



Nosework Games Guidelines <http://www.noseworkgames.org/> **Applicable from 1st September 2026**

Membership	Page 3
About Nosework Games	Page 3
Progression	Page 4
Level rosettes & Certificates	Page 4
Entry Points	Page 5
Competing in level after upgrade	Page 6
Skill Assessments	Page 6
Karen James Championships	Page 7
Scorer has unquestionable authority to stop search	Page 8
Teams	Page 8
Banned Breeds	Page 8
Target Odour/s	Page 8
Indication	Page 8
Interfering with search items	Page 9
Damage	Page 9
Rewarding	Page 9
Training mode or finish	Page 9
Distraction odours	Page 10
Contaminated Items	Page 10
Bitches in season	Page 10
Fouling	Page 10
Children	Page 10
Dogs lower age limit	Page 11
Cancellations/refunds/liability	Page 11

The Games – General Points	Page 12
Adopt a Position	Page 14
All Clear	Page 18
Boom	Page 21
Distractions & Blanks (D&B)	Page 24
Distance	Page 28
Go to Source	Page 31
Hidden Treasure	Page 37
Line Ups	Page 41
Needle in a Haystack	Page 45
No Going Back	Page 51
Snake	Page 54
Vehicles	Page 58
Hides and odour/s	Page 61
Odour types	Page 61
Carriers	Page 61
Shells	Page 61
Distraction Odours	Page 61
Surface Hides	Page 62
Just below Surface	Page 63
Deep	Page 64
Wrapped	Page 65
Organisers	Page 66

Any harsh handling or dogs showing aggression to people or other dogs will not be tolerated at any Nosework Games event. You may receive a warning or be asked to leave. Any incidents will be shared with other organisers.

Membership

From 1st September 2024 handlers must be members of Nosework games to be compete for competition or to be assessed for Nosework Games skills awards at Level 2 and above. Membership will be for each handler and will cost £12 per year. Multiple dogs can be registered FOC. Join [here](#)

About Nosework Games

Nosework Games are designed to test the dog and handler team on a variety of skills required to carry out an efficient search, locate target odour and accurately indicate. The skills will underpin the team's performance in all other nose work sports.

The concept is that an organiser can adapt the games to suit their own venue, they can test the specified skills in each game and can just follow the guidelines for the level that they are running. The aim is that the same game should feel slightly different when set by different organisers and test the teams' skills rather than working set patterns. By allowing organisers freedom to be creative, the games remain exciting and interesting, whilst still being within a framework. Please bear this in mind if you are competing as the guidelines are just that, with some amount of creativity and freedom given to organisers. If you are the type of person that likes rules and the same test at each competition Nosework Games may not suit you.

Nosework Games is owned by Marie Poole. In all matters her decision will be final. Any incidents will be dealt with fairly and privately. Organisers or competitors are encouraged to consult me with any concerns or questions that may arise as they arise. No question or suggestion is a stupid one. I would rather you double checked your understanding than got something wrong.

Each Nosework Games competition will consist of 3 individual games chosen by the games organiser from the Nosework Games list of 12 games.

The booking description will include the games being run, the odour, the level, and the type of venue. Organisers can choose what odour/s to use.

There is no subjective judging in Nosework Games. The team will either correct and get full marks for the find or be incorrect in the find and get a 5 point wrong alert deduction.

Time checks are never given in Nosework Games.

Level progression points

In competitions rosettes are awarded to teams coming 1st to 3rd in each individual game. They will also get progression points and rosettes from 1st to 4th place overall.

Teams will receive points towards the “Overall” placings depending on where they come in each individual game. These carry over and are added together to produce skill points.

1st to 4th place overall is first decided on number of finds and any earned bonuses.

If there is a tie it then goes to the skills points.

If still a tie the least number of WA's.

If still a tie it will go to time to 1st find in 1st game, then 2nd game, then 3rd game.

Points will be awarded as below:

1st 10 points

2nd 8 points

3rd 6 points

4th 5 points

Rosettes will also be awarded to teams coming 1st to 4th overall.

An 80% achievement mark will result in teams receiving 2 bonus points, but only if they are unplaced.

A 1st place in an individual game will result in teams that are unplaced overall being awarded 2 bonus points.

Progression

There will be 8 levels.

Newbie - Level 1

On the way Up - Level 2

Star in the Making - level 3

Enthusiastic Trier – Level 4

Well Good – Level 5

Over Achiever – Level 6

Really rather Good – Level 7

“Kin Amazing – Level 8

Rosette and Certificate eligibility

At each level if you accumulate 20 “overall” points or more you will be entitled to apply for a rosette and/or certificate. The certificate will be emailed free of charge. For a £10 fee a rosette and printed certificate will be sent to you.

Entry Point and levels

Teams (dog and handler) can start in levels 1, 2 & 3.

If you accumulate 20 “overall” points in one level at Level 3 or above, you will no longer be eligible for Level 1.

Newbie - Level 1

Open to any team who have not accumulated 40 points in level 1 or who have not accumulated 20 points in one level at level 3 or above.

On the way Up - Level 2

Open to anyone who has not yet achieved 40 points in level 2 or 20 points in one level at level 4 or above.

Star in the Making - Level 3

Open to anyone who has not yet achieved 40 points in level 3, or 20 points in one level at level 5 or above.

Enthusiastic Trier- Level 4

Open to any team who has accumulated 20 points at Level 2 or in any one level above level 2 and who has not yet achieved 40 points at level 4, or 20 points in any one level at level 6 or above.

Well Good - Level 5

Open to any team who has accumulated 20 points at Level 3 or any one level above and who has not yet achieved 40 points at level 5, or 20 points at level 7 or 8.

OMG - Level 6

Open to anyone who has achieved 20 points at level 4 or any one level above and who has not yet achieved 40 points at level 6, or 20 points at level 7 or level 8.

Rising Star - Level 7

Open to anyone who has achieved 20 points at level 5 or any one level above and who has not yet achieved 80 points at level 7.

Kin Amazing - Level 8

Open to anyone who has achieved 20 points at level 6 or level 7.

Competing in level after upgrade

If a dog team accumulate the maximum points for a level, they will be allowed to compete in any games already entered for up to 2 weeks from that date. This will also apply if they win out of Level 3 and are then excluded from Level 1. Any accumulated points during this two-week period will go towards progression. Any placings during this two-week period will receive rosettes in the usual way. If any other games have been entered beyond the two-week period the competitor can still attend but will compete not for competition, or they can sell their place to another competitor. This will be the competitor's responsibility, but the organiser can assist if they have a waiting list.

Teams will be expected to keep a record of eligibility points and what levels they can enter. If there is a dispute or an error regarding points, evidence will need to be provided by the competitor of dates and venues points were awarded.

Nosework Games Skills Assessments

Organisers can offer Nosework Games as an assessment in a non-competitive environment.

Skill assessments and competitions are entirely different and completion of one does not affect eligibility for another. All teams will start skill assessments at level 1 Newbie.

From 1st September 2024 handlers wishing to be assessed at Levels 2 or above must be members of Nosework Games.

A pass on 8 different games will be required to stage up. They will need to start at level 1 but can be working on 2 levels at once. These should be consecutive. If they achieve the title in a level, they can start on 8 new games or complete the full 12 games. Handlers will be required to keep a simple logbook where organisers will sign off games levels as they are completed. It is suggested photographic evidence of this is also kept in case of loss.

If a team successfully completes 8 different games skill assessments within a level, they will become a Nosework Games Skill team for that level and can apply to Nosework Games admin for a certificate and for a fee a Nosework Games skills level rosette.

Organisers will provide an award such as a rosette, kitchen magnet or ribbon for each level of each game successfully completed. This rosette will have the level printed on it and it is optional if the game is included. What the award will be should be included when advertising the skills assessments. A certificate template will be on noseworkgames.org for the handler to print for each game if they wish.

All guidelines for Nosework Games apply to the skills assessment, except that 1 wrong alert will be allowed in each skill assessment and all target odours must be successfully located.

In a game with unknown hides the handler must call the area clear before the time allowed ends, or in games such as boom! must complete the area before the time runs out.

Dogs cannot be assessed and compete in a competition, but organisers can run both assessments and competitions on the same day. If this is the case dogs will be entered either for assessment or competition, not both. Handlers can work a second dog on an assessment even if they have competed, but only if the organiser can change the competition set up for the skill assessment.

