



Master Handbook

Rules Applying to NASDA Working Dog Events

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Forward

This North American Sport Dog Association Master Handbook is effective 01 Jun 2022. It represents a significant change from the 2017 edition and compiles all the previous rule books. The document has been extensively reviewed, however 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 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 demonstrate the breadth of these olfactory abilities. Trials are designed to resemble both historic working and competitive field work as closely as possible. NASDA Working Dog Trials offer an opportunity for all dogs to engage in scent games previously open to only 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 events. This includes but is not limited to purebred, mixed breeds, 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 to consistent standards.
- 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 their efforts.

Glossary

For the purpose of this Master Handbook, the following definitions shall apply:

Breed: includes any breed which is accepted by the American Kennel Club (AKC) or Canadian Kennel Club (CKC). Mixed breeds shall be judged together as an individual “breed.”

Bye Dog: is a dog utilized in the brace class to balance out teams. If a brace competitor does not have a bracedmate chosen, a dog who is experienced may be utilized to complete the brace pair. The exhibitor is responsible for providing their own bye dog.

Class: refers to an individual level of an event. For example, all of the dogs competing in Trailing and Locating I will be competing for “high in class” for that event.

Club: means a club or association officially sanctioned by NASDA.

Dog: refers to a dog of any breed or either sex.

Event: refers to the individual games offered by NASDA. Current events include Trailing and Locating, Trailing Brace, Urban Locating, Shed Dog, Den Hunts and Lost Item Recovery.

Good Standing: means an individual who is not under suspension or debarment, or who has not in any way forfeited their rights to participate in any NASDA event.

Handler: refers to the person who handles the dog in any individual event or class.

NASDA: refers to the North American Sport Dog Association

Inaccessible: means a hide that the dog is not able to place its nose on.

Owner: refers to the owner or owners as stated on the dogs registration with NASDA.

Shed: refers to the antler of any horned animal. Antler sheds from whitetail deer are preferred, however, portions of antler sheds from elk, antelope, moose or other regionally appropriate ungulates may be used provided they are of a size that they may be retrieved by dogs of various size.

Suspend: means to deprive a member for a period ordered of all privileges of NASDA.

Team: consists of one dog and one handler.

Trial: when used in this Master Handbook means any series of events hosted under these rules.

Quarry: refers to animals utilized for Working Dog events. 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. Two animals are required per quarry cage.

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 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.

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. The host 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 trial, 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. A single “trial” must begin and end on the same date. All trials and events hosted in a single day are included in the judging time limitations listed below.

Trials must be sanctioned a minimum of 30 days prior to the date of the event. Trials may be approved with late sanctioning with special permission and late sanctioning fee of \$50 USD per Trial.

Trial hosts will pay \$2.00 USD per run fee to NASDA for the filing and recording of each dog's score.

All sanctioned trials are required to use NASDA Approved Judges. Apprentice judges may work at any sanctioned trial for credit, under the guidance of an approved judge. Judging fee costs are the responsibility and choice of the judge chosen. NASDA leaves decisions about fees ultimately to the judge and host to negotiate for each event.

Events at Trials

Clubs may host a maximum of three (3) trials per day. Each individual trial may include all types of events, or trial hosts may choose to limit to individual events and/or classes.

Trial Host Requirement

All prospective trial hosts agree to run the trial according to NASDA rules and guidelines. Additional restrictions or accommodations cannot be made beyond organization rules without consent of NASDA.

What else do you need to host a NASDA Trial?

- NASDA approval (trial application forms are available online)
- Supplies. If this is your first trial, discuss with your judge and/or the NASDA president what supplies you have and what you still need to acquire.
- A Trial Secretary who will be the main contact for competitors who have questions about your trial.
- Volunteers or staff
- A Premium List that will be sent out to NASDA participants once approved.

Risk

Owners or handlers entering dogs in a test do so at their own risk and agree to assume responsibility for any damage caused by them or by their dogs. They also agree to abide by all of the rules and regulations of the North American Sport Dog Association.

Premium Lists

A premium list must be provided for licensed events or fun tests. The following information must be included in the premium list for a licensed or member test:

- Name of the club or association offering the event
- Exact location and date of the event
- Entry fees
- Tests offered
- Names of Judges including their assignments
- Name, address, and phone number of the Trial Secretary
- Date and closing time of entries
- Official entry form.

Sample premiums are available in the appendix of this document, and in editable form from NASDA.

Distance between Events

To avoid conflict of entries, NASDA events hosted by different clubs on the same date must be at least 250 miles (driving distance) apart. . Exceptions can be made with mutual consent of both applying clubs. Whichever Club's application is received first by NASDA will get priority for the event dates in question.

Move-ups and Class Changes

Clubs must be willing to offer both move down 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, moving up (move to the next level) to work on upper level titles or moving down to a level of the class best for their team. Changes must be made before the class in which the team wishes to compete begins.

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 prior to the closing date of their trial.

Trial Results

Trial hosts must submit all results to NASDA within seven (7) 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.

Judge Limitations

Judges are limited to 8 hours of judging to include course set up, briefings and judging. 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 exceed the judging limit. Hosts must notify NASDA of any judge additions or changes prior to the closing date of the trial.

Supplies Needed

See appendix 1.3, Trial Supplies Checklist.

Maintaining Club Status

Clubs or Associations must host a minimum of one (1) event per calendar year to maintain their status. Any club which does not host a NASDA event during the calendar year must reapply for full status and may be required to complete additional requirements to regain status.

Dog Eligibility

- Dogs of any breed or mixed breed, fully registered with the North American Sport Dog Association, and 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, and older than 4 months of age but 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.

Bitches in Season

Bitches in Season are permitted to compete at events with the consent of the Trial Host. 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.

Lameness

The Judge must dismiss from the ring any dog with sutures, open wounds, or dogs that are visibly lame.

- Veterinary notes may be accepted by the judge as proof of soundness providing the dog does not appear to be visibly in pain.
- Deaf and / or blind dogs are eligible to compete in any event classes which are on leash.
- Dogs with missing limbs or in wheelchairs are eligible to compete provided they have veterinary notes and do not appear to be visibly in pain.

Equipment

If competing on lead, dogs must wear a flat buckle or snap collar. Harnesses that are fixed - for example tracking or body harnesses - are also permitted. Leashes should be long enough to provide adequate slack. All urban level courses must be done on leash.

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.

Special Equipment

The dog should be comfortable with all special equipment and said equipment should not interfere with their ability to work. Note that there is a deduction for the dog “excessively fussing” with their equipment (muzzle, goggles, etc.) of one point (-1) per incident. Equipment should not interfere with the dogs’ movement or the Judge’s ability to evaluate the teams performance. If the handler must touch the dog to adjust the equipment then an additional deduction for touching the dog (-3) will be incurred.

The following dog equipment IS permitted on grounds and while working:

- Boots / Footwear
- Coats / Jackets / Sweaters
- Cooling Coats
- Field Guard / Head Net
- Goggles
- “Halo” apparatus (for blind dogs)
- Locator Collars (no shock, spray, or buzz)
- Wheelchairs

Muzzles

Muzzles are permitted provided 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 the 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 excuse a dog from any deductions or reprimands for misconduct or aggression.

Leash requirements

Lines and leashes up to 30 feet in length of any material are permitted. Slip leashes are permitted to walk to the line but dogs must run on fixed equipment if running on lead. 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 - leashes are optional at Levels I and II; Level III and above must be run off leash.
- Lost Item Standard Class - leashes are required at all levels.

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 improper equipment shall be excused. The owner shall be given the option of returning to compete at the end of the class order with proper equipment.

Rewards

Dogs may be rewarded at all levels in the quarry area AFTER the judge verifies their success ("yes" or "finished") except where noted in the rules for each class. 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. This deduction (-5) also applies if the play or toy reward significantly disturbs the hide area.

Handlers are allowed to give verbal encouragement during the course without deduction providing it does not interfere with the search pattern of the dog.

Preventing Misconduct

Any judge, whether actively judging an event or participating, who observes misconduct by an exhibitor, club member, or judge, must file a Misconduct form and discuss the issue with the Event Chair as soon as possible.

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 include 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
- Participating 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 about wins, overt complaining about losses
- Tolerating or engaging in poor sportsmanship with others

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

Poor Sportsmanship

If a handler is accused of poor sportsmanship, they are not permitted to perform until a hearing between themselves, the judge, and complainant has been held. In order to maintain timeliness of the event, a different handler may exhibit the dogs the handler has entered until a decision has been reached by the judge and chair. Depending on the severity of the event, if it is decided that the handler will be barred from future competition at the event(s) in question, their qualifying scores from that event may be disqualified.

Abusive Treatment

Any handler who is seen abusing their dog in the ring or on trial grounds must be excused immediately from the event. The judge must file a Misconduct Report with the Trial Chair as soon as possible. Any other dogs entered by the handler will also be excused and not offered a refund.

Handler Misconduct

Any abusive treatment, threatening, assault or battery of another individual, attempting to falsify an official trial document, cheating or conspiring to cheat, neglecting a dog, attempting to disqualify another team, and any of the items listed in the Master Handbook are grounds for dismissal from the event and Misconduct Hearing.

Dog Behaviour

Owners or handlers of NASDA competing dogs and dogs on event grounds are responsible for the behaviour of those dogs. Dogs are expected to be sufficiently trained so that no dog's behavior interferes with the Judge's ability to safely evaluate their performance.

Owners or handlers must ensure at all times that their dogs do not present a physical threat to persons or other dogs attending or working the event. A judge may excuse any dog if that dog's behaviour interferes with their ability to perform or be judged in the activity, or impacts other exhibitors ability to perform with their dogs.

A muzzled dog is to be treated as equal in situations of behaviour or aggression. The muzzle does not preclude the dog from misconduct calls.

Aggression

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

- A dog that bites (and wounds) another dog or a person at an event
- Dogs who 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.

Care of Quarry Animals

The care of the quarry is paramount, the Judge is responsible for the quarry's welfare throughout the test and it is fully expected that the quarry will be treated in a humane and caring fashion throughout its natural life.

