



Rulebook Version 3.0

February 2026

Super Scenter League Master Rulebook

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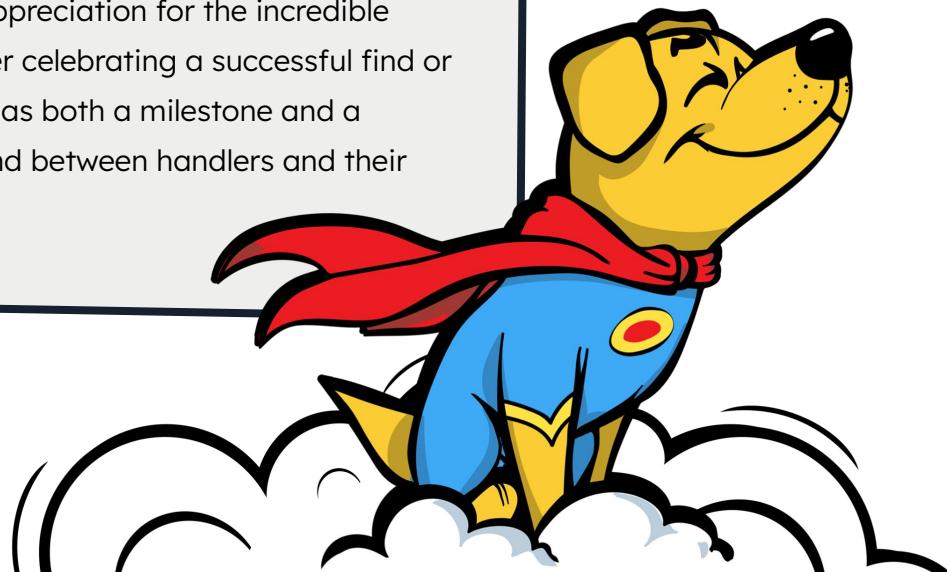
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Purpose

To emphasize a sense of **fun** and **community** with the canine scent detection sports discipline through trial events. The Super Scenter League (SSL) aims to create a positive atmosphere where both new and seasoned handlers can engage in relaxed yet challenging searches.

Events provide opportunities for teams to put their training to the test and for the handlers to gain a deeper appreciation for the incredible power of a dog's sniffing ability. Whether celebrating a successful find or learning from a miss, each event serves as both a milestone and a learning opportunity, deepening the bond between handlers and their four-legged partners.



Code of Ethics

All Members and Participants of Super Scenter League shall:

- treat all dogs and fellow humans with respect
- make positive methods an integral part of their training methods
- always take into consideration the physical and psychological well-being of the dog
- practice good sportsmanship both in and out of search areas and event grounds
- never practice any cruel procedures which are inconsistent with humane dog training; this includes any treatment causing physical or mental harm such as choking, leash popping, pinching, hanging, striking, kicking, yelling, or pinning. These methods represent a serious violation of ethical conduct and will not be tolerated.

Members/Participants found guilty of these or similar practices will have their membership revoked and will not be permitted to participate at SSL events.



Definitions

For the purpose of the rules set forth in this book, the following interpretations shall apply:

Alert means a Handler calling "Alert" in response to their dog's indication to the location of a hide.

Aversive means any equipment or handling technique that causes, or can reasonably be considered to cause, physical pain, discomfort, fear, or intimidation to a dog. Examples include, but are not limited to, prong (pinch) collars, choke chains, electronic/e-collars, yanking or jerking a dog's leash, or striking a dog.

Dog means a dog/canine of either sex.

Dismiss means to ask a participant to remove themselves and their dog from the event grounds. An incident report will be submitted to SSL and the membership status reviewed.

Distractor means anything deliberately placed by the Search Official that has potential to distract the dogs such as food or toys.

Excuse means to ask a participant to remove themselves and their dog from the search area. The team may be permitted to participate in other searches they've entered at that event.

False, or **False Alert**, means a Handler calling "Alert" and receiving a "No" from the Judge signifying there is no hide in the location being indicated at the time of the call. Sometimes referred to as an Incorrect Find.

Find means successful identification by the participating team of a hide's location and includes both the dog's indication and the handler's "Alert" call.

Definitions

(continued)

For Education/Enjoyment Only (FEO) means a team entered in an event that is not eligible to earn credit towards any titles. Teams entered FEO may ask the judge to reveal the location(s) of any hide(s) or ask the judge other questions pertaining to the location(s) of any hide(s) and/or distractors. A team may still be excused from the search area for any non-qualifying behaviour.

Guest means any person on event grounds who is accompanying a participant.

Handler means any person who is responsible for a dog on event grounds. There may be only one handler per dog per run.

Hide means a vessel containing target odor that has been placed by a Search Official for the purpose of a participant team to locate it.

Immediate Family means spouse, father, mother, son, daughter, brother, sister, grandparents or significant other.

Inaccessible Hide means a hide where the dog is unable to place their nose on the hide (not including container hides).

Indication means any observable change in behaviour that the dog demonstrates when making a decision regarding the location of a hide, like a freeze, lingering, or look back to handler. In SSL a dog's indication to odor does not need to be a formally trained specific behaviour.

Definitions

(continued)

Offering means a unique search that is available to be entered at an event.

Participant means a person that is entered in an event.

Qualifying Result means a passing result for a search that may be credited towards earning a title.

Run means a search attempt made by a participating team for a specific offering.

Search Area means a defined space that contains all hides for a run. The boundaries of a search area may be defined by walls, barriers, cones, or similar.

Staging Area means a defined space where a team shall wait immediately prior to their search.

Target Odor means the scent of the essential oils used in SSL which includes Wintergreen (*gaultheria procumbens*), Clove (*syzygium aromaticum*), and Anise (*pimpinella anisum*).

Team means any person and a dog that is registered with SSL or entered in an event together. A person may be part of more than one team (registered with more than one dog); a dog may also be part of more than one team (registered with different handlers).

Team Number means the number assigned to a person and their dog that uniquely identifies that team. All qualifying results/scores are tied to a team by their Team Number.

Official Roles

Host

A person, or team of people, organizing and running an SSL event. The host is responsible for such things as securing a venue, officials, and volunteers as well as handling event entries. The host will provide appropriate items to be used in the search area(s) and select a Dog in White. The host will work with the event's Search Official(s) to ensure the appropriateness of these details.

Judge

A person certified by SSL for the purposes of evaluating a participating team's performance in a search area.

Search Official (SO)

A person certified by SSL for the purposes of setting up a search area and placing the hides in a given search area. The search official is responsible for determining the parameters of a successful find -- the area surrounding a hide that will receive a "Yes" from the judge after an "Alert" call -- also known as the 'Yes Zone'.



Triple Triple Challenge
Brophy

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Participating Team Eligibility

Every team entered in a Super Scenter League event must meet the following criteria:

- Dog must be at least 6 months of age.
- Dog may be of any breed or mix of breeds.
- Dog must be in good health without any signs of illness or any injury that could be aggravated through their participation in the event.
 - ↪ The Judge shall dismiss any dog that appears in pain or discomfort.
 - ↪ A Judge's decision is final.
- Dog must not have tape or bandages that may impair its working ability.
- Bitches in heat may participate if the event host is notified prior to the commencement of the event. The female must wear clean pants in the search area and on the event grounds and should be walked off-site for the purposes of toileting.
- Both dogs and handlers with disabilities are encouraged to participate. Any modifications that may be required to a search area to accommodate a disability, or any other accommodation requests, must be provided in writing to the event host at time of entry and must be approved in writing by the SO.

Participating Team Eligibility Continued

- Participant dog or handler must not have a revoked or suspended SSL membership status.
- Dog must not pose any danger to any humans or other dogs on the event grounds. Any dog deemed by any municipality as “aggressive”, “dangerous”, “vicious”, or any similar designation is ineligible to participate (except where such label is based solely on breed).
- No person may possess aversive equipment or use aversive training methods on event grounds which includes, but is not limited to, pinch, prong, or shock collars.

To receive a qualifying result a team must meet the following criteria:

- Participant must be a member in good standing with Super Scenter League.
- Dog must be registered to the participant through Super Scenter League.
- Participant must provide the correct “Team Number” to the event host.
- Dog must be handled by the participant or an immediate family member* (see also “Junior Handler”).
- The dog or handler can receive credit only once per offering even if part of a different team.

Judges and SOs may enter at an event they are officiating, but may not enter their own offering(s). Hosts may enter offerings at an event they are hosting, but must not have any knowledge of hide locations in an offering they are entered in.

For Education/Enjoyment Only (FEO)

Who?

Non-member participants and non-registered dogs may enter offerings at an event as FEO provided they meet the other eligibility requirements. A handler or dog that is already entered in an offering may enter FEO as part of a different team (eg. same handler with a different dog or same dog with a different handler).

A team that is entered regularly in an offering may call “FEO” during their search and ask the judge for help locating the hide(s).



A team running FEO is limited to the maximum allotted time for the offering.

What?

A handler running FEO may request the judge to reveal the location of a hide or ask for hints about the location. The judge may use their discretion to reveal one or more hide locations to the handler. A handler running FEO may also ask about the location of distractors (if any are present in the Skill/Challenge).

FEO searches are not eligible to earn a qualifying result.



Junior Handler Program

The Super Scenter League encourages younger handlers to take an interest in their dog. All Junior Handlers must have an adult present on event grounds; those under 14 must be accompanied by their adult guardian at all times.



Junior Handler refers to any handlers **aged 10 - 17** on the day of the event.

Junior Handlers shall be entered under their **own Team Number** with SSL and shall not run under the Team Number of a dog that is registered with an adult handler. Qualifying results are tracked separately for Junior Handler teams than for regular teams and titles are earned exclusively from one another.

Junior Handler teams are permitted **one additional Minor Fault**. Judge's may use their discretion to not assign the same fault multiple times. Junior Handler teams will receive 30 seconds extra time for each offering they are entered in.

Participation awards in the form of a ribbon, rosette, and/or prizes are encouraged to be provided to all Junior Handler teams.

