



RULEBOOK AND REGULATIONS

(October 2022, Ver. 1.3)

Effective October 29, 2022

Breakdown of Changes to the Rules for Ver. 1.3, Effective October 29, 2022

Introduce option for teams to choose to receive a scorecard or a scorecard plus training feedback.

Clarify teams may start in any level.

Outline what to include in video submissions.

Detail responsibilities of the handler and assistant.

Adjust the span of containers to be used in all the levels.

Adjust the span of vehicles to be used in all the levels.

Clarify up to two hides may be placed onto a single vehicle.

Adjust maximum hide height for Advanced and Master levels.

Master level is limited to two consecutive searches.

Distance Odor Puzzle must be offered in the Interior, Exterior and Container elements in the Advanced level.

Silly Handler Odor Puzzle must be offered in all elements in the Master level.

Endurance Odor Puzzle must be offered in the Interior, Exterior and Container elements in the Expert level.

Clarify definition of inaccessible hides and which elements and levels offer them.

Total number of distractors per search area is limited.

Define consequence for a false finish call.

Reorganized and consolidated sections to improve readability.

Grammatical corrections and emphasis added where necessary.

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PURPOSE

Provide a virtual trial-like opportunity for dog and handler teams where they may opt to also receive training advice and feedback. Our goal is to promote teams to further improve their Scent Work training, ensure they are properly prepared to compete while granting an outlet for those teams who cannot, or do not want to, formally compete in in-person Scent Work trials.

WHO IS THIS FOR

Anyone interested in Scent Work:

- Dog and handler teams who are preparing to compete.
- Dog and handler teams who cannot or do not want to formally compete.
- Dog and handler teams working with a training school or instructor.
- Shelters looking to provide enrichment for their dogs and to promote them.
- Dog and handler teams who are interested in having fun!

COMPETE AND RECEIVE TRAINING FEEDBACK

Cyber Scent Work, Inc. grants teams an opportunity to become accustomed to everything involved with competing while providing helpful training advice, tips and feedback.

HOW THIS WORKS

Handlers submit video(s) of their searches, with the required online form and entry fee and choose whether they want to receive a scorecard or a scorecard with training feedback.

Within 7 business days, a Cyber Scent Work, Inc. Review Official will score the entry and if training feedback was requested, provide a detailed video review consisting of training advice including additional recommended training resources.

If a title is earned (*Element or Level title*), handlers will receive a .PDF title certificate via email and will be mailed an Element or Level title ribbon (*ribbons are typically mailed bi-weekly*).

Handlers may track their progress, see their past scorecards, video reviews, and title certificates through their Cyber Scent Work, Inc. dashboard.

FREE ACCOUNT

All participants **must** [create a free account](#) through the Cyber Scent Work, Inc. website.

DOG REGISTRATION FEE

One-time lifetime fee per dog.

DOGS ELIGIBLE TO COMPETE

All dogs (*any breed or gender*) who are:

- Over 6-months in age
- Free of active injuries (*e.g., visible stitches, wearing cones, etc.*)

SHELTER AND FOSTER DOGS

Approved shelters and rescues may register and participate with their resident dogs, foster dogs and dogs available for adoption. [Link for shelter and rescue application.](#)

DOGS INELIGIBLE TO COMPETE

- Dogs under 6-months in age
- Lactating bitches
- Dogs with visible injuries

NOTE: Videos of ineligible dogs will **NOT** be accepted, scored or reviewed.

PROHIBITED EQUIPMENT

- Prong collars
- Choke collars
- Head collars
- E-collars (electronic, shock or bark collars)
- No-pull or front-clip harnesses

NOTE: Videos of dogs searching while wearing prohibited equipment will **NOT** be accepted, scored or reviewed.

REVIEW OFFICIALS

Approved Cyber Scent Work, Inc. Review Officials possess experience as trial officials with formal Scent Work competition organizations and/or have extensive experience as professional detection dog trainers and/or are professional Scent Work instructors.

ASSISTANTS

These are the individuals chosen by the handler to design the search area, set the hides, video and officiate the search. They are **NOT** required to be formally certified or approved through Cyber Scent Work, Inc. or any other organization.

VIDEO SUBMISSION

Cyber Scent Work, Inc. is entirely virtual, thus teams must video their searches and submit them through our website.

WHAT TO INCLUDE IN THE VIDEO

Videos **must** consist of two parts:

- An overview of the search area recorded before the team runs, indicating where the hides, any distractors, the start line and boundaries are located.
- The actual search (*from the team approaching the start line to the handler calling "FINISH"*).

For **Advanced, Master and Expert** level entries, where multiple search areas are utilized, each of the individual searches **must** be included in the video.

Handlers **must** submit one consolidated video including both the search area overview and the actual search(es) in a single video file. Videos should **NOT** otherwise be edited to include annotations, music or voice-overs.

UPLOADING VIDEO

Videos should be uploaded to YouTube and a link copied and pasted to the virtual entry form.

Handlers are urged to double-check that the video is correct and easy to view, with the search area and team clearly visible throughout the search. If videos are not visible, the

handler will be contacted to provide a new video and the entry will not be finalized until the new video is received.

LEVELS OF COMPETITION

There are six levels: **Beginner, Novice, Intermediate, Advanced, Master** and **Expert**.

WHERE TO START

Teams may begin competing at any level and are **NOT** required to start at the Beginner level.

PROGRESSION

Levels are progressive in nature and become more complex and demanding. Thus, teams who follow a traditional progression will enjoy many benefits of building crucial skills for both the dog and handler.

Teams may remain in their preferred level for as long as they wish. Progressing up the levels is **NOT** required.

Teams may return to a level they have already earned titles in (*e.g., a dog and handler team participating in Master may go back down to the Novice level*). Furthermore, teams are welcome to skip around, mix and matching, if they wish.

SEARCH ELEMENTS

There are four search elements: **Interior, Exterior, Vehicle** and **Container**.

CHOOSING AN ELEMENT

Teams may choose to participate in as many and whichever search elements they prefer.

To earn an Element title, a team will need to earn **3 qualifying scores (Qs)** in the same Element, Level and Hide Track.

SEARCH ELEMENTS GUIDELINES

INTERIOR

An inside search area that should have a **minimum** of 4 walls and a roof. Space **must** be free of any safety hazards (*e.g., broken glass, garbage, sharp objects, exposed wires, etc.*).

Some examples include a bedroom, living room, office, or lounge, portion of an interior training center, barn or warehouse, or a fully enclosed tent.

