United States Canine Scent Sports™/ Canine Scent Sports International™

Official Rulebook
Version 3.0

Effective July 1, 2022

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USCSS™ General Information

Thank you for your interest in United States Canine Scent Sports (USCSS™) where we strive to keep the activity and game of Scent Work fun for all involved, including the dogs, competitors, officials, volunteers and trial hosts. Our rules and regulations are designed to be clear, concise and as simple as possible. Our sanctioned events should be inviting, relaxing and fair, yet challenging, while promoting a safe and enjoyable atmosphere for the dogs, handlers and spectators. Let's get to sniffing!

Section 1: Mission Statement

The goal of United States Canine Scent Sports (USCSS™) and Canine Scent Sports International (CSSI™) is to provide a user-friendly organization committed to promoting Scent Work events that are fun for the dog, the handler and the Trial Hosts. USCSS™ strives to allow any dog to participate in Scent Work while fostering and encouraging the bond between dog and handler. We are dedicated to growing this amazing sport while maintaining our standards.

Section 2: Who We Are

USCSS™ was founded by Julie Sandoval and Daneen Fox, both lifelong dog sport enthusiasts, trainers and avid Scent Work competitors. After seeing firsthand the huge demand for more trials and fun competition options for the sport of Scent Work, USCSS™ was born. USCSS™ has grown to become an international organization and Canine Scent Sports International (CSSI™) was formed. CSSI™, follows all rules/policies laid out in USCSS™ documents. We believe these venues address this need while keeping competitions challenging, fun, fair and exciting for canine and human alike.

Section 3: Building a Community

USCSS™ seeks to facilitate the building of friendships and a supportive community. Trials should be a social event for people to share their passion and love for their dogs! In this vein, competitors are permitted to crate from their vehicles or, when space permits, create a tented area outside of their vehicles, and non-reactive dogs may be set-up in a crating style community similar to those seen at agility trials. It is the owner's responsibility to know their dog and what is best to set them up to succeed. Approved Affiliates/Trial Hosts may choose to offer a Reactive Dog Area at USCSS™ sanctioned events. Food is a great way to bring people together and build a level of comradery. We encourage all Affiliates/Trial Hosts to offer food for sale or to assign a potluck coordinator. Affiliates/Trial Hosts are also required to display an American flag and begin each day of the trial with the playing of the National Anthem for the United States of America. International Affiliates will display the flag and play the National Anthem for their country.

Section 4: Sportsmanship Code

USCSS™ expects all competitors, participants and spectators to exhibit good sportsmanship at all times. This includes being courteous to fellow competitors, spectators, Judges, CSDs and volunteers and being both a good winner and gracious loser. Any and all verbal or physical abuse toward a dog, person or property will not be tolerated under any circumstances and may result in a competitor being dismissed from a class or trial and prevented from participating in future USCSS™ events.

Section 5: Maintaining Integrity of the Trial

USCSS™ encourages competitors to run multiple dogs (first dog for a titling run, all other dogs For Exhibition Only), watch other searches of their fellow competitors once their titling dog has run and welcomes spectators in all search areas where they can be safely accommodated. However, USCSS™ also expects any and all individuals who participate in any sanctioned USCSS™ trial to maintain the integrity of the trial at all times. As such, it is **_mandatory_** that all participants, be it a competitor, volunteer, trial organizer, trial official, trial staff member or spectator, refrain from discussing any and all details related to the search areas, hide placements or the specifics of any Class (Element or Game) until the conclusion of the trial. When a competitor has finished a Class, they may share a simple thumbs up or thumbs down. Any individual who breaks this rule and **_does_** discuss any of the Classes, hide placements or search areas during the trial, will first receive a verbal warning. A second infraction will result in this individual, and any person they are speaking to, to receive a NQ for that Element or Game. Should this happen a third time, USCSS™ reserves the right to dismiss this individual from the trial where this third infraction occurred. Fairness is paramount and USCSS™ will not tolerate the level of disrespect toward the organization, trial officials, staff, volunteers and competitors shown by those who would discuss these specifics at a trial.

Section 6: Who May Participate

Section 6.1: Eligible Dogs

All dogs over 6-months of age may compete in USCSS™ events. USCSS™ welcome both mixed breed and purebred dogs and encourage the participation of dogs who are deaf, blind or may have limited ambulatory capabilities, amputations or use ambulatory carts but are otherwise in good health. Bitches in season are eligible to compete but must wear panties and will run at the end of the class run order. Reactive dogs are welcome to participate in USCSS™ events; USCSS™ suggests reactive dogs wear red bandanas to assist other competitors in keeping their distance.

> **In summary, the following dogs are *eligible* to compete in USCSS™ events:**
> - Dogs 6-months of age or older
> - Dogs of any breed, purebred or mixed breed
> - Blind, deaf or dogs with amputations or who use ambulatory carts
> - Bitches in season, but they must wear panties
> - Reactive dogs, and USCSS™ suggests they wear red bandannas

Section 6.2: Eligible Handlers

Handlers must be at least 10 years old in order to compete. All minors attending a sanctioned USCSS™ event must be accompanied by a responsible adult at all times.

Section 6.3: Handlers with Multiple Dogs Participating in Scent Work

USCSS™ allows competitors to switch dogs of equal level in Variable Trials or to enter multiple dogs in trials where multiple levels are offered. Additionally in a Variable Trial, a competitor may run multiple dogs in the same Class. The first dog a competitor runs is the only dog that will earn a score towards a titling run. Any subsequent dog the competitor runs in the same Class will be For Exhibition Only (FEO), with the exception of Copy Cat, where competitors can run multiple dogs for titling runs. Affiliates who host multi-level trials must list on the Premium whether separate or nested search areas will be used for the various level searches. If completely separate search areas are used for each class Level, then a handler with multiple dogs competing in two different Levels could title both dogs, one in each level. If the trial site does **_not_** allow for separate search areas to be used for each Level, and hides will be nested or added to a lower-level Class to allow the upper-level competitors to run, a competitor with multiple dogs at two-different levels would only be able to run one dog for a titling run and all other dogs would need to run For Exhibition Only (FEO). If the lower level dog is run as titling, then all other dogs run will be FEO. If the higher level dog is run as titling, then the lower level dog will be run FEO in the higher level AFTER the titling dog has run.

Section 6.4: Ineligible Dogs

While we understand some dogs may be reactive, those dogs who are **aggressive to humans or other dogs** are **_not_** eligible to participate in USCSS™ events. Should a dog behave aggressively by lunging, snapping and any other dangerous actions toward another competitor, be it human or canine, the Judge, CSD, trial secretary, trial worker, volunteer or any other person attending a sanctioned USCSS™ event, this dog will be immediately dismissed from the event and barred from attending any future USCSS™ events. Dogs who are lame, have stitches, open wounds or are ill are ineligible to compete. Lactating bitches are ineligible to compete.

> **In summary, the following dogs are _ineligible_ to compete in USCSS™ events:**
> - Dogs aggressive toward people or other dogs
> - Dogs who are lame, have stitches, open wounds or are ill
> - Lactating bitches

Section 7: Registration

Section 7.1: Handler Registration

In order to participate in USCSS™ sanctioned events, handlers must be registered members of USCSS™. There is no fee for this registration and it lasts for the lifetime of the person.
* Trial Chairs and Secretaries also need to be members of USCSS™.

Section 7.2: Dog Registration

In order to enter USCSS™ sanctioned events, each dog must be registered. This one-time registration fee is for a lifetime membership and includes the eligibility to enter USCSS™ sanctioned events and the monitoring of the dog's annual and lifetime scores. Registration costs $25.00 per dog.

Trial Information

Section 8: Odors Used in Trials

USCSS™ sanctioned events will use the following three odors:
- **Birch** ("Sweet Birch" aka *Betula Lenta*) is used at all levels and games.
- **Anise** ("Aniseed" aka *Pimpinella Anisum*) is used at the Intermediate level and up, as well as games.
- **Clove** ("Clove Bud" aka *Eugenia Caryophylatta*) is used at the Advanced level and up, as well as games.

Section 8.1: Odor Preparation

USCSS™ prefers the "cooking" method of filling a canning jar with Q-tip halves, and placing 3-5 drops of oil on the interior sides of the jar. The jar should then be closed, shaken and allowed to "cook" for 24-hours. These Q-tips may be white or black, however, to ensure there is consistency from trial to trial, only Q-tips are to be used (as opposed to toothpicks, etc).