Each quarry cage must contain two quarry animals (rats or equivalent) for the comfort of the animals. The judge should ensure that adequate breaks are being made for the quarry for their comfort. These breaks will be dependent on factors such as temperature, number of hours worked, number of dogs worked, or intensity of dogs worked and are at the judge or clubs discretion.

Scoring

A qualifying score is earned when the dog correctly indicates the location of the quarry (and judge confirms it) 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. Five points will be deducted for any dog/handler team who enters or leaves the course off leash. Bonuses are awarded only 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

- Failure to pass through the start line
- Tight leash to gain advantage
- Dog bumping handler
- Dog minor off course, but quickly responds to handler redirection
- Handler calls dog off of trail / out of work
- Pawing at equipment / distracted by equipment (per incident)
- Additional cues for retrieves (more than 2 cues) - SD-II
- Dog disregarding handler direction (Slow to Respond)
- Additional directional cues to search

2-3 Point Deductions: Substantial Deductions

- Loud or Intimidating commands or signals from handler
- Dog is slow or fails to respond to handler when off-course
- Mild over-handling, but dog works the majority of the course independently
- Dog significant distracted or avoidance (slow to respond on course)
- Additional cues for shed retrieve (more than 2 cues) SD-III
- Feeding dog on course prior to call

4-5 Point Deductions: Major Deduction

- 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
- 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
- Multiple loud or intimidating commands

Over 5 Points: Non Qualifying Run

- Failure to complete find within course time
- Failing to clean up after dog defecates in the ring where allowed
- Dogs pottying on course in any Urban Locating and Lost Item Levels.
- Lack of Control: "Lack of Control" is defined as not responding to handler cues to recall into the search area and / or significant difficulty removing dog from quarry area that poses a threat to quarry, dog or humans. "Lack of Control" is also defined as any significant interference with bracemate - 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 of twenty (20) 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.

Urban Challenge

Bonuses are awarded as follows for classes with 3 or more dogs in each challenge game:

Placement	Points	Placement	Points
First	10	Sixth	5
Second	9	Seventh	4
Third	8	Eighth	3
Fourth	7	Ninth	2
Fifth	6	Tenth	1

Judges' Dogs

A judge officiating at any event held at the same venue of which they are judging or any member of the judge's immediate family may compete at that event given the following parameters:

1. There is another judge present and willing to judge the judge(s) dogs. Apprentice judges may act as a judge for this purpose.
2. Any judges officiating at a full event (including all trials within the same stretch at the same venue) must adhere to these rules.
3. Judges and family dogs are not eligible for placements or bonuses.
4. Judges and family dogs are eligible for Best of Breed and Brave Bonuses in classes where those are offered.

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 judge's 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 or commercial wildlife scent 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. Two animals are required per quarry cage.

Naturally Occurring Distractors on Course

Judges should walk the entirety 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.

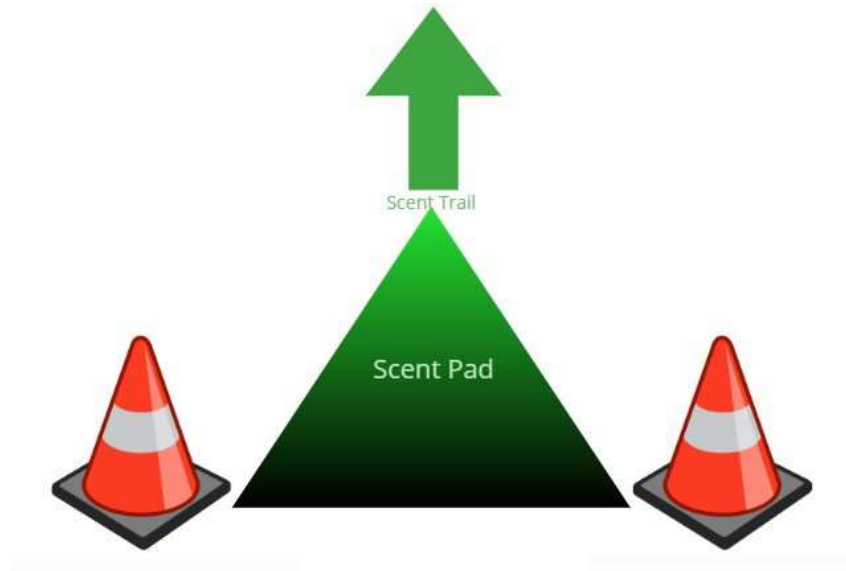
When encountering wild game or local livestock, the trailing dog should be sufficiently under control to handle such distractions. The definition of control will be at the discretion of the judge on the basis of any particular distraction situations that may arise.

In Trailing & Locating and Brace 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 not qualify.

Preparing the Trailing Hide

Scent Pad

The judge should ensure a scent pad of at least 1 metre wide is laid at the start of the search area for all trailing and locating trails. The pad should be sprayed for at least 15 seconds, and taper toward the scent trail.



Scent Trail

The scent trail shall be laid evenly from the scent pad to the final location of the “hide” underneath the quarry. If, in the opinion of the Judge, the scent trail has weakened due to the number of dogs running the track, the Judge shall direct their Steward to lightly re-scent the trail, using a spray bottle or scent drag.

Nesting Courses

Each level requires an independent course and search area. As such the club must provide adequate search areas for each level offered. Level II may be laid over Level I where the lower level “hide” is used as a residual distractor for Level II, but they must be run separately.

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 and above, the hides are “blind” and as such the team may not watch the track laying, course setting 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 hide 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 hide itself. The handler 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: 500 to 1,000 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 20-30 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 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.

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 or off lead.

Hide Placement: Hides should not be readily visible to the dog from the start line. The hide will be placed no closer than 25 feet from the start and may be partially covered, provided it is accessible. The hide may be elevated no higher than 24" from ground level.

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

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 25,000 square feet

Minimum Qualifying Score: 20

Title: Teams earning 400 points from Level II class will earn the Trailing & Locating II (TL-II) title.

Eligibility: Teams must have earned the Trailing & Locating Level I 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 10 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.

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: 25,000 to 75,000 square feet

Minimum Qualifying Score: 20

Title: Teams earning 500 points from Level III class will earn the Trailing & Locating III (TL-III) title.

Eligibility: Teams must have earned the Trailing & Locating Level II 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 5 continuous seconds. Working the area may be fixating on the cage or odor without making direct contact, digging, biting, barking, repeatedly jumping at the cage, repeatedly returning the cage, ignoring handler cues to move on. Dogs are permitted to inspect the cage and move on. 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 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 6” 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 their search independent of

handler movement. The handler may verbally encourage and communicate with the dog provided it does not interfere with the search.

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 team's 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. Twenty double Q's are required to achieve the prefix MTLCH title.

Trailing & Locating Grand Champion (TLGCH)

Maximum Course Time: 3:00

Hides: 1 (unknown)

Course Size: 7,500 to 25,000 square feet

Minimum Qualifying Score: 20

Title: Teams earning 500 points from Grand Champion class as well as 20 Triple Q's from the Trailing & Locating Level II, Level III and Grand Champion Class will earn the Trailing & Locating Grand Champion title.

Eligibility: Teams must have earned the Trailing & Locating Master Champion title.

Distractions: There are three quarry cage distractors. Distractors may be filled with used litter, food or other items quarry are likely to hoard in a nest. Additionally there will be 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).

TLGCH 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.

The dog may follow the false trail and scent the False Quarry or distractors, but must not work the area for more than 5 continuous seconds. Working the area may be fixating on the cage or odor without making direct contact, digging, biting, barking, repeatedly jumping at the cage, repeatedly returning the cage, ignoring handler cues to move on. Dogs are permitted to inspect the cage and move on. A team which excessively works the False Quarry will receive a non-qualifying score.

TLGCH is run off lead. The handler may choose to leave a 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 6" from the start and may be covered or inaccessible. The hide may be elevated no more than 108" off the ground.

In TLGCH, 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 TLGCH 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 their search independent of

handler movement. The handler may verbally encourage and communicate with the dog provided it does not interfere with the search.

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-IIIX points, where the double Q counts toward the MTLCH.

Brace Class

The purpose of the Brace Levels 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 for the purpose of the test. Exhibitors are responsible for having a bracemate at the time of entry. A dog with a higher level title is eligible to run as a bye dog. The bye dog may only run once per trial, per class.

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.

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. Interference is determined as behavior which prevents a bracemate from completing the task efficiently and safely, including but not limited to:

- Excessive staring
- Bumping / body slamming
- Cutting in front of the other dog either at a distance or close proximity in a manner where the bracemate appears uncomfortable
- Playing or attempting to play
- Barking at the bracemate

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 will not receive a rerun.

The judge sets the pace for all brace runs. The handlers must remain with the judge unless the judge directs them otherwise. 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 and leash the first dog to indicate after the judges call of "yes". The handler may not reward the dog at the hide until the second dog has indicated the quarry or the judge ends the run. The team should move at least twenty feet from the hide as quickly as possible to allow the bracemate to work. The restrained

dog should not interfere with the second dog, such as growling, barking or excessive staring. The judge may request the handler move their dog farther away or turn them away from the quarry.

After the first dog alert is called by the judge, the judge may cue the second handler to call their dog towards the quarry one time. The second dog should continue working toward the quarry and shall have the opportunity to work to course time or until the maximum deductions have been exceeded. 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, that dog is given a non-qualifying score.

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.

All levels of brace must be completed off-lead.

Hide Placement: Hides should not be readily visible to the dogs from the start line. The hide will be placed no closer than 25 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 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.

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.

Trailing Brace Level II (TB-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 400 points from Level II class will earn the Trailing Brace Level II (TB-II) title.

Eligibility: Teams must have earned the Trailing Brace Level I 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 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 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.

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.

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 500 points from Level III class will earn the Trailing Brace Level III (TB-III) title.

Eligibility: Teams must have earned the Trailing Brace Level II 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 5 seconds. Working is defined the same as Trailing & Locating Level III. 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 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.

