



RULEBOOK AND REGULATIONS

(June 2022, Ver. 1.2)

Effective July 1, 2022

Breakdown of Changes to the Rules for Ver. 1.2, Effective July 1, 2021

Add reviews will now consist of video reviews, noting observations, feedback and training advice. Links for these video reviews will be emailed to handlers upon completion of the review and will also be accessible through the Cyber Scent Work, Inc. dashboard.

Add .PDF score cards will be provided upon completion of the review. These score cards will be emailed to handlers upon completion of the review and will also be accessible through the Cyber Scent Work, Inc. dashboard.

Add ribbons will be provided upon earning any Element or Level titles (ribbons will be mailed out for all dogs who earned Element titles prior to this rule change).

Note change in pricing for entry fees.

Clarify international handlers may use the target odors most commonly used by the competition organizations in their area.

Clarify that an assistant is required for all levels of competition, including Beginner.

Remove the need to call "CLEAR" for blank areas; handlers will call "FINISH" instead.

Grammatical corrections and emphasis added where necessary.

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PURPOSE

Provide a trial-like opportunity for dog and handler teams where they can still receive helpful training advice and feedback. Our goal is to promote teams to further improve their Scent Work training and ensure they are properly prepared to compete OR give an outlet for those teams who cannot or do not want to formally compete in 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!

CYBER SCENT WORK, INC. IS THE PERFECT INTERMEDIARY

Giving dog and handler teams an opportunity to get accustomed to competing while still providing helpful training advice, tips and feedback.

HOW DOES THIS WORK

Handlers submit video(s) of their searches, with the required online form and fee. Within 7-business days, a Cyber Scent Work, Inc. Review Official will provide a detailed video review, including training advice and feedback, as well as a detailed scorecard regardless of whether the search earned a qualifying score or not. Review Officials may also provide recommended learning resources to help a team further improve.

If a title is earned (*Element or Level*), handlers will be emailed a .PDF version of a title certificate and will be mailed an Element or Level title ribbon (ribbons are mailed out once a week). Handlers may also track their progress, see all related review videos, score cards and title certificates through their Cyber Scent Work, Inc. dashboard.

MEMBERSHIP FEE FOR HANDLERS

None.

DOG REGISTRATION FEE

One time \$20.00 per dog fee. This is a lifetime fee.

SEARCH REVIEW FEES

\$45.00 per Element Class in Beginner, Novice and Intermediate

\$50.00 per Element Class in Advanced

\$55.00 per Element Class in Master

\$60.00 per Element Class in Expert

All reviews are final. No refunds will be issued for entry fees.

NOTE: For approved shelters, they will enjoy a 50% discount on all registration and search review fees. [Click here to submit your request for approval.](#)

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.*)

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.

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 is not only an excellent training opportunity, it also affords the Review Official the chance to provide feedback on the handler's leash handling skills.

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.

THREE HIDE TYPES

Cyber Scent Work, Inc. recognizes dog and handler teams are in different stages of their training and development. Since the goal is to promote as many dogs to play Scent Work as possible, no dog and handler team should be left out! As such, Cyber Scent Work, Inc. offers three track options: **Food Hide Track, Paired Hide Track and Odor Hide Track.**

FOOD HIDE TRACK

This is where the hides placed within the search area will be **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). 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*) and Clove ("Clove Bud" aka *Eugenia Caryophyllatta*)*

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

ODOR CONCENTRATION PREPARATION

- **BEGINNER - INTERMEDIATE:** “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 the jar, shake it and allow it to sit for 24-hours. 3-5 scented cotton swabs may be used per odor vessel/hide.
- **ADVANCED - EXPERT:** 2 drops of target oil are placed directly onto an individual cotton swab. 1 scented cotton swab should be used per odor vessel/hide.
- All scented cotton swabs **must** be inside an odor vessel (*e.g. tin, straw, tube, etc.*) whenever they are used as hides.

SEARCH ELEMENTS AND LEVELS

Regardless of the hide track you choose (*Food Hide Track, Paired Hide Track or Odor Hide Track*), Cyber Scent Work, Inc. offers **four search elements** and **six levels**.

SEARCH ELEMENTS OFFERED AND GUIDELINES

There are four search elements offered within each level:

INTERIOR

Search area 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.*).

EXTERIOR

Search area should have a **maximum** of 2 solid walls. Space 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.*).

VEHICLE

An inside or outside area that contains items used for transportation such as cars, SUVs, trucks, buses, boats, tractors, motorcycles, bicycles, wheelbarrows, riding lawn mowers, planes, etc. Hides **may only** be placed a **maximum** of 3' off the ground on the **OUTSIDE** of the vehicle (**NO** hides may 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).

CONTAINER

An inside or outside area that contains items used to hold other items such as boxes, toolboxes, lunch boxes, totes, buckets, bins, luggage, etc. Containers **must** be a **minimum of 24” apart (60.96 cm)** from one another and any rows **must** be a **minimum of 36” apart (91.44 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 elevated (*on top of something, such as a chair seat or attached to a wall or lattice or suspended*), containers may **not** be any higher than 2’ off the ground.



