CYBER SNIFFING GAMES

WEBINAR

BY DIANNA L. SANTOS,
KPA-CTP, CPDT-KA, CNWI

WELCOME!

We are thrilled to have you!

Be certain to check out the Cyber Sniffing Games Rules.

Have a question? Please contact me!

Email: dianna@cyberscentwork.com

Dianna L. Santos
President

Sean McMurray
Vice President

WHAT WE WILL COVER

- What is Cyber Scent Work

- What are the Cyber Sniffing Games

- Reasons to Play

- How to Earn a Title

- How to Earn 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 ARE THE CYBER SNIFFING GAMES?

10 unique Games designed to test the hunting skills of the dog.

- Look Up
- Go Away
- Dizzying Distractors
- Focused Fido
- Crazy Containers

- All Mixed Up
- Pool Party
- Sniffing Speedster
- Out of Reach
- Blankety Blank

Anticipate new Games will be added to this list in the future.

REASONS TO PLAY

- Isolating and testing crucial skills dogs need for trial.
    - Can be helpful when preparing to formally trial.
    - Ex: Look Up tests the dog's ability to find elevated hides.
- Many options regarding what you can have the dog hunt for.
    - Food, toys, paired odor, odor or scented articles.
- May opt for known or blind hides.

HOW DO THE GAMES WORK?

- Each Game entry consists of **three separate searches**.

  - Ex: Look Up Search 1, Look Up Search 2, Look Up Search 3

- Must pass **all three searches** to qualify.

  - Must be tackled in the same session, **NOT** on different days.

- Will earn a Game title upon passing all three searches.

ASSESSING THE ENTIRE SEARCH

IT IS ABOUT MORE THAN

THE DOG SIMPLY FINDING THE HIDE!

WHAT ARE THE TEST ITEMS?

- Dog must pass all these items for **EACH** search:

  - Dog knows what they're searching for.

  - Dog is focused on the search.

  - Dog is working independently.

  - Dog is interested in searching.

  - Dog finds all the hides.

  - Handler calls or indicates "Alert."

FAULTS

Dog may **earn 2 total faults** and still qualify.

Each occurrence of the below will count as one fault.

- Dog is destructive (smashes containers, scratches vehicles, aggressive alerts).

- Handler drops treats or toys in the search area.

- Handler fails to reward the dog upon correctly finding a hide.

DISQUALIFICATIONS

A single occurrence of the below will result in disqualification.

- Dog urinates, defecates or vomits in the search area.

- Dog demonstrates any aggression toward the handler, Evaluator, Assistant or persons in the area.

- Handler exhibits any aggressive handling toward the dog.

- Handler displays any unsportsmanlike conduct.

- Handler calls or indicates a false alert.

HOW TO EARN A TITLE

- Pass all three searches for a given Game.

- Earn a title; receive a .PDF title certificate via email.

  - Denoting the hide option.

  - Whether hide is known or blind.

- May earn multiples of the same title.

  - Look Up 1 ft Food Known Title 2

  - Look Up 1 Ft Food Known Title 3

CYBER SNIFFING GAMES

LOOK UP - 1 FT TITLE

ODOR TRACK - KNOWN

IS HEREBY AWARDED TO

FIDO

FOR COMPLETING THE REQUIREMENTS SET BY
CYBER SCENT WORK, INC. ON THIS DATE:

5/1/2023

Dianna L. Santos
Dianna L. Santos
PRESIDENT

CYBER SCENT WORK

Sean McMurray
Sean McMurray
VICE PRESIDENT

HOW TO EARN A RIBBON

- Game X titles.
  - Awarded with every 5 Game titles you earn.
  - Doesn't need to be same Game, hide option or known/blind.
- Will receive a .PDF title certificate via email.
- We will mail you a ribbon.
- Game 5X title, Game 10X title, Game 15X title, etc.

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

KNOWN HIDES

- May design and film your own searches.

BLIND HIDES

- Will need an Assistant to design and film your searches.

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.

QUESTIONS?

Type any questions you have in the chat!

LOOK UP GAME

Tests the dog's ability to find elevated hides at various heights.

