



Competition Overview & Guidelines

General Guidelines



Eligibility:

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 membership cost is £12.50 per person regardless of number of dogs handled.

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

Membership will renew automatically every 12 months unless cancelled.

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:

All teams will start at level one and then are able to progress to the next level once they have qualified 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 that level twice.

Once qualified at a level, teams are unable to compete in lower levels.

Competition:

There will be a maximum of 12 teams in each competition

A cost between £25-£30 dependant on levels and venues

The competitions will be run by a Scent Master and be assisted by the Scent Checker. The Scent Master will be responsible for setting up the challenges and will be judging competitors. The Scent Checker will be responsible for timing searches and keeping scores.

Please note, aspects of levels and challenges are subject to change, however any changes will be made before the first competition at that level to ensure fairness for all competitors and will be communicated prior to competition booking.

General Guidelines



Scoring:

Points will be awarded for the number of hides found and bonus points can be earned in 'Send Away's' and 'Calling All Clear' from Warrior IV onwards.

	Apprentice Warrior I	Apprentice Warrior II	Apprentice Warrior III	Warrior IV	Warrior V	Warrior VI	Epic Warrior VII	Epic Warrior VIII	Epic Warrior IX	Legend Warrior X
Number of Hides	4	5	6	6	7	9	9	up to 10	up to 10	up to 10
Points from Hides	40	50	60	60	70	90	90	100	100	100
Bonus Points	X	X	X	10	10	10	20	20	20	20
	X	X	X	Send away in Behind the scenes	Send away in Behind the scenes	Send away in Behind the scenes	Correctly calling all clear in Hitch a Ride and Tick Tock	Correctly calling all clear in Hitch a Ride and Tick Tock	Correctly calling all clear in Hitch a Ride and Tick Tock	Correctly calling all clear in challenges
Total Available Points	40	50	60	70	80	100	110	120	120	120
Points to Qualify	30	40	50	50	50	70	70	70	70	70

Teams will be allowed one wrong alert per challenge; upon 2nd wrong alert the challenge will end, teams will still be awarded points for any correct calls.

Bonus Points:

Send Away – Bonus points will be awarded if you can successfully send your dog into the maze search area in 'Behind the Scenes' and they are able locate the hide while you remain at a marked spot.

Calling All Clear – Bonus points will be awarded for correctly calling an area all clear once you think your dog has found all hides in those challenges where the number of hides is unknown.

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
Re-tasking dog back to item after alert called	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

Any deductions will be taken from the total points gained.

General Guidelines



Disqualification:

Teams will be disqualified if the 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 gained, 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 an 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.

Challenges may be set up indoors or outside, Scent Master will decide and advise during brief.

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 prior to starting search.

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, doing so will result in deductions being applied.

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 larger 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.

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.

You Are Born to Sniff



Apprentice Warrior I

3 Challenges Per Competition
4 Hides – Clove

Apprentice Warrior II

3 Challenges Per Competition
5 Hides – Clove

Apprentice Warrior III

3 Challenges Per Competition
6 Hides – Clove

Potential Challenges

Chaotic Chairs
Let's Go Potty
Crazy Containers
Brum Brum
Parallel Universe
Brick it up

The Nose Warriors

Warrior IV

3 Challenges Per Competition
6 Hides – Clove or Gun Oil

Warrior V

3 Challenges Per Competition
7 Hides – Clove or Gun Oil plus decoys

Warrior VI

3 Challenges Per Competition
9 Hides – Clove or Gun Oil plus decoys

Potential Challenges

Behind the Scenes
Traffic Jam
Mission is Possible
Round the Bend

The Power Sniffers

Epic Warrior VII

3 Challenges Per Competition
9 Hides – Clove or Gun Oil plus decoys

Epic Warrior VIII

3 Challenges Per Competition
Up to 10 Hides – Clove, Gun Oil Or Truffle Oil

Epic Warrior IX

3 Challenges Per Competition
Up to 10 Hides – Clove, Gun Oil Or Truffle Oil

Challenges

Hitch a Ride
Delving for a Pot of Gold
Tick Tock Game On

Bonus Level

Legend Warrior X

2 Challenges Per Competition
Up to 10 Hides – Clove, Gun Oil or Truffle Oil

Challenges

Quest for the Best

Click
Here



The following pages show a brief overview of what can be expected at each level, detailed guidelines for each level are available on the Scent Detection Competition Facebook page.

