CYBER SNIFFING GAMES

RULES AND REGULATIONS

Version 1.2

Effective: October 18, 2024

PURPOSE

Cyber Sniffing Games are a series of challenges designed to test the dog's ability to tackle a Scent Work search effectively and competently. Each Game highlights a given skill that is necessary to be successful in competition.

All about offering choices, participants may choose from either an in-person or virtual format, the types of hides their dogs search for and whether those hides are known or blind. This way all dogs, no matter their background or level of training, can play!

WHO IS THIS FOR

Anyone interested in Scent Work:

- Dog and handler teams who are preparing to compete.
- Dog and handler teams who cannot or do not want to formally compete.
- Dog and handler teams working with a training school or instructor.
- Shelters looking to provide enrichment for their dogs and to promote them.
- Dog and handler teams who are interested in having fun!

HOW THIS WORKS

PARTICIPATION OPTIONS

We offer three participation options including both in-person and virtual formats:

IN-PERSON ASSESSMENT

The in-person option, handlers will work with an approved Cyber Scent Work Evaluator to assess the dog as they tackle a given Game.

Evaluators may offer these assessments as part of a group training class or as a separate special event. Evaluators will assess the dog as they tackle the Game and provide the handler with a scorecard for each Game.

Evaluators will choose which Game(s) they will offer, the specifications of those Games (*which hide track and whether the hides are blind or known to the handler*) and will design the Game(s) based upon the rules and regulations.

To earn a Game title, handlers may then submit their scorecard online to Cyber Scent Work with the required online form and recording fee.

ONLINE ASSESSMENT

The virtual option, participants will design and film their own searches in accordance with the Cyber Sniffing Games Rules. They will then submit their video to Cyber Scent Work, with the required online form and entry fee, for our Online Review Officials to review and score.

TITLES AND RIBBONS

When participants have completed the requirements of a Game, they will earn a Game title. Participants will receive a .PDF title certificate via email.

For every 5 Game titles earned, participants will earn a Game X title (*5X, 10X, etc.*). Participants will receive a .PDF title certificate via email. In addition, a Game X ribbon will be mailed to the participant's address (*ribbons are typically mailed bi-weekly*).

TRACKING PROGRESS

All participants **must** **create a free account** through the Cyber Scent Work, Inc. website.

Upon registering their dog, and paying the one-time lifetime fee, participants may track their progress, see their past scorecards and title certificates through their Cyber Scent Work dashboard.

ELIGIBILITY AND EQUIPMENT

DOGS ELIGIBLE TO COMPETE

All dogs (*any breed or gender*) who are:

- Over 6 months in age
- Free from active injuries (e.g., visible stitches, wearing cones, etc.)
- Bitches in season (should run last in the running order for in-person events)

SHELTER AND FOSTER DOGS

Approved shelters and rescues may register and participate with their resident dogs, foster dogs and dogs available for adoption. **Link for shelter and rescue application.**

DOGS INELIGIBLE TO COMPETE

- Dogs under 6-months in age
- Lactating bitches
- Dogs with visible injuries

NOTE: Entries will **NOT** be accepted, scored or reviewed for ineligible dogs.

PROHIBITED EQUIPMENT

- Prong collars
- Choke collars
- Head collars
- E-collars (electronic, shock or bark collars)
- No-pull or front-clip harnesses
    - If a harness must be worn for medical reasons, the leash or long line must be attached to the back ring.

NOTE: Entries will **NOT** be accepted, scored or reviewed for dogs wearing prohibited equipment.

ROLES

EVALUATORS

Approved Cyber Scent Work Evaluators design and score in-person Games.

Evaluators complete an approval process through Cyber Scent Work including completing a course and passing a test outlining the requirements for each of the Games. Evaluators possess experience as trial officials with formal Scent Work competition organizations and/or have extensive experience as professional detection dog trainers and/or are professional Scent Work instructors.

If interested in applying to become an Evaluator, you may review the requirements **on our website**.

ASSISTANTS

Virtual participants may choose Assistants to design the search area, set the hides, video and officiate the search for online assessments. An Assistant is **required** when the hides are blind and **optional** when the location of the hides are known to the participant.

Assistants are **NOT** required to be formally certified or approved through Cyber Scent Work or any other organization. Participants have chosen their instructors, classmates, fellow Scent Work aficionados, friends and family members to act as their Assistants with success.

REQUIREMENTS FOR IN-PERSON ASSESSMENTS

Evaluators are responsible for designing and officiating searches in compliance with the Rules and Regulations. After completing a Game, Evaluators will provide participants with a scorecard noting whether they passed or not.

Participants are responsible for uploading their passing scorecards to the Cyber Scent Work website and paying the required recording fee. This is a required step for the entry to recognized by Cyber Scent Work and credited toward earning Game titles and ribbons.

NOTE: Evaluators do **NOT** submit scorecards or pay the recording fee on the participants' behalf.

UPLOADING YOUR SCORECARD

For Cyber Scent Work to recognize results of the entry, participants must upload a copy of their passing scorecard to Cyber Scent Work.

To do so, participants should take a photo of this scorecard, login to their Cyber Scent Work account, complete the "Submit a Game Entry" online form, pay the recording fee and upload this scorecard photo.

The submission will be validated and credited to your account within 7 business days.

NOTE: Participants should **NOT** upload any non-passing scorecards.

REQUIREMENTS FOR ONLINE ASSESSMENTS

Participants must video their searches and submit them through the Cyber Scent Work website.

WHAT TO INCLUDE IN THE VIDEO

Videos **must** consist of two parts:

- An overview of the search area recorded before the team runs, indicating where the hides, any distractors, the start line and boundaries are located.
- The actual search (from the team approaching the start line to the handler calling "FINISH").

Games typically include three total searches. Each individual search **must** be included in the video.

Virtual participants **must** submit one consolidated video including both the search area overview and the actual search(es) in a single video file. Videos should **NOT** otherwise be edited to include annotations, music or voice-overs.

UPLOADING VIDEO

Videos should be uploaded to YouTube and a link copied and pasted to the virtual entry form.

Virtual participants are urged to double-check that the video is correct and easy to view, with the search area and team clearly visible throughout the search. If videos are not visible, the participant will be contacted to provide a new video and the entry will not be finalized until the new video is received.

GAMES WITH BLIND HIDES

An Assistant is **required** for online assessments whenever a Game has blind hides. The Assistant has several responsibilities:

ASSISTANT: CHOOSING SEARCH AREA

Assistants should partner with the participant to find suitable search areas that meet the requirements laid out in these rules but will also be safe for the dog. Safety is of paramount importance for all involved.

ASSISTANT: SETTING HIDES

Assistants **MUST** set all the hides. While Assistants do **NOT** need to be formally certified or approved by Cyber Scent Work, we've compiled helpful resources to ensure they are following proper hide preparation, handling and setting procedures. See the "Resources" section of the Cyber Sniffing Games page **on our website.**

ASSISTANT: VIDEOING THE SEARCH AREA

Prior to the search, Assistants **MUST** video the search area, start line, boundaries and location of the hides.

ASSISTANT: VIDEOING THE SEARCH

Assistants are also responsible for videoing the search itself. Using a tripod is often the best option. Place the camera in a location where the Online Review Official may have the best view of the entire search area and team as they are working.

ASSISTANT: WALKTHROUGH PRIOR TO THE SEARCH

The Assistant **MUST** provide a walkthrough with the participant where they will point out the search area boundaries and start line.

ASSISTANT: OFFICIATING THE SEARCH

Assistants are responsible for officiating the search. This includes:

- responding to the participant's "Alert" call with "Yes" or "No".
- responding to the participant's "Finish" call with "Yes or "No".

These calls **MUST** be made promptly and loudly enough for the participant to hear.

If a team calls a false alert, the Assistant **MUST** direct the participant to where the hide is located so they may reward the dog.

ASSISTANT: TIMING THE SEARCH

Assistants **MUST** time the search. Time will start the moment the dog's nose crosses the start line and end when the participant calls "Finish". Assistants **must** provide a 30-second warning unless otherwise noted in these Rules.

HOW GAMES ARE SCORED

All Games are scored on a pass/needs work basis.

Each search will be evaluated against the six testing criteria listed below. Each Game entry requires three total searches. Participants must pass all testing criteria for all three searches to earn a passing score.

All three searches must be completed as part of a single entry on the same day or at the same event. For example, no partial credit will be awarded for passing two of the three searches.

Faults and disqualifications are also possible and outlined below.

GAME TESTING CRITERIA

The following items are graded on a pass/needs work basis and apply to each search.

- Dog knows what they're searching for.
- Dog is focused on the search.
- Dog is working independently.
- Dog is interested in searching.
- Dog finds all the hides.
- Handler calls or indicates "Alert."

FAULTS

The following are the possible faults participants can earn in each individual search. Faults may be earned multiple times. Up to **two total faults** are permitted for each Game entry. Entries with three or more faults will not earn a passing score.

- Dog is destructive (smashes containers, scratches vehicles, aggressive alerts, etc.).
- Handler drops treats or toys in the search area.
- Handler fails to reward the dog upon correctly finding a hide.

The following are the possible disqualifications participants can earn in each individual search. Entries with a disqualification in any individual search will not earn a passing score.

- Dog urinates, defecates or vomits in the search area.
- Dog demonstrates any aggression toward the handler, Evaluator, Assistant or persons in the area.
- Handler exhibits any aggressive handling toward the dog (e.g., leash or verbal corrections).
- Handler displays any unsportsmanlike conduct.
- Handler calls or indicates a false alert.

BLIND OR KNOWN HIDES

Participants may choose to search for blind or known hides.

Any Game titles earned will delineate whether the hides were blind or known.

HIDE OPTIONS

Participants may choose what their dogs will search for within a given Game. Hide options are listed below.

Participants are **NOT** required to use the same hide option for all Game entries and may instead mix-and-match.

Hide options will be delineated on any Game title certificates earned. Credit toward earning Game X titles is **NOT** dependent upon the type of hide option used.

Modifications pertaining to each hide option type may be found in the "Modifications" section.

PERMITTED HIDE OPTIONS

ODOR HIDES

Target odor hides **MUST** be prepared using scented cotton swabs placed within odor vessels (metal tin, straw, tube, etc.).

PERMITTED TARGET ODORS

- Birch ("Sweet Birch" aka Betula Lenta)
- Anise ("Aniseed" aka Pimpinella Anisum)
- Clove ("Clove Bud" aka Eugenia Caryophylatta). *

*For our international handlers, they are welcome to use the target odors customarily used by competition organizations in their area.

ODOR PREPARARTION AND CONCENTRATION

"24-hour cooking method" - fill a large canning jar with cotton swabs (with paper straws) cut in half and place 3-5 drops of target oil on the inner wall of the canning jar. Close and shake the jar and allow it to sit for 24 hours. 3-5 scented cotton swabs may be used per odor vessel/hide.

PAIRED ODOR HIDES

Target odor hides with food placed on top of the hide vessel for the dog to self-reward.

FOOD HIDES

Dog-safe foodstuff.

TOY HIDES

Dog-appropriate toy.

SCENTED ARTICLES

Any dog-appropriate article scented by the participant (keys, glove, credit card, etc.).

MODIFICATIONS

Some Games may not permit the dog to self-reward. Participants should be careful when choosing Food, Paired Odor Hides or Toy Hides for these Games, as it may promote destructive behavior.

Participants may leave Containers open when using Food, Paired Odor Hides or Toy Hides. When using this modification, all hides will be considered **known** hides.

For Games which call for specific distractors, the distractor should differ from the Hide Option (i.e., toy distractors should **NOT** be used with Toy Hides).

GENERAL GAME GUIDELINES

Below are some general guidelines which apply to all the Games.

REUSING SEARCH AREAS

A location may be reused for the individual searches in a Game if the placement of the start line, hides, distractors and any staging materials used (chairs, tables, objects, etc.) is changed or altered. Placing hides on removeable objects can minimize the possibility of lingering or residual odor from search-to-search. Care should be taken when reusing locations and designing a blank area search.

REWARDING THE DOG

Handlers **must** reward their dog when they correctly find a hide, regardless of the Hide Track they choose. Handlers may choose to use a treat reward, toy reward, verbal reward or a combination of all three. This may be done at or away from source, it is the handler's choice.

METHOD OF REWARDING

Tossing treats or toys to reward the dog will contaminate the search area and is highly frowned upon by Scent Work competition organizations. Handlers **must** deliver treats directly to the dog's mouth and use tug toys or balls on a rope that never leave their hand when using toy rewards.