NOTE: Teams may earn multiple Element titles (*e.g. Beginner Interior, Beginner Interior 2, Beginner Interior 3, etc.*). To earn an Element title, teams must earn 3 Qs in that given Element at a given level.

For example, a dog and handler team submits three videos showing their Beginner Interior searches, using the Odor Track, and they pass all three. This team would then earn their **Interior Beginner Element title**.

LEVELS OFFERED

Beginner, Novice, Intermediate, Advanced, Master and Expert

- Teams will choose the level they begin competing in. However, progressing through the levels offers a unique learning experience as well.
- Teams may remain in a given level **OR** return to a level they have already earned titles in (*e.g. a dog and handler team participating at Master may go back down to the Novice level*). Progressing up the levels is **NOT** required.
- Teams may earn multiple titles in any given level (*e.g. Beginner Level title, Beginner Level title 2, Beginner Level title 3, etc.*).
- Teams will receive a ribbon in the mail upon earning either an **Element** or a **Level title**.
- Handlers are encouraged to further fine tune their handling and searching skills as the challenges become progressively more complex.

- Upper levels will present **consecutive searches** within a given search element. This is when there are **two or more separate search areas for a given search element** and these searches must be run one right after another. *For instance, Interior A → Interior B.* In order to qualify, **each individual search must earn a passing score.**
- All searches are timed and time limits are assigned to a given level. Assistants should provide a **30-second warning.** In levels with consecutive searches, the time should stop as the team goes from one search to the next and resume when the dog crosses the start line.



IMPORTANT NOTE:

We strongly encourage teams to submit **one video** for their first submission.

We are grading you on so much more than your dog merely finding the hide!

DETAILED EXPLANATION OF LEVELS

BEGINNER LEVEL

Handlers will note before running their dogs where all the hides are located, thus allowing the Review Official to adequately assess the handling of the search (*e.g. leash handling, body positioning, etc.*). Handlers must say **“ALERT”** when their dog has found a hide and **“FINISH”** when their dog has found all the hides.

Each search will consist of **two total hides** (*Birch hides if choosing the Paired or Odor Hide Tracks*) and teams will have **2:00 minutes** to complete the search. All hides should be **accessible** and set at a **maximum height** of 2' (60.69 cm) off the ground. All searches should be run independently (*no consecutive searches*). **No** known distractors should be used.



REQUIREMENTS FOR EACH INDIVIDUAL SEARCH:

INTERIORS: May be a familiar location (*e.g. home, friend's house, training center*).

- **Interior space requirements:** between 100- 200 sq ft. (9.2 - 18.5 sq m.)

EXTERIORS: May be a familiar location (*e.g. front/backyard, friend's house, training center, etc.*).

- **Exterior space requirements:** between 100-300 sq ft. (9.2 - 27.8 sq m.)

VEHICLES: 2-4 vehicles to be used.

- **Vehicle orientation options:** may use a straight row, side-by-side or perpendicular orientation.

CONTAINERS: 10-12 containers to be used.

- **Container orientation options:** may use a straight row, two straight rows, three straight rows, two staggered rows or three staggered rows.

BEGINNER LEVEL REQUIREMENTS (ALL ELEMENTS)

TIME LIMIT	2:00 minutes
LOCATION OF SEARCH AREA	Familiar location (<i>e.g. home, friend's house, training center</i>)
HIDE DETAILS	
Number of hides	2 hides; Birch (<i>if using target odor</i>)
Noted hides	ALL HIDES ARE NOTED
Blind hides	NONE
Inaccessible hides	NONE
Hide height	Maximum of 2' (60.69 cm)
DISTRACTORS	
Toy distractors	NO
Food distractors	NO
People distractors	NO
Sound distractors	NO
Movement distractors	NO
CONSECUTIVE SEARCHES	NO
BLANK SEARCHES	NO
ODOR PUZZLE REQUIREMENTS	NONE
POINTS TO QUALIFY	70 points (3 Q's to earn Element title)

NOVICE LEVEL

Blind hides will be 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 the level of independence on behalf of the dog (*that they are not depending on the handler to locate the hide*).

A total of **3 hides** (*Birch and Anise hides if choosing the Paired or Odor Hide Tracks*) will be within each search area, 1 of which will be **blind** to the handler. Teams will have **2:30 minutes** to complete each search. All hides should be **accessible** and set at a **maximum** height of 3' (91.44 cm) off the ground. All searches should be run independently (*no consecutive searches*). **Toy distractors** should be present within each search area.



REQUIREMENTS FOR EACH INDIVIDUAL SEARCH:

INTERIORS: May be a familiar location (*e.g. home, friend's house, training center*).

- **Interior space requirements:** between 100- 300 sq ft. (9.2 - 27.8 sq m.)