Game Type	Game Title	Known Hide Title	Blind Hide Title
Look Up	1 ft	GK-L1	GB-L1
Look Up	2 ft	GK-L2	GB-L2
Look Up	3 ft	GK-L3	GB-L3
Look Up	Mixed Heights	GK-LM	GB-LM
Look Up	4 ft	GK-L4	GB-L4
Look Up	5 ft	GK-L5	GB-L5
Look Up	6 ft	GK-L6	GB-L6
Look Up	Suspended	GK-LS	GB-LS
Look Up	Mixed Heights (Level 2)	GK-LM2	GB-LM2

CYBER SNIFFING GAMES

Look Up
2 ft

# of searches	3
# of hides per search	1
Time limit per search	2:30

Search setup:
- Set 1 hide within the search area 2 ft (61 cm) off the ground.
- May use an interior or exterior space.
- Container searches are also permitted.
- Hides may be either known or blind. Specify on the entry form.
- You may reuse the same search area with different hide placement.

Qualification requirements:
- Must earn a "Pass" on all scorecard items across all three searches.
- Up to 2 faults and no disqualifications.
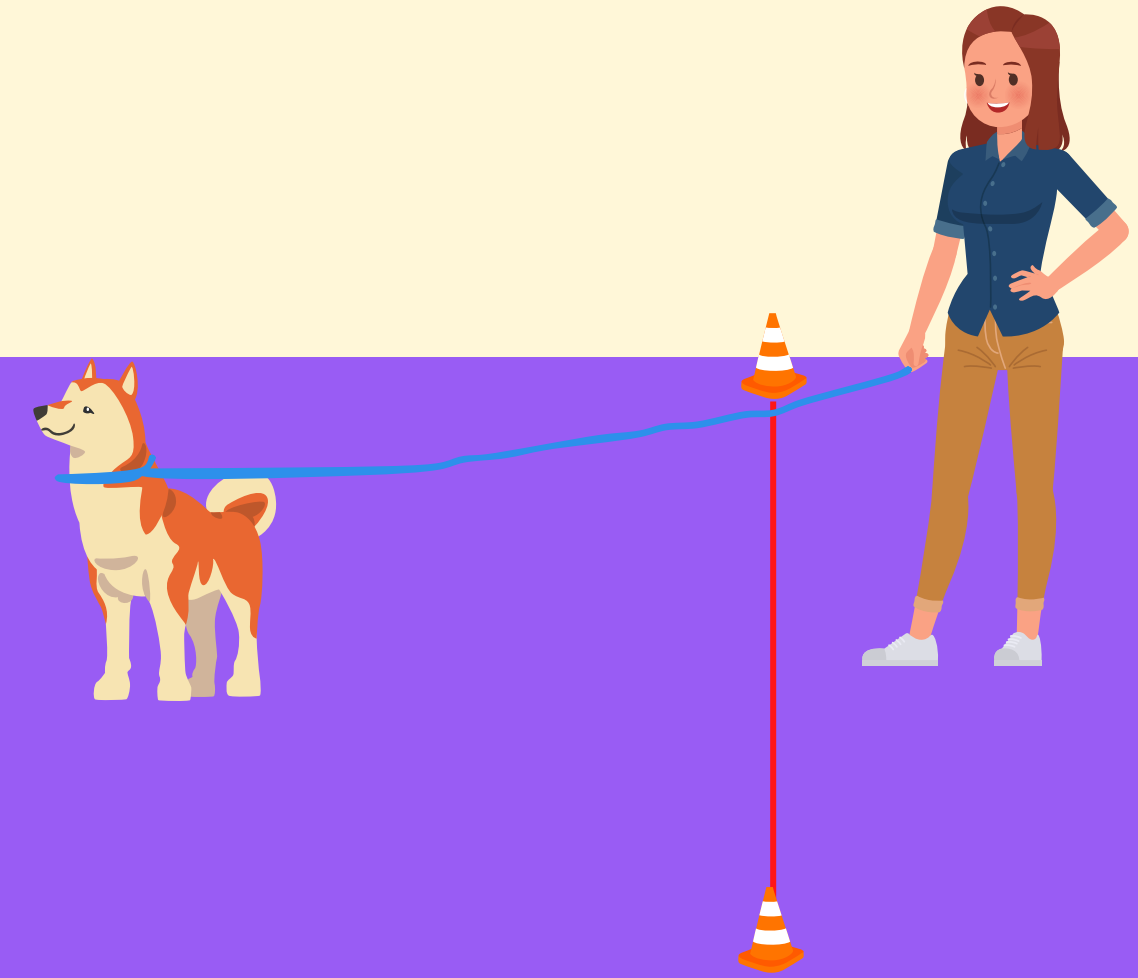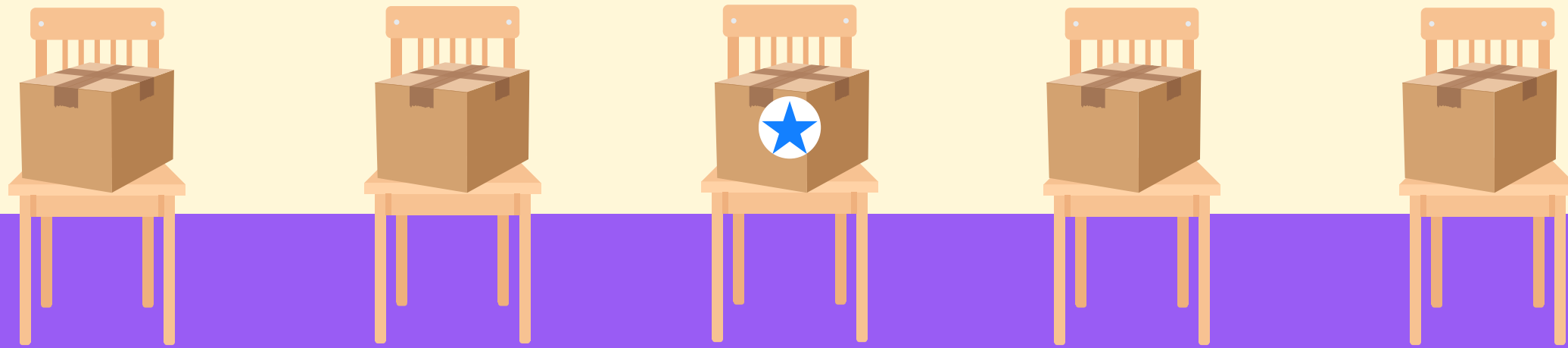- Handler must call or indicate "Alert."