SEARCHING ON- OR OFF-LEASH

If the search area is fully enclosed, safe and the dog is permitted to be off-leash, a search may be done off-leash. When searching in public places, all posted signs and leash laws **must** be followed.

Should handlers choose to run a search on-leash, using either a 6'-8' leash (2-2.5 m) or 10'-15' long line (3-5 m) is recommended.

GAME TYPES

Below are the types of Games offered. Participants may choose any Game and are not required to complete them in any order.

LOOK UP

Tests the dog's ability to find elevated hides at various heights.

GO AWAY

Tests the dog's ability to find hides while working away from the handler.

DIZZYING DISTRACTORS

Tests the dog's ability to work through various distractors and still successfully find their hide.

FOCUSED FIDO

Tests dog's ability to stay focused on the search and find their hide even while their handler is performing unusual behaviors.

CRAZY CONTAINERS

Tests dog's ability to tackle the various challenges posed by container searches including orientation, size, number and types of containers.

ALL MIXED UP

Tests the dog's ability to successfully solve converging odor puzzles posed when multiple hides are in a search area and the individual odor plumes are colliding and mixing with one another.

POOL PARTY

Tests the dog's ability to encounter and solve pooling odor within a search area, when odor is traveling away from the hide and collecting somewhere else, and successfully work their way back to source.

SNIFFING SPEEDSTER

Tests the dog's ability to tackle a Container search under a short time limit. No 30-second time limit warning is given in this Game.

OUT OF REACH

Tests the dog's ability to solve an inaccessible hide odor puzzle.

BLANKETY BLANK

Tests the dog's ability to successfully identify when a search area contains no hides.

CYBER SNIFFING GAME RULES

Below are detailed breakdowns for each of the Games.

LOOK UP

Game Type	Game Title	Known Hide Title	Blind Hide Title
Look Up	1 ft	GK-L1	GB-L1
Look Up	2 ft	GK-L2	GB-L2
Look Up	3 ft	GK-L3	GB-L3
Look Up	Mixed Heights	GK-LM	GB-LM
Look Up	4 ft	GK-L4	GB-L4
Look Up	5 ft	GK-L5	GB-L5
Look Up	6 ft	GK-L6	GB-L6
Look Up	Suspended	GK-LS	GB-LS
Look Up	Mixed Heights (Level 2)	GK-LM2	GB-LM2

Look Up
1 ft

# of searches	3
# of hides per search	1
Time limit per search	2:30

Search setup:
- Set 1 hide within the search area 1 ft (30 cm) off the ground.
- May use an interior or exterior space.
- Container searches are also permitted.
- Hides may be either known or blind. Specify on the entry form.
- You may reuse the same search area with different hide placement.

Qualification requirements:
- Must earn a "Pass" on all scorecard items across all three searches.
- Up to 2 faults and no disqualifications.
- Handler must call or indicate "Alert."

Faults: Each occurrence of the below will count as one fault.
- Dog is destructive (smashes containers, scratches vehicles, aggressive alerts).
- Handler drops treats or toys in the search area.
- Handler fails to reward the dog upon correctly finding a hide.

Disqualifications: A single occurrence of the below will result in disqualification.
- Dog urinates, defecates or vomits in the search area.
- Dog demonstrates any aggression toward the handler, Evaluator, Assistant or persons in the area.
- Handler exhibits any aggressive handling toward the dog.
- Handler displays any unsportsmanlike conduct.
- Handler calls or indicates a false alert.

Look Up
2 ft

# of searches	3
# of hides per search	1
Time limit per search	2:30

Search setup:
- Set 1 hide within the search area 2 ft (61 cm) off the ground.
- May use an interior or exterior space.
- Container searches are also permitted.
- Hides may be either known or blind. Specify on the entry form.
- You may reuse the same search area with different hide placement.

Qualification requirements:
- Must earn a "Pass" on all scorecard items across all three searches.
- Up to 2 faults and no disqualifications.
- Handler must call or indicate "Alert."

Faults: Each occurrence of the below will count as one fault.
- Dog is destructive (smashes containers, scratches vehicles, aggressive alerts).
- Handler drops treats or toys in the search area.
- Handler fails to reward the dog upon correctly finding a hide.

Disqualifications: A single occurrence of the below will result in disqualification.
- Dog urinates, defecates or vomits in the search area.
- Dog demonstrates any aggression toward the handler, Evaluator, Assistant or persons in the area.
- Handler exhibits any aggressive handling toward the dog.
- Handler displays any unsportsmanlike conduct.
- Handler calls or indicates a false alert.

Look Up
3 ft

# of searches	3
# of hides per search	1
Time limit per search	2:30

Search setup:
- Set 1 hide within the search area 3 ft (91 cm) off the ground.
- May use an interior or exterior space.
- Container searches are also permitted.
- Hides may be either known or blind. Specify on the entry form.
- You may reuse the same search area with different hide placement.

Qualification requirements:
- Must earn a "Pass" on all scorecard items across all three searches.
- Up to 2 faults and no disqualifications.
- Handler must call or indicate "Alert."

Faults: Each occurrence of the below will count as one fault.
- Dog is destructive (smashes containers, scratches vehicles, aggressive alerts).
- Handler drops treats or toys in the search area.
- Handler fails to reward the dog upon correctly finding a hide.

Disqualifications: A single occurrence of the below will result in disqualification.
- Dog urinates, defecates or vomits in the search area.
- Dog demonstrates any aggression toward the handler, Evaluator, Assistant or persons in the area.
- Handler exhibits any aggressive handling toward the dog.
- Handler displays any unsportsmanlike conduct.
- Handler calls or indicates a false alert.

Look Up
Mixed Heights

# of searches	3
# of hides per search	2
Time limit per search	2:30

Search setup:
- Set 2 hides within the search area, each at differing heights, either 1 ft, 2 ft or 3 ft off the ground (30 cm, 61 cm or 91 cm off the ground).
- May use an interior or exterior space.
- Container searches are also permitted.
- Hides may be either known or blind. Specify on the entry form.
- You may reuse the same search area with different hide placement.

Qualification requirements:
- Must earn a "Pass" on all scorecard items across all three searches.
- Up to 2 faults and no disqualifications.
- Handler must call or indicate "Alert."

Faults: Each occurrence of the below will count as one fault.
- Dog is destructive (smashes containers, scratches vehicles, aggressive alerts).
- Handler drops treats or toys in the search area.
- Handler fails to reward the dog upon correctly finding a hide.

Disqualifications: A single occurrence of the below will result in disqualification.
- Dog urinates, defecates or vomits in the search area.
- Dog demonstrates any aggression toward the handler, Evaluator, Assistant or persons in the area.
- Handler exhibits any aggressive handling toward the dog.
- Handler displays any unsportsmanlike conduct.
- Handler calls or indicates a false alert.

Look Up
4 ft

# of searches	3
# of hides per search	1
Time limit per search	2:30

Search setup:
- Set 1 hide within the search area 4 ft (122 cm) off the ground.
- May use an interior or exterior space.
- Container searches are also permitted.
- Hides may be either known or blind. Specify on the entry form.
- You may reuse the same search area with different hide placement.

Qualification requirements:
- Must earn a "Pass" on all scorecard items across all three searches.
- Up to 2 faults and no disqualifications.
- Handler must call or indicate "Alert."

Faults: Each occurrence of the below will count as one fault.
- Dog is destructive (smashes containers, scratches vehicles, aggressive alerts).
- Handler drops treats or toys in the search area.
- Handler fails to reward the dog upon correctly finding a hide.

Disqualifications: A single occurrence of the below will result in disqualification.
- Dog urinates, defecates or vomits in the search area.
- Dog demonstrates any aggression toward the handler, Evaluator, Assistant or persons in the area.
- Handler exhibits any aggressive handling toward the dog.
- Handler displays any unsportsmanlike conduct.
- Handler calls or indicates a false alert.

Look Up
5 ft

# of searches	3
# of hides per search	1
Time limit per search	2:30

Search setup:
- Set 1 hide within the search area 5 ft (152 cm) off the ground.
- May use an interior or exterior space.
- Hides may be either known or blind. Specify on the entry form.
- You may reuse the same search area with different hide placement.

Qualification requirements:
- Must earn a "Pass" on all scorecard items across all three searches.
- Up to 2 faults and no disqualifications.
- Handler must call or indicate "Alert."

Faults: Each occurrence of the below will count as one fault.
- Dog is destructive (smashes containers, scratches vehicles, aggressive alerts).
- Handler drops treats or toys in the search area.
- Handler fails to reward the dog upon correctly finding a hide.

Disqualifications: A single occurrence of the below will result in disqualification.
- Dog urinates, defecates or vomits in the search area.
- Dog demonstrates any aggression toward the handler, Evaluator, Assistant or persons in the area.
- Handler exhibits any aggressive handling toward the dog.
- Handler displays any unsportsmanlike conduct.
- Handler calls or indicates a false alert.

Look Up
6 ft

# of searches	3
# of hides per search	1
Time limit per search	2:30

Search setup:
- Set 1 hide within the search area 6 ft (183 cm) off the ground.
- May use an interior or exterior space.
- Hides may be either known or blind. Specify on the entry form.
- You may reuse the same search area with different hide placement.

Qualification requirements:
- Must earn a "Pass" on all scorecard items across all three searches.
- Up to 2 faults and no disqualifications.
- Handler must call or indicate "Alert."

Faults: Each occurrence of the below will count as one fault.
- Dog is destructive (smashes containers, scratches vehicles, aggressive alerts).
- Handler drops treats or toys in the search area.
- Handler fails to reward the dog upon correctly finding a hide.

Disqualifications: A single occurrence of the below will result in disqualification.
- Dog urinates, defecates or vomits in the search area.
- Dog demonstrates any aggression toward the handler, Evaluator, Assistant or persons in the area.
- Handler exhibits any aggressive handling toward the dog.
- Handler displays any unsportsmanlike conduct.
- Handler calls or indicates a false alert.

CYBER SNIFFING GAMES

Look Up
Suspended

# of searches	3
# of hides per search	1
Time limit per search	2:30

Search setup:
- Set 1 suspended hide within the search area as follows:
    - Search 1 - suspended 2 ft (61 cm).
    - Search 2 - suspended 4 ft (122 cm).
    - Search 3 - suspended 6 ft (183 cm).
- Suspended hides are not affixed to an item. They are attached by a string or similar from the ceiling, a branch, etc.
- May use an interior or exterior space.
- Hides may be either known or blind. Specify on the entry form.
- You may reuse the same search area with different hide placement.

Qualification requirements:
- Must earn a "Pass" on all scorecard items across all three searches.
- Up to 2 faults and no disqualifications.
- Handler must call or indicate "Alert."

Faults: Each occurrence of the below will count as one fault.
- Dog is destructive (smashes containers, scratches vehicles, aggressive alerts).
- Handler drops treats or toys in the search area.
- Handler fails to reward the dog upon correctly finding a hide.

Disqualifications: A single occurrence of the below will result in disqualification.
- Dog urinates, defecates or vomits in the search area.
- Dog demonstrates any aggression toward the handler, Evaluator, Assistant or persons in the area.
- Handler exhibits any aggressive handling toward the dog.
- Handler displays any unsportsmanlike conduct.
- Handler calls or indicates a false alert.

Look Up

Mixed Heights (Level 2)

# of searches	3
# of hides per search	2
Time limit per search	2:30

Search setup:
- Set 2 hides within the search area either 4 ft, 5 ft, or 6 ft off the ground (122 cm, 152 cm, or 183 cm off the ground).
- May use an interior or exterior space.
- Hides may be either known or blind. Specify on the entry form.
- You may reuse the same search area with different hide placement.

Qualification requirements:
- Must earn a "Pass" on all scorecard items across all three searches.
- Up to 2 faults and no disqualifications.
- Handler must call or indicate "Alert."

Faults: Each occurrence of the below will count as one fault.
- Dog is destructive (smashes containers, scratches vehicles, aggressive alerts).
- Handler drops treats or toys in the search area.
- Handler fails to reward the dog upon correctly finding a hide.

Disqualifications: A single occurrence of the below will result in disqualification.
- Dog urinates, defecates or vomits in the search area.
- Dog demonstrates any aggression toward the handler, Evaluator, Assistant or persons in the area.
- Handler exhibits any aggressive handling toward the dog.
- Handler displays any unsportsmanlike conduct.
- Handler calls or indicates a false alert.