EXTERIORS: May be a familiar location (*e.g. front/backyard, friend's house, training center, etc.*).

- **Exterior space requirements:** between 100-500 sq ft. (9.2 - 46.4 sq m.)

VEHICLES: 2-4 vehicles to be used.

- **Vehicle orientation options:** may use a straight row, side-by-side or perpendicular orientation.

CONTAINERS: 12-15 containers used.

- **Container orientation options:** may use a straight row, two straight rows, three straight rows, two staggered rows or three staggered rows.

NOVICE LEVEL REQUIREMENTS (ALL ELEMENTS)

TIME LIMIT	2:30 minutes
LOCATION OF SEARCH AREA	Familiar location (<i>e.g. home, friend's house, training center</i>)
HIDE DETAILS	
Number of hides	3 hides; Birch and Anise (<i>if using target odor</i>)
Noted hides	2 HIDES ARE NOTED
Blind hides	1 HIDE MUST BE BLIND
Inaccessible hides	NONE
Hide height	Maximum of 3' (91.44 cm)
DISTRACTORS	
Toy distractors	YES
Food distractors	NO
People distractors	NO
Sound distractors	NO
Movement distractors	NO
CONSECUTIVE SEARCHES	NO
BLANK SEARCHES	NO
ODOR PUZZLE REQUIREMENTS	NONE
POINTS TO QUALIFY	80 points (need 3 Q's to earn Element title)

INTERMEDIATE LEVEL

Dog and handler teams should now be working as a unit and demonstrate superb handling and excellent navigation of the search area.

Only 1 noted hide will be within each search area (**3 total hides in each search area - Birch, Anise and Clove if choosing the Paired or Odor Hide Tracks**). Teams will have **3:00 minutes** to complete each search. All searches should be run independently (*no consecutive searches*). All hides should be **accessible** and set at **maximum** height of 4' (121.92 cm) off the ground. **Toy distractors** should be present within each search area. **Food** (*contained*) distractors should also be present if choosing the Odor Hide Track.



REQUIREMENTS FOR EACH INDIVIDUAL SEARCH:

INTERIORS: May be a familiar location (*e.g. home, friend's house, training center*).

- **Interior space requirements:** between 100- 500 sq ft. (9.2 sq m - 46.4 sq m.)

EXTERIORS: May be a familiar location (*e.g. front/backyard, friend's house, training center, etc.*).

- **Exterior space requirements:** between 100-800 sq ft. (9.2 sq m - 74.3 sq m.)

VEHICLES: 3-5 vehicles to be used.

- **Vehicle orientation options:** may use a straight row, side-by-side, circle, triangle or perpendicular orientation.

CONTAINERS: 15-20 containers to be used.

- **Container orientation options:** may use a straight row, two straight rows, three straight rows, two staggered rows, three staggered rows, clusters or a circle.

INTERMEDIATE LEVEL REQUIREMENTS (ALL ELEMENTS)

TIME LIMIT	3:00 minutes
LOCATION OF SEARCH AREA	Familiar location (<i>e.g. home, friend's house, training center</i>)
HIDE DETAILS	
Number of hides	3 hides; Birch, Anise and Clove (<i>if using target odor</i>)
Noted hides	1 HIDE IS NOTED
Blind hides	2 HIDES MUST BE BLIND
Inaccessible hides	NONE
Hide height	Maximum of 4' (121.92 cm)
DISTRACTORS	
Toy distractors	YES
Food distractors	YES
People distractors	NO
Sound distractorson	NO
Movement distractors	NO
CONSECUTIVE SEARCHES	NO
BLANK SEARCHES	NO
ODOR PUZZLE REQUIREMENTS	NONE
POINTS TO QUALIFY	90 points (need 3 Q's to earn Element title)

ADVANCED LEVEL

Teams will now need to navigate **two consecutive searches for each Element** (e.g. *Interior A* → *Interior B*). All hides will now be **blind**.

There will be a **total of 4 hides** within each search Element (***Birch, Anise and Clove if choosing the Paired or Odor Hide Tracks***); assignment of the number of hides is flexible. *For example, Interior A may have 3 hides and then Interior B may have 1 hide.* Handlers will **not know** how many hides are within each individual search area. Teams will have **5:00 minutes** to complete all the consecutive searches in a given search element. All hides are **accessible**. One **distance odor puzzle** must be featured in the **Interior** and **Exterior** search elements. **Toy** and **people** distractors should be present within each search area. **Food** (*contained*) distractors should also be present if choosing the Odor Hide Track.



REQUIREMENTS FOR EACH INDIVIDUAL SEARCH:

INTERIORS: Ideally a novel location (e.g. *dog-friendly business, park, etc.*).

- **Interior space requirements:** between 100- 800 sq ft. (9.2 - 74.3 sq m.)

EXTERIORS: Ideally a novel location (e.g. *dog-friendly business, park, etc.*).