EXTERIOR

An outside search area that should have a **maximum** of 2 solid walls and may have a roof or overhang, such as a shelter in a park or overhang for a porch. Space **must** be free of any safety hazards (*e.g., broken glass, garbage, sharp objects, poison traps, sudden drop-offs, etc.*).

Some examples include a backyard, front yard, exterior of a building or a public park.

VEHICLE

An inside or outside area that contains items used for transportation. Space **must** be free of any safety hazards (*e.g., broken glass, garbage, sharp objects, exposed wires, etc.*).

Hides **may only** be placed a **maximum** of 3' (91 cm) off the ground on the **OUTSIDE** of the vehicle. Hides **NOT** be placed inside the vehicle, including but not limited to, the glove compartment, in between the seats nor may hides be placed in the undercarriage of the vehicle. Up to two hides may be placed onto a single vehicle.

Some examples include cars, SUVs, trucks, buses, boats, tractors, motorcycles, bicycles, wheelbarrows, riding lawnmowers, golf carts, hand trucks, carts or planes.

CONTAINER

An inside or outside area with items used to hold other items such as boxes, toolboxes, lunch boxes, totes, buckets, bins, luggage, etc. Space **must** be free of any safety hazards (*e.g., broken glass, garbage, sharp objects, exposed wires, etc.*).

Containers **must** be a **minimum of 24” apart (61 cm)** from one another and any rows **must** be a **minimum of 36” apart (91 cm)**. Hides **must** be placed within an odor vessel (*e.g., plastic tube or straw*) and placed close to a seam of said container to allow odor to escape.

If the container is **elevated** (*placed on top of something, such as a chair seat or attached to a wall or lattice or suspended*), the **maximum the container may be off the ground is 2’ (61 cm)**.

HIDE TRACKS

There are three hide track options: **Food Hide Track, Paired Hide Track and Odor Hide Track**.

CHOOSING A HIDE TRACK

Teams are free to choose the hide track that best suits their needs and are **NOT** required to start with the Food Hide Track. Furthermore, teams may mix and match which hide tracks they participate in and are not locked into a given hide track.

FOOD HIDE TRACK

This is where the hides placed within the search area are **food alone**. This is an excellent option for those dog and handler teams who are in the earlier stages of their Scent Work training journey, have chosen to not search for target odors or have gone “back” to hunting for food to inject some enthusiasm back into the game.

FOOD HIDE TRACK-SPECIFIC SEARCH MODIFICATIONS

These modifications supersede any requirements laid out in the rules.

- Containers **MUST** be open and accessible to the dog.
- There shall be **NO** inaccessible hides.
- Hides elevated above the dog’s head **MUST** have a way for the dog to physically get to the hide.
- There will be **NO** food distractors.
- Handlers **MUST** call “Alert” and reward their dog.

PAIRED HIDE TRACK

This is where the hides placed within the search area will be a **combination of a treat with a target odor hide vessel** (*e.g., a hot dog placed on top of a metal tin with scented cotton swabs within it*). This approach allows a dog to self-reward once they have correctly found the hide.

PAIRED HIDE TRACK–SPECIFIC SEARCH MODIFICATIONS

These modifications supersede any requirements laid out in the rules.

- Containers **MUST** be open and accessible to the dog.
- There shall be **NO** inaccessible hides.
- Hides elevated above the dog’s head **MUST** have a way for the dog to physically get to the hide.
- There will be **NO** food distractors.
- Handlers **MUST** call “Alert” and reward their dog.

ODOR HIDE TRACK

Hides placed within the search area will either be **specific target odors or a combination therein**. These target odors will be placed inside an odor vessel (*e.g., metal tin, straw, tube, etc.*). This option most closely resembles formal sanctioned Scent Work trials.

ODOR HIDE TRACK–SPECIFIC SEARCH MODIFICATIONS

These modifications supersede any requirements laid out in the rules.

- **NO** naked scented cotton swabs may be used.
- Containers **MUST** be closed.
- There **SHALL BE** inaccessible hides where noted.
- Hides elevated above a dog’s head **MAY OR MAY NOT** have a way for the dog to physically get to the hide.
- There **MAY** be food distractors where noted.
- Handlers **MUST** call “Alert” and reward their dog.

TARGET ODORS USED

- Birch (*“Sweet Birch” aka Betula Lenta*)

- Anise (*"Aniseed" aka Pimpinella Anisum*)
- Clove (*"Clove Bud" aka Eugenia Caryophyllata*). *

**For our international handlers, they are welcome to use the target odors customarily used by competition organizations in their area.*

ODOR CONCENTRATION PREPARATION

All scented cotton swabs **must** be inside an odor vessel (*e.g., tin, straw, tube, etc.*) whenever they are used as hides.

- **BEGINNER, NOVICE, INTERMEDIATE LEVEL**
 "24-hour cooking method" - fill a large canning jar with cotton swabs (*with paper straws*) cut in half and place 3-5 drops of target oil on the inner wall of the canning jar. Close and shake the jar and allow it to sit for 24-hours. 3-5 scented cotton swabs may be used per odor vessel/hide.
- **ADVANCED, MASTER, EXPERT LEVEL**
 2 drops of target oil are placed directly onto an individual cotton swab. 1 scented cotton swab should be used per odor vessel/hide.

IF AN ODOR VESSEL COMES LOOSE DURING A SEARCH

Handlers should leave the odor vessel alone but may reward their dog where it fell (*if they choose to reward at-source*) and then move on.

Should the dog become obsessive over the odor vessel and cannot move on, the Review Official may note this in their training feedback (*if it was requested*). If there is a safety concern (*dog is actively trying to eat the odor vessel*), then the assistant should step in and pick the odor vessel up.

HIDE CATEGORIES

There are five possible hide categories: **noted hides**, **blind hides**, **known number of hides**, **unknown number of hides** and **inaccessible hides**.

NOTED HIDES

The assistant will point out the location of these hides to the handler during the walkthrough prior to running the dog in the search.

Noted hides are featured in the **Beginner, Novice** and **Intermediate** levels.

BLIND HIDES

The handler is unaware of the location of these hides when they are tackling the search. The purpose is to prepare teams for formal Scent Work competition where all the hides will be blind.

Blind hides are featured in the **Novice, Intermediate, Advanced, Master** and **Expert** levels.

KNOWN NUMBER OF HIDES

This means the handler knows the total number of hides to find within a given search area.

Known number of hides searches are featured in the **Beginner, Novice, Intermediate,** and **Advanced** levels.

