



# TRADITIONAL CYBER SCENT WORK WEBINAR



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# WELCOME!

We are thrilled to have you!

Be certain to check out the  
Traditional Cyber Scent Work Rules.

Have a question? Please contact me!

Email: [dianna@cyberscentwork.com](mailto:dianna@cyberscentwork.com)



**Dianna L. Santos**  
President



**Sean McMurray**  
Vice President



# WHAT WE WILL COVER

- What is Cyber Scent Work
- What is the Traditional Cyber Scent Work Program
- Who This is For (spoiler - EVERYONE!)
- Changes to the Program
- Breakdown of Levels
- How to Earn Element and Level Titles and Ribbons
- In-Person and Online Assessments
- How to Get Started



# WHAT IS CYBER SCENT WORK?

- Scent Work titling organization.
  - Opportunity to earn titles and ribbons **AND** receive training feedback.
- Created to:
  - Provide trial prep opportunity.
  - Grant dogs on primary a way to play.
  - Offer participants a safe and alternative trialing option.
    - Dog may be too reactive, sensitive or aggressive.
    - Handler may not enjoy or doesn't want to formally trial.
    - Local trialing options may not exist.





**ULTIMATE GOAL**

**GET MORE DOGS AND HANDLERS**

**PLAYING SCENT WORK.**



# WHAT IS THE TRADITIONAL CYBER SCENT WORK PROGRAM?

Formal trialing option testing the skills of dog, handler and overall team.

## Levels

- Beginner
- Novice
- Intermediate
- Advanced
- Master
- Expert

## Elements

- Interior
- Exterior
- Container
- Vehicle

## Hide Tracks

- Food
- Paired Odor
- Odor



# REASONS TO PLAY

- Designed for every single dog to play.
- Tests skills of the dog, handler and overall team.
- Opportunity to earn ribbons and titles.
- Practice for in-person formal Scent Work trials.
- Customize the experience for **YOUR** team.
- Receive helpful training feedback.
- **Instructors:** bolster your program.
- **Shelters:** provide enrichment for your dogs.



# WHO IS THIS FOR? EVERY. SINGLE. DOG.

- Beginner teams getting ready to trial.
- Experienced teams looking for practice.
- Handlers who prefer not to trial in-person.
- Dogs who should not trial in-person.
- Older dogs or dogs coming off an injury.
- Resident shelter dogs or dogs up for adoption.





# CAN SHELTERS PARTICIPATE?

**Yes!**

Offer an enrichment activity for your resident and adoptable dogs; can showcase their ribbons!

Progress follows the dog; new owner can continue playing.

Approved shelters enjoy 50% off all fees.



# LOTS O' RIBBONS!

Element Title Ribbons  
Level Title Ribbons



# VALUE OF TRAINING FEEDBACK

- Take the guesswork out of the equation.
- Get input from an experienced professional.
- Have another set of eyes on your team.
- Notice small, minute details.
- New ideas and suggestions.
- Professionals use this, you should too!



**BILL GASKINS**



**JUDITH GUTHRIE**



**MICHAEL MCMANUS**



**NATALIE MCMANUS**



**LAUREL SCARIONI**



**KHARA SCHUETNZER**



**LORI TIMBERLAKE**

# WHAT TYPE OF TRAINING FEEDBACK WILL I RECEIVE?

Great question!

Narrated Loom video of your search, noting observations  
and providing tips and exercise suggestions.



# QUESTIONS?

Type any questions you  
have in the chat!






# CHANGES TO THE PROGRAM

*All progress earned previously (qualifying scores and titles) still counts.*

- Removed and now offered in the Cyber Sniffing Games:
  - Odor puzzles.
  - Consecutive searches.
  - Blank areas.
- Reduced range of vehicles which may make up a search area.





# **ASSESSING THE ENTIRE SEARCH**

**IT IS ABOUT MORE THAN**

**THE DOG SIMPLY FINDING THE HIDE!**



# REQUIRED TEST ITEMS

*Missing any of these items will result in a 0 score and a NQ.*

- Dog finds all the hides. (25 points)
- Handler rewards the dog for each hide found. (25 points)
- Handler calls "Alert" and "Finish". (10 points)





# DOG TEST ITEMS

*Scoring Options: Exceeds (5 points), Pass (3 points) or Needs Work (0 points)*

- Dog knows what they're searching for.
- Dog is focused on the search.
- Dog is working independently.
- Dog is interested in searching.



# HANDLER TEST ITEMS

*Scoring Options: Exceeds (5 points), Pass (3 points) or Needs Work (0 points)*

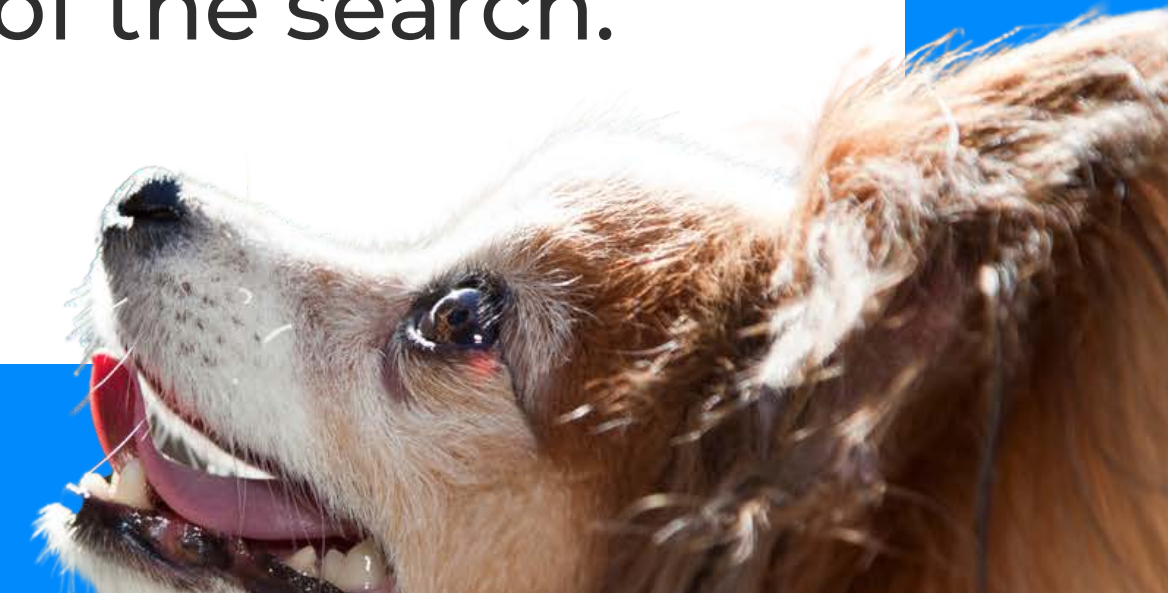
- Handler grants the dog space to work.
- Handler grants the dog time to work.
- Handler practices good off or on-leash handling techniques.
- Handler covers the search area.