Section 9: Classes Offered

- Interior
- Exterior
- Vehicle
- Containers
- Detection Dog Extreme
- Copy Cat
- Double Dog Dare
- Go the Distance
- Heap O'Hides
- LudicrouSpeed
- Scenting Sweepstakes
- Team Spirit

Section 10: Trial Levels

USCSS™ offers five (5) Levels of Classes. Affiliates/Trial Hosts may choose to offer single or multi-level trials.

- **Novice A:** Open to **_inexperienced competitors_**, the competitor and not the dog, who has not earned an overall Novice title in ANY venue of Scent Work.
- **Novice B:** Open to **_experienced_** **_competitors_**, the competitor and not the dog, who has earned an overall Novice title in ANY venue of Scent Work.
- **Intermediate**
- **Advanced**
- **Senior**
- **Master**
  *Although titles may be *earned* in any order, they are **awarded** once the lower level title has been earned. See Section 15.1D: Progression Through Elements, Classes and Levels for more information.

Section 11: Hide Elevation

USCSS™ believes in maintaining standards for each Level and this includes increasing the potential height limit for the hides as competitors advance through the Levels.

- **Novice A and B**: Hides will be no higher than 2'
- **Intermediate**: Hides will be no higher than 2'.
- **Advanced**: Hides will be no higher than 3'.
- **Senior**: Hides will be no higher than 4'.
- **Master**: Hides will be no higher than 5'.

Section 12: Hide Accessibility

In maintaining standards for each Level of competition, USCSS™ believes lower level teams should have access to the hide, whereas higher level teams should be able to detect inaccessible hides.

- **Novice A and B**: Hides must be accessible to the dog.
- **Intermediate**: Hides must be accessible to the dog.
- **Advanced**: Hides may be inaccessible to the dog.
- **Senior**: Hides may be inaccessible to the dog.
- **Master**: Hides may be inaccessible to the dog.

Section 13: Distractors

In maintaining standards for each Level of competition, USCSS™ believes it is necessary to introduce distractors in searches at the higher Levels. These distractors can be used in Container, Interior and Exterior searches, but will **_not_** be used in Vehicle searches.

- **Novice A and B**: No distractors will be in the search area.
- **Intermediate**: No distractors will be in the search area.
- **Advanced**: No distractors will be in the search area.
- **Senior**: Up to 2 distractors will be in the search area (toys or novel odor but **_no_** food).
- **Master**: Up to 3 distractors will be in the search area (toys or novel odor but **_no_** food).

Examples of items that are **_not_** permitted to be used as distractors at USCSS™ trials: food of any kind, other essential oils (e.g. lavender, myrrh, etc.), noxious chemicals (e.g. bleach), and critter litter (e.g. rat litter).

Examples of items that are permitted to be used as distractors at USCSS™ trials: human (standing or sitting); sound; non-food such as child toy, tennis ball, dog toy, dog dish, brush, harness, etc.

Section 14: Trial Types

USCSS™ offers three types of trials: Classic, Variable and Select. Affiliates/Trial Hosts may choose from offering either type when hosting a sanctioned USCSS™ event, and Affiliates/Trial Hosts can decide whether to offer single or multi-level trials.

Section 14.1 Classic Trials

In these trials, competitors will search all four (4) Elements: Interior, Exterior, Vehicle, and Container Classes in a single day and at the same Level. This is the only trial in which a "Classic" title can be earned. However, if a competitor does not earn their title at a Classic trial, any and all Q's earned will count toward the general USCSS™ title requirements. Affiliates/Trial Hosts have the choice to offer single or multi-level trials. Classic trials may also include games, but not additional rounds of element classes.

TABLE 1: CLASSIC TRIAL LEVELS & TITLES					
LEVELS	TITLE	TITLE NAME	ODOR	# of HIDES	REQUIREMENTS
Novice	DDCN	Detection Dog Classic Novice	Birch	1	Q's in all 4 Elements in the same Classic Trial
Novice X	DDCNX	Detection Dog Classic Novice X	Birch	1	1 additional Q in all 4 Elements in the same Classic Trial
Intermediate	DDCI	Detection Dog Classic Intermediate	Birch **and** Anise	2	Q's in all 4 Elements in the same Classic Trial
Intermediate X	DDCIX	Detection Dog Classic Intermediate X	Birch **and** Anise	2	1 additional Q in all 4 Elements in the same Classic Trial
Advanced	DDCA	Detection Dog Classic Advanced	Birch, Anise **and** Clove	3	Q's in all 4 Elements in the same Classic Trial
Advanced X	DDCAX	Detection Dog Classic Advanced X	Birch, Anise **and** Clove	3	1 additional Q in all 4 Elements in the same Classic Trial
Senior	DDCS	Detection Dog Classic Senior	Birch, Anise **and/o**r Clove	1-3, unknown	Q's in all 4 Elements in the same Classic Trial
Senior X	DDCSX	Detection Dog Classic Senior X	Birch, Anise **and/o**r Clove	1-3, unknown	1 additional Q in all 4 Elements in the same Classic Trial
Master	DDCM	Detection Dog Classic Master	Birch, Anise **and/o**r Clove	0-4, unknown	Q's in all 4 Elements in the same Classic Trial
Master X	DDCMX	Detection Dog Classic Master X	Birch, Anise **and/o**r Clove	0-4, unknown	1 additional Q in all 4 Elements in the same Classic Trial
*The letter X denotes the number of times that the title has been repeated.					

Section 14.2: Variable Trials

These trials may offer a combination of both Element **and/or** Games Classes, including multiple numbers of Element and/or Games Classes. Any and all Q's earned at a Variable Trial are counted toward a competitor's title requirements.
*Classic Titles can NOT be earned at a Variable Trial.

TABLE 2: VARIABLE TRIAL ELEMENT LEVELS & TITLES				
LEVEL	**TITLE**	**TITLE NAME**	**# of HIDES**	**REQUIREMENTS**
Novice	DDN	Detection Dog Novice	1	3 Q's for each of the 4 Element classes.
Novice X	DDNX	Detection Dog Novice X	1	3 additional Q's for each of the 4 Element classes.
Intermediate	DDI	Detection Dog Intermediate	2	3 Q's for each of the 4 Element classes.
Intermediate X	DDIX	Detection Dog Intermediate X	2	3 additional Q's for each of the 4 Element classes.
Advanced	DDA	Detection Dog Advanced	3	3 Q's for each of the 4 Element classes.
Advanced X	DDAX	Detection Dog Advanced X	3	3 additional Q's for each of the 4 Element classes.
Senior	DDS	Detection Dog Senior	1-3, unknown	3 Q's for each of the 4 Element classes.
Senior X	DDSX	Detection Dog Senior X	1-3, unknown	3 additional Q's for each of the 4 Element classes.
Master	DDM	Detection Dog Master	0-4, unknown	3 Q's for each of the 4 Element classes.
Master X	DDMX	Detection Dog Master X	0-4, unknown	3 additional Q's for each of the 4 Element classes.
*The letter X denotes the number of times that the title has been repeated.				

Section 14.3: Select Trials

Select trials are limited to offering a maximum of two (2) classes. These may consist of Element Classes and/or Game Classes. Although there is no limit to levels offered at Select trials, they are typically one (1) or two (2) levels. Any and all Q's earned will count towards a competitor's Titling requirements.

Section 14.4: Nesting of Trials

Trials may be either "nested" or "not nested". Affiliates/Trial Hosts MUST state in the Premium whether the Element Classes will be nested or not. Nested means that hides are added to the existing hides as the levels increase. If searches are nested, competitors **may not** run their dogs in multiple levels for titling runs, as they will already know where at least one of the hides is located, but may run FEO (For Exhibition Only).

Section 15: Class Type: USCSS™ offers both Element Classes and Game Classes.

