

## **No Going Back - on or off lead.**

**Video - <https://youtu.be/HQIAm6DBqA8>**

No going back is a game in which teams will search an area that has been divided into numbered sections. This should be a perimeter search such as the walls of a room in a hall, the edge of a garden with fencing, the exterior of a building etc. the area should be large enough to allow reasonable sized sections. Vehicles can be included but should not be more than one section. Although this area can contain placed or added items to increase interest or difficulty, the search should mainly be structures or buildings. Often items such as benches, stored items etc. will occur naturally in these searches and can be used but it should remain a perimeter search. Each section will have a clear marker indicating where each section starts and ends. These sections will be numbered. Teams will have to search these in the correct order.

There will be no penalty if the dog does accidentally work into another area but if the handler calls a hide (either correctly or a false alert) in a section further along they will be given the points or deduction but will be moved to that location.

If the dog does stray into another area the handler should be actively calling it back to the section that they are working. If they are not calling the dog back the scorer should warn the handler. If the dog continues to work the area the scorer should inform the handler that they have now moved the team on.

Once the handler leaves a section, they are declaring it clear and can't go back. The handler moving into another area will be treated as a decision to leave the preceding area whether this is accidental or not.

All areas called clear correctly will be awarded 10 points. The handler moving on will be an assumption of calling the section clear.

If a wrong alert is called a 5-point deduction will be made. The team can still go on to call the area clear and be awarded 10 points for calling the area clear, after that wrong alert. Handlers should not be told until the end of the game whether each area is clear.

Hides will not be removed, and the handler does not know how many hides there are.

The sections must be worked in numerical order.

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 found call from the handler, when the dog is indicating within 18cms of the target odour, will be correct. Beyond this the scorer can decide how far from the target odour the dog needs to be for it to be correct. This can be greatly affected by conditions, size of dog, 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 in that area.

**Level 1**

0 or 1 target odours in each section.

Hides should 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.

Target odours will be at least 80cms apart.

**Level 2**

0 or 1 target odours in each section.

Hides should 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.

1 distraction odour can be used from group 1. This should be placed in a section with no target odour, if used.

Target odours and/or distraction odours will be at least 80cms apart.

**Level 3**

0 or 1 hide target odours in each section.

Hides should 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.

1 distraction odour can be used from group 1 or 2. This should be placed in a section with no target odour, if used.

Target odours and/or distraction odours will be at least 80cms apart.

**Level 4**

0 or 1 hide target odours in each section.

Areas with no target odours will contain a distraction odour from groups 1, 2 or 3.

Target odours and/or distraction odours will be at least 80cms apart.

Hides should be surface or semi surface.

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 5**

0, 1 or 2 target odours in each section.

Areas with no target odours will contain a distraction odour from groups 1, 2 or 3.

Target odours and/or distraction odours will be at least 80cms apart.

Hides should be surface or just below surface.

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 6**

0, 1 or 2 target odours in each section.

Areas with no target odours may contain a distraction odour from groups 1, 2, 3 or 4.

1 section with a target odour will also contain a distraction odour from groups 1, 2, 3 or 4.

Target odours and/or distraction odours will be at least 40cms apart.

Hides should be surface or just below surface.

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.

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**Level 7**

0, 1 or 2 target odours in each section.

Areas with no target odours may contain a distraction odour from groups 1, 2, 3 or 4.

1 section with a target odour will also contain a distraction odour from groups 1, 2, 3 or 4.

Target odours and/or distraction odours will be at least 40cms apart.

Hides should be surface, just below surface or deep.

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**

Scorer decides number of hides in each section.

Areas with no target odours may contain a distraction odour from groups 1, 2, 3 or 4.

1 section with a target odour will also contain a distraction odour from groups 1, 2, 3 or 4.

Target odours and/or distraction odours will be at least 40cms apart.

Hides should be surface, just below surface or deep.

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.