

ASCA

Scent Detection Program

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ASCA Scent Detection

Mission Statement

The Scent Detection Committee is dedicated to raising awareness around the fundamental role that scent plays with working stock dogs, highlighting the skills of problem-solving in any terrain or weather while showcasing independent working and thinking. A dog who uses its nose to do its job is a well-rounded and versatile working partner. This is also a sport in which veteran dogs and handlers or otherwise challenged handlers/dogs can compete and succeed.

1. Holding a Scent Detection Trial

To hold a Scent Detection trial, you do not have to hold all levels or all elements. You can choose what your club wants to offer depending on how many days, the type of facility, how many judges you want to hire and how many volunteers you have.

1.1 Who can hold an ASCA Scent Detection Trial?

Only ASCA Affiliate Clubs in good standing may sanction an ASCA Scent Detection Trial.

No Scent Detection Trials will be sanctioned within 300 miles regardless of state lines taking into account the considerations listed below.

1.1.1 California Areas - California is divided into three areas: from the Mexican border north to the city of Ventura, from Ventura north to San Jose, and from San Jose north to Oregon.

1.1.2 Nevada is divided into two areas: From the southernmost border north to Highway 6, Highway 6 north to the Oregon and Idaho borders.

1.1.3 Alaska Exception - Alaska Affiliates may have more than one of each type of event per day from October 1 through March 30.

1.2 Non-Affiliate Group

1.2.1 Official ASCA programs that require sanctioning and award points or qualifying scores that lead to an ASCA title shall not be conducted by any individual(s), non-ASCA Affiliated corporation(s) or business(es). Affiliate Club(s) in good standing with ASCA will have the exclusive right to schedule, sanction, and conduct Official ASCA programs.

1.2.2 Non-ASCA Affiliated, Corporation, Business, or Individual cannot put on sanctioned ASCA events.

1.2.3 No individual(s), non-ASCA Affiliated corporation(s), or business(es) shall realize any monetary profit, or any other benefit as a result of any connection with an ASCA-sanctioned event. Normal event sponsorship or advertisement by any individual(s), corporation(s), or business(s) shall not be considered to be in conflict with this rule. Individuals, corporations, or businesses that enter into agreements with Affiliate Clubs to supply materials, services, facility rentals, livestock rentals, or any other need required for the conduct of sanctioned events shall not be considered to be in conflict with this rule.

1.3 Boundaries of Trial Grounds

- 1.3.1 Minimum Requirements are explained in each class and level. The total area needed will be defined by what the event classes shall include.
- 1.3.2 Trial Grounds are the boundaries of the grounds on which ASCA events are being held. They include, but are not limited to, all areas outside the ring/trial arena (including the buffer zone) set aside for grooming, holding of dogs, and parking of vehicles of the exhibitor.
- 1.3.3 Trial Site is the boundary in which judging of an ASCA event occurs and over which the Judge has authority. The boundary is defined by physical barriers plus a buffer zone extending ten (10) feet from such physical barriers.

1.4 Sanctioning a Trial

- 1.4.1 ASCA Sanctioning Form, see ASCA Website for the current form. A sanctioning fee will be submitted with the official request for sanctioning form to the ASCA Business Office. This form will not be accepted without being fully completed. This application must be submitted and postmarked no later than sixty (60) days prior to the event.
- 1.4.2 Two ASCA Affiliates may hold a trial on the same site together IF they submit their sanctioning together with a letter of understanding included with both completed sanctioning forms.
- 1.4.3 Late Sanctioning Fee requests received between 45-60 days prior to an event will be accepted upon payment of a fine, a fee to be determined by the board, for the first three (3) days past the 60-day postmark deadline with an increase fee to be determined by the board, per day thereafter. Sanctioning request *received by the Business Office* less than 45 days prior to a sanctioned event will not be accepted under any circumstances. Clubs submitting delinquent sanctioning requests three times will lose all late sanctioning privileges for a period of 2 years. It is recommended Clubs retain the proof of mailing for all sanctioning requests. The ASCA Business Office will not accept responsibility for sanctioning requests lost in the mail. All sanctioning requests sent after the 60-day postmark deadline must be original forms (no faxes or emails) and must have all required signatures and fees.

1.5 Premium

The premium must accompany the sanctioning form. The premium must at a minimum supply the following information:

- 1.5.1 Name of the affiliate club hosting the event.
- 1.5.2 Sanctioning status (pending or approved).
- 1.5.3 A statement that the trial will be held under the current rules and regulations of ASCA.
- 1.5.4 Date and location of trial(s) including physical address.
- 1.5.5 Trial secretary and trial chairperson's name and contact information. Must include a phone or email address that will be answered daily.
- 1.5.6 The trial levels and elements being offered.

- 1.5.7 Judges' names, accompanied by their affiliation, and their judging assignments.
 - 1.5.8 A description of prizes and awards.
 - 1.5.9 The scents that will be used for each level.
 - 1.5.10 A listing of all classes offered for each day in the order in which they will proceed.
 - 1.5.11 Fee amounts for pre-entry and day-of-show entries (if accepted) for classes.
 - 1.5.12 Postmark dates for opening and/or closing of pre-entries and maximum entry number.
 - 1.5.13 Day of Show Entries times and date (if applicable).
 - 1.5.14 Maximum entries and how entries over that will be handled.
 - 1.5.15 Whether move-ups will be allowed, and how they will be handled.
 - 1.5.16 Handler's meeting time at the beginning of the trial.
 - 1.5.17 Time the show grounds will be open for set up.
 - 1.5.18 Any concerns for handicapped or limited mobility handlers or dogs such as: long distances between search areas, uneven surfaces, steep grades, steps, etc.
 - 1.5.19 Whether spectators or videoing will or will not be allowed.
 - 1.5.20 Local veterinarians for emergency contact.
 - 1.5.21 Local hotel(s) and pet accommodation information.
 - 1.5.22 RV hook-up amenities and availability if the show facility is an RV Park.
 - 1.5.23 Food vendor Information (if applicable).
 - 1.5.24 Show photographer contact information (if applicable).
 - 1.5.25 Rules of the club (including waivers to be signed, if applicable).
 - 1.5.26 Listing of any applicable local laws or show site regulations pertaining to the exhibition of dogs. (Including waivers to be signed, if applicable).
 - 1.5.27 A statement that no entry shall be accepted from a dog or handler disqualified from the ASCA programs or a person not in good standing with ASCA.
 - 1.5.28 A link to the appropriate entry forms on the ASCA Website must be included.
 - 1.5.29 The link to the ASCA Website with information regarding the QTracker number and the Service Membership Application should be listed on the premium. And that dogs are not required to be registered with ASCA or have a QTracker number, but if they want their titles to be tracked, they MUST have a QTracker number.
- 1.5.30 Cancellation and Refund Policy

1.6 Trial Committee Needed and Job Descriptions

A club holding a trial must name a Trial Chairperson and a Trial Secretary, which cannot be the same person. The Chairperson must be a member in good standing with ASCA and of the affiliate club. The

premium list for all trials shall designate the Trial Secretary as receiving entries. The Trial Secretary and Chairperson shall be ineligible to judge at the event in which they are acting in these official capacities.

1.6.1 Trial Chairperson -The job will include but not be limited to securing the trial site, hiring the judges, filing the sanctioning, and overseeing the trial in general. This person is required to be always on the trial grounds during competition. The Trial Chairperson is ineligible to judge at the trial. The chairperson may participate in Scent Detection trials where they perform these duties, though this participation should not interfere with their official duties. The Trial Chair should plan on speaking at the beginning of each day welcoming the participants and volunteers, going over any special requests, and introducing the judge(s).

1.6.2 Trial Secretary - This job will include but not be limited to being the record keeper, including taking entries and taking care of the ASCA paperwork. This person will help the judge keep track of all paperwork and collect the paperwork at the end of the trial that will have to go to ASCA, making sure that all paperwork is signed by the judge. This person is required to be on the grounds at all times during the competition. The Secretary may participate in Scent Detection trials where they perform these duties, though this participation should not interfere with their official duties or slow down the trial.

1.6.3 Score Table/Computer Operator - This person is responsible for inputting all scores, determining the placements in the classes, and ensuring the judge has verified these records. Once completed, the awards and ribbons may be handed out. At the end of each level, this person computes High Scores and any other special awards, verifies those scores with the judge, and distributes those awards in some manner.

1.6.4 Judges Hospitality - To be responsible for taking care of the judge. This may include arranging for the judge to have their airline tickets, motel room, transportation (when needed), and food and drink before, during, and after the event. It is recommended to provide an ice chest at each scent area for the judges and workers. Always take into consideration any dietary needs of all the judges. (This should be addressed in the judge's contract.) This person is only responsible for making sure the jobs are done, not necessarily to do each of these jobs themselves.