General Event Guidelines

A Super Scenter League event should be an inclusive space that provides a fun environment for participants to connect and share their love of their dogs and the sport. As such:

- All participants and their guests are expected to treat the judges, SOs, hosts, their canine partner, and all other participants and their dogs with respect.
- All judges, SOs, and hosts are expected to show respect to all participants.
- Participants are responsible for the conduct of their children and guests on the show grounds.
- Participants are expected to be familiar with the rules for the organization and the skills/challenges that they enter.
- The handler has complete responsibility to maintain control of their dog on the event grounds and surrounding areas.
 - ↳ dogs must be leashed at all times on the event grounds (unless during a run where an off-leash option has been expressly given by the Judge or SO prior to the run)
 - ↳ participants must maintain a minimum distance of 15 feet between their dog and all other dogs at all times when the dog is outside of their vehicle
- Participants shall contain their dog safely inside their vehicle unless they are escorting their dog to or from the search area or dog toileting area.
 - ↳ participants will ensure that they provide the needed equipment to keep their dog comfortable and warm/cool in and out of their vehicle (as the weather and season requires)
 - ↳ dogs shall not be able to hang their head or body outside of open windows or tailgates while in the vehicle

General Event Guidelines Continued

- There will be a handler's briefing to review general rules and guidelines for the offering. Participants may ask for any clarification of the rules at this time.
- A walk-through of the search area may be provided at the sole discretion of the Search Official.
- Participants must not discuss the details of their run on event grounds following their search until the offering is complete. This not only includes the location of any hides or clear areas, but other details such as potential distractors present or whether or not their dog incurred any faults.
- Judges and SOs have the authority to dismiss any dog or handler from an event due to aggression towards a dog or person, or unsportsmanlike behavior. This includes:
 - any aversive treatment towards a dog or use of aversive equipment; a warning is optional
 - disrespectful or abusive treatment of any person or dog on event grounds
 - discussing the details of their run in an offering before the completion of that offering
- The decision to dismiss a dog and/or handler from the event grounds is final for that event.
 - a report must be submitted to SSL by the judge, SO, and host and shall include any witness reports (such as that from volunteers or other participants)
 - a review by SSL will determine if the dog/handler may have their membership temporarily suspended or permanently revoked
- No target odor is permitted on event grounds except that which is for official event use.
- An event host may offer photography services provided that the participant may opt-out.

General Event Guidelines Continued

- Participant handlers may wear a Go-Pro type camera to video their search but may not share or post to any social media until the offering is completed. Violation will result in any qualifying results/score for that offering being disqualified and membership status reviewed.
- Participants may request to be excused during their run. Judges must honor any such request.
- A team running order shall be posted for all participants to review near the check-in and/or staging area.
 - Dogs should be judged in scheduled order as much as possible. Possible conflicts should be brought to the attention of the Host or SO before the offering's runs begin, at which time changes to the run order may be made.
 - Judges are not required to wait for any team that is not ready when it is their turn, but may choose to allow a team that missed their turn to run later or at the end of the run order.
- Teams may participate in multiple skill tests/challenges at different levels at the same event while working on the title for those skill tests/challenges or while working towards championship titles.
- Hosts may choose to run 2 Skills “back to back” (eg. Package Patroller straight into Super Sourcer).
 - If Mystery Marvel is being run back to back with another search then it must be run second
- Search Areas may be inside and/or outside, but must not be on grass or any area commonly used by dogs for the purpose of elimination (toileting area). The event premium must specify if any search area will be outdoors.
- Titling rosettes shall be provided to all qualifying participants as outlined in the Host's Guide
- Scoresheets must be provided to all participants and may be provided in hard copy upon completion of their runs or electronically within 72 hours.

General Event Guidelines Continued

- Themed events (eg. holiday, time period, etc) are encouraged to increase the **fun** element of SSL events.
- Search Area may include atmospheric sounds/music and/or lighting to set a mood and promote a theme for a search area provided that the participant may opt-out of these additions to the search area.
 - ↪ sounds/music may not contain animal noises, sudden noises (like fireworks or thunder), sirens, or any other sounds that may be reasonably understood to be a noise trigger to dogs
 - ↪ lighting may not include flashing or strobing lights or other kinds of lighting that may be reasonably understood to induce seizures or discomfort in humans or dogs
 - ↪ use of atmospheric sounds and/or lighting must be included in the event premium and participants who wish to opt-out must indicate their request in writing at the time of entry
 - ↪ to ensure the event runs swiftly it is encouraged that hosts group any opted-out teams together in the run order (at the beginning or end)
- A trial host may choose to run any event as a “Sniff n’ Go” style event.
 - ↪ participant teams will receive a specific arrival time that will roughly coincide with their expected search time and after the participant team has completed their search(es) they will leave the event grounds
 - ↪ this event style is intended for an event where only one search or pair of searches is being offered
 - ↪ a debriefing will be provided in an online digital format to participants within 24 hours of the event completion

Equipment in Searches and on Grounds

Leashes: Dogs must be on leash and under control at all times on event grounds:

- The SO may allow dogs to be off leash within the search area(s) during their run if the overall area is secure.
- Flexi-leads/retractable leashes are prohibited on event grounds unless special permission has been granted to accommodate a handler's disability (see page 10)
- Long lines/leashes must be no longer than 20 feet in length.



Collars/Harnesses: the dog must wear a buckle, snap, or martingale collar and/or non-tightening body harness in the search area.



- nothing may be hanging from the collar/harness (such as tags) nor shall any bulky items be attached to the collar/harness (such as GPS/tracking device).
- harnesses must have the leash attached to the back during a search.
- head halters may be worn on event grounds provided the dog does not appear distressed, but not may not be worn in the search area.
- pinch/prong collars and electronic/shock collars are not permitted on the event grounds and possession of such will result in dismissal.

Equipment in Searches and on Grounds

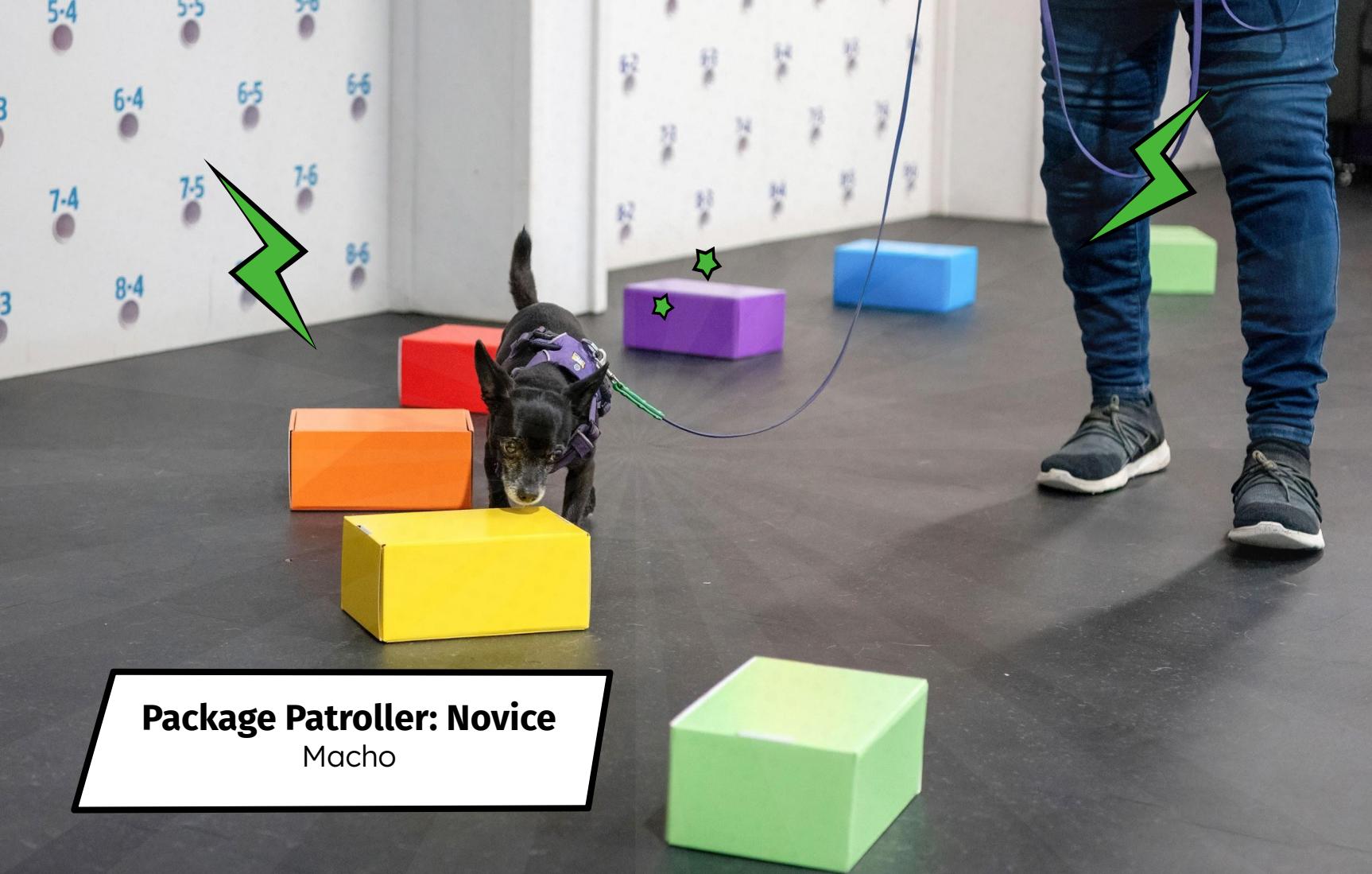
Bait bags/treat pouches and toys are permitted in the search area

- teams will incur a Minor Fault for any instance where their toy or food comes in contact with the ground except where a treat falls from the dog's mouth after taken from the handler.



Accessories: Dogs may wear accessories such as sweaters/coats, thundershirts/wraps, paw covers/boots, hair bows/ties, neck scarf, within reason, provided that they are not scented and do not create a safety hazard nor cause any signs of discomfort to the dog. The judge has final say on whether an item creates a safety concern or appears to cause discomfort to the dog.

- Any accessories must be on/off the dog prior to entering the staging/gate area.
- If the Judge deems any accessory to be a safety concern or to be causing discomfort to the dog they may use their discretion to request the handler remove the item during the search or excuse the team.
- If an accessory is removed during the search then a Minor Fault shall be recorded for disrupting the dog's search; the search time shall remain running during equipment removal.
- Bitches in heat must wear clean pants; the same requirements in regards to safety and comfort of the dog apply.



Package Patroller: Novice

Macho

Skills & Challenges Guidelines

Super Scenter League offers the regular “Skills” program as well as special “Challenges”. Both Skills and Challenges follow the same general guidelines as defined in this section.

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Target Odors

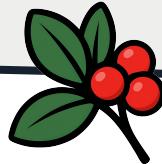
A hide will consist of 2-4 cotton swabs that have been infused with essential oil target odor and entirely contained within an appropriate vented scent vessel (eg. metal tin with holes, shrink tubing, lip balm tube). Scented swabs must *never* come directly in contact with the environment.

Odor is prepared using approximately 4-5 drops of essential oil per approximately 30 cotton swabs in a small glass jar (1-2 oz). Combination or “cocktail” odors are not used in Super Scenter League.

Each individual hide will contain one of the following scents:

Wintergreen

gaultheria procumbens



Clove

syzygium aromaticum



Anise

pimpinella anisum



Further odor specifications are defined for each Skill level or Challenge.

Start Box and Search Area Boundaries

Start Box

Every Search Area will have a designated Start Box which must be no less than 4 feet in width and 4 feet in length. The Start Box must be clearly defined by use of barriers, cones, tape, and/or matting. Teams must begin their search from within the Start Box. Failure to start in the start box will result in a minor fault and full time awarded.



