



# Sniff It

## Games for the Nose

### Novice Level

- Line Up
- Search

### Skilled Level

- Handler Scent Line Up
- Handler Scent Search

### **NEW** Proficient Level

- Personal Effects

### Scoring

### Titling

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## Line Up Class, Novice Level

**Goal: For the dog to identify a container charged with scent from a lineup of 10 containers.**

### Course Requirements

The search area will be approximately 500 square feet. Ten containers will be set on the floor in the grid pattern below. There will be a distance of approximately five feet between items. Containers will be a minimum of five feet from any ring gate, wall or structure. One of the containers will be charged with a few morsels of food or a light scent supplied by the handler.

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\*The host may provide the containers or give participants the option of providing their own.

\*Participants providing their own containers must supply 10 identical containers that meet rule requirements.

\* A light scent such as used in K9 Nose Work® may be used in place of the food morsels.

### Container Examples



Items such as food storage containers, plastic soap dishes or food storage containers may be used or made out of PVC plumbing supplies. Clear containers must be covered in some way to make them opaque. Colorful duct tape works well. Containers must have several holes in the tops to allow the scent to flow out. Non-food charged containers must contain a few small items such as pencil erasers to prevent the containers from having different sounds if nudged by the dog.

\*It is important that containers not have any scent as some plastic has an odor dogs may find offensive.

### Performance

The handler will give the judge or steward a container with a few bits of food in it. The handler and dog will face away from or be out of view of the ring while the food charged container is being placed in the search area. The judge will indicate to the handler when the handler and dog may enter the ring. The handler will direct their dog to search the course. The handler may follow the dog and offer general cues to search but may not direct the dog in any particular direction. The handler will raise a hand when they feel their dog has successfully found a scented item.

\*The handler may let their dog sniff the container prior to giving it to the judge or steward.

\*The judge will immediately confirm if the search was correct or incorrect each time the handler indicates a find.

\* Handlers may reward their dog with food, verbal praise and or touch rewards after the find. Food may not be placed on the floor.

### “Always Successful” Policy

In the event that the handler indicates an incorrect find, the handler may direct their dog to search again and identify a correct item to earn a reward. While the performance will be considered non-qualifying, the top priority is to support the team and offer the dog the opportunity to be successful.

**Start:** Timing will begin when the dog crosses the designated start line approximately 10 feet from the search area.

**Finish:** Timing concludes when the handler raises their hand

**Course Time:** Time allowed: 1 minute

**Qualifying:** To qualify the handler must indicate a correct find within the course time.

**Placements:** The Novice level is a pass/fail class. No placements are awarded.

## Container Search Class, Novice Level

**Goal: For the dog to locate a container charged with scent within a course of children's pop-up houses.**

### Course Requirements

The search area will be a minimum of 600 and a maximum of 1000 square feet. The course will consist of a variety of 8-10 pop-up children's houses and/or hampers, 6-7 of which must be able to be entered by the dog. Containers will not be placed in hamper type containers. They shall be placed no more than 15 feet apart. Five containers, as used in the Novice Line Up class will be hidden inside the tents but accessible to the dog without fully entering. One of the containers will be charged with a few morsels of food or a light scent supplied by the handler.

- \*The host may provide the containers or give participants the option of providing their own.
- \*Participants providing their own containers must supply 5 identical containers that meet rule requirements.
- \* A light scent such as used in K9 Nose Work® may be used in place of the food morsels.

### Equipment

8-10 pop-up houses are required for novice and skilled levels, 6-7 of which must be able to be entered by the dog. These are examples. The host may make their own similar tents/houses.



### Performance

The handler will give the judge or steward a container with a few bits of food in it. The handler and dog will face away from or be out of view of the ring while the food charged container is being placed in the search area. The judge will indicate to the handler when the handler and dog may enter the ring. The handler will direct their dog to search the course. The handler may follow the dog and offer general cues to search but may not direct the dog in any particular direction. The handler will raise a hand when they feel their dog has successfully found a scented item.

- \*The handler may let their dog sniff the container prior to giving it to the judge or steward.
- \*The judge will immediately confirm if the search was correct or incorrect each time the handler indicates a find.
- \* Handlers may reward their dog with food, verbal praise and or touch rewards after the find. Food may not be placed on the floor.

### "Always Successful" Policy

In the event that the handler indicates an incorrect find, the handler may direct their dog to search again and identify a correct item to earn a reward. While the performance will be considered non-qualifying, the top priority is to support the team and offer the dog the opportunity to be successful.