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-IIIX and TB-IIIIX 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. 20 double Q's are required to achieve the prefix MTBCH 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 dog’s 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 long and of any material. Flexi-leads are not permitted.

Because Urban Locating takes place in private spaces, pottying on course is not permitted, and any dog who potties in the search area will receive a non-qualifying score.

Preparing the Urban Hide

There is no scent trail in Urban Hides. Judges should place hides in such a fashion that they are not readily observable from the start line.

Urban Puppy Aptitude Test (UPAT) - Optional Titling Class

Maximum Course time: 1:00

Hides: 1 (known)

Course Size: 100 to 250 square feet

Pass / Fail

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

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

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 and provide limited assistance to the puppy. However, it should be clear to the judge that the puppy is able to identify and find a quarry independently.

Dogs may be rewarded in the quarry area after the judge verifies their success ("yes").

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 (e.g., 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 class.

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.

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 Level II

Maximum Course Time: 3:00

Hides: 1 (known)

Course Size: 500 to 750 square feet

Minimum Qualifying Score: 20

Title: Teams earning 400 points from Urban Level II class will earn the Urban Locating Level II (UL-II) title.

Eligibility: Teams must have earned the Urban Locating I title.

Distractions: Naturally occurring distractors may be present. At least one significant distractor must be present. Acceptable distractors include “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 (e.g., in a closed container, in a closed drawer, under an object). The hide may be elevated no higher than 48” from ground 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.

Dogs may be rewarded in the quarry area after the judge verifies their success (“yes”).

Urban Locating Level III

Maximum Course Time: 4:00

Hides: 1 (unknown)

Course Size: 750 - 5,000 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.

Eligibility: Teams must have earned the Urban Locating II 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 (e.g., in a closed container, in a closed drawer, under an object). The hide may be elevated no higher than 72" from ground 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.

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 5 seconds. Working the area may be fixating on the cage or odor without making direct contact, digging, biting, barking, repeatedly jumping at the cage, repeatedly returning the cage, ignoring handler cues to move on. Dogs are permitted to inspect the cage and move on. 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 place the course or set the hide 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").

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. 20 QQ's are required to achieve the prefix MULCH title.

Urban Locating Grand Champion (ULGCH)

Maximum Course Time: 6:00

Hides: 0 - 3 (unknown)

Search Areas: 3

Requirements for EACH search area::

- Maximum Course Time: 2:00
- Hides: 0 - 1 (unknown, determined by random draw)
- Course Size: 400 - 1,000 square feet
- Handler must call either "Rat" or "Finish" in each search area
- Course time is recorded for each search area. Deductions are cumulative across all three search areas.

Minimum Qualifying Score: 20

Title: Teams earning 500 points from Grand Champion class, 20 Triple Q's from the Urban Locating Level II, Level III and Grand Champion Class and the Urban Challenge Level I title will earn the Urban Locating Grand Champion title.

Eligibility: Teams must have earned the Urban Locating Master Champion title.

Distractions: Each search area will contain at least one quarry cage with scented bedding, food or other items live quarry may hoard in a nest. Naturally occurring distractors may be present.

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 (e.g., in a closed container, in a closed drawer, under an object). The hide may be elevated no higher than 108" from ground level.

Performance: Time begins when any dog or handler cross the start line. Time stops when the handler calls the "Rat" and indicates the location of the hide or "Finish" indicating there are no hides. The judge will not confirm the call and the team will move to the next search area. The handler may verbally encourage and communicate with the dog provided it does not interfere with the search.

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 5 seconds. Working the area may be fixating on the cage or odor without making direct contact, digging, biting, barking, repeatedly jumping at the cage, repeatedly returning the cage, ignoring handler cues to move on. Dogs are permitted to inspect the cage and move on. A team which excessively works the False Quarry will receive a non-qualifying score.

ULGCH tests are “blind”, meaning that the dog and handler team is not able to watch the judge place the course or set the hide and may not watch any teams compete prior to going in the ring. The judge will not confirm scores until all dogs in the class have run.

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 MULCH go toward UL-IIX and UL-IIIX points, where the double Q counts toward the MULCH.

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	
TLGCH - Trailing and Locating Grand Champion	VLGCH Versatile Locating Grand Champion
TBGCH - Brace Locating Grand Champion	
ULGCH - Urban Locating Grand Champion	
UCCH - Urban Challenge Champion	

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

Urban Challenge Games

The Urban Challenge classes are designed to test and challenge handling skills in Urban Locating. The challenges have been derived and adapted from the Urban League. Except where noted, all Urban Locating rules apply.

Guidelines:

- All hides are blind
- There is only one set up per course
- Handlers may use additional handlers for subsequent dogs
- Searches are designed to test skill, not endurance
- There are no Best of Breed points
- High in Trial points are awarded if there are three or more dogs competing in a class

False Quarry in Urban Challenge: There is one False Quarry present in each 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 5 seconds. Working the area may be fixating on the cage or odor without making direct contact, digging, biting, barking, repeatedly jumping at the cage, repeatedly returning the cage, ignoring handler cues to move on. Dogs are permitted to inspect the cage and move on. A team which excessively works the False Quarry will receive a non-qualifying score.

Urban Challenge Hosting Limits:

Urban Challenge is only offered once per day, not per trial with the following guidelines:

- Urban Challenge Only Trials: Clubs may host up to two rounds of each Urban Challenge Game per day in trials where ONLY Urban Challenge is offered.
- Urban Locating Specialty Trials: Clubs may host one round of each Urban Challenge Game per day in trials where only Urban Locating is sanctioned.
- Regular Trials: Clubs may offer one round of up to three Urban Challenge Games each day.

Urban Challenge 1: Distance

Maximum Course Time: 2:00

Hides: 1

Course Size: 400 to 1,000 square feet

Minimum Qualifying Score: 20

Title: Teams earning 100 points from Urban Challenge 1 class will earn the UC1-I title.

Eligibility: Teams eligible for Urban Locating Level I are eligible for Urban Challenge.

Distractors: Two distractions will be present, including one false quarry.

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 no further than 10 feet from the start. The hide may be partially covered (e.g., in a drawer slightly ajar, under a crate, in a box). The hide may be elevated no higher than 48" from ground level.

Performance: The handler may not step past the start line. The start line should be at least the width of the search area. Time begins when the dog crosses 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.

Deductions:

- 1 points - Handler crosses the start line
- 3 points - Handler crosses the start line a second time
- Non-qualifying: Handler crosses the start line a third time

Dogs may be rewarded in the quarry area after the judge verifies their success ("yes").

Urban Challenge 2: You Make the Call

Maximum Course Time: 2:00

Hides: 1

Course Size: 400 to 1,000 square feet

Minimum Qualifying Score: 20

Title: Teams earning 100 points from Urban Challenge 2 class will earn the UC2-I title.

Eligibility: Teams eligible for Urban Locating Level I are eligible for Urban Challenge.

Distractors: Two distractions will be present, including one false quarry.

Hide Placement: UC2 is an Urban II / III type search. Hides should not be readily visible from the start line. The hide may be placed anywhere on the course. The hide may be partially covered (e.g., in a drawer slightly ajar, under a crate, in a box). The hide may be elevated no higher than 48" from ground level.

Performance: Time begins when any dog or handler cross the start line. Time stops when the handler calls the mark. The call shall be "Rat" or "Alert." 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.

Deductions:

- A handler miss-call will result in a non-qualifying score.

Dogs may be rewarded in the quarry area after the judge verifies their success ("yes").

Urban Challenge 3: Elusive Rats

Maximum Course Time: 2:00

Hides: 1

Course Size: 400 to 1,000 square feet

Minimum Qualifying Score: 20

Title: Teams earning 100 points from Urban Challenge 3 class will earn the UC3-I title.

Eligibility: Teams eligible for Urban Locating Level I are eligible for Urban Challenge.

Distractors: Two distractions will be present, including one false quarry.

Hide Placement: UC3 is an Urban II / III type search. Hides should not be readily visible from the start line. The hide must be inaccessible and / or elevated. The hide may be partially covered (e.g., in a drawer slightly ajar, under a crate, in a box). The hide may be elevated no higher than 108" from ground 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.

Dogs may be rewarded in the quarry area after the judge verifies their success ("yes").

Urban Challenge 4: One or None

Maximum Course Time: 2:00

Hides: 0 - 1 (unknown)

Course Size: 400 to 1,000 square feet

Minimum Qualifying Score: 20

Title: Teams earning 100 points from Urban Challenge 4 class will earn the UC4-I title.

Eligibility: Teams eligible for Urban Locating Level I are eligible for Urban Challenge.

Distractors: Two distractions will be present, including one false quarry.

Hide Placement: UC4 is an Urban II / III type search. There will be zero to one hides on the course as determined by random draw. All exhibitors will have the same number of hides and hide location. Hides should not be readily visible from the start line. The hide may be placed anywhere on the course. The hide may be partially covered (e.g., in a drawer slightly ajar, under a crate, in a box). The hide may be elevated no higher than 72" from ground level.

Performance: Time begins when any dog or handler cross the start line. Time stops when the handler calls the mark. The call shall be "Rat / Alert" to indicate a hide has been found or "Finish" to indicate there is no hide. 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.

Deductions:

- A handler miss-call will result in a non-qualifying score.

Dogs may be rewarded in the quarry area after the judge verifies their success ("yes").

Urban Challenge 5: Silence

Maximum Course Time: 2:00

Hides: 1

Course Size: 400 to 1,000 square feet

Minimum Qualifying Score: 20

Title: Teams earning 100 points from Urban Challenge 5 class will earn the UC5-I title.

Eligibility: Teams eligible for Urban Locating Level I are eligible for Urban Challenge.

Distractors: Two distractions will be present, including one false quarry.

Hide Placement: UC4 is an Urban II type search. Hides should not be readily visible from the start line. The hide may be placed anywhere on the course. The hide may be partially covered (e.g., in a drawer slightly ajar, under a crate, in a box). The hide may be elevated no higher than 48" from ground level.