1.6.5 Volunteer Coordinator: - This person's job will include, but not be limited to securing and accounting for all stewards and other volunteers needed at a trial. They will assign and educate the stewards and volunteers on their roles. The volunteer coordinator is also in charge of volunteer hospitality and ensures all required roles are filled and running smoothly throughout the trial.

1.6.6 Stewards

1. Gate Steward - Will keep the trial running smoothly, making sure there is a minimum of two dogs in line ready to compete and assuring that the handler cannot see or hear anything in the search area. They will accept any other duties assigned to them by the judge. This steward may compete in this event but not in the class they are stewarding.
2. Timing Steward - This is an optional position; the judge may opt to do their own timing. Check with the judge if a timer will be needed. If a timer is used, they will time the

competing team and relay the correct time to the judge. The time shall be kept to the hundredth of a second. A backup stopwatch may be used but only one timer is needed. The time will start when the dog's nose crosses the start line. The timer will stop the clock when the handler calls "Alert" for Novice or "Finish" for Open, Advanced, and Excellent. The same timer will preferably time an entire level/element. For example, the Novice Containers. This steward may compete in this event but not in the class they are stewarding. The timer will sit or stand where the judge indicates. The timer remains in the same spot for all runs in that class. *Malfunction of the Clock will give the handler two choices. They may take the maximum time as decided by the judge prior to the start of that class OR they may rerun the search. If there is a rerun of the search it will be held at the end of that class and the hides will be reset and rest for 10 minutes before starting the new search. If the search team does not qualify the handler will accept an NQ and will not be allowed to accept the first run.

3. Equipment Steward - The equipment steward will ensure that there are enough vessels, containers, and other miscellaneous items at the trial area and that everything from the past class is picked up. This may need to be more than one person. The judge will handle the scents.
4. Cold Box Steward - Handles the boxes/containers with no scent, at no time is this person allowed to handle anything with scent. This person straightens or replaces (if needed) any COLD boxes/containers that may get disturbed by the working dog. This person does not touch or straighten the HOT box.
5. Hot Box Steward - Handles the boxes/containers that contain the odor, at no time does this person handle any other boxes/containers not containing the scent. This person straightens or replaces (if needed) any HOT boxes/containers that may get disturbed by the working dog. This person does not touch or straighten the COLD boxes. The hot box steward should wear disposable gloves while handling hot boxes.

1.7 Trial Equipment Needed

- 1.7.1 Rule book MUST be at the entry table.
- 1.7.2 All Scent Detection Forms
- 1.7.3 Tables and chairs
- 1.7.4 Computer- laptop & printer with extra paper
- 1.7.5 Ring tape
- 1.7.6 One (1) stopwatch per search area, but extra stopwatches and batteries need to be available in case of malfunction.
- 1.7.7 White Boards, Markers, and Erasers
- 1.7.8 Clipboards, pens/pencils, markers, tape
- 1.7.9 A 20 ft measuring tape minimum
- 1.7.10 Appropriate containers as needed for each level.

- 1.7.11 Plastic garbage bags
- 1.7.12 Cones or other boundary markers
- 1.7.13 Painter's tape
- 1.7.14 Cleaning supplies (for dog accidents in the search area)
- 1.7.15 Latex gloves
- 1.7.16 It is suggested that a "Supply Box" be prepared for each search area some of the items it should include are:
 - Clip Board
 - Extra Score Sheets
 - Pens, Pencils
 - Stopwatch and batteries
 - Tape
 - Measuring tape
 - Rule book

1.8 General Rules for all Trials

- 1.8.1 Hide will not be known or easily visible to the handler. The handler should not be actively looking for the scent vessel. It is the dog's job to indicate to the handler the source of the odor. The handler will be warned, faulted, or excused if the judge feels they are looking for the scent vessel(s).
- 1.8.2 No specific alert indication is required from the dog, but there must be a noticeable change in behavior from the dog. The behavior change may be extremely subtle such as a head flick. The judge should use their discretion on the "Alert" call depending upon if the hide is accessible or inaccessible, as well as taking into consideration environmental factors such as wind, temperature and humidity.
- 1.8.3 When an "Alert" is called but it is not clear to the judge where the dog is indicating the judge may ask "WHERE?" At which time the handler must immediately point to the hide location without re-cueing the dog or touching anything.
- 1.8.4 Handler may reward the dog in the search area with food or toys at any time during the search. Handlers may wear treat bags to carry treats and toys. The handler should ensure treats and toys do not fall out of the treat bag or be dropped in the search area. The judge may assess a fault for any contamination of the search area with food or toy delivery.
- 1.8.5 Handler may touch the dog at any time during the search.
- 1.8.6 The hide may never be placed on or inside an object that is put in the search area to designate the boundary area. IE: boundary tape, flags, or cones. However, the hide may be placed on a wall or structure that is part of the search areas outer limits.
- 1.8.7 Hide locations are not to be discussed by anyone (competitors, volunteers, spectators) until the completion of the class/element.
- 1.8.8 Handlers should not touch anything in the search area without permission from the judge.

- 1.8.9 Dogs may wear a flat buckle collar, martingale collar, limited slip collar, and/or harness while searching.
- 1.8.10 No electronic collars or prong collars will be allowed on the trial grounds. Dogs may not wear cameras in the search area.
- 1.8.11 Leash may be of any length, but the dog must always remain under control. Flexi leads are allowed in the search area only.
- 1.8.12 Dogs may wear any other items that may deem necessary by the handler such as sweaters or jackets, booties, hair clips, or tags that do not jingle. The Judge will make the final determination if questioned.
- 1.8.13 Handlers may carry a timer or wear watches in the search area to be aware of the time remaining in their search.
- 1.8.14 No target odors are allowed on the grounds or in vehicles except for those used by the judge in the trial.
- 1.8.15 Spectators may be allowed in the search areas at judge's discretion. With the permission of the dog's handler, spectators are allowed to photograph and video dogs and handlers while they search, no flash is allowed. Under no circumstances may the video be shared until after the entire class is completed. Handlers are not allowed to take video of their own search while handling a dog, except wearable cameras such as the "Go Pro" are permitted to be worn by the handler.
- 1.8.16 The handler must confirm the dog's indication of odor with the word "ALERT". If verbal confirmation is not possible the handler MUST inform the judge, they will be making the call with another signal (such as a raised hand) before the start of the search. The judge can require an alternative confirmation signal (such as a raised hand) due to environmental factors (such as a noisy highway) or concerns due to the closeness of the parking/staging areas.
- 1.8.17 The "FINISH" call is used in all classes, except Novice, to indicate when all hides have been located. The "FINISH" call will stop time. If the handler fails to call "FINISH" before the end of the search time and the team is in Open they will qualify and receive the maximum time allowed, if the team is in Advanced or Excellent, they will NQ.
- 1.8.18 The judge will state whether the search can be done on or off-leash. It is up to the handler if they want to run the dog on or off-leash. Handlers can leash/unleash their dog anytime during the search.
- 1.8.19 The timer will be instructed to give a 30-second warning for all levels. The timer will make every effort to give this warning, but situations may occur, and a warning may be late or not given at all. It is the handler's responsibility to keep track of search time. Should a timer fail to give 30 seconds warning, no recourse is available to the handler. No warning will be given if the search time is less than one minute.

1.8.20 All handlers should check in upon arrival. A running order will be posted in the staging area.

1.8.21 Limitations of Entries

- A. Judge's assignment should not exceed eight hours per day. If entries are over the 8-hour time limit for the judge, clubs have the option of hiring another judge.
- B. If no set entry limit is stated on the premium clubs should use the Scent Detection Entry Table to determine the number of runs available depending on the levels and elements that are being offered.
- C. If the trial runs behind or there is a miscalculation in the number of runs, judges should not stop their assignment.
- D. Clubs may use any of the following methods in accepting pre-entries, method used should be stated on the premium:
 1. Accept entries in order of postmark date.
 - A. Trial is closed once all available runs are filled.
 - B. Any additional entries should be returned to the sender.
 2. Start a waitlist.
 - A. Entries that are received after the trial has been filled are added to a waitlist in the order received.
 - B. If a pre-entered dog cancels, the wait list is utilized to fill the open spots.
 3. The random draw method.
 - A. Determine "draw period" that entries will be accepted.
 - B. All entries received before the draw period ends shall be accepted as valid entries and will be included in the draw, no matter when they were received.
 - C. If entries exceed the eight-hour limit, before the end of the draw period, all entries are eligible for the draw. The draw should be made two days before the end of the closing date.