# BONUS POINTS

*Each bonus item is worth 2 points and can only be earned once.*

- Dog offers passive change of behavior/alert behavior.
- Dog finds all the hides before 30-second warning.
- Handler jackpots the dog after each hide found.
- Handler throws the dog a party at the end of the search.



# FAULTS

*Each fault is a deduction of 5 points.*

- Dog disengages and temporarily stops searching.
  - For longer than 5 seconds.
- Dog is destructive.
  - Smashes containers, scratches vehicles, aggressive alerts, etc.
- Dog fails to properly cross the start line.
- Handler drops treats or toys in the search area.



# DISQUALIFICATIONS

*Will result in a 0 score and NQ for the search.*

- Dog urinates, defecates or vomits in the search area.
- Dog demonstrates aggression toward any person.
- Aggressive handling toward the dog.
- Unsportsmanlike conduct.



# FALSE ALERTS

- In the **Beginner** and **Novice** Levels, up to 2 false alerts permitted.
  - Deduction of **5 points** for each false alert.
- In all the other Levels (**Intermediate, Advanced, Master and Expert**) a false alert will earn 0 points and result in a NQ.





# EVALUATOR SCORECARD

Traditional Cyber Scent Work



## Traditional Cyber Scent Work

Handler's Name		Level	Beginner
Dog's Name		Element	Interior
Dog's CSW Reg. No.		Track	Odor
		Pointed Needed to Qualify	80 points

REQUIRED ITEMS	YES	NO
Dog finds all the hides. (25 pts)		
Handler rewards the dog for each hide found. (25 pts)		
Handler calls "Alert" and "Finish". (10 pts)		
<b>Subtotal</b>		

TEST ITEMS	EXCELS (5 pts)	PASS (3 pts)	NEEDS WORK (0 pts)
Dog knows what they're searching for.			
Dog is focused on the search.			
Dog is working independently.			
Dog is interested in searching.			
Handler grants the dog space to work.			
Handler grants the dog time to work.			
Handler practices good off or on-leash handling techniques.			
Handler covered the search area.			
<b>Subtotal</b>			

BONUS POINTS	YES	NO
Dog offers passive change of behavior/alert behavior. (2 pts)		
Dog finds all the hides before 30-second warning. (2 pts)		
Handler jackpot the dog after each hide found. (2 pts)		
Handler throws the dog a party at the end of the search. (2 pts)		
<b>Subtotal</b>		

DISQUALIFICATIONS	
Any disqualifications?	
YES	NO

FALSE ALERTS*				
Number of false alerts (-5 pts ea.)				
0	1	2	3 or more	
<b>Subtotal</b>				

FAULTS							
Number of faults (-5 pts ea.)							
0	1	2	3	4	5	6	
<b>Subtotal</b>							

\*Up to 2 false alerts are permitted in Beginner and Novice; no false alerts are permitted in the other Levels and will result in 0 total points and a NQ.

Evaluator Comments (optional)		TOTAL POINTS	Q/NQ
Evaluator Name		Evaluator No.	
Evaluator Signature		Date	

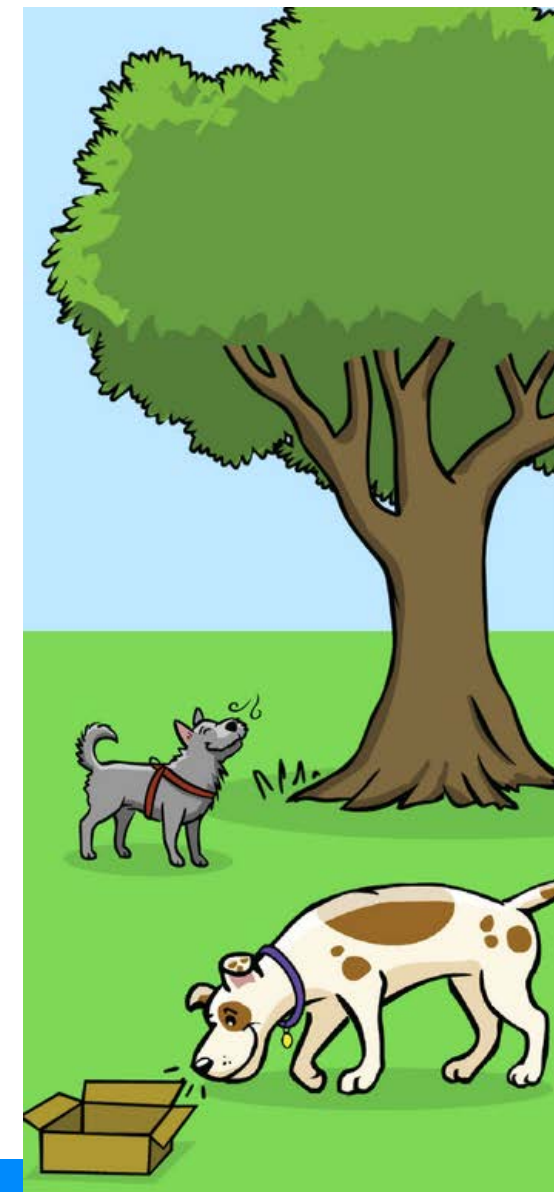
### HANDLER INSTRUCTIONS

1. Create a free account at [www.cyberscentwork.com](http://www.cyberscentwork.com)
2. Register your dog for a \$20.00 lifetime fee and receive your dog's registration number via email.
3. Click the TRADITIONAL CYBER SCENT WORK button.
4. Fill out the form and upload a photo or PDF of this scorecard.
5. Submit your payment.
6. We will process your request within 5 business days and will email you with the results.