GO AWAY

Game Type	Game Title	Known Hide Title	Blind Hide Title
Go Away	Container	GK-GC	GB-GC
Go Away	Interior	GK-GI	GB-GI
Go Away	Exterior	GK-GE	GB-GE
Go Away	Container (Level 2)	GK-GC2	GB-GC2
Go Away	Interior (Level 2)	GK-GI2	GB-GI2
Go Away	Exterior (Level 2)	GK-GE2	GB-GE2

Go Away
Container

# of searches	3
# of hides per search	1
Time limit per search	2:30

Search setup:
- Handler will remain behind the start line as the dog is searching.
  - Handler may move along the start line and provide dog with feedback.
  - Handler may move in to reward the dog once the dog finds the hide.
- Complete these three searches in the order of your choosing:
  - Hide is 5 ft (1.5 m) away from the start line.
  - Hide is 10 ft (3 m) away from the start line.
  - Hide is 15 ft (4.6 m) away from the start line.
- All three searches are container searches; minimum of 8 containers in each.
- May use an interior or exterior space; any size or type of container is permitted.
- Hides may be either known or blind. Specify on the entry form.
- You may reuse the same search area with different hide placement.

Qualification requirements:
- Must earn a "Pass" on all scorecard items across all three searches.
- Up to 2 faults and no disqualifications.
- Handler must call or indicate "Alert."

Faults: Each occurrence of the below will count as one fault.
- Dog is destructive (smashes containers, scratches vehicles, aggressive alerts).
- Handler drops treats or toys in the search area.
- Handler fails to reward the dog upon correctly finding a hide.

Disqualifications: A single occurrence of the below will result in disqualification.
- Dog urinates, defecates or vomits in the search area.
- Dog demonstrates any aggression toward the handler, Evaluator, Assistant or persons in the area.
- Handler exhibits any aggressive handling toward the dog.
- Handler displays any unsportsmanlike conduct.
- Handler calls or indicates a false alert.

CYBER SNIFFING GAMES

Go Away
Interior

# of searches	3
# of hides per search	1
Time limit per search	2:30

Search setup:
- Handler will remain behind the start line as the dog is searching.
  - Handler may move along the start line and provide dog with feedback.
  - Handler may move in to reward the dog once the dog finds the hide.
- Complete these three searches in the order of your choosing:
  - Hide is 5 ft (1.5 m) away from the start line.
  - Hide is 10 ft (3 m) away from the start line.
  - Hide is 15 ft (4.6 m) away from the start line.
- All three searches are interior searches.
- Hides may be either known or blind. Specify on the entry form.
- You may reuse the same search area with different hide placement.

Qualification requirements:
- Must earn a "Pass" on all scorecard items across all three searches.
- Up to 2 faults and no disqualifications.
- Handler must call or indicate "Alert."

Faults: Each occurrence of the below will count as one fault.
- Dog is destructive (smashes containers, scratches vehicles, aggressive alerts).
- Handler drops treats or toys in the search area.
- Handler fails to reward the dog upon correctly finding a hide.

Disqualifications: A single occurrence of the below will result in disqualification.
- Dog urinates, defecates or vomits in the search area.
- Dog demonstrates any aggression toward the handler, Evaluator, Assistant or persons in the area.
- Handler exhibits any aggressive handling toward the dog.
- Handler displays any unsportsmanlike conduct.
- Handler calls or indicates a false alert.

Go Away
Exterior

# of searches	3
# of hides per search	1
Time limit per search	2:30

Search setup:
- Handler will remain behind the start line as the dog is searching.
    - Handler may move along the start line and provide dog with feedback.
    - Handler may move in to reward the dog once the dog finds the hide.
- Complete these three searches in the order of your choosing:
    - Hide is 5 ft (1.5 m) away from the start line.
    - Hide is 10 ft (3 m) away from the start line.
    - Hide is 15 ft (4.6 m) away from the start line.
- All three searches are exterior searches.
- Hides may be either known or blind. Specify on the entry form.
- You may reuse the same search area with different hide placement.

Qualification requirements:
- Must earn a "Pass" on all scorecard items across all three searches.
- Up to 2 faults and no disqualifications.
- Handler must call or indicate "Alert."

Faults: Each occurrence of the below will count as one fault.
- Dog is destructive (smashes containers, scratches vehicles, aggressive alerts).
- Handler drops treats or toys in the search area.
- Handler fails to reward the dog upon correctly finding a hide.

Disqualifications: A single occurrence of the below will result in disqualification.
- Dog urinates, defecates or vomits in the search area.
- Dog demonstrates any aggression toward the handler, Evaluator, Assistant or persons in the area.
- Handler exhibits any aggressive handling toward the dog.
- Handler displays any unsportsmanlike conduct.
- Handler calls or indicates a false alert.

Go Away
Container (Level 2)

# of searches	3
# of hides per search	1
Time limit per search	2:30

Search setup:
- Handler will remain behind the start line as the dog is searching.
  - Handler must **not** move nor provide dog with feedback.
  - Handler may move in to reward the dog once the dog finds the hide.
- Complete these three searches in the order of your choosing:
  - Hide is 10 ft (3 m) away from the start line.
  - Hide is 15 ft (4.6 m) away from the start line.
  - Hide is 20 ft (6.1 m) away from the start line.
- All three searches are container searches; minimum of 8 containers in each.
- May use an interior or exterior space; any size or type of container is permitted.
- Hides may be either known or blind. Specify on the entry form.
- You may reuse the same search area with different hide placement.

Qualification requirements:
- Must earn a "Pass" on all scorecard items across all three searches.
- Up to 2 faults and no disqualifications.
- Handler must call or indicate "Alert."

Faults: Each occurrence of the below will count as one fault.
- Dog is destructive (smashes containers, scratches vehicles, aggressive alerts).
- Handler drops treats or toys in the search area.
- Handler fails to reward the dog upon correctly finding a hide.

Disqualifications: A single occurrence of the below will result in disqualification.
- Dog urinates, defecates or vomits in the search area.
- Dog demonstrates any aggression toward the handler, Evaluator, Assistant or persons in the area.
- Handler exhibits any aggressive handling toward the dog.
- Handler displays any unsportsmanlike conduct.
- Handler calls or indicates a false alert.

Go Away
Interior (Level 2)

# of searches	3
# of hides per search	1
Time limit per search	2:30

Search setup:
- Handler will remain behind the start line as the dog is searching.
  - Handler must **not** move nor provide dog with feedback.
  - Handler may move in to reward the dog once the dog finds the hide.
- Complete these three searches in the order of your choosing:
  - Hide is 10 ft (3 m) away from the start line.
  - Hide is 15 ft (4.6 m) away from the start line.
  - Hide is 20 ft (6.1 m) away from the start line.
- All three searches are interior searches.
- Hides may be either known or blind. Specify on the entry form.
- You may reuse the same search area with different hide placement.

Qualification requirements:
- Must earn a "Pass" on all scorecard items across all three searches.
- Up to 2 faults and no disqualifications.
- Handler must call or indicate "Alert."

Faults: Each occurrence of the below will count as one fault.
- Dog is destructive (smashes containers, scratches vehicles, aggressive alerts).
- Handler drops treats or toys in the search area.
- Handler fails to reward the dog upon correctly finding a hide.

Disqualifications: A single occurrence of the below will result in disqualification.
- Dog urinates, defecates or vomits in the search area.
- Dog demonstrates any aggression toward the handler, Evaluator, Assistant or persons in the area.
- Handler exhibits any aggressive handling toward the dog.
- Handler displays any unsportsmanlike conduct.
- Handler calls or indicates a false alert.

Go Away
Exterior (Level 2)

# of searches	3
# of hides per search	1
Time limit per search	2:30

Search setup:
- Handler will remain behind the start line as the dog is searching.
  - Handler must **not** move nor provide dog with feedback.
  - Handler may move in to reward the dog once the dog finds the hide.
- Complete these three searches in the order of your choosing:
  - Hide is 10 ft (3 m) away from the start line.
  - Hide is 15 ft (4.6 m) away from the start line.
  - Hide is 20 ft (6.1 m) away from the start line.
- All three searches are exterior searches.
- Hides may be either known or blind. Specify on the entry form.
- You may reuse the same search area with different hide placement.

Qualification requirements:
- Must earn a "Pass" on all scorecard items across all three searches.
- Up to 2 faults and no disqualifications.
- Handler must call or indicate "Alert."

Faults: Each occurrence of the below will count as one fault.
- Dog is destructive (smashes containers, scratches vehicles, aggressive alerts).
- Handler drops treats or toys in the search area.
- Handler fails to reward the dog upon correctly finding a hide.

Disqualifications: A single occurrence of the below will result in disqualification.
- Dog urinates, defecates or vomits in the search area.
- Dog demonstrates any aggression toward the handler, Evaluator, Assistant or persons in the area.
- Handler exhibits any aggressive handling toward the dog.
- Handler displays any unsportsmanlike conduct.
- Handler calls or indicates a false alert.

DIZZYING DISTRACTORS

Game Type	Game Title	Known Hide Title	Blind Hide Title
Dizzying Distractors	Sound	GK-DS	GB-DS
Dizzying Distractors	Movement	GK-DM	GB-DM
Dizzying Distractors	Person	GK-DP	GB-DP
Dizzying Distractors	Sound (Level 2)	GK-DS2	GB-DS2
Dizzying Distractors	Movement (Level 2)	GK-DM2	GB-DM2
Dizzying Distractors	Person (Level 2)	GK-DP2	GB-DP2

Dizzying Distractors
Sound

# of searches	3
# of hides per search	1
Time limit per search	2:30

Search setup:
- Choose different sounds to be played **outside** the area during each search.
    - Creative sound distractors are encouraged (e.g., clapping, music, ringtones, etc.)
    - Sounds known to stress, startle or frighten dogs are not permitted (e.g., thunder, barking dogs, banging pots/pans).
- May use an interior or exterior space.
- Container searches are also permitted (min. of 8 containers in each search).
- Hides may be either known or blind. Specify on the entry form.
- You may reuse the same search area with different hide placement.

Qualification requirements:
- Must earn a "Pass" on all scorecard items across all three searches.
- Up to 2 faults and no disqualifications.
- Handler must call or indicate "Alert."

Faults: Each occurrence of the below will count as one fault.
- Dog is destructive (smashes containers, scratches vehicles, aggressive alerts).
- Handler drops treats or toys in the search area.
- Handler fails to reward the dog upon correctly finding a hide.

Disqualifications: A single occurrence of the below will result in disqualification.
- Dog urinates, defecates or vomits in the search area.
- Dog demonstrates any aggression toward the handler, Evaluator, Assistant or persons in the area.
- Handler exhibits any aggressive handling toward the dog.
- Handler displays any unsportsmanlike conduct.
- Handler calls or indicates a false alert.

Dizzying Distractors
Movement

# of searches	3
# of hides per search	1
Time limit per search	2:30

Search setup:
- Choose different movements to occur **outside** the area during each search.
  - Creative movements are encouraged (e.g., moving flags, tarps, sheets, etc.)
  - Movements are not meant to call the dog's attention, nor may they stress, startle, or frighten the dog.
- May use an interior or exterior space.
- Container searches are also permitted (min. of 8 containers in each search).
- Hides may be either known or blind. Specify on the entry form.
- You may reuse the same search area with different hide placement.

Qualification requirements:
- Must earn a "Pass" on all scorecard items across all three searches.
- Up to 2 faults and no disqualifications.
- Handler must call or indicate "Alert."

Faults: Each occurrence of the below will count as one fault.
- Dog is destructive (smashes containers, scratches vehicles, aggressive alerts).
- Handler drops treats or toys in the search area.
- Handler fails to reward the dog upon correctly finding a hide.

Disqualifications: A single occurrence of the below will result in disqualification.
- Dog urinates, defecates or vomits in the search area.
- Dog demonstrates any aggression toward the handler, Evaluator, Assistant or persons in the area.
- Handler exhibits any aggressive handling toward the dog.
- Handler displays any unsportsmanlike conduct.
- Handler calls or indicates a false alert.

Dizzying Distractors
Person

# of searches	3
# of hides per search	1
Time limit per search	2:30

Search setup:
- A person **outside** the search area will be positioned in different ways for each search (e.g., sitting, standing, moving).
  - This person should not purposefully call the dog's attention, nor may they stress, startle, or frighten the dog.
- May use an interior or exterior space.
- Container searches are also permitted (min. of 8 containers in each search).
- Hides may be either known or blind. Specify on the entry form.
- You may reuse the same search area with different hide placement.