UNKNOWN NUMBER OF HIDES

This means the handler does **NOT** know the total number of hides within each separate search area. Handlers are aware of a potential range of hides that may be present. This tests the handler's ability to properly read their dog and successfully clear a search area.

Unknown number of hides searches are featured in the **Master** and **Expert** levels.

INACCESSIBLE HIDES

This is when a hide is located so that the dog has access to odor but cannot precisely locate source. The dog will thus be expected to indicate when they have found the strongest concentration of odor.

Some examples include placing the odor vessel inside a closed drawer, inside a closed closet, underneath the middle of a bureau or setting a hide at an excessive height (5' or above (*152 cm or above*)).

Inaccessible hides may be offered in the **Master** and **Expert** levels in the **Interior** and **Exterior** elements.

EARNING TITLES

Teams may earn **Element** and **Level titles** through Cyber Scent Work, Inc.

ELEMENT TITLES

To earn an Element Title, teams must earn **3 qualifying scores (Qs)** within the same **Level, Element** and **Hide Track**.

For example, a team submits three Beginner Interior searches, using the Odor Hide Track, and they qualify in all three searches. This team would then earn their **Interior Beginner Element title**.

Teams may earn multiple Element Titles (*e.g., Beginner Interior Element Title, Beginner Interior Element Title 2, Beginner Interior Element Title 3, etc.*).

POINTS REQUIRED

Points required to earn a qualifying score are as follows:

- **Beginner:** 70 points
- **Novice:** 80 points
- **Advanced:** 90 points
- **Advanced:** 70 points in each search
- **Master:** 80 points in each search
- **Expert:** 95 points in each search

When a team has earned an Element Title, a .PDF version of the title certificate will be emailed to the handler and made available through the Cyber Scent Work, Inc. Dashboard. An Element Title ribbon will also be mailed to the handler's address noted in their Cyber Scent Work, Inc. account.

LEVEL TITLES

To earn a Level Title, teams must **earn all the Element Titles** in that given **Level** in the same **Hide Track**.

For example, to earn a **Cyber Sniffer Beginner Level Title**, a team must earn their **Beginner Interior Element Title, Beginner Exterior Element Title, Beginner Vehicle Element Title** and **Beginner Container Element Title**.

Teams may earn multiple Level titles (*e.g., Cyber Sniffer Beginner Level Title, Cyber Sniffer Beginner Level Title 2, Cyber Sniffer Beginner Level Title 3, etc.*).

When a team has earned a Level Title, a .PDF version of the title certificate will be emailed to the handler and made available through the Cyber Scent Work, Inc. Dashboard. A Level Title ribbon will also be mailed to the handler's address noted in their Cyber Scent Work, Inc. account.

DETAILED EXPLANATION OF LEVELS

BEGINNER LEVEL

Assistants will show handlers where all the hides are located before the search begins, thus allowing the Review Official to assess whether the handler is leading the search, directing the dog to hides or granting the dog the lead.

BEGINNER LEVEL REQUIREMENTS	
Search Area Details	
# of Search Areas	1
Consecutive Searches	No
Blank Searches	No
Odor Puzzle Requirements	None
Location of Search	Familiar location
Hide Details	
# of Hides	2 hides
Odor Type (<i>if using target odor</i>)	Birch
Noted Hides	All hides are noted.
Blind Hides	None
Inaccessible Hides	None
Maximum Hide Height	2 ft (61 cm)
Search Details	
Time Limit	2:00 minutes
Points to Qualify	70
Distractor Details	
# of Distractors	None
Distractor Categories	N/A
Element-Specific Requirements	
Interior	
Search Area Size Requirement	100-200 sq. ft (9-19 m ²)
Exterior	
Search Area Size Requirement	100-300 sq. ft (9-28 m ²)
Vehicle	
# of Vehicles	2-3
Vehicle Orientation	Straight row, side-by-side or perpendicular.
Container	
# of Containers	10-12
Container Orientation	Straight row, two straight rows, three straight rows, two staggered row or three staggered rows.

NOVICE LEVEL

Blind hides are introduced, meaning the handler will **not** know the location of the hide before running their dog. This allows the Review Official to assess if the handler can properly read their dog and whether the dog is working independently.

NOVICE LEVEL REQUIREMENTS	
Search Area Details	
# of Search Areas	1
Consecutive Searches	No
Blank Searches	No
Odor Puzzle Requirements	None
Location of Search	Familiar location
Hide Details	
# of Hides	3 hides
Odor Type (<i>if using target odor</i>)	Birch and Anise
Noted Hides	2 hides are noted.
Blind Hides	1 hide must be blind.
Inaccessible Hides	None
Maximum Hide Height	3 ft (91 cm)
Search Details	
Time Limit	2:30 minutes
Points to Qualify	80
Distractor Details	
# of Distractors	1 total distractor
Distractor Categories	Toy
Element-Specific Requirements	
Interior	
Search Area Size Requirement	100-300 sq. ft (9-28 m ²)
Exterior	
Search Area Size Requirement	100-500 sq. ft (9-46 m ²)
Vehicle	
# of Vehicles	2-4
Vehicle Orientation	Straight row, side-by-side or perpendicular.
Container	
# of Containers	12-15
Container Orientation	Straight row, two straight rows, three straight rows, two staggered row or three staggered rows.

INTERMEDIATE LEVEL

Search areas may be larger, more hides are **blind** and teams are expected to work as a unit, demonstrating superb handling and excellent navigation of the search area.

INTERMEDIATE LEVEL REQUIREMENTS	
Search Area Details	
# of Search Areas	1
Consecutive Searches	No
Blank Searches	No
Odor Puzzle Requirements	None
Location of Search	Familiar location
Hide Details	
# of Hides	3 hides
Odor Type (<i>if using target odor</i>)	Birch, Anise, Clove
Noted Hides	1 hide is noted.
Blind Hides	2 hides must be blind.
Inaccessible Hides	None
Maximum Hide Height	4 ft (122 cm)
Search Details	
Time Limit	3:00 minutes
Points to Qualify	90
Distractor Details	
# of Distractors	2 total distractors
Distractor Categories	Toy, Food or Sound
Element-Specific Requirements	
Interior	
Search Area Size Requirement	100-500 sq. ft (9-46 m ²)
Exterior	
Search Area Size Requirement	100-800 sq. ft (9-74 m ²)
Vehicle	
# of Vehicles	3-5
Vehicle Orientation	Straight row, side-by-side, circle, square, triangle or perpendicular.
Container	
# of Containers	15-20
Container Orientation	Straight row, two straight rows, three straight rows, two staggered row or three staggered rows, clusters or circle.