SCENT DETECTION RUN ENTRY TABLE

To use this calculator, multiply the number of runs by the minutes to determine the approximate time needed for that class. Example: There are 18 Novice Container runs. $18(\text{runs}) \times 2.5(\text{minutes}) = 45$ (minutes) to run the class. Don't forget to factor in the set-up time.

Level Time in Minutes	Containers	Interior	Exterior	Vehicle	Urban
Novice	2.5	2.5	2.5	2.5	N/A
Open	3	3	3	3	N/A
Advanced	3	5	3	3	N/A
Excellent	4	6	4	4	N/A
Time Allowed for Set Up	15	30	30	30	N/A

- 1.8.23 Weather Conditions - all outdoor searches will be completed regardless of the weather, unless, in the opinion of the judge, conditions pose a risk of physical harm to the competitors. Searches may be postponed to finish class(es) until the weather conditions improve.
- 1.8.24 A warm-up and recovery area should be designated and should contain at least one scent from each of the levels offered. Blank boxes are optional. Teams on deck should have priority using this area.
- 1.8.25 In general hides should be set and aged for at least 10 minutes before the start of each class.
- 1.8.26 Nesting of search areas is not allowed. (Nesting meaning using a Novice search area (hide placement) for the Open search area by just increasing the space and adding an additional hide or adding distractions.
- 1.8.27 Though not recommended search areas can be reused for the higher levels. If an area is reused, all previous hide locations must be changed and the old locations must be clearly marked with stickers or tape. Or if possible, the hide location can be removed from the search area. Handlers must be notified at the handlers meeting of the trial area(s) that are being reused. They should also be reminded at the beginning of the search.
- 1.8.28 If a hide must be relocated in the middle of a class in a trial, the judge must inform the team(s) at the start line of the search. The previous hide areas must be marked with stickers or tape. If a hide is relocated the new location should be of the same challenges as the old hide. The scent should be left to stand for 10 minutes before the next dog runs.
- 1.8.29 The judge's decision is final. Arguments from a competitor will not be allowed.

1.9 Ribbons and Awards

- 1.9.1 Ribbons for the four official placements within a single Scent Detection class at Sanctioned Scent Detection Trial must be awarded only to dogs that earn qualifying scores. Although placement awards are not absolutely required, they are very strongly recommended.
- 1.9.2 A qualifying ribbon or rosette shall be given for each qualifying run in each class. Each ribbon awarded at the trial shall have the words "ASCA Sanctioned Trial" printed on it (synonyms such as "event" may be used for the word "trial").
- 1.9.3 Each ribbon or rosette shall be at least two inches wide and eight inches long and indicate on its face the placement and the name of the Host Club.
- 1.9.4 The ASCA logo may be used in awards offered by an ASCA affiliate hosting a sanctioned trial. For matches these can be made by a computer or crafty person.
- 1.9.5 The following color ribbons are suggested unless sanctioned as a Specialty in which case the following colors must be used:
1st - Blue

2nd - Red
3rd - Yellow
4th - White
Qualifying Score - Green
HIT - Optional

- 1.9.6 A Self-Serve table for ribbons can be used unless the judge wants to hand out the awards.
- A. Tabs or something similar can be ordered for the levels and elements being offered so they can be attached to the placement/qualifying ribbons.
 - B. Labels can be printed that attach to the back of the ribbons showing the class/element, placement, faults and time. This will be helpful to the competitors in tracking their scores.

1.10 High in Trial (HIT) and other awards

1.10.1 It is up to the host club if they want to offer High in Trial or any other special awards or ribbons.

1.10.2 If offering a HIT, there shall be one High in Trial winner for each level offered.

1.10.3 Only teams who are entered in the same level of each of the elements offered, and qualify in each element, are eligible for High in Trial. The High in Trial is determined by adding a team's faults and then their times across the elements offered. The team with the fewest faults and the lowest time will be declared High in Trial for that level. If there is a tie after considering both faults and time, a coin flip will determine the High in Trial. Example: If a club offers all elements of the Novice classes at a single trial, any dog who participates and qualifies in every element offered is eligible for HIT Novice. If a club offers two elements of Novice and two elements of Advanced, there shall be a Novice High in Trial and an Advanced High in Trial.

1.10.4 Teams entered in more than one level at a trial are ineligible for the HIT award.

1.10.5 Teams entered in Level C of any level are not eligible for the HIT award.

2. Scent

SCENT CHART

Suggested Usage:	Novice (Choose One)	Open (Choose One)	Advanced (Choose One)	Excellent (Choose One)
Line 1 - United States	Birch (Betula Lenta)	Anise (Pimpinella Anisum)	Clove (Eugenia Caryophyllata)	No new scent
Line 2 - Canada	Wintergreen (Gaultheria Procumbens)	Pine (Pinus)	Thyme (Thymus vulgaris)	No new scent
Line 3 - Europe	Lavender (Lavandula Intermedia)	Eucalyptus (Eucalyptus Globulus)	Bay (Larus / Sinus)	No new scent

2.1 Scents Allowed

There is a choice of three suggested scents per level.

Line 1 - (Birch, Anise, & Clove) is used in the United States.

Line 2 - (Wintergreen, Pine, and Thyme) is used in Canada (CDC).

Line 3 - (Lavender, Eucalyptus, and Bay) is used in European trials.

It is suggested that the scents chosen are appropriate for your area.

2.2 Scent Preparation

The judge will supply and prepare the odors needed for the trial. This should be done at least 24 to 48 hours before the trial. Gloves should be used while preparing the scent.

Materials needed:

- Target odors - 100 percent Pure essential oils of odor(s) being used for trial. (**See list at the back of these rules for recommended suppliers**).
- 4-ounce glass jar{s} with metal lids – One **jar per odor** of scents being used for the trial.
- 100% cotton swabs with paper stem (not plastic) - cut in half.
- Latex, Nitrile or Vinyl gloves

Steps to prepare odor(s):

- Cut enough cotton swabs in half to fill the jar(s) approximately $\frac{2}{3}$ full (make sure there are enough swabs for the entire trial). Do not over fill.
- Extract one dropper full of oil. Exact amounts may vary but the general rule is: 1-dram bottle droppers need to be full, 2-dram bottle droppers half full, $\frac{1}{2}$ oz. droppers about $\frac{1}{4}$ full.
- Drizzle the odor around the insides of the glass jar.
- Add cotton swabs to the jar, secure the lid and shake the swabs vigorously in the jar.
- Let swabs sit (cook) for 24 hours, then check to see if odor strength is sufficient. Add more odor to the sides of the jar if needed.

2.3 Scent Transport and Storage

The scented cotton swabs should be transported/stored in a glass jar with a threaded plastic or metal lid. If storing scented tips, they should be kept in an airtight, glass storage container away from sunlight. Do not store scented swabs in plastic containers, refrigerator, or freezer.

2.4 Scent Vessels

A scent vessel (hide) will prevent the swab from coming in direct contact and contaminating the object's surface area while allowing the scent to escape. Scent vessels must never contain glass. Some examples of scent vessels may be a small tin with holes, plastic straw, ink pen cap, or tea strainer. Hides should contain at least 3 half cotton swabs unless conditions dictate more or less odor strength is needed.

2.5 Hide Placement

The scent vessel is attached to an object's surface or secured to the inside of a container using tape, putty (such as Quakehold), a magnet, or any other means, that does not harm the object or surface. The target odor at the trial is only handled by the judge.

2.6 Combining Scent in the same Scent Vessel

Scent combinations may be used starting at the Excellent level. Combination scents are when multiple scents for a single hide are placed in the same scent vessel.

3. Scores and Titles

3.1 Scoring

The Scent Detection competition is a pass/fail competition. Placements are determined by the fewest number of faults acquired and then on the time of the run. For example, a team with no faults will place higher than a team with a faster time with faults. If teams are tied on both the number of faults and search time, then a coin flip will determine the placements.

3.2 Titling in Novice

3.2.1 Novice Level

Dog/handler team must have 3 qualifying scores from an individual element to earn the Novice Level element title.

- A. Containers SCNc (Scent Detection Novice Containers)
- B. Interiors SCNi (Scent Detection Novice Interiors)
- C. Exteriors SCNe (Scent Detection Novice Exteriors)
- D. Vehicles SCNv (Scent Detection Novice Vehicle)
- E. **ALL NOVICE ELEMENT TITLES – SCN4** (Scent Detection Novice Four) (indicating all four Novice element titles have been acquired) Separate element titles are dropped.

3.2.2 Novice Level C

Dog/handler team must have **7 additional (10 total)** qualifying scores from an individual element to earn the Novice Level C element title.

