

North American Sport Dog Association



Master Handbook

Rules Applying to NASDA Working Dog Events

Last Revised 01 January 2019

North American Sport Dog Association Master Handbook
Rules Applying to Working Dog Events

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Forward

This North American Sport Dog Association Master Handbook is effective 01 June 2019. It represents a significant change from the 2017 edition and compiles all the previous rule books. While the document has been reviewed by several people, if you notice something that is incorrect, please email the information to NASDA. Please provide full information i.e. page numbers, paragraph numbers, etc. We thank you for your continued support of NASDA.

Copyright Information

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Statement of Purpose

Every dog owner knows that dogs are able to pick up scents that don't catch the attention of their handlers. One study estimated that dogs can pick up odours up to 100 000 times better than humans can. Historically these abilities were embraced and many loved breeds of dogs were developed to assist people in searching, hunting, and locating.

The North American Sport Dog Association (NASDA) was formed in 2016 to showcase the breadth of these olfactory abilities. Trials resemble both historic working and competitive field work as closely as possible. NASDA Working Dog Trials give an opportunity for all dogs to engage in those scent games previously open to a select few breeds and working dogs. Competing teams can get titles and championships that showcase their merits and abilities within hunt and search situations.

NASDA aims to:

- Encourage ALL dogs to play the exciting NASDA Working Dog games. This includes but is not limited to purebred, mixed breeds, pets, companion dogs, or titled champions.
- Provide a venue for all breeds to earn working style titles in North America.
- Qualify and certify judges so that working dog events may be held.
- Maintain a registry of trial results and titles awarded.
- Welcome physically challenged dogs or handlers.
- Promote good sportsmanship both in and out of the ring.
- Be a venue where dogs and handlers work together as a team in an atmosphere of fun and enjoyment while honing their skills and earning awards for or their efforts.

Eligibility to Host NASDA Working Dog Tests

Only NASDA accredited clubs or associations in good standing with NASDA are eligible to apply for and hold any NASDA working dog tests. Clubs may be required to host a sanctioned test prior to approval to host titling events. Application and instructions to form a club can be found on nasda.dog under the “get involved” tab <<http://nasda.dog/clubs/>>.

Hosts must have and provide proof to NASDA of comprehensive liability insurance covering the legal liability of the trial host for the event(s) to be held. The Minimum coverage on the insurance must be at least one million dollars per occurrence. The host is responsible for meeting the insurance requirements of the facility they will be renting or using for the sanctioned event. The host shall be solely responsible and will indemnify and hold harmless NASDA for any damages or liabilities arising from hosting a sanctioned NASDA event. Affiliate must provide the liability insurance information to NASDA once the event has been approved and the trial location secured.

The Sanctioned Trial

Sanctioned trials will require the approval of NASDA, including a sanctioning fee of \$20.00 USD per event, with a maximum of three trials per day. A single “trial” may include all levels of any of the NASDA events as suits the club. All trials and events hosted in a single day are included in the judging time limitations listed below.

Events must be sanctioned a minimum of 30 days prior to the date of the event. Events may be approved with late sanctioning with special permission and late sanctioning fee of \$50 USD per event. The hosts will pay \$2.00 USD per run fee to NASDA for the filing and recording of each dog’s score.

All sanctioned events are required to use NASDA Approved Judges. Apprentice judges may work at any sanctioned event for credit, under the guidance of an approved judge. Judging fee costs are the responsibility and choice of the judge chosen, but NASDA suggests judges be paid a minimum of \$200 per day or a per dog fee in addition to having their travel paid by the Hosts. NASDA leaves decisions about fees ultimately to the Judge and Host to negotiate for each event.

Distance between Events

To avoid conflict of entries, NASDA limits individual events held by two different clubs on the same date to a minimum of 250 miles driving distance. Exceptions can be made with mutual consent of both applying clubs. Whichever Clubs application is received first by NASDA will get priority for the event dates in question.

Move-ups and Lateral Moves

Clubs must be willing to offer both lateral and up moves for teams who complete a title at their events. Teams have the option of moving laterally (continuing in the same level) to complete excellent or champion title legs, or moving up (move to the next level) to work on upper level titles. Changes must be made before the beginning of the individual level in which the team wishes to compete.

Declining Entries

A Club may decline entries or remove a dog from a trial for just cause. In such an instance, they must file sufficient reasons for doing so with NASDA.

Trial Results

Trial hosts must submit all results to NASDA within ten (10) days of the trial completion. A late fee of \$50 per week will apply to clubs which do not submit their results in a timely fashion. Clubs which consistently submit results late or improperly formatted may lose their ability to host events.

Awards

The following awards are required for each class:

- Best of Breed (Navy)
- Qualifying (Maroon)
- High in Class (Light Blue)

Flat ribbons or rosettes are permitted. Awards must include at a minimum of the award name and "North American Sport Dog Association." A date is not required to be printed on ribbons.

Key Officials / Volunteers Needed

Trial Chair

Facilitates communication with NASDA. Handles the organization before and after the trial. During the trial they are mainly in charge of maintaining a smooth and friendly atmosphere. They are the goodwill person of your group - they should be present and available to the competitors and always offer a smile and encouragement. While this person should have good organizational skills, they MUST have good people skills.

Trial Secretary

Secretary is responsible for handling all of the entries prior to the trial, the scores and score sheets during the trial, and recording and submitting those scores upon completion of the trial. This must be completed quickly and correctly. This person fields all questions and issues pertaining to entries and results.

Chief Course Manager

The Course Manager should have a very strong knowledge of the rules. They will assist the judge in laying and setting of courses, in addition to any changes or repairs that need to be made to the course(s) throughout the day. They will also manage the quarry animals and ensure adequate breaks are given to the animals. They will assist the judge by running score cards to the secretary through the duration of the trial to ensure speedy scoring.

Judges

The maximum number of runs a single Judge may judge per day is 125, and the maximum judging hours must be equal or less than 8 for each judge. This is to ensure the judges give their full attention and energy to every dog participating in the trial. Trial Hosts have the flexibility to bring in additional judges should it be necessary to ensure the smooth running of the trial or if the entries are over the 125 runs per judge limit.

Dog in White

After the quarry is hidden for all levels, but prior to the participants competing, the judge shall bring in a "dog in white." This is a dog who has already earned an individual title or is deemed sufficiently experienced. The team searches for the hide as though they were in competition in order to determine whether or not it is well-placed, as well as where the dog picked up odour and indicated to determine judging standards. The dog in white may not compete in the level or course in which they are utilized, but may compete in other levels / courses.