ADVANCED LEVEL

Teams must navigate **two consecutive searches** for each Element (*e.g., Interior A → Interior B*). All hides are **blind**. One search will offer the **Distance Odor Puzzle** or have 1 hide for the **Vehicle element**.

ADVANCED LEVEL REQUIREMENTS	
Search Area Details	
# of Search Areas	2
Consecutive Searches	Yes
Blank Searches	No
Odor Puzzle Requirements	1 Distance Odor Puzzle (<i>Interior, Exterior, Container</i>)
Location of Search	Ideally a novel location
Hide Details	
# of Hides	4 total hides
Odor Type (<i>if using target odor</i>)	Birch, Anise, Clove
Noted Hides	No noted hides.
Blind Hides	All hides must be blind.
Inaccessible Hides	None
Maximum Hide Height	4 ft (122 cm)
Search Details	
Time Limit	5:00 minutes to complete both searches
Points to Qualify	70 in each search
Distractor Details	
# of Distractors	2 total distractors per search area.
Distractor Categories	Toy, Food, Sound or Person
Element-Specific Requirements	
Interior	
Search Area Size Requirement	100-800 sq. ft (9-74 m ²)
Exterior	
Search Area Size Requirement	100-1,000 sq. ft (9-93 m ²)
Vehicle	
# of Vehicles	3-5 per search area
Vehicle Orientation	Straight row, side-by-side, circle, square, triangle or perpendicular.
Container	
# of Containers	15-20 per search area (<i>5 for Distance Odor Puzzle</i>)
Container Orientation	Straight row, two straight rows, three straight rows, two staggered row, three staggered rows, clusters, a circle or square.

MASTER LEVEL

In this level, the assistant will divvy up the required number of total hides across the **two consecutive search areas**. The **Silly Handler Odor Puzzle** is introduced, and **inaccessible hides** may be used in the **Interior** and **Exterior** elements.

MASTER LEVEL REQUIREMENTS	
Search Area Details	
# of Search Areas	2
Consecutive Searches	Yes
Blank Searches	No
Odor Puzzle Requirements	1 Silly Handler Odor Puzzle (<i>all elements</i>)
Location of Search	Ideally a novel location
Hide Details	
# of Hides	5 total hides
Odor Type (<i>if using target odor</i>)	Birch, Anise, Clove
Noted Hides	No noted hides.
Blind Hides	All hides must be blind.
Inaccessible Hides	May have 1 inaccessible hide (<i>Interior and Exterior</i>)
Maximum Hide Height	5 ft (152 cm)
Search Details	
Time Limit	7:00 minutes to complete both searches
Points to Qualify	80 in each search
Distractor Details	
# of Distractors	2 total distractors per search area.
Distractor Categories	Toy, Food, Sound, Person or Movement.
Element-Specific Requirements	
Interior	
Search Area Size Requirement	100-1,000 sq. ft (9-93 m ²)
Exterior	
Search Area Size Requirement	100-1,500 sq. ft (9-139 m ²)
Vehicle	
# of Vehicles	3-5 per search area
Vehicle Orientation	Straight row, side-by-side, circle, square, triangle or perpendicular.
Container	
# of Containers	15-25 per search area
Container Orientation	Straight row, two straight rows, three straight rows, two staggered row, three staggered rows, scattered, clusters or shapes (<i>circle, square, U, Z, S, etc.</i>). Containers may be elevated.

EXPERT LEVEL

A challenging level, the assistant chooses the total number of overall hides to divvy up across **three consecutive searches** (*may be less than the maximum*), will offer the **Endurance Odor Puzzle** and one search area will be **blank**.

EXPERT LEVEL REQUIREMENTS	
Search Area Details	
# of Search Areas	3
Consecutive Searches	Yes
Blank Searches	1 search area is blank.
Odor Puzzle Requirements	1 Endurance Odor Puzzle (<i>Interior, Exterior, Container</i>)
Location of Search	Ideally a novel location
Hide Details	
# of Hides	Maximum of 10 total hides across all three searches.
Odor Type (<i>if using target odor</i>)	Birch, Anise, Clove
Noted Hides	No noted hides.
Blind Hides	All hides are blind.
Inaccessible Hides	May have 1 inaccessible hide (<i>Interior and Exterior</i>)
Maximum Hide Height	6 ft (183 cm)
Search Details	
Time Limit	10:00 minutes to complete all three searches
Points to Qualify	95 in each search
Distractor Details	
# of Distractors	2 total distractors per search area
Distractor Categories	Toy, Food, Sound, Person or Movement
Element-Specific Requirements	
Interior	
Search Area Size Requirement	100-1,500 sq. ft (9-139 m ²)
Exterior	
Search Area Size Requirement	100-2,000 sq. ft (9-186 m ²)
Vehicle	
# of Vehicles	3-5 per search area
Vehicle Orientation	Straight row, side-by-side, circle, square, triangle or perpendicular.
Container	
# of Containers	15-35 per search area
Container Orientation	Straight rows, staggered rows, scattered, clusters or shapes (<i>circle, square, U, Z, S, etc.</i>). Containers may be elevated.

SEARCH AREA DETAILS

Search areas become more challenging as teams progress through the levels.

LOCATION OF SEARCHES

For the **Beginner**, **Novice** and **Intermediate levels**, searches should be within familiar locations to the dog, handler and team, such as their home, a friend's home or a training center.

For the **Advanced**, **Master** or **Expert levels**, teams are encouraged to tackle novel locations, such as dog-friendly businesses or public parks if it would be safe to do so. Handlers are expected to be advocates for their dogs and make the best determination of where to search to keep their dog and the public safe.

TIMING OF SEARCHES

Time limits are determined by level. Time will begin when the dog's nose crosses the start line and will end when the handler calls "FINISH". The assistant should be timing the searches and give the team a **30-second warning**.

In **Advanced**, **Master** and **Expert** level searches, time **must** stop when one search is completed, when the handler has called "FINISH", and resume when the team crosses the next search area's start line.

In blank searches, time will stop when the handler calls "FINISH".

CONSECUTIVE SEARCHES

Offered in the **Advanced**, **Master** and **Expert** levels, this is when a team is expected to immediately go from finishing one search to the next without taking a break or resting in between.

