



United States Canine Scent Sports™

Official Rulebook

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Table of Contents:

[Mission Statement](#)

[Who We Are](#)

[Building a Community](#)

[Sportsmanship Code](#)

[Maintaining Integrity of the Trial](#)

[Who May Participate](#)

[Eligible Dogs](#)

[Eligible Handlers](#)

[Handlers with Multiple Dogs Participating in Scent Work](#)

[Dogs That May Not Participate](#)

[Ineligible Dogs](#)

[Becoming a Member of USCSS™](#)

[Dog Registration](#)

[Entering a Trial](#)

[Requesting Changes to Entry](#)

[Move-Up Requests](#)

[Odor Used in Trials](#)

[Preparation of Odor](#)

[Concentration of Odor](#)

[Odor Vessels](#)

[Combo or Combination Odors](#)

[Trial Elements/Types of Search Areas](#)

[Trial Levels](#)

[Nesting Search Areas](#)

[Hide Elevation](#)

[Hide Accessibility](#)

[Distractors](#)

[Trial Types](#)

[Classic Trials](#)

[Games Offered at Classic Trials](#)

[Competitors Entering Multiple Levels at a Classic Trial](#)

[Point Requirements Per Level](#)

[CLASSIC TRIAL LEVELS & TITLES](#)

[Variable Trials](#)

[Competitors Entering Multiple Levels at a Variable Trial](#)



[Point Requirements Per Level](#)

[Progression Through Variable Trial Class Levels](#)

[VARIABLE TRIAL LEVELS & TITLES](#)

[Select Trials](#)

[Point Requirements Per Level](#)

[Element Titles](#)

[Remaining in a Given Level](#)

[ELEMENT CLASSES AND TITLES](#)

[Element Title Awards](#)

[Game Classes](#)

[Game Class # 1: Team Spirit:](#)

[Game Class # 2: Heap O'Hides:](#)

[Game Class # 3: Go the Distance:](#)

[Game Class # 4: LudicrouSpeed:](#)

[Game Class # 5: Scenting Sweepstakes:](#)

[Game Class # 6: Double Dog Dare:](#)

[Point Requirements Per Game](#)

[Championship Title](#)

[Qualification for the USCSS™ Annual National Scent Work Championship](#)

[Trial Awards & Ribbons](#)

[Qualifying Ribbons](#)

[Placement awards for each Element Class or Game.](#)

[High in Trial Eligibility](#)

[Second Overall, Third Overall and Fourth Overall Awards](#)

[High Rescue Dog Trial](#)

[High Champion of Record](#)

[Affiliates Not Offering High in Trial Awards](#)

[Ribbons Requirements and Specifications](#)

[TRIAL AWARDS & RIBBONS REQUIREMENTS](#)

[General Rules](#)

[Dog Safety](#)

[Competitor Conduct](#)

[Competitor Safety](#)

[Competitor Navigating Search Area](#)

[Spectators](#)

[Spectator Conduct](#)

[Spectator Area](#)



[Video and Photography](#)

[No Walk-Throughs of Search Area](#)

[Affiliate and CSD Briefing](#)

[Collars/Leashes](#)

[Starting the Search](#)

[False Alerts](#)

[Faults](#)

[Proper Start Line Etiquette](#)

[Rewarding Your Dog](#)

[Toy Faults](#)

[Food Faults](#)

[Destruction of Search Area](#)

[Disqualifications](#)

[Elimination in the Search Area](#)

[Dog Aggressive or Threatening to Humans During Search](#)

[Competitor Harshly Verbally or Physically Reprimanding a Dog](#)

[Unsportsmanlike Conduct](#)

[Double-Handling](#)

[Competitor Excusing Dog](#)

[Re-Runs](#)

[Timer Malfunction](#)

[Changes to Search Area or Hide Placement](#)

[Judge's Decision is Final](#)

[Staging](#)

[Class Order](#)

[Dog-in-White](#)

[Questions or Concerns:](#)

[Sharing in Successes and Good Times Had](#)

[How to Become an Affiliate/Trial Host](#)

[How to Become a Judge](#)

[How to Become a CSD](#)

[Official USCSS™ Logo and Name](#)

[Definitions](#)

[SELECT TRIALS ADDENDUM](#)



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, and 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!

Mission Statement

The goal of United States Canine Scent Sports (USCSS™) is to provide a user-friendly organization committed to promoting Scent Work events that are fun for the dog, the handler and the event 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.

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. Under their watchful eye and steady hand, USCSS™ is poised to address this need while keeping competitions challenging, fair and exciting for canine and human alike.

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 out of their cars or, when space permits, create a tented area outside of their cars, 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 in the United States are required to display the American flag and must play the National Anthem after the briefing before dogs run at the trial. International Affiliates/Trial Hosts may display their country of origin's flags and play their national anthem.



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 will not be tolerated under any circumstances and may result in a competitor being dismissed from a class, trial or prevented from participating in future USCSS™ events.

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, to refrain from discussing any and all details related to the search areas, hide placements or the specifics of any Element Class or Game Class until the conclusion of the trial. When a competitor has finished an Element Class or Game Class, they may share a simple thumbs up or thumbs down.

Any individual who breaks this rule and ***does*** discuss any of the Element Classes, Games 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 Class or Game Class. 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.

Who May Participate

Eligible Dogs

All dogs over 6-months of age may compete in a USCSS™ Scent Work trial . USCSS™ welcomes both mixed breed and purebred dogs, and encourages 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 and will run last in the class order
- Reactive dogs, and USCSS™ suggests they wear red bandannas

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 parent or legal guardian at all times.

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 Element Class. The first dog a competitor runs is the only dog that will earn a score. Any subsequent dog the competitor runs in the same Element Class will be For Exhibition Only.