Section 15.1: Element Classes

Element Classes are based on traditional competitions and dovetail nicely with other organizations.
- Interior: Odor is placed inside any structure with a roof and a minimum of four (4) walls.
- Exterior: Odor is placed anywhere outdoors, preferably in an area without a roof. Covered areas may have a maximum of two (2) walls.
- Vehicle: Odor is placed on any vehicle or item used for transportation. Odor will not be placed inside or on the undercarriage of any vehicle. Vehicles or items used for transportation of people, animals or things may be used and these include, but are not limited to, cars, trucks, SUVs, tractors, boats, buses, forklifts, wheelbarrows, bicycles, childrens' "play" vehicles, etc.
- Containers: Odor is placed inside any type of container.
  - Novice/Intermediate: 8-14 containers
  - Advanced/Senior: 12-20 containers
  - Masters: 12-30 containers

Section 15.1A: Point Requirements Per Level

In order to earn a Q, competitors must earn a minimum of the following points:
- Novice A or B: 85 points,
- Intermediate: 85 points
- Advanced: 90 points
- Senior/Master: 100 points

This system allows flexibility for beginner competitors and dogs, while also pushing teams to further perfect their craft and tighten their skills.

Section 15.1B: Call Finish Requirements

Calling "finish" is required at ALL levels other than Novice. Calling finish stops the clock. Failure to call finish will result in the team receiving the maximum class time. It is NOT an NQ at any level.

Section 15.1C: Element Titles

Competitors may earn titles in each individual Element, as well as each level. To earn an element title, competitors must earn 3 Q's in an Element (Interior, Exterior, Vehicle or Container). For instance, if a competitor earned 3 Q's in Interior at the Novice level, they would earn a Interior Novice title (IN). Once earning their element title, competitors may remain that Level to AND/OR move up to the next Level. Once a competitor has earned their 3 Q's for a given Level, all Q's earned in the same Level will count toward their "X" title. Using the Interior Novice example, upon earning their IN title, a competitor may earn their IN2 title after earning 3 more Q's at the Novice level. (The competitor may also be working on their Intermediate title at the same time.)

TABLE 3: SUMMARY of ELEMENT TITLE REQUIREMENTS BY LEVEL								
LEVEL	ODORS USED	# OF HIDES	MINIMUM POINTS	MAX. HIDE HT.	DISTRAC-TORS?	ACCESSI-BILITY?	CALL FINISH ?	REQUIREMENTS
Novice	Birch only	1	85	2'	0	Accessible only	Not required	3 Q's for each Element
Intermediate	Birch **and** Anise	2	85	2'	0	Accessible only	yes	3 Q's for each Element
Advanced	Birch, Anise **and** Clove	3	90	3'	0	may be inaccessible	yes	3 Q's for each Element
Senior	Birch**,** Anise **and/or** Clove	1-3 unknown	100	4'	0-2	may be inaccessible	yes	3 Q's for each Element
Master	Birch**,** Anise **and/or** Clove	0-4 unknown	100	5'	0-3	may be inaccessible	yes	3 Q's for each Element

Section 15.1D: Progression Through Elements, Classes and Levels

USCSS™ believes competitors should choose to progress at a rate that they are comfortable with and what is in the best interest of their dogs. Competitors may follow the traditional

progression of Novice-Intermediate-Advanced-Senior-Master; they may remain in a level, or they may skip around levels. Teams may compete, and place in, ANY level at ANY time. That said, titles will only be awarded following the traditional progression of Novice-Intermediate-Advanced-Senior-Master. ANY level title will unlock titles at the next level.

For example, a Novice Classic title will allow a Team to earn any/all Intermediate titles, before finishing the corresponding Novice titles. (But, titles at any level above Intermediate would be banked.)

Another example would be that a Team has their Novice Variable title (all Novice Elements), but no Novice Classic, the Team IS eligible to earn their Intermediate Classic title.

Teams can also progress by Element. For example, if they have a Container Novice title, they can earn, and be awarded, their Container Intermediate title, even if they don't have the rest of their Novice titles.

Table 4: ELEMENT TITLES by LEVEL, with ABBREVIATIONS					
ELEMENT	**NOVICE**	**INTERMEDIATE**	**ADVANCED**	**SENIOR**	**MASTER**
Container (3 Q's required)	Container Novice (CN)	Container Intermediate (CI)	Container Advanced (CA)	Container Senior (CS)	Container Master (CM)
Container X (3 additional Q's required)	Container Novice X (CNX)	Container Intermediate X (CIX)	Container Advanced X (CAX)	Senior Container X (CSX)	Container Master X (CMX)
Exterior (3 Q's required)	Exterior Novice (EN)	Exterior Intermediate (EI)	Exterior Advanced (EA)	Exterior Senior (ES)	Exterior Master (EM)
Exterior X (3 additional Q's required)	Exterior Novice X (ENX)	Exterior Intermediate X (EIX)	Exterior Advanced X (EAX)	Exterior Senior X (ESX)	Exterior Master X (EMX)
Interior (3 Q's required)	Interior Novice (IN)	Interior Intermediate (II)	Interior Advanced (IA)	Interior Senior (IS)	Interior Master (IM)
Interior X (3 additional Q's required)	Interior Novice X (INX)	Interior Intermediate X (IIX)	Interior Advanced X (IAX)	Interior Senior X (ISX)	Interior Master X (IMX)
Vehicle (3 Q's required)	Vehicle Novice (VN)	Vehicle Intermediate (VI)	Vehicle Advanced (VA)	Vehicle Senior (VS)	Vehicle Master (VM)
Vehicle X (3 additional Q's required)	Vehicle Novice X (VNX)	Vehicle Intermediate X (VIX)	Vehicle Advanced X (VAX)	Vehicle Senior X (VSX)	Vehicle Master X (VMX)
*The letter X denotes the number of times that the title has been repeated.					

TABLE 4a: ELEMENT X TITLES (example)		
ELEMENT	**NOVICE**	**TOTAL # of Q's earned in ELEMENT**
CN	Container Novice	3
CN2	Container Novice 2	6
CN3	Container Novice 3	9

Section 15.2: Detection Dog Extreme [Optional class]

Space and time constraints must be taken into consideration; affiliates are NOT required to offer this class

- Prerequisites: Teams MUST have earned at least two (2) element titles at the Senior (and/or Master) level to enter this class.
- Concept: An endurance search designed to provide a challenge to teams working at the highest levels.
- Search Area: 1500-3500 square feet, may be a combination of at least three (3) of the four (4) Elements (Containers, Exterior, Interior, and Vehicle).
- Rules: It may take place in a single search area, or multiple search areas, where there will be an unknown number of hides, between seven and twelve (7-12). The CSD/Judge may require teams to clear one space before entering another. Points are earned as a percentage based on the number of hides.
- Time: ten (10) minutes, with NO 30 second warning. Timing out (without calling finish) will result in a non-qualifying (NQ) score (0).
- False Alerts: No false alerts are allowed.
- Minimum Points: 85
- Scoring: Highest points + lowest time.
- Titling: 10 Q's for DDX title; DDXX title(s) are earned with each additional 10 Q's

TABLE 5: DETECTION DOG EXTREME TITLES				
LEVEL	**TITLE**	**TITLE NAME**	**# of HIDES**	**REQUIREMENTS**
Extreme	DDX	Detection Dog Extreme	7-12 Unknown	10 Q's
Extreme X	DDXX	Detection Dog Extreme X	7-12 Unknown	10 additional Q's
*The letter X denotes the number of times that the title has been repeated.				

Section 15.3: Game Classes

Game Classes focus on a specific skill needed to be an outstanding Scent Work team and are a fantastic way to hone your skills in a fun and competitive manner. Games are not leveled and offer the CSD more flexibility in designing the search area. Games are not level specific and they are meant to be appropriate for all levels; the criteria for games cannot exceed that of the Advanced level. All games are based on 100 points. The amount of points needed to Q will vary with each game.

Section 15.3A: Copy Cat

- Concept: The game works on several different skills, such as reading the search environment to plan where to release your dog, strategy from watching other competitors search, learning to be quiet and motionless while your dog is searching and for the dog to independently search.
- Search area: May consist of any Element or combination thereof.
- Rules: There is one (1) hide and competitors may know where the hide is. The search area will be clearly marked. The handler may NOT enter the search area. Once a dog is released to search, the handler may NOT move OR talk after the initial search command is given. The judge then watches the dog and will call "alert" when the dog gives a clear indication at the hide or is clearly at source. The handler is then allowed to run in and reward the dog by the hide. If the handler re-cues the dog to search, moves from their position or enters the search area before the judge calls "alert", an NQ will be recorded. Minor movements or sounds are faultable by the judge.
- **False Alerts**: No false alerts are allowed.
- **Minimum Points:** 95
- Scoring: Highest points + lowest time.

