



Apprentice Warrior I Competitor Guidelines

Apprentice Warrior I



In the Apprentice Warrior I Competition there are 6 potential challenges that can be set each competition will be made up of 3 of these challenges.

The 3 challenges that will be used will be selected and advertised prior to competition booking.

Competition target scent: Clove

Number of Hides: 4 across 3 challenges – 1:1:2 combination – Handler will be told how many hides are in each challenge. The 2 hides may be in Chaotic Chair's, Let's Go Potty, Crazy Containers or Parallel Universe.

Timing: 2 minutes for challenge with 1 hide and 3 minutes for challenges with 2 hides.
3.5 minutes for Brum Brum.

On challenges with 2 hides, once the first is found the clock will stop and the first item removed, the clock will restart once search resumes

Handler's must reward the dog outside the search area or in a designated area within the larger search area.

Teams will be allowed one wrong alert per challenge; upon 2nd wrong alert the challenge will end, and no points awarded.

Dogs to be kept on lead, long line will not be required for Chaotic Chairs. The Scent Master will be looking for the handler and dog team to be working together focussing on methodically covering items within the search area.

Some challenges may be set up either inside or outside, Scent Master will decide and advise during brief.

Challenges: *Pictures are for illustrations purposes only, actual search areas may differ*

Chaotic Chairs

8-12 chairs in a line



Let's Go Potty

9 -12 Pots in a linear pattern



Brick it Up

10m wall



Crazy Containers

10-12 containers in linear a pattern with increasing number of items



Parallel Universe

8 – 10 items parallel in linear pattern



Brum Brum

One vehicle



General Guidelines



Eligibility:

Apprentice Warrior I is open to all scent detection teams.

To compete in competitions teams must have an active Scent Detection Warrior membership, this is an annual membership at a cost of £12.50 which covers competition administration costs.

The link to buy membership can be found on the Scentwork Academy website and Scent Detection Competitions Facebook page.

Dogs must be a minimum of 6 months at the time of competition, with no upper age limit.

To allow for any adjustment to be made, please advise if you or your dog have any disabilities at the time of booking onto the competition.

Bitches in season will not be permitted to compete.

Adequate equipment is required, such as harness, flat collar and long line. Choke chains, prong collars, flexi-leads, slip leads are not permitted for use.

A handler cannot enter the same competition with two dogs.

Progression:

Once teams have qualified at Apprentice Warrior I level, they are able to progress to the next level or may choose to remain at the same level to either improve on their result or try different challenges. Teams must progress to the next level once they have qualified at this level twice.

Scoring:

Points will be awarded for each correct find, each find is worth 10 points, the maximum points available at this level is 30, to qualify you must gain 20 points

Number of Hides	4
Points from Hides	40
Total Available Points	40
Points to Qualify	30

Teams will be allowed one wrong alert per challenge; upon 2nd wrong alert the challenge will end, and no points awarded.

Deductions:

Points will be deducted for the following,

	Point Deduction
Moving or touching search items without Scent Master permission	2
Feeding/ Dropping food in search area or outside designated area	3
Excessive moving/damaging/ trashing of search items	5
Dog retrieving or swallowing of scent article	5
Dog fouling in search area	5
Harsh handling	5
Retasking dog back to item after alert called	5

Any deductions will be taken from the total points gained.

General Guidelines



Disqualification:

Teams will be disqualified if handler or dog is aggressive or causes harm to other competitors. Please always be respectful and give each team any space they may need.

Excessive harsh handling will result in instant disqualification.

Results and Placings:

There will be 3 placings each competition. 1st – 3rd place will each receive a medal, certificate and qualifying badge.

All qualifying teams will receive a certificate and a badge.

Placings will be calculated based on overall points, the fewest wrong alerts and then fastest time. A presentation will be held at the end of the competition to announce winners and hand out prizes.

Warrior Shields:

Upon competition completion all qualifying teams will be awarded a number of virtual Warrior Shield's dependant on their placing. Which will be recorded in a online league table.