Skill assessment costs are:

1 Game Skill Assessment £15-£20

2 Game Skill Assessment £20 -£25 (taken same day)

3 Game Skill Assessment £25 -£45 (taken same day)

If done as part of a course or a lesson it is the organisers discretion on what to charge.

Karen James Award – Junior, Senior and Major Championship

Every dog competing can qualify for regional Championships. These Championships will be held in September, and regional hosts will be identified as early as possible, and dates advertised for the regional championships as early as possible.

There will currently be Junior regional championships for teams at level 1 to 3. There will also be Senior Regional Championships for teams competing at level 4 to 6. Major will be dogs competing in level 7 & Level 8.

Major will be introduced once sufficient dogs are nearing the 40 points in these levels. Regional championships will be based on games at the highest level for that category so Junior will compete in level 3 games and senior will compete in level 6 games. A regional champion and a regional reserve champion will be awarded at each regional championship.

A team can qualify for a regional championship by gaining 40 points in a level. For each level they gain 40 points in they will get an entry to a regional qualifier. Teams can choose which regional championship they attend subject to spaces being available.

A handler or a dog can only enter a regional qualifier once. If the handler has two dogs qualified or if a dog has qualified with another handler, they will have to attend a different regional qualifier.

If a team qualifies at levels 1, 2 and 3 for example they can attend up to 3 Junior regional qualifiers until they get a Champion or Reserve award. At this point they will not be eligible for any further Junior Regional qualifiers but could continue in Senior if they had not had a regional reserve or champion place and had qualified for senior.

Any team that is awarded a regional Championship or reserve regional championship can attend the Champion of Champions final. A team that has qualified in both Junior and Senior Championships can compete for both the Junior and Senior Championships. A handler or dog can only compete once in each level. If a handler or dog have qualified as separate teams they will have to pick which one they wish to enter and who handles the dog. Some dogs have 2 handlers and in the champion of champions the dog will only be allowed to run once in each category. This is the same for a handler who may get to the Champion of Champions final, they can only compete once in each level and will have to pick which dog they compete with. They can compete a different dog in junior and senior if they wish but can only compete once In junior and senior.

The Champion of Champions will be held in October.

There will be an entry fee for all championships.

Teams working Level 2 or above must be members of NWGs on the date of the championships and qualification.

Games General Guidelines

Scorer has unquestionable authority to stop search.

The scorer can stop any search at any time. This could include for safety reasons, welfare reasons, harsh or corrective handling, damage being caused to the search area, the dog interfering with the search items in such a way that following dogs will not be able to have a fair test or any other reasonable concern that the scorer may have. This may be an incident where the scorer discusses or warns the handler, and the clock is restarted, or it may be that the scorer decides that the team cannot continue. If the scorer decides that the team cannot continue any marks accrued would be retained but the time would be recorded as the full allocated time for that game. If the dog is disqualified for trashing, marking etc. no points will be scored on that game.

Teams

A team is a dog and a handler. Points are awarded to that dog and handler team. A handler can handle any number of dogs to create new teams. A dog can be handled by any number of handlers to create new teams. Each team will accumulate points and be eligible for the different levels on an individual team basis. A dog or a handler can only enter once in a Nosework Games competition. A competition is 3 games at a level. Competitions at the same or different levels can be run on the same day. The handler could not enter 2 different dogs in a competition and a dog could not be worked by 2 handlers at a competition.

Target odours

More than one odour can be used in a competition. Each Nosework game will have the organisers choice of odour/s listed when the games are advertised. All teams will compete on the same odour/s. Organisers will only use target odours that they have experience of working with.

Indication

Whilst your indication is not judged in Nosework Games it is expected that you will be able to call an indication without any interference of the hide from your dog. The dog must not remove or attempt to remove odour or interfere with the hide or any items by scratching or biting at them. The dog must not search in such a way as to alter the test, this may include a dog running around an area and not searching but just scattering items. Depending on the level of intrusion a team may be warned and allowed to continue to work or be disqualified. If the scorer feels the intrusion is so bad it is disrupting the games or damage is likely to be caused, they may disqualify the dog from any other games on that day. The scorer has the final decision. It is difficult to write a description of intrusive behaviour but what a reasonable fellow competitor would deem as intrusive, or damaging should be considered as the definition.

Banned Breeds – it is the owner's responsibility to notify an organiser if they have a banned breed. The organisers own policies will be used to decide if the dog can compete.

Interfering with search items

The dog needs to search in a manner that doesn't alter the search for them or for the dogs following. I accept a dog may accidentally move something when searching. If items are being moved because of a dog's total lack of focus or disregard for items to such an extent that the test is changed, or damage is likely to occur the scorer may stop the dog working. It is never acceptable for a scorer to have to rebuild a game because of the dog's search style. The scorer may warn the handler and allow it to continue, or disqualify the team, from that game. If the scorer is concerned items or the venue may be further damaged, they can disqualify the dog from competing in the rest of the competition.

Damage

Any damage caused by a handler or dog, will have to be paid for by the handler.

Rewarding

You can reward dogs in the area. Please bring suitable toys or food. This will be food that does not crumble and toys such as tug toys that are not likely to bounce into the search area. If you drop food in the search area you must clean it up at the time. The clock will not stop whilst this is done. A 2-point deduction will be made if food or toys are dropped in the search area.

Training mode or finish

At any point during a game the handler can opt to go into training mode. At this point the scorer will tell them where the hides are, and they will be able to train as they wish for the remaining time.

They will retain any points scored up to that point and the recorded time will be the allocated time for the game.

If they go into training mode before scoring any points, they will always be placed above teams that are disqualified. They will also get the appropriate carried forward overall marks for that game.

The training mode choice only effects the game it is played on, handlers can start the next game and compete in that game.

Handlers can also choose to stop working at any time and will retain any points achieved up to that point and the time will be recorded as the time when they decided to stop. They will not be shown missed hides or allowed to work the dog further in that game. They can compete in the other games.

Distraction odours

Each game lists what group of distraction odours can be used.

Distraction odours are:

- 1) Group 1 - Blank shells such as Plastic vials, tins etc. These should be unused items usually used to enclose odour to prevent residual odour transferring to surfaces.
- 2) Group 2 - Blank carriers. These are unused items commonly used to absorb odour and could include Velcro, sock, q tips, filter tips, paper etc.
- 3) Group 3 - Non target odours such as shampoo, bubble bath or shower gel, hand cream, liquid soap, baby wipes, herbal tea bags, or dried herbs. **Anything safe except food**
 - a) These can be used as they are.
 - b) Smeared on a piece of kitchen paper or cloth.
 - c) Wrapped with a piece of kitchen paper or cloth for at least 3 days and the kitchen paper or cloth then cut into small pieces and used.
- 4) Group 4 - Gloves (nitrile or plastic commonly used to place hides)

Contaminated items

If as a competition progresses the scorer realises that an item is contaminated with target odour they can remove and replace the item. If they do this any dog that has previously had a wrong alert on the item will have the deduction removed.

Bitches in Season

Bitches in season may be run at the end of a trial but it is entirely at the organisers discretion and refunds will not be given if the organiser cannot accommodate a bitch in season.

Fouling

Fouling (urinating/defecating) within the search area of any game will mean disqualification from that game.

No points will be awarded, the team will still be able to compete in the other two games. Teams disqualified for fouling will score 0 in the overall points for that individual game.

If fouling does occur the scorer can rearrange the search to prevent other dogs fouling in the same area. Every effort should be made to clean any fouling. The following handlers will be informed where the fouling has occurred.

If a team has started a game and the handler realises the dog may need to relieve itself. It is at the scorer's discretion if the clock is stopped to allow this. Usually this will not be possible, but the scorer has discretion.

Children up to 16 years

A child 10 years or over can compete in Nosework Games. They must be able to handle the dog unassisted in a safe manner. An appropriate adult must always be with the child but must take no part in the competition.

Dogs lower age limit

Dogs must be 24 weeks or older to compete in Nosework Games

Cancellations/Refund/Liability

All organisers must ensure they have sufficient event/liability insurance to run an event.

Any entries are an agreement between the organiser and the competitor. Nosework Games does not accept any liability for refunds or third-party claims.

Refunds will not be given once an entry has been accepted. The organiser can assist the entrant to sell their place.

If the organiser has to cancel the competition, they reserve the right to deduct any reasonable expenses incurred before refunds are issued.

It is the responsibility of every competitor to assess if a game is safe for them and their dog. If they feel it is unsafe or unsuitable, they should speak to the organiser/scorer, if the matter cannot be resolved they should not take part.