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 individual Level, then a handler with multiple dogs competing in two different Levels may run both dogs for titling runs. For instance, Dog #1 could run in the Novice Level Element Classes and Dog #2 could run in the Intermediate Level Element Classes, and if the searches were **not** nested, both dogs could title.

If the trial site does ***not*** allow for separate search areas to be used for each Level, and hides will be nested (meaning hides added to a lower-level search to allow the upper-level competitors to run) a competitor with multiple dogs ***may only run one dog for a titling run***. All other dogs must be run For Exhibition Only. Competitors must run their titling dog first. Therefore, if a competitor had one dog at the Intermediate Level and another at the Novice Level, they would run both dogs in the Intermediate Level, with the Intermediate Level dog going first, and the Novice Level dog running second, For Exhibition Only. It is the competitor's responsibility to run their dogs in the proper order.



Dogs That May Not Participate

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 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 also 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

Becoming a Member of USCSS™

Competitors must become members of USCSS™, and doing so is free. [Here is the link where competitors may join to become a member of USCSS™.](#)

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.

Entering a Trial

All competitors will enter a sanctioned USCSS™ trial through the [USCSS™ website](#). Competitors must login and find the trial they are interested in. They may then select the Level in which they wish to compete. If they wish to enter their dog in multiple levels, they must submit separate entries for each Level entered. Should a competitor wish to enter an Element Class or Games Class FEO, or For Exhibition Only, they must select the "FEO" box **as well** as the Element Class or Game Class itself. Once an entry is submitted, the competitor will immediately receive a confirmation email with details on how to submit payment directly to the Affiliate/Trial Host. **No entry fees will be submitted to USCSS™.**



Requesting Changes to Entry

All changes to trial entries must be made in writing no less than one week prior to trial date to the Affiliate/Trial Host. No changes to Element Classes or Games Classes will be made the day of show, such as entering or pulling from an Element Class or Games Class. Competitors are expected to review their entry confirmation email for accuracy. Element Classes and Games Classes may, however, be added in those instances where the Affiliates/Trial Host accepts day of show entries.

Move-Up Requests

Competitors may complete a Move-Up Request form and this must be submitted 15-minutes prior to the briefing the day of the trial in question.

Odor Used in Trials

USCSS™ sanctioned events will use the following three odors:

- **Birch** ("Sweet Birch" aka *Betula Lenta*)
- **Anise** ("Aniseed" aka *Pimpinella Anisum*)
- **Clove** ("Clove Bud" aka *Eugenia Caryophyllatta*)

Preparation of Odor

USCSS™ follows the "24-hour cooking method" for preparing odor. This includes cutting q-tips, with the paper straws, in half and placing them inside a canning jar. 3-5 drops of essential oil (Birch, Anise or Clove) will then be placed in the inner wall of this canning jar. The canning jar will be closed, shaken and allowed to sit for 24-hours before use. Oil will ***not*** be directly applied to the Q-tips.

Concentration of Odor

USCSS™ allows CSDs to make the best determination regarding the concentration of odor to use within any given search area, however, the range is 1-5 scented q-tips per odor vessel.

Odor Vessels

Odors will be contained inside odor vessels (ie. tins, straws, etc.) and ***no*** naked Q-tips will be placed within the search area.



Combo or Combination Odors

At the Senior and Master levels of competition, CSDs may use combo or combination odors, meaning a single odor vessel may contain various scented q-tips (ie. one Birch scented q-tip and one Anise scented q-tip contained inside a single odor vessel).

Trial Elements/Types of Search Areas

- **Interior:** Odor is placed inside any structure with a roof and a minimum of 4 walls.
- **Exterior:** Odor is placed anywhere outdoors, preferably in an area without a roof. Covered areas must have a maximum of 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, etc.
- **Containers:** Odor is placed inside any type of container such as a box, luggage, bucket or other item used to contain something.

Trial Levels

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

- **Novice A:** Open to ***inexperienced*** competitors (the human competitor and not the dog) who have never titled in Scent Work.
- **Novice B:** Open to ***experienced*** competitors (the human competitor and not the dog) who have earned a NW1, DDN or equivalent level title or higher in ***any*** Scent Work venue.
- **Intermediate:** Competitors must have completed the Novice A or B requirements.
- **Advanced:** Competitors must have completed the Intermediate requirements.
- **Senior:** Competitors must have completed the Advanced requirements.
- **Master:** Competitors must have completed the Senior requirements.

Nesting Search Areas

Affiliates/Trial Hosts **must** state in the Premium if the Element Classes will be nested or not. If these 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.



Hide Elevation

USCSS™ believes in maintaining standards for each Level. This includes increasing the potential height limit for the hides as competitors advance through the Levels. Officials will set alert parameters to take into account the dog may not be able to get their nose directly on the hide itself.

- **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’.

Hide Accessibility

In maintaining standards for each Level of competition, USSCS™ believes newer dogs should have access to the hide, whereas higher level teams should be able to detect inaccessible hides. USSCS™ defines an **accessible hide** as one where an average dog can either get their nose onto the hide itself or quite close to it without being blocked by a physical barrier, and can communicate to their handler where the hide is. An **inaccessible hide** would be blocked by some sort of physical barrier where the dog cannot get their nose to the hide itself (such as inside a drawer, cabinet, etc.). However, for inaccessible hides, the dog should still be able to communicate to the handler where the odor is coming from.

- **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.

Distractors

In maintaining standards for each Level of competition, USSCS™ 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).



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).

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.

Classic Trials

In these trials, competitors will search all four (4) Elements Classes (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 their individual Element Titles as well as Variable Titles at that Level**. Affiliates/Trial Hosts have the choice to offer single or multi-level trials.

Games Offered at Classic Trials

Affiliates/Trial Hosts may choose to also offer one or more Game Classes at a Classic Trial. While these Games will **not** go toward a competitor earning their Classic title, any and all Q’s earned in the Game will go toward earning a Game title.