Dog Eligibility

- Dogs of any breed or mixed breed fully registered with the North American Sport Dog Association 6 months of age or older on the date of the test are eligible to compete in Level I and above.
- Dogs of any breed or mixed breed fully registered with the North American Sport Dog Association older than 4 months of age and younger than 9 months of age on the date of the test are eligible to compete in the Trailing and Locating Puppy Aptitude Test.
- A dog must have an individual dog registration number from NASDA in order to compete at a trial. Handlers may submit the Individual Dog Application form filled out and accompanied by payment to the host club for the amount required to the Trial Secretary on the day of an event. The Trial Secretary must submit this application along with the total of all new registration fees with the trial results.

Bitches in Season

Are permitted to compete at events pending Trial Host consent. Trial Hosts must list on their premium if Bitches in Season (BIS) are permitted. BIS must run at the end of their event, and wear appropriate pants.

Equipment:

All dogs must wear a flat buckle or snap collar. Harnesses that are fixed - for example a tracking or body harnesses - are also permitted. Leashes are optional at all levels and should be long enough to provide adequate slack. Dogs are permitted to wear coats or boots on course providing the coat not interfere with the dog's movement or the Judge's ability to judge the team's performance. All urban level courses require a leash in order to compete.

Martingale and slip collars may be used on the grounds, but may not be utilized during an on-lead search. Head halters, prong collars, moving harnesses (such as "no-pull" harnesses) and any harnesses that are designed to be correctional are not allowed. Electronic collars which provide vibration, shock, sound, or spray/chemical corrections are not permitted on trial grounds - however, GPS and location collars are permitted on course. Judges may request proof or to examine the collar should questions arise.

Muzzles

Muzzles are permitted granted they meet the following requirements:

- Must be "basket" style.
- Made of steel wire, plastic coated steel wire, plastic, leather, or biothane.
- Must be properly fitted for your dog.
- Must allow the dog to breathe freely

If a handler chooses to run their dog in a muzzle, they must be aware that any distraction it causes the dog may cause deductions in their score. The presence of a muzzle does not preclude a dog from any deductions or reprimands for misconduct or aggression.

Leash requirements

Lines and leashes up to 30 feet in length are required for urban locating, and optional at Level I and II for trailing courses. Flexi-leashes and similar extendable style leashes are not permitted. All dogs must be leashed at the conclusion of the run to avoid deductions.

- Trailing and Locating Standard Class - leashes are optional at Levels I and II; Level III must be run off leash.
- Urban Locating - leashes are required at all levels.
- Brace Locating - all levels are completed off-leash.
- Shed Dog Standard Class - leashes are optional at Levels I and II; Level III must be run off leash.

Judge Inspection

The Judge may inspect the dog's collar or equipment either at the start of the trial or when the team enters the ring. A dog wearing an improper or improperly fitted collar shall be excused. The owner shall be given the option of returning to compete at the end of the class order with a proper or properly-fitted collar.

Rewards

Dogs may be rewarded at all levels in the quarry area AFTER the judge verifies their success ("yes" or "finished"). Rewards may include touch, praise, food and/or toys. These rewards must be presented without unduly disturbing or contaminating the search area.

Any dropped food or treat rewards anywhere on course shall be judged as a significant deduction of -5 points. If the play or toy reward significantly disturbs the hide area, the dropped food deduction (-5) also applies.

Handlers are allowed to give verbal encouragement during the course without deduction providing it does not interfere with the search pattern of the dog. Verbal encouragement or cues which affect the dogs work will be cause for deduction. Handlers may provide a reward on course before completing their search for confidence or redirection purposes, but a food lure deduction of five points will be applied to their final score.

Unsportsmanlike Conduct

Good Sportsmanship both in and out of the ring is a primary objective of NASDA. Judges and trial hosts have the authority to expel any handler from a test or trial who displays unsportsmanlike conduct during the event. Repeated expulsions for unsportsmanlike conduct

are grounds for temporary or permanent dismissal from future NASDA events at the discretion of the organization.

The overt signs of good sportsmanship are showing respect for yourself, your competitors, officials, and judges. Good sports are gracious and generous winners. They acknowledge a win without humiliating their competitors. They are humbly proud of their success and still find ways to compliment others in their class. When it comes to losing, people who are good sports immediately and willingly congratulate the winner. They accept the outcome of the class without complaint and without excuses. Good sports know how to play fair and have fun while doing it. Good sports lead by example.

Unsportsmanlike conduct includes, but is not limited to the following:

- Striking, kicking or otherwise roughly handling any dog
- Causing physical or emotional distress to a dog
- Harassing or abusing any event official or competitor
- Discussing with other competitors the location of a hide or cleared areas in courses where hide isn't known.
- Repeatedly disagreeing with or challenging judge decisions
- Participation in internet bashing of judges, trial hosts, events, or competitors
- Discouraging other competitors
- Repeatedly not following the directions of judges or trial hosts
- Overt gloating with wins, overt complaints with losses
- Tolerating or engaging in poor sportsmanship with others

Additionally, all persons must exercise care and control of any dog (not just competing animals) while attending a NASDA event.

Aggression

Aggression is cause for immediate expulsion from events without refund and suspension from future events until reviewed by NASDA. Aggression includes, but is not limited to the following:

- A dog that bites (causes a wound) another dog or a person at an event
- Dogs pose a significant threat to the safety of other dogs or humans

Muzzles are permitted for the safety of dogs running in an event, but the presence of a muzzle does not preclude a dog from being deemed aggressive by the judge.

Scoring

A qualifying score is earned when the dog correctly indicates the location of the quarry and judge confirms it in each search within the allotted time and without exceeding the maximum number of deductions or committing a disqualifying deduction.

The perfect score is 25 points. Teams enter the course with a perfect score of 25 points and the Judge deducts points for errors, as listed. 5 points will be deducted for any dog/handler team who enters or leaves the course off leash. Bonuses are only awarded to dogs achieving at least a minimum qualifying score of 20 points. High in Class bonus requires at least 3 competing dogs.