By entering any Nosework Games competition you undertake to abide by the regulations of that competition and not to bring any dog to a competition which has contracted or been knowingly exposed to any infectious or contagious disease during the 21 days prior to the competition or which is suffering from a visible condition which adversely affects its health or welfare. Breaches of regulations are liable to disqualification whether the competitor was aware of them or not.

By entering a trial, you agree to your results being published on-line. If you do not wish photos/videos of you to be published on-line, please make the organiser aware.

The Games

General points

Each correct find will score 10 marks.

The dog must be working the immediate area, or the item at the time that the handler calls a find.

A wrong alert will result in a 5-point deduction. Calling a wrong alert again, in the same place will not lead to further deductions.

If a handler is unsure if they have found a hide already, they should call it and the scorer will inform them if it is one, they have already found.

Finds will be scored either as correct and the full marks given, or wrong and 5 points deducted.

There will be a 2-point deduction for dropping food or toys in the search area.

Fouling the search area, intrusive indications, and causing or likely to cause damage will result in disqualification from that game.

In the event of a tie in any game, the fastest finish time will win. If 2 dogs are on the same finish time the fastest first find will win.

If the hides are not numbered and the scorer is unsure where the handler is calling the find the handler will be required to show the scorer where the dog has found, the dog will not be re-tasked or be allowed to readjust to pinpoint the hide. If this occurs accidentally the find can be allowed but 5 points will be deducted.

At some games 2 organisers may be operating. In this case it is acceptable for organiser A to set up the three games and then score, organiser or scorer B. Scorer B can then score other competitors after they have competed. Scorer B will not be involved in the planning or deciding placement of odour on any of the games. If it is known in advance that this is going to be done the entry form should state this.

In the case of 2 scorers, 1 game will be nominated as the 1st game for deciding any ties.

Games will never have a set time of less than 3 minutes. A reasonable time will be set by organisers allowing an average dog to complete a game methodically.

If there is any external interference during a game. The clock can be stopped, and the game continued once the external interference has been dealt with.

Time checks will not be given. Handlers can use their own watch if they wish.

Scorers only response to a find being called is correct, false call or you have already called that – terms such as not quite or nearly should not be used. Handlers should not be informed if a wrong alert is on a distraction odour, as in some games this will alert the handler that it is a negative area or line.

Games can be scored by anyone that an organiser has trained and who has a thorough understanding of the games. These scorers will need to be registered as scorers; scorers are likely to be knowledgeable clients who have competed regularly in nosework games, but not trainers so not eligible for organiser status. The registered organiser must set up the games and hides and is the only person who can set up games and decide hide placement. A club or business can have more than one registered organiser. The organiser who has set up the games cannot compete in the games.

Please email me at marie.poole@me.com to register a scorer giving brief details of their experience of competing in Nosework games.



Adopt a Position -worked off lead.

Adopt a Position will have a square with lines of items forming the outside edges of the square. This is not a distance challenge, and the items should be within 4m distance from the centre. The handler will work from the centre of the square and will need to work the dog whilst the handler is doing 4 different actions, as explained by the scorer and in the order set by the scorer.

The handler can call any find anywhere i.e., the hides do not need to be called in any order. There will be one target odour per side.

The game will be completed when all 4 hides are found, or the allocated time has elapsed.

As dogs will be worked off lead with the handler unable to closely supervise, this game must be done in a safe and secure area.

The clock will start when the handler tells the scorer they are ready and sends the dog to search.

The clock will stop on a correctly called find and the scorer will remove the item.

It will restart when the handler and the scorer are ready.

During removal of the found items the handler should move to the centre and keep their dog under control.

If the dog is struggling or not understanding the search due to any action, the handler can choose to skip and move to the next action. In this instance the scorer will stop the clock and out of the handler's sight remove a target item.

Handlers will know how many hides.

Hides will not be higher than the smallest dogs nose height whilst front 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

Target odours should not be within 80cms of each other.

Maximum 6 items per side.

Hides Surface or just below surface.

Items should be straightforward and obvious to most dogs.

No distraction odours

Station – handler seated but can swivel their bottom on the chair.

Station - handler stood on spot (usually marked by cones or hoop)

Station - handler keeps hands behind back but can go where they wish.

Station - scorers choice

Level 2

Target odours should not be within 80cms of each other.

Maximum 8 items per side.

Hides Surface or just below surface.

Items should be straightforward and obvious to most dogs.

No distraction odours

Station – handler seated but can swivel their bottom on the chair.

Station - handler stood on spot (usually marked by cones or hoop)

Station - handler keeps hands behind back but can go where they wish.

Station - scorers choice

Level 3

Target odours should not be within 80cms of each other.

Maximum 8 items per side.

Hides Surface or just below surface.

No distraction odours.

Items should be straightforward and obvious to most dogs.

Hides removed once found - clock stops.

Station – handler seated. Handler must keep their hands on the side of the chair after the initial tasking.

Station - handler stood on spot (usually marked by cones or hoop)

Station - scorers choice x 2

Level 4

Maximum 8 items per side.

Hides Surface or just below surface.

Items should be straightforward and obvious to most dogs.

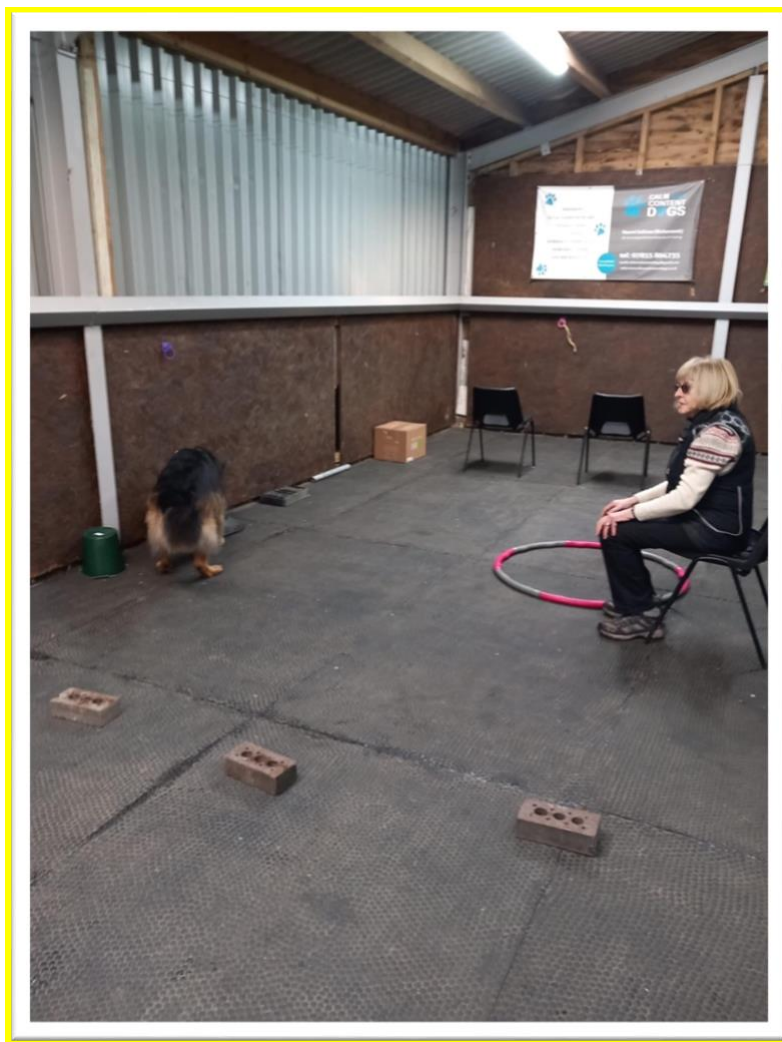
Station – handler seated. Handler must keep their hands on the side of the chair after the initial tasking.

Station - handler stood on spot.

Station - scorers choice x 2

Distraction and/or target odours should not be within 80cms of each other.

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



Level 5

Maximum 10 items per side.

Hides Surface or just below surface.

Items should be straightforward and obvious to most dogs.

Station – handler seated. Handler must keep their hands on the side of the chair after the initial tasking.

Station - scorers choice x 3

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

Distraction and target odour/s must be on different items.

Level 6

Maximum 10 items per side

Hides Surface or just below surface.

Items should be straightforward and obvious to most dogs.

Station – handler seated. Handler must keep their hands on the side of the chair after the initial tasking.

Station - scorers choice x 3

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

Distraction and target odour/s must be on different items.