Competitors Entering Multiple Levels at a Classic Trial

Once a competitor has earned their Level title at a Classic Trial, they may choose to enter a subsequent Classic Trial in that same Level and the next Level. For instance, if a competitor earns their DDCN, the next Classic Trial they enter they could run in both Novice Level searches and the Intermediate Level searches, for titling runs, if the search areas are **not** nested.

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:** 100 points
- **Master:** 100 points



CLASSIC TRIAL LEVELS & TITLES

LEVELS	TITLE	TITLE NAME	ODOR	REQUIREMENTS
Novice	DDCN	Detection Dog Classic Novice	Birch	1 hide in each Element and a Q in each Element in one day.
Intermediate	DDCI	Detection Dog Classic Intermediate	Birch and Anise	2 hides in each Element and a Q in each Element in one day.
Advanced	DDCA	Detection Dog Classic Advanced	Birch, Anise and Clove	3 hides in each Element and a Q in each Element in one day.
Senior	DDCS	Detection Dog Classic Senior	Birch, Anise and/or Clove (single or combo)	1-3 hides in each Element and a Q in each Element in one day.
Master	DDCM	Detection Dog Classic Master	Birch, Anise and/or Clove (single or combo)	0-4 hides in each Element (any Element can be clear) and a Q in each Element in one day.

Variable Trials

These trials offer both the Affiliate/Trial Host and competitor the most flexibility ***as any combination*** of **Element Classes** and/or **Games Classes** may be offered. Any and all Q's earned at a Variable Trial are counted toward a competitor's title requirements. Affiliates/Trial Hosts may choose to offer a single- or multi-level Variable Trial.

Competitors Entering Multiple Levels at a Variable Trial

Once a competitor has earned their Level Variable title (ie. DDN or Detection Dog Novice title), they may choose to enter a subsequent Variable Trial in that same Level and the next Level. For instance, if a competitor earns their DDN in a Variable trial, at the next Variable Trial they enter they could run in both the Novice and Intermediate Levels, for titling runs, if the search areas are ***not*** nested.

Likewise, once a competitor has earned their Level Element title (ie. Novice Container Element title, they may choose to enter a subsequent Variable Trial in that same Level and the next Level. For instance, if a competitor earns their Novice Container Element title, the next Variable Trial they enter they could run in both the Novice and Intermediate Container searches, for titling runs, if the search areas are ***not*** nested.



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:** 100 points
- **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.

Progression Through Variable Trial Class 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. With this in mind, competitors may choose any of the following options:

1. **Traditional progression:** Novice → Intermediate → Advanced → Senior → Master
2. **Remain in a given level:** Competitors may stay at a level for any length of time to ensure the dog has the skills necessary to be successful. Once a Level title has been obtained (Classic, Variable or Element), the competitor will still accrue Q's for titles but will no longer be eligible for placements and will run **For Legs Only**. For instance, a competitor earns their Novice Vehicle Element title. They choose to stay in Novice in the Vehicle Element Classes. Any and all Q's will go toward a Novice Vehicle 2 Element title, however, the competitor will be running For Legs Only and is no longer eligible for placements in these searches.
3. **Compete in two levels simultaneously:** Competitors may compete in the level where a title was already obtained as well as the next eligible level (ie. Novice and Intermediate).
4. **Go back down any series of levels:** Competitors may want to make the activity easier for the dog, taking into account their age, health and other factors, and as such, may go down any number of levels at any time (ie. go from Masters to Novice).



VARIABLE TRIAL LEVELS & TITLES

LEVEL	TITLE	TITLE NAME	ODOR	REQUIREMENTS
Novice	DDN	Detection Dog Novice	Birch	1 hide, 3 Q's for each Element
Novice-#	DDN#	Detection Dog Novice #	Birch	1 hide, 3 Q's for each Element
Intermediate	DDI	Detection Dog Intermediate	Birch and Anise	2 hides, 3 Q's for each Element
Intermediate-#	DDI#	Detection Dog Intermediate #	Birch and Anise	2 hides, 3 Q's for each Element
Advanced	DDA	Detection Dog Advanced	Birch, Anise and Clove	3 hides, 3 Q's for each Element
Advanced-#	DDA#	Detection Dog Advanced #	Birch, Anise and Clove	3 hides, 3 Q's for each Element
Senior	DDS	Detection Dog Senior	Birch, Anise and/or Clove	1-3 hides, 3 Q's for each Element
Senior-#	DDS#	Detection Dog Senior #	Birch, Anise and/or Clove	1-3 hides, 3 Q's for each Element
Master	DDM	Detection Dog Master	Birch, Anise and/or Clove	0-4 hides, 3 Q's for each Element and any Element can be clear
Master-#	DDM#	Detection Dog Master #	Birch, Anise and/or Clove	0-4 hides, 3 Q's for each Element and any Element can be clear

Select Trials

These trials are an excellent opportunity for newer Affiliates/Trial Hosts to become accustomed to hosting a USCSS™ event, introduce new areas to USCSS™ trials or enable competitors to earn necessary Q's to round out their title requirements. Affiliates/Trial Hosts are limited to offering a total of 2 searches at a Select Trial. These may be Element Classes, Games Classes or a combination. Any and all Q's earned will go toward a competitors Element, Games or Variable Trial Titles. See the Select Trial Addendum for more details.

Point Requirements Per Level

In order to earn a Q in a given search, competitors must earn a minimum of the following points:

- **Novice A or B:** 85 points
- **Intermediate:** 85 points
- **Advanced:** 90 points
- **Senior:** 100 points
- **Master:** 100 points



Element Titles

Competitors may also earn titles in each individual Element. To do so, competitors must earn 3 Q's in an Element (Interior, Exterior, Vehicle or Container). For instance, if a competitor earned 3 Q's in Novice Interior, they would earn a Novice Interior title (IN).