Search Area Boundaries

The perimeter of a search area may be defined by the walls of a room, barriers, cones, soccer dots, tape, or similar items used for delineation. Hides may not be placed inside of cones or similar items used as boundary markers.

Dogs and handlers may step outside the boundaries of a search area during their run without incurring a fault provided that the dog is still working.

Alerts & Indications

When a handler believes that their dog is indicating the location of a hide they must clearly announce “**ALERT!**” †. It is the handler’s responsibility to ensure that they make their call clear and audible for the judge to hear. The handler may also choose to raise their hand when they make their call, however, the judge must clearly hear the word “**ALERT**” in order to respond.

† *The handler is not required to call “ALERT!” in Pre-Novice Skills.*



YES

Following the handler’s “**ALERT!**” call, if the Judge deems that the team has identified the correct location of a hide then the Judge will respond “**YES!**”.

Handlers that call “**ALERT!**” to a hide they have already located will *not* incur a fault; the judge will respond “**you found that one**”.

NO

If the Judge deems that the team has not correctly identified the location of a hide then the Judge will respond “**No**”. This will incur a Major Fault. If this is the team’s first Major Fault for the run then the team may continue searching (see “Major Faults”); in this situation the Judge may also say “keep searching”. If this is the team’s second “No” then the search ends.

Alerts & Indications

WHERE?

If the Judge is unclear if the team has correctly identified the location of a hide when they call “ALERT” then the Judge will respond “**Where?**” and the handler must *immediately* reply by way of **pointing or gesturing** to the specific location they believe the hide to be.

If the handler delays their response to “Where?” or is too vague, therefore allowing the dog to continue working or repeat their indication, a Major Fault will be incurred. If the handler verbally names or describes the location of the hide a Major Fault will be incurred. Once the handler has adequately identified (through gesture/pointing) where they believe the hide is located the Judge will respond with “YES!” or “No.”

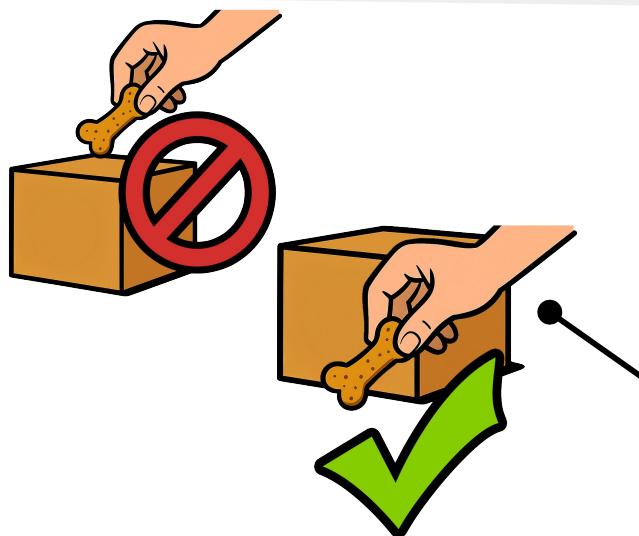
Indication Behaviour

The dog is not required to have a formal indication behaviour (AKA “trained final response”), however, a judge may ask the handler how the dog indicated the hide location if they have not observed an apparent change of behaviour.

Handlers may not call “ALERT” after the fact (eg. *on an item that the dog may have shown prior interest in but is not actively investigating*).

Rewards in the Search Area

Upon receiving a “YES!” from the Judge after a successful find, a handler may reward their dog with food, briefly pet/touch, or play with the dog as a reward.



Consistency & Scoresheets

Consistency

Judges are expected to apply judging criteria consistently from team to team.

To the extent possible, an offering's search area should be consistent for all participants. Scent, location of scent, and controlled distractions should be the same for all teams entered. If an item is damaged during a run, the item should be replaced with as similar an item as possible. The host should have a reasonable number of replacement items available.

Scoresheets

Every run in SSL will be accompanied by a scoresheet. A scoresheet provides a team with feedback from the Judge based on their performance in a particular run. While there are certain values all SSL Judges should share, every Judge will have their own unique perspective on a given team's performance.



Commendations, Clean Runs, & Faults

Commendations

Judge's may make note of any particular strengths they recognize in a team in the commendations section of the scoresheet. Commendations are a recognition of areas where a judge feels that the team has excelled in their performance during a particular run.



Clean Runs

A team that incurs **no faults in Skills** or receives no Major Faults and no more than one Minor Fault in the Triple Triple Challenge will receive the **Clean Run** designation. This designation is used to provide recognition to teams for a flawless performance.

Earning some higher level titles may require Clean Run results.

Faults

Super Scenter League separates faults into two categories: "Minor Faults" and "Major Faults". A team may incur multiple Minor Faults before receiving a non-qualifying result, but may only receive one Major Fault. A second Major Fault will receive a non-qualifying result and dismissal from the search area.

Faults are intended to help teams learn where a judge feels they may have areas for growth and are noted at the judge's discretion.

Minor Faults

A team may incur multiple Minor Faults during their run before receiving a non-qualifying result. The total number of allowable Minor Faults is 2 in Skills and 3 in the Triple Triple Challenge. The same fault may be incurred multiple times.

Dog Physical with items (DP). A team may incur this fault if the dog is intentionally physical with any items in the search area through mouthing, pawing, or otherwise (even if part of an indication behaviour).

Dog Stops Working (DSW). A team may incur this fault if the dog is not working for a *prolonged* period which includes instances such as, but is not limited to, visiting with volunteers/officials, leaving the search area, playing with a distractor toy, attempting to break into a container containing a distractor, and excessive barking (*leeway is given in instances such that the dog may sniff people while working odor, stir up odor with “zoomies”, leave the search area while working odor, or be only momentarily distracted*).

A team may also incur this fault if the dog seems unduly stressed or confused during their search.

Dangling or Bulky Items (TAG). A team may incur this fault if the dog has dangling tags or bulky items (such as a GPS device) attached to their collar or harness. A judge may request the team to remove the item(s) and has discretion to dismiss a team that incurs this fault multiple times in a single event.

Minor Faults Continued

Handler Disruptive (HD). A team may incur this fault if the handler is disruptive to the dog's search by means such as excessive cues, body pressure, or excessive leash pressure. See "Cues and Presentation" for more details.

Handler, Poor Leash Control (HL). A team may incur this fault if a handler allows the leash to continuously drag on the ground or repeatedly tangles the leash around items, objects, and their dog (*leeway is given for instances where a dog may run around or under an item and a handler may be required to drop the leash*).

Alert at Distance (AAD). A team may incur this fault when a dog's indication behaviour is within the accepted parameters for a correct find ('Yes'), but more than a few inches from source and/or near the edge of the 'Yes Zone'. *This fault is not applicable in a container search or for inaccessible hides.*

Dropped Food/Dropped Toy (DF/DT). A team may incur this fault if the handler drops food or a toy on the ground whether intentional or accidental. A team will not be faulted if the dog drops a treat from their mouth.

Bad Start (Start). A team may incur this fault if they do not begin their search fully inside the Start Box.

Major Faults

A team may incur one Major Fault before receiving a non-qualifying result. A second Major Fault will result in a non-qualifying result.

Crossed Line (CL). In “Independent Investigator” a team may incur this fault if they cross into the buffer zone before the judge says “Yes!”

Destructiveness (D). A team may incur this fault if any damage is caused by either the dog or handler to any part of the search area.

False (aka Incorrect) ALERT (F). A team may incur this fault if they call “ALERT” and receive a “No.” reply from the Judge.

Vague or Delayed Response to “Where?” (W). A team may incur this fault if, after receiving a “Where?” from the Judge, the handler delays their response or is too vague thus allowing their dog to continue working.

Naming Hide Location (VN). A team may incur this fault if they verbally name or describe the location of a hide.

Non-Qualifying Results

Receiving a non-qualifying result (NQ) ends a team's run disqualifying the team from earning any credit towards a title for that run. Think of it as "Not Quite". A team's run may receive an NQ under the following circumstances:

Exceed Maximum Number of Minor Faults or Incur a Second Major Fault.

Dog Eliminates in Search Area (DE). If the dog toilets within the search area they will be immediately excused. It is the handler's responsibility to pick up any solid waste and take it with them upon exiting the search area.

Time Out (TO). Exceed maximum time allowable for the run in Skills.

Incorrect Finish (IF). In a search where "Finished" must be called, such as the Mystery Marvel Skill, the call is made before all hides in the search are located or the handler leaves the search area without calling "Finished".

Excused by judge (Ex). The Judge may use their discretion to excuse a team for any number of reasons including disrespectful or abusive treatment of any person or dog, unsportsmanlike conduct, prohibited equipment, or if the dog appears unduly stressed and the Judge believes the dog is unlikely to search/continue searching.

Non-Qualifying Results Continued

Handler Enters Search Area in Independent Investigator. The handler crosses the buffer zone and enters the search area in an Independent Investigator search without a correct “ALERT” call.

Time Limit



Each offering of a Skill or Challenge will have a maximum time limit as specified in the rules for that Skill/Challenge or as set by the SO (in the instance where the rules allows for a variance).

The Team’s time will start when the dog or handler exits the Start Box.

When a Team’s maximum time has been reached the Timer will announce “TIME!” and the run will end.

Timers are encouraged to give a 30 second warning to teams by clearly announcing “30 seconds”, or, if the 30 second warning was missed, announcing however many seconds remain (eg. “20 seconds”). A 30 second warning is a courtesy and while the timer will make their best effort to give the warning it is not guaranteed.

Cues, Prompting, and Presentation

SSL encourages independent searching; the dog leads the team with the handler taking a support role.

Disruptive or Excessive Cues or Prompts

Cues given during a dog's search may receive a "Handler Disruptive" fault if the judge deems that the handler has disrupted the dog's search (eg. pulling the dog away from working a hide). The same fault may be assigned if the judge deems the cues are excessive (repeating search cues multiple times when the dog is still working).

Prompting and Presentation

Handlers are permitted to use prompting or presentation to encourage their dog to cover a search area, however, repeatedly pointing and gesturing at items, using strong body pressure, or using the leash to steer or otherwise heavily control the dog (eg. handler pulling on the leash) shall incur a "Handler Disruptive" fault at the judge's discretion. Using the dog's leash or equipment to pull the dog off of a distraction will also incur a "Handler Disruptive" fault.



Placements & Special Achievements

A host may choose to offer ribbons or prizes for placements or other special achievements at their discretion, but the method for determining placements is standardized across all events for fairness and consistency.

Criteria for Placements

Teams with qualifying results are ranked based on the following criteria, in order of importance:

- **Challenges:** Score, Number of Faults, Time
- **Skills:** Number of Faults, Time



Ribbons and Prizes

Ribbons, trophies, or other prizes to honor teams' placements or other achievements are optional and may vary from event to event.

Titling rosettes shall be offered at all events.