Deductions

1 Point Deductions: Minor Deduction

- Tight Leash
- Dog bumping handler significantly
- Dog minor off course, but quickly responds to handler redirection
- Handler calls dog off of trail / out of work
- Pawing at muzzle
- Additional cues for retrieves (more than 2 cues) - SD-II
- Passing the hide
- Dog disregarding handler direction

2-3 Point Deductions: Substantial Deductions

- Loud or Intimidating commands or signals from handler. If the command or signal affects the attitude of the dog or offends the sensibilities of the Judge, the handler will be warned accordingly and will NQ.
- Dog is slow or fails to respond to handler when off-course
- Mild over-handling, but dog works the majority of the course independently
- First travel into find limitations area as outlined by the level (10 feet at Level I, 20 feet Level II). (3 Points)
 - The judge will give the team a verbal warning. A second infringement of the find area will cause the team to NQ.
- Additional cues for Retrieve - Level III and above
- Dog significant distracted or avoidance (slow to respond on course)
- Touching the dog on course (3 points)
- Additional cues for shed retrieve (more than 2 cues) SD-III

4-5 Point Deductions: Major Deduction

- Benign leash restraint (continuous tight leash)
- Dog and Handler Teams not entering or leaving the ring on leash (5 points)
- Touching the dog with intent to put it on course or redirect
- Failing to clean up after dog defecates in the ring (no cleanup required for urination)
- Excessive handling, wherein handler guides dog through course significantly (handler attempts to guide dog to find)
- Dropping treats on course (either at source or during trail)
- Food Lure, each incident (5 points)

Over 5 Points: Non Qualifying Run

- Failure to complete find within course time
- A second infringement of the find area, after a first with verbal warning from judge will result in an NQ score.
- Lack of Control of dog in Brace Levels
 - ***“Lack of Control” is defined as any significant interference with brace mate - whether playful or aggressive.***
- Physical or harsh verbal corrections. Physical corrections will be noted on score sheet and the handler will be cautioned. Upon a second such incident, the dog and handler team will be excused from the trial.
 - ***A harsh correction shall be defined as ANY behaviour from the handler which either offends the sensibilities of the Judge OR causes an obvious adverse reaction in the dog (cowering, tail down, avoidance, etc.). As such a harsh correction could be an obvious physical threat to the dog, but may also be subtle but cause stress reactions in the dog.***
 - ***Any handler who has been excused from the ring for physical or harsh verbal corrections on TWO separate occasions shall be prohibited from competing in future events for a period of up to two years.***

Placements and Bonuses

Placements are made by breed based first upon points in the class, and any ties are to be sorted by the completed course time. Teams must earn the minimum qualifying score in order to receive bonus points - any teams earning less than minimum qualifying points earn a non-qualifying score and do not keep their points.

Level I and Level II

A bonus of 5 points will be awarded to the highest scoring dog in each breed. Mixed breeds will be judged together. A bonus of 10 points will be awarded to the highest scoring dog in the class. At least 3 dogs must be in competition in order for High in Class points to be awarded.

Level III and Above

A bonus of 5 points will be awarded to the highest scoring dog in each breed. Mixed breeds will be judged together. A bonus of 15 points shall be awarded to the highest scoring dog in the class. The second place dog shall receive 10 points, third place dog shall receive 5 points and fourth place dog shall receive 1 point. At least 3 dogs must be in competition in order for High in Class points to be awarded.

Brace Levels

A bonus of 5 points will be awarded to the team dog who is first to alert. There are no additional breed or time bonuses in the brace classes.

Rules Applying to Working Dog Trials

The purpose of a NASDA Working Dog trial is to determine the abilities of all breeds of dogs to track, trail (follow), and locate a quarry above ground. Trials will be held in a natural hunting terrain. A successful Working Dog should work independently and at a distance from the handler.

Acceptable Quarry for Working Dog Trials

At levels I and II, handlers are able to watch the judge place the trail and quarry. The hide and trail direction will also be pointed out to handlers during judges briefing. Level III trails shall be done "blind", where the handlers are unable to watch the laying of the trails or the location of the quarry, distractors, or false quarries.

Trail(s) will be set by the judge using prepared rat scent, commercial wildlife scent, or a drag trail from the start line to a point directly in front of or below the quarry in each level. The trail may not be a direct path from the start line.

Trail-setting parameters are available in the judges handbook. Quarry animals must be safely housed in containers that serve, as much as possible, to prevent any injury to the quarry. Quarry Cages are preferred. Please contact the organization for parameters. Rats are preferred quarry however, in areas where rats are not permitted, rodents of similar size or likeness may be used with permission of the organization.

Naturally Occurring Distractors on Course

Judges should walk the entire area of the course area, as much as possible, to ensure distractors are known. Because trailing search areas are natural environments it is understood that wildlife may be present.

When encountering wild game or local livestock, the trailing dog should be sufficiently under control to handle such distractions. The definition of control will be under the discretion of the judge on the basis of any particular distraction situations that may arise.

Dogs are permitted to foul on course without deduction providing that any solid waste is cleaned by the handler immediately. Time will not be stopped for the handler to clean up after their dog. A handler who fails to clean up after their dog, or who does not have proper equipment to do so, will be given a major deduction.

Successfully Finding Hides

In levels I and II, as well as the puppy aptitude test, the hides are known by the handler - the handler may watch the judge lay the track and/or ask for information at the start of the course.

At level III, the hides are “blind” and as such the team may not watch the track laying or watch other teams prior to their run.

Finding the hides is a pass/fail system, at the discretion of the judge. If a team fails to correctly locate the quarry in the time allotted, the team will not qualify that run. The judge shall determine what constitutes a successful find. The judge will call “Yes” when they feel the dog has accurately found the hide. Typically this involves the dog actively scenting up to or within a short distance of the quarry itself. The handler must remain a required distance from the quarry, and may not cue or actively guide the dog to the quarry.

Standard Class

Trailing and Locating Puppy Aptitude Test (TPAT) - Optional Titling Class

Maximum Course time: 1:00

Hides: 1 (known)

Course Size: 1,500 to 2,000 square feet

Pass / Fail

Title: Teams earning one qualifying score from Puppy Aptitude Class will earn the Trailing & Locating Puppy Aptitude Test (TPAT) title.

The TPAT level is for puppies over 4 months and under 9 months of age. TPAT may be completed on a lead of sufficient length so the handler never moves within 5 feet of the hide.

Hide Placement: Hides should be not readily visible from the start line. The hide will be placed at ground level approximately 30-50 feet from the start line at ground level.

Performance: Time begins when the dog or the handler cross the start line. Time stops when the judge calls the mark. The call shall be "Yes." The handler is encouraged to verbally encourage and communicate with the dog, and provide limited assistance to the puppy. However, it should be clear to the judge that the puppy is able to identify a find a quarry independently.

