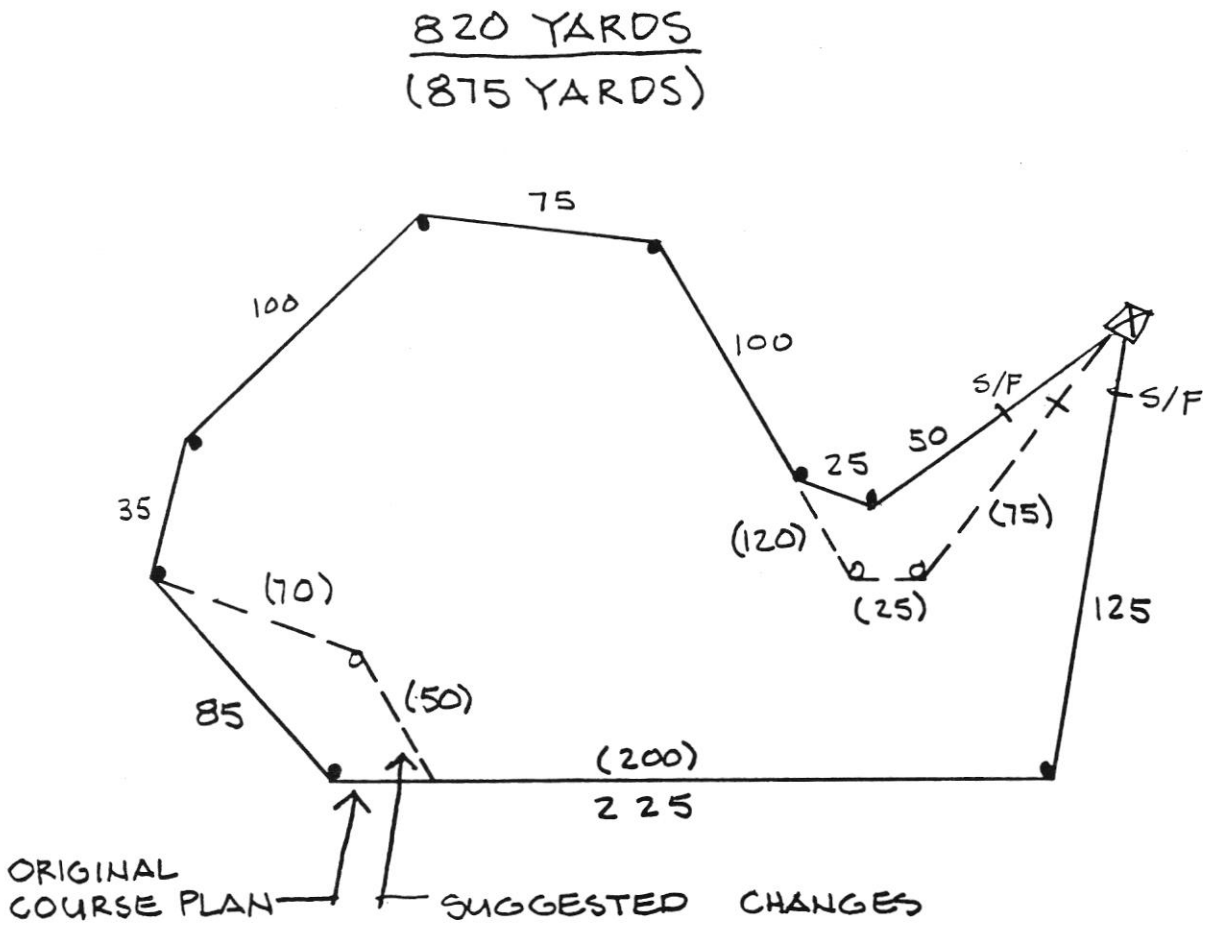
570 YARDS
(640 YARDS)



Comments

This is a good layout, especially for a short course. It has three agility corners and one long straight of 100 yards. It could be improved by extending the right "leg" down another 20 yards (space was available according to the plan in the premium) and slightly extending the 100-yard straight to 110 yards as shown above. These improvements would provide a second 100-yard straight to help better assess speed, extend a short 35 yard straight between two acute corners, extend a marginally short 45 yard straight following an acute corner (running counter-clockwise), and increase the distance to meet the recommended 600 yard minimum.

The OK

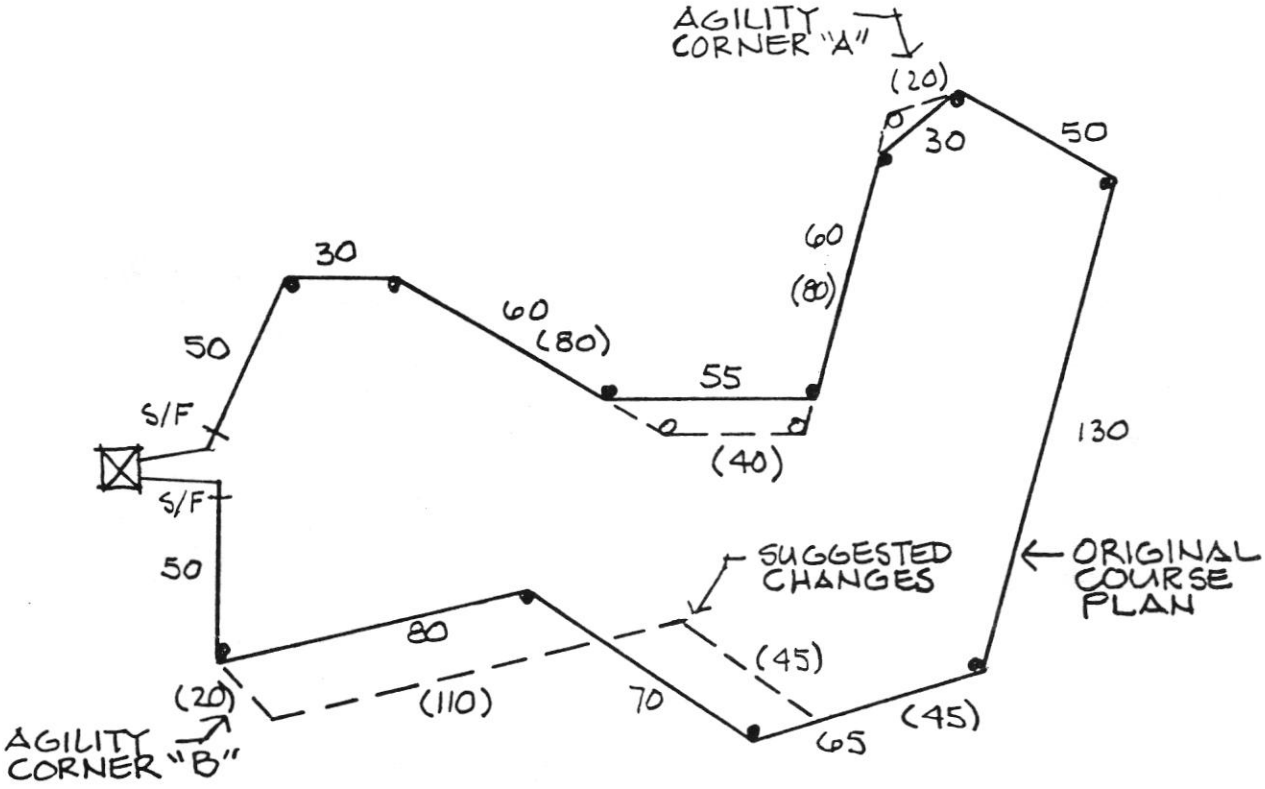


Comments

This course plan is OK. Its major drawback is that all the corners turn the same direction except the final two (running clockwise). That practically makes the course just a big "circle." While there are no really difficult agility corners, there are a couple that should provide a reasonable agility test. There is a great 225 yard straight that should provide some excitement for those who love speed. And, at 810 yards, this course should begin to test endurance. The suggested changes shown on this course would improve the test of agility, provide more variation in the direction of turns, add 65 yards to the length, and require only one additional pulley.

