



June 1, 2023 Addendum to Master Handbook

Effective June 1, 2023 v1.0

All clubs eligible to host Lost Item Recovery who have sufficient search areas and resources may offer Lost Item Challenge Games and the Lost Item Grand Champion class effective immediately. All judges eligible to judge LI-III and above may judge Lost Item Challenge Games. All judges eligible to judge MLICH may judge the Grand Champion class. These classes will be in test through December 31, 2023.

Grand Champion Search Areas: Search areas should be naturally occurring and complex. Not all venues are suitable for this class. Due to the space, complexity, resources and time required for this class, it is best suited to specialty trials or multi judge events.

Grand Champion searches may or may not be done consecutively. In the event searches are not offered consecutively, multiple judges may be used. Although utilizing the same target odor is preferred, it may be different in non-consecutive searches. Teams must be given the same time as specified in the LI-III class to learn the target odor.

Clubs wishing to offer LIGCH must submit photos of the search areas to the Events Director at events@nasda.dog.

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 distractors 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 distractors 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

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 Urban Locating 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.