TPAT requires the handler never move within 5 feet of the hide. This area will be marked with flagging, tape, clear natural indicators, or similar and outlined by the judge during the briefing. Dogs may be rewarded in the quarry area after the judge verifies their success ("yes").

Trailing & Locating Level I (TL-I)

Maximum course time: 2:00

Hides: 1 (known)

Course Size: 7,500 to 10,000 square feet

Minimum Qualifying Score: 20

Title: Teams earning 100 points from Level I class will earn the Trailing & Locating Level I (TL-I) title.

Distractions: Naturally occurring distractions may be present.

Level I may be completed on a lead of sufficient length so the handler never moves within 10 feet of the hide.

Hide Placement: Hides should not be readily visible to the dog from the start line. The hide will be placed no closer than 50 feet from the start and may be partially covered, but shall be accessible. The hide may be elevated no higher than 24" from ground level.

Performance: Time begins when the dog or the handler cross the start line. Time stops when the judge calls the mark. The call shall be "Yes." The dog should work in their search independently of handler movement. The handler may verbally encourage and communicate with the dog provided it does not interfere with the search. Deductions will be taken for handlers who face the hide intentionally, stand near the hide, show the dog the hide, handle in a way which the judge deems is leading the dog to the hide.

Level I requires the handler never move within 10 feet of the hide. This area will be marked with flagging, tape, clear natural indicators, or similar and outlined by the judge during the briefing. Dogs may be rewarded in the quarry area after the judge verifies their success ("yes").

Trailing & Locating Level II (TL-II)

Maximum Course Time: 3:00

Hides: 1 (known)

Course Size: 10,000 to 20,000 square feet

Minimum Qualifying Score: 20

Title: Teams earning 500 cumulative points of which at least 400 are earned from the TL-II class in the Trailing & Locating classes will earn the Trailing & Locating Level II (TL-II) title.

Distractions: Naturally occurring distractors may be present. At least one significant distractor must be present. Acceptable distractors include false trails which do not lead to quarry, crossing over old trails, or a "false quarry" including used bedding.

Level II may be completed on a lead of sufficient length so the handler never moves within 20 feet of the hide.

Hide Placement: Hides should not be readily visible to the dog from the start line. The hide will be placed no closer than 50 feet from the start and may be partially covered by brush. Hides may be partially inaccessible. The hide may be elevated no more than 48" off the ground.

Performance: Time begins when the dog or the handler cross the start line. Time stops when the judge calls the mark. The call shall be "Yes." The dog should work in their search independently of handler movement. The handler may verbally encourage and communicate with the dog provided it does not interfere with the search. Deductions will be taken for handlers who face the hide intentionally, stand near the hide, show the dog the hide, handle in a way which the judge deems is leading the dog to the hide.

Level II may be completed on a lead of sufficient length so the handler never moves within 20 feet of the hide. This area will be marked with flagging, tape, clear natural indicators, or similar and outlined by the judge during the briefing. Dogs may be rewarded in the quarry area after the judge verifies their success ("yes").

Trailing & Locating Level III (TL-III)

Maximum Course Time: 4:00

Hides: 1 (unknown)

Course Size: 20,000 to 40,000 square feet

Minimum Qualifying Score: 20

Title: Teams earning 1000 cumulative points in the Trailing & Locating classes of which at least 500 points have been earned from the Trailing & Locating Level III class will earn the Trailing & Locating Level III (TL-III) title.

Distractions: Naturally occurring distractors may be present. Between one and three significant distractors are present. These may be contained food, toys, or human object distractors, provided by trial hosts, or may include environmental distractions that are available in the search area (i.e./ a chicken coop in distance, a pile of manure).

TL-III tests are “blind”, meaning that the dog and handler team is not able to watch the judge lay the trail and may not watch any teams compete prior to going in the ring.

In TL-III tests, at least one trail will be laid by the judge and lead to a “false quarry”. The False Quarry will be a scented area with dirty bedding from the quarry animal. The dog may follow the false trail and scent the False Quarry, but must not work the area for more than 15 seconds. A team which excessively works the False Quarry will receive a non-qualifying score.

TL-III is run off lead. The handler may choose to leave a leash or collar on the dog for their run. The handler should carry the leash with them to leash their dog upon the completion of the hide.

Hide Placement: Hides should not be readily visible to the dog from the start line. The hide will be placed no closer than 5 feet from the start and may be covered or inaccessible. The hide may be elevated no more than 72” off the ground.

In TL-III, several trails will be laid by the judge and may be of different ages OR the judge may choose to use a lower level course as a base for laying the TL-III trails.

Performance: Time begins when the dog or the handler cross the start line. Time stops when the judge calls the mark. The call shall be “Yes.” The dog should work in their search independently of handler movement. The handler may verbally encourage and communicate with the dog provided it does not interfere with the search. Deductions will be taken for handlers who face the hide intentionally, stand near the hide, show the dog the hide, handle in a way which the judge deems is leading the dog to the hide.

Trailing and Locating Excellent Titles

Once a dog finishes a NASDA regular Trailing and Locating class title, they have the option of continuing in that level to collect points for a Trailing and Locating Excellent title.

For each additional 500 points at each Trailing and Locating level, dogs may earn the Excellent title in that level.

For example:

TL-I - 100 points at level I

TL-IX - 600 points at level I

TL-IX2 - 1100 points at level I

TL-IX3 - 1600 points at level I

Dogs working on their Trailing and Locating Master Championship may collect points for both the TL-X and MTLCH at the same time - so points earned in the MTLCH go toward TL-IIX and TL-IIIIX points, where the double Q counts toward the MTLCH.

Trailing & Locating Master Champion Titles

For working dogs to be successful in the field, it is essential that the dog is able to maintain a level of physical and mental endurance. The Master Champion titles exist to test a teams endurance skills.

In order to be eligible to earn a Master Champion Trailing & Locating Dog title, a dog must have already earned a TL-III title. Qualifying scores toward the MTLCH earned when a team passes both the TL-II and TL-III levels at the same trial event. If the host club is offering multiple trials, note that both Q's must be made from the same trial event, not trial day. 20 QQ's are required to achieve the prefix MTLCH title.

In addition, NASDA will award Rosettes to dog and handler teams that have accumulated the necessary qualifying titles for the NASDA Trailing & Locating Master Champion title.