- A. Containers SCNc-C (Scent Detection Novice Containers-Level C)
- B. Interiors SCNi-C (Scent Detection Novice Interiors-Level C)
- C. Exteriors SCNe-C (Scent Detection Novice Exteriors-Level C)
- D. Vehicles SCNv-C (Scent Detection Novice Vehicles-Level C)
- E. **ALL NOVICE LEVEL C ELEMENT TITLES – SCN4-C** (Scent Detection Novice Four-Level C) (indicating all four Novice Level C element titles have been acquired) Separate element titles are dropped.

3.3 Titling in Open

3.3.1 Open Level

Dog/handler team must have 3 qualifying scores from an individual element to earn the Open Level element title.

- A. Containers SCOc (Scent Detection Open Containers)
- B. Interiors SCQi (Scent Detection Open Interiors)
- C. Exteriors SCQe (Scent Detection Open Exteriors)
- D. Vehicles SCQv (Scent Detection Open Vehicles)
- E. ALL OPEN ELEMENT TITLES – SCO4 (Scent Detection Open Four) (indicating all four Open element titles have been acquired) Separate element titles are dropped.**

3.3.2 Open Level C

Dog/handler team must have **7 additional (10 total)** qualifying scores from an individual element to earn the Open Level C element title.

- A. Containers SCOc-C (Scent Detection Open Containers-Level C)
- B. Interiors SCQi-C (Scent Detection Open Interiors-Level C)
- C. Exteriors SCQe-C (Scent Detection Open Exteriors-Level C)
- D. Vehicles SCQv-C (Scent Detection Open Vehicles-Level C)
- E. ALL OPEN LEVEL C ELEMENT TITLES – SCO4-C (Scent Detection Open Four-Level C) (indicating all four Open Level C element titles have been acquired) Separate element titles are dropped.**

3.4 Titling in Advanced

3.4.1 Advanced Level

Dog/handler team must have 3 qualifying scores from an individual element to earn the Advanced Level element title.

- A. Containers SCAc (Scent Detection Advanced Containers)
- B. Interiors SCAi (Scent Detection Advanced Interiors)
- C. Exteriors SCAe (Scent Detection Advanced Exteriors)
- D. Vehicles SCAv (Scent Detection Advanced Vehicles)
- E. ALL ADVANCED ELEMENT TITLES – SCA4 (Scent Detection Advanced Four) (indicating all four Advanced element titles have been acquired) Separate element titles are dropped.**

3.4.2 Advanced Level C

Dog/handler team must have **7 additional (10 total)** qualifying scores from an individual element to earn the Advanced Level C element title.

- A. Containers SCAc-C (Scent Detection Advanced Containers-Level C)
- B. Interiors SCAi-C (Scent Detection Advanced Interiors-Level C)
- C. Exteriors SCAe-C (Scent Detection Advanced Exteriors-Level C)
- D. Vehicles SCAv-C (Scent Detection Advanced Vehicles-Level C)
- E. ALL ADVANCE LEVEL C ELEMENT TITLES – SCA4-C (Scent Detection Advance Four-Level C) (indicating all four Advanced Level C element titles have been acquired) Separate element titles are dropped.**

3.5 Titling in Excellent

3.5.1 Excellent Level

Dog/handler team must have 3 qualifying scores from an individual element to earn the Excellent Level element title.

- A. Containers SCEc (Scent Detection Excellent Containers)
- B. Interiors SCEi (Scent Detection Excellent Interiors)
- C. Exteriors SCEe (Scent Detection Excellent Exteriors)
- D. Vehicles SCEv (Scent Detection Excellent Vehicles)
- E. ALL EXCELLENT ELEMENT TITLES – SCE4** (Scent Detection Excellent Four) (indicating all four Excellent element titles have been acquired) Separate element titles are dropped.

3.5.2 Excellent Level C

Dog/handler team must have **7 additional (10 total)** qualifying scores from an individual element to earn the Open Level C element title.

- A. Containers SCEc-C (Scent Detection Excellent Containers-Level C)
- B. Interiors SCEi-C (Scent Detection Excellent Interiors-Level C)
- C. Exteriors SCEe-C (Scent Detection Excellent Exteriors-Level C)
- D. Vehicles SCEv-C (Scent Detection Excellent Vehicles-Level C)
- E. ALL EXCELLENT LEVEL C ELEMENT TITLES – SCE4-C** (Scent Detection Excellent Four-Level C) (indicating all four Excellent Level C element titles have been acquired) Separate element titles are dropped.

4. General Element Area Guidelines

4.1 Containers

4.1.1 A container is something that you can put something in but has holes or other means for the odor to escape but is not easily seen by the handler or the dog.

4.1.2 It is required that there are enough extra boxes/containers available to replace any containers that may get damaged.

4.1.3 Search can be indoors or outdoors.

4.1.4 Handlers are not permitted to touch the containers.

4.2 Interiors

4.2.1 The interior area can be anything from kitchens, bathrooms, bedrooms, office rooms, living rooms, school rooms or meeting rooms including hallways and common areas.

4.2.2 If bringing items into the area they should be placed to look as if they belong in the area.

4.2.3 Interior areas must have a roof with four walls from floor to ceiling.

4.2.4 If using one large room for multiple search areas each area must be designated by caution tape, ring gates or other acceptable markers and should be at least 30 feet apart, preferably

with at least 5-foot barriers that are flush to the ground/floor.

4.2.5 The hide may be located on, in, or under an object. Examples of hide locations include (but are not limited to) tables, drawers, dressers, chairs, cabinets, baseboards, walls or any other object that will conceal the scent vessel from plain sight.

4.3 Exteriors

4.3.1 This area can be anything from exteriors of buildings, courtyards, patios, parking lots, or grassy areas and can include picnic tables, camp chairs, logs, trash cans, or anything found outdoors. Objects can be brought out from indoors but should be placed to look as if they belong in the area.

4.3.2 Area will be clearly identified with cones, tape, or other markers. The hides will only be in the designated area. However, the dog or handler may move outside the area to search.

4.3.3 This area may have a roof with no more than two walls and open enough that fresh air will circulate at all times.

4.3.4 The hide may be located on, in, or under an object. The hide may be placed at ground level such as in rocks, sidewalk cracks, drainpipes, or on walls, trees, etc. The scent vessel must be hidden from plain sight.

4.3.5 Hides cannot be buried.

4.4 Vehicles

4.4.1 Anything with wheels that can be stabilized so that it is not moveable. Examples include automobiles, pick-up trucks, SUVs, snowmobiles or ATVs, tractors, agricultural vehicles, boats, or RVs. Non-motorized examples include wheelbarrows, hand carts, wagons, etc.

4.4.2 The hide will only be placed on the vehicle's exterior.

4.4.3 Hide should not be placed as to encourage the dog to jump up on a vehicle.

4.4.4 Hides may NOT be placed in tailpipes.

4.4.5 There may NOT be any dogs, humans, or target scents inside the vehicle when being used in a search.

4.4.6 No odor may have been placed on the vehicle for four weeks prior (no lingering odor).

4.4.7 Once a vehicle has held a hide for a class or level it cannot be reused for that trial or any other trials for that weekend. Vehicles without hides (cold) may be reused.

4.4.8 Vehicle searches may be indoors or outdoors.

5. Novice Level and Elements

NOVICE LEVEL CHART

ELEMENT	AREA	MAX TIME	# OF HIDES KNOWN	FAULTS	# OF Q'S TITLES
Containers	12 identical cardboard boxes.	2.5 Min.	1 Hide	2	3 - SCNc 10 - SCNc-C
Interiors	100 - 400 Sq. Ft.	2.5 Min.	1 Hide	2	3 - SCNi 10 - SCNi-C
Exteriors	200 - 400 Sq. Ft.	2.5 Min.	1 Hide	2	3 - SCNe 10- SCNe-C
Vehicles	2 Vehicles	2.5 Min.	1 Hide	2	3 - SCNv 10 - SCNv-C

5.1 Novice Level

5.1.1 ALL dogs **must** start at the NOVICE level.

5.1.2 A Novice dog should demonstrate “scent obedience”.

5.1.3 A Novice handler should recognize a change in behavior while the dog works to scent the odor source.

5.1.4 A dog can continue to be shown in the Novice Class until written notification has been received from the ASCA Business Office that it has completed the requirements for the Novice Level title (3 qualifying runs) of an element. Then they must either move to the Novice Level C class of that element or to the Open Level of that element.

5.2 Novice Level C

The Level C classes are for teams who wish to “Continue” on and earn additional titles in each element or for teams who are not yet ready to move to the next level.

5.2.1 The Novice Level C class shall be for dogs that have completed the ASCA Scent Detection Novice Level title of an element.

.2.2 The same methods and standards are used for judging and scoring the Novice Level C classes as the Novice Level classes.

5.2.3 Teams must earn **seven additional** qualifying scores to complete the Level C element titles.

5.2.4 Teams may stay in the Novice Level C element class indefinitely.

5.2.5 Teams may move back to Novice Level C and earn the Novice Level C titles after they have moved up or received the upper-level titles.