BLANK SEARCHES

Offered in the **Expert level**, this is a search area that has **NO** odor or hides in it whatsoever. Teams must determine there are indeed no hides to be found and successfully call "FINISH".

The purpose is to test whether the dog is truly hunting, can properly clear a space and whether the handler can properly read their dog.

Assistants **must** use special care to ensure the area is indeed blank. Therefore, if using an area used previously for training or practicing, at least 2-months should have passed before using it for a blank search.

REUSING LOCATIONS ACROSS MULTIPLE ENTRIES

Teams are encouraged to ensure each video entry they submit is unique. However, we understand finding locations for searches can be challenging. Thus, a same location may be used for multiple entries if the placement of the start line, hides, distractors and any staging materials used (*chairs, tables, objects, etc.*) are moved from one entry to the next.

For example, a team used a living room for their first Intermediate Interior entry. This same room may be used for a subsequent Intermediate Interior entry if the start line, hides, distractors and any staging materials are moved to new positions for this subsequent search.

DISTRACTORS

Distractors are used to test the dog's ability to focus on the task at-hand and successfully locate all the hides. Distractors **MUST NEVER** be used to scare, startle or stress out the dog.

TYPE OF DISTRACTORS

There are five categories of distractors: **Toy, Food, Person, Sound** and **Movement**. Each level specifies which categories of distractors may be used in a search.

TOY DISTRACTORS

These may include any variety of balls (*e.g., tennis balls, Chuck-It balls, etc.*), ropes, stuffed dog toys, etc. These do **NOT** need to be contained. In Container searches, toy distractors **MAY** be placed inside containers or be loose; this is up to the discretion of the assistant.

FOOD DISTRACTORS

Any foodstuff item that is safe to be consumed by dogs, meaning it may be human-specific or dog-specific treats or food. These distractors **MUST** be contained within a plastic storage container or similar item to prevent the dog from being able to eat the food. No glass containers are permitted for safety reasons. Target odor hides (*Birch, Anise, Clove*) may **NOT** be placed inside a food distractor container.

PERSON DISTRACTORS

Any adult who is 18 years or older and **MAY** be familiar to the dog. They are **NOT** the assistant. The person distractor may be seated, standing or moving around the search area. Person distractors **MUST NOT** purposefully startle, scare or concern the dog.

SOUND DISTRACTORS

Any item which emits a sound such as a handheld radio, animatronic item, children's toy, etc. **NO** recordings of common stress-inducing sounds may be used (*e.g., thunder, fireworks, barking dogs, etc.*). Sound distractors **MUST NOT** be used in a way that is meant to startle, scare or concern the dog.

MOVEMENT DISTRACTORS

Any item that will move while the dog is searching. This may include an animatronic item, a flag, tarp, sheet, etc. Movement distractors **MUST NOT** be used in a way that is meant to startle, scare or concern the dog.

NUMBER OF DISTRACTORS

In the **Novice** level, **1 distractor must** be present in the search area.

In the **Intermediate, Advanced, Master** and **Expert** levels, **2 distractors must** be present in **each search area**.

LOCATION OF DISTRACTORS

The only requirement is that hides are **NOT** placed directly on or inside a distractor.

For instance, a hide may **NOT** be placed on a toy distractor or inside the pocket of a person distractor.

ACCEPTABLE DOG REACTION TO DISTRACTORS

Dogs are permitted to show some interest in a distractor for **upwards of 5 seconds**. Afterwards, they should go back to work. Otherwise, the Review Official may deduct points.

ODOR PUZZLES

The upper levels of competition offer three unique odor puzzles that are designed to test specific skills of the dog, the handler and the team as a whole.

DISTANCE ODOR PUZZLE

Offered in the **Advanced level** in the **Interior, Exterior and Container elements**, this odor puzzle will test the dog's ability to successfully work away from the handler during a search.

The handler will remain at the start line as the dog is searching, which they may do off-leash. The **singular hide must be a minimum of 10' (3 m) away from the start line**. The handler will call "ALERT" when they believe the dog has found the hide. Upon hearing a "YES" response from the assistant, the handler may cross the start line to reward the dog or call the dog back to them to reward.

SILLY HANDLER ODOR PUZZLE

Offered in the **Master level** in **all the elements**, this odor puzzle will test the dog's ability to stay focused on the task at-hand as the handler is performing silly and strange actions and movements. The handler's ability to multitask and stay focused is also being tested.

The assistant will choose which search to offer this odor puzzle in and will inform the handler immediately prior. The handler will select from a series of pieces of paper inside of a bucket or hat which will contain actions the handler must perform throughout the entire search.

Some suggestions include drunken handler, skipping handler, ballerina handler, t-rex handler, hopping handler, aerobics handler, singing handler and so on.

The movements should **NOT** be done in such a way as to scare, startle or stress out the dog.

ENDURANCE ODOR PUZZLE

Offered in the **Expert level** in the **Interior, Exterior** and **Container elements**, this odor puzzle will test the dog's endurance and the handler's ability to successfully read their dog.

There will be **5 or more hides** in this search area. The handler must call "ALERT" each time they believe their dog has found a hide and "FINISH" when they believe to have successfully found all the hides.

HANDLER RESPONSIBILITIES

As handlers are tackling the searches, they must call "ALERT", "FINISH" and reward their dog.

CALLING ALERT

Handlers must call "ALERT" when they believe their dog has found a hide, regardless of whether they chose the Food, Paired or Odor Hide Track. Handlers may additionally raise their hand if they choose, however, calling a verbal "ALERT" is a requirement and one of the items the team is scored on.

Should a handler fail to call "ALERT", they will be assessed a **5-point fault**.

CALLING FINISH

In all the levels, a handler must call "FINISH" when they know or believe they have found all the hides in that individual search. Correctly calling "FINISH" is one of the items on which a team is scored.

Should a handler fail to call "FINISH", they will be assessed a **5-point fault**.

REWARDING THE DOG

Handlers **must** reward their dog when they correctly find a hide, regardless of the Hide Track they choose. Handlers may choose to use a treat reward, toy reward, verbal reward or a combination of all three. This may be done at or away from source, it is the handler's choice.

Should a handler not reward their dog after correctly finding a hide, the team will be assessed a **5-point fault**.

METHOD OF REWARDING

Tossing treats or toys to reward the dog will contaminate the search area and is highly frowned upon by Scent Work competition organizations. Handlers **must** deliver treats directly to the dog's mouth and use tug toys or balls on a rope that never leave their hand when using toy rewards.