Brace Class

The purpose of the Brace Level(s) in Trailing and Locating is to more accurately simulate dogs working in the hunt field, where dogs are expected to work over long distance to locate and mark active quarry. For Brace level, two dogs and handlers must be utilized in the trailing test. Both dogs may be housemates or owned by the same handler, but each dog must have an independent handler.

All dogs must have earned their individual titles prior to competing in Brace. That means a TL-I title is required to compete in TB-I, a TL-II to compete in TB-II and so on. A handler may compete with a friend or request a bye-dog teammate - and a dog with a Brace title at one level may compete as a bye dog at a lower level.

Brace courses must be independent of standard courses - as such, hosts must make sure they have sufficient space to offer both brace and standard when applying for events.

Brace courses must be completed off-lead.

Brace Performance Guidelines

Dogs are judged individually for working style and efficiency at the brace level. As such, deductions will be incurred at an individual level. Should one brace member NQ for a simple fault - for example pottying in the ring without a bag to clean up - it may be possible for the second teammate to still complete their run for a qualifying score. A bonus of 5 points will be awarded to the teammate who is first to find the rat.

Brace team dogs are expected to work together during the test without interference or aggression. Any dog which shows a lack of control due to the presence of their bracemates shall be excused from the test and that run will NQ. "Lack of Control" is defined as any significant interference with the other brace team - whether playful or aggressive.

Any lack of control incident which includes aggression toward a bracemate must be reported to NASDA and that brace team will be excused from further brace participation in that trial. Dogs showing aggression may be further barred from future NASDA events. Any brace team which is the victim of dog aggression on the part of their partner may choose to re-run the course with a bye-team. Teams excused for lack of control on the basis of playfulness will not receive a rerun.

Both dogs must alert on quarry in order to achieve a qualifying score. After the "yes" call, the first dog to reach and indicate the quarry must be leashed and removed from the quarry by the handler. The handler may touch, reward, and leash the first dog to indicate after the judges call of "yes". The team should move beyond the distance line of the hide. The first dog to alert to the quarry shall receive a bonus of 5 points.

After the first dog alert is called by the judge, the second dog should continue working toward the quarry. The second team has to successfully make their way to the quarry within a set

amount of time. That time is 15 seconds for TB-I runs, 20 seconds in TB-II, and 30 seconds in TB-III. Time stops when the second alert is called - that call shall be "finished".

If the second dog fails to indicate the quarry within course time, the team is given a non-qualifying score. The second dog shall still be given the opportunity to see and work quarry after the "time" call.

Trailing Brace Level I (TB-I)

Maximum course time: 2:00

Hides: 1 (known)

Course Size: 7,500 to 10,000 square feet

Minimum Qualifying Score: 20

Title: Teams earning 100 points from Level I class will earn the Trailing Brace Level I (TB-I) title.

Distractions: Naturally occurring distractions may be present.

Level I may be completed on a lead of sufficient length so the handler never moves within 10 feet of the hide.

Hide Placement: Hides should not be readily visible to the dogs from the start line. The hide will be placed no closer than 50 feet from the start and may be partially covered by brush. The hide may be elevated no higher than 24" from ground level.

Performance: Time begins when the dog or the handler cross the start line. Time stops when the judge calls the mark. The call shall be "Yes." Once the judge calls the find, the teammate who alerted on the rat may be immediately touched, rewarded, and leashed. The second teammate then has 15 seconds to get to the rat. The second dog must find his way to the rat in order to receive his qualifying score.

The dogs should work in their search independently of handler movement, however the dogs may follow each other or cue off of or follow each other as long as they are not actively distracting each other. The handler may verbally encourage and communicate with the dog provided it does not interfere with the search. Deductions will be taken for handlers who face the hide intentionally, stand near the hide, show the dog the hide, handle in a way which the judge deems is leading the dog to the hide.

Level I requires the handlers never move within 10 feet of the hide. This area will be marked with flagging, tape, clear natural indicators, or similar and outlined by the judge during the briefing. Dogs may be rewarded in the quarry area after the judge verifies their success ("yes").

Dogs may be rewarded in the quarry area after the judge verifies their success ("yes"). Both dogs must be given the opportunity to be shown the quarry and be rewarded at quarry if the handler chooses. Any aggression taking place because of the quarry as a resource will also be marked as an NQ. Teams may retrieve their dog as soon as the judge says "yes" if required and may still show their dog the quarry.

Trailing Brace Level II (TB-II)

Maximum Course Time: 3:00

Hides: 1 (known)

Course Size: 15,000 to 20,000 square feet

Minimum Qualifying Score: 20

Title: Teams earning 500 cumulative points, of which 400 must be at level II in the Trailing Brace classes will earn the Trailing Brace II (TB-II) title.

Distractions: Naturally occurring distractors may be present. At least one significant distractor must be present. Acceptable distractors include false trails which do not lead to quarry, crossing over old trails, or a "false quarry" including used bedding.

Hide Placement: Hides should not be readily visible to the dog from the start line. The hide will be placed no closer than 50 feet from the start and may be partially covered by brush. The hide may be elevated no more than 48" off the ground.

Performance: Time begins when the dog or the handler cross the start line. Time stops when the judge calls the mark. The call shall be "Yes." Once the judge calls the find, the teammate who alerted on the rat may be immediately touched, rewarded, and leashed. The second teammate then has 20 seconds to get to the rat. The second dog must find his way to the rat in order to receive his qualifying score.

The dogs should work in their search independently of handler movement, however the dogs may follow each other or cue off of or follow each other as long as they are not actively distracting each other. The handler may verbally encourage and communicate with the dog provided it does not interfere with the search. Deductions will be taken for handlers who face the hide intentionally, stand near the hide, show the dog the hide, handle in a way which the judge deems is leading the dog to the hide.

This area will be marked with flagging, tape, clear natural indicators, or similar and outlined by the judge during the briefing. Dogs may be rewarded in the quarry area after the judge verifies their success ("yes").

Dogs may be rewarded in the quarry area after the judge verifies their success ("yes"). Both dogs must be given the opportunity to be shown the quarry and be rewarded at quarry if the handler chooses. Any aggression taking place because of the quarry as a resource will also be marked as an NQ. Teams may retrieve their dog as soon as the judge says "yes" if required and may still show their dog the quarry.

Trailing Brace Level III (TB-III)

Maximum Course Time: 4:00

Hides: 1 (unknown)

Course Size: 20,000 to 40,000 square feet

Minimum Qualifying Score: 20

Title: Teams earning 1000 cumulative points in the Trailing Brace classes of which at least 475 points have been earned from the Trailing Brace Level III class will earn the Trailing Brace Level III (TB-III) title.