5.2.6 Dogs may not compete in Novice Level C element class and any other element class (different level) in one trial. Example: Team cannot compete in Novice Level C-Containers and Open Level-Containers in the same trial.

5.2.7 Dogs in the Novice Level C are not eligible for HIT awards unless there are special awards being offered for the Level C classes.

5.3 Novice - Scents to be used.

5.3.1 The host club will pick one of the scents from the Novice List on the Scent Detection Chart (Section 2)

5.3.2 The host club will enter the scent onto the sanctioning form and place it on the premium.

5.4 Novice - Setting the Course

5.4.1 There will be one hide per element.

5.4.2 No intentional distractions are allowed at this level.

5.4.3 No inaccessible hides at this level.

5.4.4 The hide will be no more than two feet high in any novice class.

5.4.5 Actual search time to be determined by the judge with a maximum time of 2.5 minutes.

5.5 Novice - Competing

5.5.1 No incorrect calls are allowed at this level. If at any time during the search, an incorrect call is made the search will be ended. When there is an incorrect call, the judge may tell a Novice team where a correct hide is, and the handler has the choice to show and reward their dog quickly before they leave the area.

5.5.2 You may have no more than two faults to qualify.

5.6 Novice - Container Search

5.6.1 Container Element Guidelines

- A. Twelve (12) identical cardboard boxes must be used, a minimum of 10 x 8 x 2.75 or close to this size.
- B. Boxes may be set up in a simple pattern such as a square, one or two rows, a circle, or a triangle. If set up in rows there should be approx. 3 feet between the rows to allow the dog/handler to walk in between the rows.

5.7 Novice - Interior Search

5.7.1 Interior Element Guidelines

- A. Hides must be accessible to the dog.

5.8 Novice - Exterior Area Search

5.8.1 Exterior Element Guidelines

- A. Hide must be accessible to the dog.

5.9 Novice - Vehicle Search

5.9.1 Vehicle Element Guidelines

- A. Vehicles may be placed in any physical arrangement, no closer than five feet from each other in any direction.
- B. Hides will be placed no more than two inches in depth under the frame of the vehicle.

6. Open Level and Elements

OPEN LEVEL CHART

ELEMENT	AREA	MAX TIME	# OF HIDES KNOWN	FAULTS	# OF Q'S - TITLE
Container	12-18 Containers. Any container that is not fabric or glass.	3 Min.	1-2 Hides	2	3 - SCOc 10-SCOc-C
Interiors	300-600 sq. ft.	3 Min.	1-2 Hides	2	3 - SCOi 10-SCOi-C
Exteriors	400-800 sq. ft.	3 Min.	1-2 Hides	2	3 - SCOe 10-SCOe-C
Vehicles	2-3 Vehicles	3 Min.	1-2 Hides	2	3 - SCOv 10-SCOv-C

6.1 Open Level

6.1.1 An Open dog should be able to find multiple scents and be able to find scents regardless of distractions in the search area.

6.1.2 Teams do not need to earn all the Novice Level element titles to move up to Open Level, they must have finished their title in that element but not the entire level. (*EXAMPLE: once a dog earns their Novice Container Title, they are eligible to move up to the Open Level in Containers even if they have not earned their Novice titles in the other 3 elements.*)

6.1.3 A dog can continue to be shown in the Open Class until written notification has been received

from the ASCA Business Office that it has completed the requirements for the Open Level title (3 qualifying runs) of an element. Then they must either move to the Open Level C class of that element or to the Advanced Level of that element.

6.2 Open Level

The Level C classes are for teams who wish to “Continue” on and earn additional titles in each element or for teams who are not yet ready to move to the next level.

6.2.1 The Open Level C class shall be for dogs that have completed the ASCA Scent Detection Open Level title of an element.

6.2.2 The same methods and standards are used for judging and scoring the Open Level C classes as the Open Level classes.

6.2.3 Teams must earn **seven additional** qualifying scores to complete the Level C element titles.

6.2.4 Teams may stay in the Open Level C element class indefinitely.

6.2.5 Teams may move back to Open Level C and earn the Open Level C titles after they have moved up or received the upper-level titles.

6.2.6 Dogs **may not** compete in Open Level C element class and any other element class (different level) in one trial. *Example: Team cannot compete in Open Level C-Containers and Advanced Level-Containers in the same trial.*

6.2.7 Dogs in the Open Level C are not eligible for HIT awards unless there are special awards being offered for the Level C classes.

6.3 Open - Scents to be used.

6.3.1 The host club will pick one Novice scent and one Open scent from the Scent Detection Chart (Section 2) from the same line.

6.3.2 The host club will enter the chosen scents onto the sanctioning form and place it on the premium.

6.4 Open - Setting the Course

6.4.1 Handler will be told the number of hides (1 or 2) before the start of each search.

6.4.2 There may or may not be one non-food distraction at this level.

6.4.3 Hides can be accessible or inaccessible.

6.4.4 The hide will be no more than three feet high in any open class.

6.4.5 Actual search time to be determined by the judge with a maximum time of three minutes.

6.5 Open - Competing

6.5.1 No incorrect calls are allowed at this level. If at any time during the search, an incorrect call is made the search will be ended.

6.5.2 You may have no more than two faults to qualify.

6.5.3 The handler must call "Finish" to stop the time when all hides are located. If the handler does not call "Finish" the team will still pass but be given the full time allotted for that search.

6.6 Open - Container Search

6.6.1 Container Element Guidelines

- A. There are 12-18 containers (no fabric or glass), which can include one type or a mix of any of the following examples: boxes, plastic containers, metal containers, gift boxes, etc.
- B. Containers may be set up in any pattern the judge prefers.
- C. There may or may not be one intentional non-food distraction.

6.7 Open - Interior Area Search

6.7.1 Interior Element Guidelines

- A. There may or may not be one intentional non-food distraction.

6.8 Open - Exterior Area Search

6.8.1 Exterior Element Guidelines

- A. There may or may not be one intentional non-food distraction.

6.9 Open - Vehicle Search

6.9.1 Vehicle Element Guidelines

- A. Vehicles may be placed in any physical arrangement, no closer than four feet from each other in any direction.
- B. The hides will be no more than six inches under the vehicle.
- C. No more than one hide per vehicle.
- D. There may not be intentional distractions.

7. Advanced Level and Elements

ADVANCED LEVEL CHART

ELEMENT	AREA	MAX TIME	# OF HIDES UNKNOWN	FAULTS	# OF Q'S TITLES
Containers	12-24 containers Any container that is not glass.	3 Min.	UNKNOWN 1-3 Hides	1	3 - SCAc 10 - SCAc-C
Interior 1 or 2 Rooms	Two small rooms (400-700 sq ft each) or one large room (up to 1200 sq ft)	5 Min. Total	UNKNOWN 1-3 Hides Total	1	3 - SCAi 10 - SCAi-C
Exterior	One area 500-900 sq ft	3 Min.	UNKNOWN 1-3 Hides	1	3 - SCAe 10 - SCAe-C
Vehicles	3-4 Vehicles	3 Min.	UNKNOWN 1-3 Hides	1	3 - SCAv 10 - SCAv-C

7.1 Advanced Level

7.1.1 An Advanced dog should be able to find multiple odors and be able to find odor regardless of distractions in the search area.

7.1.2 The Advanced handler should be able to determine when all hides have been found in a search area.

7.1.3 Teams do not need to earn all the Open Level element titles to move up to Advanced Level, they must have finished their title in that element but not the entire level. (*EXAMPLE: once a dog earns their Open Container Title, they are eligible to move up to the Advanced Level in Containers even if they have not earned their Open titles in the other 3 elements.*)

7.1.4 A dog can continue to be shown in the Advanced Class until written notification has been received from the ASCA Business Office that it has completed the requirements for the Advanced Level title (3 qualifying runs) of an element. Then they must either move to the Advanced Level C class of that element or to the Excellent Level of that element.

7.2 Advanced Level C

The Level C classes are for teams who wish to “Continue” on and earn additional titles in each element or for teams who are not yet ready to move to the next level.

7.2.1 The Advanced Level C class shall be for dogs that have completed the ASCA Scent Detection Advanced Level title of an element.

7.2.2 The same methods and standards are used for judging and scoring the Advanced Level C classes

as the Advanced Level classes.

7.2.3 Teams must earn **seven additional** qualifying scores to complete the Level C element titles.

.2.4 Teams may stay in the Advanced Level C element class indefinitely.

7.2.5 Teams may move back to Advanced Level C and earn the Open Advanced Level C titles after they have moved up or received the upper-level titles.

