

HUNTER'S HEART

UKC Nosework Requirements by Level

March 8, 2016

	Novice	Advanced	Superior	Masters	Elite
Odorⁱ	1 odor: Birch (B)	1 odor: Anise (A)	2 odors: Clove (C) Reg'd + A OR B	4 odor max: Myrrh Required + B OR A OR C	5 odor max: Vetiver Required
# Hides	1	1	2 Must call Finish	2-3 Handler won't know # hides before searching. Must call Finish	3 or 4 Handler won't know # hides before searching. Must call Finish
Height max	2 ft	2 ft	3 ft	4 ft	4 ft
Distrac tions	No known distractions	No known distractions	1 food or toy, not immediately next to hide	2 Required	3 Required
Time max	5 min/elemen t	5 min/element	10 min/element	10 min/element	Time warning may be given by timer
Pretrial ii	12 boxes in a straight line in the middle of a room				
Contai nerⁱⁱⁱ	12	12	16	20	24 And Distraction box may be placed immediately next to the target odor box.
Interior	1 area: 100-150 sf	1 area: 150-300 sf	2 areas: 100-150 sf	2 areas: ^{iv} 1) 100-200sf 2) 300-400 sf Must call Clear areas	2 areas: ^v 1) 100-200sf 2) 300-400 sf 3) 400-600 sf Must call Clear or finish for blank areas to pass
Vehicle	Front bumper only, 3 vehicles, same orientation, 4-6 ft apart	Any part of vehicle, 3 vehicles, same orientation, 4-6 ft apart	5 vehicles, may include 1 other than automobile,	7 vehicles, may include 2 other than automobile, Facing any direction, 4-6 ft apart. Distraction can't be on same vehicle as hide, but may be on vehicle next to hide.	7 vehicles, may include 2 other than automobile, Facing any direction, 4-6 ft apart. Distraction may be on same vehicle as hide.
Exterio r	1 area, 200- 400 sf	1 area, 500-750 sf	1 area, 1000- 1500 sf	1 area, 2000-3000 sf	1 area, 3000-4000 sf Distractions may be placed immediately next to the target odor.

Notes

ⁱ No hide can consist of more than 1 odor. Target odors are never mixed within the same hide. So in Masters, you can expect 1 Myrrh hide, 1 Clove hide + 1 Anise hide for a total of 3 hides. You will never see a hide containing Myrrh with Birch, or a hide containing Myrrh and Clove, and Vetiver, etc.

ⁱⁱ In Pretrials, no formal indication/alert is required. In all elements, handler must list indication behavior(s) on her entry form. When the handler calls the alert, the dog must be exhibiting that behavior.

ⁱⁱⁱ In the Container element, the dog only needs to find the box the hide is inside. In interior, vehicle, and exterior searches, handler should be accurate within approx. 2-6 inches and hides may be in/on/under objects e.g. chair or non-object hides such as in a crack on the ground.

^{iv} In Master Interior, hides will be as follows:

- 1) All hides in one area with 1 distraction in that area, and a distraction in a blank area (and area without a hide) or
- 2) All hides in 1 area with 2 distractions in a blank area or
- 3) 1-2 hides and 1 distraction in one area, and the additional hide(s) and 1 distraction in the other area.

^v In Elite Interior, hides will be as follows:

- 1) The smaller space can contain not more than 2 items
- 2) The larger 2 spaces may contain not more than 3 items (hides and/or distractions) in each space.