Boom - worked on or off lead.

Video - https://youtu.be/AR7fczn_qvg?si=-wUxJMb45RJh8SEX

This game will test a team's ability to clear an area as they progress through a search. If dog or handler goes more than a set distance past a hide It will explode (imaginary no incendiary devices required!).

The search will be linear with a clear one-way route. A vehicle can be used if necessary but should be a very small part of the search.

The trigger point where the hide will explode should be measured and marked in such a way as to make it clear to the scorer but not the handler.

If a team do pass a hide's trigger point, the scorer should quietly announce boom! The scorer will also place a marker at the exploded hide location.

Once a hide has exploded the hide will no longer have any points value but if the handler decides to work their dog back to it and reward no penalty will be incurred.

Teams can work backwards and forwards within the search but once a hide has exploded must not go back past the exploded hide.

A time will be set for the search that allows the average team a reasonable time to search the route.

Number of hides will be unknown.

Target odours will not be within 2 metres of each other.

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.

Any call within 18cms of a target odour will be correct. Beyond this the scorer will decide what is acceptable for it to be correct. This can be greatly affected by conditions, hide location etc. and as all scorers are experienced nosework individuals, judgement will be used. Handlers must remember that a wrong does not mean the target odour is not on that item or near to where the dog has indicated.

Level 1

Hides will explode when dog or handler goes more than 4 metres past the hide.

Hides should be surface or just below surface.

Route should be straightforward and simple (if it includes alleys, corridors or channels handler should be informed on which side to search)

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 explode when dog or handler goes more than 4 metres past the hide.

Hides should be surface or just below surface.

Route should be straightforward and simple (if it includes alleys, corridors or channels handler should be informed on which side to search)

1 distraction odour from either group 1 or 2 will be used. Distraction odour will be at least 80cms from target odour.

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 explode when dog or handler goes more than 4 metres past the hide.

Hides should be surface or just below surface.

Route should be straightforward and simple (if it includes alleys, corridors or channels handler can be required to search both sides)

1 distraction odour from either group 1 or 2 will be used. Distraction odour will be at least 80cms from target odour.

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

Number of hides will be unknown.

Hides will explode when dog or handler goes more than 4 metres past the hide.

Hides should be surface or just below surface.

Route can be more complex and cluttered. (If it includes alleys, corridors or channels handler can be required to search both sides)

1 distraction odour from either group 1, 2, 3 or 4 will be used. Distraction odour will be at least 80cms from target odour.

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 explode when dog or handler goes more than 3 metres past the hide.

Hides should be surface or just below surface.

Route can be more complex and cluttered. (If it includes alleys, corridors or channels handler can be required to search both sides)

1 distraction odour from either group 1, 2, 3 or 4 will be used. Distraction odour will be at least 80cms from target odour.

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
Number of hides will be unknown.
Hides will explode when dog or handler goes more than 3 metres past the hide.
Hides should be surface or just below surface.
Route can be more complex and cluttered. (If it includes narrow alleys, corridors or channels teams will be required to search both sides)
2 distraction odours from either group 1, 2, 3 or 4 will be used. Distraction odour will be at least 80cms from target odour.
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
Number of hides will be unknown.
Handler will not know how much time is allocated to the search.
Hides will explode when dog or handler goes more than 3 metres past the hide.
Hides should be surface or just below surface.
Route can be more complex and cluttered. (If it includes narrow alleys, corridors or channels teams will be required to search both sides)
2 distraction odours from either group 1, 2, 3 or 4 will be used. Distraction odour will be at least 80cms from target odour.
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
Number of hides will be unknown.
Handler will not know how much time is allocated to the search.
Hides will explode when dog or handler goes more than 3 metres past the hide.
Hides should be surface, just below surface or deep.
Route can be more complex and cluttered. (If it includes narrow alleys, corridors or channels teams will be required to search both sides)
2 distraction odours from either group 1, 2, 3 or 4 will be used. Distraction odour will be at least 80cms from target odour.
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.