Apprentice Warrior I



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

Competition target scent: Clove

Number of Hides: 4 hides across 3 challenges, in a 1:1:2 combination

Teams will be told the number of hides in each challenge and time allowed

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

15m 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



Apprentice Warrior II



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

Competition target scent: Clove

Number of Hides: 5 hides across 3 challenges, in a 1:2:2 combination

Teams will be told the number of hides in each challenge and time allowed

Challenges:

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Chaotic Chairs

12-15 different style of chairs in a U shape



Let's Go Potty

16 Pots in a S, T or U shape.



Brick it Up

15m wall - may include doors, drainpipes, windowsills, planters etc...



Crazy Containers

16 different types of containers in an X formation



Parallel Universe

12 different items running diagonally in front of the start cones.



Brum Brum

One vehicle



Apprentice Warrior III



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

Competition target scent: Clove

Number of Hides: 6 hides across 3 challenges, in a 2:2:2 combination

Teams will be told the number of hides in each challenge and time allowed

Challenges:

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

Chaotic Chairs

16 chairs/stools of varying styles, when possible, placed in a scattered formation.



Parallel Universe

18 items in 3 lines or rows, may be pot runners or various items.



Brum Brum

Two vehicles



Crazy Containers

20 containers set up in 5 clusters of 4 items.



Let's Go Potty

23 Pots placed in runners across 3 separate areas. Layout may differ dependent on the size of the area



Brick it Up

20m wall - It may include doors, drainpipes, windowsills, planters, post box etc.



Warrior IV



In the Warrior IV Competition, there are 4 potential challenges that can be set up, each competition will be made up of 3 of these challenges.

Competition target scent: Clove and Gun Oil

Number of Hides: 6 hides across 3 challenges in a 1:2:3 combination.

Teams will be told how many hides in each challenge and time allowed.

Bonus points: Optional chance to win bonus points in the Behind the Scenes challenge by doing a 'Send-Away' into the mazed/problem solving area. The handler will send in the dog into the search area whilst remaining on a marked spot, if the dog successfully finds the hide whilst the handler remains on the spot, bonus points will be awarded.

Challenges:

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Behind the Scenes

A problem solving maze type area



Traffic Jam

3 x Vehicles



Round the Bend

Outer/inner corners/walls –30m



Mission is Possible

Any size area - small room or larger area.



Warrior V



In the Warrior V Competition, there are 4 potential challenges that can be set up, each competition will be made up of 3 of these challenges.

Competition target scent: Clove and Gun Oil – Decoy or distraction scent may be used

Number of Hides: 7 hides across 3 challenges in a 1:2:3, 1:2:4 or 1:3:3 combination

Teams will be told how many hides in each challenge and time allowed.

Bonus points: Optional chance to win bonus points in the Behind the Scenes challenge by doing a 'Send-Away' into the mazed/problem solving area. The handler will send in the dog into the search area whilst remaining on a marked spot, if the dog successfully finds the hide whilst the handler remains on the spot, bonus points will be awarded.

Challenges:

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Behind the Scenes

A problem solving maze type area



Round the Bend

Outer/inner corners/walls – 30 m



Mission is Possible

Any size area - small room or larger area.



Traffic Jam

3 x Vehicles placed in any position, may have doors or boot open.



Warrior VI



In the Warrior VI Competition, there are 4 potential challenges that can be set up, each competition will be made up of 3 of these challenges.

Competition target scent: Clove and Gun Oil – Decoy or distraction scent may be used

Number of Hides: 9 hides across 3 challenges in a 1:4:4 or 1:3:5 combination

Teams will be told how many hides in each challenge and time allowed.

Bonus points: Optional chance to win bonus points in the Behind the Scenes challenge by doing a 'Send-Away' into the mazed/problem solving area. The handler will send in the dog into the search area whilst remaining on a marked spot, if the dog successfully finds the hide whilst the handler remains on the spot, bonus points will be awarded.

Challenges:

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

Behind the Scenes

A problem solving maze type area



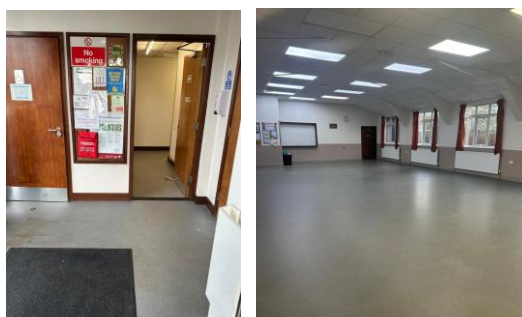
Round the Bend

Outer/inner corners/walls – 30m



Mission is Possible

Any size area - small room with adjoining area or large area.



Traffic Jam

3 x Vehicles placed in any position, may have doors or boot open.