Level 7

Maximum 10 items per side

Hides Surface or just below surface.

Items should be straightforward and obvious to most dogs.

Station - scorers choice x 4

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

Distraction and target odour/s must be on different items.

Level 8

Maximum 10 items per side

Hides Surface, just below surface or deep.

Items should be straightforward and obvious to most dogs.

Station - scorers choice x 4

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

Distraction and target odour/s must be on different items.

All Clear - worked on or off lead.

All Clear is a game where the dog and handler need to cover the area efficiently and systematically. Ideally the dog will find and locate first time around the area, with handlers quickly recognising when the dog is in odour. Whilst adding items to increase difficulty or interest of search, is acceptable, the emphasis on this search should be more on covering areas. A vehicle can be used if necessary but should be a very small part of the search. The time allowed should be the time an average dog could effectively work the area once, in a methodical manner and the handler be able to call the area clear.

Time will be set to encourage teams to search once and search properly.

Dogs may be required to climb or be lifted onto items such as furniture. 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 will not be removed.

Handler does not know how many hides.

10 points will be awarded to teams who correctly call the area clear within the allotted time.

The 10 point bonus can still be awarded even if the team have had false calls. **An incorrect clear call ends the game.**

Any call within 18cms of a target odour will be correct. Beyond this the scorer will decide what is acceptable for it to be correct. This can be greatly affected by conditions, 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 or near to where the dog has indicated.

Level 1

Hides will be surface or just below surface.

Search area should be relatively simple.

Hides should be simple with little problem solving required.

Hides should be at least 80cms apart.

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 2

Hides will be surface or just below surface.

Search area should be relatively simple.

Hides should be simple with little problem solving required.

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

Target odours and distraction odours must be at least 80cms apart.

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 3

Hides will be surface or just below surface.

Search area can be more complex.

Hides should be simple with little problem solving required.

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

Target odours and distraction odours must be at least 80cms apart.

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 4

Hides will be surface or just below surface.

Search area can be more complex.

Hides can require more problem solving.

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

Target odours and distraction odours must be at least 80cms apart.

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

Hides will be surface or just below surface.

Hides must be at least 40cms apart.

Search area can be more complex.

Hides can require more problem solving.

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

Target odours and distraction odours must be at least 40cms apart.

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

Hides will be surface, just below surface or deep.

Search area can be more complex.

Hides can require more problem solving.

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

Target odours and distraction odours must be at least 40cms apart.

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 7

Handler will not know how much time is allocated for search.

Hides will be surface, just below surface or deep.

Search area can be more complex.

Hides can require more problem solving.

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

Target odours and distraction odours must be at least 40cms apart.

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

Handler will not know how much time is allocated for search.

Handler will not be shown search area before searching. Scorer will inform handler where to go next when the handler states they have finished in an area. The clock will be stopped whilst this is done.

Hides will be surface, just below surface or deep.

Search area can be more complex.

Hides can require more problem solving.

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

Target odours and distraction odours must be at least 40cms apart.

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.

Boom - worked on or off lead.

This game will test a team's ability to clear an area as they progress through a search. If dog or handler goes more than a set distance past a hide It will explode (imaginary no incendiary devices required!).

The search will be linear/perimeter with a clear one-way route. A vehicle can be used if necessary but should be a very small part of the search.

The trigger point where the hide will explode should be measured and marked in such a way as to make it clear to the scorer but not the handler.

If a team do pass a hide's trigger point, the scorer should quietly announce boom! The scorer can also place a marker at the exploded hide location.

Once a hide has exploded the hide will no longer have any points value but if the handler decides to work their dog back to it and reward no penalty will be incurred.

Teams can work backwards and forwards within the search but once a hide has exploded must not go back past the exploded hide.

A time will be set for the search that allows the average team a reasonable time to search the route.

Number of hides will be unknown.

Target odours will not be within 2 metres of each other.

Dogs may be required to climb or be lifted onto safe items such as furniture. 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 call within 18cms of a target odour will be correct. Beyond this the scorer will decide what is acceptable for it to be correct. This can be greatly affected by conditions, 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 or near to where the dog has indicated.

A 10 point bonus will be awarded for completing the search.

Level 1

Hides will explode when dog or handler goes more than 4 metres past the hide.

Hides should be surface or just below surface.

Route should be straightforward and simple (if it includes alleys, corridors or channels handler should be informed on which side to search)

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 2

Hides will explode when dog or handler goes more than 4 metres past the hide.

Hides should be surface or just below surface.

Route should be straightforward and simple (if it includes alleys, corridors or channels handler should be informed on which side to search)

1 distraction odour from either group 1 or 2 will be used. Distraction odour will be at least 80cms from target odour.

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 3

Hides will explode when dog or handler goes more than 4 metres past the hide.

Hides should be surface or just below surface.

Route should be straightforward and simple (if it includes alleys, corridors or channels handler can be required to search one side)

1 distraction odour from either group 1 or 2 will be used. Distraction odour will be at least 80cms from target odour.

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 4

Number of hides will be unknown.

Hides will explode when dog or handler goes more than 4 metres past the hide.

Hides should be surface or just below surface.

Route can be more complex and cluttered. (If it includes alleys, corridors or channels handler can be required to search one side)

1 distraction odour from either group 1, 2, 3 or 4 will be used. Distraction odour will be at least 80cms from target odour.

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

Hides will explode when dog or handler goes more than 3 metres past the hide.

Hides should be surface or just below surface.

Route can be more complex and cluttered. (If it includes alleys, corridors or channels handler can be required to search one side)

1 distraction odour from either group 1, 2, 3 or 4 will be used. Distraction odour will be at least 80cms from target odour.

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

Number of hides will be unknown.

Hides will explode when dog or handler goes more than 3 metres past the hide.

Hides should be surface or just below surface.

Route can be more complex and cluttered. (If it includes narrow alleys, corridors or channels teams will be required to search one side)

2 distraction odours from either group 1, 2, 3 or 4 will be used. Distraction odour will be at least 80cms from target odour.

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 7

Number of hides will be unknown.

Handler will not know how much time is allocated to the search.

Hides will explode when dog or handler goes more than 3 metres past the hide.

Hides should be surface or just below surface.

Route can be more complex and cluttered. (If it includes narrow alleys, corridors or channels teams will be required to search one side)

2 distraction odours from any group will be used. Distraction odour will be at least 80cms from target odour.

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

Number of hides will be unknown.

Handler will not know how much time is allocated to the search.

Hides will explode when dog or handler goes more than 3 metres past the hide.

Hides should be surface, just below surface or deep.

Route can be more complex and cluttered. (If it includes narrow alleys, corridors or channels teams will be required to search one side)

2 distraction odours from any group will be used. Distraction odour will be at least 80cms from target odour.

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.

Distractions & Blanks (D&B) – on or off lead

When a dog is working there will be 100's of other odours that the dog will perceive and must discount as not being their target odour. This game will test the handler's ability to read their dogs behaviour and the dog's ability to recognise their target odour. This game will be run as a modular, line up type set up but plastic boxes, modular runs, bricks or similar can be used if the handler is not able to see the hides. Each receptacle will contain a target or a distraction odour. 1 type of distraction odour should be used for the entire line i.e., Q tips in each pot in a line. If you are using a blank soak your target odour will be on the same blank soak. If you are using a blank shell your target odour will be in the same blank shell (if you also require a soak or carrier in this instance, you will not put them in each blank hide, it will just contain the blank shell).

When setting up distractions using group 3 or 4 non target odours, the distraction odour will not be placed with the target odour.

For level 7 & 8 when setting up mixtures the mixture will be made up of the non-target odour pots having the non-target odour only in it. The target odour will be placed in the pot with the same group 3 or group 4 non target odour. For example if shampoo is used and 8 pots, 7 will have shampoo only. One pot will have shampoo and target odour.

Each line should have the same receptacle, but different lines can be made up of different receptacles. The distraction odour and target odour will be placed in separate shells within the pot.

Receptacles used should be stable enough to withstand motivated searching. They should be straightforward items, with an obvious place where the odour should release, bags should not be used.

Items in the lines should be at least 15cms apart and a max of 50cms apart. Teams may go backwards and forwards along the line as many times as they wish and if they call a wrong alert will still be able to continue with that line.

