

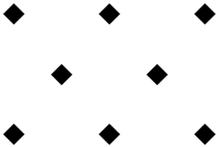
Wag It Games Sniff It -Search Novice

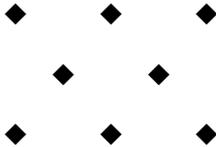
Date:

Venue:

Dog's Name:

Dog's WIG#:

Trial 1		
Judge:		
Class A/B/J:		
Time	Q/NQ	Placement
Max Time: 3 Min		
Mark hiding location:		
		

Trial 2		
Judge:		
Class A/B/J:		
Time	Q/NQ	Placement
Max Time: 3 Min		
Mark hiding location:		
		

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.

Qualifying: To qualify the handler must indicate one 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

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: See Rule Book, Scoring section.

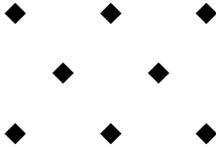
Wag It Games Sniff It –Search Skilled

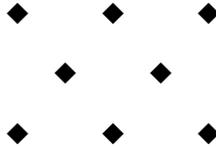
Date:

Venue:

Dog's Name:

Dog's WIG#:

Trial 1		
Judge:		
Class A/B/J:		
Time	Q/NQ	Placement
Max Time: 3 Min		
Mark hiding location:		
		

Trial 2		
Judge:		
Class A/B/J:		
Time	Q/NQ	Placement
Max Time: 3 Min		
Mark hiding location:		
		

Performance

The handler will give the judge or steward a scent pad with their scent on it. The handler and dog will face away from or be out of view of the ring while the sent 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.

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Excusals: See Rule Book, Scoring section.

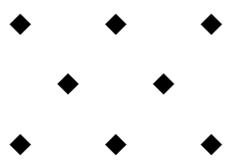
Wag It Games Sniff It -Search Proficient

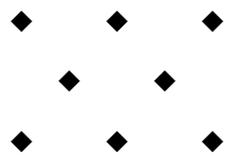
Date:

Venue:

Dog's Name:

Dog's WIG#:

Trial 1		
Judge:		
Class A/B/J:		
Time	Q/NQ	Placement
Max Time: 3 Min		
Mark hiding location:		
		

Trial 2		
Judge:		
Class A/B/J:		
Time	Q/NQ	Placement
Max Time: 3 Min		
Mark hiding location:		
		

2 wood 2 Metal and 2 Leather items will be hidden. The handler will scent one of each item and the other will be clean.

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.

Qualifying: To qualify the handler must indicate a total of three 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

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Excusals: See Rule Book, Scoring section.

Wag It Games Sniff It Identify Novice

Date:

Venue:

Dog's Name:

Dog's WIG#:

Trial 1 Judge: Class A/B/J:				
Time	Q/NQ	Placement		
Max Time: 1 Min				
Mark hiding location:				
<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

Trial 1 Judge: Class A/B/J:				
Time	Q/NQ	Placement		
Max Time: 1 Min				
Mark hiding location:				
<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

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Excusals: See Rule Book, Scoring section.

Wag It Games Sniff It Identify Skilled

Date:

Venue:

Dog's Name:

Dog's WIG#:

Trial 1 Judge Class A/B/J:		
Time	Q/NQ	Placement
Max Time: 1 Min		
Mark hiding location:		
<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

Trial 2 Judge Class A/B/J:		
Time	Q/NQ	Placement
Max Time: 1 Min		
Mark hiding location:		
<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

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Excusals: See Rule Book, Scoring section.

Wag It Games Sniff It Identify Proficient

Date:
Venue:
Dog's Name:
Dog's WIG#:

Trial 1			
Judge:			
Class A/B/J:			
Time	Q/NQ	Placement	
Wood	Metal	Leather	
Max Time: 4 Min			
A 1 minute warning will be given if the dog is still working			
Mark hiding location:			
X	X	X	X
	X	X	X
		X	X

Trial 1				
Judge:				
Class A/B/J:				
Time	Q/NQ	Placement		
Wood	Metal	Leather		
Max Time: 4 Min				
A 1 minute warning will be given if the dog is still working				
Mark hiding location:				
	X	X	X	X
		X	X	X
		X	X	

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