Remaining in a Given Level

Competitors may choose to continue competing in a given Level for a given Element as long as they wish. They will continue to accrue Q's and titles in this given level, however, they will no longer be eligible for placements and will run **For Legs Only** (FLO). For instance, if a competitor earned their Novice Interior Element title (IN) and continued competing in the Novice level, they would earn another Element title with every 3 Q's (ie. IN2, IN3, IN4, etc.). However, they would not be eligible for placements during this time, and would be running For Legs Only.

ELEMENT CLASSES AND TITLES

ELEMENT	NOVICE	INTERMEDIATE	ADVANCED	SENIOR	MASTER
Interior (3 Q's required)	Novice Interior (IN)	Intermediate Interior (II)	Advanced Interior (IA)	Senior Interior (IS)	Master Interior (IM)
Interior-# (3 Q's required)	Novice Interior # (IN#)	Intermediate Interior # (II#)	Advanced Interior # (IA#)	Senior Interior # (IS#)	Master Interior # (IM#)
Exterior (3 Q's required)	Novice Exterior (EN)	Intermediate Exterior (EI)	Advanced Exterior (EA)	Senior Exterior (ES)	Master Exterior (EM)
Exterior-# (3 Q's required)	Novice Exterior # (EN#)	Intermediate Exterior # (EI#)	Advanced Exterior # (EA#)	Senior Exterior # (ES#)	Master Exterior # (EM#)
Container (3 Q's required)	Novice Container (CN)	Intermediate Container (CI)	Advanced Container (CA)	Senior Container (CS)	Master Container (CM)
Container-# (3 Q's required)	Novice Container # (CN#)	Intermediate Container # (CI#)	Advanced Container # (CA#)	Senior Container # (CS#)	Master Container # (CM#)
Vehicle (3 Q's required)	Novice Vehicle (VN)	Intermediate Vehicle (VI)	Advanced Vehicle (VA)	Senior Vehicle (VS)	Master Vehicle (VM)
Vehicle-# (3 Q's required)	Novice Vehicle # (VN#)	Intermediate Vehicle # (VI#)	Advanced Vehicle # (VA#)	Senior Vehicle # (VS#)	Master Vehicle # (VM#)

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".



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*** Level-dependent and offer the CSD more flexibility in designing the search area. If Games are offered at a Classic or Variable Trial, points earned in the Game will go toward the competitor's eligibility for the High in Trial awards (High in Trial, High Champion of Record and High Rescue)

Game Class # 1: Team Spirit:

- **Concept:** Competitors work in teams of four (4) to locate a total of four (4) hides.
- **Search area:** May consist of any search Element or combination thereof.
- **Rules:** Teams assign their running order. Teammate #1 must go to the start line, begin their search, locate one 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. Searches must be conducted on-leash.
- **False alerts:** a total of 2 false alerts are permitted to be called for the entire Team. If a third false alert is called, the Team will earn a NQ.
- **Scoring:** Teams with the highest amount of points and fastest time will be eligible for placements. There will be no negative scores; the lowest possible score is 0 points.

GAME	TITLE	TITLE NAME	# OF HIDES	ODOR	# OF Q'S
Team Spirit	DDTW	Detection Dog Teamwork	4	Birch, Anise and/or Clove	3

Game Class # 2: Heap O'Hides:

- **Concept:** An endurance search where the search area can contain 1-10 hides.
- **Search area:** May consist of any search Element or combination thereof.
- **Rules:** Competitors must find as many hides as they possible within the allotted time. Time will stop when the competitor calls "Finish", times out or accumulates too many faults. On- or off-leash searches are permitted, as long as the area is safe and secure for the dog.
- **False alerts:** Competitors may call a total of 2 false alerts, each costing 5 points. Competitors will earn a NQ upon calling a third false alert.
- **Scoring:** Competitors with the highest amount of points and fastest time will be eligible for placements. There will be no negative scores; the lowest possible score is 0 points.



GAME	TITLE	TITLE NAME	# OF HIDES	ODOR	# OF Q'S
Heap O' Hides	DDE	Detection Dog Endurance	1-10 (unknown)	Birch, Anise and/or Clove	3

Game Class # 3: Go the Distance:

- **Concept:** A test of whether a dog can successfully search away from their handler.
- **Search area:** May consist of any search Element or combination thereof.
- **Rules:** Dog must successfully find the one (1) hide in the search area while the competitor works behind a line placed 10' from the search area. This line may be on 1-4 sides of the search area. After calling "Alert", and upon hearing the Judge's call, the competitor may cross the line to reward their dog. NQ's include the competitor crossing the line prior to calling "Alert" or false alerting. On- or off-leash searches are permitted, as long as the area is safe and secure for the dog.
- **False alerts:** No false alerts are permitted. Should a competitor call a false alert, they will NQ.
- **Scoring:** Competitors with the highest amount of points and fastest time will be eligible for placements. There will be no negative scores; the lowest possible score is 0 points.

GAME	TITLE	TITLE NAME	# OF HIDES	ODOR	# OF Q'S
Go the Distance	DDD	Detection Dog Distance	1	Birch, Anise and/or Clove	3

Game Class # 4: LudicrouSpeed:

- **Concept:** This game tests how quickly a dog/handler team can find multiple hides.
- **Search area:** May consist of any search Element or combination thereof.
- **Rules:** Search area will contain an unknown number of hides (at least 5 and no more than 10). There is an overall time accrued and a time given to find each individual hide. Competitors start with an individual hide time of 45 seconds. Upon locating a hide and calling "Alert", the competitor's individual hide time is reset and they are given 30 seconds to find their next hide; the 30-second time limit will begin once the competitor has resumed their search. This process will continue until either time runs out or the competitor calls "Finish"; competitor must call "Finish" when they believe they have found all the hides or when they want the clock to stop. This Game requires 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 time limits, should restart their stopwatch when the competitor has moved to resume their search after finding a hide. On- or off-leash searches are permitted, as long as the area is safe and secure for the dog.