Awarding Placements

Placements should be ranked in the following order:

- **Teams with the Highest Score** (for Challenges).
- **Teams with Zero Faults**
- **Teams with Clean Run Results**
- **Teams with No Major Faults:** Ranked by the least number of minor faults.
- **Teams with Major Faults:** Ranked by the least number of minor faults.

Teams within each group may be further ranked by time.

Dog in White

After the SO has set the hide(s) and waited a minimum of 10 minutes the Dog In White (DIW) will run the search area witnessed by the Search Official and Judge. The DIW should be of similar skill or experience to that expected of the participants of the Skill/Challenge they are searching.

The Dog in White team will have their performance recorded like a regular entry and, shall they receive a qualifying result and no changes are made to the search area before the official entries begin, the team may receive credit towards SSL titles as if running a regular entry.

If the SO makes any changes to the search area after the DIW team has run they will be ineligible to receive credit for a qualifying run.

The purpose of the DIW is to allow the SO to verify that the hides are behaving as intended and are set to an appropriate challenge level for the offering. The DIW's performance also helps the SO to determine the search time limit in an offering where there are time limit variances.



The handler of the Dog in White must not have knowledge of the hide location(s) prior to the search.

End of the Search

When?

A search ends and the time is stopped when the team has correctly located all hides in a search with a known hide number, has called “Finished” in a search with an unknown hide number, or if the team has earned a Non-Qualifying result.



What happens after an NQ score?

If a Participating Team has not located all of the hides in the search area before “TIME!” is called or the team has exceeded the maximum allowable minor faults the judge may disclose the location of the nearest or most accessible hide that was not found by the team. The handler may choose to bring their dog to the hide and promptly reward the dog. The team will be given a maximum of 10 seconds or their remaining time, whichever is greater, to allow the dog an opportunity to indicate to the hide.

If the dog eliminates in the search area or is demonstrating destructive behaviour the judge may excuse the team without disclosing the location of any unfound hide(s) to prevent further disruption to the search area.

Back-to-Back Searches

Back-to-Back Searches

Where the host has a large enough area available they may choose to pair two Skill searches as back to back offerings.

In back to back searches the team will complete one search and then move directly into the search of the paired offering before returning to their vehicle.

Paired offerings in open spaces

If search areas are set within the same open space they must be separated by solid barriers no less than 36" tall. Items may not be placed within 2 feet of the barriers.

Unknown Hides

If a search with an unknown number of hides is being run then there may be only one other search area set with odor within the same open space.

The location of the other odor must be disclosed to the participant handler before the unknown number of hides search begins.

Example: Mystery Marvel will always be the second search in back-to-back offerings in the same space. If the team is not searching the attached area with odor or does not locate all odor in that area then the judge will point out the location(s) to the handler before they begin Mystery Marvel.

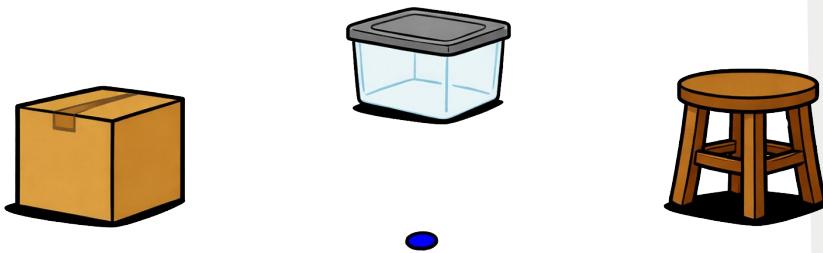
Reuse of Search Areas

A host may reuse the same space for search areas for multiple offerings at the same event.

Marking Previous Hides

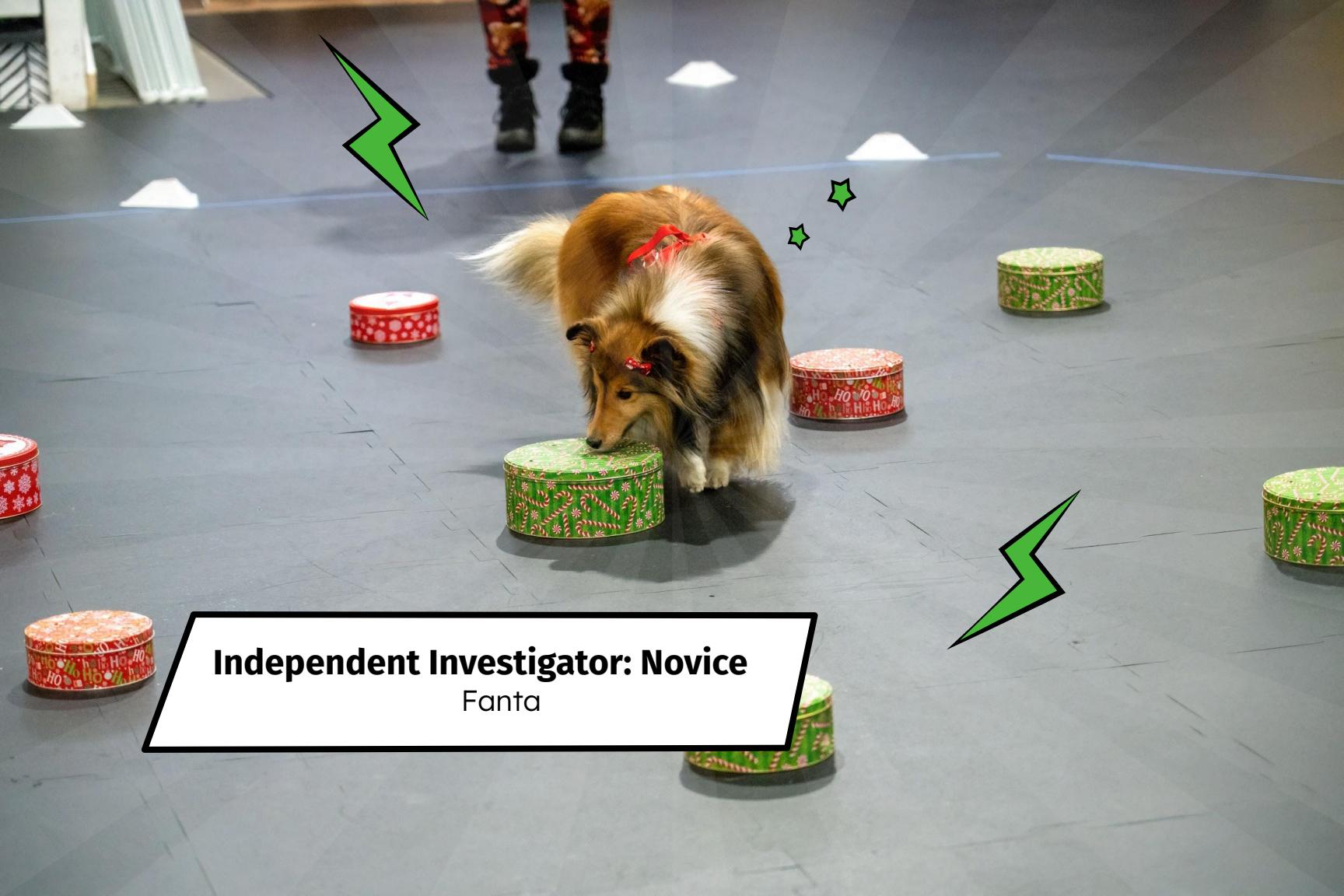
Where a search area is being reused within the same event any previous hides should be marked with a small sticker (inventory dot sticker or similar).

No items shall be placed within 2 feet of previous odor for at least 2 hours.



Maximum Reuse of a Space

The SO shall work with the host to determine the maximum hides to be placed in an area at a single event based on factors such as square footage, ceiling height, ventilation, and duration of the event.



Independent Investigator: Novice

Fanta

Scent Skills Overview

The Skills program is the regular titling class in SSL.

42

5 SKILLS

48

LEVELS

50

QUALIFYING

50

TITLING

54

TITLING TABLE

5 Skills

Each Skill gives scent detection teams the opportunity to demonstrate their ability in a different skillset.



Package Patroller

ability to efficiently search containers



Focused Finder

ability to work through distractions



Mystery Marvel

*handler's ability to correctly call
"Finished" with unknown total # of hides*



Super Sourcer

*ability to identify source
of pooling/trapping odor*



Independent Investigator

*dog's ability to work at a distance from
their handler*

Package Patroller



Package Patroller

ability to efficiently search containers

How it works . . .

The SO will place containers in a straight line or curve, including “L”, “U”, “O”, and “S” like patterns and may also divide the containers into columns/rows.

Containers must be spaced at the specific distance defined in the parameters of each level.

As the levels progress the number of containers increases and the distance between containers decreases to test the dog’s ability to hone in on the precise container(s) concealing a hide.

Package Patroller has a shorter time limit relative to other skills to evaluate the team’s efficiency in their container searching.

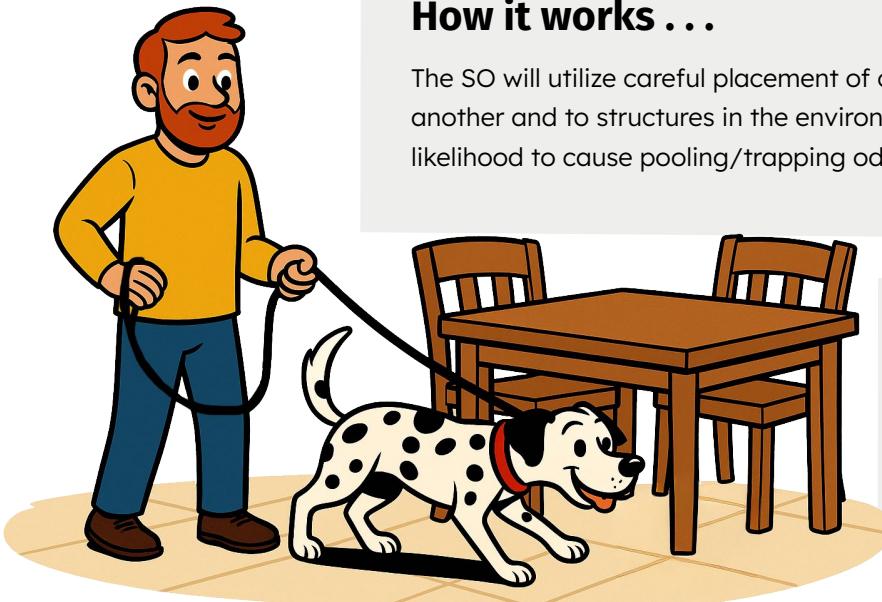


Super Sourcer



Super Sourcer

ability to identify source of pooling/trapping odor



How it works . . .

The SO will utilize careful placement of chairs and/or tables in proximity to one another and to structures in the environment to create a search area with a high likelihood to cause pooling/trapping odor.

The dog should demonstrate their ability to pinpoint the source of odor within a search area with a high potential to contain pooling/trapping odor.