Performance: Time begins when the dog or handler cross the start line. Time stops when the judge calls the mark. The call shall be "Yes." The handler may give one verbal cue at the startline. Any further verbal communication or sound, including but not limited to mouth noises, whistling, clucking the tongue, snapping, clapping and / or leg patting will result in a deduction. 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.

Deductions:

- 1 Point - First additional cue
- 3 Points - Second additional cue
- A third cue will result in a non-qualifying score.

Dogs may be rewarded in the quarry area after the judge verifies their success ("yes"). Handlers may use verbal encouragement and praise once the judge verifies their success.

Urban Challenge 6: Roll of the Dice

Maximum Course Time: 2:00

Hides: 1

Course Size: 400 to 1,000 square feet

Minimum Qualifying Score: 20

Title: Teams earning 100 points from Urban Challenge 6 class will earn the UC6-I title.

Eligibility: Teams eligible for Urban Locating Level I are eligible for Urban Challenge.

Random draw to select which two games are combined. Rules for the two games will be utilized for scoring.

Examples:

- Silence with Distance
- Got Rat? with Distance
- Silence with Elusive Rats

Urban Challenge Game Titles

Title	Level I	Level II	Level III	MCH
Challenge 1	100 points	500 points	1,000 points	Each 500 points after
Challenge 2	100 points	500 points	1,000 points	Each 500 points after
Challenge 3	100 points	500 points	1,000 points	Each 500 points after
Challenge 4	100 points	500 points	1,000 points	Each 500 points after
Challenge 5	100 points	500 points	1,000 points	Each 500 points after
Challenge 6	100 points	500 points	1,000 points	Each 500 points after

Overall Urban Challenge Titles

Dogs earning individual titles are eligible for Overall Urban Challenge Titles.

	Cumulative Points	Challenge Titles Earned
ULC-I	500	4 Level I titles
ULC-II	1,000	From at least 4 challenges
ULC-III	1,500	From at least 5 challenges
ULC-MCH	2,000	From all 6 challenges

Urban Versatility Titles

	Title	Urban Locating	Challenge
Versatile Urban Bronze	VU-B	UL-I	ULC-I
Versatile Urban Silver	VU-S	UL-II	ULC-II
Versatile Urban Gold	VU-G	UL-III	ULC-III
Versatile Urban Champion	VUCH	MULCH	ULCH-MCH

Rules Applying to Field Dog Events

Shed Class

Searching for shed deer antlers is a growing pastime for whitetail deer hunters who are learning that the use of the canine greatly increases the odds of recovering shed antlers. A wide variety of dog breeds are successfully used for this purpose.

The purpose of NASDA Shed Dog events are to simulate this common field work. The fundamental feature of Shed Dog events are to show the ability of all breeds of dogs to locate and retrieve shed deer antlers. Trials mimic as much as possible a natural hunting terrain.

Dogs may compete on or off lead at Levels I and II. Level III and higher must be completed off-lead. Leash may be up to 30 feet long and of any material. Flexi-leads are not permitted.

The Hide

At levels I and II, handlers are able to watch the judge place the hide. The hide(s) and hide area will also be pointed out to handlers upon request. Level III and above 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 field preparation parameters are available in the judges handbook. Natural antler sheds in good condition shall be used.

Preparing the Shed Hide

Shed hides do not have a scent trail leading to them. However, the shed should be freshly treated with artificial shed odour prior to each event. Wax or semi solid odour is preferred. Sheds are thrown into the search area. On courses which require a retrieve, the shed should be thrown to the best of the judges ability to the same approximate place.

Acceptable Sheds

Antler sheds from whitetail deer are preferred, however, portions of antler sheds from elk, antelope, moose or other regionally appropriate ungulates may be used provided they are of a size that they may be retrieved by dogs of various size.

Naturally Occurring Sheds on Course

Judges should walk the entire area of the course area, as much as possible, to ensure distractors are known. If a team happens to find a naturally occurring shed on the course, that team will have the option of retrieving it and continuing, or accepting a rerun.

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 20-30 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.

Shed Dog Level I (SD-I)

Maximum course time: 2:00

Hides: 1

Course Size: 2,500 to 5,000 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 or off lead.

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 25 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.

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: 5,000 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.

Eligibility: Teams must have earned the Shed Dog Level I title.

Level II may be completed on or off lead.

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 25 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 toward the dog and must begin the retrieve portion of the exercise. The handler may utilize verbal cues without deduction and encourage the dog to retrieve the find, using verbal, hand signals, clapping or other cues. The handler may take up to three steps away from the dog without deduction. The handler must not bend over or reach toward the dog and shed in a manner to significantly reduce the retrieve distance.

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".

Distractions: Naturally occurring distractors may be present.

Shed Dog Level III (SD-III)

Maximum Course Time: 4:00

Hides: 2

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

Minimum Qualifying Score: 20

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

Eligibility: Teams must have earned the Shed Dog II 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.

Rewards: Rewards may be utilized after the judge calls "Finished." Rewards may not be utilized between retrieves.

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 "Shed One" for the first shed found and "Shed Two" for the second shed found. 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 the shed the handler may no longer continue their movement toward the dog and must begin the retrieve portion of the exercise. The handler may give two verbal cues without deduction. The handler may take up to three steps away from the dog without deduction.

The dog must retrieve the first shed located and return close enough to the handler so that the handler can easily take the shed. The handler must not bend over or reach toward the dog and

shed in a manner to significantly reduce the retrieve distance. 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: 25,000 to 50,000 square feet

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

Eligibility: Teams must have earned the Shed Dog III title.

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

Rewards: Rewards may be utilized after the judge calls "Finished." Rewards may not be utilized between retrieves.

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.

Number of Hides: The number of hides is randomly drawn before the start of the class. All exhibitors will have the same number of hides and hide placement. The number of hides is known.

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. The judge should make every effort to keep hides in the same location for each dog.

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 "Shed One" for the first shed found and "Shed Two" for the second shed found. 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 the shed the handler may no longer continue their movement toward the dog and must begin the retrieve portion of the exercise. The handler may give two verbal cues without deduction. The handler may take up to three steps away from the dog without deduction.

The dog must retrieve the first shed located and return close enough to the handler so that the handler can easily take the shed. The handler must not bend over or reach toward the dog and shed in a manner to significantly reduce the retrieve distance. 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".

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.

Shed Dog Grand Champion (SDGCH)

The Shed Dog Grand Championship class will be announced when there are ten eligible dogs.

Den Hunt

The Den Hunt rules are being finalized and will be available no later than June 15, 2022.

Rules Applying to Search Dog Trials

The purpose of a search dog trial is to determine the abilities of all breeds of dogs to locate lost items scented with human odour. This form of scent tracking involves identifying an object, having a judge hide it, and having the dog air scent and locate. Whereas tracking dogs may follow a particular scent trail, air-scent dogs pick up a scent and seek out its origin - the highest concentration of odour.

Search Items

In Level I and II, handlers are able to either watch the judge place or be told the location of the hide. Level III and above trials shall be done “blind”, where the handler will not know the location of the hide or any distractors.

Search items at Level I are provided by the handler, while search items and practice item are provided by the club or judge for Levels II and III.

The ring steward or judge will place the “lost items” in a holding location (a table, chair, wall, etc.) provided for the objects, taking care not to leave any scent on the objects. It is important that the objects are handled in a manner as not to spoil the scent. Each set of objects should be brought by the handler or club in a container or bag so that they are not visible to the dog prior to the commencement of the exercise.

Acceptable Lost Items

Puppy: Handler or Puppy Scented Items

- Handlers choice from list below
- A soft dog toy (may be well loved)
- MAY NOT be a food item or chew toy of any kind
- MAY NOT be a ball or anything that may roll out of position

Level I: Handler Scented Items

- Wallet: Fabric or Leather Wallet
- Keys: Key Ring (including at least 3-5 keys)
- Clothing: Glove, Hat, Sock

Level II: Stranger Scented Items

- Wallet: Fabric or Leather Wallet; metal or plastic card holder
- Keys: Key Ring (including at least 3 keys), Sun Glasses
- Clothing: Glove, Hat, Sock
- Digital item - cell phone, tablet, small camera

Level III: Challenge Items

- Credit Card
- Ring / Small Jewelry
- Single Key
- Remote Control
- Watch

Master Champion: Challenge Items

- Any of the items above or listed in the Online Lost Item Recovery program

Substitute Items: Items similar to each category may be utilized at the judge's discretion provided they are in keeping with the spirit of Lost Item Recovery.

Handler Supplied Equipment

Depending upon the level being performed, the handler will be required to supply objects as described in this manual for the lost item tests. The handler will provide the object(s) required and hand them to the ring steward or judge prior to approaching the start line. These objects must be placed in a basket or carrier provided by the handler.

Club Supplied Equipment

For levels II and III, search items must be supplied by the club or judge. Clubs must ensure they have the required number of items for the number of trials they are hosting, as stranger scented items may not be reused in a trial weekend. Additionally, each "set" of items must include an item to be placed in a warm up box. Ideally the "stranger" provided items will also utilize a

carrying bag provided by the owner of those items. If not, the club may utilize a clean plastic or reusable shopping bag.

Warm-up Search Item

The Club must provide one clean container per trial event which will house an item scented with the “stranger” odour. This will be placed near the start line. The warm-up item allows the team to familiarize themselves with the stranger odour in a match to target style search, as though finding a lost item or person.

The team has up to 20 seconds at the start line to familiarize their dog with the stranger odour. The exhibitor must not remove touch, handle or remove the item from the warm up box. The handler wearing a new, previously unused pair of gloves (nitrile preferred) may, however, move the warm up box up to 24” from its original location for the dog to target. The exhibitor must return the box to its approximate original location before the start of their run. Dropping food or otherwise contaminating the stranger odour box will result in a non-qualifying score. The dog touching the item with a paw or nose is not considered contamination. When the judge makes the call “ready”, the team should promptly begin their search.