# HOW TO EARN AN ELEMENT TITLE AND RIBBON

- Earn **3 qualifying scores** in the same **Level, Element** and **Hide Track**.
  - Example:
  - Entry 1 - Master - Interior - Odor
  - Entry 2 - Master - Interior - Odor
  - Entry 3 - Master - Interior - Odor

*May earn an Element title multiple times.*



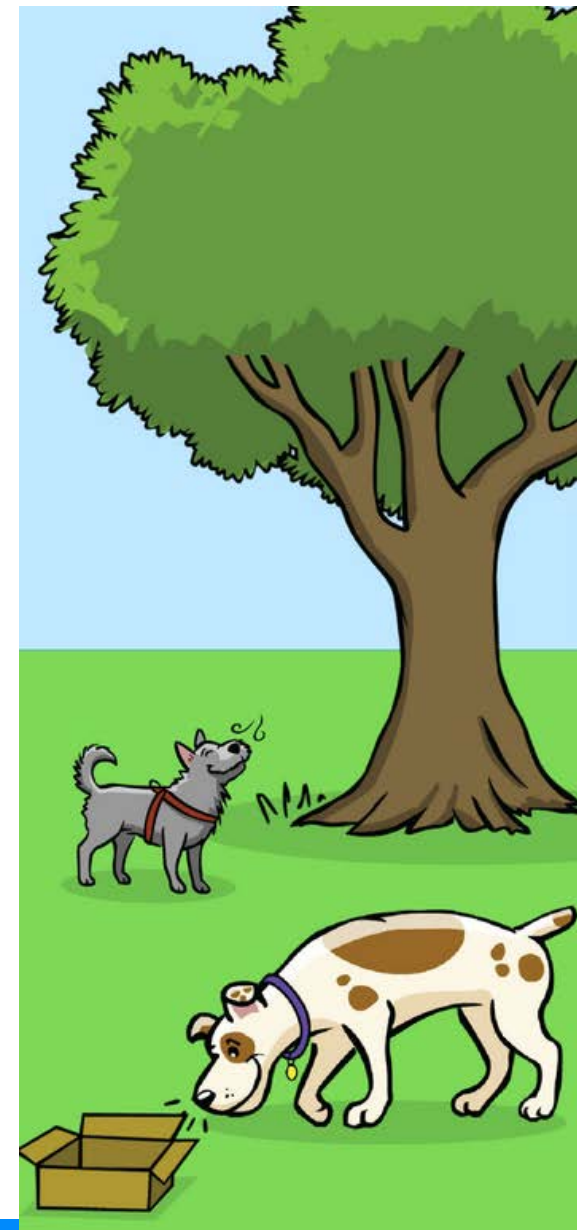





# HOW TO EARN A LEVEL TITLE AND RIBBON

- Earn **all** the Element titles in the **same Level and Hide Track.**

- Example:
- Master Interior Element Title
- Master Exterior Element Title
- Master Vehicle Element Title
- Master Container Element Title

*May earn a Level title multiple times.*





# **TWO WAYS TO PARTICIPATE**

**IN-PERSON ASSESSMENT**

**ONLINE ASSESSMENT**



# IN-PERSON ASSESSMENT



- Work with an approved Evaluator.
  - Will design and officiate the search.
  - Allows you to concentrate on simply searching.
  - No need to film the search.
- Evaluator will provide you with a paper scorecard.
- Want to earn titles and ribbons?
  - Take a photo of the scorecard.
  - Upload with recording fee to Cyber Scent Work.

# ONLINE ASSESSMENT



Will need an Assistant to design, officiate and film your search.

- They do **NOT** need to be certified or approved by Cyber Scent Work.
- May be a family member, friend, classmate, etc.

## PROCESS

- May request training feedback from Online Review Official.
- Upload video to YouTube\*, share the link and pay entry fee.
- Will receive results in 7 business days.

\*Tutorials on filming the search, creating a single video file and uploading onto YouTube will be available.

# DO I HAVE TO CHOOSE BETWEEN IN-PERSON AND ONLINE?

You can do both!

We welcome participants to mix-and-match, choosing the option that works best for them and their dogs.



# CAN MY INSTRUCTOR APPLY TO BE AN EVALUATOR?

**Yes!**

They can learn more about the requirements and approval process for the Evaluator Program on the Cyber Scent Work website.



# HOW CAN I FIND AN EVALUATOR?

Log in to your Cyber Scent Work account.

Click on FIND AN EVALUATOR.

May search by Country, State and Type.



# QUESTIONS?

Type any questions you  
have in the chat!





# MUST I START AT A CERTAIN LEVEL?

**NO!**

You may begin in any Level you wish.

Additionally, you may jump around.

Choose what works best for YOUR dog.