The OK

730 YARDS
(750 YARDS)

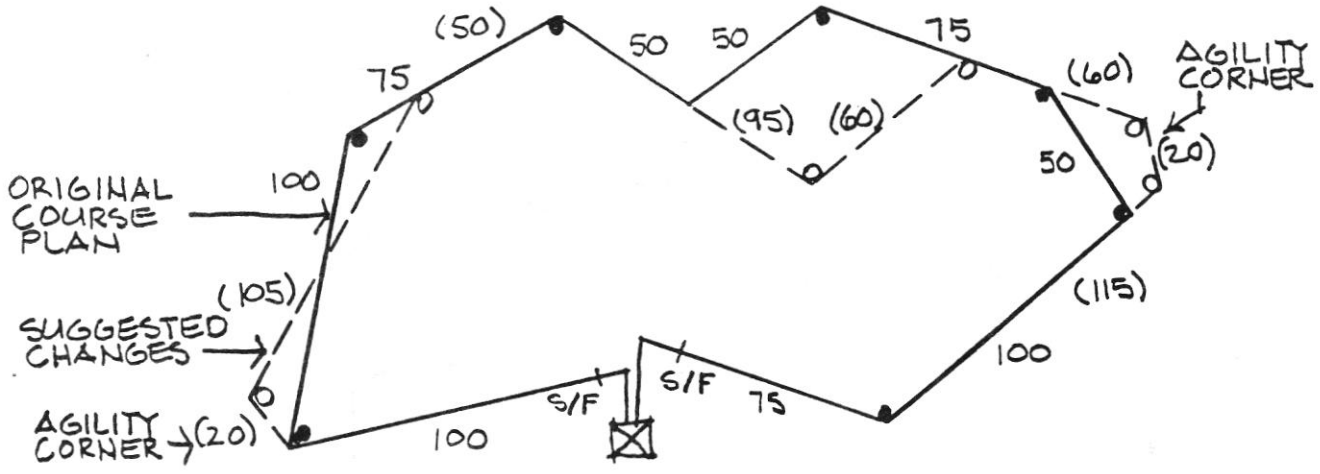


Comments

This course plan is OK, but it only has one long straight of 100 yards or more (130 yards) and the majority of straights only range from 50 to 65 yards. The recommended changes shown provide a second long straight (110 yards) and a greater variety of distances — a more interesting course. The changes also slightly improve agility corners "A" and "B", lengthen the course by 20 yards, and require only one additional pulley.

The OK

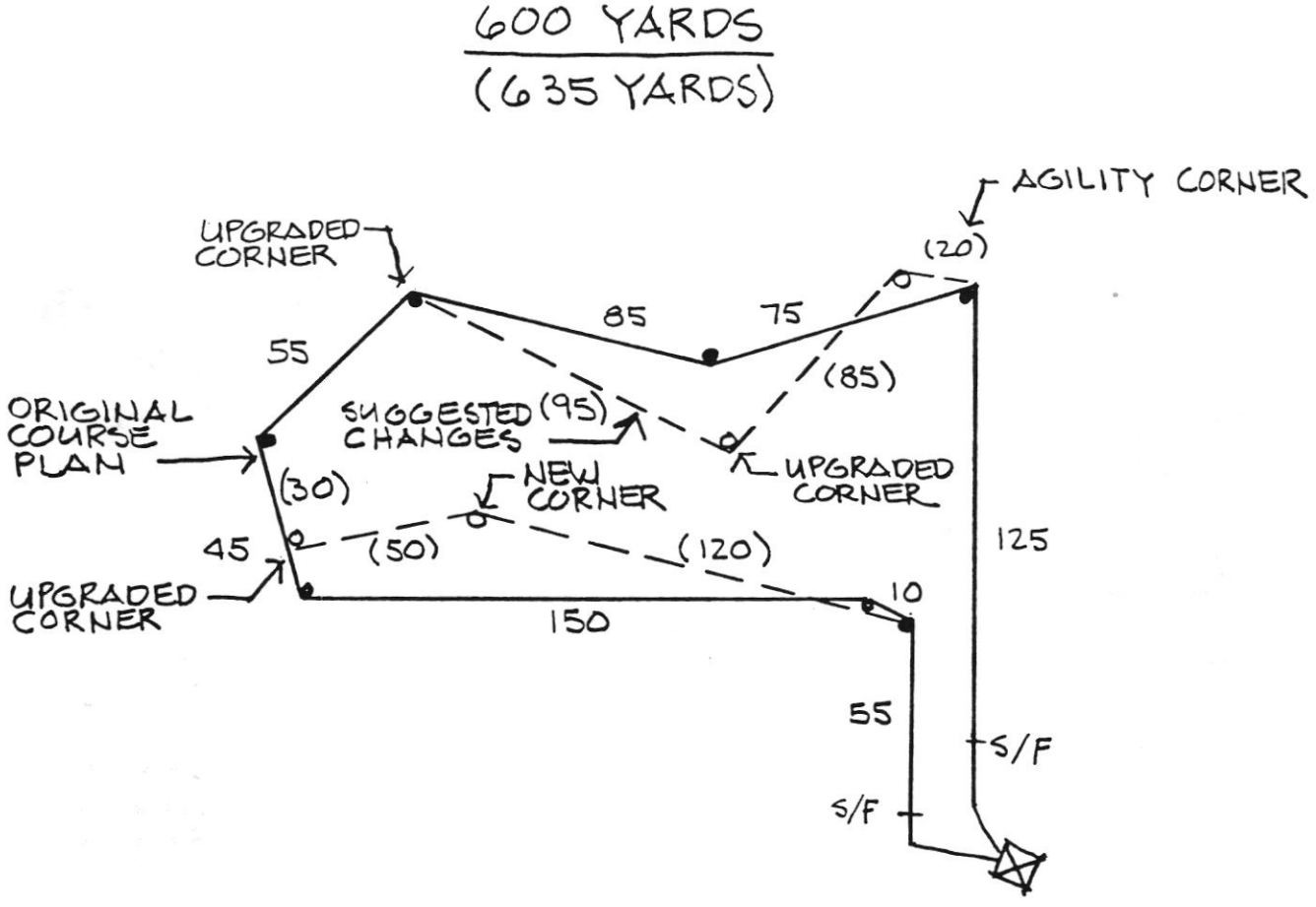
675 YARDS
(700 YARDS)



Comments

This course plan is OK — nothing terribly bad, but nothing terribly exciting either. The straights come in three standard distances — 50, 75, and 100 yards, and all but one turn are in the same direction. It has three long straights of 100 yards and two agility corners (one of which is not too difficult). The suggested changes shown above add one agility corner (upper right), improve a second agility corner (lower left), provide a greater variety of straights, slightly increase the total distance, and add only one pulley ... resulting in a more interesting and challenging course design, in spite of the fact that all but one turn are in the same direction.