Should a handler toss or drop food or toss toys within the search area, the team will be assessed a **5-point fault**.

SEARCHING ON- OR OFF-LEASH

If the search area is fully enclosed, safe and the dog is permitted to be off-leash, a search may be done off-leash. When searching in public places, all posted signs and leash laws **must** be followed.

Handlers are encouraged to use the opportunity to run a search on-leash, using either a 6'-8' leash (2-2.5 m) or 10'-15' long line (3-5 m), as this affords the Review Official the chance to provide feedback on the handler's leash handling skills.

ASSISTANT RESPONSIBILITIES

An assistant is required in all levels of competition. This is the individual who will design the search area, set the hides, time, video and officiate the search.

EXPERIENCE REQUIREMENTS

Assistants do **NOT** need to be certified or formally approved by Cyber Scent Work, Inc. or any other organization. They may be any individual the handler is comfortable working with. **NO** prior experience is required.

Handlers have chosen their instructors, classmates, fellow Scent Work aficionados, friends and family members to act as their assistants with success.

CHOOSING SEARCH AREA

Assistants should partner with the handler to find suitable search areas that meet the requirements laid out in these rules but will also be safe for the dog. Safety is of paramount importance for all involved.

SETTING HIDES

Assistants **MUST** set all the hides. While assistants do **NOT** need to be formally certified or approved by Cyber Scent Work, Inc., we've compiled helpful [Resources](#) to ensure they are following proper hide preparation, handling and setting procedures.

TIMING THE SEARCH

Assistants **MUST** time the search. Time will start the moment the dog's nose crosses the start line and end when the handler calls "FINISH". Assistants **MUST** give a 30-second warning.

For the **Advanced, Master and Expert levels**, where there are multiple search areas, time **MUST** stop when the handler calls "FINISH" in a search and resume when the dog's nose crosses the start line for the next search.

VIDEOING THE SEARCH

Assistants **MUST** video the search area, start line, boundaries and location of the hides and distractors before the team runs.

Assistants are also responsible for videoing the search itself. Using a tripod is oftentimes the best option. Place the camera in a location where the Review Official may have the best view of the entire search area and team as they are working.

OFFICIATING THE SEARCH

Assistants are responsible for officiating the search. This means responding to the handler's "ALERT" call with "YES" or "NO" and responding to their "FINISH" call with "YES" or "NO". These calls **MUST** be made promptly and loudly enough for the handler to hear.

If a team exceeds the maximum false alerts for a given search, the assistant **MUST** direct the handler to where the hide is located so they may reward the dog.

WALKTHROUGH FOR THE SEARCH

In the **Beginner, Novice and Intermediate levels**, the assistant **MUST** provide a walkthrough with the handler where they will explain where any noted hides are located and point out the search area boundaries and start line.

In the **Advanced, Master** and **Expert levels**, the assistant **MUST** provide a walkthrough with the handler before they run the search explaining the individual search area boundaries and where the start lines are located.

HOW TEAMS ARE SCORED

Each test item is worth up to **5 points** with a total of **100 possible points** to be earned in each search. *Teams will be automatically awarded 5 points if the video allows for the dog, handler and search area to be easily seen.*

TEST ITEMS
Dog Test Items
Does the dog know what they are searching for (food, odor)?
Is the dog working independently?
Is the dog focused on the search?
Is the dog enthusiastic about the search?
Does the dog show a change of behavior?
Does the dog find all the hides within the time limit?
Handler Test Items
Is the handler practicing good on or off-leash handling skills?
Is the handler properly supporting the dog?
Is the handler granting the dog space to work?
Is the handler giving the dog enough time to work out the problem?
Does the handler properly read the dog?
Does the handler properly cover the search area?
Does the handler properly say “Alert” after finding each hide?
Does the handler properly say “Finish” after finding all the hides?
Search Area Test Items
Are the search area requirements followed?
Are the start line and boundaries clearly delineated?
Is the search area safe?
Is the hide placement appropriate for the level?
Is there a proper use and placement of distractors?

POINT VALUES

- **0 Points:** Fail
- **1 Point:** Not Ready
- **2 Points:** Needs Work
- **3 Points:** Fair
- **4 Points:** Good
- **5 Points:** Exceptional

FALSE ALERTS

This is when a handler incorrectly calls “ALERT”.

Handlers are permitted to call 2 false alerts in the **Beginner and Novice levels** of competition. Each false alert will cost the team **5 points**. If in these levels a handler calls a third false alert, they will earn 0 points and will not qualify.

False alerts are **not permitted** in **Intermediate, Advanced, Master and Expert levels** of competition. Should a handler call a false alert in these levels, they will earn 0 points and will not qualify.

Teams who do not qualify will still receive their scorecard, and training feedback (*if it was requested*).

FALSE FINISH

This occurs when a handler incorrectly calls “FINISH” in a **Master** or **Expert level** search before correctly finding all the hides within the search area. Should a handler call a false finish, they will earn 0 points and will not qualify.

Teams who do not qualify will still receive their scorecard, and training feedback (*if it was requested*).

FAULTS

Each fault earns the team a **5-point deduction**. Multiple faults may be earned.

FAULTS
Dog Faults
Dog disengages from the search and stops working altogether.
Dog demonstrates an aggressive alert on the hide.
Dog smashes the containers or scratches/otherwise damages the vehicles.
Handler Faults
Failure to properly cross the start line.
Handler drops treats and/or toys in the search area.
Failure to reward the dog upon correctly finding a hide.

DISQUALIFICATIONS

If a handler or dog does any of the following, they will earn a **0 score** for that search but will still receive their scorecard, and training feedback (*if it was requested*).

DISQUALIFICATIONS
Dog Disqualifications
Urinating, defecates or vomits in the search area.
Any aggression toward the handler, assistant or person distractors.
Handler Disqualifications
Aggressive handling toward the dog (<i>e.g., leash or verbal corrections</i>).
Unsportsmanlike conduct toward assistant or people distractors.
Search Area Disqualifications
Failure to follow requirements for odor puzzles.

BONUS POINTS

Each bonus point earns the team **2 points**. Multiple bonus points may be earned.

BONUS POINTS
Dog Bonus Points
Dog offers passive change of behavior/alert behavior.
Dog finds all the hides before the 30-second warning.
Handler Bonus Points
Jackpots the dog when they successfully find the hide.
Gives the dog a party at the end of the search.
Search Area Bonus Points
Search areas are at least 20' apart from one another.
Search areas are creative.