Faults: Each occurrence of the below will count as one fault.
- Dog is destructive (smashes containers, scratches vehicles, aggressive alerts).
- Handler drops treats or toys in the search area.
- Handler fails to reward the dog upon correctly finding a hide.

Disqualifications: A single occurrence of the below will result in disqualification.
- Dog urinates, defecates or vomits in the search area.
- Dog demonstrates any aggression toward the handler, Evaluator, Assistant or persons in the area.
- Handler exhibits any aggressive handling toward the dog.
- Handler displays any unsportsmanlike conduct.
- Handler calls or indicates a false alert.

LOOK UP - 2 FT - SEARCH ONE

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LOOK UP - 2 FT - SEARCH TWO

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LOOK UP - 2 FT - SEARCH THREE

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GO AWAY GAME

Tests the dog's ability to find hides while working away from the handler.

Game Type	Game Title	Known Hide Title	Blind Hide Title
Go Away	Container	GK-GC	GB-GC
Go Away	Interior	GK-GI	GB-GI
Go Away	Exterior	GK-GE	GB-GE
Go Away	Container (Level 2)	GK-GC2	GB-GC2
Go Away	Interior (Level 2)	GK-GI2	GB-GI2
Go Away	Exterior (Level 2)	GK-GE2	GB-GE2

CYBER SNIFFING GAMES

Go Away
Container

# of searches	3
# of hides per search	1
Time limit per search	2:30

Search setup:
- Handler will remain behind the start line as the dog is searching.
  - Handler may move along the start line and provide dog with feedback.
  - Handler may move in to reward the dog once the dog finds the hide.
- Complete these three searches in the order of your choosing:
  - Hide is 5 ft (1.5 m) away from the start line.
  - Hide is 10 ft (3 m) away from the start line.
  - Hide is 15 ft (4.6 m) away from the start line.
- All three searches are container searches, you may choose the size/type.
- May use an interior or exterior space.
- Hides may be either known or blind. Specify on the entry form.
- You may reuse the same search area with different hide placement.