The OK

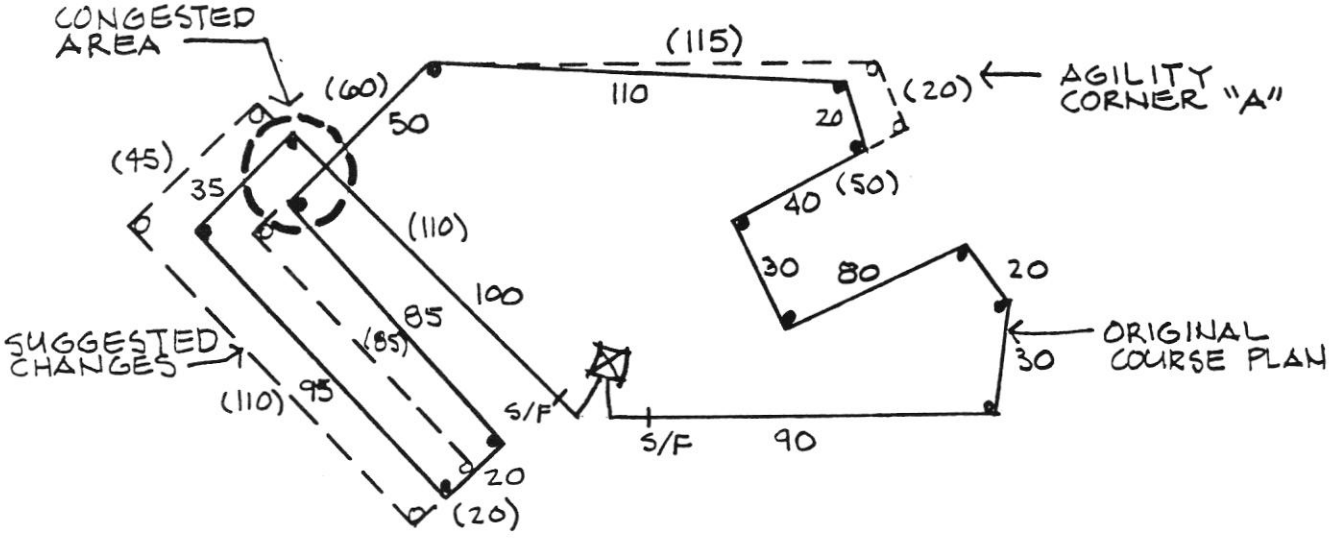


Comments

This plan is OK for a short course. It has two good long straights and two agility corners; however, all but one of the corners are right-hand turns (when running clockwise) and the course could otherwise be easily improved within the same space. The suggested changes shown above would improve one agility corner (upper right-hand corner) and would upgrade three others agility corners to improve the test for agility and follow. A new corner has been added to provide a second left-hand turn and 35 yards have been added to the distance ... one pulley additional pulley would be required.

The OK

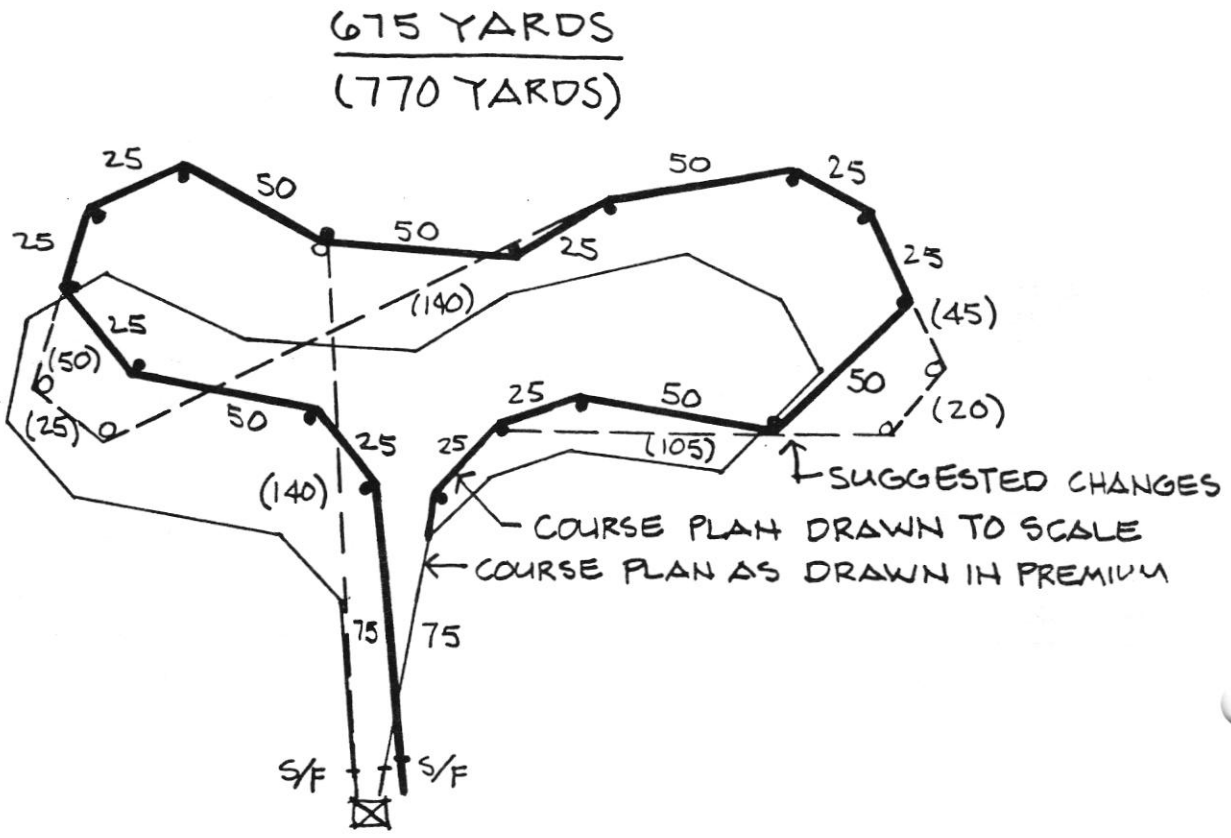
805 YARDS
(865 YARDS)



Comments

This course plan has good distance, and a good combination of agility corners and longs straights; however, there are two problem areas. The first, going clockwise at agility corner "A", the turn is followed by a 40 yard straight — 10 yards less than the recommended 50 yard minimum. The second problem is the congestion at the crossover — there is not enough separation between the 50 and 35 yard straights or the 100 and 85 yard straights, especially with two 90° turns in the immediate area. This is basically a very good layout, the adjustments shown above should resolve its minor problems. The adjustments would also add approximately 60 yards to the course length, enhancing the test of endurance, the same number of pulleys would be required. A final note — the lure operator would be located near the center of the course, and should easily see the entire course — a special concern at the more complex agility corners.