- **Exterior space requirements:** between 100-1000 sq ft. (9.2 - 92.9 sq m.)

VEHICLES: 3-5 vehicles to be used per search area.

- **Vehicle orientation options:** may use a straight row, side-by-side, circle, triangle or perpendicular orientation.

CONTAINERS: 15-20 containers to be used per search area.

- **Container orientation options:** may use a straight row, two straight rows, three straight rows, two staggered rows, three staggered rows, clusters, a circle or square.

ADVANCED LEVEL REQUIREMENTS (ALL ELEMENTS)

TIME LIMIT	5:00 minutes to complete both consecutive searches in a given Element (e.g. Interior A and Interior B)
LOCATION OF SEARCH AREA	Ideally novel location (e.g. dog-friendly business, public park, etc.)
HIDE DETAILS	
Number of hides	4 total hides across two consecutive searches per Element; Birch, Anise and Clove (if using target odor)
Known hides	Handlers do NOT know the total number of hides in each search.
Blind hides	ALL HIDES MUST BE BLIND
Inaccessible hides	NONE
Hide height	Maximum of 5' (151.4 cm)
DISTRACTORS	
Toy distractors	YES
Food distractors	YES
People distractors	YES
Sound distractors	NO
Movement distractors	NO
CONSECUTIVE SEARCHES	YES - Two consecutive searches for each Element
BLANK SEARCHES	NO
ODOR PUZZLE REQUIREMENTS	YES - 1 distance odor puzzle must be offered in the Interior and Exterior Elements
POINTS TO QUALIFY	70 points in EACH search (need 3 Q's to earn Element title)

MASTER LEVEL

Blank areas are introduced. Teams are expected to have adjusted to the previously introduced challenges. As such, they are required to earn more points to qualify in each individual search.

There should be a **total of 5 blind hides** that may be split up between the **three consecutive search areas** for a given search element (*hides may be Birch, Anise and/or Clove if choosing the Paired or Odor Hide Tracks*). However, one of the consecutive search areas must be **blank**. *For example, Interior A is blank → Interior B has 3 hides → Interior C has 2 hides*. When a handler believes they have cleared a blank area, they must call **“FINISH”**. Handlers will **not** know how many hides are within each individual search. 1 hide must be **inaccessible** in each search element. Teams will have **7:00 total minutes** to complete all three consecutive searches. One **“silly handler” puzzle** must be posed in all the search elements. **Toy, sound** and **people** distractors should be present within each search area. **Food** (*contained*) distractors should also be used if choosing the Odor Hide Track.



REQUIREMENTS FOR EACH INDIVIDUAL SEARCH:

INTERIORS: Ideally a novel location (e.g. dog-friendly business, park, etc.).

- **Interior space requirements:** between 100- 1000 sq ft. (9.2 - 92.9 sq m.)

EXTERIORS: Ideally a novel location (e.g. dog-friendly business, park, etc.).

- **Exterior space requirements:** between 100-1500 sq ft. (9.2 - 139.3 sp m.)

VEHICLES: 3-6 vehicles to be used per search area

- **Vehicle orientation options:** may use a straight row, side-by-side, circle, triangle or perpendicular orientation.

CONTAINERS: 20-25 containers to be used per search area.

- **Container orientation options:** may use a straight row, two straight rows, three straight rows, two staggered rows, three staggered rows, scattered, clusters, or shapes (*circle, square, U, S, etc.*) or containers may be elevated.

MASTER LEVEL REQUIREMENTS (ALL ELEMENTS)

TIME LIMIT	7:00 minutes to complete all consecutive searches in a given Element (e.g. Interior A, Interior B and Interior C)
LOCATION OF SEARCH AREA	Ideally novel location (e.g. dog-friendly business, public park, etc.)
HIDE DETAILS	
Number of hides	5 total hides across three consecutive searches per Element; Birch, Anise and Clove (if using target odor)
Known hides	Handlers do NOT know the total number of hides in each search.
Blind hides	ALL HIDES MUST BE BLIND
Inaccessible hides	1 per Element
Hide height	Maximum of 6' (182.88 cm)
DISTRACTORS	
Toy distractors	YES
Food distractors	YES
People distractors	YES
Sound distractors	YES
Movement distractors	NO
CONSECUTIVE SEARCHES	YES - Three consecutive searches for each Element
BLANK SEARCH AREA	YES - One in each Element
ODOR PUZZLE REQUIREMENTS	YES - 1 silly handler puzzle in all Elements
POINTS TO QUALIFY	80 points in EACH search (3 Q's to earn Element title)

EXPERT LEVEL

This level is designed to be particularly challenging. Teams must demonstrate superb handling and skills to earn 95-points in each individual search to qualify.