Distraction odours are:

- 1) Group 1 - Blank shells such as Plastic vials, tins etc. These should be unused items usually used to enclose odour to prevent residual odour transferring to surfaces.
- 2) Group 2 - Blank carriers. These are unused items commonly used to absorb odour and could include Velcro, sock, q tips, filter tips, paper etc.
- 3) Group 3 - Non target odours such as shampoo, bubble bath or shower gel, hand cream, liquid soap, baby wipes, herbal tea bags, or dried herbs. **Anything safe except food.**
 - a) These can be used as they are.
 - b) Smeared on a piece of kitchen paper or cloth.
 - d) Wrapped with a piece of kitchen paper or cloth for at least 3 days and the kitchen paper or cloth then cut into small pieces and used.
- 4) Group 4 - Gloves (nitrile or plastic commonly used to place hides)



Level 1

Handler knows how many hides.

Teams can leave a line and return to it.

3 lines with 6 receptacles in each line.

1 target odour per line.

No negative lines.

2 lines will be distraction odours from group 1

1 line will be distraction odours from group 2

Level 2

Handler knows how many hides.

Teams can leave a line and return to it.

4 lines with 6 receptacles in each line.

1 target odour per line.

No negative lines.

2 lines will be distraction odours from group 1

2 lines will be distraction odours from group 2

Level 3

Handler knows how many hides.

Teams can leave a line and return to it.

4 lines with up to 8 receptacles in each line.

1 target odour per line.

No negative lines.

1 line will be distraction odours from group 1.

1 line will be distraction odours from group 2.

2 lines will be distraction odours from group 3.

Level 4

Handler does not know how many hides.

Teams can leave a line and return to it.

4 lines with up to 8 receptacles in each line.

1 or 0 target odours per line.

1 line will be distraction odours from group 1.

1 line will be distraction odours from group 2.

2 lines will be distraction odours from group 3.

Level 5

Handler does not know how many hides.

Handler will be told what order to work lines in, they cannot return to a line once they leave it.

Handler moving on from a negative group or calling it clear correctly scores 10 points. This will still be awarded even if the handler has had a false alert in that line. An incorrect clear call will require the handler to move to another line and no points will be awarded in that line.

4 lines with up to 8 receptacles in each line.

1 or 0 target odours per line.

1 line will be distraction odours from group 1.

1 line will be distraction odours from group 2.

1 line will be distraction odours from group 3.

1 line will be distraction odour group 4.

Level 6

Handler does not know how many hides.

Handler will be told order to work lines in, they cannot return to a line once they leave it.

Handler moving on from a negative group or calling it clear correctly scores 10 points. This will still be awarded even if the handler has had a false alert in that line. An incorrect clear call will require the handler to move to another line and no points will be awarded in that line.

4 lines with up to 8 receptacles in each line.

2, 1 or 0 target odours per line.

1 line will be distraction odours from group 1.

1 line will be distraction odours from group 2.

1 line will be distraction odours from group 3.

1 line will be distraction odour group 4.

Level 7

Handler does not know how many hides.

Handler will be told order to work lines in, they cannot return to a line once they leave it.

Handler moving on from a negative group or calling it clear correctly scores 10 points. This will still be awarded even if the handler has had a false alert in that line. An incorrect clear call will require the handler to move to another line and no points will be awarded in that line.

6 lines with up to 6 receptacles in each line.

2, 1 or 0 target odours per line.

1 line will be distraction odours from group 1.

1 line will be distraction odours from group 2.

1 line will be distraction odours from group 3.

1 line will be distraction odour group 4.

2 lines will contain mixtures using distractions from group 3 or group 4

Level 8

Handler does not know how many hides.

Handler will be told order to work lines in, they cannot return to a line once they leave it.

Handler moving on from a negative group or calling it clear correctly scores 10 points. This will still be awarded even if the handler has had a false alert in that line. An incorrect clear call will require the handler to move to another line and no points will be awarded in that line.

6 lines with up to 8 receptacles in each line.

2, 1 or 0 target odours per line.

1 line will be distraction odours from group 1.

1 line will be distraction odours from group 2.

1 line will be distraction odours from group 3.

1 line will be distraction odour group 4.

2 lines will contain mixtures using distractions from group 3 or group 4

Distance - worked off lead.

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 accidentally, 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.

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.

Care should be taken that numbers are never so close that a dog with a sit or lift off indication is penalised.



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

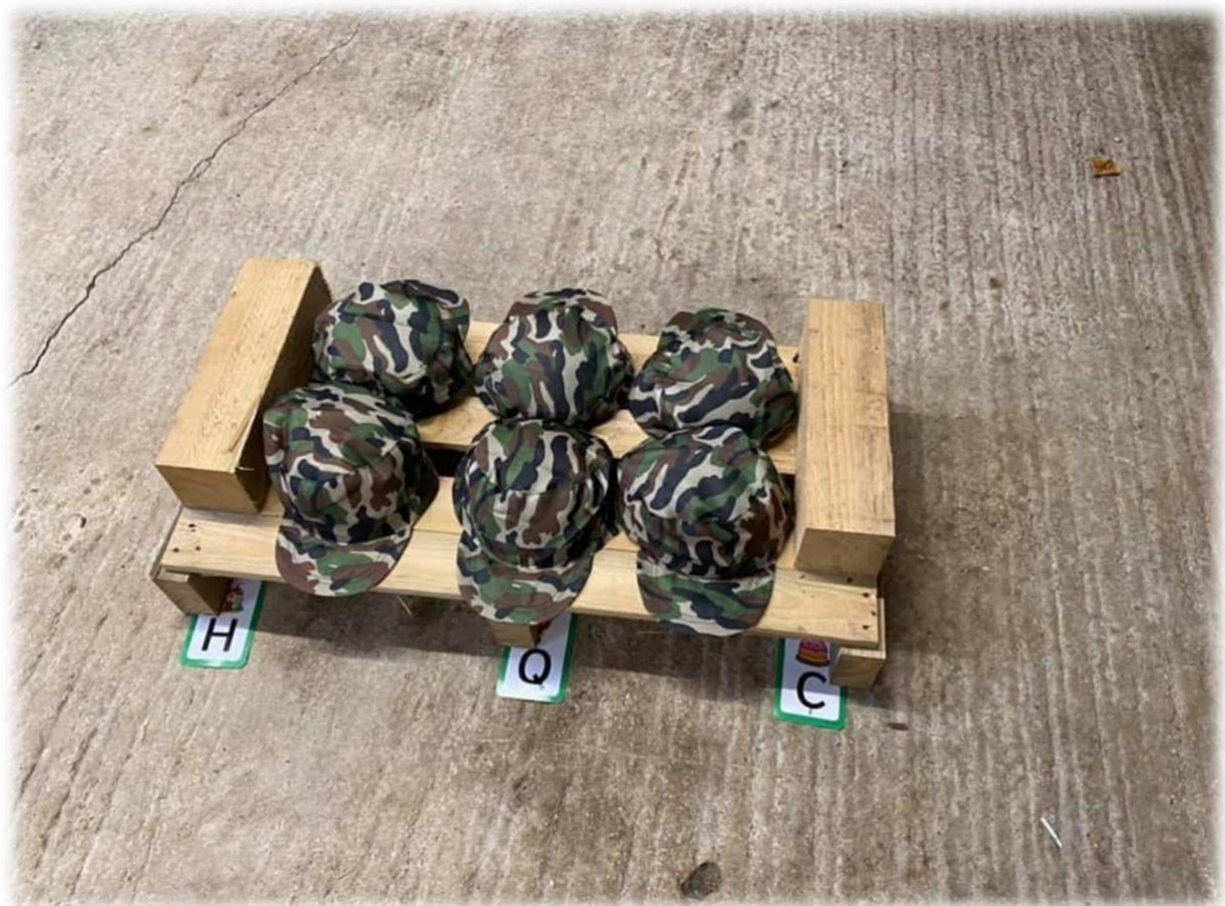
Handlers knows how many hides.

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 finds 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 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 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. **This is also starting to test converging odours.**

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, 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. **Organisers are encouraged to add workable converging odours.**

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, 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. **Organisers are encouraged to add workable converging odours.**

There can be up to 12 numbers per group.