- **False alerts:** Competitors may call a total of 2 false alerts, each costing 5 points. Competitors will earn a NQ upon calling a third false alert.
- **Scoring:** Competitors with the highest amount of points and fastest time will be eligible for placements. There will be no negative scores; the lowest possible score is 0 points.

GAME	TITLE	TITLE NAME	# OF HIDES	ODOR	# OF Q'S
LudicrousSpeed	DDLS	Detection Dog Speed	5-10 (unkown)	Birch, Anise and/or Clove	3

Game Class # 5: Scenting Sweepstakes:

- **Concept:** Winner and top 4 placements (1st, 2nd, 3rd and 4th place) divide a percentage of the money pot from entry fees for this Game at that trial.
- **Search area:** May consist of any search Element or combination thereof.
- **Rules:** Search area will contain an unknown number of hides (between 1-5 hides are possible). CSD sets the amount of hides and the time allotted for the search and will announce this at the start of the Game. Each competitor is scored on the total number of hides found and their overall time. Competitor must call "Finish" when they believe they have found all the hides. False alerts are an automatic NQ. On- or off-leash searches are permitted, as long as the area is safe and secure for the dog.
- **False alerts:** No false alerts are permitted. Competitors will earn a NQ upon calling a false alert.
- **Scoring:** Competitors with the highest amount of points and fastest time will be eligible for placements. There will be no negative scores; the lowest possible score is 0 points.

GAME	TITLE	TITLE NAME	# OF HIDES	ODOR	# OF Q'S
Scenting Sweepstake	DDSW	Detection Dog Sweepstakes	1-5 (unkown)	Birch, Anise and/or Clove	3

Game Class # 6: 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 search Element or combination thereof.
- **Rules:** There can be between 1-2 hides (number of hides in the search area will be know to the competitors). 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. However, if they choose to pick again, they will be assessed a 5-point deduction and **must** execute whatever action they then pull from the hat/jar/etc. Once a handler's 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 hides, the Double Dog Dare action must resume as the dog works out the second hide. There will be a special needs option for handlers that may require it..

- **False alerts:** Competitors may call a total of 2 false alerts, each costing 5 points. Competitors will earn a NQ upon calling a third false alert.
- **Scoring:** Competitors with the highest amount of points and fastest time will be eligible for placements. There will be no negative scores; the lowest possible score is 0 points.

GAME	TITLE	TITLE NAME	# OF HIDES	ODOR	# OF Q'S
Double Dog Dare	DDDSW	Detection Dog Dare	1-2 (known)	Birch, Anise and/or Clove	3

Point Requirements Per Game

All Games have 100 possible points to earn. In order to earn a Q, competitors must earn a minimum of the following points:

- **Team Spirit:** 90 points (minimum points required to be earned by the entire Team)
- **Heap O' Hides:** 50 points
- **Go the Distance:** 95 points
- **LudicrousSpeed:** 50 points
- **Scenting Sweepstakes:** 75 points
- **Double Dog Dare:** 90 points

Championship Title

This title is earned by those dogs and competitors who qualify in the Master Level of the Classes and earn 3 Q's in each Game.

TITLE	TITLE NAME	REQUIREMENTS
DDCH	Detection Dog Champion	Must earn a DDM title and 3 Q's in each Game.

Qualification for the USCSS™ Annual National Scent Work Championship

USCSS™ believes national events are a time to celebrate the accomplishments of dogs at all levels. As such, all levels of Element Classes will be available at the USCSS™ Annual National Scent Work Championship. More details regarding this national event, including requirements, how to qualify and scoring information, will be released soon.

Trial Awards & Ribbons

All **Classic, Variable and Select Trials** shall provide the following awards for each level, except where noted. Affiliates/Trial Hosts **may not** deviate from ribbon size or color requirements.

Affiliates must list the awards to be offered at the trial in the Premium.



Qualifying Ribbons

For each competitor who Q'd in each Class.

Placement awards for each Element Class or Game.

This would include 1st - 4th Placements, awarded to the qualifying dogs with the highest points and fastest times. For Novice-level trials, placements will be awarded separately for Novice A and Novice B competitors. Dogs who ran FEO (For Exhibition Only) or FLO (For Legs Only) are not eligible for placements.

High in Trial Eligibility

This is based off of Level. Competitors **must** be entered in all the Classes offered at the trial (either Element Classes or Games Classes) **and** qualify in all but one **and must** be entered in a minimum of 4 Classes (Element Classes or Games Classes) at a given Level to be eligible for a HiT award at that Level. All Classes (Element Classes and Games Classes) offered at a Classic or Variable Trial count towards HIT awards. For Novice, there will be one Novice High in Trial award (there is no breakdown between Novice A and Novice B). High in Trial awards are **not** awarded at Select Trials.

Second Overall, Third Overall and Fourth Overall Awards

These awards are optional. These are based off of Level. Competitors **must** be entered in all the Classes offered at the trial (either Element Classes or Games Classes) **and** qualify all but one **and must** be entered in a minimum of 4 Classes (Element Classes or Games Classes) at a given Level to be eligible for a HiT award at that Level. All Classes (Element Classes and Games Classes) offered at a Classic or Variable Trial count towards HIT awards. For Novice, there will be one Novice High in Trial award (there is no breakdown between Novice A and Novice B). ***Affiliates may choose to not offer Second Overall, Third Overall and Fourth Overall Awards. If they do not offer these awards, this must be noted in the Premium.***

High Rescue Dog Trial

Awarded to the rescue dog with the highest points and fastest time. This is an award based on the entire trial, regardless of whether it is a single or multi-level trial. Competitors must be entered in all the Classes offered at the trial (either Element Classes or Games Classes) **and** qualify in all but one.