There will be a **maximum of 10 blind hides per search element** split up among **three consecutive searches** with **1 blank area included**. Teams will have **9:00 minutes** to complete all three searches. The assistant may choose to use **LESS** total hides than the 10 maximum limit (*Birch, Anise and Clove may be used if using the Paired or Odor Hide Tracks*). Handlers will **not** know how many hides are within each search area. One hide must be **inaccessible** within each search element. One **endurance** (*more than 5 hides*) puzzle must be posed in the Interior, Exterior and Container search elements. **Toy, sound, movement** and **people** distractors should be present within each search area. **Food** (*contained*) distractors should also be used if using the Odor Hide Tracks.



REQUIREMENTS FOR EACH INDIVIDUAL SEARCH:

INTERIORS: Ideally a novel location (*e.g. dog-friendly business, park, etc.*).

- **Interior space requirements:** between 100- 1500 sq ft. (9.2 - 139.3 sq m.)

EXTERIORS: Ideally a novel location (*e.g. dog-friendly business, park, etc.*).

- **Exterior space requirements:** between 100-2000 sq ft. (9.2 - 185.8 sq m.)

VEHICLES: 3-10 vehicles to be used per search area.

- **Vehicle orientation options:** may use a straight row, side-by-side, circle, triangle or perpendicular orientation.

CONTAINERS: 25-35 containers to be used per search area..

- **Container orientation options:** may use a straight row, two straight rows, three straight rows, two staggered rows, three staggered rows, scattered, clusters, or shapes (*circle, square, U, Z, S, etc.*) or containers may be elevated.

EXPERT LEVEL REQUIREMENTS (ALL ELEMENTS)

TIME LIMIT	9:00 minutes to complete all consecutive searches in a given Element (<i>e.g. Interior A, Interior B and Interior C</i>)
LOCATION OF SEARCH AREA	Ideally novel location (<i>e.g. dog-friendly business, public park, etc.</i>)
HIDE DETAILS	
Number of hides	Maximum of 10 total hides across three consecutive searches per Element; Birch, Anise and Clove (<i>if using target odor</i>)
Known hides	Handlers do NOT know the total number of hides in each search.
Blind hides	ALL HIDES MUST BE BLIND
Inaccessible hides	1 per Element
Hide height	Maximum of 6' (182.88 cm)
DISTRACTORS	
Toy distractors	YES
Food distractors	YES
People distractors	YES
Sound distractors	YES
Movement distractors	YES
CONSECUTIVE SEARCHES	YES - Three consecutive searches for each Element
BLANK SEARCH AREA	YES - One in each Element
ODOR PUZZLE REQUIREMENTS	YES - 1 endurance search in Interior, Exterior and Container Elements
POINTS TO QUALIFY	95 points in EACH search (3 Q's to earn an Element title)

HOW TEAMS ARE SCORED

Each test item is worth **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.*

DOG	HANDLER	SEARCH AREA
Does the dog know what they are searching for (food, odor)?	Is the handler practicing good on or off-leash handling skills?	Are the search area requirements followed?
Is the dog working independently?	Is the handler properly supporting the dog?	Are the start line and boundaries clearly delineated?
Is the dog focused on the search?	Is the handler granting the dog space to work?	Is the search area safe?
Is the dog enthusiastic about the search?	Is the handler giving the dog enough time to work out the problem?	Is the hide placement appropriate for the level?
Does the dog show a change of behavior?	Does the handler properly read the dog?	Is there a proper use and placement of distractors?
Does the dog find all of the hides within the time limit?	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?	

FALSE ALERTS

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, will not qualify but will still receive training feedback from the Review Official.

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, will not qualify but will still receive training feedback from the Review Official.

FAULTS

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

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

DISQUALIFICATIONS

If a handler or dog does the following, they will earn a **0 score** for that search but will still receive the written feedback from the reviewer.

DOG	HANDLER	SEARCH AREA
Urinate, defecates or vomits in the search area.	Aggressive handling toward the dog (<i>e.g., leash or verbal corrections</i>).	Failure to follow requirements for odor puzzles (<i>Advanced - Distance, Master - Silly Handler, Expert - Distance</i>).
Any aggression toward the handler, assistant or person distractors.	Unsportsmanlike conduct toward assistant or people distractors.	

BONUS POINTS

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

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

TITLES AND ABBREVIATIONS

LEVEL TITLES AND ABBREVIATIONS		
LEVEL	ABBREVIATION	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

Should a dog and handler team choose the Food Hide Track, a "F" will be appended to their title (e.g. CS-NF).

Should a dog and handler team choose the Food Hide Track, a "P" will be appended to their title (e.g. CS-NP).

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

Should a dog and handler team choose the Food Hide Track, a "F" will be appended to their earned title (e.g. I-BF)

Should a dog and handler team choose the Paired Hide Track, a "P" will be appended to their earned title (e.g. I-BP)

COMMONLY ASKED QUESTIONS

DO I HAVE TO START WITH THE FOOD HIDE TRACK

No. You get to decide which hide track you think would be best for you and your dog, the Food Hide Track, Paired Hide Track or Odor Hide Track.