7.2.6 Dogs may not compete in the Advanced Level C element class and any other element class (different level) in one trial. Example: Team cannot compete in Advanced Level C-Containers and Excellent Level-Containers in the same trial.

7.2.7 Dogs in the Advanced Level C are not eligible for HIT awards unless there are special awards being offered for the Level C classes.

7.3 Advanced – Scents to be used.

7.3.1 The host club will pick three scents from the same line to include a Novice, Open, and Advanced scent from the Scent Detection Chart (Section 2).

7.3.2 The host club will enter the scents being used on the sanctioning form and place it on the premium.

7.4 Advanced - Setting the Course

7.4.1 Handler will not be told the number of hides (1 to 3) before the start of the search.

7.4.2 There may or may not be up to two intentional food or non-food distractions at this level.

7.4.3 Hides can be accessible or inaccessible.

7.4.4 The hide will be no more than four feet high in any Advanced class.

7.4.5 Actual search time to be determined by the judge with a maximum time of three minutes for Containers, Exteriors, Vehicles, and five minutes for Interior.

7.5 Advanced - Competing

7.5.1 You may have no more than one fault to qualify.

7.5.2 No incorrect calls are allowed at this level. If at any time during the search, an incorrect call is made the search will be ended.

7.5.3 The handler must call “Finish” to stop time when they believe all hides have been located. If the handler does not call “Finish”, or the “Finish” is called and not all hides have been located the team will not qualify.

7.6 Advanced - Container Search

7.6.1 Container Element Guidelines

- A. There are 12-24 containers, which can include one type or a mix of any of the following examples: boxes, plastic containers, metal containers, gift boxes, cloth bags, luggage, backpacks, purses, etc.
- B. Containers may be set up in any pattern the judge prefers.
- C. Containers can be elevated. Example placed on a bench or a chair.

7.7 Advanced - Interior Area Search

7.7.1 Interior Element Guidelines

- A. The interior room search may be contained within a larger room or be split into two separate rooms or adjoining areas. When using one room with multiple search areas each area must be designated by tape, ring gates, or other acceptable markers and should be at least 30 feet apart with visible markers, preferably with at least 5-foot barriers that are flush to the ground/floor.
- B. When using two rooms or areas only one area will be searched at a time.
- C. If using two interior search areas, none of the search areas can be blank.
- D. The Judge will determine how the search and time will be computed. The total times of both areas cannot exceed the total search time allowed of five minutes.
- E. If a handler fails to find all the hides or calls a false alert in the first search area, they may not continue the search and will be considered a NQ.

7.8 Advanced - Exterior Area Search

7.8.1 Exterior Element Guidelines

- A. The search area may be contained within a larger area but must be designated by caution tape, cones, or other acceptable markers.

7.9 Advanced - Vehicle Search

7.9.1 Vehicle Element Guidelines

- A. Vehicles may be placed in any physical arrangement, no closer than three feet from each other in any direction.
- B. More than one hide can be placed on a vehicle, but all hides must be at least four feet apart.
- C. There may or may not be up to two intentional food or non-food distractions. But these distractions should not be placed on the vehicles.

8. Excellent Class Levels and Elements

EXCELLENT LEVEL CHART

ELEMENT	AREA	MAX TIME	# OF HIDES UNKNOWN	FAULTS	# OF Q'S - TITLE
Containers	Minimum of 20 containers, as long as they are not glass.	4 min	UNKNOWN 0-4	1	3 - SCEc 10 - SCEc-C
Interiors	One large area (up to 1500 sq. ft.) or two smaller areas (600-800 sq. ft. each).	6 min	UNKNOWN 0-4 hides total	1	3 - SCEi 10 - SCEi-C
Exteriors	One large area up to 1400 sq. ft.	4 min	UNKNOWN 0-4 hides total	1	3 - SCEe 10 - SCEe-C
Vehicles	3-5 vehicles	4 min	UNKNOWN 0-4 hides	1	3 - SCEv 10 - SCEv-C

8.1 Excellent Level

8.1.1 An Excellent dog should be able to find multiple odors or a combination of odors, regardless of distractions in the search area.

8.1.2 The Excellent handler should be able to determine when all hides have been found or if there are no hides in a search area.

8.1.3 A dog can continue to be shown in the Excellent Class until written notification has been received from the ASCA Business Office that it has completed the requirements for the Excellent Level title (3 qualifying runs) of an element. Then they must move to the Excellent Level C class of that element.

8.2 Excellent Level C

The Level C classes are for teams who wish to “Continue” on and earn additional titles in each element or for teams who are not yet ready to move to the next level.

8.2.1 The Excellent Level C class shall be for dogs that have completed the ASCA Scent Detection Excellent Level title of an element.

8.2.2 The same methods and standards are used for judging and scoring the Excellent Level C classes as the Excellent Level classes.

8.2.3 Teams may stay in the Excellent C element class indefinitely.

8.2.4 Dogs **may not** compete in Excellent Level C element class and any other element class (different level) in one trial. *Example: Team cannot compete in Excellent Level C-Containers and Novice Level C -Containers in the same trial.*

8.2.5 Dogs in the Excellent Level C are not eligible for HIT awards unless there are special awards being offered for the Level C classes.

8.3 Excellent – Scents to be used.

8.3.1 The host club will pick three scents from the same line to include a Novice, Open, and Advanced scent from the Scent Detection Chart (Section 2).

8.3.2 The host club will enter the scents being used on the sanctioning form and place it on the premium.

8.3.3 The Search area can include single odor hides or combination odor hides (Example: Birch-Clove combo). All odors do not need to be used.

8.4 Excellent - Setting the Course

8.4.1 Handler will not be told the number of hides (0-4) before the start of the search.

8.4.2 There may or may not be up to three intentional food or non-food distractions at this level.

8.4.3 Hides can be accessible or inaccessible.

8.4.4 The hide will be no more than five feet high in any Excellent class.

8.4.5 Actual search time to be determined by the judge with a maximum time of four minutes for Containers, Exteriors, and Vehicles, and six minutes for Interiors.

8.4.6 If the Interior search involves two areas only one of those search areas may be blank.

8.5 Excellent - Competing

8.5.1 No incorrect calls are allowed at this level. If at any time during the search, an incorrect call is made the search will be ended.

8.5.2 You may have no more than one fault to qualify.

8.5.3 The handler must call “Finish” to stop time when they believe all hides have been located. If the handler does not call “Finish”, or the “Finish” is called and not all hides have been located the team will not qualify.

8.6 Excellent - Container Search

8.6.1 Container Element Guidelines

A. A minimum of 20 containers are to be used which can include one type or a mix of any of the following examples: boxes, plastic containers, metal containers, cloth bags, luggage,

- backpacks, purses, etc.
- B. Containers may be arranged in any pattern the judge prefers.
 - C. Containers can be elevated (placed on a chair or bench)

8.7 Excellent - Interior Area Search

8.7.1 Interior Element Guidelines

- A. The interior room search may be contained within a larger room or be split into two separate rooms or adjoining areas. When using one room with multiple search areas each area must be designated by tape, ring gates or other acceptable markers and should be at least 30 feet apart with visible markers, preferably with at least 5-foot barriers that are flush to the ground/floor.
- B. When using two rooms or areas only one area will be searched at a time.
- C. If using two rooms, only one room can be blank (NO hide)
- D. The Judge will determine how the search and time will be computed. The total times of both areas cannot exceed the total search time allowed of six minutes.
- E. If a handler fails to find all the hides or calls a false alert in the first search area, they may not continue the search and will be considered a NQ.

8.8 Excellent - Exterior Area Search

8.8.1 Exterior Element Guidelines

- A. The search area may be contained within a larger area but must be designated by caution tape, cones, or other acceptable markers.

8.9 Excellent - Vehicle Search

8.9.1 Vehicle Element Guidelines

- A. Vehicles may be arranged in any physical arrangement, no closer than three feet from each other in any direction.
- B. More than one hide may be placed on a vehicle, but all hides must be at least three feet apart.
- C. There may or may not be up to three intentional food or non-food distractions. But these distractions should not be placed on the vehicles.

9. Faults

9.1 Faults

It is up to the judge to assess faults for minor handling errors and/or rule infractions during a search. A team may still receive a qualifying score with minor faults, the faults only affect placement in the class.

9.1.1 Handler drops food or toys in the search area.

9.1.2 Handler takes the dog off leash in an “on leash” search area without permission. If the handler drops the lead because their dog is getting tangled this should not be considered a fault, as long as the handler immediately gains control of the leash after the dog is safe.

9.1.3 The safety of the dog is compromised by completely disappearing under a vehicle or object in the search area.

9.1.4 Entering search area from other than the designated start line.

9.1.5 Handler allows the dog to slightly disturb the search area.

9.1.6 Handler is obviously looking for the scent vessel with their own eyes.

9.2 Non-qualifying faults

Dogs will be excused from the search area if, in the opinion of the judge, any of the following points are met. Dogs may still compete in any other classes they may have entered that day.