**Start:** Timing will begin when the dog crosses the designated start line approximately 10 feet from the search area.

**Finish:** Timing concludes when the handler raises their hand.

**Course Time:** Time allowed: 3 minutes.

**Qualifying:** To qualify the handler must indicate a correct find within the course time.

**Placements:** The Novice level is a pass/fail class. No placements are awarded.

## Handler Scent Line Up Class, Skilled Level

**Goal: For the dog to identify an item charged with the handler's scent from a lineup of 10 items.**

### Identify Lineup Requirements

The search area will be approximately 500 square feet. Ten quart-sized paint cans or similar items will be set on the floor in the grid pattern below. There will be a distance of approximately five feet between items. The cans will be topped with identical scent pads. Nine cans will be topped with clean scent pads. One of the cans will be topped with a scent pad with the handlers scent on it.

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\*The host may provide the scent pads or give participants the option of providing their own.

\*The handler's scent may be added to the pad by rubbing hands on it or wearing it next to their skin.

\*No scents are allowed beyond the handler's natural scent.

### Equipment

Examples of scent pad options are nursing pads, make up removal pads, gauze pads. All scent pads must be identical. Pads may be placed on or attached lightly to the top of clean and empty quart size paint cans.



### Performance

The handler will give the judge or steward their scented pad. The handler and dog will face away from or be out of view of the ring while the pad is being placed in the search area. The judge will indicate to the handler when the handler and dog may enter the ring. The handler will direct their dog to search the course. The handler may follow the dog and offer general cues to search but may not direct the dog in any particular direction. The handler will raise a hand when they feel their dog has successfully found a scented item.

\*The handler may let their dog sniff the pad prior to giving it to the judge or steward.

\*The judge will immediately confirm if the search was correct or incorrect each time the handler indicates a find.

\* Handlers may reward their dog with food, verbal praise and or touch rewards after the find. Food may not be placed on the floor.

### "Always Successful" Policy

In the event that the handler indicates an incorrect find, the handler may direct their dog to search again and identify a correct item to earn a reward. While the performance will be considered non-qualifying, the top priority is to support the team and offer the dog the opportunity to be successful.

**Start:** Timing will begin when the dog crosses the designated start line approximately 10 feet from the search area.

**Finish:** Timing concludes when the handler raises their hand.

**Course Time:** Time allowed: 1 minute.

**Qualifying:** To qualify the handler must indicate a correct find within the course time.

**Placements:** Placements are determined by time with the fastest time earning first place. Any dogs with the same course time will be awarded tying placements.

## Handler Scent Search Class, Skilled Level

**Goal: For the dog to locate an item charged with the handler's scent within a course of children's pop-up houses.**

### Course Requirements

The search area will be a minimum of 600 and a maximum of 1000 square feet. The course will consist of a variety of 8-10 pop-up children's houses and/or hampers as used in the Novice Search class, 6-7 of which must be able to be entered by the dog. Containers will not be placed in hamper type containers. They shall be placed no more than 15 feet apart. Five paint cans, as used in the skilled level Line Up class will be hidden inside the tents but accessible to the dog without fully entering. The cans will be topped with identical scent pads. Four of the pads will be clean scent pads. One of the cans will be topped with a scent pad with the handler's scent on it.

\*The host may provide the scent pads or give participants the option of providing their own.

\*The handler's scent may be added to the pad by rubbing hands on it or wearing it next to their skin.

\*No scents are allowed beyond the handler's natural scent.

### Performance

The handler will give the judge or steward their scented pad. The handler and dog will face away from or be out of view of the ring while the pad is being placed in the search area. The judge will indicate to the handler when the handler and dog may enter the ring. The handler will direct their dog to search the course. The handler may follow the dog and offer general cues to search but may not direct the dog in any particular direction. The handler will raise a hand when they feel their dog has successfully found a scented item.

\*The handler may let their dog sniff the pad prior to giving it to the judge or steward.

\*The judge will immediately confirm if the search was correct or incorrect each time the handler indicates a find.

\* Handlers may reward their dog with food, verbal praise and or touch rewards after the find. Food may not be placed on the floor.

### "Always Successful" Policy

In the event that the handler indicates an incorrect find, the handler may direct their dog to search again and identify a correct item to earn a reward. While the performance will be considered non-qualifying, the top priority is to support the team and offer the dog the opportunity to be successful.

**Start:** Timing will begin when the dog crosses the designated start line approximately 10 feet from the search area.

**Finish:** Timing concludes when the handler raises their hand.

**Course Time:** Time allowed: 3 minutes.

**Qualifying:** To qualify the handler must indicate a correct find within the course time.

**Placements:** Placements are determined by time with the fastest time earning first place. Any dogs with the same course time will be awarded tying placements.