SCORECARD

Teams will receive a scorecard breaking down the score earned for each test item as well as any faults, disqualifications or bonus points that were earned. This scorecard will be emailed to the handler and made available on the Cyber Scent Work, Inc. Dashboard.

TITLES AND ABBREVIATIONS

LEVEL TITLES AND ABBREVIATIONS		
LEVEL	ABBREV.	TITLE
Beginner	CS-B	Cyber Sniffer Beginner
Novice	CS-N	Cyber Sniffer Novice
Intermediate	CS-I	Cyber Sniffer Intermediate
Advanced	CS-A	Cyber Sniffer Advanced
Master	CS-M	Cyber Sniffer Master
Expert	CS-E	Cyber Sniffer Expert
<i>Teams who choose the Food Hide Track will have a "F" appended to the title. Teams who choose the Paired Odor Hide Track will have a "P" appended to the title.</i>		

ELEMENT TITLES AND ABBREVIATIONS				
LEVEL	INTERIOR	EXTERIOR	VEHICLE	CONTAINER
Beginner	I-B Interior Beginner	E-B Exterior Beginner	V-B Vehicle Beginner	C-B Container Beginner
Novice	I-N Interior Novice	E-N Exterior Novice	V-N Vehicle Novice	C-N Container Novice
Intermediate	I-I Interior Intermediate	E-I Exterior Intermediate	V-I Vehicle Intermediate	C-I Container Intermediate
Advanced	I-A Interior Advanced	E-A Exterior Advanced	V-A Vehicle Advanced	C-A Container Advanced
Master	I-M Interior Master	E-M Exterior Master	V-M Vehicle Master	C-M Container Master
Expert	I-E Interior Expert	E-E Exterior Expert	V-E Vehicle Expert	C-E Container Expert
<i>Teams who choose the Food Hide Track will have a "F" appended to the title. Teams who choose the Paired Odor Hide Track will have a "P" appended to the title.</i>				

GLOSSARY

AGGRESSION: Lunging, snarling, snapping or biting a handler, assistant, person distractor or member of the public, human or canine. This will result in the team earning a disqualification and the dog being banned from further participating in Cyber Scent Work, Inc. Safety is a paramount concern.

AGGRESSIVE HANDLING: Giving leash or physical corrections, yelling or striking a dog. This will result in a disqualification of the team for the submitted search.

AGGRESSIVE ALERT: When a dog scratches, digs or bites at the hide location. This will result in a **5-point fault**.

ALERT: What handlers must say when their dog finds each hide within a search area.

ASSISTANT: The person who designs the search area, sets the hides, times, videos and officiates the search, responding with “YES” or “NO” when the handler calls “ALERT” and “FINISH”.

BLANK AREA: A search area that does **NOT** contain any target odor hides. This area should **NOT** have been used as a practice location within the last 2-months.

BLIND HIDES: The handler is unaware of the location of these hides when they are tackling the search. The purpose is to prepare teams for formal Scent Work competition where all the hides will be blind.

Blind hides are featured in the **Novice, Intermediate, Advanced, Master** and **Expert** levels.

BONUS POINTS: Cyber Scent Work, Inc. is designed to promote more training, so good decisions will be rewarded as well! Split into three categories: dog, handler and search area, each are worth 2-points and multiple bonus points may be earned in each search.

CHANGE OF BEHAVIOR: An involuntary response from the dog to detecting odor and/or finding the hide (*e.g., fishhook turn, sudden change of direction, opening/closing mouth, tail still/wagging, etc.*). Review Officials will look for these subtle signs to confirm the dog is indeed hunting and not simply being led around the search area by the handler.

CONSECUTIVE SEARCHES: When teams must go from one search immediately to another of the same element type. These are offered in the **Advanced, Master** and **Expert levels** and test the overall stamina of the team.

CONTAINER: An inside or outside area with items used to hold other items such as boxes, toolboxes, lunch boxes, totes, buckets, bins, luggage, etc. Space must be free of any safety hazards (*e.g., broken glass, garbage, sharp objects, exposed wires, etc.*).

Containers **must** be a minimum of 24” apart (61 cm) from one another and any rows must be a minimum of 36” apart (91 cm). Hides must be placed within an odor vessel (*e.g., plastic tube or straw*) and placed close to a seam of said container to allow odor to escape.

If the container is elevated (*placed on top of something, such as a chair seat or attached to a wall or lattice or suspended*), the maximum the container may be off the ground is 2’ (61 cm).

DISQUALIFICATIONS: These can be earned by the dog or the handler and will result in the immediate disqualification of the team and earning 0 points. However, the team will still receive their scorecard and training feedback (*if it was requested*).

DISTRACTOR: Either a toy, food (*contained*), sound, movement or person who is within the search area to test the dog’s ability to stay focused on the task at-hand. **No distractors may be used in a manner that may startle, scare or concern the dog.**

DROPPING TREATS/TOYS: It is important that we maintain the integrity of the search area. Therefore, handlers will be issued a **5-point fault** should they drop or toss their treats and/or toys within the search area.

ELEMENT: The individual type of search areas teams must navigate (*Interior, Exterior, Vehicle and Container*).

EXTERIOR: An outside search area that should have a **maximum of 2 solid walls**. Space must be free of any safety hazards (*e.g., broken glass, garbage, sharp objects, poison traps, sudden drop-offs, etc.*).

Space may have a roof or overhang, such as a shelter in a park or overhang for a porch. Some examples include a backyard, front yard, exterior of a building or a public park.

FALSE ALERT: This is when a handler incorrectly calls “ALERT”.

Handlers are permitted to call 2 false alerts in the **Beginner and Novice levels** of competition. Each false alert will cost the team **5 points**. If in these levels a handler calls a third false alert, they will earn 0 points and will not qualify.

False alerts are **not permitted** in **Intermediate, Advanced, Master and Expert levels** of competition. Should a handler call a false alert in these levels, they will earn 0 points and will not qualify.

Teams who do not qualify will still receive their scorecard, and training feedback (*if it was requested*).

FALSE FINISH: This occurs when a handler incorrectly calls “FINISH” in a **Master** or **Expert level** search before correctly finding all the hides within the search area. Should a handler call a false finish, they will earn 0 points and will not qualify.

Teams who do not qualify will still receive their scorecard, and training feedback (*if it was requested*).

FAULTS: Split up into two categories: dog and handler, each fault will cost a team **5-points** and a team may earn multiple faults within a given search.