Focused Finder



Focused Finder

ability to work through distractions



How it works . . .

The SO will place intentional distractors in the search area in addition to the hides.

As the levels progress the number of distractors and estimated challenge level of the distractors will increase.

At lower levels the location of a distractor may be known to the handler.

See “Distractor Guidelines”.

Mystery Marvel



Mystery Marvel

handler's ability to correctly call "Finished" with unknown total # of hides

Finished

How it works . . .

The SO will place a number of hides in the search area within a range defined by the level. The handler will not be told how many hides have been placed in the search area prior to their search.

The handler must call "Finished" after they believe their dog has located all hides in the area. A handler that does not call "Finished" will receive a non-qualifying result even if the maximum possible number of hides has been found.

In Pre-Novice the handler must call "Finished" although no "ALERT!" calls are necessary.



Independent Investigator



Independent Investigator

dog's ability to work at a distance from their handler

How it works . . .

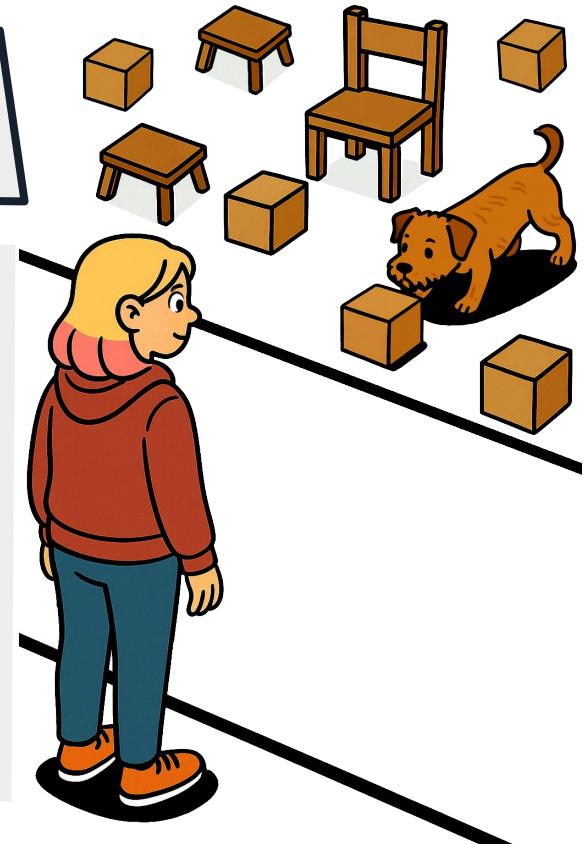
An Independent Investigator search includes 3 defined areas:
Handler Zone, Buffer Zone, and Search Area.

The distance between the Search Area and the Handler Zone is the Buffer Zone.

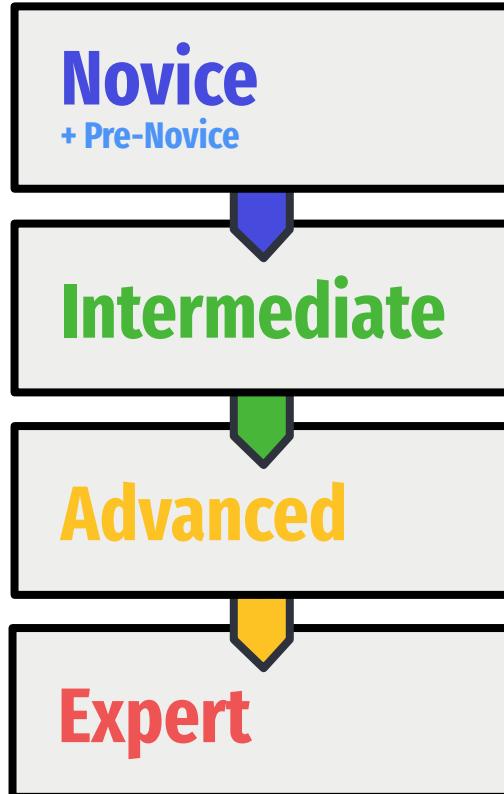
The handler may not leave the Handler Zone except to enter the Buffer Zone/Search Area to reward their dog when the judge responds “YES!” to an “ALERT!” call.

In a search with more than one hide the handler must return to the handler zone promptly upon rewarding their dog in a direct path and must not walk through the search area unnecessarily.

The Handler Zone must not be narrower than 36”.



Levels



There are 4 levels included for each Skill in the SSL rulebook: Novice, Intermediate, Advanced, and Expert.

Novice Skills may also be entered as Pre-Novice (see next page).

Prerequisites

A team must play at Novice (or Pre-Novice) level in any Skill that they have not previously earned a qualifying result in. Qualifying at the Pre-Novice level is optional.

Before a team can enter a Skill at a higher level they must earn a qualifying result in the preceding level of that Skill (eg. must pass Novice Package Patroller before advancing to Intermediate Package Patroller). Teams do not need to earn their level title to move up within a single Skill.

Leveling up is never mandatory. Teams are encouraged to continue to play at lower levels to earn a **Pro** or **Master** title.

Pre-Novice

Pre-Novice is an alternate entry designation for Novice Skills. A Pre-Novice qualifying result is **not** required before entering a Skill at Novice level.

The handler is not required to call “ALERT!”

If a team is entered as Pre-Novice the judge will call “YES!” when they observe a change of behaviour in the dog at the box or chair containing the hide. This means the handler does not need to call “ALERT!”.

Pre-Novice Skills follow the same rules and guidelines as Novice Skills and are not offered separately. Teams may enter any Novice Skills with a Pre-Novice entry designation. A host offering Novice Skills is required to accept Pre-Novice entries.



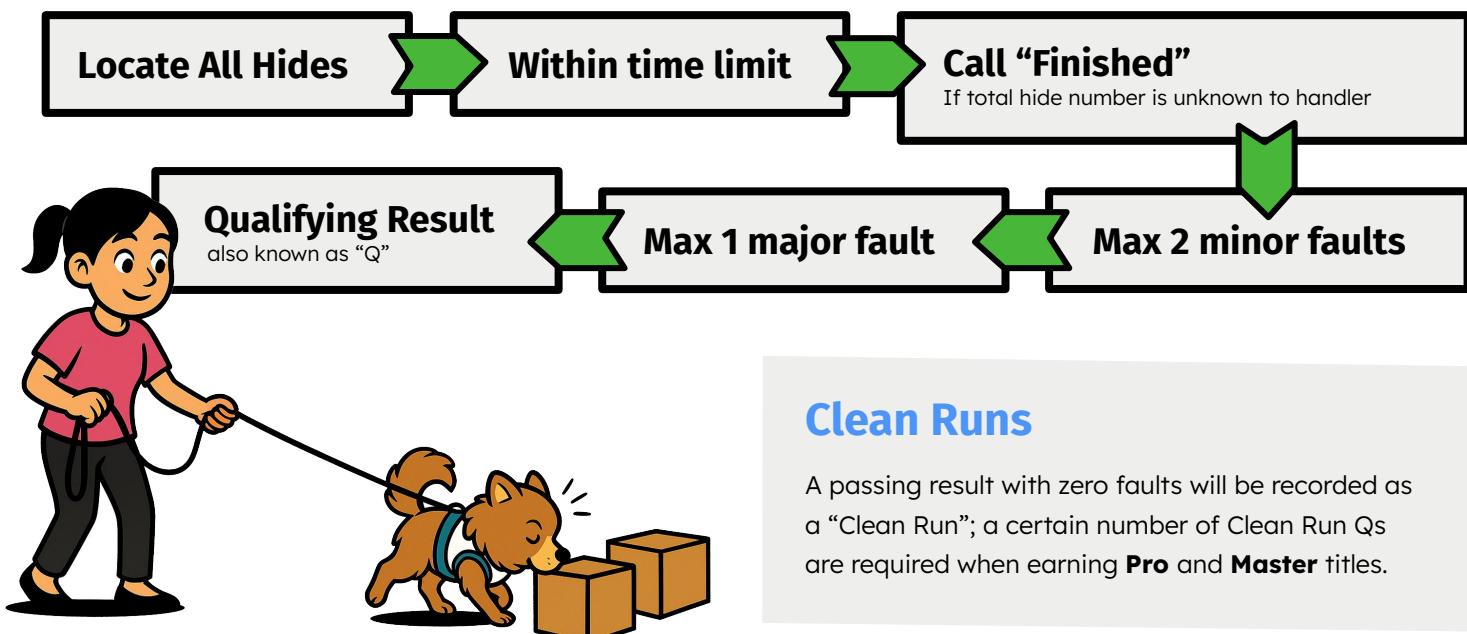
In Mystery Marvel the handler is still required to call “Finished”

The handler of a Pre-Novice team may choose to call “ALERT!” if they believe their dog is indicating to the location of a hide before the judge calls “YES!”. If the handler’s call is incorrect the Major Fault for an Incorrect/False Alert is recorded as it would be at any other level.



Qualifying

Results for Skills are based on a pass/fail. Teams that find all hides before the total maximum time elapses (and correctly call “Finished” in Skills with an unknown number of hides) without incurring more than 2 minor faults and/or more than 1 major fault will earn a Qualifying result for that run.



Novice Skills Title

Murdock

**SUPER
SCENTER
LEAGUE**

LOVE



EXTRAORDINARY
CANINES

Titling: Level Titles

Scent Skills Level Titles

Teams may earn a title at each level by accumulating a qualifying result in at least 4 different Skills at that level (eg. Scent Skills Novice, SSN). Base titles are considered beginner level titles and teams are encouraged to earn a **Pro** or **Master** title before moving to the next level.

Scent Skills Level Pro

Teams may earn a Pro title in each level by demonstrating their **proficiency** at that level.

A Pro Title is earned at Novice level and higher by accumulating a total of **3 qualifying results in all five Skills** at that level. At least 1 qualifying result must be a Clean Run in each Skill.

A team that has earned their “Pro” may add a “-P” suffix to their level title (eg. Scent Skills Novice Pro, SSN-P).

Scent Skills Level Master

Teams may earn a “Master” title in each level by demonstrating their **mastery** at that level.

A Master Title is earned at Novice level and higher by accumulating a total of **5 qualifying results in all five Skills** where at least 3 of the qualifying results are a Clean Run.

A “-M” suffix may then be added to their title (eg. Scent Skills Novice Master, SSN-M).

Titling: Skill & Champion Titles

Individual Skill Titles

Teams may earn a **Pro** and **Master** level titles in each individual skill similarly to earning the level titles.

Scent Skill Pro

A Skill Pro Title may be earned by accumulating **5 qualifying results at the Expert level** with at least 3 Clean Runs in that Skill.

An example of the Skill Pro title would be Scent Skill Pro Focused Finder, SSP-FF.

Scent Skill Master

A Skill Master Title is earned by accumulating a total of **10 qualifying results at the Expert level** where at least half (5) of Qs are Clean Runs.

