



Quarry Quest

Sniff It Out

Equipment

- Containers
- Quarry Wool
- Polyester Stuffing

Course requirements

- Safety
- Surfaces
- Equipment

Levels

- Novice Level
- Skilled Level
- Proficient Level

Scoring

Titling

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Quarry Quest

Dogs demonstrate their ability to sniff out their "Quarry" in a ring full of obstacles.

Equipment

Containers

Containers are used to hold the quarry and dummy material. Recommended containers are made from 4inch PVC drain caps with plastic grate inserts used as lids. These are readily available through home improvement stores .The grates fit snugly into the caps and make sturdy containers with openings for scent to flow yet limit visibility of what is contained within the container. Containers may be made from other sturdy plastic containers with holes to allow for scent to flow. If clear containers are used they must be covered to limit visibility. Colorful duct tape works well for this.



Sheep Wool/Quarry

Lightly washed or raw sheep wool is the used as the quarry in the containers. If wool is washed it may be placed into boiling hot water. If detergent is used it must be a tiny amount so as not remove the scent of the wool. Detergent odor must not be noticeable in the wool.



Polyester Stuffing

Polyester stuffing is used as an imposter material in all containers that do not contain wool. This helps reduce the likelihood that there is a visual difference in the containers used in the ring.



Quarry Quest Course Requirements

The search area will be **400-600** square feet and contain a jumble of items placed closely together so that the dog must navigate about and will likely step onto, go around and or through items. The challenge will increase with each level.

	Novice	Skilled	Proficient
Surfaces	Multiple solid items Multiple Soft items	Multiple solid items Multiple Soft items	Multiple solid items Multiple Soft items
Obstacles	Multiple items	Multiple items	Multiple items
Through	1-2 items to go through	2 -4 items to go through (1 with a bend or turn)	2 -4 items to go through (1 with a minimum of one bend or turn)
Distractions	Multiple items	Multiple items	Multiple items

Safety

Safety will be taken into consideration with all obstacles. Surfaces must not be slippery. Yoga mats, paint combined with sand; anti slip tape or similar products may be used to assure safe footing. Tunnels must not collapse or move about. Obstacles must be steady so as not to fall over. Nothing should move out from under the dog's feet beyond the squishing of soft items. (NO tipping boards)

Surface Suggestions

Surfaces include solid, soft and multi-level platforms for the dog to walk on.

Solid Items: plywood on a PVC frame, agility pause table, kiddie pool (no water), shallow plastic bins or boxes

Soft Items: folded blankets, pillows, egg crate foam, dog beds

Multi-Level Platforms: Created by placing two platforms of differing heights beside each other.

No surface on the course will require the dogs to step up or down more than six inches to accommodate all sizes of dogs.



Obstacles Suggestions

Obstacles should be at least 3 feet tall and two feet in diameter. Examples: cardboard appliance boxes, plastic drawers, hay bales.



Through Suggestions

Throughs may be any shape, round, square, triangular etc. They may be made from cardboard boxes, a blanket over a table, wood, vinyl or other materials. Throughs must have openings of a minimum of 24 inches in height with 30 inches being preferred. Throughs may be 2-4 feet in any one direction. Example: the complete maximum length of a tunnel with one 90-degree turn will be 8 feet



Distraction Suggestions

Distractions include laundry baskets, boxes, buckets, empty cookie tins, coolers, pails, etc



Quarry Quest, Novice Level

Goal: For the dog to locate one Quarry Critter out of a variety of hiding tubes hidden at ground level.

Course Requirements

Six containers will be placed at ground level amongst the course items. One will contain the Quarry wool and five will contain Imposter polyester stuffing. Containers must be easily accessible but are not required to be visible.

Performance

The handler and dog will face away from or be out of view of the ring while the Quarry and Imposters are being placed in the search area. The judge will indicate to the handler when the handler and dog may enter the ring. The handler will direct their dog to search the course. **The dog will search off leash.** The handler may follow the dog and offer general cues to search but may not direct the dog in any particular direction. The handler will raise their hand when they feel their dog has successfully found the Quarry.

*The judge will immediately confirm if the search was correct or incorrect each time the handler indicates a find.

* Handlers may reward their dog with food, verbal praise, and play or touch rewards after the find.

“Always Successful” Policy

In the event that the handler indicates an incorrect find, the handler may direct their dog to continue searching. While the performance will be considered non-qualifying, the top priority is to support the team and offer the dog the opportunity to be successful so teams are encouraged to continue until the dog is successful. In the event the team is having difficulty they may ask the judge to inform them where the Quarry is and the handler may assist their dog to support a successful find.

Judges note: Judges should walk about the ring after placing Quarry containers so as to disperse any odor trail they may have left when placing the container.

Start: Timing will begin when the handler releases the dog to search.

Finish: Timing concludes when the handler raises their hand.

Time/One Minute Warning: Maximum course time is 3 minutes. A one-minute warning will be given if the team is still working.

Qualifying: To qualify the handler must indicate one correct find within the course time.

Placements

Placements are determined by time with the fastest time earning first place. Any dogs with the same course time will be awarded tying placements.

Quarry Quest, Skilled Level

Goal: For the dog to locate one Quarry Critter out of a variety of hiding tubes located at various heights

Course Requirements

Six containers will be placed amongst the course items. Three will be placed at ground level and three at a height not to exceed 6 inches above the ground. One will contain the Quarry wool and five will contain Imposter polyester stuffing. Containers must be easily accessible but are not required to be visible.