## CYBER SCENT WORK TRADITIONAL

### Beginner Interior

Number of Searches	1
Time Limit (minutes)	2:00
Points to Qualify	80

<b>Hides</b>	
Number of Hides	2 hides
Odor Type (if using target odor)	Birch
Blind vs. Known Hides	All hides are known.
Inaccessible Hides	None
Maximum Hide Height	2 ft (61 cm)
<b>Search Area</b>	
Search Area Size	Between 100 sq. ft (9 m <sup>2</sup> ) and 200 sq. ft (19 m <sup>2</sup> )
<b>Distractors</b>	
Number of Distractors	None
Distractor Categories	N/A
<b>Penalties</b>	
False Alerts	Up to 2 false alerts permitted; deduction of 5 points for each false alert.



# MAY I REUSE A SEARCH AREA?

**Yes!**

Change the placement of the start line, hides, distractors and any staging materials used (chairs, tables, objects, etc.) from entry to entry.





## CYBER SCENT WORK TRADITIONAL



### Beginner Exterior

Number of Searches	1
Time Limit (minutes)	2:00
Points to Qualify	80

<b>Hides</b>	
Number of Hides	2 hides
Odor Type (if using target odor)	Birch
Blind vs. Known Hides	All hides are known.
Inaccessible Hides	None
Maximum Hide Height	2 ft (61 cm)
<b>Search Area</b>	
Search Area Size	Between 100 sq. ft (9 m <sup>2</sup> ) and 300 sq. ft (28 m <sup>2</sup> )
<b>Distractors</b>	
Number of Distractors	None
Distractor Categories	N/A
<b>Penalties</b>	
False Alerts	Up to 2 false alerts permitted; deduction of 5 points for each false alert.



## CYBER SCENT WORK TRADITIONAL

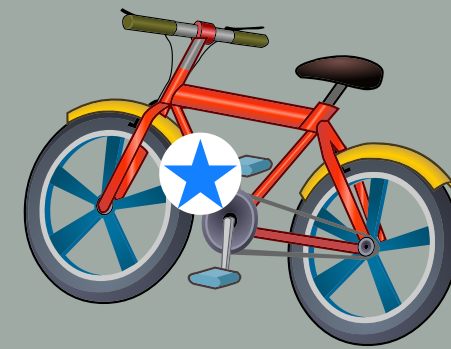
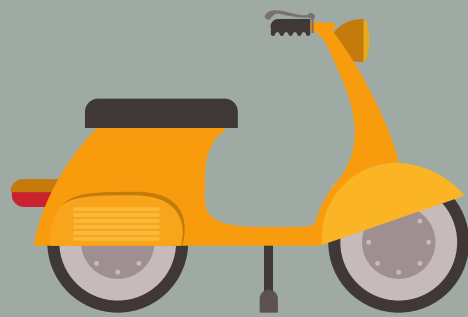
### Beginner Vehicle

Number of Searches	1
Time Limit (minutes)	2:00
Points to Qualify	80

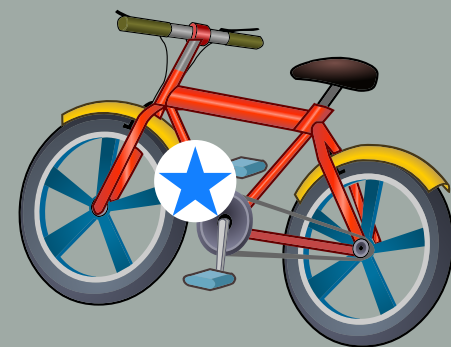
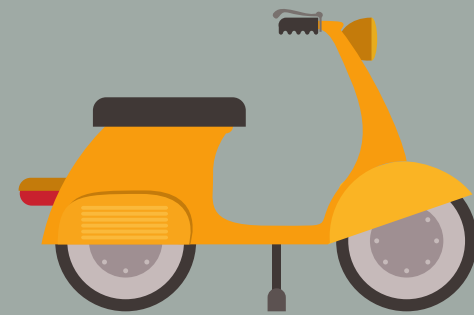
<b>Hides</b>	
Number of Hides	2 hides
Odor Type (if using target odor)	Birch
Blind vs. Known Hides	All hides are known.
Inaccessible Hides	None
Maximum Hide Height	2 ft (61 cm)
<b>Search Area</b>	
Number of Vehicles	Between 2 and 3 vehicles.
Vehicle Orientation	Straight row, side-by-side or perpendicular.
<b>Distractors</b>	
Number of Distractors	None
Distractor Categories	N/A
<b>Penalties</b>	
False Alerts	Up to 2 false alerts permitted; deduction of 5 points for each false alert.



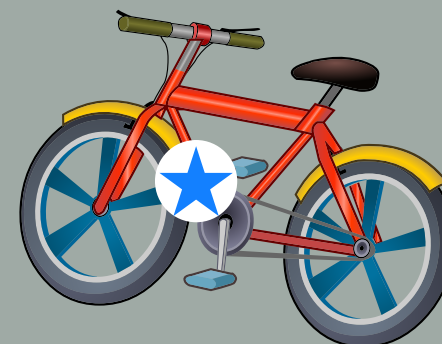
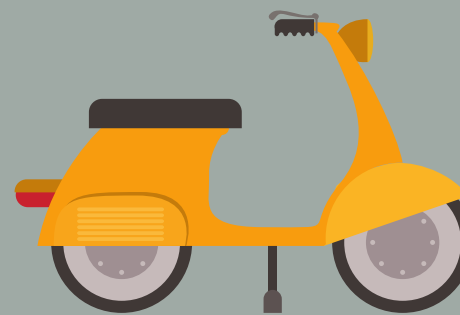
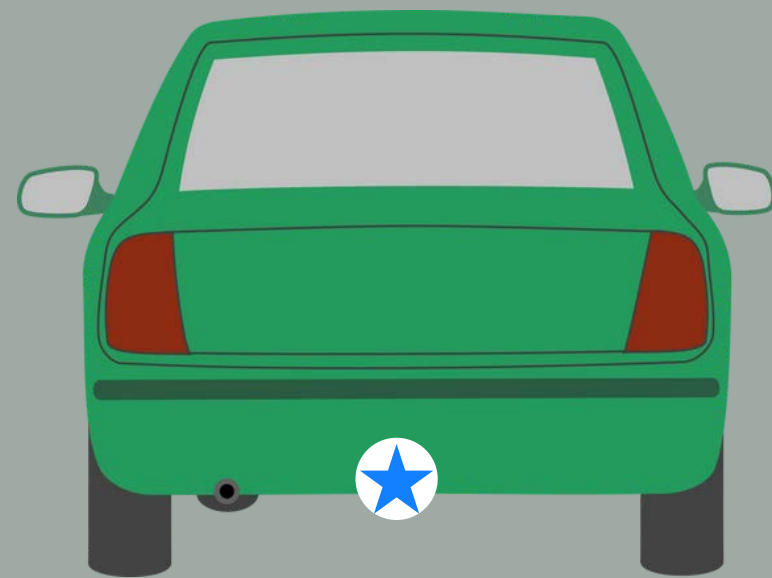
# VEHICLE - STRAIGHT ROW