High Champion of Record

Awarded to the dog with the highest points and fastest time who has previously earned a Championship in any other sport (proof must be sent in of Championship. e.g. conformation, obedience, agility, etc.). This is an award based on the entire trial, regardless of whether it is a



single or multi-level trial. Competitors must be entered in all the Classes offered at the trial (either Element Classes or Games Classes) **and** qualify in all but one.

Affiliates Not Offering High in Trial Awards

This **must** be noted on the Premium (specifically state which HiT award will not be offered: High in Trial, High Rescue and High Champion of Record) and is **only** permitted **if there are less than 25-dogs entered into a trial.**

Ribbons Requirements and Specifications

USCSS™ strongly believes in rewarding those dogs and handlers who have undergone the hard work and tireless preparation required to earn a qualifying score or obtain a title. As such, USSCS™ has paid specific attention to the designing of ribbon requirements. Ranges are provided in certain categories to allow for flexibility on the part of Affiliates, however, deviations from these specifications is **not permitted**. By following these specifications, Affiliates will assist in promoting consistency in all USSCS™ events while also properly honoring the accomplishments of deserving competitors.



TRIAL AWARDS & RIBBONS REQUIREMENTS

AWARD TYPE	COLOR	RIBBON SIZE
New title: DDN	Purple and white	12" 3-streamer rosette
New title: DDI	Purple and cream	12" 3-streamer rosette
New title: DDA	Purple and pink	12" 3-streamer rosette
New title: DDS	Purple and lavender	12" 3-streamer rosette
New title: DDM	Purple and medium blue	12" 3-streamer rosette
New title: DDCH	Host chooses color	16" 3-streamer rosette
New title (Elements and Games)	Hosts chooses color	Min. 5" to 6" 3-streamer rosette
All 1st place Class awards	Blue	Double-flat to 5" 3-streamer rosette
All 2nd place Class awards	Red	Double-flat to 5" 3-streamer rosette
All 3rd place Class awards	Yellow	Double-flat to 5" 3-streamer rosette
All 4th place Class awards	White	Double-flat to 5" 3-streamer rosette
High In Trial Award	Red, white and blue	14" minimum with HIT 3-streamer rosette *USCSS HiT Award
2nd Place Overall in Trial Award	Red and black	Min. 6" to 12" minimum 3-streamer rosette
3rd Place Overall in Trial Award	Yellow and black	Min. 6" to 12" minimum 3-streamer rosette
4th Place Overall in Trial Award	White and black	Min. 6" to 12" minimum 3-streamer rosette
High Rescue Dog Award	Pink and green	8" minimum 3-streamer rosette
High Champion of Record Award	Purple and yellow gold	8" minimum 3-streamer rosette
Qualifying Ribbons	Lavender	Single flat



General Rules

Dog Safety

All competitors, 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 search, they must be on-leash with their leash being no longer than 6' long; flexi/retractable leashes are ***not*** permitted on USCSS™ sanctioned trial grounds. Dogs are not permitted to play or otherwise interact with one another where the potential of injury is high while 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.

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, and be honorable and strive to not have a rule named after you. All competitors are expected 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.

Competitor Safety

Search 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 both themselves and their dog. USCSS™ suggests all competitors wear weather appropriate clothing and closed-toed shoes when competing.

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 if the Judge if they may move this item.



Spectators

To ensure the community atmosphere of our sanctioned events, USCSS™ welcomes spectators to watch all the Element Classes, Games Classes, levels and searches. However, there must also be a protection of the process and to ensure no one is gaining an unfair advantage over. Competitors may only watch searches after they have competed in that Element Class and/or Game Class 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 competitor where a hide is located will result in a NQ of the working competitor and the individual involved in the double-handling, be it a competitor, volunteer, trial worker or spectator, and both individuals 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.

Spectator Conduct

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

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 permitted in this area or in close proximity to the search area.

Video and Photography

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.

No Walk-Throughs of Search Area

Competitors will ***not*** be permitted to walk-through a search area prior to running their search. This is to add an additional level of challenge to the search itself.



Affiliate and CSD Briefing

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 Element and/or Games 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.

Collars/Leashes

Flexi/retractable leads are ***not*** permitted on USCSS™ sanctioned trial grounds. No choke chains, prong collars or halti/head collars are permitted during searches. Should a competitor feel they must use one of these collars to get from Point A to Point B safely, they may do so, however in order to be permitted to search, their leash or long line must be removed from this collar and attached to a flat or martingale collar or a full body harness. Leashes of any length may be used while the dog is participating in a run during an Element or Games Class, but they must be switched over to a 6' length leash when outside of the search area.

Starting the Search

Searches will officially begin once the dog's nose crosses the start line.

False Alerts

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.

In the Element Classes, Go the Distance Game and Scenting Sweepstakes Game, calling a false alert will immediately end the search, the competitor will NQ and will earn (0) points for this search. The Judge will respond with a "Sorry, No" and will indicate to the competitor where the correct hide is, so that the dog may be rewarded.

In the Team Spirit Game, LudicrouSpeed Game, Heap O' Hides and Double Dog Dare Game, competitors are allowed 2 false alerts, which will count as a (5) point deduction each. If a third false alert is called, the search will end and the competitor will NQ and will earn (0) points for this search.

Faults

All faults will cost the dog a five (5) point deduction each. For instance, if a competitor were assessed a food fault, a failure to 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:



- Failure to properly cross the start line
- Failure to reward the dog upon calling "Alert". Reward with either food, toy or verbal.
- Food faults
- Toy faults
- Destruction of search area
- Unsafe leash/dog handling

Proper Start Line Etiquette

All competitors **must** cross the designated start-line to begin their run. The timer is tasked with starting the time the moment the dog's nose crosses the start line, so for consistency purposes, it is crucial that this take place. Should a dog 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 their dog on the other side of the start line to try again. The timer will **not** start until the dog's nose crosses the actual start line.