Section 15.3B: Double Dog Dare

- Concept: Test the dog's odor obedience, ability to work through distractions as well as the mental management on behalf of the handler.
- Search area: May consist of any Element or combination thereof.
- Rules: There can be one (1) or two (2) hides, KNOWN. Handlers will select a piece of paper from a hat/jar/etc. Each paper will have a word or action listed on it. The handler may decide to either do the action they selected OR they may pick again. They will be assessed a five (5) point deduction if they pick again and MUST execute whatever action they pull. Once a search has begun, they must do the listed action over the duration of their dog's search. The handler may stop when they call "Alert". If there are two (2) hides, the action must resume as the dog works out the 2nd hide. There will be a special needs option for handlers that may require it.

- **False Alerts:** Competitors may call a total of two (2) false alerts, each costing five (5) points. Competitors will earn an NQ upon calling a 3rd false alert.
- **Minimum Points:** 90
- Scoring: Highest points + lowest time.

Section 15.3C: Go the Distance

- Concept: A test of whether a dog can successfully search away from their handler.
- Search area: May consist of any Element or combination thereof.
- Rules: The dog must successfully find one (1) hide in a clearly marked out search area. The handler must remain outside the search area. The hide will be no more than 10' from the boundary of the search area. After calling "Alert", and upon hearing the Judge's call, the competitor will cross the line to reward their dog. NQ's include the competitor crossing the line prior to calling "Alert" or false alerting.
- False Alerts: No false alerts are allowed.
- Minimum Points: 95
- Scoring: Highest points + lowest time.

Section 15.3D: Heap O'Hides

- Concept: An endurance search where the search area can contain one to ten (1-10) hides, UNKNOWN.
- Search area: May consist of any Element or combination thereof.
- Rules: Competitors must find as many hides as possible within the allotted time. Each false alert deducts 5 points. Time will stop when the competitor calls "Finish", times out or accumulates too many faults. Points are earned as a percentage based on the number of hides.
- False Alerts: Competitors may call a total of two (2) false alerts, each costing 5 points. Competitors will earn an NQ upon calling a 3rd false alert.
- Minimum Points: 50
- Scoring: Highest points + lowest time.

Section 15.3E: LudicrouSpeed

- **Concept:** This game tests how quickly a dog/handler team can find multiple hides.
- **Search area:** May consist of any Element or combination thereof.
- **Rules:** Search area will contain five to ten (5-10) hides, UNKNOWN. There is an overall time accrued and a time given to find each individual hide (hide time). Competitors start with an individual hide time of 45 seconds. Upon locating a hide and calling "Alert", the handler rewards (or redirects) their dog. The hide time clock will be reset once the handler has rewarded their dog and/or directs them to continue searching. Both correct alerts and false alerts will reset the hide time clock. The team is now given 30 seconds to find their next hide (and each subsequent hide). This process will continue until **either**

the time (either the total time **or** the 30 second hide time) runs out or the competitor calls "Finish". The competitor must call "Finish" when they believe they have found all the hides **or** when they want the clock to stop. Points are earned as a percentage based on the number of hides.

- **NOTE**: This Game requires two (2) timers: the first timer to record the overall time and the second timer to keep track of the individual hide time. The secondary timer, who is setting the 45-second and then 30-second hide time limits, should restart their stopwatch once the handler has rewarded their dog and has resumed their search.
- **False Alerts:** Competitors may call a total of two (2) false alerts, each costing five (5) points. Competitors will earn an NQ upon calling a 3rd false alert.
- **Minimum Points:** 50
- Scoring: Highest points + lowest time.

Section 15.3F: Scenting Sweepstakes

- Concept: The top four (4) placements divide a percentage of the money pot from entry fees for this Game at that trial.
- Search area: May consist of any Element or combination thereof.
- Rules: Search area will contain one to five (1-5) hides, UNKNOWN. Each competitor is scored on the total number of hides found and their overall time. The competitor must call "Finish" when they believe they have found all the hides or they wish to stop the clock. Points are earned as a percentage based on the number of hides.
- False Alerts: NO false alerts are allowed in this game.
- Minimum Points: 75
- Scoring: Highest points + lowest time.

Section 15.3G: Team Spirit

- Concept: Competitors work in teams of four (4) to locate a total of four (4) hides.
- Search area: May consist of any Element or combination thereof.
- Rules: Teams assign their running order. Teammate #1 must go to the start line, begin their search, locate one (1) hide and call "Alert". When the Judge responds with "Yes" or "Sorry, no", this competitor will reward their dog and exit the search area. Teammate #2 will then begin their search and so on. Any Teammate who calls a false alert will leave the search area and cycle back in, if time remains, in an attempt to locate their hide. Teammates are permitted to "pass" if they believe their dog is struggling and then cycle back into the run order. All four (4) hides must be found for the Team to earn a Q. "Finish" must be called to stop the clock. Where this is a team event, team members are encouraged to talk to each other during the search, and any member of the team may call finish. Points are earned as a percentage based on the number of hides. Searches must be conducted on-leash. Points are earned as a percentage based on the number of hides.

- False Alerts: Competitors may call a total of two (2) false alerts, each costing 5 points. Competitors will earn an NQ upon calling a 3rd false alert.
- Minimum Points: 90
- Scoring: Highest points + lowest time.

Section 15.3H: Summary of Game Requirements

TABLE 6: SUMMARY OF GAME REQUIREMENTS					
GAME	TITLE	TITLE NAME	# HIDES	# of FA ALLOWED	MINIMUM POINTS NEEDED
Copy Cat	DDCC	Detection Dog Copy Cat	1	0	95
Double Dog Dare	DDFO	Detection Dog Focus	1 or 2 known	1	80
Go the Distance	DDDI	Detection Dog Distance	1	0	95
Heap O'Hides	DDEN	Detection Dog Endurance	1-10 unknown	2	50
Ludicrous Speed	DDLS	Detection Dog Speed	5-10 unknown	2	50
Scenting Sweepstakes	DDSW	Detection Dog Sweepstakes	1-5 unknown	0	75
Team Spirit	DDTW	Detection Dog Teamwork	4	2	90

Section 15.4: Gamer Titles

The initial Gamer Title recognizes a team's versatility in the various Game classes. Titles in five (5) *different* games are required for this title.

Section 15.4A: Gamer Metallics

Gamer Metallics (Bronze and Silver) continue recognizing a team's versatility and are earned with titles in additional, *different*, Game classes. (See table 6.)

Section 15.4B: Gamer Pro

Gamer Pro Title(s) recognize a team's continued mastery of the Game classes. The Gamer Pro Title is earned after the first ten (10) Games titles. Unlike the Gamer Metallic Titles, these titles can be in *any* of the Game classes and are earned/repeated with each five 5 subsequent Game Titles.

TITLE	TITLE NAME	REQUIREMENTS

Table 7: Gamer Titles		
TITLE	**TITLE NAME**	**REQUIREMENTS**
DDGA	Detection Dog Gamer	Must earn titles in five (5) different games.
DDGA2	Detection Dog Gamer Bronze	Must earn a title in a 6th different game.
DDGA3	Detection Dog Gamer Silver	Must earn a title in a 7th different game.
DDGP	Detection Dog Gamer Pro	TItles in any ten (10) game classes.
DDGPX	Detection Dog Gamer Pro X	Earned with each additional five (5) game titles.

Section 16: Championship Title

This title is earned by those dogs and competitors who have earned both their Master (Variable OR Classic) Level title AND Gamer titles. To recognize this accomplishment, this title ribbon will be sent directly from USCSS™.

Table 8: Championship Title		
TITLE	**TITLE NAME**	**REQUIREMENTS**
DDCH	Detection Dog Champion	Must earn a DDM or DDCM title **and** GAMER title.

Section 17: Participating in a Trial and/or Search

Section 17.1: Entering a Trial

Competitors can enter a trial by choosing the "Enter This Trial" button on the [Upcoming Events](#) page on the USCSS™ website or at the bottom of the page of their dashboard.