Performance

The handler and dog will face away from or be out of view of the ring while the Quarry and Imposters are being placed in the search area. The judge will indicate to the handler when the handler and dog may enter the ring. The handler will direct their dog to search the course. **The dog will search off leash.** The handler may follow the dog and offer general cues to search but may not direct the dog in any particular direction. The handler will raise their hand when they feel their dog has successfully found the Quarry.

*The judge will immediately confirm if the search was correct or incorrect each time the handler indicates a find.

* Handlers may reward their dog with food, verbal praise, and play or touch rewards after the find.

“Always Successful” Policy

In the event that the handler indicates an incorrect find, the handler may direct their dog to continue searching. While the performance will be considered non-qualifying, the top priority is to support the team and offer the dog the opportunity to be successful so teams are encouraged to continue until the dog is successful. In the event the team is having difficulty they may ask the judge to inform them where the Quarry is and the handler may assist their dog to support a successful find.

Judges note: Judges should walk about the ring after placing Quarry containers so as to disperse any odor trail they may have left when placing the container.

Start: Timing will begin when the handler releases the dog to search

Finish: Timing concludes when the handler raises their hand

Time/One Minute Warning: Maximum course time is 3 minutes. A one-minute warning will be given if the team is still working.

Qualifying: To qualify the handler must indicate one correct find within the course time.

Placements

Placements are determined by time with the fastest time earning first place. Any dogs with the same course time will be awarded tying placements

Quarry Quest, Proficient Level

Goal: For the dog to locate two Quarry Critters out of a variety of hiding tubes located at various heights

Course Requirements

Six containers will be placed amongst the course items. Two will be placed at ground level and two at a height not to exceed 6 inches above the ground and two will be placed at a height not to exceed six inches above a stable surface the dog can stand on such as a plywood platform. (Example: A container may be placed on top of an item six inches taller than an abutting the platform such as an agility pause table.) Two containers will contain Quarry wool and five will contain Imposter polyester stuffing. Containers must be easily accessible but are not required to be visible.

Performance

The handler and dog will face away from or be out of view of the ring while the Quarry and Imposters are being placed in the search area. The judge will indicate to the handler when the handler and dog may enter the ring. The handler will direct their dog to search the course. **The dog will search off leash.** The handler may follow the dog and offer general cues to search but may not direct the dog in any particular direction. The handler will raise their hand when they feel their dog has successfully found the Quarry.

*The judge will immediately confirm if the search was correct or incorrect each time the handler indicates a find.

* Handlers may reward their dog with food, verbal praise, and play or touch rewards after the find.

"Always Successful" Policy

In the event that the handler indicates an incorrect find, the handler may direct their dog to continue searching. While the performance will be considered non-qualifying, the top priority is to support the team and offer the dog the opportunity to be successful so teams are encouraged to continue until the dog is successful. In the event the team is having difficulty they may ask the judge to inform them where the Quarry is and the handler may assist their dog to support a successful find.

Judges note: Judges should walk about the ring after placing Quarry containers so as to disperse any odor trail they may have left when placing the container.

Start: Timing will begin when the handler releases the dog to search

Finish: Timing concludes when the handler raises their hand.

Time/One Minute Warning: Maximum course time is 3 minutes. A one-minute warning will be given if the team is still working.

Qualifying: To qualify the handler must indicate two correct finds within the course time.

Placements

Placements are determined by time with the fastest time earning first place. Any dogs with the same course time will be awarded tying placements.

Scoring

(Quarry Quest)

Non-Qualifying Performances

The team will be disqualified for:

- Directing the dog in any specific direction or toward any object.
- Handler raises their hand to indicate a find that is incorrect.
- Placing food on the ground.
- Entering or exiting the ring with the dog off leash.

Excusals

The following will result in the team being excused from the ring:

- Dog appears to be overly stressed.
- Dog appears to be in pain or ill.
- Dog leaves the ring.
- Dog eliminating or vomiting in the ring.
- Dog exhibits any threatening or aggressive behaviors.
- Dog exhibits behavior the judge feels jeopardizes safety in any way.
- Handler administers harsh corrections.

Quarry Quest Titling Options

Trial via video option is not available at this time.

*Heart Dog Titles have an H after the title prefix. Example Wag 1H Shadow Skills

Quarry Quest Titles	Qualifying Scores Required
WAG 1 QQ	5 Novice Q's
WAG 2 QQ	5 Skilled Q's
WAG 3 QQ	5 Proficient Q's
Advanced Titles	
WAG-CH QQ (Wag Champion)	Requires Wag 1,2,3 plus 3 additional Q's at each level
WAG-M QQ (Wag Master)	Requires Wag 1,2,3 plus 3 additional Q's at each level
U-WAG QQ (Ultimate Wag)	Requires Wag 1,2,3 plus 5 additional Q's at each level
V-WAG (Versatile Wag)	Any of three WAG-CH in: Shadow, Obstacles, Agility, Water, Sniff It, Quarry Quest or Dog Ball
Bronze, Silver, Gold & Platinum Awards	
May be earned in each level. Example; Wag It Bronze Sniff It Search Novice	
WAG IT Bronze	25 qualifying scores beyond Wag 1, 2 and 3 in each Skill Division with a minimum of 5 qualifying scores at each level
WAG IT Silver	50 qualifying scores beyond Wag 1, 2 and 3 in each Skill Division with a minimum of 5 qualifying scores at each level
WAG IT Gold	75 qualifying scores beyond Wag 1, 2 and 3 in each Skill Division with a minimum of 5 qualifying scores at each level
WAG IT Platinum	100 qualifying scores beyond Wag 1, 2 and 3 in each Skill Division with a minimum of 5 qualifying scores at each level