

### **Needle in a Haystack - worked on or off lead.**

Needle in a haystack is a game in which the team will search a chaotic or busy area. Items are likely to be stacked, piled, heaped and dangling. In all levels the hides will be removed once found and the clock will stop after each find and be restarted when the dog starts working again.

Any found call where the dog is indicating on the correct item and within 18cms of the target odour, will be correct. Beyond this the scorer will 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 on that item.



#### **Level 1**

Area will be busy with layered items.

Handler will know how many hides.

Hides will be surface or just below surface.

Hides will be removed.

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.

Problem solving should be simple.

Dogs will not be required to go into anything, such as large boxes or playhouses.

Dogs will not be required to climb on to anything.

Any hanging items should be against a wall or similar solid object.

Hides should be at least 80cms. apart

## Level 2

Area will be busy with layered items.

Handler will know how many hides.

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.

Problem solving should be simple.

Dogs will not be required to go into anything, such as large boxes or playhouses but may be required to enter small gaps between items or push head through gaps to locate items.

Dogs will not be required to climb on to anything.

Any hanging items should be against a wall or similar solid object.

Hides should be at least 80cms. apart.



## Level 3

Area will be busy with layered items.

Handler will know how many hides.

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.

Problem solving can be complex.

Dogs can be required to enter items such as playhouses or large boxes.

Dogs will not be required to climb on to anything.

Hides should be at least 80cms. apart

Any hanging items can be placed anywhere. If hanging freely consider smallest dogs' ability to indicate on them, consider adjusting height where possible.

#### **Level 4**

Area will be busy with layered items.

Handler will not know how many hides.

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.

Problem solving can be complex.

Dogs can be required to enter items such as playhouses or large boxes.

Dogs will not be required to climb on to anything.

Hides should be at least 80cms. apart

Any hanging items can be placed anywhere. If hanging freely consider smallest dogs' ability to indicate on them, consider adjusting height where possible.

#### **Level 5**

Area will be busy with layered items.

Handler will not know how many hides.

Hides will 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.

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.

Dogs can be required to enter items such as playhouses or large boxes.

Hides should be at least 80cms. apart

Any hanging items can be placed anywhere. If hanging freely consider smallest dogs' ability to indicate on them, consider adjusting height where possible.

Problem solving can be complex.



## Level 6

Area will be busy with layered items.

Handler will not know how many hides.

Hides will 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.

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.

Dogs can be required to enter items such as playhouses or large boxes.

Hides should be at least 40cms. apart

Any hanging items can be placed anywhere. If hanging freely consider smallest dogs' ability to indicate on them, consider adjusting height where possible.

Problem solving can be complex.

## Level 7

Area will be busy with layered items.

Handler will not know how many hides.

Hides will 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.

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 should be at least 40cms. apart

Any hanging items can be placed anywhere. If hanging freely consider smallest dogs' ability to indicate on them, consider adjusting height where possible.

Problem solving can be complex.



## Level 8

Area will be busy with layered items.

Handler will not know how many hides.

Hides will be surface, just below surface, deep or wrapped.

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.

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.

Dogs can be required to enter items such as playhouses or large boxes.

Hides should be at least 40cms. apart

Any hanging items can be placed anywhere. If hanging freely consider smallest dogs' ability to indicate on them, consider adjusting height where possible.

Problem solving can be complex.