The Bad

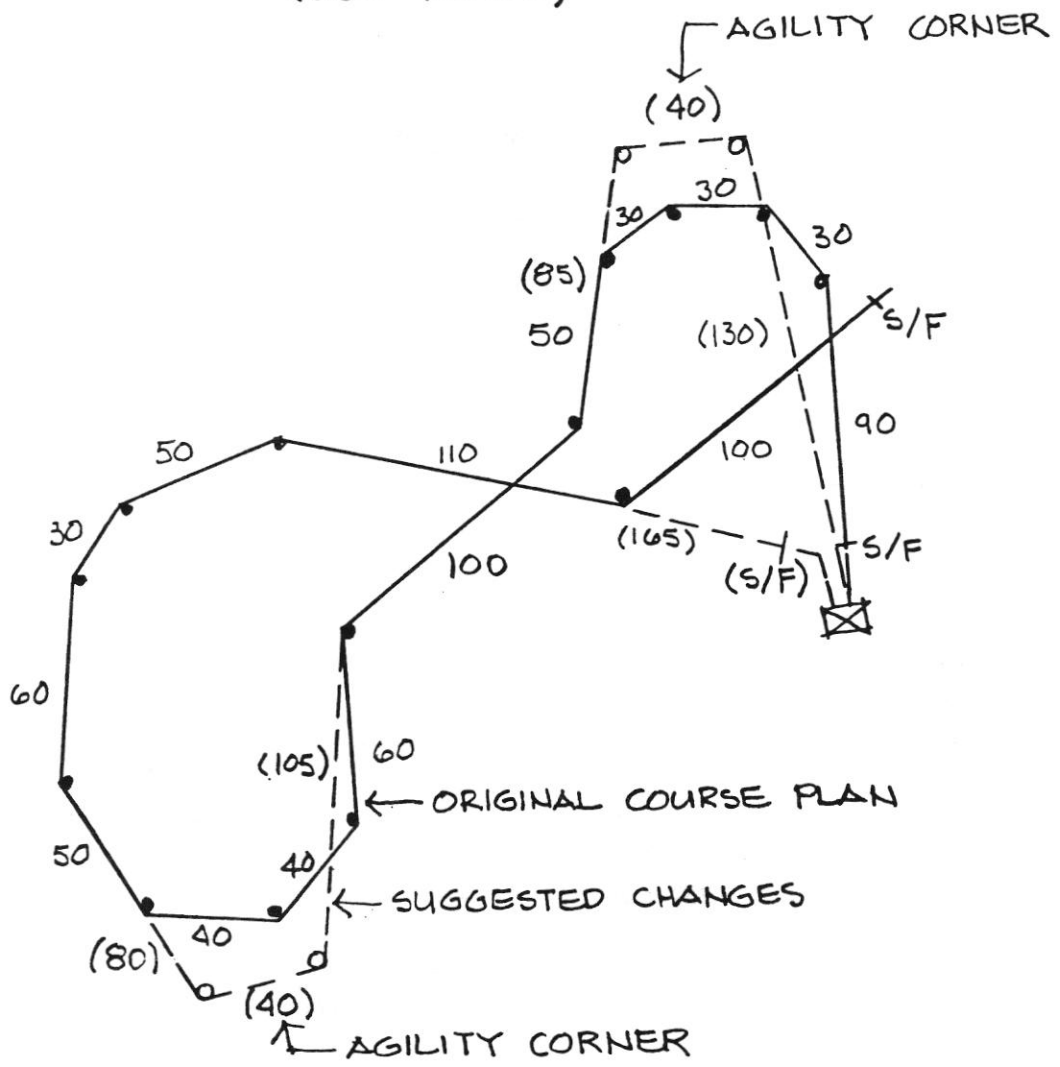


Comments

This course design has very little to offer. Except for the 75 yard straights at the start and finish, the rest of the course is a series of 25 and 50 yard straights. Only one corner comes close to testing agility. At 650 yards it should not really test endurance. Also, this plan was not accurately drawn; not an uncommon problem. The above sketch includes the plan as shown in the premium, how the plan looks when accurately drawn according to the distances and angles shown on the plan, and some suggested changes. Course plans do not have to be drawn to scale in the premium, although it would be preferred, but they should be drawn reasonably accurate to provide a true illustration of the proposed course layout. The suggested changes would create three long straights in excess of 100 yards, two agility corners, add 100 yards, and use four less pulleys. Note how a crossover can be used to create long straights and increase course distance, without necessarily requiring additional area.

870 YARDS
(885 YARDS)

The Bad

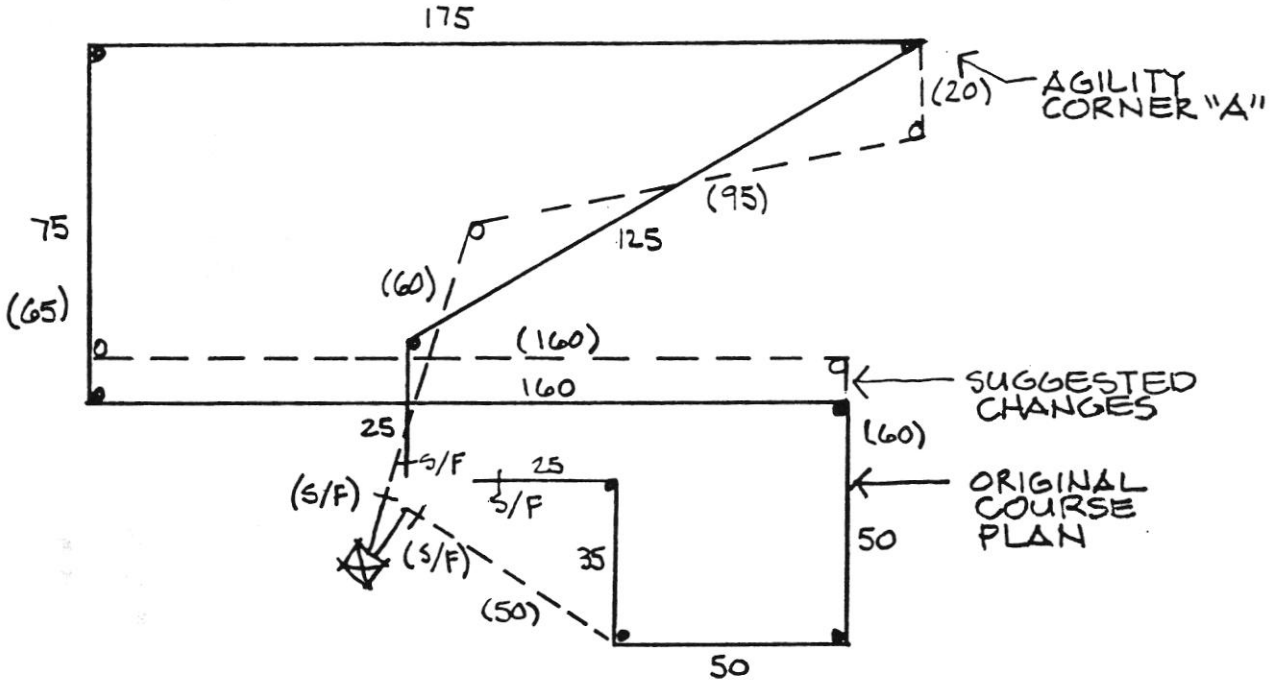


Comments

This course plan, designed for a drag lure machine, has one major problem, the start/finish points are nearly 90 yards apart! Tough for the handlers. There are also some other, less serious problems. There are no acute or difficult corners to provide a good test of agility. The first crossover is too close to the upper start/finish, approximately 15 yards. All three problems could be fairly easily taken care of as shown above. The recommended changes would bring the start/finish points much closer together (also lure operator visibility is a concern from only one point, not two), add a couple of agility corners, eliminate the crossover/start problem, add 15 yards, reduce the number of corner pulleys by four, plus add two more long straights.

