



Scentwork UK

Judges Workshop

“Unleashing potential, one scent at a time. The journey of a thousand miles begins with a single sniff.”





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Judges Workshop

Tier 1 (Levels 1-4)



Objective of Workshop

The objective of the Scentwork UK Judges Workshop is to provide comprehensive training and guidance to judges, enhancing their understanding and proficiency of judging a Scentwork UK Trial. This workshop aims to equip participants with an in-depth knowledge of competition rules & scoring criteria. Additionally, it aims to develop their skills in making fair and accurate assessments of participants, managing competition logistics, and providing the appropriate level of feedback to competitors. By the end of the workshop, judges should feel confident in their ability to uphold the highest standards of fairness, professionalism and integrity in the execution of their judging duties at scentwork UK Trials.





On Completion of Workshop

- To Judge a minimum of x1 Tier 1 Trial within 2 years of this workshop. (To remain a qualified judge, candidate must also judge a minimum of x1 trial within 2 years of last judging appointment, or take a refresher workshop).
- Recommend to join the SWUK Judges/Trial Managers FB Group
- It is the responsibility of Judges to stay up to date with rules, deductions & all guidelines for the level of trial to be judged.





Roles & Responsibilities of the Judge

1. Be on time and fit to carry out duties
2. Bring scented articles
3. Be welcoming, fair & consistent
4. Provide relevant Briefing pre-test then post-test at presentation
5. Support Scribe and Trial Manager (Double check & confirm details of search including position of hides)
6. Check identity of Teams under test
7. Where possible, provide and/or observe running of White Dog to help establish areas of difficulty and potential contamination of search areas
8. Know how to proceed without WD?**
9. Be knowledgeable of guidelines, permitted deductions and be competent to record results
10. Set test, appropriate to level of trial within Tier





Roles & Responsibilities of the Judge

11. Set test avoiding contamination (gloves/tweezers) Test with blank if necessary
12. Be aware of potential movement of scent over time & thru exposure to or lack of airflow
13. Ensure scribe is recording Finds, Time, Deductions & WA's
14. Ensure competitor has agreed Finds, Time, Deductions & WA's
15. Provide brief objective feedback & refer Teams to their own trainers.
Positive/Negative/Positive!**
16. Guide and inform the Scribe or TM in placing of distraction scents at L4
17. Remove scented articles on completion of a search/trial
18. Check any spectators have been agreed by the teams they will be watching
19. Remember that the majority of SWUK competing teams are pet dogs and pet dog owners (Individual goals will differ: Injury/Social/Reactive/Nervous/





Roles & Responsibilities of the Judge

Elderly/Driven/Mental stimulation/Hobby for handler & dog)

- 20. Judge without being judgmental. (Judges comments remembered+/-/Affect experience of individuals/Opportunity to build confidence, encourage & inspire/Draw positive feelings from unsuccessful search experiences)**
- 21. Understand dogs/handlers/teams work differently**
- 22. Be empathetic to teams struggling due to environment/experience/nerves**
- 23. Post trial report on website**





“The ethos of a SWUK approved Judge is to facilitate a trial by implementing rules in an objective, consistent, fair manner in order to find a team that has performed best within the guidelines and thus is considered to be the winner. No bias to breed, handler/dog team, style of searching or indicating will be exhibited and a basic understanding of how we think scent behaves, changes and develops in different environmental conditions should always be considered by the judge before deductions or subjective observations are made.”





Appropriate Hides - What constitutes more difficult?

1. **Back corners/80cm/120cm on any plain**
2. **Merging different scent**
3. **Other environmental scent**
4. **Scary objects (all senses)**
5. **Objects that move**
6. **Restricted spaces**
7. **Hiding in fixtures & fittings near to objects**
8. **Environmental factors beyond judges control**





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NO WIND





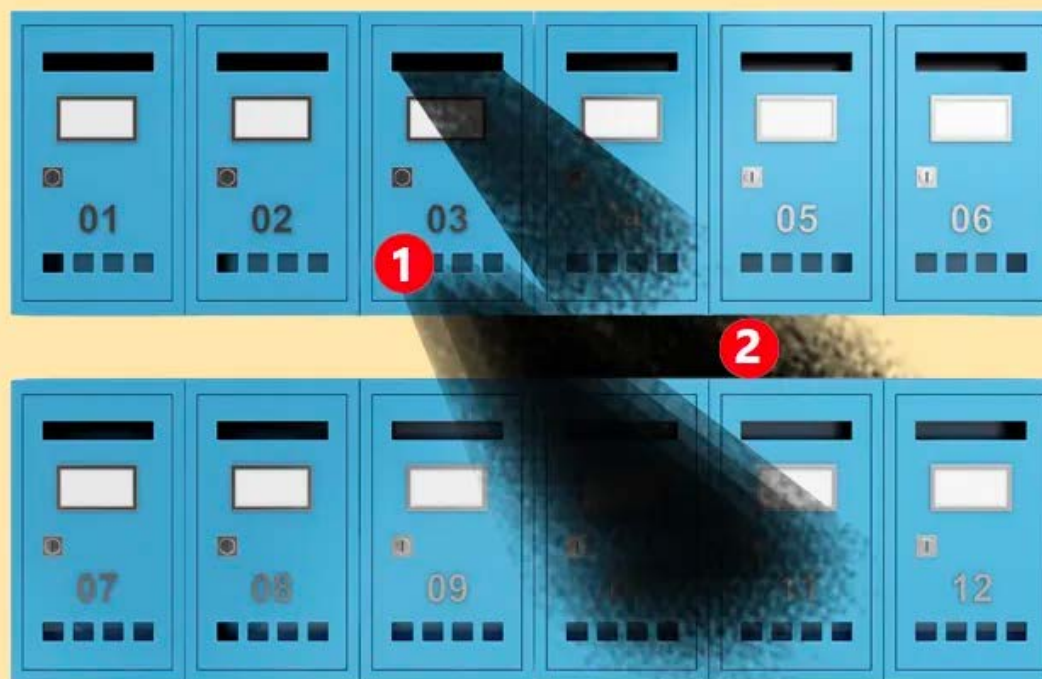
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**SCENT EXITS ALL HOLES AND LEAKS.
DON'T FORGET BEHIND.**





Handling Scent

1. **SHELLS. Pros/Cons! Can be used for training but NOT for trials in Tier 1. Shells must be proven to allow air flow & a scent pool to develop.**
2. **Ensure correct Scent preparation (see video).**
3. **How easy contamination is? Putting scent out in pairs?**
4. **DODGY ODOUR HANDLING (DOH!), (use Gloves & tweezers, avoid touching other surfaces and dispose correctly.**
5. **Distraction Scent, ensure no contamination of blank/decoy (Use clean gloves/tweezers Scribe/TM to place)**





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White Dog

1. Area is clear
2. Areas of difficulty
3. Strength of target scent
4. Time to set
5. Areas missed





Pre-search spiel

1. L??
2. Inform of TIME?
3. Inform "How many"?
4. Time warning?
5. Handler method of ALERT?
6. Reward zones?