# VEHICLE - SIDE-BY-SIDE



# VEHICLE - PERPENDICULAR







## CYBER SCENT WORK TRADITIONAL

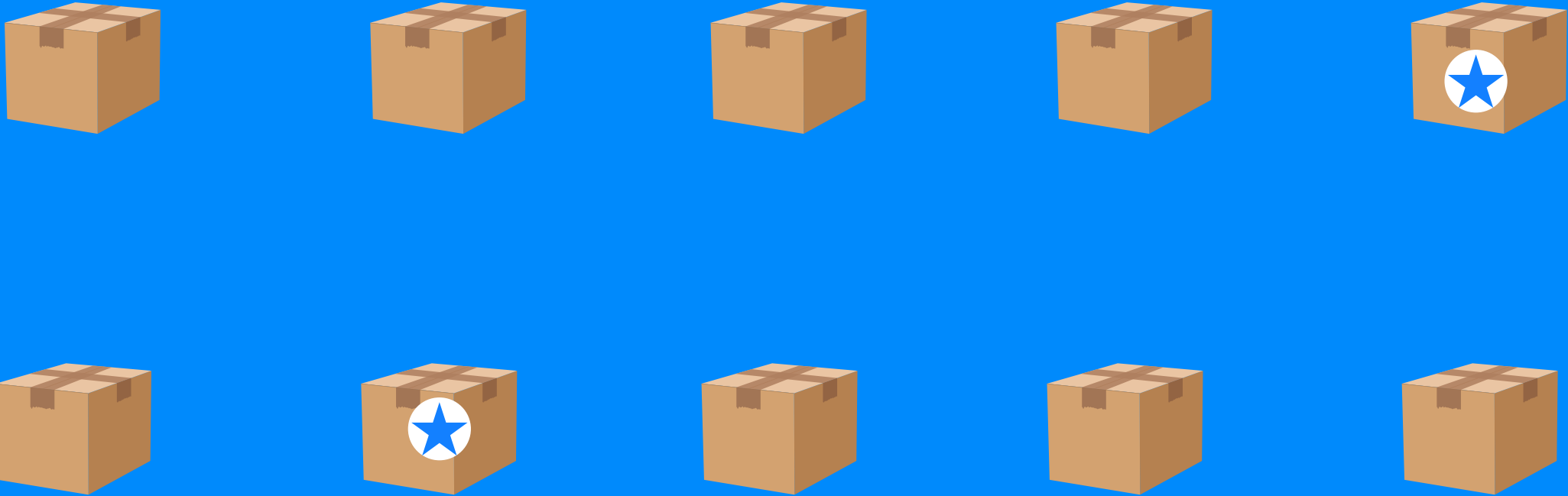


### Beginner Container

Number of Searches	1
Time Limit (minutes)	2:00
Points to Qualify	80

<b>Hides</b>	
Number of Hides	2 hides
Odor Type (if using target odor)	Birch
Blind vs. Known Hides	All hides are known.
Inaccessible Hides	None
Maximum Hide Height	2 ft (61 cm)
<b>Search Area</b>	
Number of Containers	Between 10 and 12 containers.
Container Orientation	Straight row, two straight rows, three straight rows, two staggered rows or three staggered rows.
<b>Distractors</b>	
Number of Distractors	None
Distractor Categories	N/A
<b>Penalties</b>	
False Alerts	Up to 2 false alerts permitted; deduction of 5 points for each false alert.