Qualification requirements:
- Must earn a "Pass" on all scorecard items across all three searches.
- Up to 2 faults and no disqualifications.
- Handler must call or indicate "Alert."

Faults: Each occurrence of the below will count as one fault.
- Dog is destructive (smashes containers, scratches vehicles, aggressive alerts).
- Handler drops treats or toys in the search area.
- Handler fails to reward the dog upon correctly finding a hide.

Disqualifications: A single occurrence of the below will result in disqualification.
- Dog urinates, defecates or vomits in the search area.
- Dog demonstrates any aggression toward the handler, Evaluator, Assistant or persons in the area.
- Handler exhibits any aggressive handling toward the dog.
- Handler displays any unsportsmanlike conduct.
- Handler calls or indicates a false alert.

DIZZYING DISTRACTORS GAME

Tests the dog's ability to work through various distractors and still successfully find their hide.

Game Type	Game Title	Known Hide Title	Blind Hide Title
Dizzying Distractors	Sound	GK-DS	GB-DS
Dizzying Distractors	Movement	GK-DM	GB-DM
Dizzying Distractors	Person	GK-DP	GB-DP
Dizzying Distractors	Sound (Level 2)	GK-DS2	GB-DS2
Dizzying Distractors	Movement (Level 2)	GK-DM2	GB-DM2
Dizzying Distractors	Person (Level 2)	GK-DP2	GB-DP2

CYBER SNIFFING GAMES

Dizzying Distractors
Sound

# of searches	3
# of hides per search	1
Time limit per search	2:30

Search setup:
- Choose different sounds to be played **outside** the area during each search.
  - Creative sound distractors are encouraged (e.g., clapping, music, ringtones, etc.)
  - Sounds known to stress, startle or frighten dogs are not permitted (e.g., thunder, barking dogs, banging pots/pans).
- May use an interior or exterior space.
- Container searches are also permitted.
- Hides may be either known or blind. Specify on the entry form.
- You may reuse the same search area with different hide placement.

Qualification requirements:
- Must earn a "Pass" on all scorecard items across all three searches.
- Up to 2 faults and no disqualifications.
- Handler must call or indicate "Alert."

Faults: Each occurrence of the below will count as one fault.
- Dog is destructive (smashes containers, scratches vehicles, aggressive alerts).
- Handler drops treats or toys in the search area.
- Handler fails to reward the dog upon correctly finding a hide.

Disqualifications: A single occurrence of the below will result in disqualification.
- Dog urinates, defecates or vomits in the search area.
- Dog demonstrates any aggression toward the handler, Evaluator, Assistant or persons in the area.
- Handler exhibits any aggressive handling toward the dog.
- Handler displays any unsportsmanlike conduct.
- Handler calls or indicates a false alert.

FOCUSED FIDO GAME

Tests dog's ability to stay focused on the search and find their hide even while their handler is performing unusual behaviors.

Game Type	Game Title	Known Hide Title	Blind Hide Title
Focused Fido	Container	GK-FC	GB-FC
Focused Fido	Interior	GK-FI	GB-FI
Focused Fido	Exterior	GK-FE	GB-FE
Focused Fido	Container (Level 2)	GK-FC2	GB-FC2
Focused Fido	Interior (Level 2)	GK-FI2	GB-FI2
Focused Fido	Exterior (Level 2)	GK-FE2	GB-FE2

CYBER SNIFFING GAMES

Focused Fido
Container

# of searches	3
# of hides per search	1
Time limit per search	2:30

Search setup:
- Handler will perform a unique action during each search.
    - Creative handler actions are encouraged (e.g., singing, clapping, bunny hop, mimic t-rex arms).
    - Handler actions must not purposefully stress, startle or frighten the dog.
- All three searches are container searches.
    - Your choice on the size and type of containers.
- May use an interior or exterior space.
- Hides may be either known or blind. Specify on the entry form.
- You may reuse the same search area with different hide placement.

Qualification requirements:
- Must earn a "Pass" on all scorecard items across all three searches.
- Up to 2 faults and no disqualifications.
- Handler must call or indicate "Alert."

Faults: Each occurrence of the below will count as one fault.
- Dog is destructive (smashes containers, scratches vehicles, aggressive alerts).
- Handler drops treats or toys in the search area.
- Handler fails to reward the dog upon correctly finding a hide.