Epic Warrior VII



The Epic Warrior VII Competition consists of 3 challenges

Competition target scent: Clove , gun oil and Truffle oil.

Number of Hides: 9 hides across 3

Delving for a Pot of Gold – Handler will know that there is 1 hide within this challenge but not know the allocated time.

Hitch a Ride – Handler will know in advance how much time they have for challenge but not know the number of hides.

Tick Tock Game on - Handler will know in advance how much time they have for challenge but not know the number of hides.

Bonus points will be awarded if handler correctly calls all clear on Hitch a Ride and Tick Tock Game on once they think that all hides have been found.

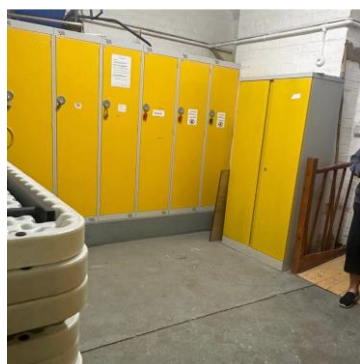
Competitions may be held at Sniffaway locations.

Challenges:

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

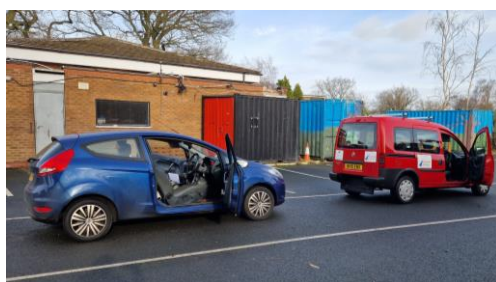
Delving for a Pot of Gold

1 hide within a large area interior and may have items added



Hitch a Ride

2 x vehicle with doors open



Tick Tock Game On!

Interior or Exterior area



Epic Warrior VIII



The Epic Warrior VII Competition consists of 3 challenges

Competition target scent: Clove , gun oil and Truffle oil.

Number of Hides: Up to 10 hides across the 3 challenges, decoys or distraction scents may be used.

Delving for a Pot of Gold – Handler will know that there is 1 hide within this challenge but not know the allocated time.

Hitch a Ride - Handler will only be told allocated time for challenge, number of hides will be unknown.

Tick Tock Game On – Handler will not know the number of hides or allocated time

Bonus points will be awarded if handler correctly calls all clear on Hitch a Ride and Tick Tock Game on once they think that all hides have been found.

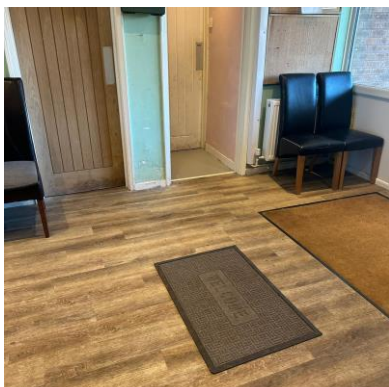
Competitions may be held at Sniffaway locations.

Challenges:

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

Delving for a Pot of Gold

1 hide within an area and an adjoining area



Hitch a Ride

3 x vehicles with doors open



Tick Tock Game On!

Interior or Exterior



Epic Warrior IX



The Epic Warrior VII Competition consists of 3 challenges

Competition target scent: Clove , gun oil and Truffle oil.

Number of Hides: Up to 10 hides across the 3 challenges, areas within challenges maybe blank, decoys and distractions may also be used.

Delving for a Pot of Gold – Handler will know that there is 1 hide within this challenge but not know the allocated time.

Hitch a Ride - Handler will only be told allocated time for challenge, number of hides will be unknown.

Tick Tock Game On – Handler will not know the number of hides or allocated time

Competitions may be held at Sniffaway locations

Challenges:

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Delving for a Pot of Gold

Interior or Exterior - 1 hide
within a larger area or in smaller
adjoining areas



Hitch a Ride

3 x vehicle with doors open



Tick Tock Game On!

Interior or Exterior



Legend Warrior X



The Epic Warrior X Competition consists of 2 challenges

Competition target scent: Clove , gun oil and Truffle oil.

Number of Hides: Up to 10 hides across the 2 challenges

Handler will not know the number of hides, or the allocated time given for each challenge.

Bonus points will be awarded if handler correctly calls all clear within a challenge when they think their dog has found all hides.

Competitions may be held at Sniffaway locations.

Challenges:

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

Quest for the Best

2 challenges that may be interior or exterior, or a combination of both.

Challenges may include vehicles, inaccessible hides and decoys of soak material or distraction scents.