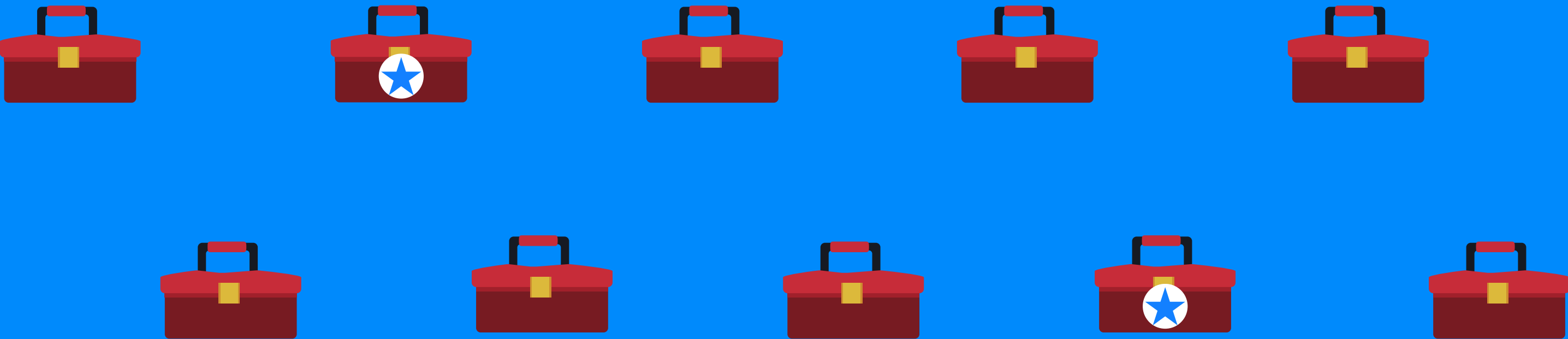
# CONTAINER - 2 STRAIGHT ROWS



# CONTAINER - 3 STRAIGHT ROWS



# CONTAINER - 2 STAGGERED ROWS





## CYBER SCENT WORK TRADITIONAL



### Novice Interior

Number of Searches	1
Time Limit (minutes)	2:30
Points to Qualify	85

<b>Hides</b>	
Number of Hides	3 hides
Odor Type (if using target odor)	Birch and/or Anise
Blind vs. Known Hides	1 hide is blind, 2 hides are known.
Inaccessible Hides	None
Maximum Hide Height	3 ft (91 cm)
<b>Search Area</b>	
Search Area Size	Between 100 sq. ft (9 m <sup>2</sup> ) and 300 sq. ft (28 m <sup>2</sup> )
<b>Distractors</b>	
Number of Distractors	1 distractor
Distractor Categories	Toy or Food
<b>Penalties</b>	
False Alerts	Up to 2 false alerts permitted; deduction of 5 points for each false alert.



## CYBER SCENT WORK TRADITIONAL

### Novice Exterior

Number of Searches	1
Time Limit (minutes)	2:30
Points to Qualify	85

<b>Hides</b>	
Number of Hides	3 hides
Odor Type (if using target odor)	Birch and/or Anise
Blind vs. Known Hides	1 hide is blind, 2 hides are known.
Inaccessible Hides	None
Maximum Hide Height	3 ft (91 cm)
<b>Search Area</b>	
Search Area Size	Between 100 sq. ft (9 m <sup>2</sup> ) and 500 sq. ft (46 m <sup>2</sup> )
<b>Distractors</b>	
Number of Distractors	1 distractor
Distractor Categories	Toy or Food
<b>Penalties</b>	
False Alerts	Up to 2 false alerts permitted; deduction of 5 points for each false alert.





## CYBER SCENT WORK TRADITIONAL



### Novice Vehicle

Number of Searches	1
Time Limit (minutes)	2:30
Points to Qualify	85

<b>Hides</b>	
Number of Hides	3 hides
Odor Type (if using target odor)	Birch and/or Anise
Blind vs. Known Hides	1 hide is blind, 2 hides are known.
Inaccessible Hides	None
Maximum Hide Height	3 ft (91 cm)
<b>Search Area</b>	
Number of Vehicles	Between 2 and 4 vehicles.
Vehicle Orientation	Straight row, side-by-side or perpendicular.
<b>Distractors</b>	
Number of Distractors	1 distractor
Distractor Categories	Toy or Food
<b>Penalties</b>	
False Alerts	Up to 2 false alerts permitted; deduction of 5 points for each false alert.



## CYBER SCENT WORK TRADITIONAL



### Novice Container

Number of Searches	1
Time Limit (minutes)	2:30
Points to Qualify	85

<b>Hides</b>	
Number of Hides	3 hides
Odor Type (if using target odor)	Birch and/or Anise
Blind vs. Known Hides	1 hide is blind, 2 hides are known.
Inaccessible Hides	None
Maximum Hide Height	3 ft (91 cm)
<b>Search Area</b>	
Number of Containers	Between 12 and 15 containers.
Container Orientation	Straight row, two straight rows, three straight rows, two staggered rows or three staggered rows.
<b>Distractors</b>	
Number of Distractors	1 distractor
Distractor Categories	Toy or Food
<b>Penalties</b>	
False Alerts	Up to 2 false alerts permitted; deduction of 5 points for each false alert.





## CYBER SCENT WORK TRADITIONAL



### Intermediate Interior

Number of Searches	1
Time Limit (minutes)	2:30
Points to Qualify	85

<b>Hides</b>	
Number of Hides	4 hides
Odor Type (if using target odor)	Birch, Anise, Clove
Blind vs. Known Hides	3 hides are blind, 1 hide is known.
Inaccessible Hides	None
Maximum Hide Height	3 ft (91 cm)
<b>Search Area</b>	
Search Area Size	Between 100 sq. ft (9 m <sup>2</sup> ) and 500 sq. ft (46 m <sup>2</sup> )
<b>Distractors</b>	
Number of Distractors	2 total distractors
Distractor Categories	Toy, Food or Sound
<b>Penalties</b>	
False Alerts	No false alerts are permitted.



## CYBER SCENT WORK TRADITIONAL



### Intermediate Exterior

Number of Searches	1
Time Limit (minutes)	2:30
Points to Qualify	85

<b>Hides</b>	
Number of Hides	4 hides
Odor Type (if using target odor)	Birch, Anise, Clove
Blind vs. Known Hides	3 hides are blind, 1 hide is known.
Inaccessible Hides	None
Maximum Hide Height	3 ft (91 cm)
<b>Search Area</b>	
Search Area Size	Between 100 sq. ft (9 m <sup>2</sup> ) and 800 sq. ft (74 m <sup>2</sup> )
<b>Distractors</b>	
Number of Distractors	2 total distractors
Distractor Categories	Toy, Food or Sound
<b>Penalties</b>	
False Alerts	No false alerts are permitted.



## CYBER SCENT WORK TRADITIONAL

### Intermediate Vehicle

Number of Searches	1
Time Limit (minutes)	2:30
Points to Qualify	85

<b>Hides</b>	
Number of Hides	4 hides
Odor Type (if using target odor)	Birch, Anise, Clove
Blind vs. Known Hides	3 hides are blind, 1 hide is known.
Inaccessible Hides	None
Maximum Hide Height	3 ft (91 cm)
<b>Search Area</b>	
Number of Vehicles	Between 2 and 5 vehicles.
Vehicle Orientation	Straight row, side-by-side, circle, square, triangle or perpendicular.
<b>Distractors</b>	
Number of Distractors	2 total distractors
Distractor Categories	Toy, Food or Sound
<b>Penalties</b>	
False Alerts	No false alerts are permitted.