The Bad

720 YARDS
(735 YARDS)

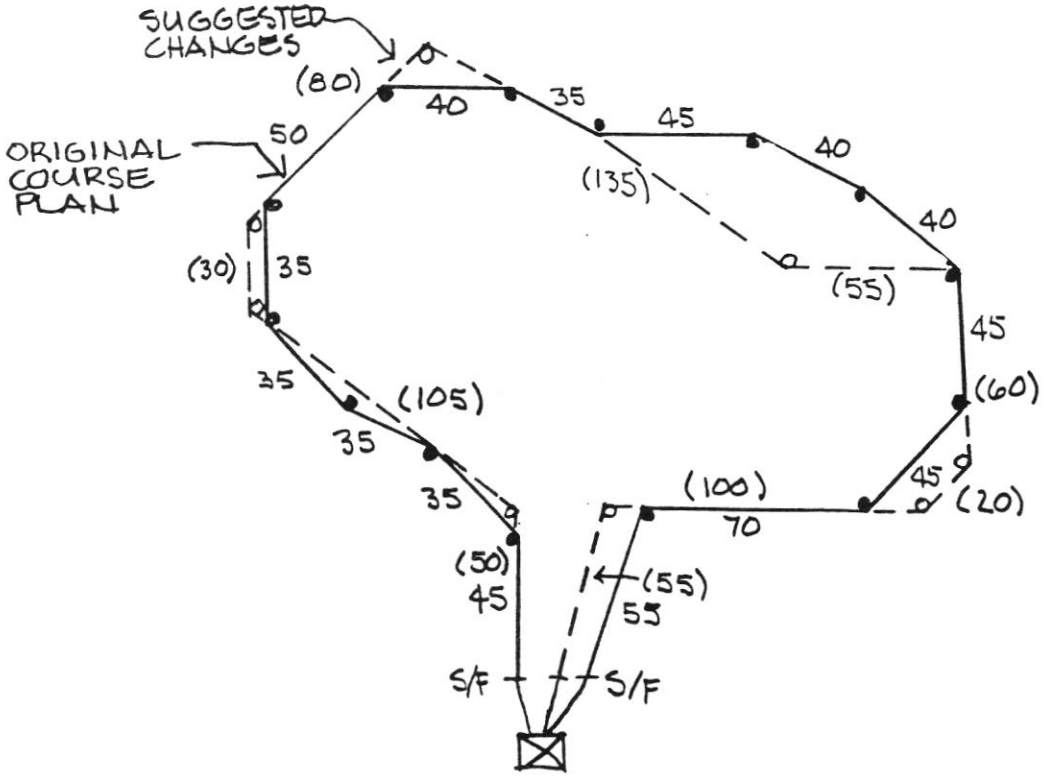


Comments

This course design gets off to a bad start. The initial straights going both directions are very short, 25 yards, and potentially dangerous. The start to the right is particularly bad because the initial 25 yard straight is followed by a 90° turn, followed by another short 35 yard straight, followed by another 90° turn. The start to the left has a crossover within less than 15 yards — not good. Agility corner "A", a "star point" corner at the end of long straight, should be adjusted to a sharp "U" turn. The suggested changes shown above eliminate the problems with the right-hand start by replacing the initial portion of the course with a 50 yards straight and a softer first corner of approximately 135°. The 160 yard straight has been shifted up and the left-hand start shifted down to provide additional distance from the start to the crossover. The "star point" corner has been adjusted as previously discussed, resulting in the reduction of the 125 yard straight to 95 yards. The same number of corner pulleys would be required, the new alignment would be 15 yards longer.

The Bad

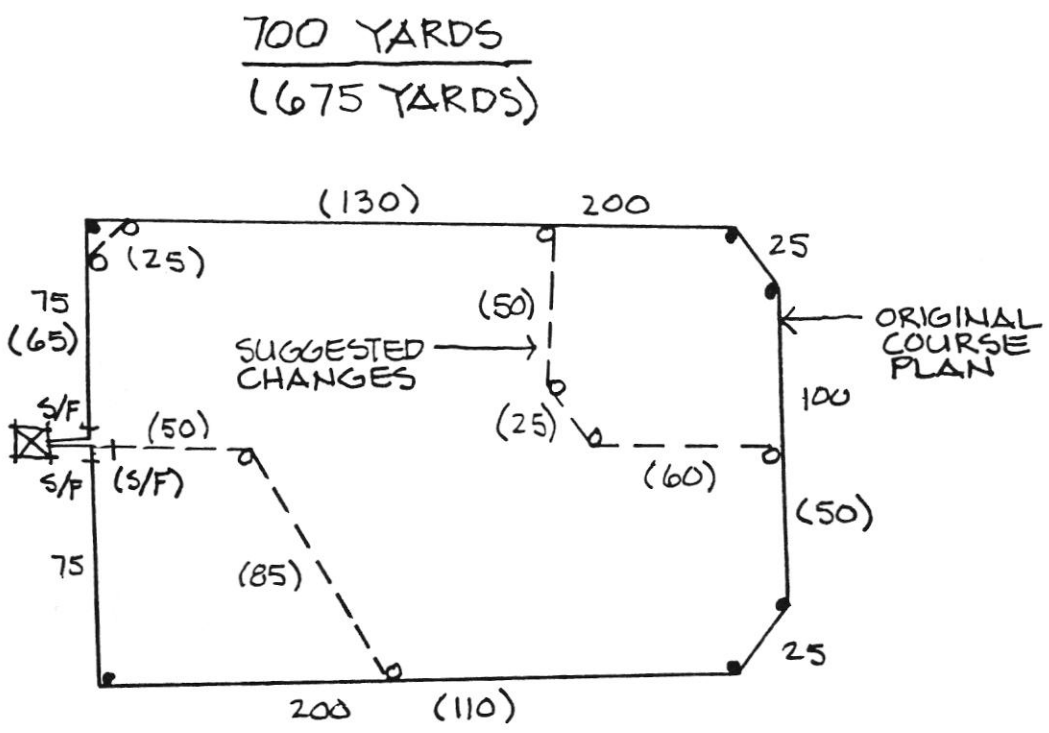
650 YARDS
(690 YARDS)



Comments

Even through there are 3 opposite direction turns, two are at the start/finish, this course plan is basically a large oval comprised of 35 to 45 yard straights and a multitude of turns — which have little effect on the dogs, but increase drag. It has only one fairly easy agility corner. When run in the clockwise direction the first corner is only 45 yards from the start, although as shown it is fairly easy and probably would not cause a significant problem or hazard. The adjustments shown above increase agility tests, add longer straights, would increase the clockwise start to the recommended 50 yard minimum straight, reduces the number of corner pulleys, and adds 40 yards.

