

All Clear - worked on or off lead.

All Clear is a game where the dog and handler need to cover the area efficiently and systematically. Ideally the dog will find and locate first time around the area, with handlers quickly recognising when the dog is in odour. Whilst adding items to increase difficulty or interest of search, is acceptable, the emphasis on this search should be more on covering areas. A vehicle can be used if necessary but should be a very small part of the search.

The time allowed should be the time an average dog could effectively work the area once, in a methodical manner and the handler be able to call the area clear.

Time will be set to encourage teams to search once and search properly.

Dogs may be required to climb or be lifted onto items such as furniture or pallets etc. Scorer will inform handler if this is necessary. If a hide requires a dog to climb onto something the scorer should consider the fairness of the hide placement for both small, large, or less physically capable dogs.

Hides will not be removed.

Handler does not know how many hides.

Level 1

Hides will be surface or just below surface.

Search area should be relatively simple.

Hides should be simple with little problem solving required.

Hides should be at least 80cms apart.

Hides will not be higher than smallest dogs nose height with front paws on the floor, (scorers best guess). If a hide is suitable, it can be moved to allow for different heights of dogs, such as on an item where the entire item can be moved without leaving any residual odour.

Level 2

Hides will be surface or just below surface.

Search area should be relatively simple.

Hides should be simple with little problem solving required.

1 distraction odour from either group 1 or 2 will be used.

Target odours and distraction odours must be at least 80cms apart.

Hides will not be higher than smallest dogs nose height with front paws on the floor, (scorers best guess). If a hide is suitable, it can be moved to allow for different heights of dogs, such as on an item where the entire item can be moved without leaving any residual odour.

Level 3

Hides will be surface or just below surface.

Search area can be more complex.

Hides should be simple with little problem solving required.

1 distraction odour from either group 1 or 2 will be used.

Target odours and distraction odours must be at least 80cms apart.

Hides will not be higher than smallest dogs nose height with front paws on the floor, (scorers best guess). If a hide is suitable, it can be moved to allow for different heights of dogs, such as on an item where the entire item can be moved without leaving any residual odour.

Level 4

Hides will be surface or just below surface.

Search area can be more complex.

Hides can require more problem solving.

1 distraction odour from either group 1, 2, 3, or 4 can be used.

Target odours and distraction odours must be at least 80cms apart.

Hides will not be higher than smallest dogs nose height with front paws on the floor, (scorers best guess). If a hide is suitable, it can be moved to allow for different heights of dogs, such as on an item where the entire item can be moved without leaving any residual odour.

Level 5

Hides will be surface or just below surface.

Hides must be at least 40cms apart.

Search area can be more complex.

Hides can require more problem solving.

2 distraction odours from either group 1, 2, 3, or 4 will be used.

Target odours and distraction odours must be at least 40cms apart.

Hides will not be higher than smallest dogs nose height with front paws on the floor, (scorers best guess). If a hide is suitable, it can be moved to allow for different heights of dogs, such as on an item where the entire item can be moved without leaving any residual odour.

Level 6

Hides will be surface, just below surface or deep.

Search area can be more complex.

Hides can require more problem solving.

2 distraction odours from either group 1, 2, 3, or 4 will be used.

Target odours and distraction odours must be at least 40cms apart.

Hides will not be higher than smallest dogs nose height when at full stretch with front feet on a wall or similar, (scorers best guess). If a hide is suitable, it can be moved to allow for

different heights of dogs, such as on an item where the entire item can be moved without leaving any residual odour.

Level 7

Handler will not know how much time is allocated for search.

Hides will be surface, just below surface or deep.

Search area can be more complex.

Hides can require more problem solving.

2 distraction odours from either group 1, 2, 3, or 4 will be used.

Target odours and distraction odours must be at least 40cms apart.

Hides will not be higher than smallest dogs nose height when at full stretch with front feet on a wall or similar, (scorers best guess). If a hide is suitable, it can be moved to allow for different heights of dogs, such as on an item where the entire item can be moved without leaving any residual odour.

Level 8

Handler will not know how much time is allocated for search.

Handler will not be shown search area before searching. Scorer will inform handler where to go next when the handler states they have finished in an area. The clock will be stopped whilst this is done.

Hides will be surface, just below surface or deep.

Search area can be more complex.

Hides can require more problem solving.

2 distraction odours from either group 1, 2, 3, or 4 will be used.

Target odours and distraction odours must be at least 40cms apart.

Hides will not be higher than smallest dogs nose height when at full stretch with front feet on a wall or similar, (scorers best guess). If a hide is suitable, it can be moved to allow for different heights of dogs, such as on an item where the entire item can be moved without leaving any residual odour.