> When selecting your classes, 2 boxes will be under each class; FEO and FLO.
>
> **FEO (For Exhibition Only)** is for dogs who will run in the Elements and Games but will not earn Q's toward a title. If you are running two (2) dogs in the same class/level, the dog running for "practice" should be selected as FEO.
>
> **FLO (For Legs Only)** is for dogs who will run in the Elements and Games and earn Q's toward a title, but are not wanting placements (or placement ribbons). You *might* choose this if you already have your title. FLO runs are not credited towards High in Trial (HiT) awards.
>
> Leaving both boxes unchecked means that you are wanting your dog's run to count towards a title AND be eligible for placements in the class.

When entering a trial, of any type, you may work at any/all level(s). In order to be eligible for High In Trial and/or a Classic Title you MUST enter and qualify in the prescribed number of classes for eligibility for High In Trial and/or Classic Titles. That being said, anyone can enter ANY level at any trial and enter as many classes as they choose. ANY Q's, legs, or titles earned at higher levels will be banked (held for later use) and will be awarded AFTER lower required titles have been earned and recorded. If entered at multiple levels, teams may be eligible for High in Trial (HiT) at more than one level. USCSS™ feels that competitors should be eligible to earn HiT at no more than two (2) levels in a single trial, <u>IF there are no games</u>. Where games are offered, competitors should enter their games on the same entry form at the level that they would like to be eligible for HiT. If eligible for multiple levels of High in Trial, competitors should confirm their intentions with the Trial Secretary (or Chief Score Room Person).

Section 17.2: Collars/Leashes

At the discretion of the Affiliate/Host, flexi/retractable leashes ***may*** be permitted on USCSS™ sanctioned trial grounds. No choke chains, prong collars or halti/head collars are permitted during searches. Collars may have tags. Leashes of any length may be used while the dog is participating in a run during a Class, but they must be switched over to a 6' (maximum) length leash when outside of the search area.

At the discretion of the Judge, off-leash searches are permitted, as long as the area is safe and secure for the dog. The only exception to this is the game Team Spirit which must be run on-leash.

Section 17.3: Briefings

The Affiliate/Host will do a general briefing immediately before the trial to discuss logistics of the trial such as potty areas, where the human bathroom facilities are located, etc.

The CSD will then provide a general briefing to discuss any specific requirements they have for the Classes offered and will answer any questions competitors may have. However, competitors are expected to have read and understood the entirety of these Rules before attending the trial.

Section 17.3A: No Walk-Throughs

Competitors will **_not_** be permitted to walk-through a search area prior to running their search. Prior to the running of each Class, a dog-in-white WILL be run to help the CSD assess potential challenges for the hides in any given search.

Section 17.3B: Video of Search

Competitors are welcome to record their searches, as long as the videos are not shared prior to the conclusion of the class. Competitors must have their video device ready to start when they approach the search area so that it does not cause a delay of start. Judges' decisions are final and video footage will not be used to overturn a decision. At no time may competitors, spectators or any other individual use video footage to dispute a Judge's decision, which is final.

Section 17.3C Self-Timing

Competitors are welcome to use a personal timing device during their run. Competitors must have their timing device ready to start when they approach the search area so that it does not cause a delay of start. A competitor's timing device does not replace or supersede the official timer, nor should it override the judge's "That's time" call.

Section 17.4: Starting the Search

All competitors must cross the designated start-line to begin their run. The timer is tasked with starting the timer the moment the dog's nose crosses the start line, so for consistency purposes, it is crucial that this take place. Should either the dog or handler, avoid the start line or enter the search area without crossing the start line, the team will be issued a fault. Competitors are then expected to restart and try again. The timer will **_not_** start until the dog's nose crosses the actual start line.

Section 17.5: Faults

All faults will cost the dog a five (5) point deduction each. For instance, if a competitor were assessed a food fault, a reward fault and an unsafe leash handling fault during their run, they would have a total of fifteen (15) points deducted from their final score. The following are the faults competitors could potentially accrue during a search:

Section 17.5A: False Alerts

This is defined as a dog incorrectly indicating where the hide is or the handler incorrectly reading or cuing their dog and then calling, "Alert" away from the hide.

Section 17.5B: Rewarding Your Dog

USCSS™ strongly believes that the dog should be rewarded upon finding each individual hide once the Judge has called "Yes". This may be accomplished by either treating the dog as close to the hide as possible without contaminating the search area or briefly playing with them with a toy. We feel that ending on a good note is the most beneficial course of action for the dog.

Section 17.5C: Toy Faults

While USCSS™ does welcome competitors to reward their dog with toys, such play cannot disturb or destroy the search area. With this in mind, toys may not be thrown around the search area or into the hide. Competitors are welcome to play tug or catch with their dogs away from the hide. Squeaker toys are not permitted. If a toy is thrown resulting in the search area being disturbed or damaged during play, the team will be assessed a fault.

Section 17.5D: Food Faults

Should a competitor or their dog drop any piece of food or treats during the reward process or anytime during their search, they will receive a fault.

Section 17.5E: Damaging of Search Area

USCSS™ sanctioned events are often held at locations rented from outside parties. Every step should be taken to prevent the dog from excessively damaging any portion of the trial grounds. This is especially true in the search area, particularly near the hide. Should a dog exhibit an "aggressive alert" with excessive pawing, digging or disruption of where the hide is located, they will be issued a fault (and possibly be excused from the search).

Section 17.5F: Unsafe Leash Handling

Teams may be faulted for leashes dragging in an manner that is deemed unsafe to either the human or the dog, or which severely disturbs the search area.

Section 17.6: Disqualifications

Should a dog or a competitor earn a disqualification, their search will end immediately and they will earn zero (0) points for that run. Sections 17.6A-17.6F count as disqualifications.

Section 17.6A: Elimination in the Search Area

This is defined as dogs who urinate, defecate or vomit in the search area. Once a dog has eliminated in the search area, the team will be assessed a zero (0) point score and the search will immediately stop.

Section 17.6B: Destruction of Search Area

Should a dog exhibit an "aggressive alert" (e.g. excessive pawing, digging, and/or biting) at items in the search area, causing excessive and/or irreparable damage to an item, the team will be excused with a non-qualifying score. Furthermore, the handler will be expected to make financial reparations to the event host or owner of the item that will cover the cost of replacement or repair of the damaged item.

Section 17.6C: Dog Aggression

Should a dog behave aggressively by lunging, snapping and any other dangerous actions toward another competitor, be it human or canine, the Judge, CSD, trial secretary, trial worker, volunteer or any other person attending a sanctioned USCSS™ event, this dog will be immediately dismissed from the event and may be barred from attending any future USCSS™ events

Section 17.6D: Competitor Harshly Verbally or Physically Reprimanding a Dog

USCSS™ believes strongly that dogs should be treated with respect and will not tolerate any competitor who harshly mistreats their dog, by verbal or physical means, anywhere on the event grounds. Any such competitor will earn an unsportsmanlike conduct disqualification for that particular Class and may be excused from the remainder of the trial, with no refunds.

Section 17.6E: Unsportsmanlike Conduct

All competitors are expected to practice good sportsmanship while participating in USCSS™ trials and cursing is not permitted. Therefore, any competitor who curses threateningly at their dog, USCSS™ official, trial host, staff, volunteer, spectator or fellow competitor will earn an unsportsmanlike conduct disqualification for that particular Class and may be excused from the remainder of the trial, with no refunds.

Section 17.6F: Double-Handling

While USCSS™ is a spectator sport we must also maintain the integrity of our trials. As such, we do not tolerate double-handling of any kind and this will result in a disqualification for the team running and the person involved in double-handling.

Section 17.7: Competitor Excusing Dog

Competitors may decide to excuse their dog from a search due to stress, illness or lack of focus. In this situation, the team will be assessed zero (0) points for this particular search. Competitors may opt to continue running in other Classes they have signed up for in that trial, should they feel it is in the best interest of their dog.

Section 17.8: Judge's Decision is Final

In all Classes and trials, the Judge's decision is final. Competitors are expected to respect this fact and not challenge or question the Judge's decision, in particular showing video footage after a run questioning a Judge's decision. Should a competitor have a question relating to the trial or some other procedural matter, they should address their concern with the Trial Chairperson BEFORE contacting USCSS™ directly at info@uscaninescentsports.com.

