<u>Distance - worked off lead.</u>
Video - https://youtu.be/WqKUmA-mShA

Entire search area must be enclosed so that dogs cannot leave the search area. This may be facilitated by using a corner of an area but allowing handler to move to the two unfenced sides or by having 3 sides fenced or enclosed. Barrier fencing can be used. It should not become a test of the handler's ability to keep a dog within a search area. The area must be secure to prevent dogs escaping.

Distance is a game in which the dog will be sent from behind a line. The dog will have to work away from, and independently of the handler. The search items can be placed in lines or groups.

The clock will start as soon as the handler sends the dog. It will not be dependent on the dog crossing the line.
The clock will stop on each correct find and be restarted after the item has been removed.
The dogs will be recalled and can be rewarded behind the line on each correct find.
 If the handler is about to cross the line the scorer will warn them. if the scorer then considers they have crossed the line accidently, after the warning, it will be a -2-mark deduction each time.

If the scorer considers the crossing of the line to be intentional the game will be stopped, and the team put into training mode. Points up to that point will be retained but the time will be recorded as the total time for the game.

If the handler goes into training mode, they can enter the search area, but great care should be taken to only reward the dog to the mouth.

Hides will be removed, and clock stopped.

Hides will be surface or just below surface.

Hides will be no higher than smallest dogs nose height when feet are on the floor (scorers best guess).

If the dog is indicating on an item with target odour when the handler calls the find, the scorer will call the find as correct.

Level 1 to level 3 items should be in groups or rows from level 4 upwards items can be more random.

Level 1

items maximum 5m from start.

Items with target odour should be separate from each other i.e., separate group or row.

Hides can be a mixture of surface and just below surface.

No distraction odours

Handlers know how many hides.

Level 2

Items maximum 6m from start.

Handler knows how many hides.

Hides can be a mixture of surface and just below surface.

Items with target odour should be separate from each other i.e., separate group or row.

No distraction odours.

Level 3

items maximum 6m from start.

Handler knows how many hides.

Items with target or distraction odour should be at least 80cms. apart.

Hides can be a mixture of surface and just below surface.

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

Level 4

Items maximum 8m from start.

Handler knows how many hides.

Items with target or distraction odour should be at least 40cms. apart.

Hides can be a mixture of surface and just below surface.

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

Level 5

Items maximum 10m from start.

Handler knows how many hides.

Items with target or distraction odour should be at least 40cms. apart.

Hides can be a mixture of surface and just below surface.

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

Level 6

Items maximum 10m from start.

Handler does not know how many hides.

Items with target or distraction odour can be next to each other, wind conditions etc. should be taken into consideration.

Hides will be removed.

Hides can be a mixture of surface and just below surface.

Search area can have natural or added obstructions or barriers, but handler should be able to always see the dog.

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

Level 7

Items maximum 10m from start.

Handler does not know how many hides.

Items with target or distraction odour can be next to each other, wind conditions etc. should be taken into consideration.

Hides can be a mixture of surface, just below surface and deep.

Search area can have natural or added obstructions or barriers, but handler should be able to always see the dog.

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

Level 8

Items maximum 12m from start.

Handler will not know how many hides.

Items with target or distraction odour can be next to each other, wind conditions etc. should be taken into consideration.

Hides will be removed.

Hides can be a mixture of surface, just below surface and deep.

Up to 2 distraction odours can be used.

Search area can have natural or added obstructions or barriers, but handler should be able to always see the dog.