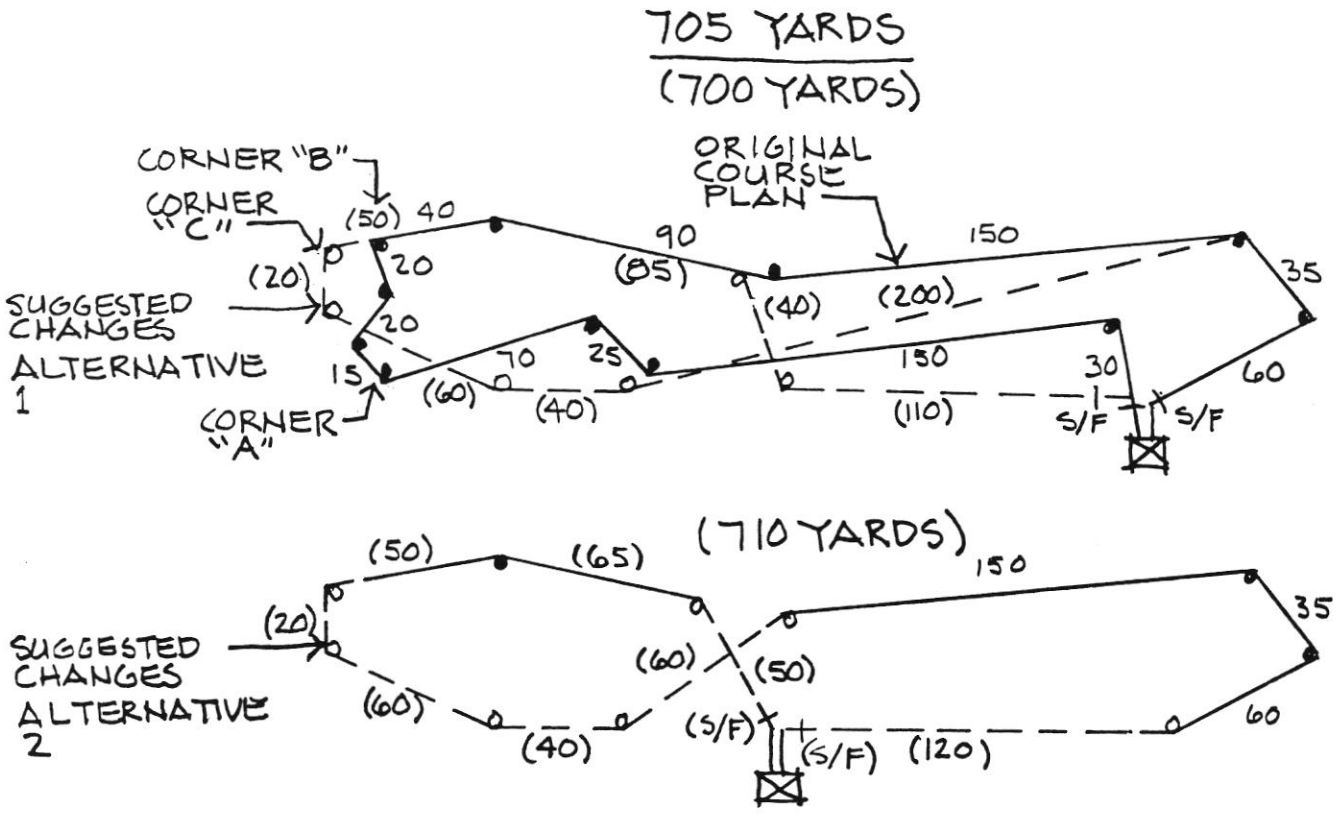
The Bad



Comments

This course plan definitely lacks imagination, it truly is one big loop - with all turns in the same direction. In fairness this design was submitted for a fun trial; therefore an argument could be made for keeping the course very simple. However, it could start teaching the hounds to anticipate the direction of turns and encourage cutting. Two very undesirable habits to pick-up or encourage. Although the suggested changes shorten the course by 25 yards, reduce the 2 nice long 200-yard straights to shorter 100 plus-yard straights, and eliminate the 100 yard long straight, they do create a more varied course. One that is much less likely to teach or encourage bad habits, and is still relatively simple and easy to run.