1st Place – 4 Warrior Shields Awarded

2nd Place – 3 Warrior Shields Awarded

3rd Place - 2 Warrior Shields Awarded

All Qualifying Teams – 1 Warrior Shield Awarded

At the end of a 12-month period the team with the most Warrior Shields will be announced Scent Detection Warriors of the year and will receive a trophy. The 12-month period will begin on the date of the first Scent Detection Competition. Once Team of the year has been announced the league table will be cleared and a new one created.

Competition Challenges:

Competitions will have different challenge combinations, the challenges used will be chosen based on location and areas available, these will be chosen and advised prior to booking.

The Scent Master will set up challenges appropriately to ensure they are achievable but to also put your skills to the test. Some challenges could either be set up inside or outside, the Scent Master will make this decision and advise on day of competition.

General Guidelines



Team Running Order:

The team running order will be selected at random, and competitors will be informed prior to competition date and displayed at the venue. Running orders will be the same for each challenge.

Time:

The time starts when the dog's nose passes the start point, which will be clearly marked by cones.

Teams will be given a 30 second warning automatically, if you do not wish to have this warning, please advise Scent Master before search starts.

The Scent Master can stop a search at any point if there is safety or welfare concerns. Teams can continue with the other challenges unless disqualified.

Alerting:

The Scent Master will ask each competitor how they will alert prior to challenge start. The alert used must be a clear signal to the Scent Master, the typical alert would be the handler putting up their hand when they think their dog has located the hide.

Correct Alert:

Upon handler alert the Scent Master will either say 'Correct' or 'No Sorry' for wrong alerts. The dog must indicate within 10cm from source to gain points.

If unclear, the Scent Master may ask the handler to confirm the spot in which they think their dog indicated on, the handler may either point or explain where the spot is. The handler should not re-task the dog to indicate.

It is the Scent Master's final decision as to whether the alert is correct or incorrect

Rewarding:

Dogs must only be given a food reward outside of the search area or at the designated spot within a search area, feeding within the area will result in deductions.

Handlers are permitted to leave the search area at any time to reward their dog, but the clock will not be stopped unless specified in challenge description.

At the Venue:

Dog should be kept in a safe space, either in a well-ventilated vehicle or a designated area on a short leash between challenges.

Please pick up after your dog and dispose of any mess in the correct bins or take it with when you leave.

The Scent Master will advise where the nearest poo bin is located and where the dogs can be exercised.

General Guidelines



General Competition Guidelines:

The Scent Master will advise the handler what is included in the challenge search area prior to start.

No items to be touched by the handler unless the Scent Master gives permission to do so.

The handler can choose to come out of the search area and reset their dog at any time, the clock will continue to run during this time.

If the handler feels they need to end the search before the time is up, then they are free to do so, the clock will be stopped, and the time noted. Points will still be awarded for any hides found before the search ended.

Swallowing Item:

Every effort is made by the Scent Master to place hides where the dogs cannot retrieve it. If the dog is trashing the item and the hide falls out, the handler must stop their dog immediately and move them away from item and out of the search area. If the dog swallows hide material, we recommend you seek advice from your veterinary as a matter of caution. A demonstration piece of the material will be provided to show the veterinarian the size.

Trashing/playing:

If the dog is repeatedly trashing search items, the Scent Master will stop the search and relevant deductions made. The team can continue with the other challenges but will be requested to run last in case of repeat behaviour.

Soiling in the search area:

If a dog soils within the search area or on items, the Scent Master will stop the search and relevant deductions will be made. The team can continue with the other challenges but will be requested to run last in case of repeat behaviour. It is the handler's responsibility to pick up and dispose of poop/vomit.

Post Soiling:

In the event of a dog soiling within an area, where possible search will be moved to another clean area. If that is not possible the soiled item will be replaced with a similar item and a new scented hide added. The area shall be cleaned, and all subsequent teams will be advised where the contamination hot spot was. If the soiled area is close to the scented item but hasn't contaminated the item will remain but be moved away from contaminated area.