9.2.1 Dog eliminates in the search area.

9.2.2 Exceeding maximum time

9.2.3 Dog stops working for an extended period of time and does not re-engage.

9.2.4 Dog destroys the containers or boxes.

9.2.5 Dog or handler causes excessive disturbance of the search area to the extent that the judge must address before the next team may compete.

9.2.6 Dog excessively scratches or causes any damage to vehicle or property. When a dog gently braces itself on an object for balance it is not a fault.

9.2.7 Handler is not able to point to the hide location when asked "WHERE" by the judge.

9.2.8 Handler makes an incorrect call:

- A. Handler calls "Alert" incorrectly.
- B. Handler names the location of the hide instead of saying "ALERT" as other competitors could overhear.
- C. Handler does not call "FINISH" at the end of a search in the Advanced and Excellent levels.
- D. Handler calls "FINSH" when there are still hides that have not been found or called in all levels but Novice.

9.3 Excusal

Teams will be excused from the trial ground if, in the opinion of the judge, any of the following points are met. Dogs must leave the grounds and may not compete. There will be **NO** refund. The judge will make note on their paperwork.

9.3.1 Dog shows signs of extreme pain, stress, fear or aggression, subject to judge's discretion.

9.3.2 Harsh handling or corrections of the dog

9.3.3 Poor sportsmanship

9.3.4 Revealing the location of a hide to another exhibitor.

10. Intentional Distractions

10.1 When Allowed

No intentional distractions are allowed in Novice. Intentional distractions are allowed in all levels AFTER the Novice level.

10.2 Placement of distraction

A distraction may not be placed on top of the hide or on top of the location of a previous hide.

10.3 Types of Distractions

10.3.1 Non-food: Any type of item that may be considered tempting to a dog. Examples include dog toys, tennis balls, shoes, socks, etc.

10.3.2 Food: Any type of human or animal food is allowed. No food that is considered harmful to dogs can be used. Food must be in a container large enough to not be swallowed and secure enough that a dog cannot consume anything.

11. Becoming a Judge

NOTE: Judging an ASCA Scent Detection Trial is a privilege, not a right. Approval to judge Scent Sport Trials for other organizations is not a guarantee of approval to judge ASCA Scent Detection Trials. Judges must follow ASCA Scent Detection Regulations and adhere to ASCA's Code of Ethics. Any documented failure to perform at this level may result in the revocation of judging privileges by the ASCA Board of Directors without regard to any other qualifications or for former service.

11.1 Requirements to become an ASCA Scent Detection Judge

11.1.1 Completed Application (see the ASCA website)

11.1.2 Must be 21 years of age.

11.1.3 Must be in good standing with the Australian Shepherd Club of America (ASCA) but do not have to be a member of ASCA.

11.1.4 Have full mobility and be physically able to perform all duties of a judge.

11.2 Applicants with Relevant Scent Sports Judging Experiences

Current Judges of the following organizations may apply for judges' status in the ASCA Scent Detection Program by submitting a Judges Application Form (see the ASCA website) to the ASCA Business Office.

11.2.1 National Association of Canine Scent Work Judges or Certifying Official (NACSW)

11.2.2 American Kennel Club Scent Work Judges (AKC)

11.2.3 Canadian Kennel Club Scent Work Judges (CKC)

11.2.4 United Kennel Club Full License Nosework judge (UKC)

11.2.5 Canine Performance Events Canine Scent Search Judges (CPE)

11.2.6 US Canine Scent Sports Judges (USCSS)

11.2.7 Equivalent Scent Detection Judges in other countries

11.3 Applicants with Relevant Scent Sports Experiences

Applicants with relevant scent sport experiences, but are not a judge in other recognized scent sport organizations can apply if they meet the following requirements:

11.3.1 Active in Scent Sports for a minimum of three years, either as a sport participant or as a working detection dog handler (volunteer or professional).

11.3.2 Experience with how scent works in different environments and conditions.

11.3.3 PLUS any three of the following with documentation. The ASCA Business Office will review the applications for accuracy.

- A. Has successfully completed an in-depth scent detection training course, such as the National Association of Canine Scent Work (NACSW) Certified Nose Work Instructor (CNWI) program.
- B. Trained or Handled scent detection dogs for law enforcement, military or private organizations.
- C. Trained and handled Search and Rescue dogs for 3+ years.
- D. Be a Tracking Judge for ASCA, AKC, or CKC
- E. Be a Barn Hunt Judge for Barn Hunt Association
- F. Has obtained at least one of the following:

AKC - Master Title

CKC - Master Title

CPE - Level CH Or any other organization equivalent Title

UKC - MN Title

NACSW - NW3 Title

We will accept equivalent higher-level titles in the European counties.

11.4 Scent Detection Judge Application Process

11.4.1 Applicants who wish to apply to become an ASCA Scent Detection Judge should fill out the Application Form (see the ASCA website) and send it to the ASCA Business Office.

11.4.2 The Applications Form will be forwarded to the Scent Detection Committee for review.

11.4.3 Applicants need to pass the Scent Detection Judges written, open book test 100%.

11.4.4 All applicants will need to be approved by ASCA Scent Detection Committee, then ASCA Business Office, and the ASCA Board of Directors to become an ASCA Scent Detection judge.

11.4.5 When approved, applicants with Relevant Scent Sports Experiences (as described in 11.3) will become Provisional Judges for a minimum of two assignments per level.

11.4.6 After the Provisional Judge's assignments are completed, the applicant can petition the Board to be moved to regular status by sending copies of the Co-Judge reviews to the Executive

Secretary to be forwarded to the ASCA Board the copies of the Co-judge reviews and if accepted, their name will go forward in the approval process.

11.4.7 Applicants with Relevant Scent Sports Judging Experiences (as described in 11.2) are immediately a Regular Status judge after passing the judge's written test and eligible to judge any ASCA Scent Detection class.

12. Judging Guidelines

12.1 Judge Duties

12.1.1 Working knowledge of SCENT THEORY and how to apply it.

12.1.2 Only the judge shall place the hides. When selecting the hide location(s), the challenges presented should be level-appropriate taking into consideration the conditions of the search area (weather, unintentional distractions already presented in the search area, airflow, temperature, humidity, etc.).

12.1.3 Confirm that designated search areas are following ASCA rules for each class and level. Verify search areas are constructed in such a way that odor drift is minimal between multiple areas.

12.1.4 Make modifications to the search area to aid a handicapped handler or dog (if needed). No modifications can be made that in anyway change the search pattern, hide placement or how the dog may perform the search.

12.1.5 Conduct the briefings in a professional and quick, to-the-point manner, answering all questions efficiently. Realize we are encouraging junior handlers and must talk to them, not over their head or level of understanding.

12.1.6 Vigilant about search area conditions (food drops, dog damage to site or containers). When an area is contaminated that it is properly cleaned.

12.1.7 Answer any questions about the search areas, their boundaries and times before the teams begin their search.

12.1.8 Be aware of keeping competitions running smoothly and managing the volunteers, that the timers pay attention and make timely calls; keeping hot containers clean and cold containers free from odor, and ensuring scores are getting to the runners.

12.1.9 Ensure competitor and judges' comments cannot be overheard by the waiting competitors.

12.1.10 Assess faults when applicable and in accordance with these rules.

12.1.11 Double-check all placements before handing out ribbons.

12.1.12 The judge is responsible for confirming when the handler's alert is correct by responding in the affirmative (such as "Yes") or when the handler's alert is incorrect by responding in the negative (such as "NO").

12.1.13 Records faults, hides and time on to the score sheets. The score sheets are then turned into the main score table for recording.

12.1.14 A judge must use a White Dog to evaluate the difficulty of the search as designed. An experienced/accomplished search dog that is not entered in the class will be run. The judge should consider adjusting the hide location(s), and/or search time if the white dog encounters unexpected difficulty. The club is responsible for making an appropriate white dog available to the judge, but it is ultimately the judge's decision on what dog is used as the white dog. The club has no authority to require the judge to use the white dog that they have provided. Judges can and may use their own dogs as white dogs. If the judge will be using a dog other than their own, they need to notify the chairperson ASAP so he/she can make arrangements to have a dog(s) available for the job.

12.2 Judges Directions (Handler's Meeting)

Judges will give an encouraging statement before the trial starts including an idea of what is expected from the dog and handler. This should include what they do and do not want to see. Finish this meeting by asking if anyone has any questions.

12.3 Payment to the Judge

Payment terms should be negotiated between the host club and the judge at the time of hiring.

