

# 2019 Rastin Challenge

## K9 Competition

### NARCOTIC DETECTION – VEHICLES / PACKAGES

This is a timed event. Each team will search a total of 5 vehicles/packages to locate the hidden narcotic odor. One of the vehicles/packages will be “Hot”, containing the odor of heroin/cocaine and the other four vehicles/packages will be blank.

Each K9 Team will check in with the judge(s) at start of the search and advise them what behavior their K9 displays (sit, down, bark, scratch etc.) to indicate they have located the target odor. The Handler will advise the judge(s) when the K9 has located the find. This exercise will be conducted on lead.

Time will start when the K9 Team crosses designated starting line. Time will end when the handler informs the judge the K9 has located the find. If the K9 is not at the source of odor, the Handler will be told he is not at source and to continue searching. The time will start again as the Handler continues to search. Time will end when the handler informs the judge the K9 has located the find. Handlers may reward the dog after the find.

Teams will be ranked from quickest to slowest, total time for this exercise. **Five (5) Seconds** will be added to a team’s time for each false alert.

Narcotic find will be placed on the vehicle to allow the K9 to get to source. If the K9 alerts to the vehicle/package, but not at source, the judge will tell you to continue searching that vehicle/package area, so indication can be given at source.

### K9 OBSTACLE COURSE:

This is a timed event. Each team can run this exercise either on, off leash or any combination of to complete this course.

Each K9 Team will check in with the judge(s) at start of the obstacle course.

Time will start when the K9 Team crosses the designated starting line. Time will end when the Team crosses the designated finish line. Handlers may use a reward to assist the K9 in completing obstacles.

Teams will be ranked from quickest to slowest, total time for this exercise. **Five (5) seconds** will be added to a team’s time for each obstacle that is knocked down or failed to complete. Each team will have a **MAX of 3 attempts** per obstacle.