Qualification requirements:
- Must earn a "Pass" on all scorecard items across all three searches.
- Up to 2 faults and no disqualifications.
- Handler must call or indicate "Alert."

Faults: Each occurrence of the below will count as one fault.
- Dog is destructive (smashes containers, scratches vehicles, aggressive alerts).
- Handler drops treats or toys in the search area.
- Handler fails to reward the dog upon correctly finding a hide.

Disqualifications: A single occurrence of the below will result in disqualification.
- Dog urinates, defecates or vomits in the search area.
- Dog demonstrates any aggression toward the handler, Evaluator, Assistant or persons in the area.
- Handler exhibits any aggressive handling toward the dog.
- Handler displays any unsportsmanlike conduct.
- Handler calls or indicates a false alert.

Dizzying Distractors
Sound (Level 2)

# of searches	3
# of hides per search	2
Time limit per search	2:30

Search setup:

- Choose different sounds to be played **inside** the area during each search.
  - Creative sound distractors are encouraged (e.g., clapping, music, ringtones, etc.)
  - Sounds known to stress, startle or frighten dogs are not permitted (e.g., thunder, barking dogs, banging pots/pans).
- May use an interior or exterior space.
- Container searches are also permitted (min. of 8 containers in each search).
- Hides may be either known or blind. Specify on the entry form.
- You may reuse the same search area with different hide placement.

Qualification requirements:

- Must earn a "Pass" on all scorecard items across all three searches.
- Up to 2 faults and no disqualifications.
- Handler must call or indicate "Alert."

Faults: Each occurrence of the below will count as one fault.

- Dog is destructive (smashes containers, scratches vehicles, aggressive alerts).
- Handler drops treats or toys in the search area.
- Handler fails to reward the dog upon correctly finding a hide.

Disqualifications: A single occurrence of the below will result in disqualification.

- Dog urinates, defecates or vomits in the search area.
- Dog demonstrates any aggression toward the handler, Evaluator, Assistant or persons in the area.
- Handler exhibits any aggressive handling toward the dog.
- Handler displays any unsportsmanlike conduct.
- Handler calls or indicates a false alert.

Dizzying Distractors
Movement (Level 2)

# of searches	3
# of hides per search	2
Time limit per search	2:30

Search setup:
- Choose different movements to occur **inside** the area during each search.
  - Creative movements are encouraged (e.g., moving flags, tarps, sheets, etc.)
  - Movements are not meant to call the dog's attention, nor may they stress, startle, or frighten the dog.
- May use an interior or exterior space.
- Container searches are also permitted (min. of 8 containers in each search).
- Hides may be either known or blind. Specify on the entry form.
- You may reuse the same search area with different hide placement.

Qualification requirements:
- Must earn a "Pass" on all scorecard items across all three searches.
- Up to 2 faults and no disqualifications.
- Handler must call or indicate "Alert."

Faults: Each occurrence of the below will count as one fault.
- Dog is destructive (smashes containers, scratches vehicles, aggressive alerts).
- Handler drops treats or toys in the search area.
- Handler fails to reward the dog upon correctly finding a hide.

Disqualifications: A single occurrence of the below will result in disqualification.
- Dog urinates, defecates or vomits in the search area.
- Dog demonstrates any aggression toward the handler, Evaluator, Assistant or persons in the area.
- Handler exhibits any aggressive handling toward the dog.
- Handler displays any unsportsmanlike conduct.
- Handler calls or indicates a false alert.

Dizzying Distractors
Person (Level 2)

# of searches	3
# of hides per search	2
Time limit per search	2:30

Search setup:
- A person **inside** the search area will be positioned in different ways for each search (e.g., sitting, standing, moving).
  - This person should not purposefully call the dog's attention, nor may they stress, startle, or frighten the dog.
- May use an interior or exterior space.
- Container searches are also permitted (min. of 8 containers in each search).
- Hides may be either known or blind. Specify on the entry form.
- You may reuse the same search area with different hide placement.

Qualification requirements:
- Must earn a "Pass" on all scorecard items across all three searches.
- Up to 2 faults and no disqualifications.
- Handler must call or indicate "Alert."

Faults: Each occurrence of the below will count as one fault.
- Dog is destructive (smashes containers, scratches vehicles, aggressive alerts).
- Handler drops treats or toys in the search area.
- Handler fails to reward the dog upon correctly finding a hide.

Disqualifications: A single occurrence of the below will result in disqualification.
- Dog urinates, defecates or vomits in the search area.
- Dog demonstrates any aggression toward the handler, Evaluator, Assistant or persons in the area.
- Handler exhibits any aggressive handling toward the dog.
- Handler displays any unsportsmanlike conduct.
- Handler calls or indicates a false alert.

FOCUSED FIDO

Game Type	Game Title	Known Hide Title	Blind Hide Title
Focused Fido	Container	GK-FC	GB-FC
Focused Fido	Interior	GK-FI	GB-FI
Focused Fido	Exterior	GK-FE	GB-FE
Focused Fido	Container (Level 2)	GK-FC2	GB-FC2
Focused Fido	Interior (Level 2)	GK-FI2	GB-FI2
Focused Fido	Exterior (Level 2)	GK-FE2	GB-FE2

Focused Fido

Container

# of searches	3
# of hides per search	1
Time limit per search	2:30

Search setup:

- Handler will perform a unique action during each search.
  - Creative handler actions are encouraged (e.g., singing, clapping, bunny hop, mimic t-rex arms).
  - Handler actions must not purposefully stress, startle or frighten the dog.
- All three searches are container searches (minimum of 8 containers in each).
  - Your choice on the size and type of containers.
- May use an interior or exterior space.
- Hides may be either known or blind. Specify on the entry form.
- You may reuse the same search area with different hide placement.

Qualification requirements:

- Must earn a "Pass" on all scorecard items across all three searches.
- Up to 2 faults and no disqualifications.
- Handler must call or indicate "Alert."

Faults: Each occurrence of the below will count as one fault.

- Dog is destructive (smashes containers, scratches vehicles, aggressive alerts).
- Handler drops treats or toys in the search area.
- Handler fails to reward the dog upon correctly finding a hide.

Disqualifications: A single occurrence of the below will result in disqualification.

- Dog urinates, defecates or vomits in the search area.
- Dog demonstrates any aggression toward the handler, Evaluator, Assistant or persons in the area.
- Handler exhibits any aggressive handling toward the dog.
- Handler displays any unsportsmanlike conduct.
- Handler calls or indicates a false alert.

Focused Fido

Interior

# of searches	3
# of hides per search	1
Time limit per search	2:30

Search setup:
- Handler will perform a unique action during each search.
  - Creative handler actions are encouraged (e.g., singing, clapping, bunny hop, mimic t-rex arms).
  - Handler actions must not purposefully stress, startle or frighten the dog.
- All three searches are interior searches.
- Hides may be either known or blind. Specify on the entry form.
- You may reuse the same search area with different hide placement.

Qualification requirements:
- Must earn a "Pass" on all scorecard items across all three searches.
- Up to 2 faults and no disqualifications.
- Handler must call or indicate "Alert."

Faults: Each occurrence of the below will count as one fault.
- Dog is destructive (smashes containers, scratches vehicles, aggressive alerts).
- Handler drops treats or toys in the search area.
- Handler fails to reward the dog upon correctly finding a hide.

Disqualifications: A single occurrence of the below will result in disqualification.
- Dog urinates, defecates or vomits in the search area.
- Dog demonstrates any aggression toward the handler, Evaluator, Assistant or persons in the area.
- Handler exhibits any aggressive handling toward the dog.
- Handler displays any unsportsmanlike conduct.
- Handler calls or indicates a false alert.

CYBER SNIFFING GAMES

Focused Fido

Exterior

# of searches	3
# of hides per search	1
Time limit per search	2:30

Search setup:

- Handler will perform a unique action during each search.
  - Creative handler actions are encouraged (e.g., singing, clapping, bunny hop, mimic t-rex arms).
  - Handler actions must not purposefully stress, startle or frighten the dog.
- All three searches are exterior searches.
- Hides may be either known or blind. Specify on the entry form.
- You may reuse the same search area with different hide placement.

Qualification requirements:

- Must earn a "Pass" on all scorecard items across all three searches.
- Up to 2 faults and no disqualifications.
- Handler must call or indicate "Alert."

Faults: Each occurrence of the below will count as one fault.

- Dog is destructive (smashes containers, scratches vehicles, aggressive alerts).
- Handler drops treats or toys in the search area.
- Handler fails to reward the dog upon correctly finding a hide.

Disqualifications: A single occurrence of the below will result in disqualification.

- Dog urinates, defecates or vomits in the search area.
- Dog demonstrates any aggression toward the handler, Evaluator, Assistant or persons in the area.
- Handler exhibits any aggressive handling toward the dog.
- Handler displays any unsportsmanlike conduct.
- Handler calls or indicates a false alert.

Focused Fido
Container (Level 2)

# of searches	3
# of hides per search	2
Time limit per search	2:30

Search setup:
- Handler will perform both a unique sound and movement action during each search.
  - Creative handler actions are encouraged (e.g., clapping while taking big steps, singing while hopping, moaning and walking like a zombie, etc.).
  - Handler actions must not purposefully stress, startle or frighten the dog.
- All three searches are container searches (minimum of 8 containers in each).
  - Your choice on the size and type of containers.
- May use an interior or exterior space.
- Hides may be either known or blind. Specify on the entry form.
- You may reuse the same search area with different hide placement.

Qualification requirements:
- Must earn a "Pass" on all scorecard items across all three searches.
- Up to 2 faults and no disqualifications.
- Handler must call or indicate "Alert."

Faults: Each occurrence of the below will count as one fault.
- Dog is destructive (smashes containers, scratches vehicles, aggressive alerts).
- Handler drops treats or toys in the search area.
- Handler fails to reward the dog upon correctly finding a hide.

Disqualifications: A single occurrence of the below will result in disqualification.
- Dog urinates, defecates or vomits in the search area.
- Dog demonstrates any aggression toward the handler, Evaluator, Assistant or persons in the area.
- Handler exhibits any aggressive handling toward the dog.
- Handler displays any unsportsmanlike conduct.
- Handler calls or indicates a false alert.

CYBER SNIFFING GAMES

Focused Fido
Interior (Level 2)

# of searches	3
# of hides per search	2
Time limit per search	2:30

Search setup:
- Handler will perform both a unique sound and movement action during each search.
  - Creative handler actions are encouraged (e.g., clapping while taking big steps, singing while hopping, moaning while walking like a zombie, etc.).
  - Handler actions must not purposefully stress, startle or frighten the dog.
- All three searches are interior searches.
- Hides may be either known or blind. Specify on the entry form.
- You may reuse the same search area with different hide placement.

Qualification requirements:
- Must earn a "Pass" on all scorecard items across all three searches.
- Up to 2 faults and no disqualifications.
- Handler must call or indicate "Alert."

Faults: Each occurrence of the below will count as one fault.
- Dog is destructive (smashes containers, scratches vehicles, aggressive alerts).
- Handler drops treats or toys in the search area.
- Handler fails to reward the dog upon correctly finding a hide.

Disqualifications: A single occurrence of the below will result in disqualification.
- Dog urinates, defecates or vomits in the search area.
- Dog demonstrates any aggression toward the handler, Evaluator, Assistant or persons in the area.
- Handler exhibits any aggressive handling toward the dog.
- Handler displays any unsportsmanlike conduct.
- Handler calls or indicates a false alert.

Focused Fido

Exterior (Level 2)

# of searches	3
# of hides per search	2
Time limit per search	2:30

Search setup:
- Handler will perform both a unique sound and movement action during each search.
  - Creative handler actions are encouraged (e.g., clapping while taking big steps, singing while hopping, moaning while walking like a zombie, etc.).
  - Handler actions must not purposefully stress, startle or frighten the dog.
- All three searches are exterior searches.
- Hides may be either known or blind. Specify on the entry form.
- You may reuse the same search area with different hide placement.

Qualification requirements:
- Must earn a "Pass" on all scorecard items across all three searches.
- Up to 2 faults and no disqualifications.
- Handler must call or indicate "Alert."

Faults: Each occurrence of the below will count as one fault.
- Dog is destructive (smashes containers, scratches vehicles, aggressive alerts).
- Handler drops treats or toys in the search area.
- Handler fails to reward the dog upon correctly finding a hide.