Search Area

There are no trails set for Lost Item searches, however, the search areas must be “well used”. Search area preparation may include a walkthrough by all competitors to ensure that the area is human scented sufficiently.

Search-setting parameters are available in the judges’ handbook. Items must be presented to the judge at the beginning of each competitor’s search in Level I. The judge must handle the item as carefully as possible to avoid contamination - either with gloves or tongs.

Setting the Hide

In Level I, the handler will provide three (3) approved “lost” items from the list above. The handler may scent them with their own odour prior to handing off their carrier to the judge or ring steward, however no time will be handled should the competitor desire to do so prior to beginning their search.

Prior to the start of a trial, the Judge will perform a random draw to determine the items the Level I dogs must provide. Prior to the start of the exercises, the Steward will place the objects in the holding location, taking care to not contaminate any of the objects. Tongs or gloves must be used to remove and place the objects.

For Level II, Level III and Master Champion runs where stranger odour is drawn, all items for each event must come from the same “owner”, and be scented with owner odour prior to the

start of the trial. The judge will determine the items for each class. A sample owner odour will be provided as a warm up or match to sample for the team(s) competing prior to the beginning of the trial.

Successfully Finding Hides

In levels I and II as well as the puppy aptitude test, the hides are known by the handler - the judge will inform competitors of the designated hide location during the walkthrough or at the start line upon request. At level III and above, the hides are “blind” and as such the team may not be informed of the designated location(s) during the walkthrough or watch other teams prior to their run.

If a team fails to correctly locate the item 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 item. Typically this involves the dog actively scenting up to or within a short distance of the item itself. The handler must remain a required distance from the hide(s), and may not cue or actively guide the dog to the hide.

In Level III and Master Champion, the judge shall call “yes” for each item found, which prompts the team to continue to the next item. Once all three items are found, the judge shall call an alert to cue the completion.

Lost Item Class

Lost Item Puppy Aptitude Test - LPAT (Optional Titling Class)

Maximum Course time: 1:00

Hides: 1

Course Size: 100-300 sq ft

Pass / Fail

Title: Teams earning one qualifying score from Puppy Aptitude Class will earn the Lost Item Puppy Aptitude Test (LPAT) title.

The LPAT level is for puppies over 4 months and under 9 months of age. LPAT tests are completed on leash.

Distractions: Naturally occurring distractors may be present.

Hide: Handler may choose to bring a handler scented item from the Level I acceptable list, or one of the dog's items (e.g., a favourite toy). It may not be a food item or chew toy. It may not be a ball or a toy that is likely to roll out of position. Hides should be not readily visible from the start line. The hide will be placed at ground level approximately 20-50 feet from the start line. The hide will not be covered.

Performance: The handler will present the ring steward or judge with their chosen item at the start line. The handler will then turn the dog away from the search area while the judge and steward place the hide. The handler may use food, toy, or praise rewards to distract the dog so the dog is unable to watch the hide. Once the item is hidden, the judge will say "ready," and the team may begin the search.

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 and provide limited assistance to the puppy. However, it should be clear to the judge that the puppy is able to identify a find the target item independently. LPAT requires that the handler never move within 5 feet of the hide. This area will be marked with flagging, tape, chalk, clear natural indicators, or similar and outlined by the judge during the briefing.

Lost Item Level I (LI-I)

Maximum course time: 2:00

Hides: 1 (known)

Course Size: 150-500 square feet

Minimum Qualifying Score: 20

Title: Teams earning 100 points from Level I class will earn the Lost Item Recovery I (LI-I) title.

Level I must be completed on a lead. Fouling the search area will result in a non-qualifying score.

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 ten feet from the start and may be partially covered (e.g., 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.

Performance: The exercise begins with the handler behind the start line or in the start box and with the dog facing away from the search area. The handler may reward the dog with food, toy, or praise during this time providing the dog does not watch the judge and steward place the hide. The ring steward will verify with the handler their 'container' of items, then go on with the judge to place the hide item that was drawn before the trial began. When the judge calls "ready", the team may turn around and approach the start line. The handler may use the name of the item, or a simple search cue of their choosing. Time begins when the team crosses the start line, and finishes when the judge makes the completion call of "yes".

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.

The handler shall not guide the dog to the source. The dog must actively work the scent pool and locate the item independently.

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

Lost Item Level II (LI-II)

Maximum Course Time: 3:00

Hides: 1 (known)

Course Size: 250-750 square feet

Title: Teams earning 400 points from Level II class will earn the Lost Item II (LI-II) title.

Eligibility: Dogs must have earned the Lost Item I title.

Level II must be completed on a lead.

Distractions: Naturally occurring distractors may be present. One “distraction” item will be present and hidden on course. The “distraction” item must match the drawn item - ie/ if a cell phone is drawn, another cell phone must be hidden on course.

Hide Placement: Hides should not be readily visible from the start line. The hide will be placed no closer than five feet from the start and may be partially covered (ie/ in a drawer slightly ajar, under a crate, in a box). The hide may be elevated no higher than 24” from ground level.

The item will be placed at the beginning of the trial and not moved throughout. Should an item become sufficiently contaminated (with food or saliva), another item will be drawn and placed in the same hide area.

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.

Time will judge calls the find. This call shall be “yes”.

Lost Item Level III (LI-III)

Maximum Course Time: 4:00

Hides: 3

Course Size: 500-1500 square feet

Title: Teams earning 500 points from Level III class will earn the Lost Item III (LI-III) title.

Eligibility: Dogs must have earned the Lost Item Level II title.

Distractions: Naturally occurring distractors may be present, but the judge will ensure that at least 1 but no more than 3 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 are “blind” for level III. They should not be readily visible to the dog from the start line. The hides may be placed up to 36 inches from the ground and no closer than 5 feet from the start and may be covered or inaccessible.

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.

The hides are “blind.” Once the judge has called “yes” the handler may reward the dog at source and move on to the next item. Time will stop when the team has successfully located all 3 hides and the judge acknowledges it with a call. This call shall be “Finished”.

Lost Item Excellent Titles

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

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

For example:

LI-I - 100 points at level I

LI-IX - 600 points at level I

LI-IX2 - 1100 points at level I

LI-IX3 - 1600 points at level I

Lost Item Master Champion (MLICH)

Maximum Course Time: 5:00

Hides: 1 - 4, known

Course Size: 1000-5000 square feet

Hide Type: The odor may be handler odour or stranger odour as determined by random draw.

Title: Teams earning 500 points from MLICH class will earn the Lost Item Master Championship (MLICH) title.

Eligibility: Dogs must have earned the Lost Item Level III title.

Distractions: Naturally occurring distractors may be present. Environmental distractors must be presented to and approved by the judge prior to the trial. At least 2 human scented items from the list not matching the target odour will be present.

Hide Placement: Hides should not be readily visible to the dog from the start line. The hides will be placed not higher than 48 inches and no closer than 1 foot from the start and may be partially covered or inaccessible.

Search Area: The search area for the MLICH should be a built environment but may include a road or other path through the area, multiple rooms, etc.

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 number of hides is known to the handler.

Performance: Time begins when the dog or handler cross the start line. The judge will call the mark when the dog indicates 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.

Lost Item Grand Champion (LIGCH)

Maximum Course Time: 6:00

Hides: 0 - 6 (unknown)

Search Areas: 3

Requirements for EACH search area:

Maximum Course Time: 2:00

Hides: 0 - 2 (unknown, determined by random draw)

Course Size: 400 - 1,000 square feet

Handler must call either "Alert" or "Finish" in each search area

Course time is recorded for each search area. Deductions are cumulative across all three search areas.

The type of item is unknown.

Article is always stranger odor.

Minimum Qualifying Score: 20

Title: Teams earning 500 points from Grand Champion class, 20 Triple Q's from the Lost Item Level III, Master Champion and Grand Champion Class and the Lost Item Challenge Level I title will earn the Lost Item Grand Champion title.

Eligibility: Teams must have earned the Lost Item Master Champion title.

Distractors: Three distractors will be present, including at least two additional unscented articles or articles scented by a neutral party. The judge will not stop the run for working a distractor article except when the handler has made a miscall.

Hide Placement: The hide will be placed anywhere in the search area and may be inaccessible. The hide may be elevated no higher than 48" from ground level. Hide placement should reflect a story of how an individual might have lost those items in that search area.

Performance: Time begins when any dog or handler cross the start line. The call shall be "Alert" to indicate a hide has been found or "Finish" to indicate there is no hide or all hides have been found. Time stops when the handler calls "Finish." The judge will not confirm the call and the team will move to the next search area. The handler may verbally encourage and communicate with the dog provided it does not interfere with the search.

MLGCH tests are "blind", meaning that the dog and handler team is not able to watch the judge

place the course or set the hide and may not watch any teams compete prior to going in the ring. The judge will not confirm scores until all dogs in the class have run. There are no resets.

Lost Item Challenge Games

The Lost Item Challenge classes are designed to test and challenge handling skills in Lost Item Recovery. Except where noted, all Lost Item Recovery rules apply.

Guidelines:

- All hides are blind
- There is only one set up per course
- Type of item is unknown
- Hide is always stranger odor
- Handlers may use additional handlers for subsequent dogs
- Searches are designed to test skill, not endurance
- There are no Best of Breed points
- High in Trial points are awarded if there are three or more dogs competing in a class

Distractions in Lost Item Challenge: In classes where the judge makes the call, a team which excessively works / indicates a distraction item will receive a non-qualifying score.

Lost Item Challenge Hosting Limits:

Lost Item Challenge is only offered once per day, not per trial with the following guidelines:

- **Lost Item Challenge Only Trials:** Clubs may host up to two rounds of each Lost Item Challenge Game per day in trials where ONLY Lost Item Challenge is offered.
- **Lost Item / Urban Locating Specialty Trials:** Clubs may host one round of each Lost Item Challenge Game per day in trials where only Urban Locating and Lost Item Recovery are sanctioned.
- **Regular Trials:** Clubs may offer one round of up to three Lost Item Challenge Games each day.

