

Detection Dog Trials Rules

Odours

- Dogs can work on any odour as long as its legal, if it requires a licence you must be able to show proof of this before entering a trial.
- Kong is considered an odour as long as you aren't also rewarding with a Kong
- Toys and food are not considered an odour.
- The host reserves the right to request the odour from the competitor.
- Some odours may be banned from certain trials due to the specifics of the venue.
- The host reserves the right to refuse an odour.

Levels

- **Prelim** - 5 min search time* 1 hide, dog can get to source, hide wont be above a meter or buried. If you win a pre-lim trial you must move up to novice.
- **Novice** - 5 mins search time* 2 hides, one hide the dog must be able to get to source, the other hide they may or may not be able to get to source. Hides will be no more than 1 meter high or buried.
- **Intermediate** - 8 mins search time* 1, 2 or 3 hides (handler doesn't know how many). Hides not above 3 meters, hides no deeper than 1 meter. Dog may not be able to get to source on some or any of the hides. Hides wont be buried but can be 30cms lower than ground level.
- If you score 75 or above 3 times in a novice or intermediate you must move up to the next level.
- You may enter your first trial at any level but cannot move down to a lower level once you've competed unless you're classing your dog as a veteran*.

* Tiers apply to times

Veterans - dogs that are 8yrs and over may re classify as a veteran and move down 1 level. This has to be agreed by the board and all relevant rules still apply so if they win out of their level they must move back up the same as anyone else.

Hide placement

- High hides at Prelim or Novice should have at least one, ideally 2 wall/surface for the dog to put paws onto and wont be higher than 1 meter
- High hides at intermediate should have something the dogs can put their paws onto so wont be ceiling height in the centre of a room for example.
- If one dog cant get to source, no dogs can.
- Buried hides - this is underground and covered completely. If a hide is in a gutter on the ground with mesh over it for example, this is fine for a hide where the dog cant get to source.
- Hides lower than ground level for intermediate must have an area for the scent to escape and not be totally covered.

Rewards

- Time stops when the handler calls a correct find, the dog may be rewarded in the search area, food is allowed as long as its not crumbly and isn't thrown on the floor. Time doesn't start again until you re task the dog to search.



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