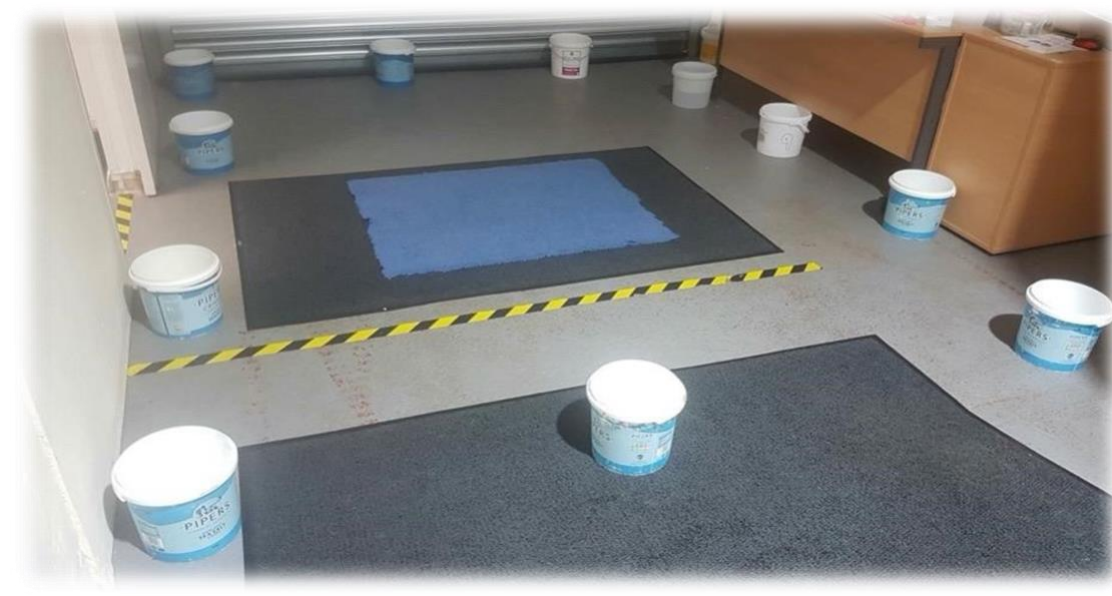
One or more negative groups can be used.

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).

Hidden Treasure L1 – L4 Ground & Area search L5 to L8 - can be worked on or off lead.



Hidden Treasure from L1 – L4 will have hides hidden in different substrates such as gravel, wood chip, water etc in containers. This is a game where it is essential that you have a non-intrusive indication or can call your dog away as soon as you recognise that they are on odour. A scorer is likely to stop you if they think your dog is going to tip over the container the odour is in or attempt to remove the odour, as this can spoil the area for the following dogs. Please ask organiser what the substrate will be if you have any concerns prior to entering.

The same substrate will be in all containers.

Hides not removed.

Level 5 to Level 6 will be a ground search

Level 7 to Level 8 will be a ground and buried search.

Level 1

Handler will know how many hides.

Depth of hide can vary but maximum 10cm.

Substrates used can be water, gravel or wood chippings or wood shavings, **paper, or chopped straw.**

Maximum 9 containers

Level 2

Handler will know how many hides.

Depth of hide can vary but maximum 10cm.

Substrates used can be water, gravel or wood chippings or wood shavings, **paper, or chopped straw.**

Maximum 12 containers

Level 3

Handler will not know how many hides.

Depth of hide can vary but maximum 10cm.

Substrates can be water, gravel, wood chippings or wood shavings, paper, or chopped straw, soil, or compost.

Maximum 12 containers.

2 Distraction odours can be used from groups 1 & 2



Buckets with gravel – not shown in game set up.

Level 4

Handler will not know how many hides.

Depth of hide can vary but maximum 10cm.

Substrates can be water, gravel, wood chippings or wood shavings, paper, or chopped straw, soil, or compost.

Maximum 18 containers

2 distraction odours will be used from any group

Level 5

Handler will know how many hides.

This will be an area search with surface ground hides.

This can be interior or exterior if your venue has sufficient places for ground hides.

Organisers will set search using their knowledge of how ground hides work. Care should be given that they do not end up with multiple converging hides.

Dogs with intrusive indications where they are removing hides should be stopped working.

This can be after a warning if appropriate.

Level 6

This will be an area search with surface ground hides.

Unknown number of hides.

This can be interior or exterior if your venue has sufficient places for ground hides.

Organisers will set search using their knowledge of how ground hides work and an appropriate size for the time allowed. Care should be given that they do not end up with multiple converging hides.

Dogs with intrusive indications where they are removing hides should be stopped working. This can be after a warning if appropriate.

2 distraction odours from either groups level 1, 2, 3, or 4 can be used.

Level 7

This will be an area search with surface ground hides and/or buried hides.

Handlers will know how many hides.

Organisers will set search using their knowledge of how ground hides and buried hides work. They will set an appropriate size area for the time allowed. Sufficient time should be allowed for buried hides to become available to dogs. Care should be given that they do not end up with multiple converging hides.

Dogs with intrusive indications where they are removing hides should be stopped working. This can be after a warning if appropriate.

Level 8

This will be an area search with surface ground hides and/or buried hides.

Handlers will know not how many hides.

Organisers will set search using their knowledge of how ground hides and buried hides work. They will set an appropriate size area for the time allowed. Sufficient time should be allowed for buried hides to become available to dogs. Care should be given that they do not end up with multiple converging hides. Dogs with intrusive indications where they are removing hides should be stopped working. This can be after a warning if appropriate.

2 distraction odours from either groups level 1, 2, 3, or 4 can be used.

Line Ups – worked on lead.

In Line Ups, lines of similar items will be set up. The idea is that the dog and handler work each item in the line and work it together moving forward and not swaying backwards and forwards between items. The team can go up the line and come back down it once. If the dog winds an odour after it has passed the item, the dog can return a maximum of 1 item. The handler should stand still and is not allowed to task the dog back or move back. The handler cannot task the dog back to items once they have passed them. If a find is called on another line, correctly or incorrectly, 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 along the line, the scorer will warn the handler., the clock will be stopped whilst the scorer explains the issue to the handler. If it continues the team should be moved to the next line. This can be done repeatedly. The picture should be the dog and handler progressing as a team. The handler can reward the dog to the sides of the lines to the mouth, or if otherwise outside of the search area.

Items should be able to withstand a normal, focused search without moving.

Hides will not be removed.

Start point for each line will be marked.

Wrong alerts 5-mark deduction - handler can continue with line.

Scorer will inform handlers the order for the lines to be worked.

Hides will be no higher than the height of the smallest dog's nose with feet remaining on floor.

Any found call from the handler, when the dog is indicating on the correct item will be correct.



Level 1

Hides will be surface or just below surface.

Handlers know how many hides.

One hide per line

Team will move to next line either when they return to start of line, or the maximum number of finds are located.

Maximum 4 lines (max 6 items in line).

Level 2

Hides will be surface or just below surface.

Handlers will not know how many hides.

1 or 0 hides per line.

Team will move to next line either when they return to start of line, or the maximum number of finds are located.

Negative line/s can be included.

Max 4 lines (max 8 items in line).

Level 3

Hides will be surface or just below surface.

Handlers will not know how many hides.

1 or 0 hides per line.

Team will move to next line either when they return to start of line, or the maximum number of finds are located.

Negative line/s can be included.

Max 6 lines (max 8 items in line).

Level 4

Hides will be surface or just below surface.

Handlers will not know how many hides.

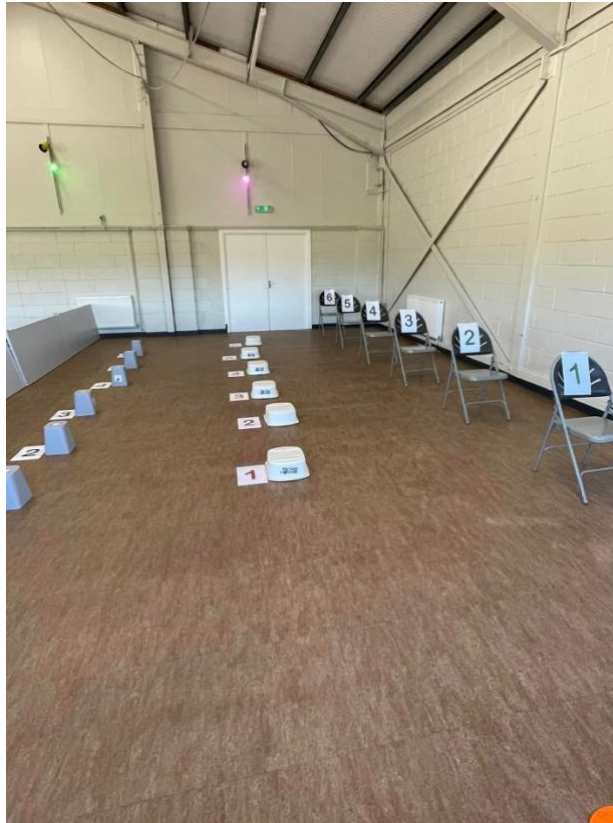
1 or 0 hides per line.