Distractions: Naturally occurring distractors may be present. Between one and three significant distractors are present. These may be contained food, toys, or human object distractors, provided by trial hosts, or may include environmental distractions that are available in the search area (i.e./ a chicken coop in distance, a pile of manure).

TB-III tests are “blind”, meaning that the dog and handler teams are not able to watch the judge lay the trail and may not watch any teams compete prior to going in the ring. In TB-III tests, at least one trail will be laid by the judge and lead to a “false quarry”. The False Quarry will be a scented area with dirty bedding from the quarry animal. Each dog may follow the false trail and scent the False Quarry, but must not work the area for more than 15 seconds. A team which excessively works the False Quarry will receive a non-qualifying score.

Hide Placement: Hides should not be readily visible to the dog from the start line. The hide will be placed no closer than 5 feet from the start and may be covered or inaccessible. The hide may be elevated no more than 72” off the ground.

In TB-III, several trails will be laid by the judge and may be of different ages OR the judge may choose to use a lower level course as a base for laying the TB-III trails.

Performance: Time begins when the dog or the handler cross the start line. Time stops when the judge calls the mark. The call shall be “Yes.” Once the judge calls the find, the teammate who alerted on the rat may be immediately touched, rewarded, and leashed. The second teammate then has 30 seconds to get to the rat. The second dog must find his way to the rat in order to receive his qualifying score.

The dogs should work in their search independently of handler movement, however the dogs may follow each other or cue off of or follow each other as long as they are not actively distracting each other. The handler may verbally encourage and communicate with the dog provided it does not interfere with the search. Deductions will be taken for handlers who face the hide intentionally, stand near the hide, show the dog the hide, handle in a way which the judge deems is leading the dog to the hide.

Trailing Brace Excellent Titles

Once a dog finishes a NASDA regular Trailing Brace class title, they have the option of continuing in that level to collect points for a Trailing Brace Excellent title.

For each additional 500 points at each Trailing and Locating level, dogs may earn the Excellent title in that level.

For example:

TB-I - 100 points at level I

TB-IX - 600 points at level I

TB-IX2 - 1100 points at level I

TB-IX3 - 1600 points at level I

Dogs working on their Brace Master Championship may collect points for both the TB-X and MTBCH at the same time - so points earned in the MTBCH go toward TB-IIX and TB-IIIX points, where the double Q counts toward the MTBCH.

Trailing & Locating Master Champion Titles

For working dogs to be successful in the field, it is essential that the dog is able to maintain a level of physical and mental endurance. The Master Champion titles exist to test a teams endurance skills.

In order to be eligible to earn a Master Champion Urban Locating Dog title, a dog must have already earned a TB-III title. Qualifying scores toward the MTBCH earned when a team passes both the TB-II and TB-III levels at the same trial event. If the host club is offering multiple trials, note that both Q's must be made from the same trial event, not trial day. 10 QQ's are required to achieve the prefix MTBCH title.

In addition, NASDA will award Rosettes to dog and handler teams that have accumulated the necessary qualifying titles for the NASDA Trailing & Locating Master Champion title.

Urban Class

During the Nineteenth Century, the control of rats using terriers in urban areas was so prevalent it was turned into an amusement for gamblers at “rat pits” where dogs and quarry were set loose in pens and people bet on how many rodents the dogs could dispatch. Rat catching was a full time occupation during that period. Modern activities exist which mimic the historic roots of dogs in the hunting field, including Earthdog, Brush Hunt, and Barn Hunt tests.

The purpose of the Urban Level is to simulate the work of both historic and modern urban hunting dogs. The fundamental features of the Urban Locating working tests are to show the dogs ability to locate a quarry in a decidedly human environment. The term “built environment” should be utilized here, and defined as any surroundings that are human-made, or used for human activity. As such, appropriate environments may include urban parks, a street, a developed garden space, a warehouse, or a working barn as examples. Large open spaces such as fields or green space are to be utilized as a trailing and locating course, and are not appropriate for Urban Locating. Environments may be indoor or outdoor, and must be approved by NASDA prior to the trial.

Due to the uncontrolled nature of built environments, dogs must compete at all levels on-leash. Leash may be up to 30 feet and of any material. Flexi-leads are not permitted.

Urban Locating Level I (UL-I)

Maximum Course Time: 2:00

Hides: 1 (known)

Course Size: 250 to 500 square feet

Minimum Qualifying Score: 20

Title: Teams earning 100 points from Urban Level I class will earn the Urban Locating Level I (UL-I) title.

Distractors: Naturally occurring distractions may be present.

Hide Placement: Hides should not be readily visible from the start line. The hide will be placed no closer than 4 feet from the start and may be partially covered (ie/ in a drawer slightly ajar, under a crate, in a box). At Level I, however, the hide should be accessible to all sizes of dogs. The hide may be elevated no higher than 24" from ground level. Hides must age for at least 10 minutes prior to the start of a level.

Performance: Time begins when any dog or handler cross the start line. Time stops when the judge calls the mark. The call shall be "Yes." The handler may verbally encourage and communicate with the dog provided it does not interfere with the search. Deductions will be taken for handlers who face the hide intentionally, stand near the hide, show the dog the hide, handle in a way which the judge deems is leading the dog to the hide.

Although there is no handler line in Urban Locating, and the hide is still known to the handler at Levels I and II, the handler shall not guide the dog to the source. The dog must actively work the scent pool and locate the quarry independently.

Dogs may be rewarded in the quarry area after the judge verifies their success ("yes"). Dogs must be given the opportunity to be shown the quarry and be rewarded at quarry if the handler chooses.

Urban Locating II

Maximum Course Time: 3:00

Hides: 1 (known)

Course Size: 500 to 750 square feet

Minimum Qualifying Score: 20

Title: Teams earning 500 points from Urban Level II class will earn the Urban Locating Level I (UL-II) title.

Distractions: Naturally occurring distractors may be present. At least one significant distractor must be present. Acceptable distractors include false trails which do not lead to quarry, crossing over old trails, or a "false quarry" including used bedding.

Hide Placement: Hides should not be readily visible from the start line. The hide will be placed no closer than 4 feet from the start and may be covered or inaccessible (ie/ in a closed container, in a closed drawer, under an object). The hide may be elevated no higher than 48" from ground level. Hides must age for at least 10 minutes prior to the start of a level.