Disqualifications: A single occurrence of the below will result in disqualification.
- Dog urinates, defecates or vomits in the search area.
- Dog demonstrates any aggression toward the handler, Evaluator, Assistant or persons in the area.
- Handler exhibits any aggressive handling toward the dog.
- Handler displays any unsportsmanlike conduct.
- Handler calls or indicates a false alert.

CRAZY CONTAINERS

Game Type	Game Title	Known Hide Title	Blind Hide Title
Crazy Containers	Unique	GK-CU	GB-CU
Crazy Containers	Arrangement	GK-CO	GB-CO
Crazy Containers	Number of Containers	GK-CN	GB-CN
Crazy Containers	Mixed Containers	GK-CM	GB-CM
Crazy Containers	Height of Containers	GK-CH	GB-CH
Crazy Containers	Number of Containers (Level 2)	GK-CN2	GB-CN2

CYBER SNIFFING GAMES

Crazy Containers
Unique

# of searches	3
# of hides per search	1
Time limit per search	2:30

Search setup:
- There will be 1 hide per search.
- A minimum of 10 containers are required in each search.
- Use a different type of container for each of the three searches.
  - Creative containers are encouraged (e.g., easter baskets, buckets, socks, etc.).
  - All containers in an individual search should be the same type. Example: Search 1 - easter baskets, Search 2 – buckets, Search 3 - socks.
- May use an interior or exterior space.
- Hides may be either known or blind. Specify on the entry form.
- You may reuse the same search area with different hide placement.

Qualification requirements:
- Must earn a "Pass" on all scorecard items across all three searches.
- Up to 2 faults and no disqualifications.
- Handler must call or indicate "Alert."

Faults: Each occurrence of the below will count as one fault.
- Dog is destructive (smashes containers, scratches vehicles, aggressive alerts).
- Handler drops treats or toys in the search area.
- Handler fails to reward the dog upon correctly finding a hide.

Disqualifications: A single occurrence of the below will result in disqualification.
- Dog urinates, defecates or vomits in the search area.
- Dog demonstrates any aggression toward the handler, Evaluator, Assistant or persons in the area.
- Handler exhibits any aggressive handling toward the dog.
- Handler displays any unsportsmanlike conduct.
- Handler calls or indicates a false alert.

Crazy Containers
Arrangement

# of searches	3
# of hides per search	1
Time limit per search	2:30

Search setup:
- There will be 1 hide per search.
- A minimum of 10 containers are required in each search.
- Creative container arrangements are encouraged (e.g., u-shaped, circle, staircase, etc.).
- Each search will use a different container arrangement.
- Each search may use the same or different types of containers.
- May use an interior or exterior space.
- Hides may be either known or blind. Specify on the entry form.
- You may reuse the same search area with different hide placement.
-

Qualification requirements:
- Must earn a "Pass" on all scorecard items across all three searches.
- Up to 2 faults and no disqualifications.
- Handler must call or indicate "Alert."

Faults: Each occurrence of the below will count as one fault.
- Dog is destructive (smashes containers, scratches vehicles, aggressive alerts).
- Handler drops treats or toys in the search area.
- Handler fails to reward the dog upon correctly finding a hide.

Disqualifications: A single occurrence of the below will result in disqualification.
- Dog urinates, defecates or vomits in the search area.
- Dog demonstrates any aggression toward the handler, Evaluator, Assistant or persons in the area.
- Handler exhibits any aggressive handling toward the dog.
- Handler displays any unsportsmanlike conduct.
- Handler calls or indicates a false alert.

Crazy Containers

Number of Containers

# of searches	3
# of hides per search	2
Time limit per search	2:30

Search setup:

- There will be 2 hides per search.
- Complete the three searches below in the order of your choosing:
    - 10 total containers within the search area.
    - 20 total containers within the search area.
    - 30 total containers within the search area.
- You may choose the size, type, and arrangement of the containers.
- May use an interior or exterior space.
- Hides may be either known or blind. Specify on the entry form.
- You may reuse the same search area with different hide placements.

Qualification requirements:

- Must earn a "Pass" on all scorecard items across all three searches.
- Up to 2 faults and no disqualifications.
- Handler must call or indicate "Alert."

Faults: Each occurrence of the below will count as one fault.

- Dog is destructive (smashes containers, scratches vehicles, aggressive alerts).
- Handler drops treats or toys in the search area.
- Handler fails to reward the dog upon correctly finding a hide.

Disqualifications: A single occurrence of the below will result in disqualification.

- Dog urinates, defecates or vomits in the search area.
- Dog demonstrates any aggression toward the handler, Evaluator, Assistant or persons in the area.
- Handler exhibits any aggressive handling toward the dog.
- Handler displays any unsportsmanlike conduct.
- Handler calls or indicates a false alert.

Crazy Containers

Mixed Containers

# of searches	3
# of hides per search	2
Time limit per search	2:30

Search setup:

- There will be 2 hides per search.
- A minimum of 10 containers are required in each search.
- Use a mix of different types of containers for each of the three searches.
  - Creative containers are encouraged (e.g., easter baskets, buckets, socks, etc.).
- May use an interior or exterior space.
- Hides may be either known or blind. Specify on the entry form.
- You may reuse the same search area with different hide placement.

Qualification requirements:

- Must earn a "Pass" on all scorecard items across all three searches.
- Up to 2 faults and no disqualifications.
- Handler must call or indicate "Alert."

Faults: Each occurrence of the below will count as one fault.

- Dog is destructive (smashes containers, scratches vehicles, aggressive alerts).
- Handler drops treats or toys in the search area.
- Handler fails to reward the dog upon correctly finding a hide.

Disqualifications: A single occurrence of the below will result in disqualification.

- Dog urinates, defecates or vomits in the search area.
- Dog demonstrates any aggression toward the handler, Evaluator, Assistant or persons in the area.
- Handler exhibits any aggressive handling toward the dog.
- Handler displays any unsportsmanlike conduct.
- Handler calls or indicates a false alert.

Crazy Containers

Height of Containers

# of searches	3
# of hides per search	2
Time limit per search	2:30

Search setup:

- Complete 3 searches, 2 hides in each:
    - Search 1 - containers on ground.
    - Search 2 - containers on seats of chairs.
    - Search 3 - containers taped to wall.
- A minimum of 10 containers are required in each search.
- Each search may use the same or different types of containers.
- May use an interior or exterior space.
- Hides may be either known or blind. Specify on the entry form.
- You may reuse the same search area with different hide placement.

Qualification requirements:

- Must earn a "Pass" on all scorecard items across all three searches.
- Up to 2 faults and no disqualifications.
- Handler must call or indicate "Alert."

Faults: Each occurrence of the below will count as one fault.

- Dog is destructive (smashes containers, scratches vehicles, aggressive alerts).
- Handler drops treats or toys in the search area.
- Handler fails to reward the dog upon correctly finding a hide.

Disqualifications: A single occurrence of the below will result in disqualification.

- Dog urinates, defecates or vomits in the search area.
- Dog demonstrates any aggression toward the handler, Evaluator, Assistant or persons in the area.
- Handler exhibits any aggressive handling toward the dog.
- Handler displays any unsportsmanlike conduct.
- Handler calls or indicates a false alert.

CYBER SNIFFING GAMES

Crazy Containers
Number of Containers (Level 2)

# of searches	3
# of hides per search	3
Time limit per search	2:30

Search setup:
- There will be 3 hides per search.
- Complete the three searches below in the order of your choosing:
  - 10 total containers within the search area.
  - 20 total containers within the search area.
  - 30 total containers within the search area.
- You may choose the size, type, and arrangement of the containers.
- May use an interior or exterior space.
- Hides may be either known or blind. Specify on the entry form.
- You may reuse the same search area with different hide placements.

Qualification requirements:
- Must earn a "Pass" on all scorecard items across all three searches.
- Up to 2 faults and no disqualifications.
- Handler must call or indicate "Alert."

Faults: Each occurrence of the below will count as one fault.
- Dog is destructive (smashes containers, scratches vehicles, aggressive alerts).
- Handler drops treats or toys in the search area.
- Handler fails to reward the dog upon correctly finding a hide.

Disqualifications: A single occurrence of the below will result in disqualification.
- Dog urinates, defecates or vomits in the search area.
- Dog demonstrates any aggression toward the handler, Evaluator, Assistant or persons in the area.
- Handler exhibits any aggressive handling toward the dog.
- Handler displays any unsportsmanlike conduct.
- Handler calls or indicates a false alert.

ALL MIXED UP

Game Type	Game Title	Known Hide Title	Blind Hide Title
All Mixed Up	Container	GK-AC	GB-AC
All Mixed Up	Interior	GK-AI	GB-AI
All Mixed Up	Exterior	GK-AE	GB-AE
All Mixed Up	Container (Level 2)	GK-AC	GB-AC
All Mixed Up	Interior (Level 2)	GK-AI	GB-AI
All Mixed Up	Exterior (Level 2)	GK-AE2	GB-AE2

All Mixed Up
Container

# of searches	3
# of hides per search	2
Time limit per search	2:30

Search setup:
- There are two hides per search.
- Complete the three searches below in the order of your choosing:
  - Hides are oriented in a straight line.
  - Hides are in adjacent containers.
  - Hides are set on different planes (e.g., on the ground, at head-height for the dog, above head-height for the dog).
- All three searches are container searches (minimum of 8 containers in each).
  - Your choice on the size and type of containers.
- May use an interior or exterior space.
- Hides may be either known or blind. Specify on the entry form.
- You may reuse the same search area with different hide placement.

Qualification requirements:
- Must earn a "Pass" on all scorecard items across all three searches.
- Up to 2 faults and no disqualifications.
- Handler must call or indicate "Alert."

Faults: Each occurrence of the below will count as one fault.
- Dog is destructive (smashes containers, scratches vehicles, aggressive alerts).
- Handler drops treats or toys in the search area.
- Handler fails to reward the dog upon correctly finding a hide.

Disqualifications: A single occurrence of the below will result in disqualification.
- Dog urinates, defecates or vomits in the search area.
- Dog demonstrates any aggression toward the handler, Evaluator, Assistant or persons in the area.
- Handler exhibits any aggressive handling toward the dog.
- Handler displays any unsportsmanlike conduct.
- Handler calls or indicates a false alert.

All Mixed Up
Interior

# of searches	3
# of hides per search	2
Time limit per search	2:30

Search setup:

- There are two hides per search.
- Complete the three searches below in the order of your choosing:
  - o Hides are oriented in a straight line.
  - o Hides are close together.
  - o Hides are set on different planes (e.g., on the ground, at head-height for the dog, above head-height for the dog).
- All three searches are interior searches.
- Hides may be either known or blind. Specify on the entry form.
- You may reuse the same search area with different hide placement.

Qualification requirements:

- Must earn a "Pass" on all scorecard items across all three searches.
- Up to 2 faults and no disqualifications.
- Handler must call or indicate "Alert."

Faults: Each occurrence of the below will count as one fault.

- Dog is destructive (smashes containers, scratches vehicles, aggressive alerts).
- Handler drops treats or toys in the search area.
- Handler fails to reward the dog upon correctly finding a hide.

Disqualifications: A single occurrence of the below will result in disqualification.

- Dog urinates, defecates or vomits in the search area.
- Dog demonstrates any aggression toward the handler, Evaluator, Assistant or persons in the area.
- Handler exhibits any aggressive handling toward the dog.
- Handler displays any unsportsmanlike conduct.
- Handler calls or indicates a false alert.

All Mixed Up

Exterior

# of searches	3
# of hides per search	2
Time limit per search	2:30

Search setup:

- There are two hides per search.
- Complete the three searches below in the order of your choosing:
    - o Hides are oriented in a straight line.
    - o Hides are close together.
    - o Hides are set on different planes (e.g., on the ground, at head-height for the dog, above head-height for the dog).
- All three searches are exterior searches.
- Hides may be either known or blind. Specify on the entry form.
- You may reuse the same search area with different hide placement.

Qualification requirements:

- Must earn a "Pass" on all scorecard items across all three searches.
- Up to 2 faults and no disqualifications.
- Handler must call or indicate "Alert."

Faults: Each occurrence of the below will count as one fault.

- Dog is destructive (smashes containers, scratches vehicles, aggressive alerts).
- Handler drops treats or toys in the search area.
- Handler fails to reward the dog upon correctly finding a hide.

Disqualifications: A single occurrence of the below will result in disqualification.

- Dog urinates, defecates or vomits in the search area.
- Dog demonstrates any aggression toward the handler, Evaluator, Assistant or persons in the area.
- Handler exhibits any aggressive handling toward the dog.
- Handler displays any unsportsmanlike conduct.
- Handler calls or indicates a false alert.