Disqualifications: A single occurrence of the below will result in disqualification.
- Dog urinates, defecates or vomits in the search area.
- Dog demonstrates any aggression toward the handler, Evaluator, Assistant or persons in the area.
- Handler exhibits any aggressive handling toward the dog.
- Handler displays any unsportsmanlike conduct.
- Handler calls or indicates a false alert.

CRAZY CONTAINERS GAME

Tests dog's ability to tackle the various challenges posed by container searches including orientation, size, number and types of containers.

Game Type	Game Title	Known Hide Title	Blind Hide Title
Crazy Containers	Unique	GK-CU	GB-CU
Crazy Containers	Arrangement	GK-CO	GB-CO
Crazy Containers	Number of Containers	GK-CN	GB-CN
Crazy Containers	Mixed Containers	GK-CM	GB-CM
Crazy Containers	Height of Containers	GK-CH	GB-CH
Crazy Containers	Number of Containers (Level 2)	GK-CN2	GB-CN2

CYBER SNIFFING GAMES

Crazy Containers
Unique

# of searches	3
# of hides per search	1
Time limit per search	2:30

Search setup:
- There will be 1 hide per search.
- A minimum of 10 containers are required in each search.
- Use a different type of container for each of the three searches.
  - Creative containers are encouraged (e.g., easter baskets, buckets, socks, etc.).
  - All containers in an individual search should be the same type. Example: Search 1 - easter baskets, Search 2 – buckets, Search 3 - socks.
- May use an interior or exterior space.
- Hides may be either known or blind. Specify on the entry form.
- You may reuse the same search area with different hide placement.

Qualification requirements:
- Must earn a "Pass" on all scorecard items across all three searches.
- Up to 2 faults and no disqualifications.
- Handler must call or indicate "Alert."

Faults: Each occurrence of the below will count as one fault.
- Dog is destructive (smashes containers, scratches vehicles, aggressive alerts).
- Handler drops treats or toys in the search area.
- Handler fails to reward the dog upon correctly finding a hide.

Disqualifications: A single occurrence of the below will result in disqualification.
- Dog urinates, defecates or vomits in the search area.
- Dog demonstrates any aggression toward the handler, Evaluator, Assistant or persons in the area.
- Handler exhibits any aggressive handling toward the dog.
- Handler displays any unsportsmanlike conduct.
- Handler calls or indicates a false alert.

ALL MIXED UP GAME

Tests the dog's ability to successfully solve converging odor puzzles posed when multiple hides are in a search area and the individual odor plumes are colliding and mixing with one another.

Game Type	Game Title	Known Hide Title	Blind Hide Title
All Mixed Up	Container	GK-AC	GB-AC
All Mixed Up	Interior	GK-AI	GB-AI
All Mixed Up	Exterior	GK-AE	GB-AE
All Mixed Up	Container (Level 2)	GK-AC	GB-AC
All Mixed Up	Interior (Level 2)	GK-AI	GB-AI
All Mixed Up	Exterior (Level 2)	GK-AE2	GB-AE2

CYBER SNIFFING GAMES

All Mixed Up
Container

# of searches	3
# of hides per search	2
Time limit per search	2:30

Search setup:
- There are two hides per search.
- Complete the three searches below in the order of your choosing:
  - Hides are oriented in a straight line.
  - Hides are in adjacent containers.
  - Hides are set on different planes (e.g., on the ground, at head-height for the dog, above head-height for the dog).
- All three searches are container searches.
  - Your choice on the size and type of containers.
- May use an interior or exterior space.
- Hides may be either known or blind. Specify on the entry form.
- You may reuse the same search area with different hide placement.

Qualification requirements:
- Must earn a "Pass" on all scorecard items across all three searches.
- Up to 2 faults and no disqualifications.
- Handler must call or indicate "Alert."

Faults: Each occurrence of the below will count as one fault.
- Dog is destructive (smashes containers, scratches vehicles, aggressive alerts).
- Handler drops treats or toys in the search area.
- Handler fails to reward the dog upon correctly finding a hide.