Performance: Time begins when any dog or handler cross the start line. Time stops when the judge calls the mark. The call shall be "Yes." The handler may verbally encourage and communicate with the dog provided it does not interfere with the search. Deductions will be taken for handlers who face the hide intentionally, stand near the hide, show the dog the hide, handle in a way which the judge deems is leading the dog to the hide.

Although there is no handler line in Urban Locating, and the hide is still known to the handler at Levels I and II, the handler shall not guide the dog to the source. The dog must actively work the scent pool and locate the quarry independently.

Dogs may be rewarded in the quarry area after the judge verifies their success ("yes"). Dogs must be given the opportunity to be shown the quarry and be rewarded at quarry if the handler chooses.

Urban Locating III

Maximum Course Time: 4:00

Hides: 1 (unknown)

Course Size: 750 - 5000 square feet

Minimum Qualifying Score: 20

Title: Teams earning 500 points from Urban Level III class will earn the Urban Locating Level III (UL-III) title.

Distractions: Naturally occurring distractors may be present. Between one and three significant distractors are present. These may be contained food, toys, or human object distractors, provided by trial hosts, or may include environmental distractions that are available in the search area.

Hide Placement: Hides should not be readily visible from the start line. The hide will be placed anywhere in the search area and may be covered or inaccessible (ie/ in a closed container, in a closed drawer, under an object). The hide may be elevated no higher than 72" from ground level. Hides must age for at least 10 minutes prior to the start of a level.

Performance: Time begins when any dog or handler cross the start line. Time stops when the judge calls the mark. The call shall be "Yes." The handler may verbally encourage and communicate with the dog provided it does not interfere with the search. Deductions will be taken for handlers who face the hide intentionally, stand near the hide, show the dog the hide, handle in a way which the judge deems is leading the dog to the hide.

In addition to the distractors, in UL-III tests at least one "false quarry" present in the search area. The False Quarry will be a scented area with dirty bedding from the quarry animal. The dog may scent the False Quarry, but must not work the area for more than 15 seconds. A team which excessively works the False Quarry will receive a non-qualifying score.

UL-III tests are "blind", meaning that the dog and handler team is not able to watch the judge lay the trail and may not watch any teams compete prior to going in the ring.

Dogs may be rewarded in the quarry area after the judge verifies their success ("yes"). Dogs must be given the opportunity to be shown the quarry and be rewarded at quarry if the handler chooses.

Urban Locating Excellent Titles

Once a dog finishes a NASDA regular Urban Locating class title, they have the option of continuing in that level to collect points for a Urban Locating Excellent title.

For each additional 500 points at each Trailing and Locating level, dogs may earn the Excellent title in that level.

For example:

UL-I - 100 points at level I

UL-IX - 600 points at level I

UL-IX2 - 1100 points at level I

UL-IX3 - 1600 points at level I

Dogs working on their Trailing and Locating Master Championship may collect points for both the UL-X and MULCH at the same time - so points earned in the MTLCH go toward TL-IIX and TL-IIIX points, where the double Q counts toward the MULCH.

Urban Master Champion Titles

For working dogs to be successful in the field, it is essential that the dog is able to maintain a level of physical and mental endurance. The Master Champion titles exist to test a teams endurance skills.

In order to be eligible to earn a Master Champion Urban Locating Dog title, a dog must have already earned a UL-III title. Qualifying scores toward the MULCH earned when a team passes both the UL-II and UL-III levels at the same trial event. If the host club is offering multiple trials, note that both Q's must be made from the same trial event, not trial day. 10 QQ's are required to achieve the prefix MULCH title.

In addition, NASDA will award Rosettes to dog and handler teams that have accumulated the necessary qualifying titles for the NASDA Trailing & Locating Master Champion title.

Trailing and Locating Versatility Titles

NASDA wants to recognize dogs who compete in all levels and iterations of Trailing and Locating / Working Dog Trials. The versatile Level Champion Titles are designed to acknowledge and reward those dogs that are able to successfully compete in Trailing, Urban, and Brace levels. Any dog completing all class titles at each level shall receive a Level Championship title.

| Regular Titles | Level Championships |
|--|---|
| TL-I - Trailing and Locating Level I | VL-B Versatile Locating Bronze Champion |
| TB-I - Trailing and Locating Brace I | |
| UL-I Urban Locating I | |
| TL-II - Trailing and Locating Level II | VL-S Versatile Locating Silver Champion |
| TB-II - Trailing and Locating Brace II | |
| UL-II Urban Locating II | |
| TL-III - Trailing and Locating Level III | VL-G Versatile Locating Gold Champion |
| TB-III - Trailing and Locating Brace III | |
| UL-III Urban Locating III | |

Trailing and Locating Versatile Master Championship

Any dog completing all Level Master Championships shall receive the prefix title of Versatile Locating Champion (VLCh). This is the penultimate title in NASDA Working Dog Trials.

| Champion Titles | Versatile Championship |
|---|--|
| MTLCH - Trailing and Locating Master Champion | VLMCh Versatile Locating Master Champion |
| MBLCH - Brace Locating Master Champion | |
| MULCH - Urban Locating Master Champion | |

Rules Applying to Field Dog Events

The Hide

At levels I and II, handlers are able to watch the judge place the track or hide. The hide(s) and hide area will also be pointed out to handlers during judges briefing. Level III hides shall be done “blind”, where the handlers are unable to watch the preparation of the hide or know the location of the hides.

Hide, scent, and trail preparation parameters are available in the judges handbook.

Shed Class

Shed Puppy Aptitude Test (SPAT) - Optional Titling Class

Maximum Course time: 1:00

Hides: 1

Course Size: 1,500 to 2,000 square feet

Pass / Fail

Title: Teams earning one qualifying score from Puppy Aptitude Class will earn the Shed Puppy Aptitude Test (SPAT) title.

The SPAT level is for puppies over 4 months and under 9 months of age.

Hide Placement: Hides should be not readily visible from the start line. The hide will be placed at ground level approximately 30-50 feet from the start line. The hide will not be covered.

Performance: Time begins when the dog or the handler cross the start line. Time stops when the judge calls the mark. The call shall be “Yes.” The handler is encouraged to verbally encourage and communicate with the dog, and provide limited assistance to the puppy. However, it should be clear to the judge that the puppy is able to identify a find a shed independently.

SPAT requires the handler never move within 5 feet of the hide. This area will be marked with flagging, tape, clear natural indicators, or similar and outlined by the judge during the briefing.