Rewarding Your Dog

USCSS™ believes strongly 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 the hide as possible without contaminating the search area or briefly playing with them with a toy. Competitors who do **not** reward their dog upon finding a hide, with either a treat, toy or verbal praise may be faulted by the Judge. A Judge will **always** direct the handler to a hide if a false alert was given. We feel that ending on a good note is the most beneficial course of action for the dog.

Toy Faults

While USSCS™ 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 with their dogs away from the hide, but the toy should never leave the competitor's hand. Squeaker toys are **not** permitted. If a toy is thrown, resulting in the search area being disturbed or destroyed during play, the competitor will be assessed a fault.

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.

Destruction of Search Area

USCSS™ sanctioned events are oftentimes held at locations rented from outside parties. Every step should be taken to prevent the dog from excessively destroying 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 the where the hide is located, they will be issued a fault.

Disqualifications

Should a dog or a competitor earn a disqualification, their search will end immediately and they will earn (0) points for that run. The following count as disqualifications:

- 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
- Double-handling

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 (0) point score and the search will immediately stop. While we understand it can be frustrating for a competitor in this situation, any harsh verbal or physical reprimanding of the dog will cause the competitor to be dismissed from the trial.

Dog Aggressive or Threatening to Humans During Search

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.

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 verbally or physically reprimands their dog. Any such competitor will earn a disqualification and will be dismissed from the trial.

Unsportsmanlike Conduct

All competitors are expected to practice good sportsmanship while participating in USCSS™ trials. USCSS™ is also a spectator sport, therefore 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 a unsportsmanlike conduct disqualification for that particular Element Class or Game.



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 competitor running and the person involved in double-handling.

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 (0) points for this particular search. Competitors may opt to continue running in other Element Classes and Games Classes they have signed up for in that trial, should they feel it is in the best interest of their dog.

Re-Runs

There are two specific scenarios when a Judge may allow a competitor to re-run a search:

Timer Malfunction

Competitor has the choice to either accept full time on their search or re-run the search and accept the final decision for that search (ie. if they Q'd in the first search and NQ'd in the second, the NQ decision would stand.). In this scenario, the re-run must occur in a new search area.

Changes to Search Area or Hide Placement

The CSD will determine if such a change is justified. This may be due to a hazardous situation which presented itself after the trial was already underway or similar significant event. The Judge will partner with the CSD to determine those affected competitors, and will permit them to be re-run. All steps will be taken to avoid this situation from arising in the first place.

Judge's Decision is Final

In all searches 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 may touch base with the Trial Chairperson or contact USCSS™ directly at info@uscaninescentsports.com.

Staging

Affiliates/Trial Hosts are entrusted to decide the best manner in which to arrange staging areas to promote a smooth and efficient running of a trial. USCSS™ suggests Affiliates/Trial Hosts utilize technology (e.g. walkie talkies, cell phones, text messages, etc.) to allow their trial workers to most efficiently communicate when a dog is ready to enter or exit the staging area. The only requirement is that all dogs and competitors maintain the required 6' distance from one



another and follow all collar and leash rules and requirements. Affiliates/Trial Hosts should work hand-in-hand with the CSD to ensure their staging areas prevent line-of-sight issues and provide the most efficient running of the trial.

Class Order

The Affiliate/Trial Host is in the best position to determine the order of the searches which will produce the most efficient and smooth running of the trial. Therefore, the Affiliate/Trial Host has the discretion to decide the order of the searches. Affiliates/Trial Hosts are urged to touch base with the CSD and Judges in finalizing which Element Classes and/or Game Classes will be offered and the order of each.

Dog-in-White

Prior to the running of each Element Class and/or Games Class, a dog-in-white will be run to help the CSD assess potential challenges for the hides in any given search. CSDs may opt to run two dogs-in-white: one at the level of the search and one at a higher level. This dog will ideally be handled by someone who is unfamiliar with the hide placements, but this is not always possible. If the handler does know the location of the hides, they are to allow the dog to work the space unhindered, and are to avoid potentially leading the dog. The dog-in-white will determine if the searches are level-appropriate, if any changes are necessary and to confirm the ideal total search time parameters.

Questions or Concerns:

USCSS™ has an open-door policy. Therefore, if anyone be it a competitor, spectator, volunteer, official or Affiliate/Trial Host has a question or concern, they are welcome to contact USCSS™ directly at info@uscaninescentsports.com. However, we also believe in the importance of fairness and going through a chain-of-command. Therefore, if you see something at a trial that you have a question about, raise it to the Trial Chairperson first, and give them an opportunity to address it. It may then be elevated to the organization-level, if need-be.

Sharing in Successes and Good Times Had

We love seeing photos and reading stories of dogs and handlers who had fun and success at a USCSS™ event. Whether it be earning a title or the first time a dog was brave enough to venture inside an interior space, we want to hear about it. Feel free to join the [USCSS™ Facebook Group](#) and post your photos and stories there, and help us build a truly supportive Scent Work community.

How to Become an Affiliate/Trial Host

Affiliates/Trial Hosts enable more dogs and handlers to play the great game of Scent Work by hosting sanctioned USCSS™ trials and events! [Information regarding becoming an Affiliate and the link to submit the Affiliate Application may be found on the USCSS™ website.](#)



How to Become a Judge

Judges are the officials who oversee and score each Element Class or Games Class. [The list of qualifications and the Application to become an approved Judge may be found on the USCSS™ website.](#)

How to Become a CSD

Chief Search Designers (CSD) are 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.](#)

Official USCSS™ Logo and Name

The official United States Canine Scent Sports™ name, acronym (USCSS™) and logo may only be used with written permission. The official name and 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™ sanctioned event.



Definitions

Accessible Hide: A hide where an average dog can either get their nose onto the hide itself or quite close to it without being blocked by a physical barrier, and can communicate to their handler where the hide is.

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.