Lost Item Challenge 1: Distance

Maximum Course Time: 2:00 Hides: 1

Course Size: 400 to 1,000 square feet

Minimum Qualifying Score: 20

Title: Teams earning 100 points from Lost Item Challenge 1 class will earn the LC1-I title.

Eligibility: Teams eligible for Urban Locating Level I are eligible for Lost Item Challenge.

Distractors: Three distractions will be present, including at least two additional unscented articles or articles scented by a neutral party.

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 no further than 10 feet from the start. The hide may be partially covered (e.g., in a drawer slightly ajar, under a crate, in a box). The hide may be elevated no higher than 48" from ground level.

Performance: The handler may not step past the start line. The start line should be at least the width of the search area. Time begins when the dog crosses 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.

Deductions:

- 1 points - Handler crosses the start line
- 3 points - Handler crosses the start line a second time
- Non-qualifying: Handler crosses the start line a third time

Dogs may be rewarded at the article after the judge verifies their success ("yes").

Lost Item Challenge 2: You Make the Call

Maximum Course Time: 2:00 Hides: 1

Course Size: 400 to 1,000 square feet

Minimum Qualifying Score: 20

Title: Teams earning 100 points from Lost Item Challenge 2 class will earn the LC2-I title.

Eligibility: Teams eligible for Lost Item Recovery Level I are eligible for Lost Item Challenge.

Distractors: Three distractions will be present, including at least two additional unscented articles or articles scented by a neutral party.

Hide Placement: LC2 is a Lost Item II / III type search. Hides should not be readily visible from the start line. The hide may be placed anywhere on the course. The hide may be partially covered (e.g., in a drawer slightly ajar, under a crate, in a box). The hide may be elevated no higher than 48" from ground level.

Performance: Time begins when any dog or handler cross the start line. Time stops when the handler calls the mark. The call shall be "Alert." 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.

Deductions:

- A handler miss-call will result in a non-qualifying score.

Dogs may be rewarded at the article after the judge verifies their success ("yes").

Lost Item Challenge 3: Elusive Articles

Maximum Course Time: 2:00 Hides: 1

Course Size: 400 to 1,000 square feet

Minimum Qualifying Score: 20

Title: Teams earning 100 points from Lost Item Challenge 3 class will earn the LC3-I title.

Eligibility: Teams eligible for Lost Item Recovery Level I are eligible for Lost Item Challenge.

Distractors: Three distractions will be present, including at least two additional unscented articles or articles scented by a neutral party.

Hide Placement: LC3 is an Lost Item II / III type search. Hides should not be readily visible from the start line. The hide must be inaccessible and / or elevated. The hide may be partially covered (e.g., in a drawer slightly ajar, under a crate, in a box). The hide may be elevated no higher than 60" from ground 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.

Dogs may be rewarded at the article after the judge verifies their success ("yes").

Lost Item Challenge 4: One or None

Maximum Course Time: 2:00

Hides: 0 - 2 (unknown)

Course Size: 400 to 1,000 square feet

Minimum Qualifying Score: 20

Title: Teams earning 100 points from Lost Item Challenge 4 class will earn the LC4-I title.

Eligibility: Teams eligible for Lost Item Recovery Level I are eligible for Lost Item Challenge.

Distractors: Three distractions will be present, including at least two additional unscented articles or articles scented by a neutral party.

Hide Placement: LC4 is an Lost Item II / III type search. There will be zero to two hides on the course as determined by random draw. All exhibitors will have the same number of hides and hide location. Hides should not be readily visible from the start line. The hide may be placed anywhere on the course. The hide may be partially covered (e.g., in a drawer slightly ajar, under a crate, in a box). The hide may be elevated no higher than 48" from ground level.

Performance: Time begins when any dog or handler cross the start line. Time stops when the handler calls the mark. The call shall be "Alert" to indicate a hide has been found or "Finish" to indicate there is no hide or all hides have been found. 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.

Deductions:

- A handler miss-call will result in a non-qualifying score.

Dogs may be rewarded at the article after the judge verifies their success ("yes").

Lost Item Challenge 5: Silence

Maximum Course Time: 2:00 Hides: 1

Course Size: 400 to 1,000 square feet

Minimum Qualifying Score: 20

Title: Teams earning 100 points from Lost Item Challenge 5 class will earn the LC5-I title.

Eligibility: Teams eligible for Lost Item Level I are eligible for Lost Item Challenge.

Distractors: Three distractions will be present, including at least two additional unscented articles or articles scented by a neutral party.

Hide Placement: LC4 is an Urban II type search. Hides should not be readily visible from the start line. The hide may be placed anywhere on the course. The hide may be partially covered (e.g., in a drawer slightly ajar, under a crate, in a box). The hide may be elevated no higher than 48" from ground level.

Performance: Time begins when the dog or handler cross the start line. Time stops when the judge calls the mark. The call shall be "Yes." The handler may give one verbal cue at the start line. Any further verbal communication or sound, including but not limited to mouth noises, whistling, clicking the tongue, snapping, clapping and / or leg patting will result in a deduction. 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.

Deductions:

- 1 Point - First additional cue
- 3 Points - Second additional cue
- A third cue will result in a non-qualifying score.

Dogs may be rewarded in the article area after the judge verifies their success ("yes"). Handlers may use verbal encouragement and praise once the judge verifies their success.

Lost Item Challenge 6: Roll of the Dice

Maximum Course Time: 2:00

Hides: Variable

Course Size: 400 to 1,000 square feet

Minimum Qualifying Score: 20

Title: Teams earning 100 points from Lost Item Challenge 6 class will earn the LC6-I title.

Eligibility: Teams eligible for Lost Item Level I are eligible for Lost Item Challenge.

Random draw:

Roll 1 Indicates the game to be played:

1. Roll of The Dice
2. Distraction Action

Roll of the Dice

A random draw to select which two games are combined. Rules for the two games will be utilized for scoring.

Examples:

- Silence with Distance
- Got Rat? with Distance
- Silence with Elusive Rats

Distraction Action

Number of Hides: 0 – 2

Distractor Articles: 8

Hide Placement: Distraction Action is an Lost Item II / III type search. There will be zero to two hides on the course as determined by random draw. All exhibitors will have the same number of hides and hide location. The hide may be placed anywhere on the course. The hide may be partially covered (e.g., in a drawer slightly ajar, under a crate, in a box). The hide may be elevated no higher than 48" from ground level. There will be a total of 8 additional distraction articles hidden in the search area.

Performance: Time begins when any dog or handler cross the start line. Time stops when the handler calls the mark. The call shall be "Alert" to indicate a hide has been found or "Finish" to indicate there is no hide or all hides have been found. 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.

Lost Item Challenge Game Titles

Title	Level I	Level II	Level III	MCH
Challenge 1	100 points	500 points	1,000 points	Each 500 points after
Challenge 2	100 points	500 points	1,000 points	Each 500 points after
Challenge 3	100 points	500 points	1,000 points	Each 500 points after
Challenge 4	100 points	500 points	1,000 points	Each 500 points after
Challenge 5	100 points	500 points	1,000 points	Each 500 points after
Challenge 6	100 points	500 points	1,000 points	Each 500 points after

Overall Lost Item Challenge Titles

Dogs earning individual titles are eligible for Overall Lost Item Challenge Titles.

	Cumulative Points	Challenge Titles Earned
LIC-I	500	4 Level I titles
LIC-II	1,000	From at least 4 challenges
LIC-III	1,500	From at least 5 challenges
LIC-MCH	2,000	From all 6 challenges
LIC-GCH	5,000	From all 6 challenges

Online Titling Programs

Lost Item Online Titles

Rules

All rules applying to standard NASDA events apply to online submissions. See the NASDA Master Handbook for breakdown of deductions and rules.

Video Requirements

Train at your own pace, and video when you feel prepared. After you have a video of what you feel to be a passing run, upload the clip to Youtube or Vimeo. The video should be continuous - ie/ your walkthrough should be followed by the time it takes you to get your dog, and then your run including the final "yes" call and reward time.

All entries require three elements:

1. Course walkthrough - including start line and hide location, as well as distractor locations
2. Hide type - verbal and visual verification, can be shown in course walkthrough
3. Run video - including behaviour at the start line

Complete an entry form for each dog. If you are doing multiple entries for the same dog, you can indicate the number of video submissions on a single entry form. Payment by PayPal.

The Item

Handlers will be placing their own hides, and as such the hide is “known”. Items may be scented only with handler odour. The title requires four searches with unique items to be found successfully. One item must be found from each “type”, and then a fourth item of the handlers choosing.

Acceptable Lost Items

Type 1 - Fabric

- Fabric or Leather Wallet
- Hat / Toque
- Gloves
- Purse / Bag
- Sock

Type 2 - Personal

- Key Ring (including at least 3 keys)
- Glasses
- Metal Wallet / Card Holder
- Book
- Water Bottle

Type 3 - Technology

- Camera or Gaming Controller
- Cell Phone
- Tablet / Laptop
- Remote Control
- Handler’s Choice (submit for approval)

Type 4 - Small

- Credit / Debit Card
- Headphones / Earbuds / AirPods
- Single Key
- Small Jewelry Item (watch, ring, etc)
- Handler’s Choice (submit for approval)

The Search Area

There are no trails set for Lost Item searches, however, the search areas must be “well used”.

The search area must be a minimum of 10’ X 10’, with a clearly marked start line (can indicate on entry form how you have marked it)..

Handlers should, if possible, choose a different search area for each item.

Lost Item Online Level I (LIO-I)

Maximum course time: 2:00

Hides: 1 (known)

Distractors: 0

Course Size: 100-300 square feet

Elevation: up to 24”

Minimum Qualifying Score: 20

Title: Teams earning four qualifying scores will earn the Lost Item Online (LIO-I) title. Teams must earn one Q in each of the three item categories, then a fourth item of the handlers choice. Novel item may not be a repeat of any of the three category items. At least one hide must be elevated.

The Online title may be completed off-lead. The handler must never move within 5 feet of the hide.