## CYBER SCENT WORK TRADITIONAL



### Intermediate Container

Number of Searches	1
Time Limit (minutes)	2:30
Points to Qualify	85

<b>Hides</b>	
Number of Hides	4 hides
Odor Type (if using target odor)	Birch, Anise, Clove
Blind vs. Known Hides	3 hides are blind, 1 hide is known.
Inaccessible Hides	None
Maximum Hide Height	3 ft (91 cm)
<b>Search Area</b>	
Number of Containers	Between 15 and 20 containers.
Container Orientation	Straight row, two straight rows, three straight rows, two staggered rows, three staggered rows, clusters or a circle.
<b>Distractors</b>	
Number of Distractors	2 total distractors
Distractor Categories	Toy, Food or Sound
<b>Penalties</b>	
False Alerts	No false alerts are permitted.



## CYBER SCENT WORK TRADITIONAL



### Advanced Interior

Number of Searches	1
Time Limit (minutes)	3:00
Points to Qualify	90

<b>Hides</b>	
Number of Hides	5 total hides
Odor Type (if using target odor)	Birch, Anise, Clove
Blind vs. Known Hides	All hides must be blind.
Inaccessible Hides	May have 1 inaccessible hide.
Maximum Hide Height	4 ft (122 cm)
<b>Search Area</b>	
Search Area Size	Between 200 sq. ft (19 m <sup>2</sup> ) and 800 sq. ft (74 m <sup>2</sup> )
<b>Distractors</b>	
Number of Distractors	3 total distractors
Distractor Categories	Toy, Food, Sound or Person
<b>Penalties</b>	
False Alerts	No false alerts are permitted.



## CYBER SCENT WORK TRADITIONAL



### Advanced Exterior

Number of Searches	1
Time Limit (minutes)	3:00
Points to Qualify	90

<b>Hides</b>	
Number of Hides	5 total hides
Odor Type (if using target odor)	Birch, Anise, Clove
Blind vs. Known Hides	All hides must be blind.
Inaccessible Hides	May have 1 inaccessible hide.
Maximum Hide Height	4 ft (122 cm)
<b>Search Area</b>	
Search Area Size	Between 200 sq. ft (19 m <sup>2</sup> ) and 1,000 sq. ft (93 m <sup>2</sup> )
<b>Distractors</b>	
Number of Distractors	3 total distractors
Distractor Categories	Toy, Food, Sound or Person
<b>Penalties</b>	
False Alerts	No false alerts are permitted.



## CYBER SCENT WORK TRADITIONAL



### Advanced Vehicle

Number of Searches	1
Time Limit (minutes)	3:00
Points to Qualify	90

<b>Hides</b>	
Number of Hides	5 total hides
Odor Type (if using target odor)	Birch, Anise, Clove
Blind vs. Known Hides	All hides must be blind.
Inaccessible Hides	No inaccessible hides.
Maximum Hide Height	3 ft (91 cm)
<b>Search Area</b>	
Number of Vehicles	Between 3 and 5 vehicles.
Vehicle Orientation	Straight row, side-by-side, circle, square, triangle or perpendicular.
<b>Distractors</b>	
Number of Distractors	3 total distractors
Distractor Categories	Toy, Food, Sound or Person
<b>Penalties</b>	
False Alerts	No false alerts are permitted.



## CYBER SCENT WORK TRADITIONAL



### Advanced Container

Number of Searches	1
Time Limit (minutes)	3:00
Points to Qualify	90

<b>Hides</b>	
Number of Hides	5 total hides
Odor Type (if using target odor)	Birch, Anise, Clove
Blind vs. Known Hides	All hides must be blind.
Inaccessible Hides	No inaccessible hides.
Maximum Hide Height	4 ft (122 cm)
<b>Search Area</b>	
Number of Containers	Between 15 and 20 containers.
Container Orientation	Straight row, two straight rows, three straight rows, two staggered rows, three staggered rows, clusters, a circle or square.
<b>Distractors</b>	
Number of Distractors	3 total distractors
Distractor Categories	Toy, Food, Sound or Person
<b>Penalties</b>	
False Alerts	No false alerts are permitted.





## CYBER SCENT WORK TRADITIONAL

### Master Interior

Number of Searches	1
Time Limit (minutes)	4:30
Points to Qualify	90

<b>Hides</b>	
Number of Hides	4-7 total hides; total unknown to the handler.
Odor Type (if using target odor)	Birch, Anise, Clove
Blind vs. Known Hides	All hides must be blind.
Inaccessible Hides	May have 2 inaccessible hides.
Maximum Hide Height	5 ft (152 cm)
<b>Search Area</b>	
Search Area Size	Between 200 sq. ft (19 m <sup>2</sup> ) and 1,000 sq. ft (93 m <sup>2</sup> )
<b>Distractors</b>	
Number of Distractors	4 total distractors
Distractor Categories	Toy, Food, Sound, Person or Movement
<b>Penalties</b>	
False Alerts	No false alerts are permitted.





## CYBER SCENT WORK TRADITIONAL



### Master Exterior

Number of Searches	1
Time Limit (minutes)	4:30
Points to Qualify	90

<b>Hides</b>	
Number of Hides	4-7 total hides; total unknown to the handler.
Odor Type (if using target odor)	Birch, Anise, Clove
Blind vs. Known Hides	All hides must be blind.
Inaccessible Hides	May have 2 inaccessible hides.
Maximum Hide Height	5 ft (152 cm)
<b>Search Area</b>	
Search Area Size	Between 200 sq. ft (19 m <sup>2</sup> ) and 1,500 sq. ft (139 m <sup>2</sup> )
<b>Distractors</b>	
Number of Distractors	4 total distractors
Distractor Categories	Toy, Food, Sound, Person or Movement
<b>Penalties</b>	
False Alerts	No false alerts are permitted.



