

# Scent Goals and Requirements

## Scent 1 (SCC/Members)

### Goals

Scent 1 will focus on teaching the dog the scent, teaching the handler how to watch for the dog's indication and handler footwork and leash handling. The team will build skills each week and will work with the scents Birch, Anise, and Clove. We will go over basic rules for the game and different options for trialing.

### Passing Guidelines

To pass this class the dog must be able to demonstrate the skill of searching and finding Birch and Anise. They need to show that they can indicate and tell handler where a scent is. Handler must be able to demonstrate proper footwork and recognize they understand when dog is in odor.

## Scent 2 (SCC/Members)

### Goals

Scent 2 will continue to improve handlers' footwork and leash handling and learning their dogs' indications. Dogs will continue to work on basic skills. Start working on hides up to three feet, ignoring non-food distractions, and sand and water buried hides, and an introduction to blank room. Demonstrate a dog led search.

At this level majority of hides will be known. Scents used in this level is Birch, Anise, Clove.

### Passing Guidelines

To pass this class dog and handler must have a CPE Level 2 Title, AKC Advanced Title, UKC Superior Title or a NW1 Title. Or at the discretion of the current Instructor/Training Director.

Upon passing, student will receive the next scent (Cypress). Myrrh will be available if competing in UKC.

## Scent 3 (Members Only)

### Goals

Scent 3 will continue to build on skills learned in level two. We will also be introducing converging odors, focus more on unknown hides, continue work with blank rooms. Hides can be up to 4 feet high, buried mixed and searches can have both non-food distraction and food distraction. Classes could be held off-site.

### Passing Guidelines

Dog and handler must have a CPE Level 3 Title, AKC Excellent Title, UKC Master Title, or NW2 Title. Or at the discretion of the current Instructor/Training Director.

Upon passing, students will receive the final scent (Vetiver)

#### **Scent 4 (Members only)**

##### **Goals**

Scent 4 will continue to build on skills learned in level three. Hides can be high or buried in sand, water or in the ground. All scents will be used. Most classes will be off site to accommodate larger search areas and multiple rooms. Unknown number of hides