All Mixed Up
Container (Level 2)

# of searches	3
# of hides per search	3
Time limit per search	2:30

Search setup:
- There are three hides per search.
- Complete the three searches below in the order of your choosing:
  - Hides are oriented in a triangle.
  - Hides are in adjacent containers.
  - Hides are set on different planes (e.g., on the ground, at head-height for the dog, above head-height for the dog).
- All three searches are container searches (minimum of 8 containers in each).
  - Your choice on the size and type of containers.
- May use an interior or exterior space.
- Hides may be either known or blind. Specify on the entry form.
- You may reuse the same search area with different hide placement.

Qualification requirements:
- Must earn a "Pass" on all scorecard items across all three searches.
- Up to 2 faults and no disqualifications.
- Handler must call or indicate "Alert."

Faults: Each occurrence of the below will count as one fault.
- Dog is destructive (smashes containers, scratches vehicles, aggressive alerts).
- Handler drops treats or toys in the search area.
- Handler fails to reward the dog upon correctly finding a hide.

Disqualifications: A single occurrence of the below will result in disqualification.
- Dog urinates, defecates or vomits in the search area.
- Dog demonstrates any aggression toward the handler, Evaluator, Assistant or persons in the area.
- Handler exhibits any aggressive handling toward the dog.
- Handler displays any unsportsmanlike conduct.
- Handler calls or indicates a false alert.

All Mixed Up

Interior (Level 2)

# of searches	3
# of hides per search	3
Time limit per search	2:30

Search setup:

- There are three hides per search.
- Complete the three searches below in the order of your choosing:
    - Hides are oriented in a triangle.
    - Hides are close together.
    - Hides are set on different planes (e.g., on the ground, at head-height for the dog, above head-height for the dog).
- All three searches are interior searches.
- Hides may be either known or blind. Specify on the entry form.
- You may reuse the same search area with different hide placement.

Qualification requirements:

- Must earn a "Pass" on all scorecard items across all three searches.
- Up to 2 faults and no disqualifications.
- Handler must call or indicate "Alert."

Faults: Each occurrence of the below will count as one fault.

- Dog is destructive (smashes containers, scratches vehicles, aggressive alerts).
- Handler drops treats or toys in the search area.
- Handler fails to reward the dog upon correctly finding a hide.

Disqualifications: A single occurrence of the below will result in disqualification.

- Dog urinates, defecates or vomits in the search area.
- Dog demonstrates any aggression toward the handler, Evaluator, Assistant or persons in the area.
- Handler exhibits any aggressive handling toward the dog.
- Handler displays any unsportsmanlike conduct.
- Handler calls or indicates a false alert.

CYBER SNIFFING GAMES

All Mixed Up
Exterior (Level 2)

# of searches	3
# of hides per search	3
Time limit per search	2:30

Search setup:
- There are three hides per search.
- Complete the three searches below in the order of your choosing:
    - Hides are oriented in a triangle.
    - Hides are close together.
    - Hides are set on different planes (e.g., on the ground, at head-height for the dog, above head-height for the dog).
- All three searches are exterior searches.
- Hides may be either known or blind. Specify on the entry form.
- You may reuse the same search area with different hide placement.

Qualification requirements:
- Must earn a "Pass" on all scorecard items across all three searches.
- Up to 2 faults and no disqualifications.
- Handler must call or indicate "Alert."

Faults: Each occurrence of the below will count as one fault.
- Dog is destructive (smashes containers, scratches vehicles, aggressive alerts).
- Handler drops treats or toys in the search area.
- Handler fails to reward the dog upon correctly finding a hide.

Disqualifications: A single occurrence of the below will result in disqualification.
- Dog urinates, defecates or vomits in the search area.
- Dog demonstrates any aggression toward the handler, Evaluator, Assistant or persons in the area.
- Handler exhibits any aggressive handling toward the dog.
- Handler displays any unsportsmanlike conduct.
- Handler calls or indicates a false alert.

POOL PARTY

Game Type	Game Title	Known Hide Title	Blind Hide Title
Pool Party	Container	GK-PC	GB-PC
Pool Party	Interior	GK-PI	GB-PI
Pool Party	Exterior	GK-PE	GB-PE
Pool Party	Container (Level 2)	GK-PC2	GB-PC2
Pool Party	Interior (Level 2)	GK-PI2	GB-PI2
Pool Party	Exterior (Level 2)	GK-PE2	GB-PE2

Pool Party
Container

# of searches	3
# of hides per search	1
Time limit per search	2:30

Search setup:
- Use a fan directed toward the single odor container to blow odor onto the empty containers and potentially create pooling odor puzzles.
  - The fan should run for several minutes but be removed before the search begins.
  - For each search, change the fan location.
  - The fan **should not** point toward the start line.
- Two rows of 6 containers each.
  - Your choice on the size and type of containers.
- May use an interior or exterior space.
- Hides may be either known or blind. Specify on the entry form.
- You may reuse the same search area with different hide placement.

Qualification requirements:
- Must earn a "Pass" on all scorecard items across all three searches.
- Up to 2 faults and no disqualifications.
- Handler must call or indicate "Alert."

Faults: Each occurrence of the below will count as one fault.
- Dog is destructive (smashes containers, scratches vehicles, aggressive alerts).
- Handler drops treats or toys in the search area.
- Handler fails to reward the dog upon correctly finding a hide.

Disqualifications: A single occurrence of the below will result in disqualification.
- Dog urinates, defecates or vomits in the search area.
- Dog demonstrates any aggression toward the handler, Evaluator, Assistant or persons in the area.
- Handler exhibits any aggressive handling toward the dog.
- Handler displays any unsportsmanlike conduct.
- Handler calls or indicates a false alert.

Pool Party

Interior

# of searches	3
# of hides per search	1
Time limit per search	2:30

Search setup:

- Use a fan directed toward the hide to create a new pooling odor puzzle for each search.
  - The fan should run for several minutes but be removed before the search begins.
  - For each search, change the fan location.
  - The fan **should not** point toward the start line.
- All three searches are interior searches.
- Hides may be either known or blind. Specify on the entry form.
- You may reuse the same search area with different hide placement.

Qualification requirements:

- Must earn a "Pass" on all scorecard items across all three searches.
- Up to 2 faults and no disqualifications.
- Handler must call or indicate "Alert."

Faults: Each occurrence of the below will count as one fault.

- Dog is destructive (smashes containers, scratches vehicles, aggressive alerts).
- Handler drops treats or toys in the search area.
- Handler fails to reward the dog upon correctly finding a hide.

Disqualifications: A single occurrence of the below will result in disqualification.

- Dog urinates, defecates or vomits in the search area.
- Dog demonstrates any aggression toward the handler, Evaluator, Assistant or persons in the area.
- Handler exhibits any aggressive handling toward the dog.
- Handler displays any unsportsmanlike conduct.
- Handler calls or indicates a false alert.

Pool Party
Exterior

# of searches	3
# of hides per search	1
Time limit per search	2:30

Search setup:
- Use a fan directed toward the hide to create a new pooling odor puzzle for each search.
  - The fan should run for several minutes but be removed before the search begins.
  - For each search, change the fan location.
  - The fan **should not** point toward the start line.
- All three searches are exterior searches.
- Hides may be either known or blind. Specify on the entry form.
- You may reuse the same search area with different hide placement.

Qualification requirements:
- Must earn a "Pass" on all scorecard items across all three searches.
- Up to 2 faults and no disqualifications.
- Handler must call or indicate "Alert."

Faults: Each occurrence of the below will count as one fault.
- Dog is destructive (smashes containers, scratches vehicles, aggressive alerts).
- Handler drops treats or toys in the search area.
- Handler fails to reward the dog upon correctly finding a hide.

Disqualifications: A single occurrence of the below will result in disqualification.
- Dog urinates, defecates or vomits in the search area.
- Dog demonstrates any aggression toward the handler, Evaluator, Assistant or persons in the area.
- Handler exhibits any aggressive handling toward the dog.
- Handler displays any unsportsmanlike conduct.
- Handler calls or indicates a false alert.

Pool Party
Container (Level 2)

# of searches	3
# of hides per search	1
Time limit per search	2:30

Search setup:
- Use a fan directed toward the single odor container to blow odor onto the empty containers and potentially create pooling odor puzzles.
  - The fan should run for several minutes but be removed before the search begins.
  - For each search, change the fan location.
  - The fan **should** point toward the start line.
- Two rows of 6 containers each.
  - Your choice on the size and type of containers.
- May use an interior or exterior space.
- Hides may be either known or blind. Specify on the entry form.
- You may reuse the same search area with different hide placement.

Qualification requirements:
- Must earn a "Pass" on all scorecard items across all three searches.
- Up to 2 faults and no disqualifications.
- Handler must call or indicate "Alert."

Faults: Each occurrence of the below will count as one fault.
- Dog is destructive (smashes containers, scratches vehicles, aggressive alerts).
- Handler drops treats or toys in the search area.
- Handler fails to reward the dog upon correctly finding a hide.

Disqualifications: A single occurrence of the below will result in disqualification.
- Dog urinates, defecates or vomits in the search area.
- Dog demonstrates any aggression toward the handler, Evaluator, Assistant or persons in the area.
- Handler exhibits any aggressive handling toward the dog.
- Handler displays any unsportsmanlike conduct.
- Handler calls or indicates a false alert.

Pool Party

Interior (Level 2)

# of searches	3
# of hides per search	1
Time limit per search	2:30

Search setup:

- Use a fan directed toward the hide to create a new pooling odor puzzle for each search.
  - The fan should run for several minutes but be removed before the search begins.
  - For each search, change the fan location.
  - The fan **should** point toward the start line.
- All three searches are interior searches.
- Hides may be either known or blind. Specify on the entry form.
- You may reuse the same search area with different hide placement.

Qualification requirements:

- Must earn a "Pass" on all scorecard items across all three searches.
- Up to 2 faults and no disqualifications.
- Handler must call or indicate "Alert."

Faults: Each occurrence of the below will count as one fault.

- Dog is destructive (smashes containers, scratches vehicles, aggressive alerts).
- Handler drops treats or toys in the search area.
- Handler fails to reward the dog upon correctly finding a hide.

Disqualifications: A single occurrence of the below will result in disqualification.

- Dog urinates, defecates or vomits in the search area.
- Dog demonstrates any aggression toward the handler, Evaluator, Assistant or persons in the area.
- Handler exhibits any aggressive handling toward the dog.
- Handler displays any unsportsmanlike conduct.
- Handler calls or indicates a false alert.

Pool Party

Exterior (Level 2)

# of searches	3
# of hides per search	1
Time limit per search	2:30

Search setup:

- Use a fan directed toward the hide to create a new pooling odor puzzle for each search.
  - The fan should run for several minutes but be removed before the search begins.
  - For each search, change the fan location.
  - The fan **should** point toward the start line.
- All three searches are exterior searches.
- Hides may be either known or blind. Specify on the entry form.
- You may reuse the same search area with different hide placement.

Qualification requirements:

- Must earn a "Pass" on all scorecard items across all three searches.
- Up to 2 faults and no disqualifications.
- Handler must call or indicate "Alert."

Faults: Each occurrence of the below will count as one fault.

- Dog is destructive (smashes containers, scratches vehicles, aggressive alerts).
- Handler drops treats or toys in the search area.
- Handler fails to reward the dog upon correctly finding a hide.

Disqualifications: A single occurrence of the below will result in disqualification.

- Dog urinates, defecates or vomits in the search area.
- Dog demonstrates any aggression toward the handler, Evaluator, Assistant or persons in the area.
- Handler exhibits any aggressive handling toward the dog.
- Handler displays any unsportsmanlike conduct.
- Handler calls or indicates a false alert.

SNIFFING SPEEDSTER

Game Type	Game Title	Known Hide Title	Blind Hide Title
Sniffing Speedster	12 Containers in 30 Seconds	GK-S1	GB-S1
Sniffing Speedster	16 Containers in 30 Seconds	GK-S2	GB-S2
Sniffing Speedster	20 Containers in 30 Seconds	GK-S3	GB-S3
Sniffing Speedster	12 Containers in 20 Seconds	GK-S4	GB-S4
Sniffing Speedster	16 Containers in 20 Seconds	GK-S5	GB-S5
Sniffing Speedster	20 Containers in 20 Seconds	GK-S6	GB-S6

Sniffing Speedster

12 Containers in 30 Seconds

# of searches	3
# of hides per search	1
Time limit per search	0:30

Search setup:
- There will be 12 containers and 1 hide per search.
- You may choose the size and type of the containers.
- Change the orientation of containers in each search.
- May use an interior or exterior space.
- Hides may be either known or blind. Specify on the entry form.
- You may reuse the same search area with different hide placement.