## CYBER SCENT WORK TRADITIONAL



### Master Vehicle

Number of Searches	1
Time Limit (minutes)	4:30
Points to Qualify	90

<b>Hides</b>	
Number of Hides	4-7 total hides; total unknown to the handler.
Odor Type (if using target odor)	Birch, Anise, Clove
Blind vs. Known Hides	All hides must be blind.
Inaccessible Hides	No inaccessible hides.
Maximum Hide Height	3 ft (91 cm)
<b>Search Area</b>	
Number of Vehicles	Between 3 and 5 vehicles.
Vehicle Orientation	Straight row, side-by-side, circle, square, triangle or perpendicular.
<b>Distractors</b>	
Number of Distractors	4 total distractors
Distractor Categories	Toy, Food, Sound, Person or Movement
<b>Penalties</b>	
False Alerts	No false alerts are permitted.



## CYBER SCENT WORK TRADITIONAL



### Master Container

Number of Searches	1
Time Limit (minutes)	4:30
Points to Qualify	90

<b>Hides</b>	
Number of Hides	4-7 total hides; total unknown to the handler.
Odor Type (if using target odor)	Birch, Anise, Clove
Blind vs. Known Hides	All hides must be blind.
Inaccessible Hides	No inaccessible hides.
Maximum Hide Height	4 ft (122 cm)
<b>Search Area</b>	
Number of Containers	Between 15 and 25 containers.
Container Orientation	Straight rows, staggered rows, scattered, clusters or shapes (circle, square, U, Z, S, etc.). Containers may be elevated.
<b>Distractors</b>	
Number of Distractors	4 total distractors
Distractor Categories	Toy, Food, Sound, Person or Movement
<b>Penalties</b>	
False Alerts	No false alerts are permitted.



## CYBER SCENT WORK TRADITIONAL



### Expert Interior

Number of Searches	1
Time Limit (minutes)	5:00
Points to Qualify	95

<b>Hides</b>	
Number of Hides	1-8 total hides; total unknown to the handler.
Odor Type (if using target odor)	Birch, Anise, Clove
Blind vs. Known Hides	All hides are blind.
Inaccessible Hides	May have 3 inaccessible hides.
Maximum Hide Height	6 ft (183 cm)
<b>Search Area</b>	
Search Area Size	Between 200 sq. ft (19 m <sup>2</sup> ) and 1,500 sq. ft (139 m <sup>2</sup> )
<b>Distractors</b>	
Number of Distractors	4-8 total distractors
Distractor Categories	Toy, Food, Sound, Person or Movement
<b>Penalties</b>	
False Alerts	No false alerts are permitted.



## CYBER SCENT WORK TRADITIONAL



### Expert Exterior

Number of Searches	1
Time Limit (minutes)	5:00
Points to Qualify	95

<b>Hides</b>	
Number of Hides	1-8 total hides; total unknown to the handler.
Odor Type (if using target odor)	Birch, Anise, Clove
Blind vs. Known Hides	All hides are blind.
Inaccessible Hides	May have 3 inaccessible hides.
Maximum Hide Height	6 ft (183 cm)
<b>Search Area</b>	
Search Area Size	Between 200 sq. ft (19 m <sup>2</sup> ) and 2,000 sq. ft (186 m <sup>2</sup> )
<b>Distractors</b>	
Number of Distractors	4-8 total distractors
Distractor Categories	Toy, Food, Sound, Person or Movement
<b>Penalties</b>	
False Alerts	No false alerts are permitted.



## CYBER SCENT WORK TRADITIONAL



### Expert Vehicle

Number of Searches	1
Time Limit (minutes)	5:00
Points to Qualify	95

<b>Hides</b>	
Number of Hides	1-8 total hides; total unknown to the handler.
Odor Type (if using target odor)	Birch, Anise, Clove
Blind vs. Known Hides	All hides are blind.
Inaccessible Hides	No inaccessible hides.
Maximum Hide Height	3 ft (91 cm)
<b>Search Area</b>	
Number of Vehicles	Between 3 and 5 vehicles.
Vehicle Orientation	Straight row, side-by-side, circle, square, triangle or perpendicular.
<b>Distractors</b>	
Number of Distractors	4-8 total distractors
Distractor Categories	Toy, Food, Sound, Person or Movement
<b>Penalties</b>	
False Alerts	No false alerts are permitted.



## CYBER SCENT WORK TRADITIONAL



### Expert Container

Number of Searches	1
Time Limit (minutes)	5:00
Points to Qualify	95

<b>Hides</b>	
Number of Hides	1-8 total hides; total unknown to the handler.
Odor Type (if using target odor)	Birch, Anise, Clove
Blind vs. Known Hides	All hides are blind.
Inaccessible Hides	No inaccessible hides.
Maximum Hide Height	4 ft (122 cm)
<b>Search Area</b>	
Number of Containers	Between 20 and 35 containers.
Container Orientation	Straight rows, staggered rows, scattered, clusters or shapes (circle, square, U, Z, S, etc.). Containers may be elevated.
<b>Distractors</b>	
Number of Distractors	4-8 total distractors
Distractor Categories	Toy, Food, Sound, Person or Movement
<b>Penalties</b>	
False Alerts	No false alerts are permitted.



# HOW DO I GET STARTED?



Create a free account on the Cyber Scent Work website.

Register your dog (one-time lifetime fee).

Read over the Traditional Cyber Scent Work Rules.

Choose a Level, Element and Hide Track.

Set some practice searches.

When ready, choose between an in-person or online assessment.

# FINAL QUESTIONS?

Type them in chat!





# TRADITIONAL CYBER SCENT WORK WEBINAR



**THANK YOU**

WE CANNOT WAIT TO WORK  
WITH YOU AND YOUR PUPS!

[www.cyberscentwork.com](http://www.cyberscentwork.com)