



Go to Source - worked on/off lead.

Go to Source is a game in which the dog will be required to be very precise with its indication and the handler able to recognise exactly when the dog is on odour and has reached source.

All items to be searched **must** have numbers or identifying marks that the handler can call that identify possible places where the odour is. Handlers must call out the number or identifying mark. Scorers must not be making judgements about whether the dog is close to source or not, it will only be determined on the handler calling out the correct number. . Playing cards or labels work well for this.

Items used should not be light and should remain in position whilst a dog works them in a normal, focused search pattern.

Teams can leave and return to each group as they wish.

If a wrong alert is called on a group, the handler can continue to work the group.

Hides will not be removed.

Hides will be surface or just below surface.

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 1

Handler will know how many hides.

Groups maximum of 6 simple items in each group - bricks, chairs, boxes, flags, etc. not stacked. Loosely grouped. 1 number per item unless it is a very large item.

No negative groups.

1 hide per group.

Game will stop when allocated time has elapsed or all find have been identified.

Level 2

Handlers knows how many hides.

Groups maximum of 6 simple items in each group - bricks, chairs, boxes, flags, etc. not stacked. Loosely grouped. 1 number per item unless it is a very large item.

One negative group.

1 hide per group.

Game will stop when allocated time has elapsed or all find have been identified.



Level 3

Handler will know how many hides.

Groups maximum of 6 simple items in each group - bricks, chairs, boxes, flags, etc. not stacked. 1 number per item unless it is a very large item such as a pallet or table with clearly defined sides. There should only be 6 numbers per group.

One negative group. Negative group will have one distraction odour from either group 1 or 2.

Game will stop when time allocated time has elapsed, or all find have been identified.

1 target hide per group (except negative group with distraction odour)



Level 4

Hides will be surface or slightly below surface.

Handler will not know how many hides.

Groups can be more complicated with stacked items such as stacked boxes or cupboard drawers for example, 1 number per item unless it is a very large item or has clearly defined sides such as a pallet or table. There will only be 6 numbers per group.

One or more negative groups can be used.

1 or 0 hides per group.

One distraction odour from either group 1 or 2 can be included on a negative group, if used.



Level 5

Hides will be surface or slightly below surface.

Handler will not know how many hides.

Groups can be more complicated with stacked items such as stacked boxes or cupboard drawers for example, 1 number per item unless it is a very large item or has clearly defined sides such as a pallet or table.

There can be up to 8 numbers per group.

One or more negative groups can be used.

1 or 0 hides per group.

1 Distraction odour will be used in every negative group from either group 1, 2, 3 or 4.

Level 6

Hides will be surface or slightly below surface.

Handlers will not know how many hides.

Groups can be more complicated with stacked items such as stacked boxes or cupboard drawers for example, up to 2 numbers per item. These items should be chosen with great care, a good example would be a chair with a number on each side a poor example would be a box where odour is slightly below surface and may exit both sides.

There can be up to 8 numbers per group.

One or more negative groups can be used.

1 Distraction odour will be used in every negative group from either group 1, 2, 3 or 4.

0, 1 or 2 target odours per group (should be well spaced and only included on suitable groups, with careful consideration given to odour movement).



Level 7

Hides will be surface or slightly below surface.

Handlers will not know how many hides.

Groups can be more complicated with stacked items such as stacked boxes or cupboard drawers for example, up to 2 numbers per item. These items should be chosen with great care, a good example would be a chair with a number on each side a poor example would be a box where odour is slightly below surface and may exit both sides.

There can be up to 10 numbers per group.

One or more negative groups can be used.

1 Distraction odour can be used in each negative group from either group 1, 2, 3 or 4.

1 group with a target odour will also have a distraction odour from either group 1, 2, 3 or 4.

0, 1 or 2 target odours per group (careful consideration should be given to suitable groups and items regarding odour movement).

Level 8

Hides will be surface or slightly below surface.

Handlers will not know how many hides.

Groups can be more complicated with stacked items such as stacked boxes or cupboard drawers for example, up to 2 numbers per item. These items should be chosen with great care, a good example would be a chair with a number on each side a poor example would be a box where odour is slightly below surface and may exit both sides.

There can be up to 12 numbers per group.

One or more negative groups can be used.

1 Distraction odour can be used in each negative group from either group 1, 2, 3 or 4.

1 group with a target odour will also have a distraction odour from either group 1, 2, 3 or 4.

0, 1 or 2 target odours per group (careful consideration should be given to suitable groups and items regarding odour movement).