Qualification requirements:
- Must earn a "Pass" on all scorecard items across all three searches.
- Up to 2 faults and no disqualifications.
- Handler must call or indicate "Alert."

Faults: Each occurrence of the below will count as one fault.
- Dog is destructive (smashes containers, scratches vehicles, aggressive alerts).
- Handler drops treats or toys in the search area.
- Handler fails to reward the dog upon correctly finding a hide.

Disqualifications: A single occurrence of the below will result in disqualification.
- Dog urinates, defecates or vomits in the search area.
- Dog demonstrates any aggression toward the handler, Evaluator, Assistant or persons in the area.
- Handler exhibits any aggressive handling toward the dog.
- Handler displays any unsportsmanlike conduct.
- Handler calls or indicates a false alert.

CYBER SNIFFING GAMES

Sniffing Speedster
16 Containers in 30 Seconds

# of searches	3
# of hides per search	1
Time limit per search	0:30

Search setup:
- There will be 16 containers and 1 hide per search.
- You may choose the size and type of the containers.
- Change the orientation of containers in each search.
- May use an interior or exterior space.
- Hides may be either known or blind. Specify on the entry form.
- You may reuse the same search area with different hide placement.

Qualification requirements:
- Must earn a "Pass" on all scorecard items across all three searches.
- Up to 2 faults and no disqualifications.
- Handler must call or indicate "Alert."

Faults: Each occurrence of the below will count as one fault.
- Dog is destructive (smashes containers, scratches vehicles, aggressive alerts).
- Handler drops treats or toys in the search area.
- Handler fails to reward the dog upon correctly finding a hide.

Disqualifications: A single occurrence of the below will result in disqualification.
- Dog urinates, defecates or vomits in the search area.
- Dog demonstrates any aggression toward the handler, Evaluator, Assistant or persons in the area.
- Handler exhibits any aggressive handling toward the dog.
- Handler displays any unsportsmanlike conduct.
- Handler calls or indicates a false alert.

Sniffing Speedster
20 Containers in 30 Seconds

# of searches	3
# of hides per search	1
Time limit per search	0:30

Search setup:

- There will be 20 containers and 1 hide per search.
- You may choose the size and type of the containers.
- Change the orientation of containers in each search.
- May use an interior or exterior space.
- Hides may be either known or blind. Specify on the entry form.
- You may reuse the same search area with different hide placement.

Qualification requirements:

- Must earn a "Pass" on all scorecard items across all three searches.
- Up to 2 faults and no disqualifications.
- Handler must call or indicate "Alert."

Faults: Each occurrence of the below will count as one fault.

- Dog is destructive (smashes containers, scratches vehicles, aggressive alerts).
- Handler drops treats or toys in the search area.
- Handler fails to reward the dog upon correctly finding a hide.

Disqualifications: A single occurrence of the below will result in disqualification.

- Dog urinates, defecates or vomits in the search area.
- Dog demonstrates any aggression toward the handler, Evaluator, Assistant or persons in the area.
- Handler exhibits any aggressive handling toward the dog.
- Handler displays any unsportsmanlike conduct.
- Handler calls or indicates a false alert.

Sniffing Speedster

12 Containers in 20 Seconds

# of searches	3
# of hides per search	1
Time limit per search	0:20

Search setup:

- There will be 12 containers and 1 hide per search.
- You may choose the size and type of the containers.
- Change the orientation of containers in each search.
- May use an interior or exterior space.
- Hides may be either known or blind. Specify on the entry form.
- You may reuse the same search area with different hide placement.

Qualification requirements:

- Must earn a "Pass" on all scorecard items across all three searches.
- Up to 2 faults and no disqualifications.
- Handler must call or indicate "Alert."

Faults: Each occurrence of the below will count as one fault.

- Dog is destructive (smashes containers, scratches vehicles, aggressive alerts).
- Handler drops treats or toys in the search area.
- Handler fails to reward the dog upon correctly finding a hide.

Disqualifications: A single occurrence of the below will result in disqualification.

- Dog urinates, defecates or vomits in the search area.
- Dog demonstrates any aggression toward the handler, Evaluator, Assistant or persons in the area.
- Handler exhibits any aggressive handling toward the dog.
- Handler displays any unsportsmanlike conduct.
- Handler calls or indicates a false alert.

Sniffing Speedster

16 Containers in 20 Seconds

# of searches	3
# of hides per search	1
Time limit per search	0:20

Search setup:
- There will be 16 containers and 1 hide per search.
- You may choose the size and type of the containers.
- Change the orientation of containers in each search.
- May use an interior or exterior space.
- Hides may be either known or blind. Specify on the entry form.
- You may reuse the same search area with different hide placement.

Qualification requirements:
- Must earn a "Pass" on all scorecard items across all three searches.
- Up to 2 faults and no disqualifications.
- Handler must call or indicate "Alert."

Faults: Each occurrence of the below will count as one fault.
- Dog is destructive (smashes containers, scratches vehicles, aggressive alerts).
- Handler drops treats or toys in the search area.
- Handler fails to reward the dog upon correctly finding a hide.

Disqualifications: A single occurrence of the below will result in disqualification.
- Dog urinates, defecates or vomits in the search area.
- Dog demonstrates any aggression toward the handler, Evaluator, Assistant or persons in the area.
- Handler exhibits any aggressive handling toward the dog.
- Handler displays any unsportsmanlike conduct.
- Handler calls or indicates a false alert.

Sniffing Speedster

20 Containers in 20 Seconds

# of searches	3
# of hides per search	1
Time limit per search	0:20

Search setup:

- There will be 20 containers and 1 hide per search.
- You may choose the size and type of the containers.
- Change the orientation of containers in each search.
- May use an interior or exterior space.
- Hides may be either known or blind. Specify on the entry form.
- You may reuse the same search area with different hide placement.

Qualification requirements:

- Must earn a "Pass" on all scorecard items across all three searches.
- Up to 2 faults and no disqualifications.
- Handler must call or indicate "Alert."

Faults: Each occurrence of the below will count as one fault.

- Dog is destructive (smashes containers, scratches vehicles, aggressive alerts).
- Handler drops treats or toys in the search area.
- Handler fails to reward the dog upon correctly finding a hide.

Disqualifications: A single occurrence of the below will result in disqualification.

- Dog urinates, defecates or vomits in the search area.
- Dog demonstrates any aggression toward the handler, Evaluator, Assistant or persons in the area.
- Handler exhibits any aggressive handling toward the dog.
- Handler displays any unsportsmanlike conduct.
- Handler calls or indicates a false alert.

OUT OF REACH

Game Type	Game Title	Known Hide Title	Blind Hide Title
Out Of Reach	Interior	GK-OI	GB-OI
Out Of Reach	Exterior	GK-OE	GB-OE
Out Of Reach	Interior (Level 2)	GK-OI2	GB-OI2
Out Of Reach	Exterior (Level 2)	GK-OE2	GB-OE2

Out of Reach

Interior

# of searches	3
# of hides per search	1
Time limit per search	2:30

Search setup:

- One of the three searches must have an inaccessible hide.
  - An inaccessible hide is one where the dog cannot get their nose to the odor vessel (e.g., inside a closed closet, drawer, etc.).
- All three searches are interior searches.
- Hides may be either known or blind. Specify on the entry form.
- You may reuse the same search area with different hide placement.

Qualification requirements:

- Must earn a "Pass" on all scorecard items across all three searches.
- Up to 2 faults and no disqualifications.
- Handler must call or indicate "Alert."

Faults: Each occurrence of the below will count as one fault.

- Dog is destructive (smashes containers, scratches vehicles, aggressive alerts).
- Handler drops treats or toys in the search area.
- Handler fails to reward the dog upon correctly finding a hide.

Disqualifications: A single occurrence of the below will result in disqualification.

- Dog urinates, defecates or vomits in the search area.
- Dog demonstrates any aggression toward the handler, Evaluator, Assistant or persons in the area.
- Handler exhibits any aggressive handling toward the dog.
- Handler displays any unsportsmanlike conduct.
- Handler calls or indicates a false alert.

Out of Reach
Exterior

# of searches	3
# of hides per search	1
Time limit per search	2:30

Search setup:
- One of the three searches must have an inaccessible hide.
  - An inaccessible hide is one where the dog cannot get their nose to the odor vessel (e.g., inside a closed closet, drawer, etc.).
- All three searches are exterior searches.
- Hides may be either known or blind. Specify on the entry form.
- You may reuse the same search area with different hide placement.

Qualification requirements:
- Must earn a "Pass" on all scorecard items across all three searches.
- Up to 2 faults and no disqualifications.
- Handler must call or indicate "Alert."

Faults: Each occurrence of the below will count as one fault.
- Dog is destructive (smashes containers, scratches vehicles, aggressive alerts).
- Handler drops treats or toys in the search area.
- Handler fails to reward the dog upon correctly finding a hide.

Disqualifications: A single occurrence of the below will result in disqualification.
- Dog urinates, defecates or vomits in the search area.
- Dog demonstrates any aggression toward the handler, Evaluator, Assistant or persons in the area.
- Handler exhibits any aggressive handling toward the dog.
- Handler displays any unsportsmanlike conduct.
- Handler calls or indicates a false alert.

Out of Reach

Interior (Level 2)

# of searches	3
# of hides per search	1
Time limit per search	2:30

Search setup:
- Two of the three searches must have an inaccessible hide.
  - An inaccessible hide is one where the dog cannot get their nose to the odor vessel (e.g., inside a closed closet, drawer, etc.).
- All three searches are interior searches.
- Hides may be either known or blind. Specify on the entry form.
- You may reuse the same search area with different hide placement.

Qualification requirements:
- Must earn a "Pass" on all scorecard items across all three searches.
- Up to 2 faults and no disqualifications.
- Handler must call or indicate "Alert."

Faults: Each occurrence of the below will count as one fault.
- Dog is destructive (smashes containers, scratches vehicles, aggressive alerts).
- Handler drops treats or toys in the search area.
- Handler fails to reward the dog upon correctly finding a hide.

Disqualifications: A single occurrence of the below will result in disqualification.
- Dog urinates, defecates or vomits in the search area.
- Dog demonstrates any aggression toward the handler, Evaluator, Assistant or persons in the area.
- Handler exhibits any aggressive handling toward the dog.
- Handler displays any unsportsmanlike conduct.
- Handler calls or indicates a false alert.

Out of Reach
Exterior (Level 2)

# of searches	3
# of hides per search	1
Time limit per search	2:30

Search setup:
- Two of the three searches must have an inaccessible hide.
  - An inaccessible hide is one where the dog cannot get their nose to the odor vessel (e.g., inside a closed closet, drawer, etc.).
- All three searches are exterior searches.
- Hides may be either known or blind. Specify on the entry form.
- You may reuse the same search area with different hide placement.

Qualification requirements:
- Must earn a "Pass" on all scorecard items across all three searches.
- Up to 2 faults and no disqualifications.
- Handler must call or indicate "Alert."

Faults: Each occurrence of the below will count as one fault.
- Dog is destructive (smashes containers, scratches vehicles, aggressive alerts).
- Handler drops treats or toys in the search area.
- Handler fails to reward the dog upon correctly finding a hide.

Disqualifications: A single occurrence of the below will result in disqualification.
- Dog urinates, defecates or vomits in the search area.
- Dog demonstrates any aggression toward the handler, Evaluator, Assistant or persons in the area.
- Handler exhibits any aggressive handling toward the dog.
- Handler displays any unsportsmanlike conduct.
- Handler calls or indicates a false alert.

BLANKETY BLANK

Game Type	Game Title	Known Hide Title	Blind Hide Title
Blankety Blank	Container	GK-BC	GB-BC
Blankety Blank	Interior	GK-BI	GB-BI
Blankety Blank	Exterior	GK-BE	GB-BE
Blankety Blank	Container (Level 2)	GK-BC2	GB-BC2
Blankety Blank	Interior (Level 2)	GK-BI2	GB-BI2
Blankety Blank	Exterior (Level 2)	GK-BE2	GB-BE2

Blankety Blank

Container

# of searches	3
# of hides per search	0 or 1
Time limit per search	2:30

Search setup:
- One of the three searches must be blank.
  - A blank search is one without any hides. Once the dog has made it clear there are no hides, the handler should call "Finish".
- Minimum of 8 containers in each search.
- You may choose the size, type, and arrangement of the containers.
- May use an interior or exterior space.
- Hides may be either known or blind. Specify on the entry form.
- You may reuse the same search area with different hide placement.