FOOD HIDE TRACK: This is when the hides within the search area are **food alone**. There are a few special requirements associated with this hide track: containers **must** be open and accessible to the dog, there shall be **no** inaccessible hides, there shall be **no** food distractors and hides that are elevated above the dog’s head **must** have a way for the dog to physically get to the hide. All other rules and regulations for how the search elements and levels are designed apply.

FINISH: What handlers should say when their dogs have finished finding all the hides within a search area or when a handler believes the dog has successfully cleared a blank area.

HIDE PLACEMENT: Where the target odor is placed within a given search area.

INACCESSIBLE: This is when a hide is located so that the dog has access to odor but cannot precisely locate source. The dog will thus be expected to indicate when they have found the strongest concentration of odor.

Some examples include placing the odor vessel inside a closed drawer, inside a closed closet, underneath the middle of a bureau or setting a hide at an excessive height (*5’ or above*).

Inaccessible hides may be offered in the **Master** and **Expert** levels in the **Interior** and **Exterior** elements.

INTERIOR: An inside search area that should have a **minimum of 4 walls and a roof**. Space must be free of any safety hazards (*e.g., broken glass, garbage, sharp objects, exposed wires, etc.*).

Some examples include a bedroom, living room, office, or lounge, portion of an interior training center, barn or warehouse, or a fully enclosed tent.

JACKPOT: When handlers reward their dogs with multiple treats (*typically 3-5*) one right after another after they have successfully located a hide.

KNOWN NUMBER OF HIDES: This means the handler knows the total number of hides to find within a given search area.

LEADING: Handler bringing the dog to each hide, playing a lead role in the search. This is a serious problem. In Scent Work, the dog should be the lead dancer with the handler playing a supportive role.

LEVEL: Cyber Scent Work, Inc. offers 6 levels: **Beginner, Novice, Intermediate, Advanced, Master and Expert.**

LONG LINE: Oftentimes made of nylon, leather or biothane, these pieces of equipment can help the dog gain more distance from the handler as they are working a given search area. Long lines should be 10'-15' (*3-5 m*) in length.

NQ: Non-qualifying score.

NOTED HIDES: The assistant will point out the location of these hides to the handler during the walkthrough prior to running the dog in the search.

Noted hides are featured in the **Beginner, Novice** and **Intermediate** levels.

ODOR: The essential oils used within the search area that the dog is tasked to find. In Cyber Scent Work, Inc., we use Birch ("Sweet Birch" aka *Betula Lenta*), Anise ("Aniseed" aka *Pimpinella Anisum*) and Clove ("Clove Bud" aka *Eugenia Caryophyllata*). **For our international handlers, they are welcome to use the target odors customarily used by competition organizations in their area.*

ODOR HIDE TRACK: This is when the hides placed within the search area are target odor hides (*e.g., Birch, Anise or Clove*) and closely resembles what dog and handler teams will customarily encounter when attending sanctioned formal Scent Work competitions. All rules and regulations for how the search elements and levels are designed apply.

ODOR PUZZLES: Specific set-ups that must be featured in certain levels.

The three odor puzzles include the **Distance Odor Puzzle** in the **Advanced** level, the **Silly Handler Puzzle** in the **Master** level and the **Endurance Odor Puzzle** in the **Expert** level.

ODOR VESSEL: A metal tin, tube, straw or other object that will contain the scented cotton swabs and hidden within the search area for the dog to find. Used within the Odor and Paired Odor Hide Tracks. Odor scented cotton swabs **MUST** be contained within an odor vessel - *no naked scented cotton swabs are permitted*.

PAIRED HIDE TRACK: This is when the hides placed within the search area are a combination of food and target odor (*e.g., a hotdog placed on top of a metal tin with Birch scented cotton swabs inside*). There are a few special requirements that are associated with this track: containers **must** be open and accessible to the dog, there shall be **no** inaccessible hides, there shall be **no** food distractors and hides that are elevated above the dog's head **must** have a way for the dog to physically get to the hide. All other rules and regulations for how the search elements and levels are designed apply.

PARTY: A celebration a handler has with their dog at the completion of each search. This is a personalized celebration that may include the use of treats, toys, verbal praise or a combination of all three.

PASSIVE CHANGE OF BEHAVIOR: Oftentimes a formal trained behavior (*e.g., sit, down, stare, etc.*) the dog will perform when they locate a hide and preserve the integrity of the search area.

Q: abbreviation for earning a qualifying score.

REVIEW OFFICIAL: Cyber Scent Work, Inc. approved official who will review and score each video submission, providing detailed feedback and training tips when requested.

SCORECARD: Breakdown of the score earned for the test items and notation of any faults, disqualifications and bonus points that were earned. All entries will receive a scorecard, including those that do not qualify.

SEARCH AREA: Designated area a dog and handler team must navigate to locate the required number of hides within the designated time limit.

START LINE: Should be designated with a pair of cones and/or painter's tape whenever possible. The time for each search will start when the dog's nose has crossed the start

line. Should a dog not properly cross the start line (*e.g., attempts to go around the cones*), they will be issued a **5-point fault** and should restart the search.

TEAM: Dog and handler navigating a given search area.

TIME LIMIT: The amount of time a team must complete a given search, meaning locating all the hides and the handler calling **“FINISH”**. Time will stop when the handler calls **“FINISH”**.

UNKNOWN NUMBER OF HIDES: This means the handler does **NOT** know the total number of hides within each separate search area. Handlers are aware of a potential range of hides that may be present. This tests the handler’s ability to properly read their dog and successfully clear a search area.

Unknown hides are featured in the **Master** and **Expert** levels.

UNSPORTSMANLIKE CONDUCT: Being rude or confrontational with the assistant or person distractors or any members of the public. Will result in a disqualification of the team for the submitted search.

VEHICLE: An inside or outside area that contains items used for transportation. Space must be free of any safety hazards (*e.g., broken glass, garbage, sharp objects, exposed wires, etc.*).

Hides may only be placed a maximum of 3’ (91 cm) off the ground on the **OUTSIDE** of the vehicle. Hides **may NOT** be placed inside the vehicle, including but not limited to, the glove compartment, in between the seats nor may hides be placed in the undercarriage of the vehicle. Up to two hides may be placed onto a single vehicle.

Some examples include cars, SUVs, trucks, buses, boats, tractors, motorcycles, bicycles, wheelbarrows, riding lawn mowers or planes.

VIDEO REVIEW: If a handler indicates they want training feedback, the Review Official will provide a video review of their entry and narrate training suggestions for the team.