Team will move to next line either when they return to start of line, or the maximum number of finds are located.

Negative line/s can be included.

Max 6 lines (max 8 items in line).

1 distraction odour from group 1, 2, 3, or 4 will be used in a negative line, if a negative line is included.



Level 5

Hides will be surface or just below surface.

Handlers will not know how many hides.

1 or 0 hides per line.

Team will move to next line either when they return to start of line, or the maximum number of finds are located.

Negative line/s can be included.

Max 6 lines (max 8 items in line).

2 distraction odours from group 1, 2, 3, or 4 will be used across entire search in a line with target odour, or a negative line.

Level 6

Hides will be surface or just below surface.

Handlers will not know how many hides.

Negative line/s can be included.

2, 1 or 0 hides per line.

Max 6 lines (max 8 items in line).

Team will move to next line either when they return to start of line, or the maximum number of finds are located.

2 distraction odours from group 1, 2, 3, or 4 will be used across entire search in a line with target odour, or a negative line.

Level 7

Hides will be surface or just below surface or deep.

Handlers will not know how many hides.

Negative line/s can be included.

Max 6 lines (max 8 items in line).

Multiple hides can be in each line.

2 distraction odours from group 1, 2, 3, or 4 will be used across entire search in a line with target odour, or a negative line.

Level 8

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

Handlers will not know how many hides.

Negative line/s can be included.

Max 6 lines (max 8 items in line).

Multiple hides can be in each line.

2 distraction odours from group 1, 2, 3, or 4 will be used across entire search in a line with target odour, or a negative line.



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.

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

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 going 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 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.

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. 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. 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. 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. 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.



No Going Back - on or off lead.

No going back is a game in which teams will search an area that has been divided into numbered sections. In levels 1 to 4 the area 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.

From level 5 entire rooms can be used as an area and the whole room can be required to be searched. For example a classroom with tables and chairs could be used as one section.

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 the handler does not finish an area before time is called and that area is clear they will not get the 10 points.

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. 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.

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.

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.

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

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 30 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 36 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 36 items

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

2 distraction odours will be used from any group.

Level 7

Hides will be surface, just below surfaces or deep.

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 any group.

Level 8

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

Handlers will not know how many hides.

Maximum 40 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 any group.

Vehicles

Vehicle searches require the dog to work in a controlled way that enables the vehicle to be searched but does not cause damage.

A vehicle should have a motor and be able to transport a person. The only exception would be a reasonably sized trailer. Wheelchairs, toy cars, wheelbarrows etc are not suitable.

It is the handler's responsibility to ensure their dog does not damage any vehicles they search. Scorers should ensure hides do not require dogs to put feet on vehicles where it is not suitable.

When searching interiors of vehicles dogs will need to work independently at times.

When choosing vehicles to search and placing hides the scorer must consider both small and large dogs and the practical aspects of them being able to reach hides. The dogs must be able to access the hides and have a stable surface to work from. Tight areas such as a forklift truck cab are usually unsuitable for hides. Whereas the open back of a van or boot is usually ideal for dogs of all sizes.

Hides will not be removed.

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

Handler knows how many hides.

Hides surface or just below surface.

1 – 3 vehicles (exterior only)

There may be 1 to 4 hides in search (maximum 2 hides per vehicle)

Handlers can return to a vehicle if they wish.

If more than 1 vehicle is used. Each vehicle will have at least 1 target odour on it.

Hides will be at least 80cms apart.

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 2

Handler knows how many hides.

Hides surface or just below surface.

1 – 3 vehicles (exterior only)

There may be 1 to 4 hides in search.

Handlers can return to a vehicle if they wish.

Vehicles can contain no target odours.

Hides will be at least 80cms apart.

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 3

Handler knows how many hides.

Hides surface or just below surface.

1 – 3 vehicles (doors may be opened and included in search)

There may be 1 to 4 hides in search.

Handlers can return to a vehicle if they wish.

Vehicles can contain no target odours.

Hides will be at least 80cms apart.

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 4

Handler does not know how many hides.

Hides surface or just below surface.

1 – 3 vehicles (doors may be opened and included in search)

There may be 1 to 4 hides in search.

Handlers can return to a vehicle if they wish.

Vehicles can contain no target odours.

Hides will be at least 80cms apart.

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 5

Handler does not know how many hides.

Hides surface or just below surface.

1 – 3 vehicles (doors may be opened and interior areas included in search)

There may be 1 to 6 hides in search.

Handlers can return to a vehicle if they wish.

Vehicles can contain no target odours.

Hides will be at least 80cms apart.

If a vehicle is suitable 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). The scorer will inform teams what vehicles or areas may require a higher search. 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

Handler does not know how many hides.

Hides surface or just below surface.

1 – 3 vehicles (doors may be opened and interior areas included in search)

There may be 1 to 6 hides in search.

Handlers cannot return to a vehicle once they have left it.

Vehicles can contain no target odours.

Hides will be at least 80cms apart.

If a vehicle is suitable 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). The scorer will inform teams what vehicles or areas may require a higher search. 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 7

Handler does not know how many hides.

Hides surface or just below surface.

1 – 3 vehicles (doors may be opened and interior areas included in search)

Scorer decides number of hides in search.

Handlers cannot return to a vehicle once they have left it.

Vehicles can contain no target odours.

Hides will be at least 80cms apart.

If a vehicle is suitable 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). The scorer will inform teams what vehicles or areas may require a higher search. 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

Handler does not know how many hides.

Hides surface, just below surface or deep.

1 – 3 vehicles (doors may be opened and interior areas included in search)

Scorer decides number of hides in search.

Handlers cannot return to a vehicle once they have left it.

Vehicles can contain no target odours.

Hides will be at least 80cms apart.

If a vehicle is suitable 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). The scorer will inform teams what vehicles or areas may require a higher search. 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.

Hides and Odour/s

The following is a description of the types of hides that can be used. Due to the nature of the different types of hiding places used, there will be some grey areas. Please accept this before you enter a Nosework games.

Odour types

Organisers can choose what odour or odour/s they use in a trial. This must be advertised when taking entries. If using different odours, they can use one type of odour per game or a combination. Organisers should only use odours that they are experienced at working with. It is important they have a good working knowledge of how odour/s may behave and appropriate strength of odours for different types of hides.

Carriers

Various soaks or carriers can be used such as cigarette filter tips, Velcro, cloth, cigarette papers. These will be any items that can be easily hidden and have been proven to absorb odour. In some games the pure odour may be used. An example of this would be a whole clove in a water hide in hidden treasure.

Shells

Hides can be enclosed in a shell, examples include a biopsy cartridge, a piece of plastic straw, a tin, or a vial. They should have been tested to ensure odour can easily escape.

Distraction odours

Distraction odours are:

- 1) Group 1 - Blank shells such as Plastic vials, tins etc. These should be unused items usually used to enclose odour to prevent residual odour transferring to surfaces.
- 2) Group 2 - Blank Soaks. These are unused items commonly used to absorb odour and could include Velcro, sock, q tips, filter tips, paper etc.
- 3) Group 3 - Non target odours such as shampoo, bubble bath or shower gel, hand cream, liquid soap, baby wipes, herbal tea bags, or dried herbs. **Anything safe except food**
 - a) These can be used as they are.
 - b) Smeared on a piece of kitchen paper or cloth.
 - c) Wrapped with a piece of kitchen paper or cloth for at least 3 days and the kitchen paper or cloth then cut into small pieces and used.
- 4) Group 4 - Gloves (nitrile or plastic commonly used to place hides)

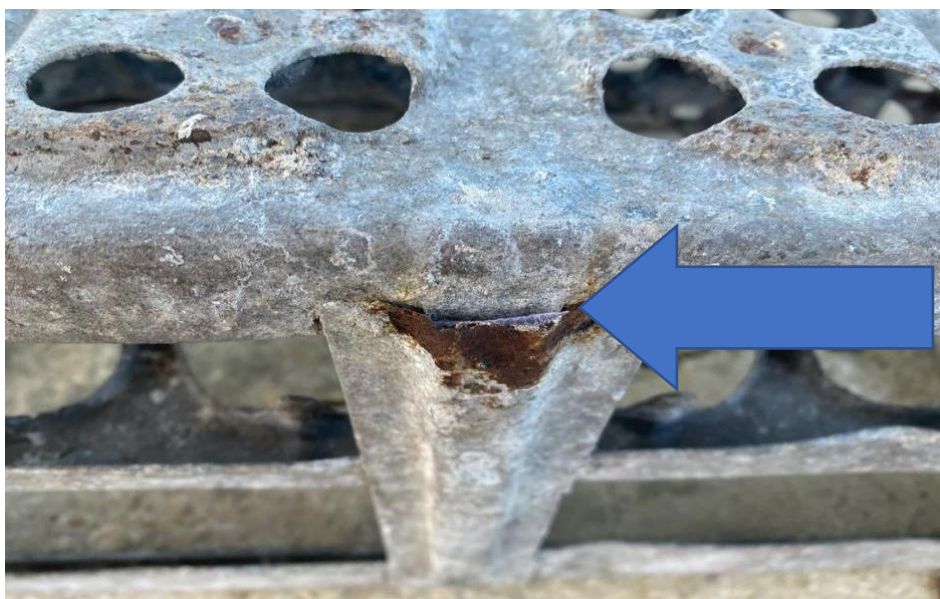
Surface Hides

Surface hides are hides where the dog can get their nose on the hide. The white square is the hide, and this is a Velcro square.