“SSM” will replace the “SSP” for the Skill title (eg. Scent Skill Master Focused Finder, SSM-FF).

Scent Skill Champion

Teams may earn a Champion title by accumulating a Scent Skill Pro title in all 5 Skills. The “SSCh” title will be a suffix title.

Scent Skill Master Champion

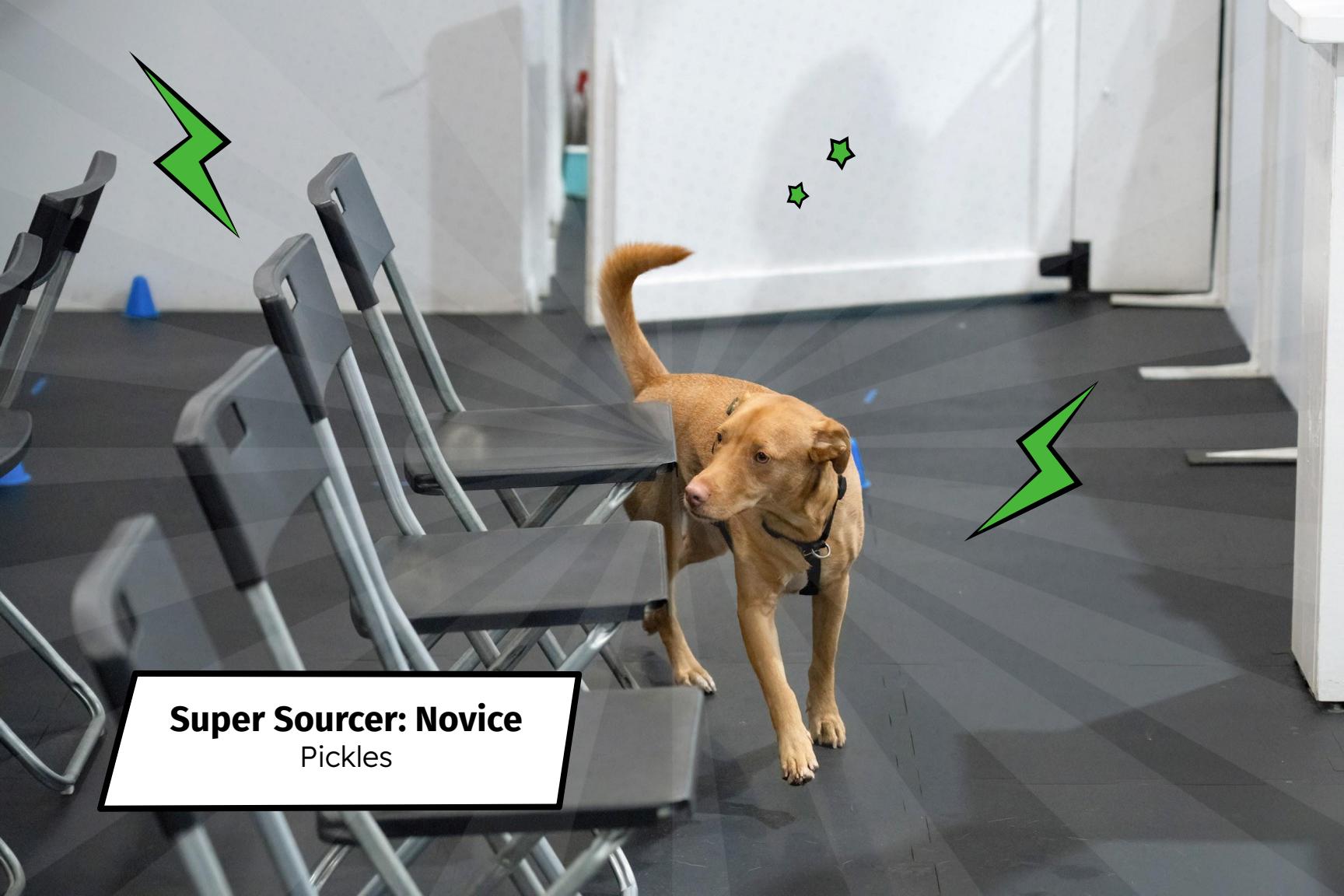
Teams may earn a Master Champion title by accumulating a Scent Skill Master title in all 5 Skills. The “SSMCh” title will be a suffix title.

Skill Level Titles Summary Table

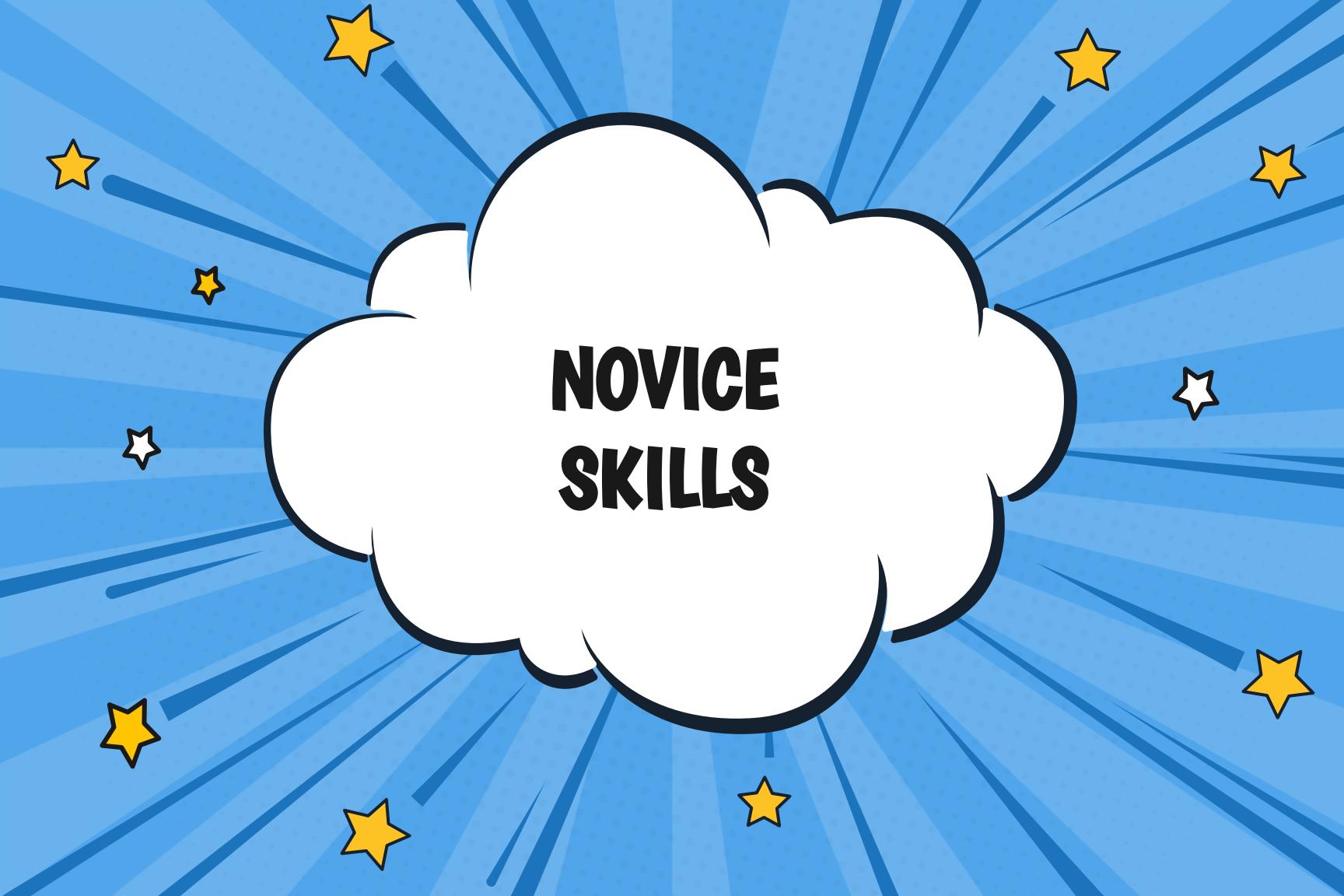
	PRE-NOVICE	NOVICE	INTERMEDIATE	ADVANCED	EXPERT
LEVEL TITLE	SSPN	SSN	SSI	SSA	SSE
Q in 4 Skills	Scent Skills Pre-Novice	Scent Skills Novice	Scent Skills Intermediate	Scent Skills Advanced	Scent Skills Expert
LEVEL PRO	SSN-P	SSI-P	SSA-P	SSE-P	
3 Qs in 5 Skills *min 1 Clean Run each skill	Scent Skills Novice Pro	Scent Skills Intermediate Pro	Scent Skills Advanced Pro	Scent Skills Expert Pro	
LEVEL MASTER	SSN-M	SSI-M	SSA-M	SSE-M	
5 Qs in 5 Skills *min 3 Clean Run each skill	Scent Skills Novice Master	Scent Skills Intermediate Master	Scent Skills Advanced Master	Scent Skills Expert Master	

Skill & Champion Titles Summary Table

		SKILL PRO	SKILL MASTER
SKILLS	PACKAGE PATROLLER	5 Expert Qs	10 Expert Qs
	SUPER SOURCER	SSP-PP	SSM-PP
	FOCUSED FINDER	SSP-MM	SSM-SS
	MYSTERY MARVEL	SSP-SS	SSM-FF
	INDEPENDENT INVESTIGATOR	SSP-FF	SSM-MM
		SSP-II	SSM-II
		*min 3 Clean Runs	*min 5 Clean Runs
CHAMPION TITLES	Scent Skill Pro in all 5 Skills	SSCh	SCENT SKILLS CHAMPION
	Scent Skill Master in all 5 Skills	SSMCh	SCENT SKILLS MASTER CHAMPION



Super Sourcer: Novice
Pickles



NOVICE SKILLS



Novice Skills

PACKAGE PATROLLER

Prerequisite: None

Time limit: 90 seconds

of hides: 1 hide

Search area size: minimum 250 sq ft

Search area setup: 12 cardboard boxes in 1 or 2 lines

Hide locations: A single hide will be located within a box placed on the ground.

Max hide height: N/A

Distance between items: ~22" (+/- 2")

Distractors: none

Novice Skills

SUPER SOURCER



Prerequisite: None

Time limit: 90 seconds

of hides: 1 hide

Search area size: minimum 250 sq ft

Search area setup: 8 chairs; each chair will have at least one other chair within 24”

Hide locations: A single hide will be located under the seat of a chair.

Max hide height: N/A

Distance between items: minimum 12” between chair seats

Distractors: none



Novice Skills

FOCUSED FINDER

Prerequisite: None

Time limit: 90 seconds

of hides: 1 hide

Search area size: minimum 250 sq ft

Search area setup: 10 containers

Hide locations: A single hide will be placed within a container placed on the ground.