Disqualifications: A single occurrence of the below will result in disqualification.
- Dog urinates, defecates or vomits in the search area.
- Dog demonstrates any aggression toward the handler, Evaluator, Assistant or persons in the area.
- Handler exhibits any aggressive handling toward the dog.
- Handler displays any unsportsmanlike conduct.
- Handler calls or indicates a false alert.

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POOL PARTY GAME

Tests the dog's ability to encounter and solve pooling odor within a search area, when odor is traveling away from the hide and collecting somewhere else, and successfully work their way back to source.

Game Type	Game Title	Known Hide Title	Blind Hide Title
Pool Party	Container	GK-PC	GB-PC
Pool Party	Interior	GK-PI	GB-PI
Pool Party	Exterior	GK-PE	GB-PE
Pool Party	Container (Level 2)	GK-PC2	GB-PC2
Pool Party	Interior (Level 2)	GK-PI2	GB-PI2
Pool Party	Exterior (Level 2)	GK-PE2	GB-PE2

CYBER SNIFFING GAMES

Pool Party
Container

# of searches	3
# of hides per search	1
Time limit per search	2:30

Search setup:
- Use a fan directed toward the single odor container to blow odor onto the empty containers and potentially create pooling odor puzzles.
  - The fan should run for several minutes but be removed before the search begins.
  - For each search, change the fan location.
  - The fan **should not** point toward the start line.
- Two rows of 6 containers each.
  - Your choice on the size and type of containers.
- May use an interior or exterior space.
- Hides may be either known or blind. Specify on the entry form.
- You may reuse the same search area with different hide placement.

Qualification requirements:
- Must earn a "Pass" on all scorecard items across all three searches.
- Up to 2 faults and no disqualifications.
- Handler must call or indicate "Alert."

Faults: Each occurrence of the below will count as one fault.
- Dog is destructive (smashes containers, scratches vehicles, aggressive alerts).
- Handler drops treats or toys in the search area.
- Handler fails to reward the dog upon correctly finding a hide.

Disqualifications: A single occurrence of the below will result in disqualification.
- Dog urinates, defecates or vomits in the search area.
- Dog demonstrates any aggression toward the handler, Evaluator, Assistant or persons in the area.
- Handler exhibits any aggressive handling toward the dog.
- Handler displays any unsportsmanlike conduct.
- Handler calls or indicates a false alert.

SNIFFING SPEEDSTER GAME

Tests the dog's ability to tackle a Container search under a short time limit. No 30-second time limit warning is given in this Game.

Game Type	Game Title	Known Hide Title	Blind Hide Title
Sniffing Speedster	12 Containers in 30 Seconds	GK-S1	GB-S1
Sniffing Speedster	16 Containers in 30 Seconds	GK-S2	GB-S2
Sniffing Speedster	20 Containers in 30 Seconds	GK-S3	GB-S3
Sniffing Speedster	12 Containers in 20 Seconds	GK-S4	GB-S4
Sniffing Speedster	16 Containers in 20 Seconds	GK-S5	GB-S5
Sniffing Speedster	20 Containers in 20 Seconds	GK-S6	GB-S6

CYBER SNIFFING GAMES

Sniffing Speedster
12 Containers in 30 Seconds

# of searches	3
# of hides per search	1
Time limit per search	0:30

Search setup:
- There will be 12 containers and 1 hide per search.
- You may choose the size and type of the containers.
- Change the orientation of containers in each search.
- May use an interior or exterior space.
- Hides may be either known or blind. Specify on the entry form.
- You may reuse the same search area with different hide placement.

Qualification requirements:
- Must earn a "Pass" on all scorecard items across all three searches.
- Up to 2 faults and no disqualifications.
- Handler must call or indicate "Alert."

Faults: Each occurrence of the below will count as one fault.
- Dog is destructive (smashes containers, scratches vehicles, aggressive alerts).
- Handler drops treats or toys in the search area.
- Handler fails to reward the dog upon correctly finding a hide.

Disqualifications: A single occurrence of the below will result in disqualification.
- Dog urinates, defecates or vomits in the search area.
- Dog demonstrates any aggression toward the handler, Evaluator, Assistant or persons in the area.
- Handler exhibits any aggressive handling toward the dog.
- Handler displays any unsportsmanlike conduct.
- Handler calls or indicates a false alert.

OUT OF REACH GAME

Tests the dog's ability to solve an inaccessible hide odor puzzle.