Section 17.9: At the end of the Class, Day and/or Later; Scoring Issues

It is suggested that you take pictures of your scores, and/or score sheets, whenever possible. This is in case there are any errors when your score gets recorded, mistakes happen. If you believe that a score is incorrect, contact the Trial Secretary BEFORE contacting USCSS™ office. The Trial Secretary is the one we turn to to provide verification of scoring, so contacting them first is the quickest path to a speedy resolution of your concern. The Trial Secretary will then contact USCSS™. If the concern is not related to scoring, the Trial Chair should be contacted BEFORE contacting USCSS™ office.

Section 18: Trial Awards & Ribbons

Qualifying Ribbons are awarded for each qualifying run. All ribbons MUST display the USCSS™ (or CSSI™) logo on the ribbons as well as the wording United States Canine Scent Sports (or Canine Scent Sports International).

Section 18.1: Element Title Awards

Affiliates will determine the colors of the ribbons awarded to a competitor who earns an Element title. USCSS™ urges Affiliates to order ribbons that have at least a 6" sized streamer and which read "New Title".

Section 18.2 High in Trial (HiT) Awards

All **Classic** and **Variable Trials** shall provide the following awards for each level, except where noted.

High in Trial Eligibility: Competitors must be entered in all classes offered, minimum of four (4) with no more than one (1) non qualifying (NQ) run.

- ***Please Note***: Affiliates may opt to forgo awarding HiT, HiT Champion and HiT Rescue ribbons in those trials where 125 runs, or less, occur. ***This language must be included in the Premium.***

Section 18.2A: High In Trial (HiT) by Level

- Placements are based on the highest number of points and fastest times for each level offered. (e.g. in a Novice/Intermediate level trial, there would be a Novice High in Trial dog and an Intermediate High in Trial dog).
- There is only one (1) High in Trial for the Novice level for all teams entered in Novice A and B .
- 2nd - 4th overall placements are awarded at the host's discretion; premiums will state if these awards will be offered.

Section 18.2B: High Rescue Dog

One (1) High in Trial is awarded to the Rescue Dog who meets HiT eligibility. Dogs must be registered with USCSS™ as a rescue dog. Eligible rescues are from a rescue organization or off the street.

Section 18.3C: High Champion of Record

One (1) High in Trial is awarded to the dog who has earned a Championship Title in ANY sport/venue other than USCSS™. Dogs must be registered with USCSS™ as a Champion of Record.

Table 9: TRIAL AWARDS & RIBBONS		
AWARD TYPE	**COLOR**	**MINIMUM RIBBON SIZE**
Qualifying Ribbons	Lavender	6" Single or double flat
All 1st place Class awards	Blue	6" Double Flat, 1 streamer rosette, or 3-streamer rosette
All 2nd place Class awards	Red	6" Double Flat, 1 streamer rosette, or 3-streamer rosette
All 3rd place Class awards	Yellow	6" Double Flat, 1 streamer rosette, or 3-streamer rosette
All 4th place Class awards	White	6" Double Flat, 1 streamer rosette, or 3-streamer rosette
New title (Elements and Games)*	Hosts chooses color	6" 3-streamer rosette
New title: DDN & DDCN*	Purple and white	12" 3-streamer rosette
New title: DDI & DDCI*	Purple and cream	12" 3-streamer rosette
New title: DDA & DDCA*	Purple and pink	12" 3-streamer rosette
New title: DDS & DDCS*	Purple and lavender	12" 3-streamer rosette
New title: DDM & DDCM*	Purple and medium blue	12" 3-streamer rosette
New title: DDGA, DDGA2, DDGA3*	Host chooses color	12" 3-streamer rosette
New title: DDGP*	Host chooses color	12" 3-streamer rosette
High In Trial Award	Red, white and blue or colors of the host country	14" 3-streamer rosette
2nd Place Overall in Trial Award	Red and black	12" 3-streamer rosette
3rd Place Overall in Trial Award	Yellow and black	12" 3-streamer rosette
4th Place Overall in Trial Award	White and black	12" 3-streamer rosette
High Rescue Dog Award	Pink and green	8" 3-streamer rosette
High Champion of Record Award	Purple and yellow gold	8" 3-streamer rosette
* Hosts have the option to provide number tabs, in lieu of title ribbons for teams earning titles beyond their first. For example, they may provide a "2" tab when a team earns their VN2, or a "3" tab for a DDDI3 title. The tabs would be in place of title ribbons. *A host awarding tabs only MUST state so in their premium.*		

Section 19: Qualification for the USCSS™Annual Regionals and National Scent Work Championships

USCSS™ believes regional and national events are a time to celebrate the accomplishments of dogs at all levels. As such, all levels of Classes will be available at the USCSS™ Annual Regional and National Scent Work Championship. More details regarding the regional and national events, including requirements, how to qualify and scoring information, can be found on the website.

APPENDIX

Section A: General Rules

Section A1: Competitor Conduct

All competitors are expected to have read and understood the entirety of these Rules. Competitors are also expected to heed the requests of the Judge and respect their decisions as final. It is our goal to keep the rules at a minimum, so please be kind to your dog, respectful and courteous to people, be honorable and strive to not have a rule named after you. All competitors are expected to refrain from discussing any details relating to the search areas or hide placements until the conclusion of the trial. After completing a search, a simple thumbs up or thumbs down will suffice. Discussion includes verbal discussion as well as the posting of photos and videos online and on social media.

Section A2: Competitor Safety

Some class Elements may take place outdoors, in tight spaces or on uneven terrain. Competitors are expected to be mindful when taking their dog to and from and through the search area and are allowed to use training when necessary to ensure both the safety of themself and their dog. USCSS™ suggests all competitors wear weather appropriate clothing and closed-toed shoes when competing. In addition, Affiliates and/or Judges may override any rules where necessary for the safety of all participants.

Section A3: Competitor Navigating Search Area

Nothing in the search area may be moved or touched unless the competitor receives explicit permission from the Judge. For instance, if a dog is working a corner and the competitor feels an item is blocking the dog from getting to source, they may ask the Judge if they may move this item.

Section A4: Dog Safety

All exhibitors, participants and volunteers must ***always*** be mindful of every dog, whether they are reactive or not. To ensure the safety of everyone, both human and canine, there is a 6' rule in place at all USCSS™ events. This means every dog must maintain a minimum of 6' distance from all other dogs at all times. When dogs are not participating in a Class they must be on-leash with their leash being no longer than 6' long. ***At the discretion of the Affiliate/Host***, flexi/retractable leashes may be permitted on USCSS™ sanctioned trial grounds. When a dog is not on-leash, they must always be secured within a crate or pen. Affiliates/Trial Hosts may opt to provide a Reactive Dog Area for those dogs who need more space. USCSS™ suggests reactive dogs wear a red bandana to help indicate that they may need more space.

Section A5: Spectators

To ensure the community atmosphere of our sanctioned events, USCSS™ welcomes spectators to watch all the classes, levels and searches. However, there must also be a protection of the process and to ensure that no one is gaining an unfair advantage over other teams. Competitors may only watch searches after they have competed in that Class and/or Game and level. All competitors are expected to refrain from discussing the details of their run. Any attempts to double-handle or indicate to the current team where a hide is located will result in a NQ of the working team and the individual involved in the double-handling, be it a competitor, volunteer, trial worker or spectator, and both teams will be dismissed from the trial. USCSS™ will not tolerate the discussion of any search areas or hide placements during the trial; this includes verbal discussion and posting of photos and videos online and on social media.

Section A6: Spectator Conduct

Spectators are requested to be quiet and respectful while the dog is working. Clapping and cheering when the team has completed their search is allowed and encouraged. Judges may ask spectators to leave an area or wait before entering. Spectators are expected to follow all of the Judge's requests.

Section A7: Spectator Area

This area should be well-outlined to ensure that spectators do not accidentally wander into the search area. Dogs that are not currently competing at the moment are not allowed in this area or in close proximity to the search area.

Section A8: Video and Photography

Competitors are welcome to record their searches, as long as the videos are not shared prior to the conclusion of the class. Competitors must have their video device ready to start when they approach the search area so that it does not cause a delay of start.

While not mandatory, we encourage Affiliates/Hosts to video all searches. We feel video is a great way to monitor the progression of this sport, lends to accountability and is an invaluable learning tool. Professional videographers and photographers are welcomed and encouraged to shoot and sell their work at USCSS™ sanctioned events. All businesses must abide by local business laws.

Judges' decisions are final and video footage will not be used to overturn a decision. At no time may competitors, spectators or any other individual use video footage to dispute a Judge's decision, which is final.