## Personal Effects Class, Proficient Level

**Goal: For the dog to identify one metal, leather and wooden item with the handler's scent out of 9 items.**

### Personal Effects Course Requirements

The search area will be approximately 500 square feet. Personal Effect Items will be set on the floor in the grid pattern below. There will be a distance of three to five feet between items.

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The handler will provide the following items:

Three identical items made of metal. One of which has the handler's scent on it and two that are clean.

Examples: keys on a metal key chain, spoons, metal obedience articles

Three identical items made of leather. One of which has the handler's scent on it and two that are clean.

Examples: gloves, sandals, glasses cases, leather obedience articles

Three identical items made of wood. One of which has the handler's scent on it and two that are clean.

Examples: wooden cooking utensils, children's blocks, wood obedience articles

### Performance

The handler will give the judge or steward both their handler scented and clean Personal Effect items. (Handler scented items will be kept from coming into contact with the clean items.) The handler and dog will face away from or be out of view of the ring while the items are being placed in the search area. The judge will indicate to the handler when the handler and dog may enter the ring. The handler will direct their dog to search the course. The handler may follow the dog and offer general cues to search but may not direct the dog in any particular direction. The handler will raise a hand when they feel their dog has successfully found a scented item. The handler will pick up that item and hold or carry it in their pocket etc. The handler will direct their dog to look for a second scented item. The handler will indicate a find for the second item. The handler will pick up that item. The handler will cue the dog to look for a third scented item and indicate as before.

\*The judge will immediately confirm if the search was correct or incorrect each time the handler indicates a find.

\* Handlers may reward their dog with food, verbal praise and or touch rewards after each find.

### "Always Successful" Policy

In the event that the handler indicates an incorrect find, the handler may direct their dog to search again and identify a correct item to earn a reward. While the performance will be considered non-qualifying, the top priority is to support the team and offer the dog the opportunity to be successful.

**Start:** Timing will begin when the dog crosses the designated start line approximately 10 feet from the search area.

**Finish:** Timing concludes when the handler raises their hand.

**Time/One Minute Warning:** Maximum course time is 4 minutes. A one-minute warning will be given if the team is still working.

**Qualifying:** To qualify the handler must indicate all three correct finds within the course time.

**Placements:** Placements are determined by time with the fastest time earning first place. Any dogs with the same course time will be awarded tying placements

## Scoring

(Line Up Search and Personal Effects)

### Non-Qualifying Performances

**The team will be disqualified for:**

- Directing the dog in any specific direction or toward any object.
- Handler raises their hand to indicate a find that is incorrect.
- Placing food on the ground.
- Entering or exiting the ring with the dog off leash.

### Excusals

**The following will result in the team being excused from the ring:**

- Dog appears to be overly stressed.
- Dog appears to be in pain or ill.
- Dog leaves the ring.
- Dog eliminating or vomiting in the ring.
- Dog exhibits any threatening or aggressive behaviors.
- Dog exhibits behavior the judge feels jeopardizes safety in any way.
- Handler administers harsh corrections.

## Sniff It Titling Options

Trial via video option is not available at this time.

\*Heart Dog Titles have a H after the title prefix. Example Wag 1H Shadow Skills

Sniff It Titling Options	Qualifying Scores Required
WAG 1 Sniff It ID WAG 1 Sniff It Search	5 Novice Q's
WAG 2 Sniff It ID WAG 2 Sniff It Search	5 Skilled Q's
WAG 3 Sniff It	5 Proficient Q's
<b>Advanced Titles</b>	
WAG-CH Sniff It (Wag Champion)	Requires Wag 1,2,3 plus 3 additional Q's at each level
WAG-M Sniff It (Wag Master)	Requires Wag 1,2,3 plus 3 additional Q's at each level
U-WAG sniff It (Ultimate Wag)	Requires Wag 1,2,3 plus 5 additional Q's at each level with a score of 195 or above
V-WAG (Versatile Wag)	Any of three WAG-CH in: Shadow, Obstacles, Agility, Water, Sniff It, Quarry Quest or Dog Ball
<b>Bronze, Silver, Gold &amp; Platinum Awards</b>	
May be earned in each level. Example; Wag It Bronze Sniff It Search Novice	
WAG IT Bronze	25 qualifying scores beyond Wag 1, 2 and 3 in each Skill
WAG IT Silver	50 qualifying scores beyond Wag 1, 2 and 3 in each Skill
WAG IT Gold	75 qualifying scores beyond Wag 1, 2 and 3 in each Skill
WAG IT Platinum	100 qualifying scores beyond Wag 1, 2 and 3 in each Skill