Game Type	Game Title	Known Hide Title	Blind Hide Title
Out Of Reach	Interior	GK-OI	GB-OI
Out Of Reach	Exterior	GK-OE	GB-OE
Out Of Reach	Interior (Level 2)	GK-OI2	GB-OI2
Out Of Reach	Exterior (Level 2)	GK-OE2	GB-OE2

CYBER SNIFFING GAMES

Out of Reach
Interior

# of searches	3
# of hides per search	1
Time limit per search	2:30

Search setup:
- One of the three searches must have an inaccessible hide.
  - An inaccessible hide is one where the dog cannot get their nose to the odor vessel (e.g., inside a closed closet, drawer, etc.).
- All three searches are interior searches.
- Hides may be either known or blind. Specify on the entry form.
- You may reuse the same search area with different hide placement.

Qualification requirements:
- Must earn a "Pass" on all scorecard items across all three searches.
- Up to 2 faults and no disqualifications.
- Handler must call or indicate "Alert."

Faults: Each occurrence of the below will count as one fault.
- Dog is destructive (smashes containers, scratches vehicles, aggressive alerts).
- Handler drops treats or toys in the search area.
- Handler fails to reward the dog upon correctly finding a hide.

Disqualifications: A single occurrence of the below will result in disqualification.
- Dog urinates, defecates or vomits in the search area.
- Dog demonstrates any aggression toward the handler, Evaluator, Assistant or persons in the area.
- Handler exhibits any aggressive handling toward the dog.
- Handler displays any unsportsmanlike conduct.
- Handler calls or indicates a false alert.

BLANKETY BLANK GAME

Tests the dog's ability to successfully identify when a search area contains no hides.

Game Type	Game Title	Known Hide Title	Blind Hide Title
Blankety Blank	Container	GK-BC	GB-BC
Blankety Blank	Interior	GK-BI	GB-BI
Blankety Blank	Exterior	GK-BE	GB-BE
Blankety Blank	Container (Level 2)	GK-BC2	GB-BC2
Blankety Blank	Interior (Level 2)	GK-BI2	GB-BI2
Blankety Blank	Exterior (Level 2)	GK-BE2	GB-BE2

CYBER SNIFFING GAMES

Blankety Blank
Container

# of searches	3
# of hides per search	0 or 1
Time limit per search	2:30

Search setup:
- One of the three searches must be blank.
  - A blank search is one without any hides. Once the dog has made it clear there are no hides, the handler should call "Finish".
- You may choose the size, type, and arrangement of the containers.
- May use an interior or exterior space.
- Hides may be either known or blind. Specify on the entry form.
- You may reuse the same search area with different hide placement.

Qualification requirements:
- Must earn a "Pass" on all scorecard items across all three searches.
- Up to 2 faults and no disqualifications.
- Handler must call or indicate "Alert."

Faults: Each occurrence of the below will count as one fault.
- Dog is destructive (smashes containers, scratches vehicles, aggressive alerts).
- Handler drops treats or toys in the search area.
- Handler fails to reward the dog upon correctly finding a hide.

Disqualifications: A single occurrence of the below will result in disqualification.
- Dog urinates, defecates or vomits in the search area.
- Dog demonstrates any aggression toward the handler, Evaluator, Assistant or persons in the area.
- Handler exhibits any aggressive handling toward the dog.
- Handler displays any unsportsmanlike conduct.
- Handler calls or indicates a false alert.

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.

WHAT TYPE OF TRAINING FEEDBACK WILL I RECEIVE?

Great question!

Narrated Loom video of your search, noting observations

and providing tips and exercise suggestions.

WHICH GAME SHOULD I START WITH?

You can start with any Game you wish!

There is no set progression.

Recommendation is to read over the Rules, run a few

practice searches and then formally tackle a Game.

MAY I REUSE A SEARCH AREA?

Yes!

Make certain to move the hide(s) and setup

(start line, staging, etc) from search-to-search.

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.

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 DO I GET STARTED?

Create a free account on the Cyber Scent Work website.

Register your dog (one-time lifetime fee).

Read over the Cyber Sniffing Games Rules.

Choose a Game, hide type and whether it is known/blind.

Set some practice searches.

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

FINAL QUESTIONS?

Type them in chat!