Hide Placement: Hides should not be readily visible from the start line. The hide will be placed no closer than five feet from the start and may be partially covered (e.g., in a drawer slightly ajar, under a crate, in a box). The hide may be elevated no higher than 24” from ground level.

Performance: The exercise begins with the handler behind the start line or in the start box and with the dog facing away from the search area.

The handler may use the name of the item, or a simple search cue of their choosing. Time begins when the team crosses the start line, and finishes when the handler makes the completion call of “alert”.

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.

The handler shall not guide the dog to the source. The dog must actively work the scent pool and locate the item independently.

Dogs may be rewarded in the item find area after the handler verifies their success (“alert”).

Lost Item Online Level II (LIO-II)

Maximum course time: 2:30

Hides: 1 (known)

Distractors: 0

Course Size: 100-300 square feet

Elevation: up to 36"

Minimum Qualifying Score: 20

Title: Teams earning four qualifying scores will earn the Lost Item Online (LIO-II) title. Teams must earn one Q in each of the three item categories, then a fourth item of the handlers choice. Items must not be the same as the team completed in Level I. At least one search must be elevated.

The Online title may be completed off-lead. The handler must never move within 5 feet of the hide.

Hide Placement: Hides should not be readily visible from the start line. The hide will be placed no closer than five feet from the start and may be partially covered (e.g., in a drawer slightly ajar, under a crate, in a box). The hide may be elevated no higher than 24" from ground level.

Performance: The exercise begins with the handler behind the start line or in the start box and with the dog facing away from the search area.

The handler may use the name of the item, or a simple search cue of their choosing. Time begins when the team crosses the start line, and finishes when the handler makes the completion call of "alert".

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.

The handler shall not guide the dog to the source. The dog must actively work the scent pool and locate the item independently.

Dogs may be rewarded in the item find area after the handler verifies their success ("alert").

Lost Item Online Level III (LIO-III)

Maximum course time: 3:00

Hides: 1 (known)

Distractors: 1 (contained food)

Course Size: 100-300 square feet

Elevation: up to 36"

Minimum Qualifying Score: 20

Title: Teams earning four qualifying scores will earn the Lost Item Online (LIO-III) title. Teams must earn one Q in each of the three item categories, then a fourth item must be from the small category.

Items must not be the same as the team completed in Level I or II. At least one search must be elevated.

The Online title may be completed off-lead. The handler must never move within 5 feet of the hide.

Hide Placement: Hides should not be readily visible from the start line. The hide will be placed no closer than five feet from the start and may be partially covered (e.g., in a drawer slightly ajar, under a crate, in a box). The hide may be elevated no higher than 24" from ground level.

Performance: The exercise begins with the handler behind the start line or in the start box and with the dog facing away from the search area.

The handler may use the name of the item, or a simple search cue of their choosing. Time begins when the team crosses the start line, and finishes when the handler makes the completion call of "alert".

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.

The handler shall not guide the dog to the source. The dog must actively work the scent pool and locate the item independently.

Dogs may be rewarded in the item find area after the handler verifies their success ("alert").

Lost Item Online Master Champion (MLIOCH)

Maximum course time: 3:00

Hides: 1 (known)

Distractors: 2 (1 contained food, 1 toy)

Course Size: 100-300 square feet

Elevation: up to 48"

Minimum Qualifying Score: 20

Title: Teams with 20 qualifying scores earn the Lost Item Online (MLIOCH) title. Teams must earn one Q in the remaining items on the approved item lists (8 items).

At least one search must be elevated.

The Online title may be completed off-lead. The handler must never move within 5 feet of the hide.

Lost Item Online Specialist (LIO-S)

Maximum course time: 2:00

Minimum Qualifying Score: 20

Novel Locations: 10

The Lost Item Online Specialist title is an endurance-style challenge to test the dogs versatility and commitment to handler odour. There are four specialist titles:

Lost Item Online Specialist Fabric (LIO-SF)

Lost Item Online Specialist Technology (LIO-ST)

Lost Item Online Specialist Personal (LIO-SP)

Lost Item Online Specialist Small (LIO-SS)

Lost Item Online Specialist Helper (LIO-SH)

Lost Item Specialist titles require 10 qualifying scores - 2 qualifying runs in each challenge listed below using items from that title's category of search items (ie/ each Fabric Specialist item will be taken from the Fabric list). Each search must be completed in a new/novel search area. You may **not** utilize videos submitted for individual level titles, but you **may** use the same items for multiple search challenges.

Challenge	Elevated	Multi	Distraction	Large Area	Creative
Hides	1	2	1	1	Up to you!
Space	100-300 sq ft	100-300 sq ft	100-300 sq ft	500-700 sq ft	Up to you!
Distractors	0	0	3	0	Up to you!
Elevation	At least 36"	Up to 48"	Up to 48"	Up to 48"	Up to you!

Lost Item Online Specialist Helper (LIO-SH)

Lost Item Specialist Helper titles require 10 qualifying scores - 2 qualifying runs in each challenge listed below. For the Helper title, the dog must retrieve the item within easy reaching distance of the handler. The dog need not deliver the item to hand. Teams must retrieve at least one item from each of the following categories: Fabric, Technology, Personal, Small. No item may be used twice.

Challenge	Exterior	Multi	Distraction	Large Area	Creative
Hides	1	2	1	1	Up to you!
Space	100-300 sq ft	100-300 sq ft	100-300 sq ft	500-700 sq ft	Up to you!
Distractors	0	0	3	0	Up to you!

Lost Item Online Specialist Distance (LIO-SD)

Lost Item Specialist Distance titles require 10 qualifying scores - 2 qualifying runs in each challenge listed below. The handler may not step past the start line. The start line should be at least the width of the search area. The hide should be no closer than 4' and no further than 10' from the distance line. For Long Distance, the hide should be no closer than 6' and no further than 12' from the distance line. The item should not be readily visible from the start. The handler may step in to reward the dog and remove the item after each hide in Multi provided they quickly and expeditiously move back to the distance line. Each item should only be used once.

Challenge	Exterior	Long Distance	Distraction	Multi	Creative
Hides	1	1	1	3	Up to you!
Space	100-300 sq ft	100-300 sq ft	100-300 sq ft	100-300 sq ft	Up to you!
Distractors	0	0	3	3	Up to you!

Lost Item Online Specialist Distance (LIO-SV)

Lost Item Specialist Variable title require 10 qualifying scores - 2 qualifying runs in each challenge listed below. Urban Exterior examples are alleys, parking lots, city streets, developed areas of parks, etc. Travel Interior searches are done away from home or a training center. This may be a dog friendly store, a friend's garage, etc. Vehicle search should be inside or outside and directly around / on / under a vehicle. A search with 2-3 vehicles is preferred. Farm equipment is considered a vehicle. Field search is grass, brush, sand, rocky areas such as soccer fields, open land, farm land, etc. The item should not be readily visible from the start.

Challenge	Urban Exterior	Travel Interior	Vehicle	Field	Creative
Hides	1	1	1	1	Up to you!
Space	200-300 sq ft	200-300 sq ft	200-300 sq ft	200-500 sq ft	Up to you!
Distractors	1	1	1	1	Up to you!

Lost Item Versatility Titles

NASDA wants to recognize dogs who compete in all levels and iterations of Lost Item Trials. The versatile Level Championship Titles are designed to acknowledge and reward those dogs that are able to successfully compete in Lost Item Recovery, Lost Item Online, and Lost Item Games levels. Any dog completing all class titles at each level shall receive a Level Championship title.

Regular Titles	Level Championships
LI-I – Lost Item Recovery Level I	VLI-B Versatile Lost Item Bronze Champion
LIO-I – Lost Item Online I	
LIC-I – Lost Item Challenge I	
Any ONE Lost Item Online Specialist Title	
LI-II – Lost Item Recovery Level II	VLI-S Versatile Lost Item Silver Champion
LIO-II – Lost Item Online II	
LIC-II – Lost Item Challenge II	
Any TWO Lost Item Online Specialist Title	
LI-III – Lost Item Recovery Level II	VLI-G Versatile Locating Gold Champion
LIO-III – Lost Item Online II	
LIC-III – Lost Item Challenge II	
Any THREE Lost Item Online Specialist Title	

Lost Item Versatile Master Championship

Any dog completing all Level Master Championships shall receive the prefix title of Versatile Locating Champion (VLICH). Any dog completely all Lost Item Grand Championships shall receive the prefix title of Versatile Locating Grand Champion (VLIGCh) This is the penultimate title in NASDA Lost Item Trials.

Champion Titles	Versatile Championship
MLICH – Lost Item Master Champion	VLIMCh Versatile Locating Master Champion
MLIOCH – Lost Item Online Master Champion	
LIC-MCH – Lost Item Challenge Master Champion	
Any SIX Lost Item Online Specialist Titles	
MLIGCH – Lost Item Master Champion	VLIGCh Versatile Lost Item Grand Champion
MLIOGCH – Lost Item Online Master Champion	
LIC-GCH – Lost Item Challenge Master Champion	
Any SIX Lost Item Online Specialist Titles	

Shed Dog Online Titles

Rules

All rules applying to standard NASDA events apply to online submissions. See the NASDA Master Handbook for breakdown of deductions and rules.

All points earned in the Shed Dog Online Title program are combined with in person shed dog competition results. Dogs may earn all or part of their Shed Dog I and Shed Dog II titles from the Online Title program.

Video Requirements

Train at your own pace, and video when you feel prepared. After you have a video of what you feel to be a passing run, upload the clip to Youtube or Vimeo. The video should be continuous - ie/ your walkthrough should be followed by the time it takes you to get your dog, and then your run including the final "yes" call and reward time.

All entries require three elements:

1. Course walkthrough - including start line and hide location, as well as distractor locations
2. Shed type - verbal and visual verification, can be shown in course walkthrough
3. Run video - including behaviour at the start line

Complete an entry form for each dog. If you are doing multiple entries for the same dog, you can indicate the number of video submissions on a single entry form. Payment by PayPal.