Max hide height: N/A

Distance between items: minimum 24"

Distractors: 1 Accessible Animal Odor distraction placed between the start box and containers; the hide will be placed at least 6 feet from the distractor.

Novice Skills

MYSTERY MARVEL



Prerequisite: None

Time limit: 90 seconds

of hides: 1 - 2 hides (unknown to handler)

Search area size: minimum 250 sq ft

Search area setup: 10 cardboard boxes divided into 2 distinct groups of 5 boxes (min 6 feet between groups)

Hide locations: The hide(s) will be located within a box placed on the ground.

No more than 1 hide will be placed within the same group of items.

Max hide height: N/A

Distance between items: minimum 24"

Distractors: none



Novice Skills

INDEPENDENT INVESTIGATOR

Prerequisite: None

Time limit: 90 seconds

of hides: 1 hide

Search area size: 70 - 120 sq ft; no less than 8' in any direction

Buffer Zone: 4 feet

Handler Zone: 3 sides of the search area (min 36")

Search area setup: 10 containers

Hide locations: A single hide will be located within a container placed on the ground.

Max hide height: N/A

Distance between items: minimum 24"

Distractors: none

Novice Skills Summary

Target Odor: Wintergreen

	# HIDES	ITEMS	TIME LIMIT	ITEM DISTANCE	DISTRACTOR	HEIGHT	OTHER
 PACKAGE PATROLLER	1	12 Boxes (1 or 2 rows)	90 secs	~22" between boxes	none	ground	-
 SUPER SOURcer	1	8 Chairs	90 secs	12 - 24" between chairs	none	ground	hide is under the seat of 1 chair
 FOCUSED FINDER	1	10 Containers	90 secs	min 24" between items	Animal Odor	ground	distractor is placed between the start box and containers
 MYSTERY MARVEL	1 or 2 (unknown)	10 Boxes (2 groups of 5)	90 secs	min 24" between boxes min 6' between groups	none	ground	max 1 hide per group (0-1 per group) Handler must call 'Finished'
 INDEPENDENT INVESTIGATOR	1	10 Containers	90 secs	min 24" between items	none	ground	handler remains in designated handler zone (4 feet from search area on 3 sides)

Mystery Marvel: Intermediate

Benson

7-4

7-5

8-4

6-6



INTERMEDIATE SKILLS



Intermediate Skills

PACKAGE PATROLLER

Prerequisite: Qualifying result in Package Patroller: Novice

Time limit: 90 seconds

of hides: 2 hides

Search area size: minimum 350 sq ft

Search area setup: 15 - 16 cardboard boxes in 1 - 3 lines

Hide locations: Each hide will be located within a box placed on the ground; hides will be at least 6 feet apart.

Max hide height: N/A

Distance between items: ~18" (+/- 2")

Distractors: none

Intermediate Skills

SUPER SOURCER



Prerequisite: Qualifying result in Super Sourcer: Novice

Time limit: 3 minutes

of hides: 2 hides

Search area size: minimum 350 sq ft

Search area setup: 2 groupings of chairs and table(s), 6 - 10 feet apart

Each group: 4 - 5 chairs and either 1 medium/large table (8+ sq ft) or 2 smaller tables

Hide locations: Each hide will be located either under the seat of a chair or under a table top.

No more than 1 hide will be contained within the same group of items. Hides will be accessible.

Max hide height: 32"

Distance between items: minimum 6" between chair seats; each item must have at least one other item within 18"

Distractors: none



Intermediate Skills

FOCUSED FINDER

Prerequisite: Qualifying result in Focused Finder: Novice

Time limit: 2 minutes

of hides: 2 hides

Search area size: minimum 350 sq ft

Search area setup: 12 - 14 containers

Hide locations: Each hide will be placed within a container placed on the ground; hides will be at least 6 feet apart.

Max hide height: N/A

Distance between items: minimum 18”

Distractors: 1 food distraction known to the handler, 1 toy distraction (may be accessible), 1 non-food distraction
The hides will be placed at least 4 feet from any distractors.

Intermediate Skills

MYSTERY MARVEL



Prerequisite: Qualifying result in Mystery Marvel: Novice

Time limit: 2 - 3 minutes

of hides: 1 - 3 hides (unknown to handler)

Search area size: minimum 400 sq ft

Search area setup: 18 - 21 items divided into 3 distinct groups of 6 - 7 items; at least 6 feet between groupings

Hide locations: The hide(s) will be located on/in an item or items.

No more than 1 hide will be placed within the same group of items.

Max hide height: 24"

Distance between items: minimum 18"

Distractors: none



Intermediate Skills

INDEPENDENT INVESTIGATOR

Prerequisite: Qualifying result in Independent Investigator: Novice

Time limit: 90 seconds

of hides: 1 hide

Search area size: 120 - 160 sq ft; no less than 9' in any direction

Buffer Zone: 5 feet

Handler Zone: 2 sides of the search area (min 36")

Search area setup: 12 - 16 items which includes at least 4 stools/chairs*

**or similar items that may trap odor like a small table*

Hide locations: A single hide will be located in/on an item.

Max hide height: 24"

Distance between items: minimum 18"

Distractors: none

Intermediate Skills Summary

Target Odor: Wintergreen, Clove, or Anise; *all hides within the same search will be different odors*

	# HIDES	ITEMS	TIME LIMIT	ITEM DISTANCE	DISTRACTO R	HEIGHT	OTHER
	PACKAGE PATROLLER 2	15 - 16 Boxes (1 - 3 rows)	90 secs	~18" between boxes	none	ground	-
	SUPER SOURcer 2	2 Groups: 4 - 5 Chairs + 1 - 2 Tables in each group	3 mins	min 6" between chairs 6 - 10' between groups	none	max 32"	1 hide per grouping; hides located under a chair seat or table top
	FOCUSED FINDER 2	12 - 14 Containers	2 mins	min 18" between items	1 Food* 1 Toy 1 Non-food	ground	*location of the food distractor will be known to the handler
	MYSTERY MARVEL 1 - 3 (unknown)	18 - 21 Items (3 groups of 6 - 7)	2 - 3 mins	min 18" between items	none	max 24"	max 1 hide per group (0-1 per group) Handler must call "Finished"
	INDEPENDENT INVESTIGATOR 1	12 - 16 Items (min 4 chairs*)	90 secs	min 18" between items	none	max 24"	handler remains in designated handler zone (5 feet from search area on 2 sides)



Mystery Marvel: Advanced

Charlie



**ADVANCED
SKILLS**



Advanced Skills

PACKAGE PATROLLER

Prerequisite: Qualifying result in Package Patroller: Intermediate

Time limit: 90 seconds

of hides: 3 hides

Search area size: minimum 350 sq ft

Search area setup: 18 - 21 cardboard boxes in 1 - 3 lines

Hide locations: Each hide will be located within a box placed on the ground; hides will be at least 3 feet apart.

Max hide height: N/A

Distance between items: ~12" (+/- 2")

Distractors: none

Advanced Skills

SUPER SOURCER



Prerequisite: Qualifying result in Super Sourcer: Intermediate

Time limit: 3.5 minutes

of hides: 3 hides

Search area size: minimum 350 sq ft

Search area setup: 12 - 15 chairs and 3 tables*.

Tables should be medium/large in size (8+ sq ft) or 2 smaller tables may be used instead (eg. up to 6 small tables).

Hide locations: Each hide will be located either under the seat of a chair or under a table top. Hides will be accessible and at least 6 feet apart.

Max hide height: 36"

Distance between items: no minimum; each item must have at least one other item within 12"

Distractors: none



Advanced Skills

FOCUSED FINDER

Prerequisite: Qualifying result in Super Sourcer: Intermediate

Time limit: 3.5 minutes

of hides: 3 hides

Search area size: minimum 400 sq ft

Search area setup: 18 - 24 items

Hide locations: Each hide will be placed on or within an item; hides will be at least 6 feet apart

Max hide height: 36"

Distance between items: N/A

Distractors: 1 food distraction within a container, 1 toy distraction (may be accessible), 1 distraction of SO's choice
The hides will be placed at least 2 feet from any distractors.

Advanced Skills

MYSTERY MARVEL



Prerequisite: None

Time limit: 3 - 4 minutes

of hides: 1 - 3 hides (unknown to handler)

Search area size: minimum 400 sq ft

Search area setup: 21 - 24 items

Hide locations: The hide(s) will be located on/in an item or items; hides will be at least 6 feet apart.

Max hide height: 36"

Distance between items: minimum 18"

Distractors: none



Advanced Skills

INDEPENDENT INVESTIGATOR

Prerequisite: None

Time limit: 2.5 minutes

of hides: 2 hides

Search area size: 160 - 200 sq ft; no less than 9' in any direction

Buffer Zone: 6 feet

Handler Zone: 1 side of the search area (min 36")

Search area setup: 18 - 21 items which includes at least 4 stools/chairs*

**or similar items that may trap odor like a small table*

Hide locations: Each hide will be located in/on an item.

Max hide height: 36"

Distance between items: minimum 18"

Distractors: none

Advanced Skills Summary

Target Odor: Wintergreen, Clove, or Anise; *the same odor may be used more than once within a single search area*