13. People Who May/May Not Compete

13.1 People Who May Compete

13.1.1 Physically Challenged Handlers: Only one person may handle a dog in each search area. Handlers must be able to navigate the search areas without any outside guidance. The judge may make simple modifications to a search area to aid the handler's maneuverability, but no modification can be made that may aid the dog or how the dog performs. Premium should state any concerns for handicapped or limited mobility handlers or dogs such as long distances between search areas, uneven surfaces, steep grades, steps, etc.

13.1.2 Multiple Dogs owned by one owner/co-owner – anyone can handle a dog, but a handler can only handle one dog per element in each level.

13.1.3 Trainers, handlers, and owners may compete under their trainer as a presiding judge.

13.2 People Who May Not Compete

13.2.1 Handlers who own/co-own Dogs owned/co-owned by a judge or judge's family may not compete under the presiding judge.

13.2.2 Handlers may not compete under a family member who is the presiding judge.

14. Dogs Who May Compete

14.1 Dogs That May Compete

14.1.1 All ASCA Scent Detection trials shall be open to purebred and mixed breed dogs.

14.1.2 Dogs must be over 6 months of age.

14.1.3 Dogs do not need a QTracker to compete in an ASCA Scent Detection Trial. But if you would like to earn ASCA titles, you will need to obtain an ASCA QTracker number for your dog. The ASCA Business Office will track qualifying scores earned only by ASCA registered dogs.

14.2 Bitches in Season

14.2.1 Bitches in Season may compete.

14.2.2 Bitches will be kennelled in a vehicle and potty in an area away from everyone else.

14.2.3 Teams will run last in their class and should also wear a red bandana to remind others to maintain a safe distance.

14.2.4 Bitches in season must wear pants while competing.

14.2.5 No class will be held or reset.

14.3.6 Competitor should contact the host at least 72 hours in advance if they anticipate their dog may be in season to allow for any adjustment in the run schedule and parking/exercise arrangements (if location permits).

14.3 Socializing

14.3.1 Dogs should always maintain an eight-to-ten-foot (8-10 ft.) distance from other competitors.

14.3.2 Dogs and competitors should not be near the staging (line up) area unless they are in line to search.

14.3.3 Dogs socializing and being too close may affect a dog's ability to work at their best. Dog/Handler teams may wear (or attach to a leash) a red bandanna to let others know they would like to maintain extra space and be left alone.

14.4 Physically Challenged Dogs

14.4.1 Physically challenged dogs (deaf dogs, blind dogs, or dogs that have lost use of or are missing limbs) may compete but must be able to perform all required searches. Dogs that display any type of physical discomfort will be excused. Provisions may be made for dogs with rear support wheelchairs/K9 carts, such as running last, etc. but no modifications can be made that may aid the dog in their search. Dogs with carts should note this on their entry form.

15. Dogs Who May Not Compete

15.1.1 A dog may not compete with visible bandages, sutures, or wounds.

15.1.2 No lactating bitches.

- 15.1.3 A dog that is incontinent may not compete; belly bands will not be allowed.
- 15.1.4 Communicable Disease - No dog shall be eligible to compete or be brought onto the trial grounds if the dog has knowingly been exposed, be housed with, or is showing signs of a communicable illness within the prior 30 days.

16. For Exhibition Only (FEO)

- 16.1.1 Dogs may compete as FEO (For Exhibition Only). FEO teams may enter in any level or class (above or below whatever titles they may or may not have).
- 16.1.2 Participants may enter an FEO dog in the same class that they are running a titling class dog. (FEO dog must run after the titling class dog)
- 16.1.3 All FEO teams will run at the end of the running order.
- 16.1.4 Dogs entered in FEO are not eligible to earn titles or be considered for placements or any other awards.
- 16.1.5 An official ASCA entry form must be filled out and a full entry must be paid.

17. Junior Handlers

- 17.1.1 Minimum age requirement for handlers is eight (8) years of age. A Junior may run any dog that is not previously titled higher than the class they are entered.
- 17.1.2 Juniors will compete with and in the same classes as adults. The host club will keep these statistics and entry forms separate and turn in to the office in a manner that will alert the office that this is a junior. The host club is encouraged to acknowledge all juniors that qualify in some special manner.
- 17.1.3 All minors must always have an adult responsible for them on the show grounds.
- 17.1.4 All competing junior handlers are encouraged to let the office know when they receive a qualifying score or a title.

18. Glossary of Terms

- Accessible:** A hide that the dog can reach and touch with his nose.
- Alert:** The dog demonstrates a change in behavior that communicates to the handler; the handler notifies the judge by stating “Alert” or raising a hand. The judge will confirm if the dog has correctly identified the location of the hide.
- Anise:** Essential oil, Pimpinella Anisum or “Aniseed”.
- Birch:** Essential oil, Betula Lenta or “Sweet Birch”.
- Blank area/room:** Area or room used in a trial without targeted odor.
- Clove:** Essential oil, Clove Bud, or Eugenia Caryophylatta.
- Cold Box:** Containers holding NO scented cotton swabs of target scent.

Container: A container is something you can put something in such as boxes, cans/pails, and backpacks that can contain scented swabs/targeted odor.

Change of behavior: The behavior that indicates the dog has found the source of the odor.

Distractor(s): Distractor or distractions are smells, articles, and effects that competes for the dog's attention during the search. The distractor can be food, non-food, sound, light, or human.

Disqualify: Action by judge or trial committee to bar team from future scent events.

Elements: A specific search area, such as containers, interior, or exterior.

Exterior: Outdoor or outside search area with natural airflow and no more than 2 walls.

Finish: Call made by the handler to indicate that the team has completed the search. The "finish" call stops the clock.

Fringing: Behavior of dog on objects or area near, but not at the source of the odor.

Handler: The person who takes the dog through the search.

Hide: Targeted scent or container placed in the search area.

Hot Box (container): Container holding scented cotton swabs of targeted scent.

Inaccessible Hide: Hide placed in a position in which the dog cannot touch with his nose.

Interior: Indoor search area that must have 4 walls and ceiling.

Indication: Change of behavior exhibited when dog identifies targeted scent.

Lingering odor: A persistent scent that is slow to leave the search area, scent that may be carried on air currents or airflow.

Non-qualifying: The search in which the team does not meet the requirements for successful completion of the search.

Novice: Beginning or 1st level of competition.

Pine: Essential oil, Pinus Sylvestris, or Pine

Residual Odor/Scent: Scent that remains on an item in a search area after the target scent has been removed.

Scent: Scent used in scent or nose work. A smell that is generated from natural oil.

Scent Cone: Movement of scent out from the target scent in a cone-like shape.

Scent Obedient: Is when a dog is "alerting" or indicating with a trained behavior on a particular scent/odor. The dog indicates scent regardless of other food or scent distractions that may be in the search area.

Scent Vessel: A container holding cotton swabs scented with natural oil – Birch, Anise, Clove, or other oil. The vessel can be metal, plastic straw, or other permeable material but not glass. The vessel is used to place the scent source in the search area.

Search area: Designated space where the search will be judged.

Source: The specific location of the scent vessel the dog is searching for.

Start Line: Threshold or designated line that the dog/handler team must pass over to start timing the search; can be a tape line, doorway, cone, or other identified markers.

Stewards: Individuals assigned specific tasks to facilitate a trial.

Target odor/scent: A natural oil used to scent cotton swabs. The specific scent or scents that a dog is searching for in a particular class.

Thyme: Essential oil, Thymus Vulgaris or Thyme

Timed Out: The time reached without the team completing the requirements of the search.

Trial Committee: The Committee consists of the Chair, Secretary, Stewards, and any other title the Chair decides they want.

White Dog: A dog (who is not entered in the class) that is used by the judge to evaluate the difficulty of the search. The pre-search dog helps the judge to understand whether the odor is behaving as expected and allows them to adjust the times and hide locations accordingly. This dog can be supplied by the judge or be a dog entered in the trial but not entered in the class it is doing the

pre-search for. This dog should be of a higher level in ASCA or an equivalent in another venue than the class it is acting as the white dog.

Wintergreen: Essential oil, Gaultheria Procumbens or Wintergreen

19. Recommended Resources for Scent Detection Oils

<https://k9nwsouce.com/>
<https://allgooddogs.biz/>
<https://www.thek9nose.com/>
<https://paws4fun.net/oils/>
<https://leerburg.com>

20. Scent Detection Forms-Can be found on the ASCA website

Sanctioning Form
Match Permission Form
Judges Application
Entry Form
Trial Report
Post Event Evaluation Form
Trial Score Sheet
Trial Roster

21. ASCA Forms-Can be found on the ASCA website

ASCA Judges Code of Ethics
ASCA Dog Aggression Policy
ASCA Conflict Protocol and Form
ASCA Incident Report Form