Shed Dog Level I (SD-I)

Maximum course time: 2:00

Hides: 1

Course Size: 7,500 to 10,000 square feet

Minimum Qualifying Score: 20

Title: Teams earning 100 points from Level I class will earn the Shed Dog I (SD-I) title.

Level I may be completed on a lead of sufficient length so the handler never moves within 10 feet of the hide.

Distractions: Naturally occurring distractors may be present.

Hide Placement: Hides should not be readily visible to the dog from the start line. The hide will be placed at ground level no closer than 50 feet from the start and may be partially covered by brush, leaves, dirt, sand or water.

Performance: Time begins when the dog or the handler cross the start line. Time stops when the judge calls the mark. The call shall be "Yes." The dog should work in their search independently of handler movement. The handler may verbally encourage and communicate with the dog provided it does not interfere with the search. Deductions will be taken for handlers who face the hide intentionally, stand near the hide, show the dog the hide, handle in a way which the judge deems is leading the dog to the hide.

Level I requires the handler never move within 10 feet of the hide. This area will be marked with flagging, tape, clear natural indicators, or similar and outlined by the judge during the briefing.

The dog is not required to retrieve the shed, however no time penalty will be assessed should the dog retrieve the shed.

Shed Dog Level II (SD-II)

Maximum Course Time: 3:00

Hides: 1

Course Size: 7,500 to 10,000 square feet

Minimum Qualifying Score: 20

Title: Teams earning 400 points from Level II class will earn the Shed Dog II (SD-II) title.

Distractions: Naturally occurring distractions may be present.

Hide Placement: Hides should not be readily visible to the dog from the start line. The hides will be placed at ground level no closer than 50 feet from the start and may be partially covered by brush, leaves, dirt, sand or water.

Performance: Time begins when the dog or handler cross the start line. The judge will call the mark when the dog is at source. That call shall be "yes". The dog should work in their search independently of handler movement. The handler may verbally encourage and communicate with the dog provided it does not interfere with the search. Deductions will be taken for handlers who face the hide intentionally, stand near the hide, show the dog the hide, handle in a way which the judge deems is leading the dog to the hide.

Once the judge has called "yes" the handler may no longer continue their movement and must begin the retrieve portion of the exercise. However, the handler may utilize verbal cues without deduction and encourage the dog to retrieve the find, using verbal, hand signals, clapping or other cues.

Time will stop when the dog has retrieved the shed and returned close enough to the handler to be touched (within 24" of handler) and the judge calls the completion. This call shall be "Finished".

Level II requires the handler never move within 20 feet of the hide. This area will be marked with flagging, tape, clear natural indicators, or similar and outlined by the judge during the briefing.

Distractions: Naturally occurring distractors may be present.

Shed Dog Level III (SD-III)

Maximum Course Time: 4:00

Hides: 2

Course Size: 7,500 to 15,000 square feet

Minimum Qualifying Score: 20

Title: Teams earning 500 points from Level III class will earn the Shed Dog III (SD-III) title.

Distractions: Naturally occurring distractors may be present, but the judge will ensure that at least 1 but no more than 3 significant distractors are present. These may be contained food, toys, or human object distractors, provided by trial hosts, or may include environmental distractions that are available in the search area (ie/ a chicken coop in distance, a pile of manure). Environmental distractors must be presented to and approved by the judge prior to the trial.

Hide Placement: Hides should not be readily visible to the dog from the start line. The hides will be placed at ground level no closer than 50 feet from the start and may be partially covered by brush, leaves, dirt, sand or water.

Performance: Time begins when the dog or handler cross the start line. The judge will call the mark when the dog is at source. That call shall be "yes". The dog should work in their search independently of handler movement. The handler may verbally encourage and communicate with the dog provided it does not interfere with the search. Deductions will be taken for handlers who face the hide intentionally, stand near the hide, show the dog the hide, handle in a way which the judge deems is leading the dog to the hide.

Once the judge has called "yes" the handler may no longer continue their movement and must begin the retrieve portion of the exercise. The handler may give two verbal cues without deduction.

The dog must retrieve the first shed located and return close enough to the handler (within 24" of the handler) so that the handler can easily take the shed. The handler may then redirect the dog to find the second shed. Time will stop when the handler takes the second shed and the judge calls the completion. This call shall be "Finished".

Shed Dog Excellent Titles

Once a dog finishes a NASDA regular Shed Dog class title, they have the option of continuing in that level to collect points for a Shed Dog Excellent title.

For each 500 points at each Shed Dog level, dogs may earn the Excellent title for that level.

For example:

SD-I - 100 points at level I

SD-IX - 600 points at level I

SD-IX2 - 1100 points at level I

SD-IX3 - 1600 points at level I

Shed Dog Master Champion (MSDCH)

Maximum Course Time: 6:00

Hides: 2 - 5

Course Size: 30,000 to 40,000 square feet

Title: Teams earning 500 points from MSDCH class will earn the Shed Dog Master Championship (MSDCH) title.

Distractions: Naturally occurring distractors may be present. Environmental distractors must be presented to and approved by the judge prior to the trial.

Search Area: The search area for the MSDCH should be natural terrain but may include a natural trail, road or other path through the area. The judge will designate a path through the search area which each team will follow.

Hide Placement: Hides should not be readily visible to the dog from the start line. The hides will be placed at ground level no closer than 10 feet from the start and may be partially covered by brush, leaves, dirt, sand or water.

Performance: Time begins when the dog or handler cross the start line. The team and judge will set out at a walk on the designated path through the search area. The judge will call the mark when the dog is at source. That call shall be "yes". The dog should work in their search independently of handler movement. The handler may provide verbal encouragement and basic direction provided it does not interfere with the search. Deductions will be taken for handlers who face the hide intentionally, stand near the hide, show the dog the hide, handle in a way which the judge deems is leading the dog to the hide. Once the judge has called "yes" the handler may no longer continue their movement and must begin the retrieve portion of the exercise. The handler may give two verbal cues without deduction.

The dog must retrieve the first shed located and return close enough to the handler (within 24" of the handler) so that the handler can easily take the shed. The handler may then redirect the dog to find the next shed. Time will stop when the handler takes the final shed and the judge calls the completion. This call shall be "Finished".

In addition, NASDA will award Rosettes to dog and handler teams that have accumulated the necessary qualifying titles for NASDA Shed Dog Master Champion title.

Number of Hides: The number of hides in a trial for all dogs will be determined at the handler briefing. All dogs will have the same number of hides within the trial. The sheds will be thrown from the judge's designated path.