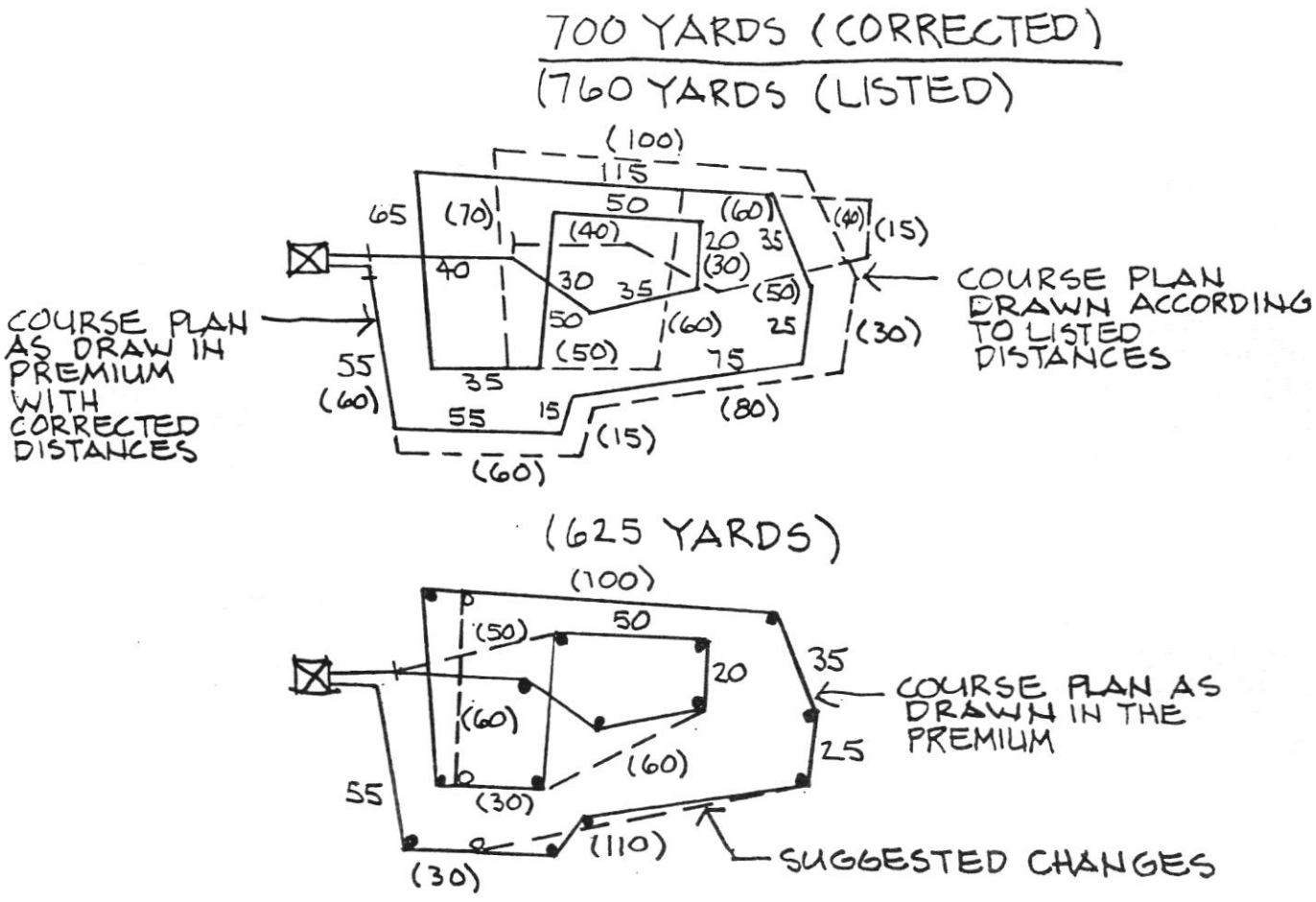
The Ugly



Comments

This course is basically down and back, one can only assume that the field must be long and narrow. But there are some other serious problems with this design, beginning with a very short 30-yard straight that ends with a 90° turn at the start (when running clockwise). The far left end is a jumble — a 15 yard straight, followed by a 20-yard straight, followed by another, 20-yard straight, followed by a very minimal 40-yard straight. Most likely the hounds will swing out from corner "A" to corner "B," "blowing off" the two, 20-yard straights. The other possibility would be hounds all over the place, as individual hounds make and miss the various turns ... there just is not enough distance for them to recover from one turn before the next one occurs. The suggested changes, shown in Alternative I above, change the initial start to a 110-yard straight, add a crossover to replace the initial agility corner, cleans up the far left end with a more reasonable agility corner "C", and retains two long straights, reduces the number of corner pulleys by three, and only reduces the total length by 5 yards. One minor problem still remains, the lure operator would be at one end resulting in a long view to the far (left) end. There may be access issues that would require leaving it there, if not the start/finish could be moved towards the center of the course with a few more minor adjustments as shown in Alternative 2.

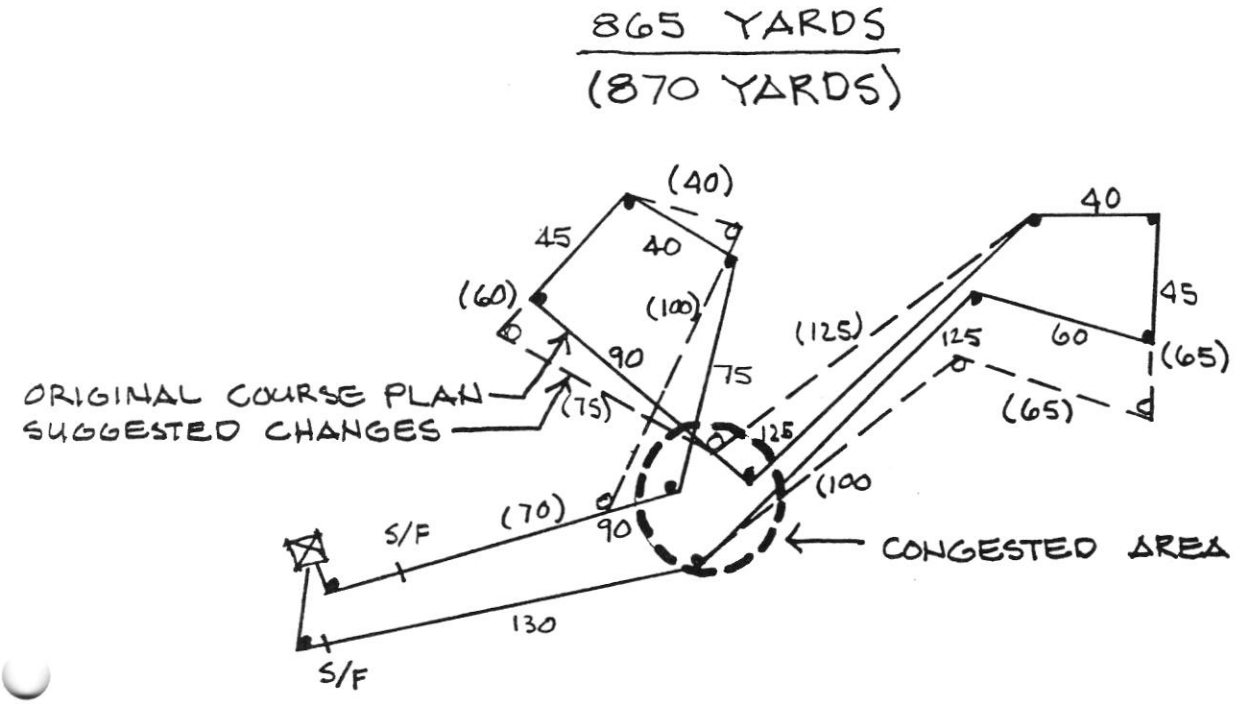
The Ugly



Comments

To begin with, this course plan was very inaccurately drawn in the premium. The plan at the top reflects the course as drawn in the premium with corrected distances and how the plan would look with the distances listed in the premium accurately drawn. In either case there is too much course for the area. The following discussion will deal only with the more realistic corrected course plan. This design is overly complex with 14 corners, there would be hounds all over the field. There are a number of other problems including acute or sharp turns too close to other corners or lines, parallel lines too close (10 yards apart), a crossover too close to the start/finish (10 yards), insufficient straights following acute turns, and only one long 100-yard or more straight. The suggested changes shown on the bottom plan simplify the course by eliminating 3 corners and adding a second long 100 plus-yard straight. It also relocates the crossover further away from the start/finish, eliminates the second crossover, and reduces the total yardage by 70 yards — resulting in a much safer, more practical, easier to operate, easier to judge course.