DO I HAVE TO STAY IN A GIVEN HIDE TRACK

No! You may do multiple hide tracks at once, move around among them or switch. As an example, you may submit 3 Interior Beginner searches using the Food Hide Track, earning a Interior Beginner Element Food Track Title. You then decide to submit 3 additional Interior Beginner searches using the Odor Hide Track. If you passed all of those searches, you would then earn your Interior Beginner Element Odor Track Title.

IS THE FOOD TRACK ONLY FOR BEGINNERS

No! There may be dog and handler teams who are never going to train on target odors and have no plans of formally competing. Having their dogs do the searches as laid out in these rules and hunting for food is just as impressive as if they were hunting for a target odor. It is also possible that highly-experienced dog and handler teams who are already formally competing are either addressing an enthusiasm issue or have retired from formal competition and have chosen to now use food hides in their searches.

WHO CHOOSES THE SEARCH AREA

Handlers should partner with their assistant (*the person who will set the hides*) to find a suitable search area, ensuring the noted requirements will be followed. Handlers are encouraged to be advocates for their dogs. Should a level indicate that “ideally a novel location” is used, but a handler knows this is not in the best interest of their dog, they may opt to use a more familiar search area instead. ***Safety is of paramount importance***, for the dog and handler team, their assistant, any human volunteers and the public at large, human and canine alike. Handlers are expected to choose locations that will ensure their search may be done safely.

WHO SETS THE HIDES

An assistant should be setting all of the hides (*this is the same person who will say “YES” or “NO” when the handler calls “ALERT” when running the search*). The assistant does not need to be a formal official certified through Cyber Scent Work, Inc. However, assistants should refer to the provided [Resources](#) to ensure they are following proper hide preparation, handling and setting procedures.

AM I REQUIRED TO HAVE AN ASSISTANT

Yes. This individual will set your hides and officiate your search. Even in the Beginner level, where all the hide locations are known, it is crucial practice for handlers to have someone officiate their runs.

ARE THERE WALK THROUGHS

In the **Beginner, Novice and Intermediate levels**, prior to running the search, the handler should walk through the search area with the assistant to have any noted hides pointed out to them. In the **Advanced, Master and Expert levels**, the assistant will **NOT** point out any of the hide locations, but will instead allow the handler to see the search area without their dog to get a bearing of where the start line and boundaries are.

WHERE SHOULD VIDEOS BE TAKEN

Any location where the handler has explicit permission to do so (*e.g. public business where handler has received verbal and/or written permission to be present, do the searches and videotape them*).

WHAT DO I NEED TO INCLUDE IN MY VIDEO

An overview of the search area indicating where the hides, the start line and boundaries are before the team runs and the entirety of the search (*team approaching the start line to the handler calling "FINISH"*). For consecutive searches, all individual searches need to be included in the video.

MAY I EDIT MY VIDEO

Videos should not be edited to include annotations, music or voice-overs. Videos may be combined so the setting up of the search area and showing where the hides are and the actual search itself is one file as opposed to two. This latter type of editing is permitted and encouraged.

WHERE CAN I UPLOAD MY VIDEO

Before uploading your video, please review it to make sure it is clear enough for the Review Official to evaluate and give feedback. Videos should be uploaded to YouTube. If a video cannot be viewed, the handler will receive an email stating their submission is pending until the video is resubmitted.

MAY GROUP CLASS SET-UPS BE SUBMITTED

Yes! The purpose behind Cyber Scent Work, Inc. is to prepare teams for formal competition **OR** to provide an outlet for those teams who are not interested in competing. Training advice and tips will be provided by the assigned Review Official. If instructors would like to do a mock trial set-up and videotape their individual students doing the searches (*following the guidelines in these Rules and Regulations*), those students may then submit their videos for review to potentially earn Element and/or Level titles.

ARE SEARCHES TIMED

Yes. There are time limits assigned for every 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 giving the team a 30-second warning. In consecutive searches, the time should stop when one search is completed (*handler has called "FINISH"*) and resume when the team crosses the next search area's start line. In blank searches, time will also stop when the handler calls **"FINISH"**.

WHAT ARE CONSECUTIVE SEARCHES

This is when a dog and handler team are expected to go from one search directly to another within a given search element. *For example, starting in the Advanced-level of competition, there should be two Interior searches set-up, Interior A → Interior B. A dog and handler team must complete Interior A and then immediately go into Interior B.* Teams are permitted to do their designated start line routine (*e.g. waiting at the start line for a few seconds to allow the dog to get focused on the search prior to starting*) before they commence their second search. The timer will **NOT** resume until the dog's nose crosses the next start line. Teams are permitted to have breaks in-between different sets of consecutive searches (*e.g. team completes Interior A → Interior B, takes a break and then does Exterior A → Exterior B*).

ARE THERE REQUIREMENTS IN HOW I INDICATE WE HAVE FOUND A HIDE

Yes. 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 test items the team is scored on.

