

Snake - worked on lead.

Snake is made up of a looping line of items.

These should be spaced to allow each item to be searched individually. The picture should be the dog and handler progressing as a team.

The idea is that the dog and handler work each item in turn and work it together. The dog should be with the handler and only searching one item at a time.

The team can only go along the snake once.

If the dog winds an odour after the handler has passed the item, the dog can return a maximum of 1 item. The handler should stand still, they must not task the dog back or move back. The handler cannot task the dog back to items once the handler has passed them.

If the dog jumps part of the snake and a find is called, correctly or incorrectly, any items that have been skipped will not be allowed to be searched and the team will continue from where the find was called. Points or deductions will be made for that find or wrong alert.

If the handler is allowing the dog too much line and the dog is going backwards and forwards between items, the scorer will warn the handler. The clock should be stopped whilst the scorer explains the issue to the handler. If it continues the team should be moved 3 items forward along the snake. This can be done repeatedly.

Hides will not be removed.

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

Handler will not know how many hides.

Any found call from the handler, when the dog is indicating on the correct item and within 18cms of a target odour will be correct. Beyond this the scorer can decide how far from the hide the dog can 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

Hides will be surface or just below surface.

Maximum 16 items

Items in line should gradually go from one height to another or be grouped with similar height items.

Level 2

Hides will be surface or just below surface.

Maximum 24 items

Items in line should gradually go from one height to another or be grouped with similar height items.

Level 3

Hides will be surface or just below surface.

Maximum 30 items

Items in line should gradually go from one height to another or be grouped with similar height items.

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

Level 4

Hides will be surface or just below surface.

Handlers will not know how many hides.

Maximum 32 items

Items in line can vary in height/size throughout the snake.

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



Level 5

Hides will be surface or just below surface.

Handlers will not know how many hides.

Maximum 40 items

Items in line can vary in height/size throughout the snake.

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

Level 6

Hides will be surface or just below surface.

Handlers will not know how many hides.

Maximum 48 items

Items in line can vary in height/size throughout the snake.

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

Level 7

Hides will be surface, just below surfaces or deep.

Handlers will not know how many hides.

Maximum 48 items

Items in line can vary in height/size throughout the snake.

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

Level 8

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

Handlers will not know how many hides.

Maximum 48 items

Items in line can vary in height/size throughout the snake.

Hides and distraction odours can be closely grouped throughout snake.

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