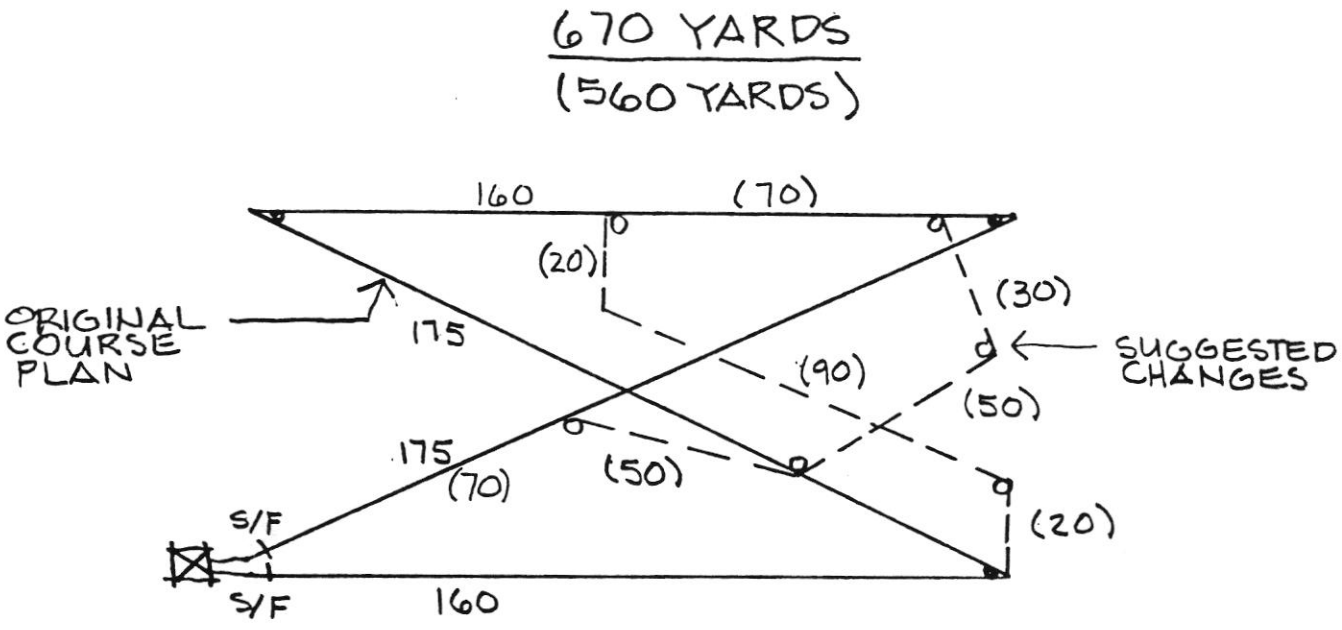
The Ugly



Comments

This course plan has some serious problems. It has two sections with agility corners that are bounded by straights that are too short to allow the hounds to recover before the next turn. The loop at the top is awkward — 5 sharp to fairly sharp corners within a rather restricted area. There is also a section of approximately 100 yards with two parallel lines that are shown as only about 5 yards apart. Potentially a VERY dangerous situation. The central portion of the course (circled) also presents several potential hazards. In addition to the parallel lines there are three pulleys, a line crossover, other lines, and two fairly sharp corners that some hounds may overrun. By themselves these features generally would not present a hazard, but when combined in close proximity to each other they could result in injuries. The suggested changes alleviate or reduce these problems by lengthening the straights associated with the agility corners and separating the two parallel lines by approximately 25 yards. The top loop, while improved, is still somewhat awkward and would require very good lure operation to make this course plan work.

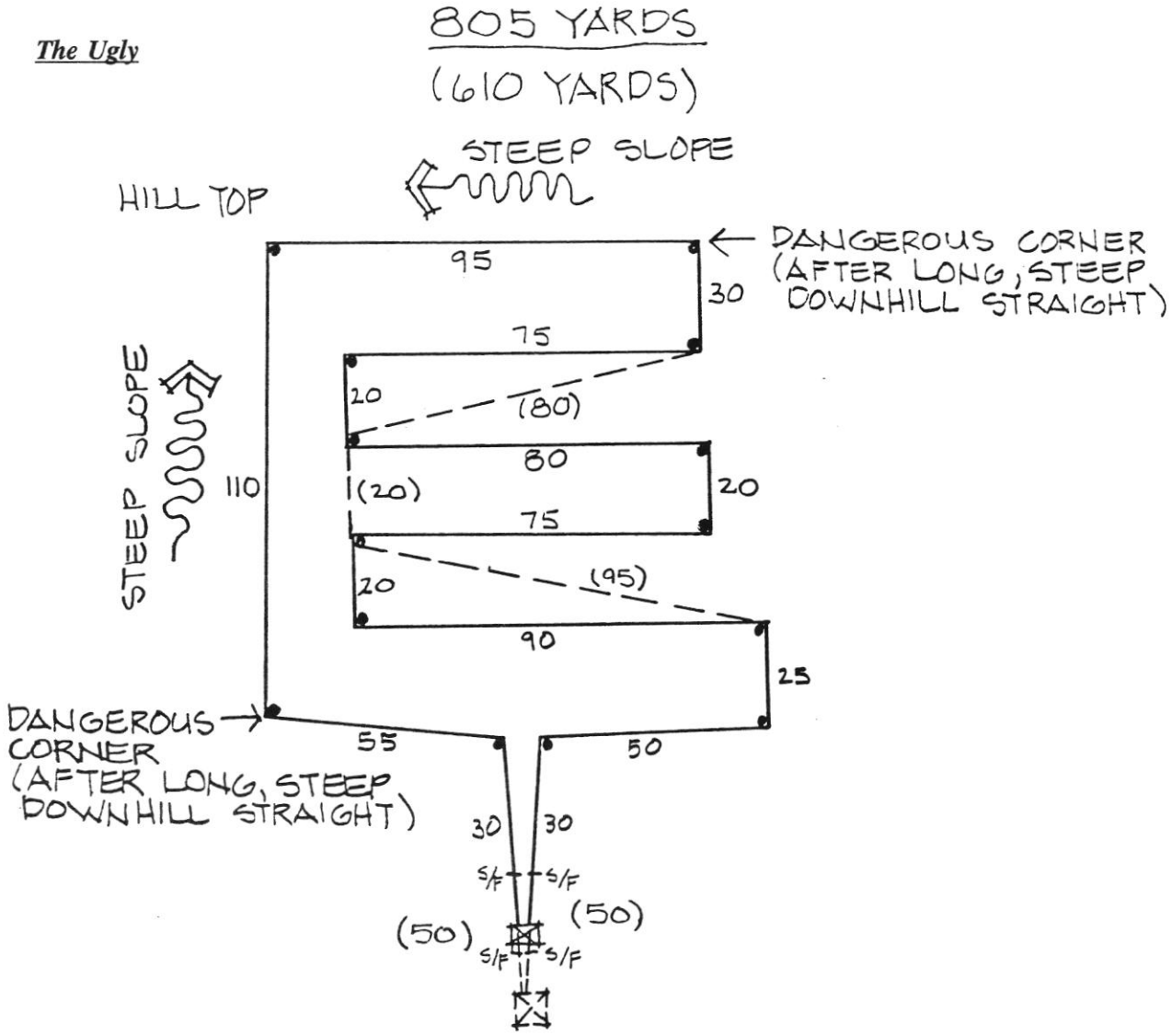
The Ugly



Comments

Well ... this course design does have long straights and agility corners. All 4 straights are either 160 yards (2), or 175 yards (2). All three corners are "start point" corners, which follow one of these long straights. This is potentially a dangerous course because of these design factors. The area required for this course (including a 20 yard buffer on all four sides) would be approximately 5 acres. If that is the maximum usable space — reduce the yardage to 500-550 yards. The suggested changes shown above actually measure 560 yards — loosing all but one of the long straights, but improving the safety and the variety of challenges for the hounds.

The Ugly



Comments

This course plan will consider terrain, because it was such an important factor at the actual site. The top (95 yard) and left side (110 yard) straights both run down very steep slopes, ending in 90° turns. The chances for injury at those corners are significant and played a major roll in the reasons for including this course design in the "ugly" category. In addition to those problems, there are other design flaws that would create difficulties, even on flat terrain. The start, in both directions, is only 30 yards long before hitting a 90° corner. The three switchbacks, although meeting the basic requirements for acute turns, when combined as they are — one right after the other — would likely result in hounds running all over the place, possibly into one another. In addition, hounds with experience — after the first couple of switchbacks — are likely to say, "if I wait a bit the lure will be coming right back." Not a desirable trait for hounds to develop. The switchbacks could be improved — at the cost of approximately 195 yards, 40 yards of which could be regained by extending the starts to 50 yards (as shown above). However, nothing can be done to remedy the long downhill/90° corner combinations and save any semblance of this layout. There would have to be major design changes.

EPILOGUE

The preceding has been an effort to provide some basic guidelines covering fundamental aspects and considerations in course design and field location. Certainly not all situations can be covered, but hopefully this booklet will prove to be of some value and assistance in your efforts to improve course designs, field quality and availability, and the overall coursing experience for both hounds and owners.

Photo by Pam Mayberry