ARE THERE REQUIREMENTS IN HOW I INDICATE WE HAVE FOUND ALL THE HIDES

Yes. 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 test items a team is scored on.

ARE THERE REQUIREMENTS IN HOW I INDICATE MY DOG HAS CLEARED A BLANK AREA

Yes. Blank searches are possible in the Master and Expert levels. Handlers must call “**FINISH**” when they believe their dog has correctly cleared a blank space. Correctly calling “**FINISH**” is one of the test items a team is scored on. Doing so will stop the time and allow the team to move onto the next consecutive search or end that series of searches.

ARE THERE REQUIREMENTS IN HOW I REWARD MY DOG

No. Handlers may choose to use treat rewards, toy rewards, verbal rewards or a combination of all three. The only requirement is that dogs **are indeed rewarded** after correctly finding a hide. This may be done at or away from source, it is the handler’s choice. Handlers are expected to reward their dog in the Food, Paired and Odor Hide Tracks. This is especially true in the Food and Paired Odor Tracks. While the dog will be self-rewarding with the food or pairing, handlers are still expected to deliver a **second reward**, be it food, toys or verbal praise. Should a handler not reward their dog after correctly finding a hide, the team will be assessed a **5-point fault**.

MAY I TOSS TREATS IN THE SEARCH AREA

No. Doing so will contaminate the search area and this is highly frowned upon by other competition organizations. The goal is to prevent bad habits from forming. Should a handler toss or drop food within the search area, the team will be assessed a **5-point fault**.

MAY I TOSS TOYS IN THE SEARCH AREA

No. Doing so will oftentimes cause disturbance or destruction of the search area. Should handlers choose to use toy rewards, these should be a tug-like toy that does not leave the handler’s hand as they are playing with their dog. Should the toy be tossed or dropped within the search area, the team will be assessed a **5-point fault**.

FALSE ALERTS – WHEN ARE THEY ALLOWED AND WHAT DO THEY COST

Handlers are permitted to call **two false alerts** in the **Beginner and Novice levels** of competition. Each false alert will cost the team 5-points. If a handler calls a third false alert in a search, they will receive a 0 score, will not qualify but will still receive their training feedback from the Review Official. If a handler calls a false alert at any other level (*Intermediate, Advanced, Master or Expert*), they will receive a 0 score, will not qualify but will still receive training feedback from the Review Official.

WHAT SHOULD I DO WHEN I FIND ALL THE HIDES

Handlers must call **“FINISH”** when they believe their dog has found all the hides in the search area. This is one of the test items teams are scored on. Doing so will stop the time for all searches and if this was part of a consecutive search, the time would stop to allow the team to get to the next search area.

WHAT SHOULD I DO WHEN I THINK MY DOG HAS CLEARED A BLANK AREA

Handlers should call **“FINISH”** when they believe their dog has cleared a blank search area. Doing so will stop the time and allow the team to move onto the next consecutive search or end that series of searches.

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

WHAT IS THE PURPOSE BEHIND DISTRACTORS

To test the dog’s ability to focus on the task at-hand and successfully locate all of the hides. Distractors **must never** be used to scare, startle or stress out the dog.

WHAT IS THE APPROPRIATE 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 and provide feedback noting the dog’s distraction level.

WHERE MAY DISTRACTORS BE PLACED WITHIN THE SEARCH

The only requirement is that hides **NOT** be 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.

HOW MANY APPROVED DISTRACTORS MAY BE USED WITHIN A SEARCH

In each individual search, **1-5 distractors** of a given category may be used. For instance, in an Advanced Container Odor Track search, an assistant may choose to design the **Container 1 search** with 20 total containers, 3 hides, 4 food containers, 1 toy container and 1 person distractor, whereas the **Container 2 search** will have 15 containers, 1 hide, 5 food containers, 2 toy containers and 2 person distractors.

HOW MANY DISTRACTORS MUST BE USED IN EACH CONSECUTIVE SEARCH

For the **Advanced, Master and Expert levels**, teams must tackle consecutive searches in each search element. Within each individual search, the required distractors must be present. For example, in an Expert Exterior submission there must be three individual Exterior Searches: Exterior A, Exterior B and Exterior C. ***Each Exterior search must contain the required types of distractors:*** toys, food, person, sound and movement. **Distractor categories may be combined**, such as a person holding onto a spinning pinwheel would satisfy the person and movement distractor requirement.

WHAT IS CONSIDERED A TOY DISTRACTOR

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.

WHAT IS CONSIDERED A FOOD DISTRACTOR

Any foodstuff item that is safe to be consumed by dogs, meaning it may be human-specific or dog-specific treats or food. In the levels that require food distractors, 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 and/or Clove*) may **NOT** be placed inside a food distractor container.

WHAT IS CONSIDERED A PERSON DISTRACTOR

Any adult (*18 years or older*) human assistant(s). They may be seated, standing or moving around the search area. Person distractors are **NOT** to purposefully startle, scare or concern the dog. These are different people from the assistant calling “YES” or “NO” during the search.