Section A9: How to Become a Judge

The official who oversees and scores each Class and Game. The list of qualifications and the Application to become an approved Judge may be found on the USCSS™ website.

Section A10: How to Become a CSD

Chief Search Designer (CSD) is an essential part to the smooth running of a Scent Work trial. They have an intricate understanding of odor, how it moves, how it is affected by the environment, temperature and other factors. The list of qualifications and the Application to become an approved CSD can be found on the USCSS™ website.

Section A11: Official USCSS™ Logo and Name

The official United States Canine Scent Sports™ (USCSS™) and Canine Scent Sports International (CSSI™) logos may only be used with written permission. The official name, for the Affiliate's country, and corresponding logo must be used on any and all ribbons, photo areas, paperwork and in any area or item used for promotion for any official USCSS™/CSSI™ sanctioned event.

Section B: Definitions

Affiliate: An individual, training group or club approved by USCSS™ to host sanctioned trials and events.

Alert Behavior: This is a change of behavior the dog exhibits upon finding the hide. This is a communication between the dog and competitor and does not need to be a specific behavior. However, USCSS™ urges competitors to prevent their dogs from exhibiting aggressive and destructive alert behaviors such as excessive pawing or digging.

Banked Legs: Titles are *awarded* in order from Novice - Master. Because competitors may enter at ANY level they choose, they might *earn* a title before earning its prerequisite title. In this case, all qualifying legs and titles are held (banked) until the prerequisite lower level titles have been earned and awarded.

Calling Alert: All competitors are expected to call (either verbally and/or by raising a hand) "Alert" in a clear and definitive tone and wait for the Judge's affirmative response before rewarding their dog. Should a competitor call "Alert" in error, the Judge will respond with a "Sorry, No", but indicate where the hide is located so the competitor may still reward their dog.

Champion of Record: Any dog that is a Champion of Record from any organization, such as AKC, UKC, USDAA, in any sport, such as conformation, obedience or agility, which recognizes and awards a Championship certificate (eg. CH, MACH). Scanned and emailed proof must be sent to USCSS™ at the time of the dog's registration or can be updated any time at least two (2) weeks prior to the date of trial to be eligible for the High In Trial Champion of record award.

Chief Search Designer (CSD): The CSD is the person tasked with setting the odor challenges for the trial. They must have a thorough understanding of odor (how it moves, interacts with the environment, is affected by weather, temperature, etc.). They are in charge of setting all the hides, observing the Dog-in-White and making adjustments to the search area when necessary. On trial day, they should be the only person to handle the target odors.

Classic Trial: Based on traditional trials, competitors must complete searches in all four (4) Elements (Interior, Exterior, Vehicles and Containers). Those competitors who qualify in all Elements in one day can earn their Classic title. Any and all Q's will also apply toward their USCSS™ level-appropriate Element and/or level titles.

Competitor: The human handler of the dog entered into a USCSS™ trial. The competitor does not need to be the owner of the dog.

Container: Containers are anything that holds stuff, with or without covers. Baskets, bags, cups etc. all work.

Disqualification: Should a dog or a competitor earn a disqualification, their search will be ended immediately and they will earn (0) points for that run. This includes: eliminating in the search area, dog aggressive or threatening to humans during search, competitor harshly verbally or physically reprimanding a dog, unsportsmanlike conduct to Judge, other competitors, spectators or trial workers, and double-handling.

Element: These are the four (4) separate types of search areas- Interior, Exterior, Vehicle and Containers.

False Alert: This is defined as a dog incorrectly indicating where the hide is or the handler incorrectly reading or cueing their dog and then calling "Alert" away from the hide.

FEO: For Exhibition Only. Dogs who will run in the Classes but will not earn Q's (legs) toward a title or placements ribbons, or be eligible for HIT.

FLO: For Legs Only. Dogs who will run in the Classes and earn Q's (legs) toward a title, but are not eligible for placements or ribbons. FLO runs are not credited towards High in Trial (HiT) awards.

Finish Call: Competitors do not need to call "Finish" at the Novice level, or any Game that has only one (1) known hide; however they are welcome to do so for practice. Calling "Finish" is required in the Intermediate-level and up and all the Games where there is the possibility for more than one hide in the search area. The timer will only stop the time in these upper level Classes and multiple-hide Games when a competitor calls "Finish". Failure to call finish will result in the team receiving the maximum class time. Failure to call finish *cannot* be faulted or deemed a non-qualifying event.

Games Classes: There are different types of Game searches that competitors may choose from to earn titles with their dog: Copy Cat, Double Dog Dare, Go the Distance, Heap O' Hides, LudicrouSpeed, Scenting Sweepstakes and Team Spirit. Games classes can be at any type of trial, Classic, Variable or Select and have no levels.

Judge: This is the trial official who will call "Yes" or "Sorry, No" when a competitor calls "Alert" during a search. The Judge's decision is final.

Levels: For **Classic Trials**, there are five (5) different Levels: Novice Classic, Intermediate Classic, Advanced Classic, Senior Classic and Master Classic. For **Variable Trials** there are five (5) different Levels: Novice, Intermediate, Advanced, Senior and Master.

NQ: Non-qualifying score.

Odor: The three odors that are used in USCSS™ sanctioned events are **Birch** ("Sweet Birch" aka *Betula Lenta*), **Anise** ("Aniseed" aka *Pimpinella Anisum*) and **Clove** ("Clove Bud" aka *Eugenia Caryophylatta*).

Q: Qualifying score.

Rescue Dog: Any dog, either purebred or mixed breed, that was acquired from a rescue organization or off the street.

Select Trial: A trial limited to two (2) classes, Elements and/or Games.

Self-Timing: A competitor using a personal timing device during their run. Competitors must have their timing device ready to start when they approach the search area so that it does not cause a delay of start. A competitor's timing device does not replace or supersede the official timer, nor should it override the judge's "That's time" call.

Timed Out: Maximum time is recorded when either the Timing Clock reaches the maximum time allowed for the search or the handler does not call "finish" where required.

Titling Run: Dogs who will run in a given Class or Game and all Q's earned will count toward a title and placements.

Variable Trial: A trial which affords the competitor and Affiliate/Host the most flexibility, as it may offer any combination of the Classes, Elements and/or Games.

Section C: Tables

TABLE 1: CLASSIC TRIAL LEVELS & TITLES					
LEVELS	**TITLE**	**TITLE NAME**	**ODOR**	**# of HIDES**	**REQUIREMENTS**
Novice	DDCN	Detection Dog Classic Novice	Birch	1	Q's in all 4 Elements in the same Classic Trial
Novice X	DDCNX	Detection Dog Classic Novice X	Birch	1	Additional Q's in all 4 Elements in the same Classic Trial
Intermediate	DDCI	Detection Dog Classic Intermediate	Birch **and** Anise	2	Q's in all 4 Elements in the same Classic Trial
Intermediate X	DDCIX	Detection Dog Classic Intermediate X	Birch **and** Anise	2	Additional Q's in all 4 Elements in the same Classic Trial
Advanced	DDCA	Detection Dog Classic Advanced	Birch, Anise **and** Clove	3	Q's in all 4 Elements in the same Classic Trial
Advanced X	DDCAX	Detection Dog Classic Advanced X	Birch, Anise **and** Clove	3	Additional Q's in all 4 Elements in the same Classic Trial
Senior	DDCS	Detection Dog Classic Senior	Birch, Anise **and/o**r Clove	1-3, unknown	Q's in all 4 Elements in the same Classic Trial
Senior X	DDCSX	Detection Dog Classic Senior X	Birch, Anise **and/o**r Clove	1-3, unknown	Additional Q's in all 4 Elements in the same Classic Trial
Master	DDCM	Detection Dog Classic Master	Birch, Anise **and/or** Clove	0-4, unknown	Q's in all 4 Elements in the same Classic Trial
Master X	DDCMX	Detection Dog Classic Master X	Birch, Anise **and/or** Clove	0-4, unknown	Additional Q's in all 4 Elements in the same Classic Trial
*The letter X denotes the number of times that the title has been repeated.					