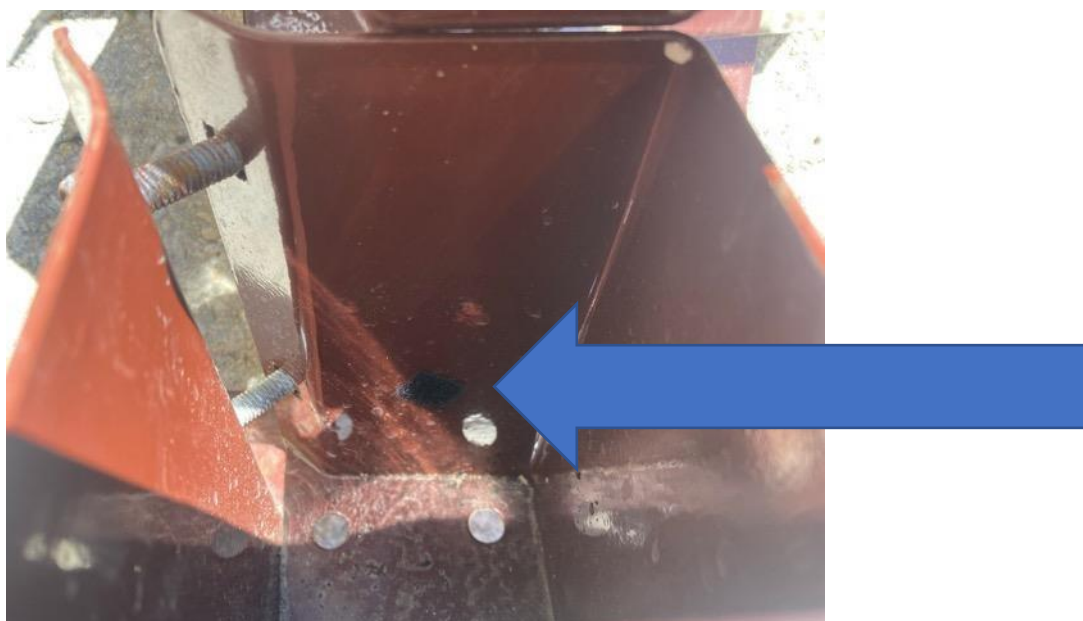
Just below surface

Just below surface hides are where most of the scented item is out of sight or enclosed.





Just below surface can also be deep but should still be accessible. This is a hide on a fence post base. It is still very open to the air. A similar hide could be in a boot leg or a pipe for example. If it was put right down into the boot toe it would become a deep hide.



Deep

Deep hides can be fully enclosed in a box or case, deep within a tube, in a cupboard with the door closed, etc. they do not need to have any part visible but should be placed where air can exit the hide.

Wrapped hides.

Wrapped hides will be deep hides but the item is then wrapped in paper. They should be prepared at least 24 hours before being used.

Organisers

Anyone wishing to run a Nosework games must complete the application form to become a registered organiser on the noseworkdogs.org website. Registration is not completed until they have been accepted.

Organisers represent Nosework Games and I expect them to be act in a manner that supports competition both for their clients and the whole Nosework Games community.

Organisers are responsible for setting up the games and will be registered as an organiser with Nosework Games.

Scorers are responsible for scoring at the competition and will not set up the games, unless they are a registered organiser. Scorers can be trained by organisers and need to be registered. They are likely to be a knowledgeable client who has a history of competing in Nosework games, but not a trainer, so not eligible to be an organiser. Please register your scorers via email to marie.poole@me.com

Nosework Games do not train organisers or scorers to be instructors. It is a requirement that you are already an experienced Nosework instructor prior to requesting to become an organiser.

Any competition dates need to be pre- approved to avoid trial dates clashing in areas. There is a form on the noseworkgames.org website for this. Organisers are responsible for working with other organisers in their area to ensure everyone benefits from Nosework Games.

The scoresheet is an excel sheet and must be completed and returned within 3 days of any games.

Many venues will suit Nosework games and games can be selected to suit the venue. Organisers should carry out a risk assessment on any venue or games set up. Organisers should assess any concerns raised by competitors with regards to safety.

All organisers must have their own insurance cover to run an event. Nosework games will not be liable for any claims.

Organisers must stay within the games guidelines but can still use their creativity within those guidelines. You will need to set up the games along the lines of the game's descriptions and guidelines for each level, but if you remain within those guidelines, the searches can be adapted to suit your areas. Testing the skill at the required level for each game is the important consideration. Organisers should also read the levels above the one they are setting so they can see when hide types can be introduced.

When advertising competitions you must state what individual games are being run, what level, the odour, and the type of venue. You can charge between £25 - £45 for a stand-alone competition.

More than 1 level can be run in a day but each level will be a separate competition. A level can be run twice in a day but if there are any changes (other than height adjustments of hides to allow for XS or XL dogs) this would need to be a new competition.

If you are running 2 Nosework games on one day a combined entry fee can be offered but must not be less than £35 for the 2 games.

The only restriction on your venue is that you can make it reasonably secure for games off lead and that it is suitable for dogs. If you are doing the whole competition outdoors there are games that must be done on lead or line and may be more suitable. If there are unusual circumstances, on the day, beyond the organisers control, they may require dogs to be worked on lead or online.

There is no subjective judging – the find is either correct or not, this requires a scorer with a thorough understanding of the games, but this knowledge can be obtained through running games during training sessions. There is no training qualification required to be a scorer or organiser. The games can be run with just 1 scorer reducing costs/need for helpers.

A scorer is a person, usually a knowledgeable client, who has competed regularly in Nosework Games. All scorers will now need to be registered with Nosework Games by 1st October 2026, or within one month of being trained. Scorers can score games but cannot set the hides. This can only be done by an organiser.

Organisers must be registered with nosework games and will need to be experienced scent work trainers. The organiser is also a scorer but only the organiser can set hides for games.

It is acceptable for Scorer 1 to set up searches and to run the first competitor through them all. This competitor can then act as scribe or as a 2nd scorer if you want to run more than one search at a time. This is suitable if you have a venue where you can have a larger number of competitors, I wouldn't advise this for less than 5 competitors as the searches will be too close together and will not allow a suitable time for dogs to be given a break if 2 scorers are being used. The organiser must decide which game is being classed as game 1 and inform competitors. **If a scorer is going to compete and this is known in advance this should be mentioned on the entry form.**

There is no fee to run a Nosework games – you will just need to purchase rosettes for 1-3rd in each individual game and 1st to 4th overall. Please purchase nice rosettes. You should be able to do this and still make a decent profit. Trophies or other prizes can be awarded as the organiser wishes. **A small financial contribution to the “Karen James Championships” will be requested each year from organisers. Please do contribute to this if you have made a profit during the year or enhanced your business. I won't chase you for it but we have cases where organisers have run 20 levels and haven't contributed or have given £5!**

I have a centre template set up with various suppliers, these can be found on the noseworkgames.org website or you can use your own supplier.

Competitions can be open or by invitation The “by invitation” competitions are where new organisers wish to gain experience with their own clients, most competitions will be open.

I reserve the option to enter any games NFC to ensure the standards of the games are being maintained. I will pay the appropriate entry fee, but I am happy for my dog to be used as the white dog.

Where possible a white dog should be used to test the availability of odour on the day at a competition.