Qualification requirements:
- Must earn a "Pass" on all scorecard items across all three searches.
- Up to 2 faults and no disqualifications.
- Handler must call or indicate "Alert."

Faults: Each occurrence of the below will count as one fault.
- Dog is destructive (smashes containers, scratches vehicles, aggressive alerts).
- Handler drops treats or toys in the search area.
- Handler fails to reward the dog upon correctly finding a hide.

Disqualifications: A single occurrence of the below will result in disqualification.
- Dog urinates, defecates or vomits in the search area.
- Dog demonstrates any aggression toward the handler, Evaluator, Assistant or persons in the area.
- Handler exhibits any aggressive handling toward the dog.
- Handler displays any unsportsmanlike conduct.
- Handler calls or indicates a false alert.

Blankety Blank

Interior

# of searches	3
# of hides per search	0 or 1
Time limit per search	2:30

Search setup:

- One of the three searches must be blank.
  - A blank search is one without any hides. Once the dog has made it clear there are no hides, the handler should call "Finish".
- All three searches are interior searches.
- Hides may be either known or blind. Specify on the entry form.
- You may reuse the same search area with different hide placement.

Qualification requirements:

- Must earn a "Pass" on all scorecard items across all three searches.
- Up to 2 faults and no disqualifications.
- Handler must call or indicate "Alert."

Faults: Each occurrence of the below will count as one fault.

- Dog is destructive (smashes containers, scratches vehicles, aggressive alerts).
- Handler drops treats or toys in the search area.
- Handler fails to reward the dog upon correctly finding a hide.

Disqualifications: A single occurrence of the below will result in disqualification.

- Dog urinates, defecates or vomits in the search area.
- Dog demonstrates any aggression toward the handler, Evaluator, Assistant or persons in the area.
- Handler exhibits any aggressive handling toward the dog.
- Handler displays any unsportsmanlike conduct.
- Handler calls or indicates a false alert.

Blankety Blank

Exterior

# of searches	3
# of hides per search	0 or 1
Time limit per search	2:30

Search setup:
- One of the three searches must be blank.
  - A blank search is one without any hides. Once the dog has made it clear there are no hides, the handler should call "Finish".
- All three searches are exterior searches.
- Hides may be either known or blind. Specify on the entry form.
- You may reuse the same search area with different hide placement.

Qualification requirements:
- Must earn a "Pass" on all scorecard items across all three searches.
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Faults: Each occurrence of the below will count as one fault.
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- Handler fails to reward the dog upon correctly finding a hide.

Disqualifications: A single occurrence of the below will result in disqualification.
- Dog urinates, defecates or vomits in the search area.
- Dog demonstrates any aggression toward the handler, Evaluator, Assistant or persons in the area.
- Handler exhibits any aggressive handling toward the dog.
- Handler displays any unsportsmanlike conduct.
- Handler calls or indicates a false alert.

Blankety Blank
Container (Level 2)

# of searches	3
# of hides per search	0 or 1
Time limit per search	2:30

Search setup:
- Two of the three searches must be blank.
  - A blank search is one without any hides. Once the dog has made it clear there are no hides, the handler should call "Finish".
- Minimum of 8 containers in each search.
- You may choose the size, type, and arrangement of the containers.
- May use an interior or exterior space.
- Hides may be either known or blind. Specify on the entry form.
- You may reuse the same search area with different hide placement.

Qualification requirements:
- Must earn a "Pass" on all scorecard items across all three searches.
- Up to 2 faults and no disqualifications.
- Handler must call or indicate "Alert."

Faults: Each occurrence of the below will count as one fault.
- Dog is destructive (smashes containers, scratches vehicles, aggressive alerts).
- Handler drops treats or toys in the search area.
- Handler fails to reward the dog upon correctly finding a hide.

Disqualifications: A single occurrence of the below will result in disqualification.
- Dog urinates, defecates or vomits in the search area.
- Dog demonstrates any aggression toward the handler, Evaluator, Assistant or persons in the area.
- Handler exhibits any aggressive handling toward the dog.
- Handler displays any unsportsmanlike conduct.
- Handler calls or indicates a false alert.

Blankety Blank

Interior (Level 2)

# of searches	3
# of hides per search	0 or 1
Time limit per search	2:30

Search setup:
- Two of the three searches must be blank.
  - A blank search is one without any hides. Once the dog has made it clear there are no hides, the handler should call "Finish".
- All three searches are interior searches.
- Hides may be either known or blind. Specify on the entry form.
- You may reuse the same search area with different hide placement.

Qualification requirements:
- Must earn a "Pass" on all scorecard items across all three searches.
- Up to 2 faults and no disqualifications.
- Handler must call or indicate "Alert."

Faults: Each occurrence of the below will count as one fault.
- Dog is destructive (smashes containers, scratches vehicles, aggressive alerts).
- Handler drops treats or toys in the search area.
- Handler fails to reward the dog upon correctly finding a hide.

Disqualifications: A single occurrence of the below will result in disqualification.
- Dog urinates, defecates or vomits in the search area.
- Dog demonstrates any aggression toward the handler, Evaluator, Assistant or persons in the area.
- Handler exhibits any aggressive handling toward the dog.
- Handler displays any unsportsmanlike conduct.
- Handler calls or indicates a false alert.

Blankety Blank

Exterior (Level 2)

# of searches	3
# of hides per search	0 or 1
Time limit per search	2:30

Search setup:
- Two of the three searches must be blank.
  - A blank search is one without any hides. Once the dog has made it clear there are no hides, the handler should call "Finish".
- All three searches are exterior searches.
- Hides may be either known or blind. Specify on the entry form.
- You may reuse the same search area with different hide placement.

Qualification requirements:
- Must earn a "Pass" on all scorecard items across all three searches.
- Up to 2 faults and no disqualifications.
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Faults: Each occurrence of the below will count as one fault.
- Dog is destructive (smashes containers, scratches vehicles, aggressive alerts).
- Handler drops treats or toys in the search area.
- Handler fails to reward the dog upon correctly finding a hide.

Disqualifications: A single occurrence of the below will result in disqualification.
- Dog urinates, defecates or vomits in the search area.
- Dog demonstrates any aggression toward the handler, Evaluator, Assistant or persons in the area.
- Handler exhibits any aggressive handling toward the dog.
- Handler displays any unsportsmanlike conduct.
- Handler calls or indicates a false alert.

GLOSSARY

AGGRESSION: Lunging, snarling, snapping or biting a handler, assistant, person distractor or member of the public, human or canine. This will result in the team earning a disqualification and the dog being banned from further participating in Cyber Scent Work, Inc. Safety is a paramount concern.

AGGRESSIVE HANDLING: Giving leash or physical corrections, yelling or striking a dog. This will result in a disqualification of the team for the submitted search.

AGGRESSIVE ALERT: When a dog scratches, digs or bites at the hide location.

ALERT: What handlers must say when their dog finds each hide within a search area. Handlers may also opt to raise their hand as opposed to calling "Alert." Whichever method is chosen, it must be clear and obvious.

ASSISTANT: For online assessment with blind hides, the assistant is the person who designs the search area, sets the hides, times, videos and officiates the search, responding with "Yes" or "No" when the handler calls "Alert" and "Finish."

BLANK AREA: A search area that does not contain any target odor hides.

BLIND HIDES: The handler is unaware of the location of these hides when they are tackling the search. The purpose is to prepare teams for formal Scent Work competition where all the hides will be blind.

CHANGE OF BEHAVIOR: An involuntary response from the dog to detecting odor and/or finding the hide (*e.g., fishhook turn, sudden change of direction, opening/closing mouth, tail still/wagging, etc.*).

CONTAINER: An inside or outside area with items used to hold other items such as boxes, toolboxes, lunch boxes, totes, buckets, bins, luggage, etc. Space must be free of any safety hazards (*e.g., broken glass, garbage, sharp objects, exposed wires, etc.*).

Containers **must** be a minimum of 24" apart (61 cm) from one another and any rows must be a minimum of 36" apart (91 cm). Hides must be placed within an odor vessel (*e.g., plastic tube or straw*) and placed close to a seam of said container to allow odor to escape.

CONVERGING ODOR: When there are multiple hides within a search area and the odor plumes from each collide and mix with one another, creating a complex odor picture for the dog to solve.

DISQUALIFICATIONS: These can be earned by the dog or the handler and will result in the immediate disqualification of the team.

DISTRACTOR: Either a toy, food (*contained*), sound, movement or person who is either within or just outside the search area to test the dog's ability to stay focused on the task at-hand. ***No distractors may be used in a manner that may startle, scare or concern the dog.***

EVALUATOR: Approved individual who will design, conduct, and officiate in-person assessments.

EXTERIOR: An outside search area that should have a **maximum of 2 solid walls**. Space must be free of any safety hazards (*e.g., broken glass, garbage, sharp objects, poison traps, sudden drop-offs, etc.*).

Space may have a roof or overhang, such as a shelter in a park or overhang for a porch. Some examples include a backyard, front yard, exterior of a building or a public park.

FALSE ALERT: When the handler calls "Alert" and the hide is not there.

FAULTS: Multiple faults may be earned within a given search.

FINISH: What handlers should say when their dogs have finished finding all the hides within a search area or when a handler believes the dog has successfully cleared a blank area.

INACCESSIBLE: This is when a hide is located so that the dog has access to odor but cannot precisely locate source. The dog will thus be expected to indicate when they have found the strongest concentration of odor.

Some examples include placing the odor vessel inside a closed drawer, inside a closed closet, underneath the middle of a bureau or setting a hide at an excessive height (*5' or above*).

INTERIOR: An inside search area that should have a **minimum of 3 walls and a roof**. Space must be free of any safety hazards (*e.g., broken glass, garbage, sharp objects, exposed wires, etc.).*

Some examples include a bedroom, living room, office, or lounge, portion of an interior training center, barn or warehouse, or a fully enclosed tent.

NQ: Non-qualifying score.

KNOWN HIDE: This is when the handler knows the location of the hide before running the search with their dog.

ODOR VESSEL: A metal tin, tube, straw or other object that will contain the scented cotton swabs and hidden within the search area for the dog to find. Used within the Odor and Paired Odor Hide Tracks. Odor scented cotton swabs **MUST** be contained within an odor vessel - ***no naked scented cotton swabs are permitted***.

PLANE: There are three general horizontal planes within a search area: ground level, at the dog's head-height and above the dog's head-height. Dogs must learn to search all three planes to ensure they are finding all the available odor.

POOLING ODOR: When odor travels and collects away from the hide within the search area.

Q: Abbreviation for earning a qualifying score.

SCORECARD: Scoresheet participants will receive upon completing a Game. For in-person assessments, participants will receive a paper version of scorecard. For online assessments, they will receive a digital copy.

SEARCH AREA: Designated area a dog and handler team must navigate to locate the required number of hides within the designated time limit.

START LINE: Should be designated with a pair of cones and/or painter's tape whenever possible. The time for each search will start when the dog's nose has crossed the start line. Dogs must properly cross the start line or will be assessed a fault.

SUSPENDED HIDES: Suspended hides are not affixed to an item. They are attached by a string or similar from the ceiling, a branch, etc.

TIME LIMIT: The amount of time a team must complete a given search, meaning locating all the hides and the handler calling **"Finish"**. Time will stop when the handler calls **"Finish"**. Evaluators and Assistants must give a 30-second warning unless otherwise noted.

UNSPORTSMANLIKE CONDUCT: Being rude or confrontational with the Evaluator, Assistant or any persons within the area. Will result in disqualification.

VEHICLE: An inside or outside area that contains items used for transportation. Space must be free of any safety hazards (*e.g., broken glass, garbage, sharp objects, exposed wires, etc.*).

Hides may only be placed a maximum of 3′ (91 cm) off the ground on the **OUTSIDE** of the vehicle. Hides **may NOT** be placed inside the vehicle, including but not limited to, the glove compartment, in between the seats nor may hides be placed in the undercarriage of the vehicle. Up to two hides may be placed onto a single vehicle.

Some examples include cars, SUVs, trucks, buses, boats, tractors, motorcycles, bicycles, wheelbarrows, riding lawn mowers or planes.