TABLE 2: VARIABLE TRIAL ELEMENT LEVELS & TITLES					
LEVEL	**TITLE**	**TITLE NAME**	**ODOR**	**# of HIDES**	**REQUIREMENTS**
Novice	DDN	Detection Dog Novice	Birch	1	3 Q's for each of the 4 Element classes
Novice X	DDNX	Detection Dog Novice X	Birch	1	3 additional Q's for each of the 4 Element classes
Intermediate	DDI	Detection Dog Intermediate	Birch and Anise	2	3 Q's for each of the 4 Element classes
Intermediate X	DDIX	Detection Dog Intermediate X	Birch and Anise	2	3 additional Q's for each of the 4 Element classes
Advanced	DDA	Detection Dog Advanced	Birch, Anise and Clove	3	3 Q's for each of the 4 Element classes
Advanced X	DDAX	Detection Dog Advanced X	Birch, Anise and Clove	3	3 additional Q's for each of the 4 Element classes
Senior	DDS	Detection Dog Senior	Birch, Anise and/or Clove	1-3, unknown	3 Q's for each of the 4 Element classes
Senior X	DDSX	Detection Dog Senior X	Birch, Anise and/or Clove	1-3, unknown	3 additional Q's for each of the 4 Element classes
Master	DDM	Detection Dog Master	Birch, Anise and/or Clove	0-4, unknown	3 Q's for each of the 4 Element classes
Master X	DDMX	Detection Dog Master X	Birch, Anise and/or Clove	0-4, unknown	3 additional Q's for each of the 4 Element classes
*The letter X denotes the number of times that the title has been repeated.					

TABLE 3: SUMMARY of ELEMENT TITLE REQUIREMENTS BY LEVEL								
LEVEL	ODORS USED	# OF HIDES	MINIMUM POINTS	MAX. HIDE HT.	DISTRAC-TORS?	ACCESSI-BILITY?	CALL FINISH ?	REQUIREMENTS
Novice	Birch only	1	85	2'	0	Accessible only	Not required	3 Q's for each Element
Intermediate	Birch **and** Anise	2	85	2'	0	Accessible only	yes	3 Q's for each Element
Advanced	Birch, Anise **and** Clove	3	90	3'	0	may be inaccessible	yes	3 Q's for each Element
Senior	Birch, Anise **and/or** Clove	1-3 unknown	100	4'	0-2	may be inaccessible	yes	3 Q's for each Element
Master	Birch, Anise **and/or** Clove	0-4 unknown	100	5'	0-3	may be inaccessible	yes	3 Q's for each Element

Table 4: ELEMENT TITLES by LEVEL, with ABBREVIATIONS					
ELEMENT	**NOVICE**	**INTERMEDIATE**	**ADVANCED**	**SENIOR**	**MASTER**
Container (3 Q's required)	Container Novice (CN)	Container Intermediate (CI)	Container Advanced (CA)	Container Senior (CS)	Container Master (CM)
Container X (3 additional Q's required)	Container Novice X (CNX)	Container Intermediate X (CIX)	Container Advanced X (CAX)	Senior Container X (CSX)	Container Master X (CMX)
Exterior (3 Q's required)	Exterior Novice (EN)	Exterior Intermediate (EI)	Exterior Advanced (EA)	Exterior Senior (ES)	Exterior Master (EM)
Exterior X (3 additional Q's required)	Exterior Novice X (ENX)	Exterior Intermediate X (EIX)	Exterior Advanced X (EAX)	Exterior Senior X (ESX)	Exterior Master X (EMX)
Interior (3 Q's required)	Interior Novice (IN)	Interior Intermediate (II)	Interior Advanced (IA)	Interior Senior (IS)	Interior Master (IM)
Interior X (3 additional Q's required)	Interior Novice X (INX)	Interior Intermediate X (IIX)	Interior Advanced X (IAX)	Interior Senior X (ISX)	Interior Master X (IMX)
Vehicle (3 Q's required)	Vehicle Novice (VN)	Vehicle Intermediate (VI)	Vehicle Advanced (VA)	Vehicle Senior (VS)	Vehicle Master (VM)
Vehicle X (3 additional Q's required)	Vehicle Novice X (VNX)	Vehicle Intermediate X (VIX)	Vehicle Advanced X (VAX)	Vehicle Senior X (VSX)	Vehicle Master X (VMX)
*The letter X denotes the number of times that the title has been repeated.					

Table 4a: ELEMENT X TITLES (example)		
ELEMENT	**NOVICE**	**TOTAL # of Q's earned in ELEMENT**
CN	Container Novice	3
CN2	Container Novice 2	6
CN3	Container Novice 3	9

TABLE 5: DETECTION DOG EXTREME TITLES				
LEVEL	**TITLE**	**TITLE NAME**	**# of HIDES**	**REQUIREMENTS**
Extreme	DDX	Detection Dog Extreme	7-12 Unknown	10 Q's
Extreme X	DDXX	Detection Dog Extreme X	7-12 Unknown	10 additional Q's
*The letter X denotes the number of times that the title has been repeated.				

TABLE 6: SUMMARY OF GAME REQUIREMENTS					
GAME	**TITLE**	**TITLE NAME**	**# HIDES**	**# of FA ALLOWED**	**MINIMUM POINTS NEEDED**
Copy Cat	DDCC	Detection Dog Copy Cat	1	0	95
Double Dog Dare	DDFO	Detection Dog Focus	1 or 2 known	1	80
Go the Distance	DDDI	Detection Dog Distance	1	0	95
Heap O'Hides	DDEN	Detection Dog Endurance	1-10 unknown	2	50
Ludicrous Speed	DDLS	Detection Dog Speed	5-10 unknown	2	50
Scenting Sweepstakes	DDSW	Detection Dog Sweepstakes	1-5 unknown	0	75
Team Spirit	DDTW	Detection Dog Teamwork	4	2	90

Table 7: Gamer Titles		
TITLE	**TITLE NAME**	**REQUIREMENTS**
DDGA	Detection Dog Gamer	Must earn titles in five (5) different games
DDGA2	Detection Dog Gamer Bronze	Must earn a title in a 6th game
DDGA3	Detection Dog Gamer Silver	Must earn a title in a 7th game
DDGP	Detection Dog Gamer Pro	TItles in any ten (10) games classes
DDGPX	Detection Dog Gamer Pro X	Earned with each additional five (5) titles

Table 8: Championship Title		
TITLE	**TITLE NAME**	**REQUIREMENTS**
DDCH	Detection Dog Champion	Must earn a DDM or DDCM title and GAMER title

Table 9: TRIAL AWARDS & RIBBONS		
AWARD TYPE	**COLOR**	**MINIMUM RIBBON SIZE**
Qualifying Ribbons	Lavender	6" Single or double flat
All 1st place Class awards	Blue	6" Double Flat, 1 streamer rosette, or 3-streamer rosette
All 2nd place Class awards	Red	6" Double Flat, 1 streamer rosette, or 3-streamer rosette
All 3rd place Class awards	Yellow	6" Double Flat, 1 streamer rosette, or 3-streamer rosette
All 4th place Class awards	White	6" Double Flat, 1 streamer rosette, or 3-streamer rosette
New title (Elements and Games)*	Hosts chooses color	6" 3-streamer rosette
New title: DDN & DDCN*	Purple and white	12" 3-streamer rosette
New title: DDI & DDCI*	Purple and cream	12" 3-streamer rosette
New title: DDA & DDCA*	Purple and pink	12" 3-streamer rosette
New title: DDS & DDCS*	Purple and lavender	12" 3-streamer rosette
New title: DDM & DDCM*	Purple and medium blue	12" 3-streamer rosette
New title: DDGA, DDGA2, DDGA3*	Host chooses color	12" 3-streamer rosette
New title: DDGP*	Host chooses color	12" 3-streamer rosette
High In Trial Award	Red, white and blue or colors of the host country	14" 3-streamer rosette
2nd Place Overall in Trial Award	Red and black	12" 3-streamer rosette
3rd Place Overall in Trial Award	Yellow and black	12" 3-streamer rosette
4th Place Overall in Trial Award	White and black	12" 3-streamer rosette
High Rescue Dog Award	Pink and green	8" 3-streamer rosette
High Champion of Record Award	Purple and yellow gold	8" 3-streamer rosette
* Hosts have the option to provide number tabs, in lieu of title ribbons for teams earning titles beyond their first. For example, they may provide a "2" tab when a team earns their VN2, or a "3" tab for a DDDI3 title. The tabs would be in place of title ribbons. ***A host awarding tabs only MUST state so in their premium.***		