WHAT IS CONSIDERED A SOUND DISTRACTOR

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 to startle, scare or concern the dog.

WHAT IS CONSIDERED A MOVEMENT DISTRACTOR

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.

WHAT IS A DISTANCE ODOR PUZZLE

This is when the handler is required to stay at the start line as their dog searches. The point of this puzzle is to test the dog’s ability to work away from the handler and for the handler to properly read their dog. This puzzle should be present in the Advanced level for the Interior and Exterior search elements within one of the consecutive searches.

The hide must be set a minimum of 10’ from the start line. Search areas may be delineated to show which search contains the distance puzzle.

WHAT IS THE SILLY HANDLER ODOR PUZZLE

This is where the handler will choose from a variety of strange movements and actions that they must do while their dog is working a search. The assistant will have a series of pieces of paper in a bucket or hat for the handler to choose from before they run. These will contain the actions the handler must perform. 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. This puzzle is designed to test the dog’s ability to stay focused on the task at-hand and not become distracted by their handler. This odor puzzle should be present in at least one of the searches in all of the elements at the Master level.

WHAT IS THE ENDURANCE ODOR PUZZLE

This is when there are **5 or more hides** within a given search area. The purpose of this odor puzzle is to test the dog's endurance and the handler's ability to read their dog.

This odor puzzle should be present in one of the searches in the Interior, Exterior and Container search elements at the Expert level.

WHAT IS THE PURPOSE BEHIND BLANK SEARCH AREAS

This is to test whether the dog is truly hunting for odor, can properly clear a space and whether the handler can properly read their dog.

AM I REQUIRED TO DO ALL THE ELEMENTS

No. Handlers may choose to submit videos for only one, two or three elements if they wish. Once they have earned 3 Q's in a given element, they will then earn an Element Title. If this handler then wanted to earn a Level Title, they would simply need to submit the remaining element videos. Cyber Scent Work, Inc. wants handlers to have the flexibility to make decisions that are in the best interest of their dogs.

WHY ARE YOU PROVIDING TRAINING FEEDBACK

Our goal is to promote more dogs playing the game of Scent Work and training is the best way to play! We also recognize the gap which exists between training and trialing. Cyber Scent Work, Inc. is positioned to best bridge this gap by providing a great deal of value to dog and handler teams, helping them learn and further improve their skills all while having fun in a supportive environment.

MAY I SHARE MY FEEDBACK ON SOCIAL MEDIA

Yes! You are welcome to share the feedback you receive from the Review Officials on social media.

I HAVE ANOTHER QUESTION...WHO DO I CONTACT?

You may check out our [Commonly Asked Questions](#) on our website or contact us at dianna@cyberscentwork.com and we will get back to you as quickly as we can. We are always happy to help.

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 should say when their dog finds each hide within a search area.

ASSISTANT: The person who will set the hides and respond with “YES” or “NO” when the handler calls out “ALERT”.

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 HIDE: Those hides unknown to the handler who is running the search. This is supposed to more closely resemble what teams will encounter at a formal Scent Work competition.

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

CHANGE OF BEHAVIOR: An involuntary response the dog has to detecting odor and/or finding the hide (*e.g. fish hook turn, sudden change of direction, opening/closing mouth, tail still/wagging, etc.*). Review Officials will be looking 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 - Expert levels. For example, in the Advanced-level, consecutive searches are introduced so teams must go from Interior A → Interior B with no breaks in-between. This tests the overall endurance of the team.

CONTAINER: Search element consisting of items used to hold other items, such as boxes, toolboxes, lunch boxes, totes, buckets, bins, luggage, etc.

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 detailed feedback and training tips from the Review Official.

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: Search element consisting of an exterior space with a **maximum** of 2 solid walls. Space may have a roof or overhang, such as a shelter in a park or overhang for a porch.

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 placed within the search area are food alone. 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.

FINISH: What handlers should say when their dogs have finished finding all of 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: When a hide is located somewhere the dog cannot get their nose to the odor vessel (*e.g. tin, straw, tube, etc.*) itself. Some examples include placing the odor vessel in a closed drawer or at an excessive elevation (*over 4'*).

INDIVIDUAL SEARCHES: Each separate search a team will navigate.

INTERIOR: Search element consisting of an interior space with a minimum of 4 walls and a roof.

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

KNOWN HIDES: The handler knows how many total hides are within an individual search.

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 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: Handler notes the location of a hide before running the dog. 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 Caryophyllatta*). **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 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 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. These help preserve the integrity of the search area.

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

Q: Qualify.

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

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

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 has to complete a given search, meaning locating all of the hides and the handler calling "**FINISH**". Time will stop when the handler calls "**FINISH**".

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

VEHICLE: Search element consisting of items used for transportation, such as a car, SUV, truck, boat, bus, tractor, motorcycle, bicycle, wheelbarrow, riding lawn mower, etc.