Awards Ceremony: Affiliates/Trial Hosts may determine to hold this ceremony after a particular level has completed their searches, or at the end of the entire trial. For the latter scenario, the CSD will oftentimes provide a debriefing of how the searches ran and provide answers to competitors questions.

Briefing: Informative session held at the beginning of the trial. The Affiliate/Trial Host will cover housekeeping items such as potty areas, lunch, etc., and the CSD will cover details pertaining to the searches themselves.

Calling Alert: All competitors are expected to call "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 date of trial entered to be eligible for the High In Trial Champion of record award. This proof may be emailed to info@uscaninescentsports.com.

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.



Element Classes: Searches where competitors will locate a set number of hides in one of the four Elements (Interior, Exterior, Vehicle or Container).

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

Combo or Combination Odors: When multiple scented q-tips of different target odors are used within a single odor vessel. This is only permitted in the Senior and Master-levels of competition. An example would be having 1 Birch scented q-tip and 1 Anise-scented q-tip within the same odor vessel.

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

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.

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. In the Element Classes, Go the Distance Game and Scenting Sweepstakes Game, calling a false alert will immediately end the search and the competitor will earn (0) points for this search. The Judge will respond with a "Sorry, No" and will indicate to the competitor where the correct hide is, so that the dog may be rewarded. In the Team Spirit Game, LudicrouSpeed Game, Heap O' Hides Game and Double Dog Dare Game, competitors are allowed 2 false alerts, which will count as a (5) point deduction each. If a third false alert is called, the search will end and the competitor will not Q.

FEO: For Exhibition Only. Dogs who will run in the Element Classes and Games Classes but will **not** earn Q's toward a title.

FLO: For Legs Only. Dogs who will run in the Element Classes and Games Classe and earn Q's toward a title, but are **not** eligible for placements.

Finish: Competitors do not need to call "Finish" at the Novice level or the Go the Distance Game, since there is only one hide, however they are welcome to do so to practice. Calling



“Finish” is required in the Intermediate-level and up and all the Games Classes 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”, however, failure to do so is ***not*** a fault or disqualification; these competitors will simply earn full time.

Games Classes: There are six (6) different types of Game Classes: Team Spirit, Heap O’ Hides, Go the Distance, LudicrousSpeed, Scenting Sweepstakes and Double Dog Dare.

Inaccessible Hides: A hide that is blocked by some sort of physical barrier where the dog cannot get their nose on the hide itself (such as inside a drawer, cabinet, etc.). However, the dog should still be able to communicate to their handler where the odor is coming from.

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: There are (5) different Levels of competition that may be offered at a Classic, Variable or Select Trial: 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 Caryophyllata*).

Odor Recognition Tests: ORTs and/or TOTs are ***not*** required for competitors to participate in USCSS™ trials.

Q: Qualifying score.

Rescue Dog: Any dog, either purebred or mixed breed, that was acquired as a rescue.

Select Trial: A trial which offered a maximum of two total searches (Element Classes and/or Games Classes). This is a great option for newer Affiliates/Trial Hosts, areas that are new to USCSS™ or those areas with competitors who need a particular Element Class or Game Class to complete their titles.

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

Trial Elements: These are the four (4) separate types of search areas that may be used at USCSS™ trials including Interiors, Exteriors, Vehicles and Containers.



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



SELECT TRIALS ADDENDUM

In addition to hosting sanctioned USCSS™ trials, seminars and events, approved Affiliates may also host a special event called a **Select Trial**. There are many advantages to hosting a Select Trial, including:

- Being a smaller event, it is easier for the Affiliate to host;
- Offers an additional titling opportunity for the competitors;
- Gives competitors a taste of what USCSS™ trials are like;
- Affiliates may run event early or late in the day to help with weather concerns, and
- Affiliates may host a Select Trial along with another event, such as a Barn Hunt Trial.

Newer Affiliates or those who have a small Scent Work or USCSS™ community will especially benefit from these Select Trials. These events can be an outstanding way to build your community and overall interest in your Scent Work classes and USCSS™ trials and events.

SELECT TRIAL REGULATIONS:

- Affiliates may host a maximum of 3 Select Trials per calendar year; Affiliates interested in hosting more than this maximum in a calendar year need approval from USCSS™, and all requests will be approved on a case-by-case basis.
- Select Trials are limited to a **total of 2 Classes**. Affiliates may choose from any of the **Element Classes** (Interior, Exterior, Vehicle or Container) or **Games Classes** (Team Spirit, Go the Distance, Heap O' Hides, LudicrousSpeed, Scenting Sweepstakes or Double Dog Dare).
- Select Trials must be single-level (Novice, Intermediate, Advanced, Senior or Master).
- USCSS™ recommends a **50-dog maximum entry level** for a Select Trial. Affiliates may choose a smaller limit, but must clearly state this on the Premium.
- CSDs may also act as a Judge at a Select Trial.
- Affiliates are urged to bring in as many additional Judge(s) necessary to ensure the smooth running of the Select Trial (e.g. for an event with over 50 dogs, Affiliates will likely be best served with the CSD and at least 1 additional Judge, depending on the site and distance between the search areas).
- Competitors may choose from titling, FLO (For Legs Only) or FEO (For Exhibition Only).
- All Q's earned will count toward Element titles, Game titles, and Variable Trial titles.
- Award and ribbon requirements include qualifying ribbons and 1st-4th placements for each Element Class and Game offered (e.g. Novice would be broken down into Novice A and Novice B).
- **No** High in Trial, High Champion of Record or High Rescue awards in Select Trials.



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- Affiliates must complete a [Select Trial Application](#) (\$25.00), submit the required insurance and draft Premium for USCSS™ to review.
 - Competitors will enter the Select Trial via the USCSS™ website and then receive a confirmation email with instructions on how to pay the Affiliate.
 - All other requirements and rules as outlined in the Official Rulebook, Judge and CSD Requirements and Handbook, Affiliate Handbook and Affiliate Workbook apply to Select Trials.