



Track Requirement Quick Reference Guide

	TD	TDU	TDX	VST
Length	440 - 500 yards	400 - 500 yards	800 - 1000 yards	600 - 800 yards
Starts	10 y walk-in Start flag+flag at 30 y 1 restart between flags	10 y walk-in Start flag+flag at 30 y 1 restart between flags	30 y walk-in 180°one flag, blind start No restarts	30 y walk-in 180°one flag, blind start At least 20 y of veg after start No restarts
Turns <small>(No acute turns except in TDX when terrain dictates)</small>	3-5, both left and right 2 turns out in the open At least two 90° turns If a 3 turn track-all 90°s	3-5, both left and right 2 turns out in the open At least two 90° turns If a 3 turn track-all 90°s No non-veg turns	5-7, both left and right First turn in an open area At least three 90° turns 30 y from X-tracks/articles Turns can be in or by obstacles	4-8, both left and right At least three 90° turns One non-fringeable, MOT non-veg turn must be 90° and go 30 y before returning to vegetation
Articles <small>(Judges should approve an extra start article)</small>	Fabric start Fabric/leather glove or wallet at end	Fabric/leather start Fabric/leather midway Fabric/leather glove or wallet at end	4 personal, dissimilar Dropped at wide intervals 30 y from turns/obstacles/X-tracks Glove or wallet at end	4 common, dissimilar Leather, plastic, metal and fabric Sized 2"x4" to 5"x5"; weight ≤8 oz Fabric or leather at start 20 y from turns (30 y from MOT turn) Second or third on non-veg Temporary #4 tag on end article
Legs	First leg at least 60 y Other legs at least 50 y	First leg at least 60 y Other legs at least 50 y	All legs at least 50 y	Legs at least 30 y Parallel legs at least 50 y apart unless blocked by a structure
Terrain/ Surfaces	Moderate terrain	Urban; 10-30% non-veg May have buildings or structures No busy roads No snow	Wide variety of conditions Difficult challenges No busy roads	Urban; 33-66% non-veg 2 different types of non-veg 2 areas devoid of vegetation Must have buildings/structures No busy roads No snow
Distances	50 y from any part of the same track 50 y from other tracks	50 y from any part of the same track 50 y from other tracks	50 y from any part of the same track 50 y from other tracks 50 y from X-tracks in/out	50 y from any part of the same track except 30 y if blocked by building 50 y from other tracks
Obstacles	None - may cross path or road ≤6' wide Follows at least 15 y away from a fence or boundary May cross open hedgerow if no turns are within 30 y of the crossing	No physical obstacles but stairs are ok	At least 2 obstacles but not on the first leg Obstacles can be scenting challenge, physical obstruction or difficult handling conditions At least 30 y from article or X-track	No physical obstacles but stairs, bridges, shelters, open buildings are ok. Tracks should be designed for all breeds of dogs and all handlers
Cross-Tracks	Animal, pedestrian or vehicle crossing is ok	Animal, pedestrian or vehicle crossing is ok	*See below	Animal, pedestrian or vehicle crossing is ok
Tracklayer Exit	30 y straight after end article 50 y from other tracks	30 y straight after end article May cross adjacent track	30 y straight after end article 50 y away from other tracks	30 y straight after end article May cross adjacent track
Age	30 minutes - 2 hours	30 minutes - 2 hours	3 hours - 5 hours	3 hours - 5 hours

***TDX Cross-Tracks:** Between 1:15-1:45 hours after primary track laying, two cross-track layers walk 4' apart over the track at two widely separated places at a 90° angle. X-tracks not allowed on first leg, at least 75 y away from the start and at least 50 y from other parts of the same track or other tracks. X-tracks will be at least 50 y away from a turn and at least 30 y from article/obstacle. Plotted to permit the dog to follow at least 30 y from a barrier or scenting distraction, X-tracks will be at least 50 y in a straight line before the crossing of the track and will proceed at least 50 y straight ahead after crossing the track.