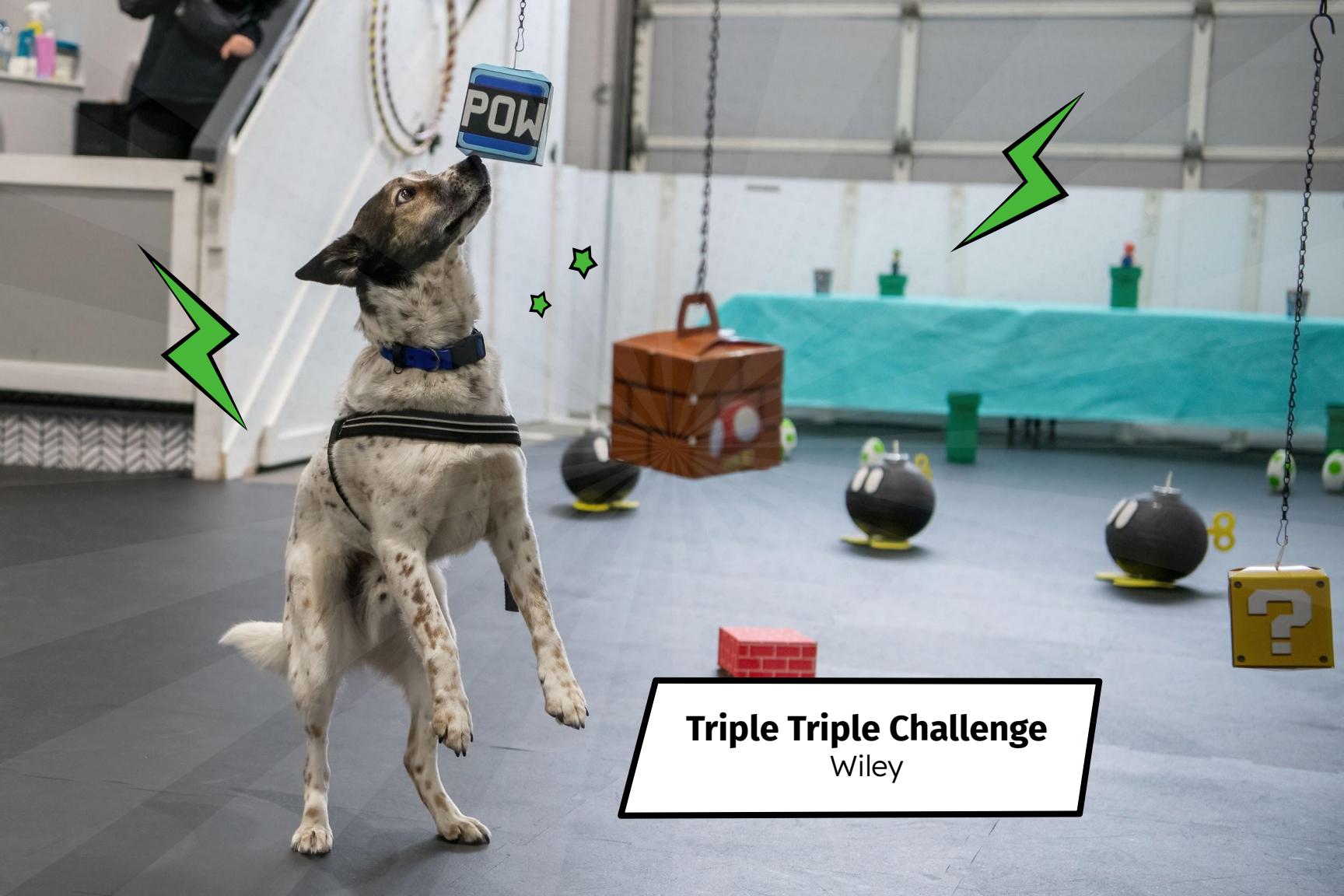
	# HIDES	ITEMS	TIME LIMIT	ITEM DISTANCE	DISTRACTO R	HEIGHT	OTHER
	PACKAGE PATROLLER 3	18 - 21 Boxes (1 - 3 rows)	90 secs	~12" between boxes	None	ground	-
	SUPER SOURCER 3	12 - 15 Chairs + 3 - 6 Tables	3.5 mins	N/A	None	max 36"	<i>hides located under a chair seat or table top</i>
	FOCUSED FINDER 3	18 - 24 Items	3.5 mins	N/A	1 Food 1 Toy 1 Wild*	max 36"	*SO's choice of distractor
	MYSTERY MARVEL 1 - 3 (unknown)	21 - 24 Items	3 - 4 mins	N/A	None	max 36"	<i>Handler must call 'Finished'</i>
	INDEPENDENT INVESTIGATOR 2	18 - 21 Items (min 4 chairs*)	2.5 mins	N/A	None	max 36"	handler remains in designated handler zone (6 feet from search area on 1 side)



Super Sourcer: Intermediate
Willow

EXPERT SKILLS

UNDER DEVELOPMENT



Triple Triple Challenge
Wiley

TRIPLE TRIPLE CHALLENGE

Triple Triple Challenge

This is an Intermediate to Advanced level Challenge where teams search a large area for as many hides as they can find before their time runs out. Teams are given a score based on the number of hides they successfully locate.

Prerequisite: None

Time limit: 5 minutes

of hides: 9 hides: 3 Wintergreen, 3 Anise, 3 Clove

Search area size: 1000 - 1600 sq ft

Search area setup: 75 - 90 potential hide locations

**some larger objects/items - eg. long table - may be considered to have more than one potential hide location*

Hide locations: All hides will be located in or on an item/object/container. There will be no structural hides. Objects/items may be attached to or hung on walls or may be suspended from the ceiling.

Max hide height: 42"

Distance between items: 0"

Minimum distance between hides: 3 feet (different odor); 12 feet (same odor)

Distractors: 1 food distraction within a container, 1 toy distraction (may be accessible), 1 distraction of SO's choice
The hides will be placed at least 2 feet from any distractors.

Triple Triple Challenge

SCORING

Points are acquired until all hides are found, time is called, or the teams calls “FEO”

A perfect search will score 100 points.

- +10 Points** Each Correct Find
- +10 Points** Find all 9 Hides
- 5 Points** Each Minor Fault (*max 3*)
- 20 Points** Major Fault (*max 1*)

Time Bonus Points

A perfect search completed in 4:00 minutes or less earns a **bonus** of +5 points.

A perfect search which is completed in 3:00 minutes or less earns a **super bonus** of an additional +5 points.

Zero Score

A score of 0 or a negative score is recorded as a non-qualifying result:

Other examples of non-qualifying results

- 4th Minor Fault
- 2nd Major Fault
- Dog Eliminates

See “*Non-Qualifying Results*” for full list

The maximum possible points in one run is 110.

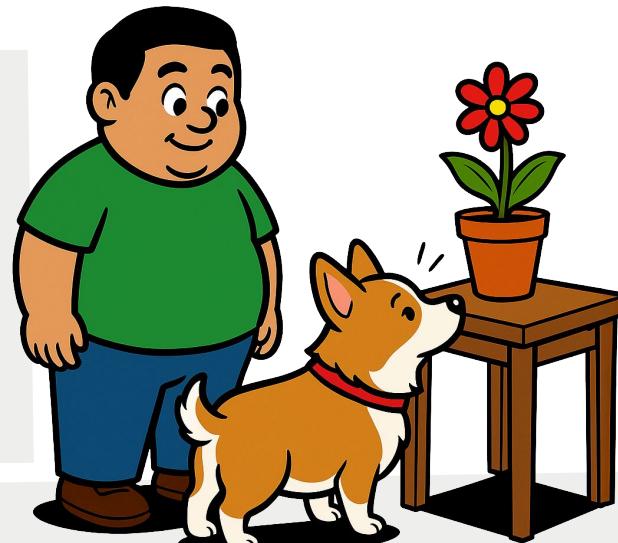
Triple Triple Challenge

FEO

Teams that choose to call "FEO" during their run will not earn further points or incur further deductions.

If the team has a Qualifying result before calling "FEO" they will keep the score earned when the call was made.

See "For Education/Enjoyment Only (FEO)".



Time & Placements

A volunteer shall act as Scribe and record the time each hide is found. The time recorded on the scoresheet and used for placements will be the time that a team located their final hide.

For example, if a team uses their full five minutes and finds 7 hides then the time that the team found their 7th hide will be recorded.

Triple Triple Challenge Titles

SUPER SCENTER: TRIPLE TRIPLE CHALLENGE

Triple Triple Challenge Title (SS-TTC)	100 points accumulated
Triple Triple Adept (SS-TTCA)	Total* of 300 points
Triple Triple Pro (SS-TTCP)	Total* of 600 points
Triple Triple Master (SS-TTCM)	Total* of 900 points [†] ^{† 300 points must be from Clean Run results}
Triple Triple Grand Master (SS-TTCGM)	Total* of 1200 points [†] ^{† 600 points must be from Clean Run results}

* points from previous titles are counted towards total points



Distractor Guidelines

Distractor means anything deliberately placed by the Search Official that has the potential to distract the dogs such as food or toys.

Natural distractions present in the environment are not considered “distractors”, however, the SO will take the naturally occurring distractions in the environment into account when placing distractors.

Accessibility

A distractor may be considered “accessible” or “inaccessible”.

Food distractors will always be inaccessible to the dog.

Toy, animal odor, and human distractions may be accessible, or open, to the dog depending on the nature of the item (eg. anything that may be consumed, even if not technically a food item, must be inaccessible).

Every effort should be made to ensure an inaccessible item is unlikely to be successfully accessed by a persistent dog.

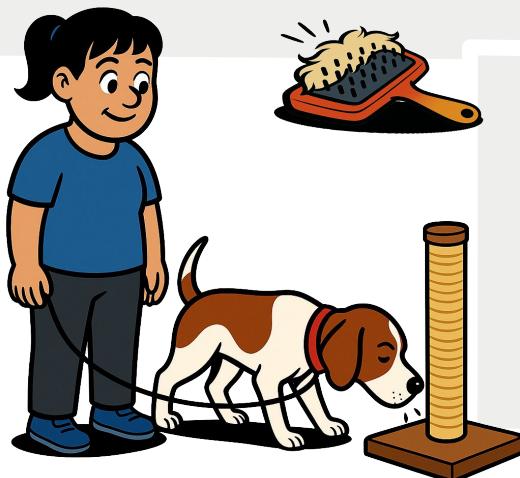


Distractor Guidelines

TYPES OF DISTRACTORS

Known to Handler

Distractors may be listed as “known to handler” in the rules. This means that the location of the distractor may be disclosed during a walkthrough and/or when the team enters the start box (eg. ‘the toolbox in the corner contains a distractor’). The contents of the distractor does not need to be specified. A distractor’s location will not be disclosed unless specifically noted as “known to handler”.



Animal Odor

Animal odor distractors may include used bedding, clothing, or equipment used by an animal. Intentional inclusion of animal waste (urine/feces) is not permitted.

Animal litter may be used where it has been cleaned of any waste and is inaccessible.

Distractor Guidelines

TYPES OF DISTRACTORS CONTINUED

Toys

A toy or multiple toys may be placed in a search area as a distractor. Common toy distractors include: tennis balls, plush toys, tug toys, clean food puzzle toys, etc.

Toy distractors may be placed out in the open or may be contained/inaccessible depending on the item and the level being tested.



Human

Humans placed intentionally within the bounds of a search area may be used as a distractor. Officials, volunteers, or spectators present in the search area's perimeter are not considered to be Distractors.

Human distractors may be a person that is sitting, standing, or wandering in a set path well within the search area. Human distractors shall never make eye contact with or touch the working dog. Human distractors shall not make intentionally distracting noise.

Distractor Guidelines

TYPES OF DISTRACTORS CONTINUED

Food

Food intended for animal and/or human consumption may be used as a distractor and must be contained. Common food distractors include: kibble, dog treats, fruit, pastries, meat, etc.

Any food items must be contained securely in a vented container that is considered to be reasonably dog proof. A secure container of food may be placed inside a less secure container (eg. a snap clip container with holes that contains food may be placed inside a cardboard box).



Other Distractors

The SO may choose to use other distractors as appropriate for the level being tested as long as the distractor cannot reasonably be predicted to elicit fear in a dog.

As an example, a sound may be used as a distractor; the sound must be made/played at roughly the same place for each team (eg. when the dog sniffs a specific item in the search area that is further from the hide than the minimum allowable distance between a hide and distractor). A sound could be the sound of a squeaky toy, but may not be the sound of fireworks or thunder.

Changelog Version 3.0

Notable Rule Changes from Version 2.4 to 3.0 - February 2026

- Intermediate Super Sourcer: time increased to 3 minutes
- Advanced Skills: Added