Shed Class

Searching for shed deer antlers is a growing pastime for whitetail deer hunters who are learning that the use of the canine greatly increases the odds of recovering shed antlers. A wide variety of dog breeds are successfully used for this purpose.

The purpose of NASDA Shed Dog events are to simulate this common field work. The fundamental feature of Shed Dog events are to show the ability of all breeds of dogs to locate and retrieve shed deer antlers. Trials mimic as much as possible a natural hunting terrain.

The Hide

Natural antler sheds in good condition shall be used.

Preparing the Shed Hide

Shed hides do not have a scent trail leading to them. However, the shed should be freshly treated with artificial shed odour (wax or semi solid is preferred) prior to each test. Sheds are thrown into the search area.

Acceptable Sheds

Antler sheds from whitetail deer are preferred, however, portions of antler sheds from elk, antelope, moose or other regionally appropriate ungulates may be used provided they are of a size that they may be retrieved by dogs of various size.

Classes currently offered:

- Shed Dog I
- Shed Dog II

Appendices

1.0 Forms

1.1 Misconduct Form

This form should be available on trial grounds, either in hard copy or digital form. Along with this form, the Trial Chair, Secretary, and Judge must review the incident, fill in this form, and discuss the incident and any potential consequences with all persons involved.

Club Name	
Trial Location	
Date	
Judge	
Secretary / Chair	
Person Charged	
Dog Information	
Reported By	
Incident Description	
Action Taken	
Suspension	_____YES _____NO

I / We, hereby signed below, do agree that this is correct to the best of our knowledge.

Judge _____

Trial Chair / Secretary _____

1.2 Day of Show Registration Form

Registered Name			
Call Name			
Sex		Date of Birth	
Breed			
Owner			
Address			
City			
State / Province		Zip	
Email			
Phone Number		Payment Method	


Registered Name			
Call Name			
Sex		Date of Birth	
Breed			
Owner			
Address			
City			
State / Province		Zip	
Email			
Phone Number		Payment Method	

1.3 Trial Supply Checklist

<u>Done</u>	<u>Item</u>	<u>Description</u>	<u>Required/Optional?</u>	<u>Who provides</u>
	Additional Insured Certificate	Naming NASDA as an additional insured on the trial host's insurance	Required	Host
	Boundary Markers (painters tape, caution tape, landscape flags, small cones/soccer dots)	To mark start lines, handler search boundaries	Required – best options dependent on trial site	Host
	NASDA Approved Quarry cage	Contact NASDA for schematics or to purchase an approved quarry cage	Required.	Host
	Ribbons	Flat ribbons required for Qualifying Scores (Blue) and Best in Breed (Burgundy). High in Class recommended. New title at venues discretion.	Required	Host pays cost
	Score Cards	NASDA will provide score cards for you to print. Ensure more than required are available.	Required	Host to print or take to print shop
	Searchable items	NASDA recommends Rats as preferred quarry. If your region does not allow/permit rats, contact NASDA with suggested alternatives. Appropriate numbers of quarry animals, antlers, and lost items.	Required	Hosts
	Stop Watches	Need 2 per trial running.	Required	Host or Judge

2.0 Score Cards

2.1 Individual Score Card

Dog:			Level:		
Registration:			Date:		
Base Points:	Minor Deductions	Substantial Deductions	Major Deductions	Non Qualifying	TIME:
25					
	-1 each: TL = Tight Leash B = Bump OC = off course	-3 each: LC = loud command STR = slow to respond OH =, over-handling CL = cross handler line	-5 each: CL = continuous tight leash NL = no leash on enter or exit NC = no cleanup of dog fouling FL = food dropped on course	NQ Score NQ-T = over course time NQ-LoC = lack of control NQ-PT = physical or harsh correction NQ-HC = handler choice to end run	FINAL SCORE:

2.2 Judges Score Sheet

Also available for judges and trial secretaries online.

Dog Name	Dog Breed	BASE	Deductions	Judge Score	Time	Bonus	Final Score
		25					
		25					
		25					
		25					
		25					
		25					
		25					
		25					
		25					

2.3 Deduction Table

Official Deduction Guidelines

Minor Deductions -1 each	Significant Deductions -3 each	Major Deductions -5 each	Non-Qualifying NQ Score
TL = Tight Leash B = Bump OC = Minor Off Course HR = Handler Redirect OO = Call Out of Odour HE: Handler Error	LC = loud command STR = slow to respond OH = over-handling CL = cross handler line	CL = continuous tight leash NL = no leash on enter/exit FL = food dropped on course NC = no cleanup of dog fouling TD = touched dog SH = significant over-handling	NQ-T = over course time NQ-LoC = lack of Control NQ-PT = physical or harsh correction NQ-HC = handler choice to end run NQ-HL = second cross handler line

3.0 Directions and Parameters

3.1 Rat Tea Recipe

Rat Tea Preparation Directions

Supplies Needed:

- 2 - 3 cups of used rat bedding*
- Cheese cloth, pantyhose or similar
- Bucket
- Spray Bottles / Storage Containers

Optional but highly recommended:

- Funnel
- Rubber or Nitrile Gloves

Directions: Place rat bedding inside pantyhose or cheese cloth. Twist and knot the end so no bedding can spill out. Boil 1 gallon of water. Pour into a bucket. We recommend one with a pour spout. Steep the rat bedding tea bag in the water for 60 minutes. Remove the tea bag. Pour the rat tea into a spray bottle or jug.

3.2 Sample Premium

NASDA Working Dog Trials

Hosted by

Open to All Breeds and Mixed Breeds

X Trials, X Days


Facility Name

Facility Address

Trial Dates

Pre-Entry Required

Judge:

Classes Offered	Trailing & Locating I, Trailing & Locating II, Shed Dog I
Entries Close	Pre-entries close XX/XX/XXXX midnight or when limit is reached Entry Limits: X hours of judging
Entry Fee	\$ per entry Day of Show: \$ per entry
	Permission has been granted by the North American Sport Dog Association for the holding of these working dog trials under the NASDA rules.

Club Contact Information

Dog Registration:

Dogs must be registered with the North American Sport Dog Association. Registration is a one-time fee of \$10.00. You may register your dog online at <http://nasda.dog/registration/>.

Rules:

For complete rules, visit nasda.dog

Awards:

Awards will be handed out at the conclusion of the trial. Ribbons are awarded for qualifying score, Best of Breed and High in Class. New title ribbons will be awarded.

Venue:

Exhibitors will be crating in their vehicles. **Your Club Name** reserves the right to remove any individual for any reason from the premises. No refunds will be issued. Please pack food and water for you and your dog.

Notice to Exhibitors:

- Refunds will be mailed 7 days after the event.
- No refund for cancellations after the closing date.
- No refunds will be made for cancellations after the closing date or entries which are absent, disqualified, excused or barred from competition by decision of the Trial Committee.
- Exhibitors are responsible for complete, accurate and legible information on their entry forms.
- It is expressly understood that exhibitors alone are responsible for behavior of their dogs, children and/or guests. Any exhibitor whose dogs, children and/or guests repeatedly engage in unsafe or disruptive behavior may, at the discretion of the Trial Committee, be asked to leave the trial site. In such case, no refund on any entry will be made.
- All dogs must be on leash at all times except when competing.
- Exhibitors are responsible for being in the staging area when it is their turn to run.
- Please be courteous and pick up after your dog.
- All entries must be accompanied by entry fees to be valid. A declined payment or returned check does not constitute a valid entry. There will be a \$xx fee for any returned check or payment. Checks must be made payable to **Your Club Name**.
- **Your Club Name** reserves the right to refuse any entry without cause or explanation.
- Trial begins at X:00 XM.

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

Your Club Name
Licensed Trailing & Locating Trials
Event Name

Checks should be made payable to **Your Club Name** and mailed with this entry to:

Your Club Name
 Mailing Address

XX/XX/XX Trial 1	XX/XX/XX Trial 2	XX/XX/XX Trial 3	XX/XX/XX Trial 4	XX/XX/XX Trial 5	XX/XX/XX Trial 6
<input type="checkbox"/> TL-I	<input type="checkbox"/> TL-I	<input type="checkbox"/> TL-I	<input type="checkbox"/> TL-I	<input type="checkbox"/> TL-I	<input type="checkbox"/> TL-I
<input type="checkbox"/> TL-II	<input type="checkbox"/> TL-II	<input type="checkbox"/> TL-II	<input type="checkbox"/> TL-II	<input type="checkbox"/> TL-II	<input type="checkbox"/> TL-II
<input type="checkbox"/> Shed Dog	<input type="checkbox"/> Shed Dog	<input type="checkbox"/> Shed Dog	<input type="checkbox"/> Shed Dog	<input type="checkbox"/> Shed Dog	<input type="checkbox"/> Shed Dog

NASDA Reg #:	
Call Name:	
Registered Name:	
Breed:	
Owner(s):	
Address:	
Email:	
Phone Number:	

Agreement

I (we) acknowledge that if this application for the entry of this dog is made available to me (us) for participation in a working dog trial, that I (we) agree that this facility has the right to refuse the entry of this dog and/or they reserve the right to dismiss the dog and myself for cause which NASDA deems to be sufficient. In consideration of the acceptance of this and the opportunity to train my dog(s), I (we) agree to hold North American Sport Dog Association, **Your Club Name**, and all associates harmless from any claim for loss or injury which may be alleged to have been caused directly or indirectly to any person or thing by the act of this dog or dogs while in or upon the premises or grounds or near any entrance thereto, and I (we) personally assume all responsibility and liability for such claim, and I (we) further agree to hold the aforementioned parties harmless from any claim for damage or injury to the dog or myself, either physically or mentally, whether such loss, disappearance, theft, damage or injury, be caused or alleged to be caused by negligence while in or upon the premises of the NASDA grounds. The terms of this agreement bind the parties for the current period of training, and all subsequent classes/training/ events in which they hereafter participate.

Signature of Owner or agent duly authorized to make this entry